Subject: read argument count/vector in GUI
Posted by BetoValle on Sun, 27 Dec 2020 12:52:10 GMT
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Hi,
is there any way to retrieve the arguments passed in a GUI application?

```
GUI_APP_MAIN {

    //int main(int argc, char* argv[])
    //to read argc and argv
}
```

thanks

Subject: Re: read argument count/vector in GUI
Posted by Klugier on Sun, 27 Dec 2020 13:09:29 GMT
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Hello,

This is the same as for CONSOLE_APP_MAIN:

```
GUI_APP_MAIN
{
    const Vector<String>& arguments = CommandLine();
    for (int i = 0; i < arguments.GetCount(); i++)
    {

    }
}
```

Klugier

Subject: Re: read argument count/vector in GUI
Posted by BetoValle on Sun, 27 Dec 2020 14:15:13 GMT
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Hi,

thanks!