Subject: How does one get argc and argv parms when making use of GUI_APP_MAIN?
Posted by ptkacz on Fri, 16 Apr 2021 02:52:21 GMT
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> How does one get argc and argv parms when making use of GUI_APP_MAIN?

Ok, I did some digging and there appears to be a CommandLine() function that returns a Vector<String>&. When I run the program from command line, the following returns a value of ZERO:

```
const Vector<String>& argc = CommandLine();

cout << "argc = " <<  to_string(argc.GetCount()) << endl;
```

In a C or C++ program with main(int argc, char **argv) provided, and the program is launched with no arguments, argc returns a value of 1, so why does the count for the String Vector for CommandLine() come back as ZERO?

Peter

Subject: Re: How does one get argc and argv parms when making use of GUI_APP_MAIN?
Posted by Novo on Fri, 16 Apr 2021 04:20:58 GMT
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U++ intentionally skips argv[0].

Subject: Re: How does one get argc and argv parms when making use of GUI_APP_MAIN?
Posted by Novo on Sun, 18 Apr 2021 02:49:50 GMT
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Function String GetArgv0() was added to U++ today ...