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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

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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].

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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 ...

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