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Subject: Commandline-Args with Core-Console-App  
Posted by [michael](#) on Tue, 19 Aug 2008 21:34:55 GMT

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Simple Question...

How can i use commandline-args when using CONSOLE\_APP\_MAIN?

```
CONSOLE_APP_MAIN
{
  some code here... using my commandline-args...
}
```

---

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [mirek](#) on Wed, 20 Aug 2008 10:07:27 GMT

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michael wrote on Tue, 19 August 2008 17:34: Simple Question...

How can i use commandline-args when using CONSOLE\_APP\_MAIN?

```
CONSOLE_APP_MAIN
{
  some code here... using my commandline-args...
}
```

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

and before you ask

```
SetExitCode(...);
```

(if you do not set exit code, it is 0).

Mirek

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [michael](#) on Wed, 20 Aug 2008 11:15:12 GMT

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Thanks,

this works:

```
int argc = CommandLine().GetCount();

const Vector<String>& argv = CommandLine();

var1 = argv[0];
var2 = argv[1];
```

By the way... is there any documentation about these packages?

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [mirek](#) on Wed, 20 Aug 2008 11:56:22 GMT  
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michael wrote on Wed, 20 August 2008 07:15Thanks,

this works:

```
int argc = CommandLine().GetCount();

const Vector<String>& argv = CommandLine();

var1 = argv[0];
var2 = argv[1];
```

By the way... is there any documentation about these packages?

I think not yet....

Mirek

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [michael](#) on Wed, 20 Aug 2008 12:19:12 GMT  
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Another problem:

when i try to get the first argument like this:

```
int argc = CommandLine().GetCount();
```

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

```
if(argv[0]=="/?")  
{  
    std::cout << "Syntax: blah blah blah" << "\n";  
}
```

i got an EXEPTION\_ACCESS\_VIOLATION reading at 0000000E.

What's wrong?

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [mr\\_ped](#) on Wed, 20 Aug 2008 12:35:59 GMT  
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```
if((argc >= 1) && (argv[0]=="/?"))
```

BTW, try DEBUG mode sometimes, there's an ASSERT macro in Vector code, which will tell you you are trying to access member outside of current vector size.

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Subject: Re: Commandline-Args with Core-Console-App  
Posted by [michael](#) on Wed, 20 Aug 2008 18:13:21 GMT  
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Thanks, this works.