
Subject: GetUserName fails on WinXP/MinGW

Posted by [White_Owl](#) on Mon, 05 Jan 2009 15:26:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

My code

```
void MyDlg::MyDlg () {
    username.SetData(GetUserName());
    // username is defined as LineEdit in lay
}
```

Gives an error:

C:/usr/include/winbase.h:1580: error: too few arguments to function `BOOL

GetUserNameA(CHAR*, DWORD*)'

I am using U++ 2008.1 Windows installation without MinGW.

And anyway, should not it be GetUserNameW()?

Subject: Re: GetUserName fails on WinXP/MinGW

Posted by [mirek](#) on Mon, 05 Jan 2009 21:30:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

[quote title=White_Owl wrote on Mon, 05 January 2009 10:26]My code

```
void MyDlg::MyDlg () {
    username.SetData(GetUserName());
    // username is defined as LineEdit in lay
}
```

Gives an error:

C:/usr/include/winbase.h:1580: error: too few arguments to function `BOOL

GetUserNameA(CHAR*, DWORD*)'

I am using U++ 2008.1 Windows installation without MinGW.

Hard to say without the rest of code. First wild guess is

```
Upp::GetUserName()
```

Quote:And anyway, should not it be GetUserNameW()?

Well, maybe it should, but we are still struggling to support Win98...

Most of code is capable of using 'W' variants where being run on WinNT (or better), essentially hiding all encoding details.

(Anyway, we plan to reconsider the whole issue this year. Maybe 10 years of supporting the crappy OS is enough....)

Mirek

Subject: Re: GetUserName fails on WinXP/MinGW
Posted by [White_Owl](#) on Mon, 05 Jan 2009 21:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Mon, 05 January 2009 22:30Hard to say without the rest of code. First wild guess is

```
Upp::GetUserName()  
Now I'm getting a different error:  
error: `GetUserNameA' is not a member of `Upp'
```

BTW, where is this function defined in U++? Which header/source? I can not find it.

Subject: Re: GetUserName fails on WinXP/MinGW
Posted by [zsolt](#) on Mon, 05 Jan 2009 22:16:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Well, maybe it should, but we are still struggling to support Win98...
I think it can be dropped now. I'm unable to run my UPP apps on win98 using current SVN version.
See this: Win98 crashes

Subject: Re: GetUserName fails on WinXP/MinGW
Posted by [mirek](#) on Mon, 05 Jan 2009 22:19:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

White_Owl wrote on Mon, 05 January 2009 16:52luzr wrote on Mon, 05 January 2009 22:30Hard to say without the rest of code. First wild guess is

```
Upp::GetUserName()  
Now I'm getting a different error:  
error: `GetUserNameA' is not a member of `Upp'
```

BTW, where is this function defined in U++? Which header/source? I can not find it.

Ah, that might explain a thing

Do you have LATEST svn version? I think this was contributed after last major release.

Mirek

Subject: Re: GetUserName fails on WinXP/MinGW
Posted by [White_Owl](#) on Tue, 06 Jan 2009 14:46:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, as I said in the very first message: "I am using U++ 2008.1 Windows installation without MinGW."
Doing svn checkout now...
