
Subject: Input value at main ()

Posted by [darthspawn](#) on Tue, 25 Aug 2009 12:51:24 GMT

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

with a c++ program I can define some input values

```
int main(int argc, char *argv[])
```

how can I do it with u++? I search information on the forum and in the manual section of the site, but I don't found anything. Thank you!

Sam

Subject: Re: Input value at main ()

Posted by [masu](#) on Tue, 25 Aug 2009 13:15:52 GMT

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

Hi,

you may use CommandLine() that return a String Vector.

Matthias

Subject: Re: Input value at main ()

Posted by [darthspawn](#) on Tue, 25 Aug 2009 14:26:01 GMT

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

Thank you! if someone needs the code I used this:

```
String str;
int argc = CommandLine().GetCount();
const Vector<String>& argv = CommandLine();

if(argc < 1 || argc >2) {
    return;
}
else {
    str = argv[0];
}
```

Subject: Re: Input value at main ()
Posted by [sergeynikitin](#) on Tue, 25 Aug 2009 14:49:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

My piece of code - can someone correct the it, or maybe for someone, and so it will be useful.

```
#include <plugin/pcre/Pcre.h>
```

```
.....
```

```
.....
```

```
GUI_APP_MAIN
```

```
{  
  
int argc = CommandLine().GetCount();  
const Vector<String>& argv = CommandLine();  
  
if((argc >= 1) && ((argv[0]=="/?")||(argv[0]=="/h")||(argv[0]=="-h")||(argv[0]=="--help")))  
{  
    Cout() << "PrintProject-SV ver "<<projectversion<< "\n\n"  
    << "Command Line Syntax: PrintProject2 --export-tr|--cfg=params.cfg|--help \n"  
    << "  --cfg=filename.cfg - Set alternative config file\n"  
    << "    (/cfg=filename and /c=filename - alternative forms of above command)\n"  
    << "    (filename default in win32.exe folder or at home in POSIX systems)\n"  
    << "\n"  
    << "  --export-tr localizationcode - export localization file to edit runtime localization\n"  
    << "    (for example --export-tr ruru - this export russian localization in Unicode encoding\n"  
    << "      ruru0 - for windows-1250 encoding\n"  
    << "      ruru1 - for windows-1251 encoding\n"  
    << "      ruru2 - for windows-1252 encoding\n"  
    << "      ruru3 - for windows-1253 encoding\n"  
    << "      ruru4 - for windows-1254 encoding\n"  
    << "      ruru5 - for windows-1255 encoding\n"  
    << "      ruru6 - for windows-1256 encoding\n"  
    << "      ruru7 - for windows-1257 encoding\n"  
    << "      ruruA - for iso-8859-1 encoding\n"  
    << "      ruruB - for iso-8859-2 encoding\n"  
    << "      ruruC - for iso-8859-3 encoding\n"  
    << "      ruruD - for iso-8859-4 encoding\n"  
    << "      ruruE - for iso-8859-5 encoding\n"  
    << "      ruruF - for iso-8859-6 encoding\n"  
    << "      ruruG - for iso-8859-7 encoding\n"  
    << "      ruruH - for iso-8859-8 encoding\n"  
    << "      rurul - for iso-8859-9 encoding\n"  
    << "      ruruJ - for iso-8859-10 encoding\n"  
    << "\n\n";  
    return;  
}  
if((argc >= 1) && ((argv[0]=="/?")||(argv[0]=="/h")||(argv[0]=="-h")||(argv[0]=="--help"))) {
```

```

Cout() << "Commandline=\"\"<<argv[0] <<"\"\\n";
}

if(argc >= 1) {
    RegExp regexp1("^(?:--cfg|/cfg|-c)\\=(.*)$",RegExp::MULTILINE);
    if (regexp1.Match(argv[0])){
        cfg_filename = regexp1[0];
        cfg_set = true;
        Cout() << "CFG_FILE=\"\"<<cfg_filename <<"\"\\n";
    }
}

.....
.....
Other code
.....
.....

}

```
