
Subject: GUI app arguments?

Posted by [kbyte](#) on Wed, 29 Dec 2010 17:50:57 GMT

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Hi

How can we get application arguments sent from Windows when running the application?
by other words, using UPP for building Windows GUI apps, where is the argc and argv?

Kim

Subject: Re: GUI app arguments?

Posted by [dolik.rce](#) on Wed, 29 Dec 2010 18:29:53 GMT

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Hi Kim,

There is a function `CommandLine()` which returns the command line arguments. Typical usage is something like:

```
GUI_APP_MAIN{
  const Vector<String>& cmd=CommandLine();
  for(int i = 0; i < cmd.GetCount(); i++){
    //do something with the argument cmd[i]
  }
}
```

Note, that there is a little difference from `argv` - the vector returned by `CommandLine()` does not start with the name of the program. The rest of the arguments is left as is, only the zeroth element of `argv` is omitted. If you need to know the name under which the app was invoked, you can get that by calling `GetExeTitle()`.

Best regards,
Honza

PS: I forgot to mention that `CommandLine()` of course works also in console applications. The usage is the same as in the example above, just use `CONSOLE_APP_MAIN` macro instead of `GUI_APP_MAIN`.

Subject: Re: GUI app arguments?

Posted by [kbyte](#) on Wed, 29 Dec 2010 20:25:19 GMT

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Hi Honza

Very good explanation! Thank you so much!

Kim
