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 fromWwindows 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!