
Subject: How to find the path for a Directory? - Windows

Posted by [rfdiaz](#) on Thu, 27 Nov 2014 13:04:04 GMT

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Hi,

I'm new to U++ trying to find "paths" under Windows.

This is my test code:

```
#include "stdio.h"
```

```
#include <windows.h>
```

```
#include <iostream>
```

```
#include "Shlwapi.h"
```

```
using namespace std;
```

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

```
{
```

```
    // String for path name.
```

```
    char buffer_1[MAX_PATH] = "name_1\\name_2";
```

```
    char *lpStr1;
```

```
    lpStr1 = buffer_1;
```

```
    // String of what is being added.
```

```
    char buffer_2[ ] = "name_3";
```

```
    char *lpStr2;
```

```
    lpStr2 = buffer_2;
```

```
    cout << "The original path string is  " << lpStr1 << endl;
```

```
    cout << "The part to append to end is  " << lpStr2 << endl;
```

```
    bool ret = PathAppend(lpStr1,lpStr2);
```

```
    cout << "The appended path string is  " << lpStr1 << endl;
```

```
    return 0;
```

```
}
```

It gives the following error:

```
PathTest.cpp
```

```
PathTest: 1 file(s) built in (0:00.96), 967 msecs / file, duration = 983 msecs, parallelization 0%
```

```
Linking...
```

```
C:/upp/out/uppsrc/PathTest/MINGW.Debug.Debug_Full.Main.Sse2\ PathTest.o: In function  
'main':
```

```
C:/upp/uppsrc/PathTest/PathTest.cpp:21: undefined reference to `__imp__PathAppendA@8'
```

```
collect2.exe: error: ld returned 1 exit status
```

```
Maybe this is something obvious yet I have not been able to get it...
```

Searching on the subject I found a post at StackOverflow which suggests that

"You need to add the shlwapi library for linking:

```
gcc -o test test.c -lshlwapi"
```

Thanks for any Path to the solution!!!

Rfdiaz

Subject: Re: How to find the path for a Directory? - Windows

Posted by [andreincx](#) on Fri, 28 Nov 2014 07:27:49 GMT

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Hi,

You're right. You'll need shlwapi.

See [http://ultimatepp.org/app\\$ide\\$GettingStarted\\$en-us.html](http://ultimatepp.org/appideGettingStarted$en-us.html) (Search for "What is stored where ?") which explain how you add a lib.

Project->Package organizer..

In main area of window press right click. Select "New Libraries..". In "When" field add WIN32 and in next field add shlwapi

Andrei

Subject: Re: How to find the path for a Directory? - Windows

Posted by [koldo](#) on Fri, 28 Nov 2014 07:37:45 GMT

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Hello rfdiaz

Welcome to forum.

If you work in U++ you just need AppendFileName() function to append two paths.

If you also wants to browse through a folder, you can use this example:

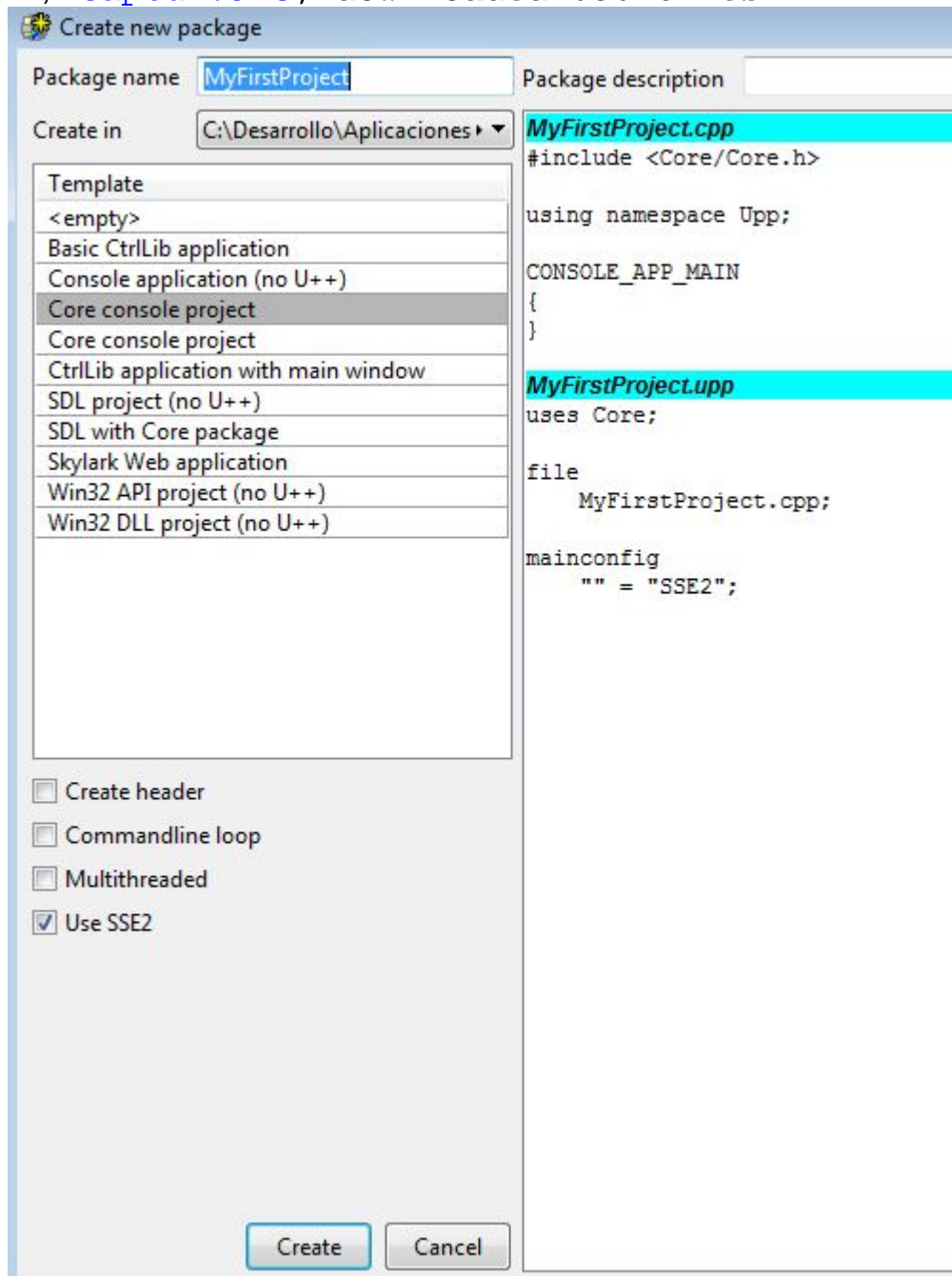
```
String path = AppendFileName(dir, ".*")
FindFile ff(path);
while(ff) {
    String name = ff.GetName();
    String namePath = AppendFileName(dir, name);
    if (ff.IsFile())
        DoSomething(namePath);
    else if(ff.IsFolder())
        DoMore(path, name);
    ff.Next();
}
```

To create a new command line U++ project you have to open TheIDE, choose "New package" and choose this option:

CONSOLE_APP_MAIN is the main() of your program.

File Attachments

1) [Captur.JPG](#), downloaded 656 times



Subject: Re: How to find the path for a Directory? - Windows

Posted by [rfdiaz](#) on Sat, 29 Nov 2014 12:45:38 GMT

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Thanks for your response.

rfdiaz
