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/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:

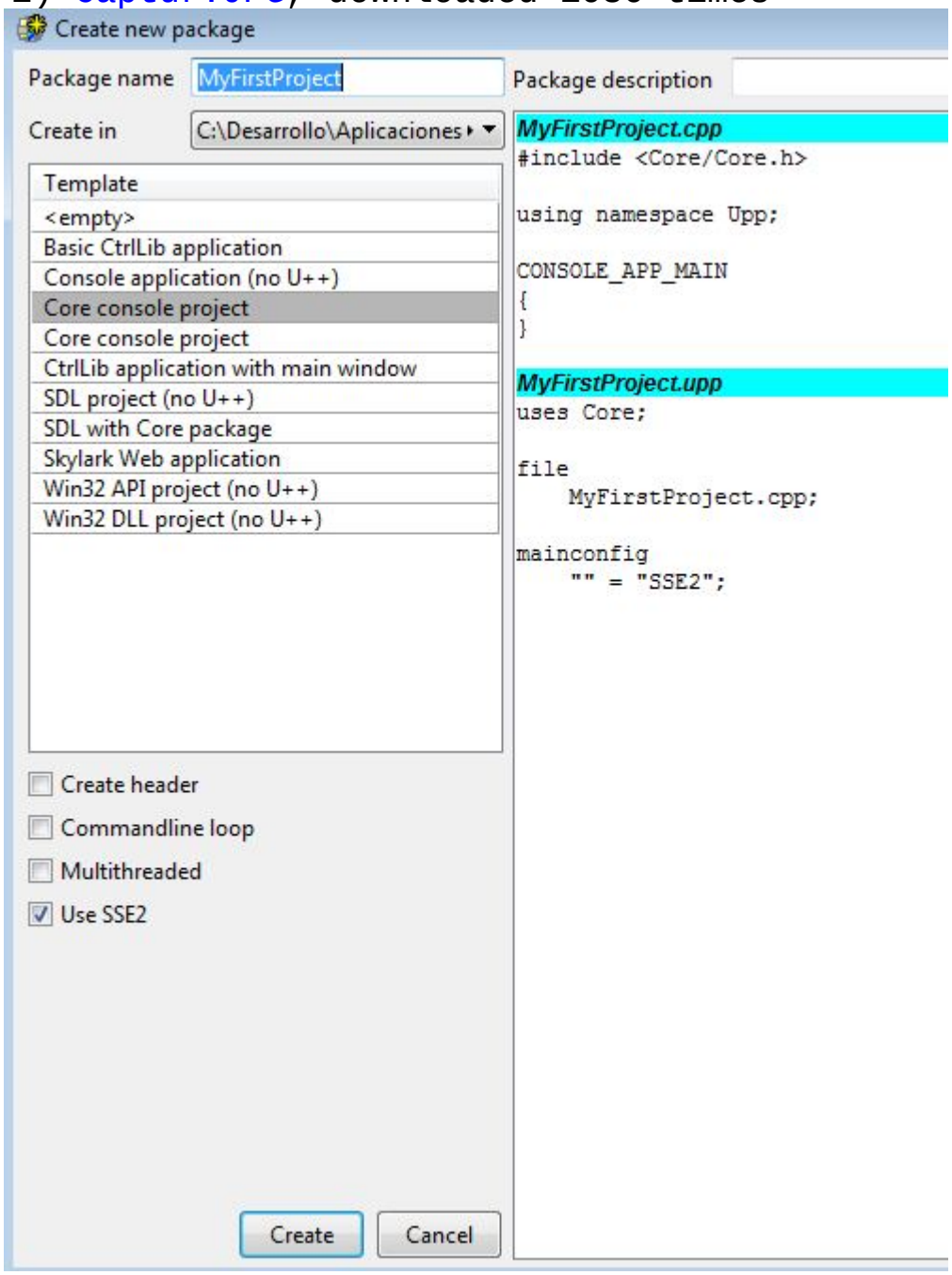
```
String path = AppendFileName(dir, "*.*")
FindFile ff(path);
while(ff) {
 String name = ff.GetName();
 String namePath = AppendFileName(dir, name);
 if (ff.IsFile())
  DoSomething(namePath);
 else if(ff.IsFolder())
  DoMore(path, name);
 ff.Next();
}
```

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 1036 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