

How to get Current Directory?

Asked 11 years ago Active 4 months ago Viewed 266k times



I've been doing this in C# and Delphi ,but C++ is evil.The purpose is to create a file in the current directory(where the executable is running).

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My code:



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```
LPTSTR NPath = NULL;
DWORD a = GetCurrentDirectory(MAX_PATH,NPath);
HANDLE hNewFile =
CreateFile(NPath,GENERIC_WRITE,0,NULL,CREATE_ALWAYS,FILE_ATTRIBUTE_NORMAL,NULL);
```

I get exception at GetCurrentDirectory().

Please tell me why I get an exception and how do I make it easier in C++?

c++ windows

edited May 17 '09 at 19:17



Johannes Weiss

44.8k 15 92 126

asked May 17 '09 at 19:05



Ivan Prodanov

30k 67 163 241

2 #include <unistd.h> char *getcwd(char *buf, size_t size); stackoverflow.com/questions/298510/... – Anuswadh Aug 4 '13 at 15:19

possible duplicate of [How do I get the directory that a program is running from?](#) – user Mar 9 '14 at 23:34

3 Please NOTE: current directory is not always the directory that the exe is in. (e.g. c:\users\me> \dir1\dir2\runme.exe here you are in c:\users\me and running exe from \dir1\dir2). – Mercury Sep 14 '15 at 12:53

2 "but C++ is evil" had me laughing pretty well lol. – NobleUplift Jun 12 '16 at 2:17

@NobleUplift It's funny cause it's true :D – Aviv Cohn Mar 29 at 19:03

18 Answers

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I would recommend reading a book on C++ before you go any further, as it would be helpful to get a firmer footing. [Accelerated C++](#) by Koenig and Moo is excellent.

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To get the executable path use [GetModuleFileName](#):



```
char buffer[MAX_PATH];
GetModuleFileName( NULL, buffer, MAX_PATH );
```

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```
#include <windows.h>
#include <string>
#include <iostream>
using namespace std;;

string ExePath() {
    char buffer[MAX_PATH];
    GetModuleFileName( NULL, buffer, MAX_PATH );
    string::size_type pos = string( buffer ).find_last_of( "\\\" );
    return string( buffer ).substr( 0, pos);
}

int main() {
    cout << "my directory is " << ExePath() << "\n";
}
```

edited Nov 3 '16 at 10:27

answered May 17 '09 at 19:10



Eun

3,823 1 25 46


anon

-
- 5 NB that you may need to use a wide char, like `wchar_t buffer[MAX_PATH]`; these days... – [rogerdpack](#) Sep 24 '13 at 0:08
-
- 2 Or `GetModuleFileNameA` – [Mikhail](#) Aug 5 '14 at 10:51 ✎
-
- 1 To reiterate over what @Mikhail said, you would use `GetModuleFileNameA` for code which utilizes a multi-byte character set, and `GetModuleFileNameW` for unicode. `GetModuleFileName` (without the A or W) is actually an alias for whichever character set your project is set to use, which is how most Win32 API methods which utilize strings are set up. So if you have a unicode project, and your strings are also unicode, then you would only have to call `GetModuleFileName`. The same applies if your project is multi-byte and uses multi-byte strings. – [RectangleEquals](#) Jul 12 '15 at 2:35 ✎
-

 `GetCurrentDirectory` does not allocate space for the result, it's up to you to do that.

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```
TCHAR NPath[MAX_PATH];
GetCurrentDirectory(MAX_PATH, NPath);
```

 Also, take a look at [Boost.Filesystem](#) library if you want to do this the C++ way.



answered May 17 '09 at 19:08



avakar

29k 8 57 98

Hmm, `NPath` points to another directory, how do I make it show the directory where the executable is placed in? – [Ivan Prodanov](#) May 17 '09 at 19:11

- 7 The current directory is not the same as the executable's directory, even under C# and Delphi. Perhaps you could make your question clearer? – anon May 17 '09 at 19:13
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John, that's a little more involved and can't be simply answered in a comment. Perhaps you should follow Neil's advice (both of them). – [avakar](#) May 17 '09 at 19:19

