## 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).

64

My code:





DWORD a = GetCurrentDirectory(MAX\_PATH,NPath); HANDLE hNewFile =

LPTSTR NPath = NULL;

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++?

windows

edited May 17 '09 at 19:17



**Johannes Weiss 44.8k** 15 92

asked May 17 '09 at 19:05



Ivan Prodanov

163

#include <unistd.h> char \*getcwd(char \*buf, size t size); <a href="mailto:stackoverflow.com/questions/298510/...">stackoverflow.com/questions/298510/...</a> -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

- 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
- "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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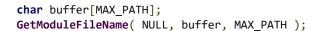


I would recommend reading a book on C++ before you go any further, as it would be helpful to get a firmer footing. Accelerated C++ by Koenig and Moo is excellent.

123

To get the executable path use <a href="GetModuleFileName">GetModuleFileName</a>:





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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";
}</pre>
```

edited Nov 3 '16 at 10:27

answered May 17 '09 at 19:10 anon



Eun 3,823 1 25 46

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 /
- To reiterate over what @Mikhail said, you would use GetModuleFileNameA for code which utilizes a multibyte 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 is also unicode, then you would only have to call GetModuleFileName. The same applies if your project is multibyte 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.



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 5

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

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

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