# Assigning a Drive to a Share

The following example demonstrates how to connect a drive letter to a remote server share with a call to the **WNetAddConnection2** function. The sample informs the user whether or not the call was successful.

To test the following code sample, perform the following steps:

1. Change the following lines to valid strings:

```
szUserName[32] = "myUserName",
szPassword[32] = "myPassword",
szLocalName[32] = "Q:",
szRemoteName[MAX_PATH] = "\\\\products2\\relsys";
```

2. Add the file to a console application called AddConn2.
3. Link the library MPR.LIB to the compiler list of libraries.
4. Compile and run the program AddConn2.EXE.

C++

```cpp
#include <windows.h>
#include <stdio.h>
#include <winnetwk.h>
#pragma comment(lib, "mpr.lib")

void main()
{
NETRESOURCE nr;
DWORD res;
TCHAR szUserName[32] = "MyUserName",
    szPassword[32] = "MyPassword",
    szLocalName[32] = "Q:",
    szRemoteName[MAX_PATH] = "\\\\products2\\relsys";
//
// Assign values to the NETRESOURCE structure.
//
nr.dwType = RESOURCETYPE_ANY;
nr.lpLocalName = szLocalName;
nr.lpRemoteName = szRemoteName;
nr.lpProvider = NULL;
//
// Call the WNetAddConnection2 function to assign
//   a drive letter to the share.
//
res = WNetAddConnection2(&nr, szPassword, szUserName, FALSE);
//
// If the call succeeds, inform the user; otherwise,
//   print the error.
//
if(res == NO_ERROR)
  printf("Connection added \n", szRemoteName);
else
  printf("Error: %ld\n", res);
```

```
        return;
    }
```

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## Community Additions

**mount shared folder in home PC befhind a router**

But how I can mount the folder in my home pc (which is behind a router) remotely from outside of my house?

I mean do I need to do any kind of port forwarding etc or is there a way without changing the default settings of the router at home?

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