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# IExecuteCommand interface (shobjidl\_core.h)

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Exposes methods that set a given state or parameter related to the command verb, as well as a method to invoke that verb.

## Inheritance

The **IExecuteCommand** interface inherits from the **IUnknown** interface. **IExecuteCommand** also has these types of members:

## Methods

The **IExecuteCommand** interface has these methods.

 Expand table

<b>IExecuteCommand::Execute</b>
Invoke the verb on the selected items. Call this method after you have called the other methods of this interface.
<b>IExecuteCommand::SetDirectory</b>
Sets a new working directory.
<b>IExecuteCommand::SetKeyState</b>
Sets a value based on the current state of the keys CTRL and SHIFT.
<b>IExecuteCommand::SetNoShowUI</b>
Indicates whether any UI associated with the selected Shell item should be displayed.
<b>IExecuteCommand::SetParameters</b>
Provides parameter values for the verb.
<b>IExecuteCommand::SetPosition</b>
Sets the coordinates of a point used for display.
<b>IExecuteCommand::SetShowWindow</b>
Sets the specified window's visual state.

# Remarks

## When to Implement

Implement this interface when you choose it as your method to invoke the verb to perform an action on selected items. The items are passed as a Shell item array through [IObjectWithSelection::SetSelection](#), so the object must also implement [IObjectWithSelection](#).

## When to Use

Do not call the methods of **IExecuteCommand** directly. Windows Explorer calls your **IExecuteCommand** methods when the user wants to perform an action on the items.

Note that, apart from [Execute](#), the methods of this interface pass system information to the handler. The system itself calls these methods, setting the parameters appropriately based on system settings and conditions.

## Requirements

 Expand table

Requirement	Value
Minimum supported client	Windows 7 [desktop apps only]
Minimum supported server	Windows Server 2008 R2 [desktop apps only]
Target Platform	Windows
Header	shobjidl_core.h (include Shobjidl.h)


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