

 Filter by title

- > IExecuteCommandHost interface
- > IExplorerBrowser interface
- > IExplorerBrowserEvents interface
- > IExplorerCommand interface
- > IExplorerCommandProvider interface
- > IExplorerCommandState interface
- > IExplorerPaneVisibility interface
- > IExtractImage interface
- > IExtractImage2 interface
- > IFileDialog interface
- > IFileDialogCustomize interface
- > IFileDialogEvents interface
- > IFilesInUse interface
- > IFileOpenDialog interface
- > IFileOperation interface
- > IFileOperationProgressSink interface
- > IFileSaveDialog interface
- > IFileSyncMergeHandler interface
- > IFileSystemBindData interface
- > IFileSystemBindData2 interface
- > IFolderFilter interface
- > IFolderFilterSite interface
- > IFolderView interface
- > IFolderView2 interface
- > IFolderViewSettings interface
- > IFrameworkInputPane interface
- > IFrameworkInputPaneHandler interface
- > IHandlerActivationHost interface
- > IHandlerInfo interface
- > IHomeGroup interface
- > IIdentityName interface
- > IInitializeCommand interface
- > IInitializeWithBindCtx interface
- > IInitializeWithItem interface
- > IInitializeWithPropertyStore interface

 **Download PDF**

⋮ / [Win32](#) / [API](#) / [The Windows Shell](#) / [Shobjidl\\_core.h](#) /

# IExecuteCommand interface (shobjidl\_core.h)

Article • 02/22/2024

 [Feedback](#)

## In this article

- [Inheritance](#)
- [Methods](#)
- [Remarks](#)
- [Requirements](#)


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**

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

[IExecuteCommand::SetShowWindow](#)

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)

## Feedback

Was this page helpful? 

 Yes

 No

[Provide product feedback](#)  | [Get help at Microsoft Q&A](#)

## Additional resources

### Events

Nov 20, 12 AM - Nov 22, 12 AM

Gain the competitive edge you need with powerful AI and Cloud solutions by attending Microsoft Ignite online.

[Register now](#)

