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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

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


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