

LAUNCH A FORM DEPENDING ON COMMAND-LINE PARAMETER

27-Mar-2020 | phVB6projects

By default, VB6 project starts with "Form1".

But what if you have another form, say "Form2" and you want that to launch when you run your application?

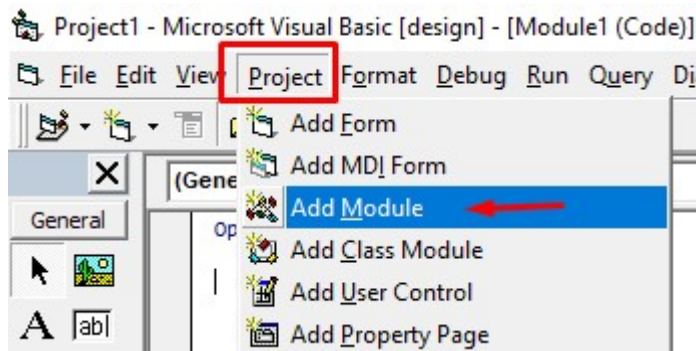
Well, you can change it on the project properties window you'd say --- which is correct.

But what if you want Form1 to show up only if the user is an admin? And if not, launch Form2 instead. How do you do that?

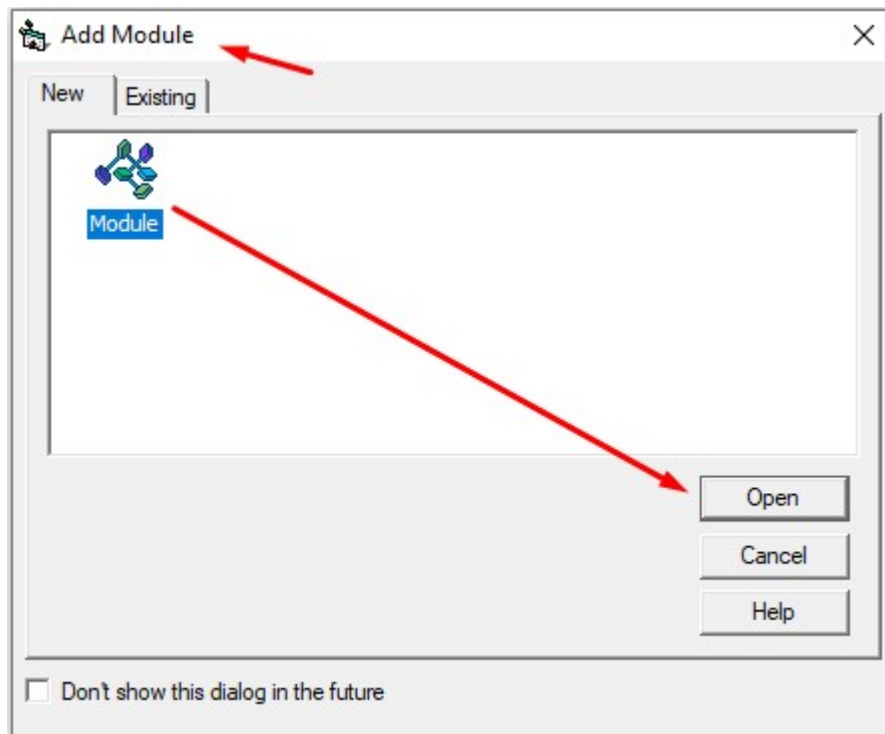
I'll tell you how I do it and maybe you can use it on your projects as well.

So to start, create a new Project and select the usual Standard EXE.

Next, you need to add a basic module (go to Project -> Add Module):

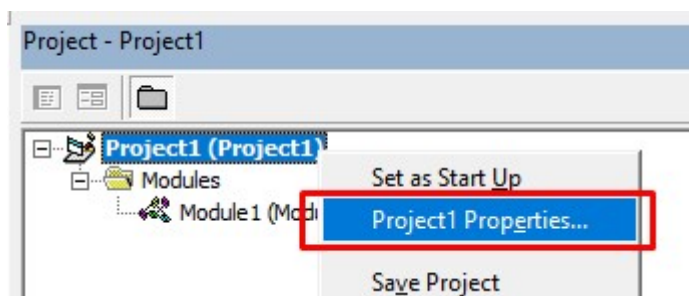


Select the default "Module" icon then click "Open":

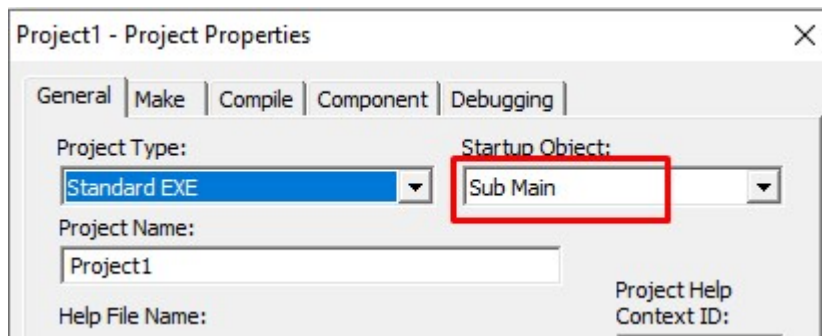


Now, we have to change the project startup so it won't use Form1 but instead call our Module.

So open up the Project Properties:



and then from the "General" tab, select "Sub Main" from the Startu Object:



Click "OK" at the bottom afterwards.

Open the Module (Module1) that we added and type the following:

```
Sub Main()  
    Dim args as String  
    args = UCase(Trim(Command))  
    If args = "ADMIN" Then  
        Form1.Show  
    Else  
        Form2.Show  
    End If  
End Sub
```

NOTE: Obviously, in production you would check from a database if the 'args' is admin; this is just to give you the idea on how to dynamically select the Form that will be shown, and you can extend from this baseline.

To test this, go to Project Properties again.

Navigate to "Make" tab and enter "admin" on the Command Line Arguments field:

Project1 - Project Properties

General Make Compile Component Debugging

Version Number

Major: 1 Minor: 0 Revision: 0

☐ Auto Increment

Application

Title: Project1

Icon: [dropdown] [icon]

Version Information

Type: Comments Company Name

Value:

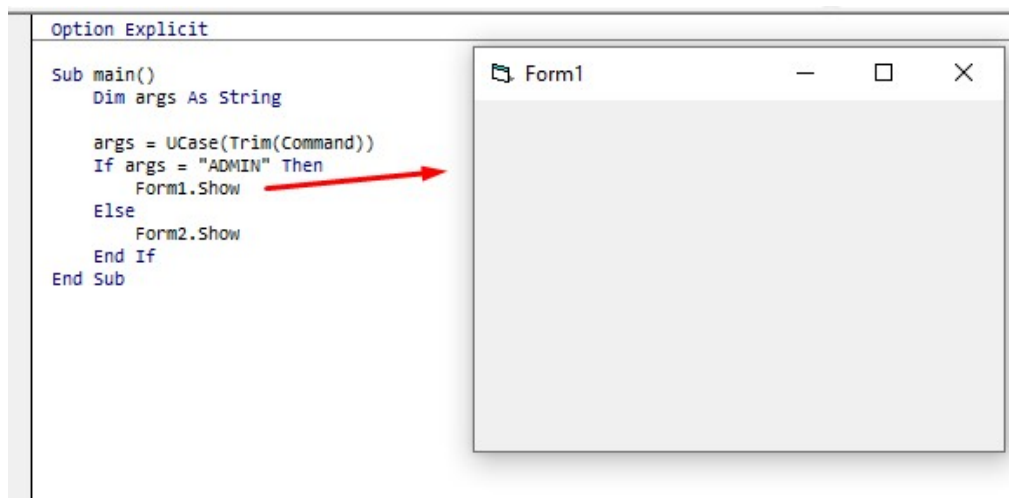
Command Line Arguments: admin

Conditional Compilation Arguments:

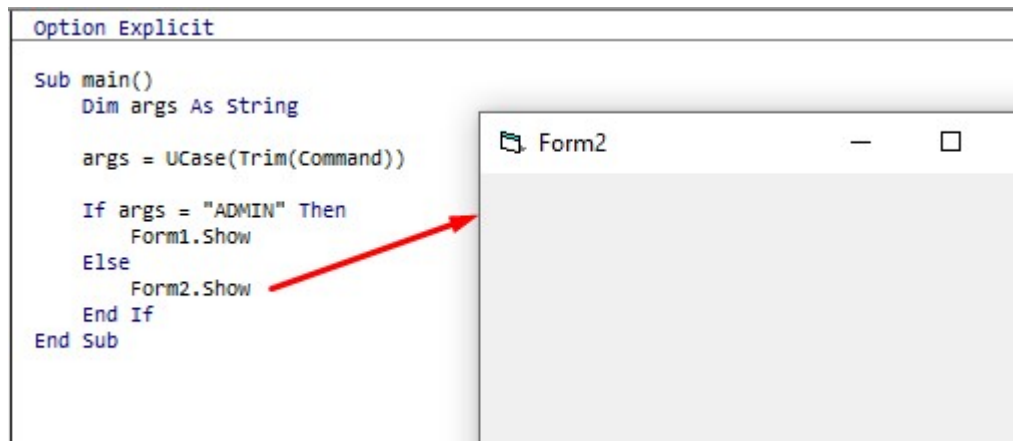
☒ Remove information about unused ActiveX Controls

OK Cancel Help

Now run the code (F5) and you should see Form1 show up:



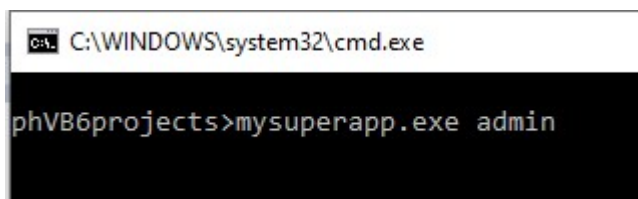
And if you change it to something else, or just leave it blank, it would show Form2 instead:



That's it! Now you can use this technique to use dynamically-selected form based on command line parameters.

Now you might be wondering, how in the heck do I call it from the command line?

It's easy, go to where you compiled the exe and type it with params. If you named it "mysuperapp" then here's how:



Enjoy! Keep learning and sharing!