

How do I get the full path for the target of a shortcut file?

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A customer was having trouble obtaining information from a shortcut file. “Here is a sample program that tries to print the target of a shortcut file, but it only gets the file name without a directory. How do I get the full path?”

```
IShellLink *psl;  
... code that loads the IShellLink omitted ...  
TCHAR szPath[MAX_PATH];  
WIN32_FIND_DATA wfd;  
hr = psl->GetPath(szPath, MAX_PATH, &wfd, SLGP_UNCPATH);  
if (SUCCEEDED(hr)) {  
    _tprintf(TEXT("Got path: %s\n"), wfd.cFileName);  
}
```

Recall that the `WIN32_FIND_DATA` structure contains only a file name in the `cFileName` member. It doesn't have any path information. The `WIN32_FIND_DATA` structure was originally created for the `FindFirstFile` function, and you already know the directory you are searching in because you passed it to `FindFirstFile`.

But we're not using the `WIN32_FIND_DATA` structure in conjunction with `FindFirstFile`, so where do I get the directory from?

In the customer's excitement over the `WIN32_FIND_DATA` structure, they forgot about that other parameter: `szPath`.

```
if (SUCCEEDED(hr)) {  
    _tprintf(TEXT("Got path: %s\n"), szPath);  
}
```

The answer was sitting right there in front of them, like an overlooked Christmas present.

(Don't forget, the target of the shortcut might not be a file, in which case the call to `GetPath` will return `S_FALSE`.)

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