How do I programmatically add a folder to my Documents library?

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Today's Little Program adds a folder to the Documents library. Remember that Little Programs do little to no error checking.

Today's smart pointer library is... (rolls dice)... nothing! We're going with raw pointers.

This program uses some helper functions for manipulating libraries. The SHLoadLibrary-FromKnownFolder function is a shorthand for CoCreateInstance(CLSID_ShellLibrary) followed by IShellLibrary::LoadLibraryFromKnownFolder, and the SHAddFolder-PathToLibrary function is a shorthand for SHCreateItemFromParsingName followed by IShellLibrary::AddFolder.

Run this program with the full path (or paths) to the folders you want to add to the Documents Library, and... nothing happens.

Ah, because there's a gotcha with libraries: After you make a change to a library, you need to commit your changes. So let's fix that:

```
#define STRICT
#include <windows.h>
#include <ole2.h>
#include <shlobj.h>
int __cdecl wmain(int argc, wchar_t** argv)
 CoInitialize(nullptr);
 IShellLibrary* library;
 SHLoadLibraryFromKnownFolder(FOLDERID_DocumentsLibrary,
                               STGM_READWRITE, IID_PPV_ARGS(&library));
 for (int i = 1; i < argc; i++) {
    SHAddFolderPathToLibrary(library, argv[i]);
 library->Commit(); // add this line
 library->Release();
 CoUninitialize();
 return 0;
}
```

Okay, let's try it again. Run this program with the full path (or paths) to the folders you want to add to the Documents Library, and hooray! the folders are added to the Documents Library.

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