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Thread: [\[Snippet\] Get Windows directory](#)

gigajew - December 1, 2018, 6:21 am

Here's a snippet to get the Windows directory using the Windows API. Easy to use.

```
Code [DllImport("kernel32.dll", BestFitMapping = true, CallingConvention =  
CallingConvention.Winapi, CharSet = CharSet.Unicode, SetLastError = true)]  
[return: MarshalAs(UnmanagedType.U4)]  
private static extern uint GetWindowsDirectory(StringBuilder builder,  
[MarshalAs(UnmanagedType.U4)] uint size);  
  
private static DirectoryInfo GetWindowsDirectory()  
{  
    StringBuilder builder = new StringBuilder(260);  
    uint realLength = GetWindowsDirectory( builder, (uint)builder.Capacity);  
    string windowsDir = builder.ToString();  
    return new DirectoryInfo(windowsDir);  
}
```

Vuln - December 1, 2018, 7:35 am

Why use WinAPI for this at all?

```
Code new DirectoryInfo(Environment.GetFolderPath(Environment.SpecialFolder.Windows));
```

0xDEAD10CC - December 1, 2018, 2:14 pm

(Dec 1, 2018 08:35 AM)Jailbyte Wrote: [\[CITE\]](#) Why use WinAPI for this at all?

```
Code new DirectoryInfo(Environment.GetFolderPath(Environment.SpecialFolder.Windows));  
^ Exactly
```

Additionally if you actually read the documentation it says size should be MAX_PATH, and that is not 255... It's 260.

gigajew - December 1, 2018, 4:55 pm

Thanks for the input, changed accordingly