

Creating a simple shell item, just as fake as a simple pidl

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Raymond Chen

Continuing from [Creating a simple pidl: For the times you care enough to send the very fake:](#) Instead of creating a simple pidl, we'll create a simple shell item.

The idea is the same. We build a file system bind context containing the information about the fake file, and we pass that bind context to the `SHCreateShellItem` function.

Take that program that creates a simple pidl and make these changes:

```

HRESULT CreateSimpleShellItemFromPath(
    _In_ const WIN32_FIND_DATAW *pfd,
    _In_ PCWSTR pszPath,
    _In_ REFIID riid, _Outptr_ void **ppv)
{
    *ppv = nullptr;
    CComPtr<IBindCtx> spbc;
    HRESULT hr = CreateFileSysBindCtx(pfd, &spbc);
    if (SUCCEEDED(hr)) {
        hr = SHCreateItemFromParsingName(pszPath, spbc, riid, ppv);
    }
    return hr;
}

void DoStuffWith(_In_ IShellItem2 *psi2)
{
    // Print the file name
    PCWSTR pszName;
    if (SUCCEEDED(psi2->GetDisplayName(
        SIGDN_DESKTOPABSOLUTEPARSING,
        &pszName)) {
        wprintf(L"Path is \"%ls\"\n", pszName);
        CoTaskMemFree(pszName);
    }
    // Print the file size
    ULONGLONG ullSize;
    if (SUCCEEDED(psi2->GetUInt64(PKEY_Size, &ullSize))) {
        wprintf(L"Size is %I64u\n", ullSize);
    }
}

int __cdecl wmain(int argc, PWSTR argv[])
{
    CCoInitialize init;
    if (SUCCEEDED(init)) {
        WIN32_FIND_DATAW fd = {};
        fd.dwFileAttributes = FILE_ATTRIBUTE_NORMAL;
        fd.nFileSizeLow = 42;
        CComPtr<IShellItem2> spsi2;
        if (SUCCEEDED(CreateSimpleShellItemFromPath(&fd,
            L"Q:\\Whatever.txt", IID_PPV_ARGS(&spsi2)))) {
            DoStuffWith(spsi2);
        }
    }
    return 0;
}

```

Instead of creating a simple pidl, we create a simple shell item and then extract the same information from it as before, just doing it the `IShellItem` way.

[Raymond Chen](#)

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