

```
// Include file for ShortCut.c
```

```
#ifndef __SHORTCUT_H  
#define __SHORTCUT_H
```

```
BOOL CreateShortcut( LPSTR pszPath,           // Target of shortcut (drive, path, filename)  
                    LPSTR pszArguments,       // Arguments for the command line  
                    LPSTR pszLocation, // Path and filename under which the shortcut is saved  
                    LPSTR pszWorkingDir,      // Working directory  
                    int  nCmdShow );          // Display mode of the application window
```

```
BOOL SetShortcutIcon( LPSTR pszLocation,       // Filename under which the shortcut was saved  
                    LPSTR pszIconDLL,         // Name of icon DLL  
                    int  iIcon );              // Index of icon to display
```

```
#endif
```