
Subject: FindFile Problem

Posted by [masu](#) on Thu, 17 Jul 2008 17:19:05 GMT

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What is wrong with this code?

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN {

    Vector<String> cmd = CommandLine();

    String dirName = cmd.At(0);
    FindFile ff(dirName);
    String fileName;
    size_t fileSize;

    do {

        fileName = GetFileDirectory(dirName) + ff.GetName();

        if (ff.IsDirectory()) {

            LOG("Directory:\t" << fileName);
            Cout() << "Directory:\t" << fileName;

        } else {

            LOG("File:\t" << fileName);
            Cout() << "File:\t" << fileName << "\n";

            if (!f.Open(fileName)) {
                Cout() << "ERROR: Cannot open file " << fileName << "!n";
                exit(-1);
            }

            fileSize = f.GetSize();

            LOG("Size:\t" << fileSize);
            Cout() << "Size:\t" << fileSize << "\n";

        }

    } while(ff.Next());
}
```

I only get the first directory or file with the command line argument: c:\temp*.

WinXP, 806.r125

Matthias
