
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
