Subject: File/Folder deleting, Recycle Bin and Read only files
Posted by koldo on Tue, 05 Jan 2010 09:02:21 GMT
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Hello all

Presently we have this basic functions to delete files and folders:
bool FileDelete(const char *filename)
bool DirectoryDelete(const char *dirname)
They delete forever a file/folder if it is not read-only (and of course if it is available).

It would be great if they would manage as transparently as possible the Recycle Bin and the
Read-Only files.

Some possible options would be:

1.- To add to this functions new parameters. For example:
bool FileDelete(const char *filename, bool recycleBin = false, bool delReadOnly = false)
bool DirectoryDelete(const char *dirname, bool recycleBin = false, bool delReadOnly = false)
or
enum DeleteFlags {DEL_FOREVER = 0, DEL_RECYCLE = 1, NOT_DEL_READONLY = 0,
DEL_READONLY = 2};
bool FileDelete(const char *filename, int flags = 0)
bool DirectoryDelete(const char *dirname, int flags = 0)

2.- To add functions to handle this:
void SetDeleteToRecycleBin(bool val = false);
void SetDeleteReadOnly(bool val = false);
or
enum DeleteFlags {DEL_FOREVER = 0, DEL_RECYCLE = 1, NOT_DEL_READONLY = 0,
DEL_READONLY = 2};
void SetDeleteFlags(bool val = false);

What do you think about it ?

Best regards
Koldo