
Subject: How to open a FileSelect widget and select a file?

Posted by [forlano](#) on Fri, 21 Apr 2006 20:59:29 GMT

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Now it is time to read the data from a file (and later save them). So the first step is to select one.

Spying in the available code I've found in UWord package some useful code. I copied, without understand, in VegaMain.h

```
FileSel& UWordFs()
{
    static FileSel fs;
    return fs;
}
```

and then created the following method:

```
void VegaMain::OpenTournament()
{
    FileSel& fs = UWordFs();
    fs.ExecuteOpen();
}
```

that with my great satisfaction open a fileselect widget. Now I've 2 questions:

1. What have I done? (I do not understand the logic of the first operation... FileSel& UWordFs()...
2. How can I get the selected file, the directory in which it resides, and set a filter? (For example I want to show in the dialog only the file *.txt and *.qtf)

I think when I need to save a file the operations to select a filename are the same.

Thank you,
Luigi
