Subject: Re: How to open a FileSelect widget and select a file?
Posted by forlano on Sat, 22 Apr 2006 13:35:18 GMT
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forlano wrote on Fri, 21 April 2006 22:59
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've investigated the source code of TheIDE and after many experiments I can answer to question 2.


```
// open a file
void OpenFileSelect()
{ // FileSelector fs;
 String fn;
 FileSel fs;
 fs.Type( "Files (text, cpp)", "*.txt;*.cpp").DefaultExt("bmp").ExecuteOpen();

 fn = ~fs; // fn contains the file name
 if( fn != Null) PromptOK(NFormat(t_("opening file [* \1%s\1]. Continue?"), fn));
 else  PromptOK( "no file :-(");
}
```

I noticed that if I use
FileSelector fs;
instead of
FileSel fs;
appear the filedialog of Windows. I couldn't find the equivalent one for the directory.

```
// choose a directory
void ChooseDirectory()
{   String directory;
 FileSel fs;

     fs.ExecuteSelectDir();

 directory = ~fs;
 if ( directory != Null) PromptOK(NFormat(t_("Selected [* \1%s\1] directory"), directory));
 else PromptOK( "no directory selected");
}
```

```
//Save as dialog
void SaveAsDialog()
{   String filename;
 FileSel fs;
```

```
fs.Type( "File bitmap", "").DefaultExt("bmp").ExecuteSaveAs("Save as...");

filename= ~fs;
if ( filename!= Null) PromptOK(NFormat(t_("Selected [* \1%s\1] as filename"), filename));
else PromptOK( "no filename selected");
}
```

These code snippet are very common in an application. I think they should appear in the documentation very soon to show how it is easy to work with such dialog.

Luigi