Subject: Added FSMon - FileSystem Monitor class
Posted by mdelfede on Sat, 12 May 2012 07:32:04 GMT
View Forum Message <> Reply to Message

Hi,

I dropped a small class, FSMon, along with its demo FSMonTest, which allows monitoring a folder and its sub-folders for file changes.
Usage is quite simple :

```
FSMon fsMon;

// this will add a monitored path
fsMon.Add(APathToMonitor);

// this will remove it
fsMon.Remove(AMonitoredPath);
```

Catch of events can be done by polling

```
while(true)
{
   if(fsMon.HasChanges())
   {
      Vector<FSMon::Info> info = fsMon.GetChanged();
      for(int i = 0; i < info.GetCount(); i++)
         DoSomething(info[i].path, info[i].newPath, info[i].flags);
   }
   else
      Sleep(100);
}
```

or event driven with a callback :

```
void eventHandler(void)
{
   Vector<FSMon::Info> info = fsMon.GetChanged();
   ......
}

fsMon.EventHandler = THISBACK(eventHandler);
```

Beware, for the event-driven the behaviour is different if runnini inside a GUI app or a NON-GUI app :
for GUI apps, the call is done through a PostCallback, so runs in main thread
for NON GUI apps, the call is direct, so runs in FSMon monitoring thread, which is not good for lengty operations.

So, for NON-GUI apps it's better to use a separate thread and polling.

FSMon can catch file/folders creation, deletion and renaming, along with attribute changes. See flags in FSMon.h and the sample FSMonDemo for details.

Ciao

Max
