## Subject: Added FSMon - FileSystem Monitor class Posted by mdelfede on Sat, 12 May 2012 07:32:04 GMT

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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++)</pre>
       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