Subject: FileSelector - maximum number of file in one selection
Posted by navi on Wed, 02 Jan 2013 00:11:35 GMT
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Hi All,

Issue: Selecting a large number of files (say 2000) using FileSelector Return 0 Files.

I have investigated the issue and concluded that it is due to the following line in the win32.cpp

win32.cpp - Line 110 (approx)
bool FileSelector::Execute(bool open, const char *dlgtitle) {
...
OPENFILENAME ofn;
...
int bufsize = ofn.nMaxFile = (multi ? 32000 : _MAX_PATH);
Buffer<char> buffer(bufsize);
*(ofn.lpstrFile = buffer) = 0;
...
}
essentially limiting the size of the buffer for "nMaxFile" in OPENFILENAME structure.

Question-1: Why hard-coded '32000'? according to MSDN nMaxfile is of DWORD type. my understanding is DWORD are typedef for 32bit Int. but even a signed 32bit Int can hold number as big as 2^31 = 2,147,483,647.

Question-2: I understand that creating that big of a buffer is probably not the best thing to do. but is there any other solution exists from which user can select very larger number of files using the "native" looking FileSelect Dialog?

Question-3: Even with the above limitation, FileSelector dialog actually allow the user to select large number of file. however when user does select large number of files, it fails quietly and not even the filenames in the buffer are returned in the 'filename' vector! Is this a bug or a intended behavior?

I have tried the FileSel U++ dialog instead and seem to work perfectly even with very large number of files. but my priority here is to have the Native Win32 look.

Attached is a test project and a folder with 3049 dummy files to select test.

Thanks & Regards
Navi

File Attachments

1) TestCase.7z, downloaded 499 times