

---

Subject: Open a folder at runtime  
Posted by [forlano](#) on Thu, 23 May 2019 19:55:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

with

```
LaunchWebBrowser(GetFileFolder(TD.PATHDIRWWW));
```

I can open a folder and then display its file content.

Unfortunately it does not work for Mac OS X. Do we have an U++ alternative to do the same or something similar?

Thanks,  
Luigi

---

---

Subject: Re: Open a folder at runtime  
Posted by [forlano](#) on Sat, 25 May 2019 19:13:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Fortunately there is the old system function that does its job pretty well

```
system("open path &");
```

Online there are example in objective c that are very scary.

Luigi

---

---

Subject: Re: Open a folder at runtime  
Posted by [Klugier](#) on Sat, 25 May 2019 19:31:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello Luigi,

Can you try to use following line of code and let me know if it works for you:

```
void WorkspaceWork::OpenFileFolder()
{
    ShellOpenFolder(GetFileDirectory(GetActiveFilePath())); // <- This method
}
```

Sincerely,  
Klugier

---

---

Subject: Re: Open a folder at runtime  
Posted by [forlano](#) on Sun, 26 May 2019 09:10:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Klugier wrote on Sat, 25 May 2019 21:31Hello Luigi,

Can you try to use following line of code and let me know if it works for you:

```
void WorkspaceWork::OpenFileFolder()
{
    ShellOpenFolder(GetFileDirectory(GetActiveFilePath())); // <- This method
}
```

Hello Klugier,

it doesn't work, ShellOpenFolder() is not recognized.

Thanks,  
Luigi

---