
Subject: FileSize

Posted by [forlano](#) on Sun, 06 Oct 2019 20:44:52 GMT

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Hello,

do we have a sort of FileSize that return how many byte is a file long?

I am tempted to load the file with LoadFile() and then use GetCount(), but I am afraid to not get the correct result in case of binary file or doing something that can backfire.

Thanks,

Luigi

Subject: Re: FileSize

Posted by [Oblivion](#) on Sun, 06 Oct 2019 23:23:56 GMT

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Hello Luigi,

The function you are looking for is GetFileLength().

```
const char *filepath = "./somedocument.pdf";
```

```
DDUMP(GetFileLength(filepath));
```

```
    // Or
```

```
    FileIn fi(filepath);
```

```
    if(fi) DDUMP(fi.GetSize());
```

```
    //Or (this is basically the same as GetFileLength())
```

```
    FindFile ff(filepath);
```

```
    if(ff) DDUMP(ff.GetLength());
```

Best regards,

Oblivion

Subject: Re: FileSize

Posted by [forlano](#) on Mon, 07 Oct 2019 13:07:40 GMT

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Thanks Oblivion,

I missed all three methods :)

Luigi
