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Subject: Different File List

Posted by [Sayem](#) on Fri, 10 Jun 2022 09:13:50 GMT

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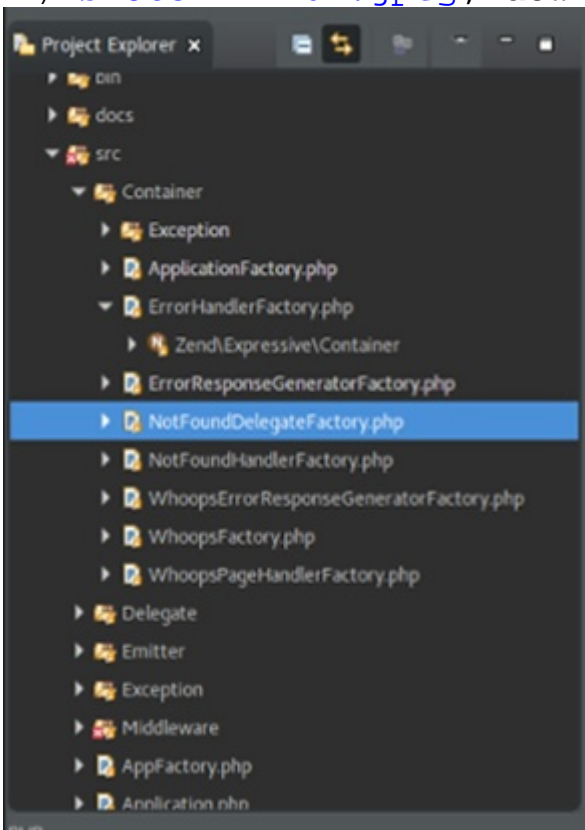
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I want to create a file list just like the one shown below

How can I create that. Is it possible? If it is then how to?

## File Attachments

1) [shot5-min-01.jpeg](#), downloaded 541 times



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Subject: Re: Different File List

Posted by [Klugier](#) on Fri, 10 Jun 2022 11:14:44 GMT

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Hello Sayem,

Sure it is possible. You should use TreeCtrl. Here is example how to use it with file system. The example is bundled with standard upp distribution and it is located in reference assembly (reference/TreeCtrl).

Klugier

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Subject: Re: Different File List

Posted by [Sayem](#) on Fri, 10 Jun 2022 11:52:26 GMT

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Thank you very much. It puts up a lot of burden

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Subject: Re: Different File List

Posted by [Klugier](#) on Fri, 10 Jun 2022 12:08:25 GMT

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Hello Sayem,

Quote:Thank you very much. It puts up a lot of burden

Yes that's true. For Linux it is reading /usr directory and for Windows it reads "C://". All these directories have a lot of files. If you want to limit that behaviour just replace following lines with appropriate directory in the example:

```
#ifdef PLATFORM_WIN32
String dir = String(GetExeFilePath()[0], 1) + "\\";
#else
String dir = "/usr";
#endif
```

Klugier

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Subject: Re: Different File List

Posted by [Sayem](#) on Fri, 10 Jun 2022 16:22:55 GMT

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Thank you for that . Now I can successfully test that on other platform. I'm trying to replace theIDE file list with tree file as it is much better and comfortable for me to see and work with.

## File Attachments

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1) [Screenshot\\_20220610-220003~2.png](#), downloaded 485 times

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- ide
- ide/Browser
- ide/Builders
- ide/Common
- ide/Core
- ide/Debuggers
- ide/Designers
- ide/IconDes
- ide/LayDes
- ide/SrcUpdater
- CodeEditor
- Core
- CppBase
- CtrlCore**
- CtrlLib
- Draw
- Esc
- HexView
- IconDes
- Painter
- PdfDraw
- RichEdit
- RichText
- TabBar
- TextDiffCtrl
- art/BlueBar
- plugin/astyle
- plugin/bmp
- plugin/bz2
- plugin/gif
- plugin/jpg
- plugin/ndisasm
- plugin/pcre
- plugin/png
- plugin/z
- usvn

- Core
  - CtrlTimer.cpp
  - CtrlClip.cpp
  - LocalLoop.cpp
  - CtrlCore.icpp
  - TopWindow.h
  - TopWindow.cpp
  - lay.h
  - lly.h
  - CtrlCore.iml
  - CtrlCore.t
  - Win32
    - Win32Gui.h
    - Win32GuiA.h
- CtrlCore.h
- MKeys.h
- stdids.h
- SystemDraw.cpp
- Frame.cpp**
- CtrlMt.cpp
- Ctrl.cpp
- CtrlChild.cpp
- CtrlPos.cpp
- CtrlDraw.cpp
- CtrlMouse.cpp
- CtrlKbd.cpp