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**Subject:** Tip: Using FileSel

**Posted by** [yeohhs](#) **on** Wed, 25 Oct 2006 16:46:40 GMT

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Hi,

```
FileSel f;           // create a FileSel object
f.ActiveDir(".");    // set folder to look in
f.Type("Text file", "*.*;*.log"); // set file types to filter
f.ExecuteOpen("Select a text file");// display the File Selection dialog
String fs = f.Get(); // get a file name
String s;           // create a String object
s = LoadFile(fs);   // load the file into a string
mydocedit1.Set(s);  // display the file in a DocEdit control
mylineedit1.Set(s); // display the file in a LineEdit control
```

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**Subject:** Re: Tip: Using FileSel

**Posted by** [mirek](#) **on** Wed, 25 Oct 2006 23:28:47 GMT

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f.ActiveDir(GetCurrentDirectory());

Mirek

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**Subject:** Re: Tip: Using FileSel

**Posted by** [yeohhs](#) **on** Thu, 26 Oct 2006 00:06:09 GMT

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Thanks, Mirek. U++ is amazing. Its class browser and code completion are superb.

Best Regards,  
Yeoh

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**Subject:** Re: Tip: Using FileSel

**Posted by** [mirek](#) **on** Thu, 26 Oct 2006 01:02:09 GMT

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yeohhs wrote on Wed, 25 October 2006 20:06Thanks, Mirek. U++ is amazing. Its class browser and code completion are superb.

..as long as they can parse the file... We need to improve there as well.

Mirek

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Subject: Re: Tip: Using FileSel  
Posted by [yeohhs](#) on Thu, 26 Oct 2006 03:34:31 GMT  
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Hi,

Thanks to Mirek, this revised code is better.

```
FileSel f;           // create a FileSel object
String curdir = GetCurrentDirectory(); // get the current folder
f.ActiveDir(curdir); // set folder to look in
f.Type("Text file", "*.*"); // set file types to filter
f.ExecuteOpen("Select a text file"); // display the File Selection dialog
String fs = f.Get(); // get a file name
String s;           // create a String object
s = LoadFile(fs); // load the file into a string
mydocedit1.Set(s); // display the file in a DocEdit control
mylineedit1.Set(s); // display the file in a LineEdit control
```

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