Subject: FindFile Problem Posted by masu on Thu, 17 Jul 2008 17:19:05 GMT View Forum Message <> Reply to Message

What is wrong with this code?

#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN {

```
Vector<String> cmd = CommandLine();
```

String dirName = cmd.At(0); FindFile ff(dirName); String fileName; size_t fileSize;

do {

```
fileName = GetFileDirectory(dirName) + ff.GetName();
```

```
if (ff.IsDirectory()) {
```

```
LOG("Directory:\t" << fileName);
Cout() << "Directory:\t" << fileName;
```

} else {

```
LOG("File:\t" << fileName);
Cout() << "File:\t" << fileName << "\n";
```

```
if (!f.Open(fileName)) {
   Cout() << "ERROR: Cannot open file " << fileName << "!\n";
   exit(-1);
}
fileSize = f.GetSize();
LOG("Size:\t" << fileSize);</pre>
```

```
Cout() << "Size:\t" << fileSize << "\n";
```

```
}
```

```
} while(ff.Next());
}
```

I only get the first directory or file with the command line argument: c:\temp*.

WinXP, 806.r125

Matthias

Subject: Re: FindFile Problem Posted by masu on Fri, 18 Jul 2008 09:20:53 GMT View Forum Message <> Reply to Message

The code is correct, but the exe call was wrong.

When I call the application from the cmd line with "c:\temp*" everything works fine, because the shell expansion is suppressed by '"'.

But when I call it from within TheIDE (setting the parameter in run options), what I get is c:\temp* and then the shell expands it to the list of file and dirs and as a result I only get the first list entry. Also \"c:\temp*\" does not work from within TheIDE.

Matthias

Subject: Re: FindFile Problem Posted by mirek on Sat, 19 Jul 2008 07:42:48 GMT View Forum Message <> Reply to Message

Interesting...

Mirek

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