
Subject: FindFile Problem

Posted by [masu](#) on Thu, 17 Jul 2008 17:19:05 GMT

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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);
            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
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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
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Interesting...

Mirek
