
Subject: How to open a FileSelect widget and select a file?

Posted by [forlano](#) on Fri, 21 Apr 2006 20:59:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Now it is time to read the data from a file (and later save them). So the first step is to select one.

Spying in the available code I've found in UWord package some useful code. I copied, without understand, in VegaMain.h

```
FileSel& UWordFs()
{
    static FileSel fs;
    return fs;
}
```

and then created the following method:

```
void VegaMain::OpenTournament()
{
    FileSel& fs = UWordFs();
    fs.ExecuteOpen();
}
```

that with my great satisfaction open a fileselect widget. Now I've 2 questions:

1. What have I done? (I do not understand the logic of the first operation... FileSel& UWordFs()...
2. How can I get the selected file, the directory in which it resides, and set a filter? (For example I want to show in the dialog only the file *.txt and *.qtf)

I think when I need to save a file the operations to select a filename are the same.

Thank you,
Luigi

Subject: Re: How to open a FileSelect widget and select a file?

Posted by [fudadmin](#) on Fri, 21 Apr 2006 22:45:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

just a clue for the beginning:

```
AFs().Type("vec files", "*.vec")
    .AllFileType()
    .DefaultExt("vec");
```

Subject: Re: How to open a FileSelect widget and select a file?

forlano wrote on Fri, 21 April 2006 22:59

1. What have I done? (I do not understand the logic of the first operation... FileSel& UWordFs()...
2. How can I get the selected file, the directory in which it resides, and set a filter? (For example I want to show in the dialog only the file *.txt and *.qtf)

I've investigated the source code of TheIDE and after many experiments I can answer to question 2.

```
// open a file
void OpenFileSelect()
{ // FileSelector fs;
  String fn;
  FileSel fs;
  fs.Type( "Files (text, cpp)", "*.txt;*.cpp").DefaultExt("bmp").ExecuteOpen();

  fn = ~fs; // fn contains the file name
  if( fn != Null) PromptOK(NFormat(t_("opening file [* \1%s\1]. Continue?"), fn));
  else PromptOK( "no file :-(");
}
```

I noticed that if I use
FileSelector fs;
instead of
FileSel fs;
appear the filedialog of Windows. I couldn't find the equivalent one for the directory.

```
// choose a directory
void ChooseDirectory()
{  String directory;
  FileSel fs;

  fs.ExecuteSelectDir();

  directory = ~fs;
  if ( directory != Null) PromptOK(NFormat(t_("Selected [* \1%s\1] directory"), directory));
  else PromptOK( "no directory selected");
}
```

```
//Save as dialog
void SaveAsDialog()
{  String filename;
  FileSel fs;

  fs.Type( "File bitmap", "").DefaultExt("bmp").ExecuteSaveAs("Save as...");
```

```
filename= ~fs;  
if ( filename!= Null) PromptOK(NFormat(t_("Selected [* \1%s\1] as filename"), filename));  
else PromptOK( "no filename selected");  
}
```

These code snippet are very common in an application. I think they should appear in the documentation very soon to show how it is easy to work with such dialog.

Luigi
