

Hi,
the use of FindFile is heavy, it is convenient to obtain the list of files with a single line of code.
I like to have a function such as:

```
Vector<String> FindFiles(String path, String mask = "*", bool subfolders = true);  
Vector<String> FindFolders(String path, String mask);
```

and a variant that call a callback for each found file:

```
void FindFiles(String path, Callback1<String> found, String mask = "*", bool subfolders = true);
```

her an attempts of implimentation of this three functions:

```
void FindFiles(String path, Callback1<String> found, String mask, bool subfolders)  
{  
    FindFile ff (path + "/*");  
  
    if(ff)  
    do  
    {  
        path = ff.GetPath();  
  
        if(ff.IsFolder() && subfolders)  
        {  
            FindFiles(path, found, mask, subfolders);  
        }  
        else  
        if(ff.IsFile() && PatternMatch(mask, path))  
        {  
            found(path);  
        }  
    }while (ff.Next());  
}
```

```
Vector<String> FindFiles(String path, String mask, bool subfolders)  
{  
    Vector<String> ret;  
  
    FindFile ff (path + "/*");
```

```

if(ff)
do
{
    path = ff.GetPath();

    if(ff.IsFolder() && subfolders)
    {
        Vector<String> tmp = FindFiles(path, mask, true);
        ret.Append(tmp) ;
    }
    else
    if(ff.IsFile() && PatternMatch(mask, path))
    {
        ret.Add() = path;
    }
}while (ff.Next());

return ret;
}

```

```

Vector<String> FindFolders(String path, String mask)
{
    Vector<String> ret;

    FindFile ff (path + "/*");

    if(ff)
    do
    {
        path = ff.GetPath();

        if(ff.IsFolder() && PatternMatch(mask, path))
        {
            ret.Add() = path;
        }
    }while (ff.Next());

    return ret;
}

```

regards
omari.
