Subject: FEATURE REQUEST: File listing utility
Posted by omari on Thu, 24 Apr 2014 22:30:19 GMT
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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 attemps 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.