

Filtering_Directory_Content

This code is to filter the files of desired extension from a folder. Here the desired path is retrieved by use of PathInfo class.

Header Required:

```
#include <f32file.h>
#include <pathinfo.h> //for PathInfo
```

Library Needed:

```
LIBRARY  efsrv.lib
LIBRARY  platformenv.lib //for PathInfo
```

CMyClass.h

In class declaration add these lines

```
RArray<TEntry> iFileList;
```

CMyclass.cpp

```
_LIT(KFileExtension, "*.mp3");

void CMyclass::ListDirectory( )
{
    CDir* dirs = 0;
    CDir* files = 0;

    TFileName path;
    path.Copy(PathInfo::PhoneMemoryRootPath());
    path.Append(PathInfo::DigitalSoundsPath());
    User::LeaveIfError(iFsSession.GetDir(path, KEntryAttNormal, ESortByName, files, dirs));

    TFindFile findFiles( iFsSession );
    TInt err = findFiles.FindWildByDir( KFileExtension, path, files );

    CleanupStack::PushL( dirs );
    CleanupStack::PushL( files );

    //get files in base path

    while (err == KErrNone)
    {
        for( TInt i=0; i<files->Count(); i++ )
        {
            iFileList.Append( (*files)[i] );
        }
        err = findFiles.FindWild( files );
    }
    CleanupStack::PopAndDestroy( 2 );
}
```

Filtering_Directory_Content

Now iFileList contains the files of desired extension. Here the list will contain only the mp3 files from c:\Nokia\Sounds\Digital directory. PathInfo class can determine various system paths for games, videos, images etc.

Links

See also: [Directory Monitoring](#)