

**DirList**

**COLLABORATORS**

	<i>TITLE :</i> DirList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Contents

<b>1</b>	<b>DirList</b>	<b>1</b>
1.1	Amiga-E Module: DirList . . . . .	1
1.2	Introduction . . . . .	1
1.3	Author's Infos . . . . .	2
1.4	Amiga-E Modules: DirList/dirlist() . . . . .	3
1.5	Amiga-E Modules: DirList/setmode() . . . . .	3
1.6	Amiga-E Modules: DirList/setdir() . . . . .	3
1.7	Amiga-E Modules: DirList/dirname() . . . . .	3
1.8	Amiga-E Modules: DirList/read() . . . . .	4
1.9	Amiga-E Modules: DirList/Tag Table . . . . .	4

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# Chapter 1

## DirList

### 1.1 Amiga-E Module: DirList

\*\* DirList\_00 - Written By Fabio Rotondo \*\*

\*\* DOCUMENTATION GUIDE \*\*

Introduction

Author's Infos

SUPERCLASS: StringNode\_oo

NEW COMMANDS

BRIEF DESCRIPTION

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DirList()  
Initailizes the object

setdir(path)  
Set Directory to read

setmode(tags)  
Set objects behaviours

dirname()  
Returns current dir name

read(dirs, files, match)  
Scans a Directory

Tags Table  
Possible DirList's Tags

### 1.2 Introduction

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DirList Object is something I created for my own needs.

Now it is grown to a powerful and stable object, so I decided to share it with all the rest of AmigaE community.

Main features are:

- \* Accept AmigaDOS Pattern Matching.
- \* Very fast scanning algorithms.
- \* Easy to use.
- \* Relys on StringNode Object. (See StringNode\_oo)

NEW V2.10 Features:

- \* Added a new method called tagset():  
With this method you will be able to change some DirList behaviours via tags (at the moment, just two different tags are implemented, but many others will do as time goes by)
- \* Now dirname() returns also the "/" when needed.
- \* Example program now working ;)
- \* New examples added.

### 1.3 Author's Infos

My name is Fabio Rotondo. I am a free-lance Amiga programmer and I would like to get in touch with anyone who writes code for the Amiga. I write in AmigaE, BlitzII, C and a bunch of other languages.

Please, feel free to contact me for any suggestions/questions.

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Check out my WWWPage with many of my AmigaE Modules/Sources!

Thanks!

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```
//                               | Fabio Rotondo                e-mail: fsoft@intercom.it
\X/ Amiga. Feel The Power. | URL:      http://www.intercom.it/~fsoft/index.html
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

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## 1.4 Amiga-E Modules: DirList/dirlist()

NAME: dirlist()

DESCRIPTION: Use this command to initialize the object.

INPUT: NONE.

RESULTS: NONE.

SEE ALSO:

## 1.5 Amiga-E Modules: DirList/setmode()

NAME: setmode(tags:PTR TO LONG)

DESCRIPTION: Use this command to change some of object's behaviours. This method will grow as time goes by. It is implemented in a very comfy way: taglists.

INPUT: tags - PTR TO LONG. Tags and their value.  
See

Tags Table

RESULTS: NONE.

NOTE: REMEMBER to ALWAYS end taglist with 0,0, otherwise strange things WILL happen.

SEE ALSO:

dirname()

read()

## 1.6 Amiga-E Modules: DirList/setdir()

NAME: setdir(path:PTR TO CHAR)

DESCRIPTION: Use this command to select directory to scan.

INPUT: path - PTR TO CHAR. Directory name, FULL PATH!

RESULTS: NONE.

SEE ALSO:

dirname()

read()

## 1.7 Amiga-E Modules: DirList/dirname()

NAME: `dirname()`

DESCRIPTION: This command returns the current dir name.

INPUT: NONE.

RESULTS: `name` - A PTR TO CHAR containing current dir name.

SEE ALSO:  
`setdir()`

## 1.8 Amiga-E Modules: DirList/read()

NAME: `read(dirs=TRUE, files=TRUE, match=NIL:PTR TO CHAR ↔ )`

DESCRIPTION: This command scans selected dir.

INPUT: `dirs` - (TRUE) If this flag is set to TRUE, DirList will memorize any directory it will encounter while scanning.

`files` - (TRUE) Same as `dirs` flag, only with files.

`match` - (NIL) This is a `_VALID_` search pattern. This pattern will be CASE INSENSITIVE and it is a `_STANDARD_` AmigaDOS pattern matching. (By the way, DirList \*USES\* AmigaDOS pattern matching, so it is FAST and you already should know how to use it!)

Ex. `"#?sequ#?"` is a valid pattern matching string.

RESULTS: NONE

SEE ALSO:  
`setdir()`

## 1.9 Amiga-E Modules: DirList/Tag Table

TAG NAME	VALUES (DEFAULT)	DESCRIPTION
<code>TAGDIR_MARKDIR</code>	<code>TRUE/FALSE (TRUE)</code>	If TRUE, DirList will add the leading "(DIR) " prefix to dir names.
<code>TAGDIR_COMPLETEPATH</code>	<code>TRUE/FALSE (FALSE)</code>	If TRUE, DirList will add complete path to the dirs and files read.