

Find Folder

Originally published in NL #141

- [StPendl](#)

[Find Folder](#) | [Folder Existence](#)

Folder Existence

This demo shows how to use FindFirstFileA to query the existence of a folder.

```
folder$(1) = "C:\"
folder$(2) = "C:\WINDOWS\system*"
folder$(3) = "C:\WINDOWS\system?2"
folder$(4) = "C:\Program*"
folder$(5) = "C:\Program*\test"
folder$(6) = "C:\boot.ini"

for count = 1 to 6
    if FolderExistsEx(folder$(count), FolderName$, ShortName$) then
        print "Folder: "; chr$(34); folder$(count); chr$(34);
" does exist."
        print "Found: "; chr$(34); FolderName$; chr$(34)
        print "Short: "; chr$(34); ShortName$; chr$(34)
    else
        print "Folder "; chr$(34); folder$(count); chr$(34);
" does not exist."
    end if
next count

print
next
end

function FolderExistsEx(Path$, byref FoundFolderName$, byref
ShortFolderName$)
' checks for the existence of the given folder
'
' returns true(1) or false(0)
'
' FoundFolderName$ will hold the first found name when wildcards (? and *) are used
' ShortFolderName$ will hold the name in the 8.3 format
```

```
if right$(Path$,1) = "\" then Path$ = left$(Path$, len(Path$)-1)
if right$(Path$,1) = ":" then
    if instr(Drives$, lower$(Path$)) > 0 then
        FolderExistsEx = 1
        FoundFolderName$ = Path$
        ShortFolderName$ = Path$
        exit function
    end if
end if
```

```
Path$ = Path$ + chr$(0)
```

```
struct Win32FindData, _
FileAttributes as ulong, _
CreationTime.LowDateTime as ulong, _
CreationTime.HighDateTime as ulong, _
LastAccessTime.LowDateTime as ulong, _
LastAccessTime.HighDateTime as ulong, _
LastWriteTime.LowDateTime as ulong, _
LastWriteTime.HighDateTime as ulong, _
FileSizeHigh as ulong, _
FileSizeLow as ulong, _
Reserved0 as ulong, _
Reserved1 as ulong, _
FileName$ as char[260], _
AlternateFileName$ as char[14]
```

```
callDll #kernel32, "FindFirstFileA", _
    Path$ as ptr, _
    Win32FindData as struct, _
    handle as ulong
```

```
if handle <> _INVALID_HANDLE_VALUE then
    if _FILE_ATTRIBUTE_DIRECTORY and
    Win32FindData.FileAttributes.struct then
        FolderExistsEx = 1
        FoundFolderName$ = Win32FindData.FileName$.struct
        ShortFolderName$ = Win32FindData.AlternateFileName$.struct
    end if
```

```
    callDll #kernel32, "FindClose", _
        handle as ulong, _
        result as long
    end if
end function
```

[Find Folder](#) | [Folder Existence](#)