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Thread: [Iterate over directories \(non-recursive\)](#)

SIM-3437924 - August 11, 2020, 4:42 am

Hi,

I'm trying to iterate over directories trees to search for any files in them. This can't be a function so recursing is not possible.

Best example of what i'm trying to do below. It works perfectly, except it is a recursive function so it's no use to me.

```
Code void WINAPI SearchFile(PSTR Directory)
{
    HANDLE hFind;
    WIN32_FIND_DATA FindData;

    char SearchName[1024],FullPath[1024];

    memset(SearchName,0,sizeof(SearchName));
    memset(&FindData,0,sizeof(WIN32_FIND_DATA));

    sprintf(SearchName,"%s\\*",Directory);

    hFind=FindFirstFile(SearchName,&FindData);

    if(hFind!=INVALID_HANDLE_VALUE)
    {
        while(FindNextFile(hFind,&FindData))
        {
            if(FindData.cFileName[0]!='.')
            {
                continue;
            }

            memset(FullPath,0,sizeof(FullPath));
            sprintf(FullPath,"%s\\%s",Directory,FindData.cFileName);

            if(FindData.dwFileAttributes & FILE_ATTRIBUTE_DIRECTORY)
            {
                MessageBoxA(NULL, FullPath, "Directory", MB_OK);
                SearchFile(FullPath);
            }

            else
            {
                MessageBoxA(NULL, FullPath, "File", MB_OK);
            }
        }
    }
}
```

```

    }

    FindClose(hFind);
}
}

```

It also needs to be kept pure C and use the win32 api.

SIM-3437924 - August 15, 2020, 9:57 am

EDIT:

I'll ask a different question. Why does the code below not work the same as the code in my first post above.

```
Code char* Directory = "D:\\test_location";
```

label:

```
HANDLE hFind;
WIN32_FIND_DATA FindData;
```

```
char SearchName[1024], FullPath[1024];
```

```
memset(SearchName, 0, sizeof(SearchName));
memset(&FindData, 0, sizeof(WIN32_FIND_DATA));
```

```
sprintf(SearchName, "%s\\*", Directory);
```

```
hFind = FindFirstFile(SearchName, &FindData);
```

```
if (hFind != INVALID_HANDLE_VALUE)
{
    while (FindNextFile(hFind, &FindData))
    {
        if (FindData.cFileName[0] == '.')
        {
            continue;
        }
    }
}
```

```
memset(FullPath, 0, sizeof(FullPath));
```

```
sprintf(FullPath, "%s\\%s", Directory, FindData.cFileName);
//MessageBoxA(NULL, FullPath, "FullPath", MB_OK);
```

```
if (FindData.dwFileAttributes & FILE_ATTRIBUTE_DIRECTORY)
{
    MessageBoxA(NULL, Directory, "Directory", MB_OK);
    char cArray[1024];
    memset(cArray, 0, sizeof(cArray));
    sprintf(cArray, "%s", FullPath);
    Directory = cArray;
    goto label;
    //SearchFile(FullPath);
}
```

```
else
{
MessageBoxA(NULL, FullPath, "File", MB_OK);
}
}

FindClose(hFind);
}
```