
Possibility of scanning a folder with lua

Posted by hachel - 2008/09/05 13:31

Hi there,

is it possible to scan a folder?

I altered the flickr-photo-script to display pictures from my harddrive.

So far I made a batch-file that scanned my picture-folder and wrote the names and paths of its files into a textfile, which I then open in the lua-script to pick a random file which would then be displayed.

Is it possible to dismiss the batch-file and scan the folder within the lua-script? haven't really found anything on folder-scanning.

Thanks,

hachel

PS: oh, maybe you could tell me how to display the file probably, so far I've done it the complicated way ("a" being the array containing the filenames):

```
...  
url = "file:/// " .. a
```

```
Rainlendar_Log("Downloading: " .. url)
```

```
Rainlendar_DownloadElement(url, Shadow4_Photos_OnDownloadElement, "bitmap.photos.photo", skin, window)
```

Re:Possibility of scanning a folder with lua

Posted by Rainy - 2008/09/06 08:28

I added the luaFileSystem library to Rainlendar so in the next version it will be possible to scan folders too.

Using the Rainlendar_DownloadElement() is actually the only way to change the images so at the moment it is the proper way :-).
