
Subject: Re: parse subdirectories

Posted by [Helder Marchetto](#) on Thu, 18 May 2017 09:09:10 GMT

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On Friday, March 17, 2017 at 9:17:49 AM UTC+1, Helder wrote:

> On Thursday, March 16, 2017 at 6:29:25 PM UTC+1, bra...@gmail.com wrote:

>> I ran into this issue several years ago while trying to find a way to select files in a tree for quick analysis in IDL. (Boy it would be nice if IDL had a fast file listing function in Windows, and also some built-in file management widgets..) I also don't use GitHub, but I've posted a widget object here:

>> https://github.com/bradgom/BGDirTree_widget

>>

>> This doesn't solve the directory crawling time issue, but does only dig down into the currently selected branch instead of the whole directory tree.

>>

>> Also, since Spawn doesn't work in the VM, this code is still slow when run in VM applications.

>

> Hi,

> great work! I still have to learn how to write compound widgets :-)

> I have to point out, that spawn DOES work in the VM.

>

> Cheers,

> Helder

Hi,

I've just finished modifying Bradgom's BGDirTree_widget compound widget.

The new version (HMDirTree_Widget) I've created is largely based on his, with some important changes:

- 1) HMDirTree_Widget does not issue one spawn command per folder. Issuing so many spawn commands made the windows task bar go crazy.
- 2) HMDirTree_Widget does not handle files, only folders.
- 3) HMDirTree_Widget has no dependencies
- 4) HMDirTree_Widget always starts by searching for the available fixed drives (hard drives and network drives) and creating a list.
To avoid hanging on slow network connections, the network drives are listed, but only explored when the user selects them.
- 5) HMDirTree_Widget allows only to select single directories, not multiple.
- 6) HMDirTree_Widget works only with IDL versions 8.0 or higher.
- 7) HMDirTree_Widget works on Windows only.

If anybody is interested, the code can be found here.

https://github.com/heldermarchetto/HMDirTree_Widget

As I said, it is largely based on Bradgom's work, so thanks to him for the hard work and for making his code available.

Regards,
Helder
