

ost::Dir(3)

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NAME

ost::Dir –

A low level portable directory class.

SYNOPSIS

#include <file.h>

Inherits **ost::File**.**Public Member Functions****Dir** (const char *name=NULL)void **open** (const char *name)void **close** (void)virtual ~**Dir** ()const char * **getName** (void)const char * **operator++** ()const char * **operator++** (int)const char * **operator*** ()bool **rewind** (void)bool **operator!** ()bool **isValid** (void)**Static Public Member Functions**static bool **create** (const char *path, **Attr** attr=attrGroup)static bool **remove** (const char *path)static bool **setPrefix** (const char *path)static bool **getPrefix** (char *path, size_t size=256)**Detailed Description**

A low level portable directory class.

Used to support ccstd Directory container. This provides a basic mechanism for allocating and accessing file entries.

Author:

David Sugar <dyfet AT ostel DOT com> low level directory access class.

Constructor & Destructor Documentation**ost::Dir::Dir** (const char * name = NULL)virtual **ost::Dir::~Dir** () [virtual]**Member Function Documentation**void **ost::Dir::close** (void)static bool **ost::Dir::create** (const char * path, **Attr** attr = attrGroup) [static]const char* **ost::Dir::getName** (void)static bool **ost::Dir::getPrefix** (char * path, size_t size = 256) [static]bool **ost::Dir::isValid** (void)void **ost::Dir::open** (const char * name)bool **ost::Dir::operator!** () [inline]const char* **ost::Dir::operator*** ()const char* **ost::Dir::operator++** (int) [inline]const char* **ost::Dir::operator++** () [inline]static bool **ost::Dir::remove** (const char * path) [static]bool **ost::Dir::rewind** (void)static bool **ost::Dir::setPrefix** (const char * path) [static]**Author**

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