

Sample folder picker

This is a simple dialog to allow a user to choose a file folder.

See also [Sample File Picker](#)

The code

[folderpicker.js](#)

```
//Called when application is started
function OnStart(){
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "Vertical,FillXY" );

    //Create a text label and add it to layout.
    btn = app.CreateButton( "FolderPicker demo" );
    lay.AddChild( btn );
    btn.SetOnTouch(btn_OnTouch);

    //Add layout to app.
    app.AddLayout( lay );
    pick = new FolderPicker(mycallback);
    // don't show hidden files
    pick.SetHideFiles(true);
} //function Onstart()

function btn_OnTouch(){
    pick.SetFolder("/sdcard");
    pick.Show();
} //function btn_OnTouch()

function mycallback(fullpath){
    app.Alert("user chose " + fullpath)
} //function mycallback()

function FolderPicker(Callback,basePath){
    var self = this;
    this.basePath = basePath || "/sdcard";
    this.callback = Callback || function(){};
    this.FolderPath = this.basePath;
    this.hideHiddenFiles = false;
    this.dlg = app.CreateDialog(this.basePath);
    this.lay = app.CreateLayout( "linear", "horizontal,fillxy" );

    this.lstFolds = app.CreateList("blank" , 0.7, 0.7 );
```

```
this.lstFolds.parent = self;
this.lstFolds.SetOnTouch(FolderPicker_NewFolder);
this.lay.AddChild(this.lstFolds);

var vlay = app.CreateLayout( "linear", "vertical,fillxy" );
this.okBtn = app.CreateButton("Ok");
this.okBtn.parent = self;
this.okBtn.SetOnTouch(FolderPicker_Select);
vlay.AddChild(this.okBtn);
this.cancelBtn = app.CreateButton("Cancel");
this.cancelBtn.parent = self;
this.cancelBtn.SetOnTouch(FolderPicker_Select);
vlay.AddChild(this.cancelBtn);

this.lay.AddChild(vlay)

this.dlg.AddLayout(this.lay);

this.Show = function(){
    self.dlg.Show();
}
this.SetHideFiles=function(val){
    if(val == undefined) val = true;
    self.hideHiddenFiles = val;
}
this.Hide = function(){
    self.dlg.Hide();
}
this.GetFolder = function(){
    return self.FolderPath;
}
this.SetFolder = function(folderPath){
    self.FolderPath = folderPath;
    self.dlg.SetTitle(folderPath);
    app.ShowProgress( "Loading..." );
    var lst = app.ListFolder(folderPath);
    lst.sort(function(x,y){return (x.toLowerCase() > y.toLowerCase())?1
:-1});
    self.lstFolds.SetList("");
    if( self.FolderPath != self.basePath )
        self.lstFolds.AddItem("../",null,"folder");
    var ths = lst.shift();
    while (undefined != ths) {
        if ((! self.hideHiddenFiles) || (ths.indexOf(".") != 0)){
            var pth = folderPath + "/" + ths;
            if (app.IsFolder(pth))
                self.lstFolds.AddItem(ths,null,"folder")
        }
        ths = lst.shift();
    }
}
```

```
    app.HideProgress();
  }
} //function FolderPicker()

function FolderPicker_NewFolder(fil){
  var par = this.parent;
  var pth = par.GetFolder();
  if (fil != "..") {
    pth += "/" + fil
  }
  else{
    if( pth == par.basePath || pth == "/" ){
      par.Hide()
      return;
    }
    var tst = pth.split("/");
    tmp = tst.pop();
    pth = (tst.join("/"));
  }
  par.SetFolder(pth);
} //function FolderPicker_NewFolder()

function FolderPicker_Select(fil){
  var par = this.parent;
  var pth = par.GetFolder();
  par.Hide();
  if(this.GetText() == "Ok") par.callback(pth );
} //function FolderPicker_Select()
```

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