

Re: Some Problem With FileSystemWatcher openNETCF

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2008-10/msg000>

- *From:* "Chris Tacke, eMVP" <ctacke.at.opennetcf.dot.com>
 - *Date:* Sun, 5 Oct 2008 20:33:04 -0500
-

I created unit tests for create and delete on Friday based on (I assume) your questions to our support forums and they worked as expected. There must be something that's non-standard about what you're doing, so I'd recommend creating a very simple app that reproduces the problem and sending it to us.

Chris Tacke, Embedded MVP
OpenNETCF Consulting
Giving back to the embedded community
<http://community.OpenNETCF.com>

"Bercea Gabriel" <Gamitech@xxxxxxxx> wrote in message
<news:18351bca-bb61-4b8d-9044-39702251b0df@xx>

Hi all....i am trying to make an mobile application that will monitor all changes done by all processes on the mobile witch involves Creating Renaming Deleteing Changeing of a file or a directory. Let's restrict it to myDocument for example and i want to know When a file is modified created deleted in any way...

I saw the sample Example that uses The FileSystemWatcher And it monitor File Creation and so one ...only when the file is created by me from myAppwhat i want is to be able to monitor files that i create from any process in the directory(myDocuments) that is monitored by the file system wather...

Here is the part them the code that needs your attention and help...

```
namespace XmlParser
{
```

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```
public class My_Monitor
{

public My_Monitor() {

string root_myDocuments;
root_myDocuments =
System.Environment.GetFolderPath(System.Environment.SpecialFolder.Personal);

FileSystemWatcher File_Monitor = new
FileSystemWatcher(root_myDocuments, "*.*");

File_Monitor.IncludeSubdirectories = true;
File_Monitor.NotifyFilter = NotifyFilters.CreationTime |
NotifyFilters.DirectoryName | NotifyFilters.FileName |
NotifyFilters.CreationTime | NotifyFilters.Size |
NotifyFilters.LastAccess;
File_Monitor.EnableRaisingEvents = true;

File_Monitor.Created += new
FileSystemEventHandler(File_Monitor_Created);
File_Monitor.Changed += new
FileSystemEventHandler(File_Monitor_Changed);
File_Monitor.Deleted += new
FileSystemEventHandler(File_Monitor_Deleted);
File_Monitor.Renamed += new
RenamedEventHandler(File_Monitor_Renamed);

}

void File_Monitor_Renamed(object sender, RenamedEventArgs e)
{
MessageBox.Show("File Renamed");
}

void File_Monitor_Deleted(object sender, FileSystemEventArgs
e)
{
MessageBox.Show("File Deleted");
}

void File_Monitor_Changed(object sender, FileSystemEventArgs
e)
{
MessageBox.Show("File Changed");
}
}
```

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```
void File_Monitor_Created(object sender, FileSystemEventArgs
e)
{
    MessageBox.Show("File Created");
}
}
}
```

```
namespace xmlprser
{
    public partial class MobileSync : Form
    {
        public MobileSync()
        {
            InitializeComponent();
            My_Monitor S_Monitor = new My_Monitor();
        }

        private void button1_Click(object sender, EventArgs e)
        {

            this.label1.Text = "intra";

            System.IO.StreamWriter sw = System.IO.File.CreateText("\
            \My Documents\\test.txt");
            sw.WriteLine("Test");
            sw.Flush();
            sw.Close();

            Create_XmlTemplate xml = new Create_XmlTemplate();

        }

        private void quit_b_Click(object sender, EventArgs e)
        {
            Application.Exit();
        }

        private void button2_Click_1(object sender, EventArgs e)
        {
```

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```
DirectoryInfo dw = new DirectoryInfo(@"\\My Documents\  
\MADe_now");  
if (dw.Exists)  
{  
    MessageBox.Show("Dir Already exists");  
  
}  
else  
{  
    dw.Create();  
    MessageBox.Show("Dir Created");  
}  
  
}
```

I dont want to create the files and directors from myapp so i can get an eventhandler get's trigered.Like it is working now.

I want after i start my app and browse for example to the My Documents if i make a dir to be notified by my app that a file was created in the dir that i am monitoring...

I hope i was clear about it. Can anybody help me with this ? is it possible using FileSystemWatcher(can it be used the way i want it).How does FileSystemWather works ? i thought i got it but now i am confused.

Something like this Using only c# is what i want my app to do

<http://msdn.microsoft.com/en-us/library/bb158663.aspx>

It doesnt trigger any event after i start my app and go to the dir and create a file folder it won't trigger if i add a buttern and create it from my app it triggers the event..I want it to monitor even if i dont make the dir from the app itself Thanks

Thanks in advance...Raz..

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