

Re: Large directories... DirectoryInfo or Win32 API?

Source:

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Justin Rogers wrote:

- > *Internally they are doing the Win32 API calls for you. However, they are*
- > *also allocating a LOT of array space to do it. Specifically they are making*
- > *an extra copy, which probably isn't necessary, and there is a possible*
- > *resource leak in that particular method that they aren't accounting for.*

Really weird is the fact that DirectoryInfo.GetFiles returns a string array with fully qualified file names. Imagine you want to enumerate

```
c:\documents and settings\  
  \SomeUsername  
    \Program Data  
      \some scary long company name  
        \even longer fancy product name
```

or some huge UNC path hierarchies

```
\\server\share\public\org\unit\projekt\subproject\trash\
```

DirectoryInfo.GetFiles returns an array of FileInfo which is probably even larger than the fully qualified file name.

I wonder why MS didn't design that API to return an object "FileList", whose enumerator calls Win32's FindNextFile just in time (or on demand).

bye
Rob