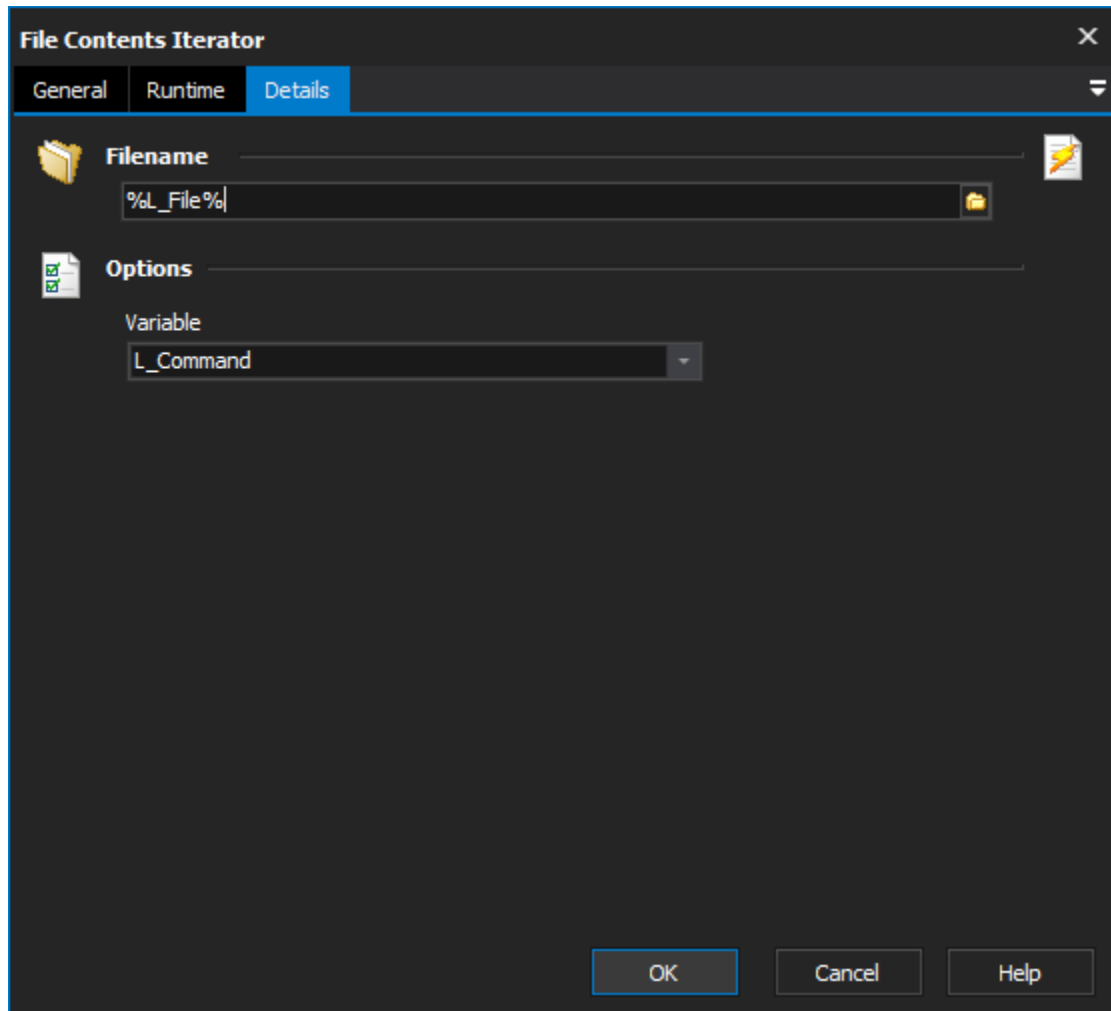# File & Fileset Iterator Action

The File Iterator Action allows you run a set of actions for each file in a list. The file list can be determined by a file spec (ie C:\MyDir*.obj) or a FileSet (see the iterators overview.

Details

File source

Iterate file spec

Specify either a file spec (use wildcards like * to select multiple files) or a FileSet (previously defined with the FileSet Define action.) to iterate. Each file in the list will be iterated once.

These options are only available when iterating a filespec:

Recurse

Recurse into subdirectories looking for files which match the filespec.

Include Hidden and System file

Include hidden and system files in the search.

Strict extension match

Include directories only

Iterate Fileset

Refresh FileSet contents before first iteration

If this option is set, the contents of the FileSet will be refreshed before the iterator starts iterating. This is equivalent to placing a FileSet Refresh action as the immediate previous sibling of the File Iterator.

Refresh FileSet contents after each iteration

If this option is set, then the contents of the FileSet will be refreshed after each iteration completes. Any new files which appear when the FileSet is refreshed will be appended to the list of files to iterate. Any files which are no longer part of the refreshed FileSet will be removed from the list (provided they have not yet been iterated) and will not be iterated.

> ⊘ Refreshing the FileSet contents after each iteration may have unexpected results, if you are not extremely sure what is happening. Use with caution.

Iterator variable to set

Variable To Set

The name of a FinalBuilder Project/User Variable. On each iteration, the variable value will be set to the path/name of each file.

Include Path when setting variable

If this option is set, the variable will be the full path to each file. If it is not set, only the filename (without any directory info) is set.

Include relative path when setting variable