



Advanced UFT 12 for Test Engineers Cookbook

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Resolving file locations (PathFinder)

The `PathFinder` object is useful to find a file or folder in the folders listed in the UFT search list. The method `Locate` returns a string with path found. Other methods, which are rather undocumented, can be used to manage the list of search folders using code, but they are beyond the scope of this book.

Getting ready

From the **File** menu, navigate to **New | Test**, or use the *Ctrl + N* shortcut. In the **Tools** menu, select **Options**. In the dialog that opens navigate to **GUI Testing | Folders** and add one folder or more to the search list.

How to do it...

To get the path of a file, use the following syntax:

```
sFilePathname = PathFinder.Locate("MyFile.txt")
```

How it works...

The `PathFinder.Locate` method will search through the folders listed in the search list according to their order and, if found, return the full pathname. It will return the first instance found. This means, if more than one file with the searched name exists in the several folders, the method will proceed based on the priority of the folders.



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