LouiEriksson::Engine ::File::Directory

+ static std::vector
< std::filesystem::path
 > GetEntries(const std
::filesystem::path &_path,
 const File::Directory::EntryType
 &_type=(File::Directory::EntryType)
(File::Directory::EntryType::FILE|
File::Directory::EntryType::DIRECTORY))
+ static std::vector
< std::filesystem::path
 > GetEntriesRecursive
(const std::filesystem::
path &_path, const File::
Directory::EntryType &_type
=(File::Directory::EntryType)
(File::Directory::EntryType::
FILE|File::Directory::EntryType
::DIRECTORY))