

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))
```