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// Include file for EnumFold.c

#ifndef __ENUMFOLD_H
#define __ENUMFOLD_H

typedef BOOL (WINAPI* ENUMSHELLCALLBACK)(
    LPSHELLFOLDER lpFolder, // Pointer to IShellFolder interface of parent
    PSTR          pszPath,  // Ptr to path and filename (if part of file
                           // system)
    PSTR          pszDisplayName, // Pointer to Displayname of object
    DWORD         ulAttrib,      // SFGAO attributes of object
    DWORD         dwUser,        // specified by caller with EnumFolders()
    LPITEMIDLIST  pidlPath,      // absolute Item-Identifier list
    LPITEMIDLIST  pidl,          // Item-Identifier of current object
    int           iLevel         // Nesting level
);

void WINAPI EnumFolders( DWORD dwFolderID, // CSIDL constant of folder to browse
                        ENUMSHELLCALLBACK pESC, // Pointer to Callback function
                        DWORD dwUser ); // ID of caller for Callback

#endif

```