

Microsoft

Learn Programming

Now!

Microsoft®

XNA® Game Studio 4.0

```
tell application "finder"
    set errorstring to "synchronization pro
    please try again with 2 folders."
    if (count items in x) < 2 then
        display dialog errorstring buttons "ok" default button 1
    return
    set y to item 1 of x
    set z to item 2 of x
    if last character of (y as text) is "." then --it's a folder
        set x to item 2 of x
    if last character of (z as text) is "." then --it's a folder
        set x to item 2 of x
    syncfolders(x, y) of me
    side the control on the box user
    display dialog errorstring buttons "ok" default button 1
    Me.TargetPanel.Controls.Add(Me.m_Sync
    Me.m_SearchOnlinePart.Dock = DockStyle
    display dialog ErrorString buttons "ok" default button 1
End If
end tell

return Me.m_SearchOnlinePart

on syncfolders(folder1, folder2)
    syncem(folder1, folder2)
    syncem(folder2, folder1)
end syncfolders
```

► Design and build your own games for Xbox 360®, Windows® Phone 7, or your PC

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