How can I tell that a directory is weird and should be excluded from the user interface?

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Last time, we looked at a customer who wanted to know how to tell whether a given folder was a Recycle Bin folder or not. We answered the question as stated, but made the mistake of not looking at the problem the customer was trying to solve.

> I need to know which folders are Recycle Bin folders so I can skip over them when searching the drive for content.

Ah, the real question isn't "How can I tell whether a directory is a Recycle Bin folder?" but rather "How can I tell whether a directory contains weird stuff that we shouldn't be showing to the user (of which Recycle Bin files are just one example)?"

The way to mark a folder as containing stuff that you shouldn't bother the user with is to set both the `FILE_ATTRIBUTE_HIDDEN` and `FILE_ATTRIBUTE_SYSTEM` attributes. In addition to Recycle Bin directories, this also prevents you from searching weird things like System Restore points. (Though for some reason it doesn't stop you from searching Temporary Internet Files; I don't know whether that is a bug or a feature.)

Therefore, the answer to "How can I tell whether a directory contains weird stuff that we shouldn't be showing to the user?" is to test for the hidden and system attributes.

```
BOOL IsWeirdDirectory(LPCTSTR pszDir)
{
  DWORD dwAttr = GetFileAttributes(pszDir);
  return dwAttr != INVALID_FILE_ATTRIBUTES &&
        ((dwAttr & (FILE_ATTRIBUTE_SYSTEM | FILE_ATTRIBUTE_HIDDEN))
              == (FILE_ATTRIBUTE_SYSTEM | FILE_ATTRIBUTE_HIDDEN));
}
```

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