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Subject: Re: creating path

Posted by [zaurus](#) on Sat, 02 Aug 2008 04:27:20 GMT

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Hi!

There is RealizePath and RealizeDirectory.

It checks if the given directory exists and if it doesn't exist it will be created. If you are sure that it doesn't exist you can directly create a directory with DirectoryCreate.

You can find many useful functions to handle files and directories in Path.h. Have a look there.

Zaurus

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