
Subject: Re: DirectoryUp doesn't seem to work.
Posted by [mrjt](#) on Thu, 09 Oct 2008 12:07:02 GMT
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The function actually seems to work quite well once you understand what the goal is:

- 1- Ignore non-valid paths
- 2- Enforce POSIX minimum path of '/'
- 2- On Win32 jump from 'C:\' & '\\Server' style paths straight to " path

Without these conditions the function would be:

```
name = GetFileTitle(dir);  
dir = GetFileFolder(dir);
```

The only change I would make would be to remove trailing DIR_SEPs, but you can always add something like this:

```
if (dir.GetLength() > 1) {  
    const char *eos = dir.End()-1;  
    int cnt = 0;  
    while (*eos == DIR_SEP && eos > dir.Begin()) {  
        eos--;  
        cnt++;  
    }  
    if (cnt) {  
#ifdef PLATFORM_WIN32  
        if (*eos != ':')  
#endif  
        {  
            dir.Remove(dir.GetLength()-cnt, cnt);  
        }  
    }  
}
```