
Subject: DirectoryCreateMulti as an alternative for RealizeDirectory

Posted by [Sender Ghost](#) on Sun, 07 Dec 2008 19:15:49 GMT

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In the "Core\Path.h" file we have useful function RealizeDirectory that creates not existent directories from the given path. I create alternative function with name DirectoryCreateMulti. Complexity: recursion versus memory management with Vector.

```
#ifndef PLATFORM_POSIX
bool DirectoryCreateMulti(const String& path, int mode = 0755)
#else
bool DirectoryCreateMulti(const String& path)
#endif
{
    Vector<String> dirs;

    for (int i=path.GetCount() - 1; ; --i)
    {
        i = path.ReverseFind(DIR_SEP, i);
#ifdef PLATFORM_POSIX
        if (i>0)
#else
        if (i>0 && path[i - 1] != ':')
#endif
        {
            const String tmp(path.Left(i));
            if (!DirectoryExists(tmp))
            {
                dirs.Add(tmp);
            }
            else break;
        }
        else break;
    }

    for (int i=dirs.GetCount() - 1; i>=0; --i)
    {
#ifdef PLATFORM_POSIX
        if (!DirectoryCreate(dirs[i], mode))
#else
        if (!DirectoryCreate(dirs[i]))
#endif
        {
            return false;
        }
    }
}

#ifdef PLATFORM_POSIX
```

```
    return DirectoryCreate(path, mode);  
#else  
    return DirectoryCreate(path);  
#endif  
}
```
