
Subject: Re: DirectoryCreateMulti as an alternative for RealizeDirectory

Posted by [mirek](#) on Mon, 15 Dec 2008 08:42:21 GMT

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OK, I have ended with this code

```
#ifndef POSIX
void RealizeDirectory(String dir, int mode)
#else
void RealizeDirectory(String dir)
#endif
{
    Vector<String> p;
    while(dir.GetLength() > DIR_MIN) {
        p.Add(dir);
        dir = GetFileFolder(dir);
    }
    for(int i = p.GetCount() - 1; i >= 0; i--)
        if(!DirectoryExists(p[i]))
#ifdef POSIX
            DirectoryCreate(p[i], mode);
#else
            DirectoryCreate(p[i]);
#endif
    }
}
```

This is definitely a step in the right direction

Mirek
