
Subject: Re: DirectoryCreateMulti as an alternative for RealizeDirectory

Posted by [Sender Ghost](#) on Mon, 15 Dec 2008 16:47:49 GMT

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luzr wrote on Mon, 15 December 2008 21:08

Good points, thanks.

```
#ifndef POSIX
bool RealizeDirectory(const String& d, int mode)
#else
bool RealizeDirectory(const String& d)
#endif
{
    String dir = NormalizePath(d);
    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
            if(!DirectoryCreate(p[i], mode))
#else
            if(!DirectoryCreate(p[i]))
#endif
        return false;
    return true;
}
```

Mirek

Thank you, Mirek.
