
Subject: Re: Problem with DirectoryExists() in windows

Posted by [mirek](#) on Mon, 08 Jun 2009 12:35:41 GMT

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Good idea. I have only added check to be sure

```
bool DirectoryExists(const char *name) {  
#if defined(PLATFORM_WIN32)  
    if(name[0] && name[1] == ':' && name[2] == '\\' && name[3] == 0 &&  
        GetDriveType(name) != DRIVE_NO_ROOT_DIR)  
        return true;  
#endif  
    FindFile ff(name);  
    return ff && ff.IsDirectory();  
}
```

Mirek
