Subject: Re: How to prevent the opening of a file that does not exist
Posted by mirek on Sat, 24 Jun 2006 18:10:52 GMT

IsOK == !IsError

Anyway, for FileIn, I tend to use operator bool:

```
FileIn in(...);
if(in) {
   // in was succesfuly opened
}
```

Actually, IsError is usually used at the end of write operation to find out whether always was written OK (e.g. there is enough capacity on target media, like:

```
FileOut out(...);
if(out) {
   ...write the stuff
   if(out.IsError())
      Exclamation("Error writing the file !");
}
```

Mirek