
Subject: Topic++ Save as template... not working

Posted by [Tom1](#) on Sat, 04 Nov 2023 22:58:40 GMT

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Hi,

I was just starting with Topic++. I discovered that (at least on Windows) "Save as template..." does not work. I dugged into the code and it turned out that SaveFile in the end fails as the `_tpp` -subdirectory does not exist yet and cannot be created automatically. I added the directory manually and then the template was written successfully.

```
void TopicEditor::SaveAsTemplate()
{
    TopicDlg<WithSaveTemplateLayout<TopWindow> > d("Save as template");
    d.lang <=<= lastlang;
    Vector<String> ud = GetUppDirs();
    String p = GetCurrentTopicPath();
    for(int i = 0; i < ud.GetCount(); i++) {
        d.nest.Add(ud[i]);
        if(p.StartsWith(ud[i]))
            d.nest.SetIndex(i);
    }
    if(d.nest.GetIndex() < 0)
        d.nest.GoBegin();
    if(d.Execute() != IDOK || IsNull(~d.nest))
        return;
    SaveFile(AppendFileName(AppendFileName(~d.nest, "_tpp"), d.GetName()),
            WriteTopic((String)~title, editor.Get())); // <<<--- Around here...
}
```

Maybe there should be some code added for creating the necessary directory if it does not exist yet.

Best regards,

Tom
