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Subject: How to prevent the opening of a file that does not exist

Posted by [forlano](#) on Sat, 24 Jun 2006 11:26:26 GMT

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Hello,

I'm opening a file for reading purpose with:

```
FileIn in(filename);
```

I would like to know which is the best method (in.IsOK(), in.IsError(), ...) to prevent the case in which the file doesn't exist.

Thank you,  
Luigi

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Subject: Re: How to prevent the opening of a file that does not exist

Posted by [fudadmin](#) on Sat, 24 Jun 2006 14:42:47 GMT

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forlano wrote on Sat, 24 June 2006 12:26Hello,

I'm opening a file for reading purpose with:

```
FileIn in(filename);
```

I would like to know which is the best method (in.IsOK(), in.IsError(), ...) to prevent the case in which the file doesn't exist.

Thank you,  
Luigi

maybe this?

```
bool FileExists(const char *name)
```

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Subject: Re: How to prevent the opening of a file that does not exist

Posted by [forlano](#) on Sat, 24 Jun 2006 17:57:52 GMT

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fudadmin wrote on Sat, 24 June 2006 16:42

maybe this?

```
bool FileExists(const char *name)
```

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Maybe yes. But I wonder what I must use if I want to use the same pointer "in" to perform this operation after the file opening. What is the difference between in.IsOK() and in.IsError()?

Luigi

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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

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IsOK == !IsError

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

```
FileIn in(...);
if(in) {
    // in was succesfully 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

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