

---

Subject: [REQUEST] GetDriveName function for Path.h

Posted by [masu](#) on Thu, 09 Apr 2009 09:17:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Do you mind adding following inline function to Path.h:

```
#ifdef PLATFORM_WIN32
inline String GetDriveName(const String& path) { path.Left(2); }
#endif
```

Matthias

---

---

Subject: Re: [REQUEST] GetDriveName function for Path.h

Posted by [mirek](#) on Thu, 09 Apr 2009 15:52:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

masu wrote on Thu, 09 April 2009 05:17Do you mind adding following inline function to Path.h:

```
#ifdef PLATFORM_WIN32
inline String GetDriveName(const String& path) { path.Left(2); }
#endif
```

Matthias

I do not know; if all it does is Left(2), why do not just use Left(2)?

Mirek

---

---

Subject: Re: [REQUEST] GetDriveName function for Path.h

Posted by [masu](#) on Tue, 14 Apr 2009 08:36:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, you are right maybe this is too simple to add.

Initially, I had that:

```
#ifdef PLATFORM_WIN32
inline String GetDriveName(const String& path) { return path.Left(path.FindFirstOf(":")+1); }
#endif
```

Matthias

---