
Subject: Problem with DirectoryExists() in windows
Posted by [koldo](#) on Mon, 08 Jun 2009 11:19:21 GMT
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Hello all

When using DirectoryExists() with a drive name like

```
DirectoryExists("c:\\")
```

it returns false.

Revising the code I have seen that FindFirstFileW("C:\\") return INVALID_HANDLE_VALUE.

Perhaps a way to solve this would be check if directory name is a drive, so the changed DirectoryExists() could be:

```
bool DirectoryExists(const char *name) {  
#if defined(PLATFORM_WIN32)  
    if (GetDriveType(name) != DRIVE_NO_ROOT_DIR)  
        return true;  
#endif  
    FindFile ff(name);  
    return ff && ff.IsDirectory();  
}
```

Best regards
Koldo

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();  
}
```

