

# How to check if directory exist using C++ and winAPI [duplicate]

Asked 8 years, 6 months ago   Active 7 years, 4 months ago   Viewed 106k times

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**Possible Duplicate:**

[How do you check if a directory exists on Windows in C?](#)



How do I check whether a directory exists using C++ and windows API?

c++   winapi   dir

edited May 23 '17 at 12:03



Community ♦

1 1

asked Nov 22 '11 at 21:09



MaSmi

467 1 4 5

Maybe you can show what you have so far – César Nov 22 '11 at 21:11

why not just do =====> BOOL PathFileExists(pszPath); <===== as show in [msdn.microsoft.com/en-us/library/windows/desktop/...](https://msdn.microsoft.com/en-us/library/windows/desktop/...) ? – Fractal Jun 27 '16 at 19:40

## 4 Answers

Active   Oldest   Votes

well we were all *n00bs* at some point in time. No problem in asking. Here is a simple function which does exactly this :

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```
#include <windows.h>
#include <string>

bool dirExists(const std::string& dirName_in)
{
    DWORD ftyp = GetFileAttributesA(dirName_in.c_str());
    if (ftype == INVALID_FILE_ATTRIBUTES)
        return false; //something is wrong with your path!

    if (ftype & FILE_ATTRIBUTE_DIRECTORY)
        return true; // this is a directory!

    return false; // this is not a directory!
}
```



- 8 `GetFileAttributes()` returns `INVALID_FILE_ATTRIBUTES` when a failure occurs. You have to use `GetLastError()` to find out what that failure actually is. If it returns `ERROR_PATH_NOT_FOUND`, `ERROR_FILE_NOT_FOUND`, `ERROR_INVALID_NAME`, or `ERROR_BAD_NETPATH` then it really does not exist. But if it returns most any other error, then something actually exists at the specified path but the attributes are simply not accessible. – [Remy Lebeau](#) Dec 18 '12 at 2:10
- 3 For those stumbling on this answer, keep in mind that the above code is ANSI not Unicode. For modern Unicode, it's better to take a `LPCTSTR` parameter such as the snippet in this other stackoverflow answer: [stackoverflow.com/a/6218445](https://stackoverflow.com/a/6218445). (The `LPCTSTR` will be translated to `wchar_t*` by the compiler.). You can then wrap that Unicode-aware function to take a C++ `std::wstring` instead of `std::string`. – [JasDev](#) Sep 3 '15 at 10:17

If linking to the shell Lightweight API (`shlwapi.dll`) is ok for you, you can use the [PathIsDirectory function](#)

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answered Nov 22 '11 at 21:23

[Simon Mourier](#)

110k 15 202 251

This code might work:

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```
//if the directory exists
DWORD dwAttr = GetFileAttributes(str);
if(dwAttr != 0xffffffff && (dwAttr & FILE_ATTRIBUTE_DIRECTORY))
```

answered Nov 22 '11 at 21:14

[CopiedFromGoogle](#)

91 1

0.1 second Google search:

4

```
BOOL DirectoryExists(const char* dirName) {
    DWORD attribs = ::GetFileAttributesA(dirName);
    if (attribs == INVALID_FILE_ATTRIBUTES) {
        return false;
    }
    return (attribs & FILE_ATTRIBUTE_DIRECTORY);
}
```

answered Nov 22 '11 at 21:12

user142019

