

CreateResource

This function creates an new, empty resource. This creates a directory matching the name you specify on disk, then creates an empty meta.xml file with a <meta> element in it.

Syntax

```
resource createResource ( string resourceName [, string organizationalDir ] )
```

OOP Syntax Help! I don't understand this!

Method: *Resource(...)*

Required Arguments

- **resourceName:** The name of the new resource. This should be a valid file name. It's recommended that you do not have spaces or non-ASCII characters in resource names.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **organizationalDir:** A string containing the path where the resource should be created (e.g. "[gamemodes]/[amx]").

Returns

Returns the resource element of the new resource if successful, *false* otherwise. This could fail if the resource name already is in use, if a directory already exists with the name you've specified (but this isn't a valid resource) or if the name you specify isn't valid. It could also fail if the disk was full or for other similar reasons.