

FileSystem.PathExists

Method	PathExists
Module	FileSystem
Library	Core
Action	Checks whether a path exists.
Parameters	Path (string): The path of the file system object. The path can include environment variables represented by the local shell format (e.g. %env% on Windows), and wildcards such as '*' for multiple characters and '?' for a single character.
Return values	<p>If nothing is found then the method returns success but no rows; this is because a complex instruction script may want to continue to execute rather than fail abruptly.</p> <p>For each file or directory found:</p> <ul style="list-style-type: none">• FullPath (string): The full path, with any wildcards and environment variables expanded.• IsDirectory (bool): Represents if the path points to a file or directory.
Example	<pre>FileSystem.PathExists(Path:"c:\\tmp\\i*.txt");</pre> <pre>FileSystem.PathExists(Path:"c:\\tmp");</pre> <pre>FileSystem.PathExists(Path:"%programfiles%\\1E\\Tachyon\\TIMS\\Tachyon. InstructionManagementStudio.exe");</pre>
Platforms	<ul style="list-style-type: none">• Windows• Linux• MacOS• Solaris Intel• Solaris Sparc
Notes	Available from v8.0