FileSystem.FindDirectoryByName

Method	**FindDirectoryByName**
Module	FileSystem
Library	Core
Action	Finds directory paths given a leaf directory name.
Parameters	`DirectoryName` (string): The name of the directory to be found. This cannot contain path separators and therefore is always just the leaf node of the path (the deepest part of the path). ⚠ The name can include wildcard characters ? and *, except on Android where an exact match is required. Case insensitive wildcards are supported only on Windows. `Fast` (boolean; optional, default `true`): Selects either the fast NTFS search technology or the previous slower (but fully reliable) technology. ⚠ Unix `Fast=false` and NTFS `fast=true` are similar order timescales (unless the Unix method comes across a mounted windows share); NTFS `Fast=false` is significantly slower. `TimeoutSecs` (integer; optional, default `600`): If the operation has not completed within the specified time period, it will fail with an error. **New in v5.2.**
Return values	For each directory found: • `Path` (string): The full path of the directory.

Example	`FileSystem.FindDirectoryByName(DirectoryName:"wibble", Fast:true);`
	
	The above method call might find the following on relevant platforms:
	
	`C:\Program Files\Acme Corp\Wibble`
	
	`/usr/local/wibble`
	
	But it will never find these:
	
	`C:\Program Files\Acme Corp\Wibble\bin`
	
	`/usr/local/wibble/bin`

Platforms	• Windows • Linux • MacOS • Solaris Intel • Solaris Sparc • Android
Notes	This will search all fixed disks which is a resource expensive process and may take some time if `Fast=false`.