

**Description:**

Default Directory parser.

Added In: v0.45

Function

```
public class UMFConfigDirectory : UMFConfigParser<string>
{
    public string DefaultValue;
    public bool RequiresRestart;
    public string[] AllowedValues;

    public UMFConfigDirectory(string defaultValue = "", bool
requiresRestart = false, params string[] allowedValues)
    {
        DefaultValue = defaultValue;
        RequiresRestart = requiresRestart;
        AllowedValues = allowedValues;
    }

    public override string Parse(string value)
    {
        if (!Directory.Exists(value))
        {
            try
            {
                Directory.CreateDirectory(value);
            }
            catch { }
        }
        if (Directory.Exists(value)) return value;
        else return DefaultValue;
    }

    public override string ToString()
    {
        return DefaultValue.ToString();
    }

    public override string Default()
    {
        return DefaultValue.ToString();
    }
}
```

```
public override string Allowed()
{
    return (AllowedValues.Length > 0 ? string.Join(",",
AllowedValues.Select(x => x.ToString()).ToArray()) : null);
}

public override string Restart()
{
    return RequiresRestart.ToString();
}
}
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

From:

<https://umodframework.com/wiki/> - **UMF Wiki**

Permanent link:

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