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**

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