

# Save byte array to a file

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```
#region Usings
using System;
```

```
using System.Collections.Generic;
using System.IO;
using System.Net;
using System.Text;

#endregion

namespace Utilities
{
public static class FileManager
{
///
/// Determines if a directory exists
///
/// Path of the directory /// true if it exists, false
otherwise
public static bool DirectoryExists(string DirectoryPath)
{
try
{
return Directory.Exists(DirectoryPath);
}
catch (Exception a)
{
throw a;
}
}
///
/// Saves a file
///
/// File content /// File name to save this as (should include
directories if applicable) /// Tells the system if you wish to
append data or create a new document public static void
SaveFile(byte[]Content, string FileName,bool Append)
{
FileStream Writer = null;
```

```
try
{
int Index = FileName.LastIndexOf('/');
if (Index <= 0) { Index = FileName.LastIndexOf('.'); } if
(Index <= 0) { throw new Exception("Directory must be
specified for the file"); } string Directory =
FileName.Remove(Index) + "/"; bool Opened = false; while
(!Opened) { try { if (Append) { Writer = File.Open(FileName,
FileMode.Append, FileAccess.Write, FileShare.None); } else {
Writer = File.Open(FileName, FileMode.Create,
FileAccess.Write, FileShare.None); } Opened = true; } catch
(System.IO.IOException e) { throw e; } } Writer.Write(Content,
0, Content.Length); Writer.Close(); } catch (Exception a) {
throw a; } finally { if (Writer != null) { Writer.Close();
Writer.Dispose(); } } } } } [/csharp]
```