Create Virtual Directory Action - [IIS 5]
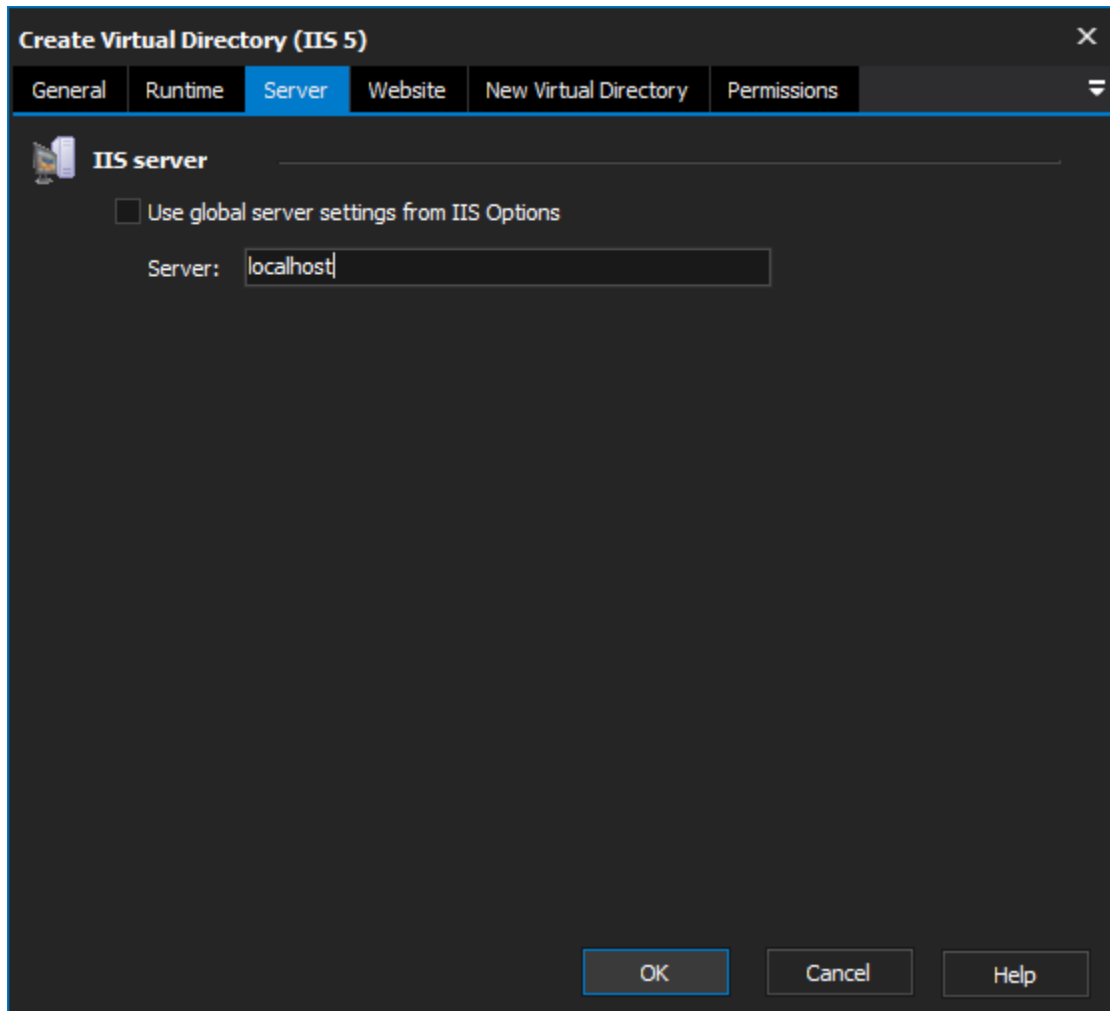
The Create Virtual Directory action allows you to add a new virtual directory to an existing IIS web site.

Server

IIS server

Use global server settings from IIS options

Website

Create Virtual Directory (IIS 5)   ✕

General | Runtime | Server | **Website** | New Virtual Directory | Permissions | ▼

🌐 **Website**

    ◯ Index: `1` ⬍   Connect and update

    ◉ Name: `wiki` ▾

                                                     OK   Cancel   Help

Website

Index

Name

New Virtual Directory

New virtual directory

Create under

Specify an existing IIS Virtual Directory to be the parent of the new directory. Click the 'Update list' button to download a list

of Virtual Directories from the specified IIS Server.

Alias

Specify the name by which you would like the new directory to be known.

Directory

Specify the local directory for the contents of the new virtual directory.

Delete virtual directory if already exists

Fail if the virtual directory exists

Create a default application for the new virtual directory

Check this box to create a default application in the new virtual directory. Check "create a Pooled application" to create a pooled application.
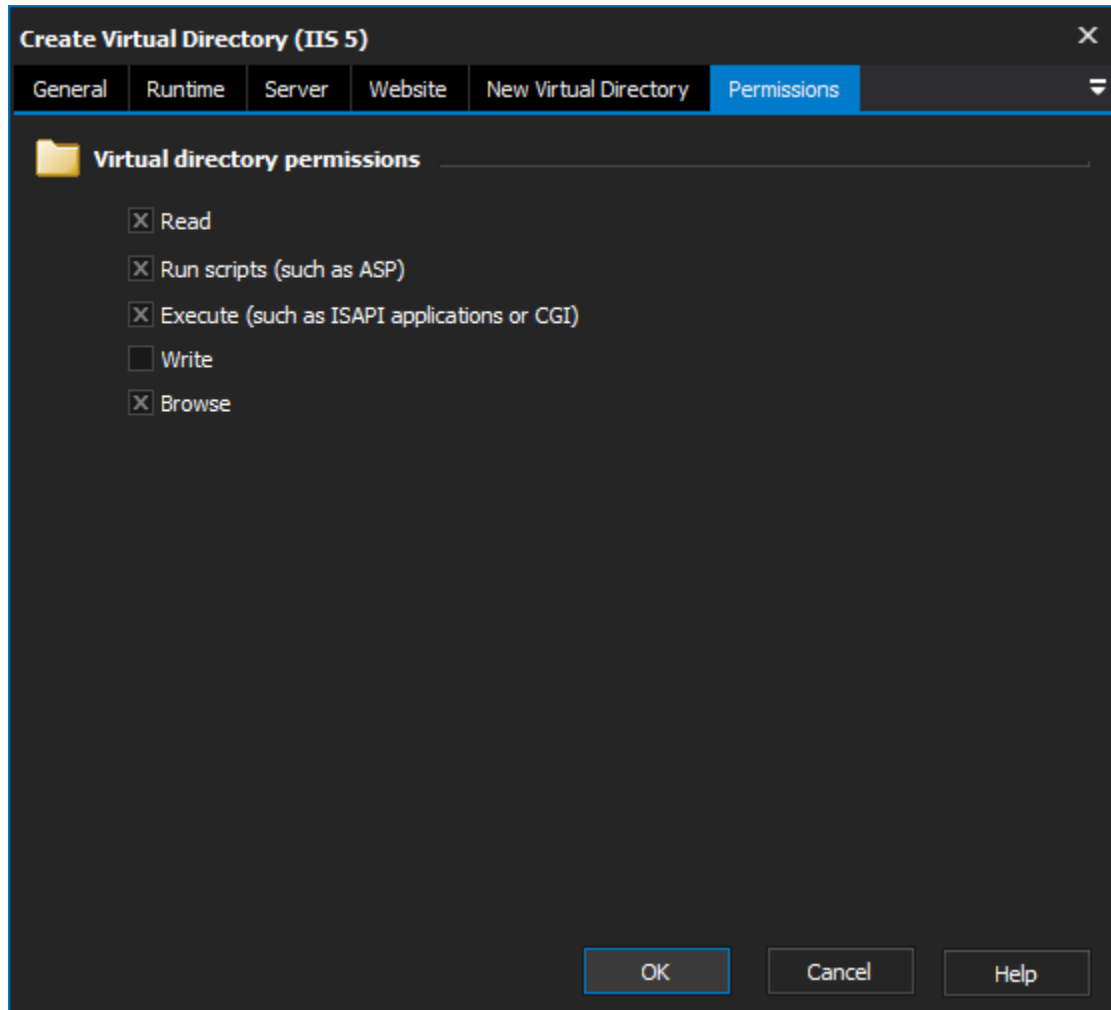
New application protection level

Low -

Medium -

High -

Permissions

Virtual directory permissions

Set the permissions you want IIS users to have on the new Virtual Directory.

Read

Run scripts

Execute

Write

Browse

Script Events

The Create Virtual Directory object has an extra script event, named NewVirtualDirectory, which is called once the new virtual directory has been set up. It allows you to set properties which may not be available in the action, or perform more complicated operations on the new directory.

The NewIISWebDir parameter is an ADSI container object is of type IIsWebVirtualDir (see the for details.) You will need to use the .Get() and .Put() methods to retrieve and set properties on the object. See the MSDN documentation for a full list of property names.

It is not necessary to call the .SetInfo() method to save any changes, this is called for you when the event exits.