

**File**

<b>COLLABORATORS</b>
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	<i>TITLE :</i>  File		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## File

### 1.1 File V1.00

Pure Basic - File library V1.00

The file is the main way of storage for nowadays computers. With the PureBasic you manage them in very simple and optimized way. Any number of files can be handled at the same time. This library use buffered functions to increase the writing/reading speed.

Commands summary in alphabetical order:

- CloseFile
- CreateFile
- DeleteFile
- Eof
- FileSeek
- InitFile
- Loc
- Lof
- MakeDirectory
- OpenFile
- ReadByte
- ReadFile
- ReadLong
- ReadString
- ReadWord
- RenameFile
- UseFile
- WriteByte
- WriteLong
- WriteString
- WriteStringN
- WriteWord

Example:

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File demo

## 1.2 closefile

Syntax

```
CloseFile(#File)
```

Description

Close the specified #File and it can't be used anymore for later use. Closing a file ensure the buffer will be put effectively on the disk.

Note: on the program end, Pure Basic is smart enough to close all the unclosed files, so you don't need to do it yourself.

## 1.3 createfile

Syntax

```
Result = CreateFile(#File, FileName$)
```

Description

Open an empty file. If the file was existing, it open it and replace it by a blank one ! Careful. If 'Result' is not null, the file is effectively created and you get the AmigaOS pointer to the file (for advanced programmers). If Result is NULL, the creation has failed. It must be always tested, as performing operations on a non created file will cause severe crashes.

## 1.4 deletefile

Syntax

```
Result = DeleteFile(FileName$)
```

Description

Delete the specified 'Filename\$'. You can give the full path and filename or only the filename (then the current directory will be used). If the result is NULL, then the filename hasn't been deleted.

## 1.5 eof

Syntax

```
Result = Eof()
```

#### Description

Eof stands for 'End Of File'. It will return true if you have reached the end of the current file, NULL else.

## 1.6 fileseek

#### Syntax

```
FileSeek(NewPosition)
```

#### Description

It designed to change the current pointer position inside the file.

## 1.7 initfile

#### Syntax

```
Result = InitFile(#NumMaxFiles)
```

#### Description

With init all the file environnement for future use. You must call this function before any other file functions.

#NumMaxFiles = Number of maximum files you need to handle simultanely.

## 1.8 loc

#### Syntax

```
Position = Loc()
```

#### Description

Return the actual pointer position inside the file.

## 1.9 lof

#### Syntax

```
Length = Lof()
```

#### Description

Lof stands for 'Length Of File'. It will return the length of the current file.

## 1.10 makedirectory

### Syntax

```
Result = MakeDirectory(Path$)
```

### Description

Create the directory given in the Path\$. If the result is NULL, then the directory can't be created.

## 1.11 openfile

### Syntax

```
Result = OpenFile(#File, FileName$)
```

### Description

It will open the designed file or create it if it doesn't exists. You can perform read and write on this file. If 'Result' is not null, the file is effectively opened and you get the AmigaOS pointer to the file (for advanced programmers). If Result is NULL, the creation has failed. It must be always tested, as performing operations on a non created file will cause severe crashes.

## 1.12 readbyte

### Syntax

```
Number.b = ReadByte()
```

### Description

Read one byte on the current opened file.

## 1.13 readfile

### Syntax

```
Result = ReadFile(#File, FileName$)
```

### Description

---

Open an existing file for read only operations. If 'Result' is not null, the file is effectively opened and you get the AmigaOS pointer to the file (for advanced programmers). If Result is NULL, the file is not found or can't be opened. It must be always tested, as performing operations on a non created file will cause severe crashes.

## 1.14 readlong

Syntax

```
Number.l = ReadLong()
```

Description

Read one long on the current opened file.

## 1.15 readstring

Syntax

```
Text.s = ReadString()
```

Description

Read one string on the current opened file.

## 1.16 readword

Syntax

```
Number.w = ReadWord()
```

Description

Read one word on the current opened file.

## 1.17 renamefile

Syntax

```
RenameFile(OldFilename$, NewFilename$)
```

Description

Rename a file. If the result is NULL, then the file can't be renamed.



## 1.18 usefile

Syntax

```
UseFile(#File)
```

Description

It change the current used file to the given one.

## 1.19 writebyte

Syntax

```
WriteByte(Number)
```

Description

Write a byte number inside the current file. File must be opened with write feature (ie: not with ReadFile()).

## 1.20 writelong

Syntax

```
WriteLong(Number)
```

Description

Write a long number inside the current file. File must be opened with write feature (ie: not with ReadFile()).

## 1.21 writestring

Syntax

```
WriteString(Text$)
```

Description

Write a string inside the current file. File must be opened with write feature (ie: not with ReadFile()).

## 1.22 writestringn

### Syntax

`WriteStringN(Text$)`

### Description

Write a string inside the current file and add the 'end of line' character. The file must be opened with write feature (ie: not with `ReadFile()`).

## 1.23 writeword

### Syntax

`WriteWord(Number)`

### Description

Write a word number inside the current file. File must be opened with write feature (ie: not with `ReadFile()`).

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