FileSystem

COLLABORATORS

	TITLE : FileSystem		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FileSystem

1.1 copyfile

```
Syntax
  Result = CopyFile(SourceFileName$, DestinationFileName$)

Description
  Copy the source file to the destination. Warning, if the file already exists,  ←
     it will be
  erased automatically. If the Result is 0, the file can't be copied.

Supported OS
  Windows, AmigaOS, Linux
```

1.2 createdirectory

```
Syntax
  Result = CreateDirectory(DirectoryName$)

Description
      Create a new directory. If Result is 0, the directory can't be created.

Supported OS
  Windows, AmigaOS, Linux
```

1.3 deletefile

```
Syntax
  Result = DeleteFile(FileName$)

Description
      Delete the specified file. If the Result is 0, the file can't be deleted.

Supported OS
  Windows, AmigaOS, Linux
```

1.4 directoryentryname

```
Syntax
  FileName$ = DirectoryEntryName()

Description
  Return the name of the current entry in the directory being listed with   ←
     ExamineDirectory()  and
   NextDirectoryEntry()  commands.

Supported OS
  Windows, AmigaOS, Linux
```

1.5 examinedirectory

```
Syntax
  Result = ExamineDirectory(DirectoryName$, Pattern$)

Description
     Start to examine the specified directory for future listing with commands  ←
         NextDirectoryEntry()
  and  DirectoryEntryName() . The Pattern$ specify which files must be listed.
  For example: "*.*" or "" will list all the file in the directory. "*.exe" will ←
     list only .exe files.
  If the result is 0, the directory can't be examined.

Supported OS
  Windows, AmigaOS, Linux
```

1.6 filesize

```
Syntax
  Result = FileSize(FileName$)

Description
  Return the size of the specified file. If the file isn't found, it return -1.

Supported OS
  Windows, AmigaOS, Linux
```

1.7 nextdirectoryentry

```
Syntax
  Result = NextDirectoryEntry()

Description
  This command must be called after an  ExamineDirectory() . It will go step by  ←
     step into
  the directory and list its content. The entry name can be get with the   ←
     DirectoryEntryName()
```

```
   command. The 'Result' can take the following values:
   - 0: no more entry in the directory
   - 1: this entry is a file
   - 2: this entry is a directory

Supported OS
  Windows, AmigaOS, Linux
```

1.8 renamefile

```
Syntax
  Result = RenameFile(OldFileName$, NewFileName$)

Description
  Rename the old file to the new file. If the Result is 0, the rename has failed ↩
     .

Supported OS
  Windows, AmigaOS, Linux
```

1.9 FileSystem

```
Overview
    FileSystem is a generic term which deal with all advanced file related  ↩
        manipulations. For example, it's
  possible to read a directory content, create a new directory and more...

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Example

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Supported OS
  Windows, AmigaOS, Linux
```