FileSystem

COLLABORATORS			
	TITLE : FileSystem		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 31, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

1 FileSystem **1**

1.1 copyfile . . . 1
1.2 createdirectory . . . 1
1.3 deletefile . . . 1
1.4 directoryentryname . . . 2
1.5 examinedirectory . . . 2
1.6 filesize . . . 2
1.7 nextdirectoryentry . . . 2
1.8 renamefile . . . 3
1.9 FileSystem . . . 3

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...

Command Index

   CopyFile
   CreateDirectory
   DeleteFile
   DirectoryEntryName
   ExamineDirectory
   FileSize
   NextDirectoryEntry
   RenameFile

Example

   FileSystem.pb

Supported OS
  Windows, AmigaOS, Linux
```