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## **File Structure**

The basic storage unit for Locus is the Folder, which acts as a file, but is in fact a subdirectory. The Folder is a collection of Groups, each of which are stored in a separate file. Along with the Group files, the Folder bundle also contains a Folder Information file, giving general info about the Folder. See below for further details

The main reason for having this type of file structure is for speed. This structure allows the folder info, as well as each Group, to be written individually when it is changed, so that not all groups have to be written when a single change occurs in any of them.

## **The Folder Info File**

This file is written by Folder's `-writeInfo` method, which uses `NXTypedStreams` to write the data. The information included in this file is:

- Folder's Viewer frame rect
- The tag of the group currently being displayed

This info file is saved automatically whenever the data it contains is changed. For instance, moving or resizing the Folder's viewer will cause the file to be written, as will switching groups.

## **The Group Files**

Each Group in the Folder is written in its own Group file. The name of the file is determined by the Group's tag, which is a unique integer within a Folder used to identify each Group. The Group file contains the archived Group object, which is basically a List of the Items in that Group. The Group object is archived using `NXTypedStreams`.