

File [En cours de Traduction Wismerheal][WSL]

The File object allows you to read and write a file.

Functions

File

Constructor function.

Syntax

```
var myObject = new File();
```

Example

Create a File object.

```
var myObject = new File();
```

copy

Copy a file.

Syntax

```
File.copy(source, destination);
```

```
File.copy(source, destination, options);
```

Arguments

1. source - (string) the source file to copy
2. destination - (string) the destination file/directory
3. options - (object) *[Added in Actionaz 3.0.1.]*
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only,

default: true)

- noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
- createDestinationDirectory - (bool) should the destination directory be created if it doesn't exist (Linux only, default: true)

Returns

- (null) nothing

Exceptions

- (ParameterCountError) incorrect parameter count
- (DirectoryCreationError) unable to create the destination directory (Linux only)
- (DirectoryDoesntExistError) the destination directory doesn't exist (Linux only)
- (CopyError) copy failed
- (CopyAbortedError) copy aborted (Windows only)

move

Move a file.

Syntax

```
File.move(source, destination);
```

```
File.move(source, destination, options);
```

Arguments

1. source - (string) the source file to move
2. destination - (string) the destination file/directory
3. options - (object) [*Added in Actionaz 3.0.1.*]
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only, default: true)
 - noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
 - createDestinationDirectory - (bool) should the destination directory be created if it doesn't exist (Linux only, default: true)

Returns

- (null) nothing

Exceptions

- (ParameterCountError) incorrect parameter count
- (DirectoryCreationError) unable to create the destination directory (Linux only)
- (DirectoryDoesntExistError) the destination directory doesn't exist (Linux only)
- (MoveError) move failed
- (MoveAbortedError) move aborted (Windows only)

rename

This function is an alias of the [move](#) function.

remove

Remove a file.

Syntax

```
File.remove(filename);
```

```
File.remove(filename, options);
```

Arguments

1. filename - (string) the file to remove
2. options - (object) [*Added in Actionaz 3.0.1.*]
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only, default: true)
 - noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
 - allowUndo - (bool) should the file/directory be moved to the trash bin (Windows only, default: false)

Returns

- (null) nothing

Exceptions

- (ParameterCountError) incorrect parameter count
- (RemoveError) remove failed
- (RemoveAbortedError) remove aborted (Windows only)

Methods

open

Opens a file.

Syntax

```
myObject.open(filename, openMode);
```

Arguments

1. filename - (string) the filename of the file to open
2. openMode - ([OpenMode](#)) the open mode

Returns

- (File) this File

Exceptions

- ([CannotOpenFileError](#)) cannot open the file

write

Write raw data to this File.

Syntax

```
myObject.write(data);
```

```
myObject.write(other);
```

Arguments

1. data - ([RawData](#)) the data to write
2. other - (mixed) the data to write

Returns

- (File) this File

Exceptions

- (WriteFailedError) write failed

writeText

Write text to this File.

Syntax

```
myObject.writeText(text);
```

```
myObject.writeText(text, encoding);
```

Arguments

1. text - (string) the text to write
2. encoding - ([Encoding](#)) the encoding to use

Returns

- (File) this File

Exceptions

- (WriteFailedError) write failed

read

Read raw data from this File.

Syntax

```
myObject.read();
```

Returns

- ([RawData](#)) the raw data read from the file

readText

Read text from this File.

Syntax

```
myObject.readText();
```

```
myObject.readText(encoding);
```

Arguments

1. encoding - ([Encoding](#)) the encoding to use

Returns

- (string) the text read from the file

close

Close this file.

Syntax

```
myObject.close();
```

Returns

- (File) this File

copy

Copy this file to another location.

Syntax

```
myObject.copy(destination);
```

```
myObject.copy(destination, options);
```

Arguments

1. destination - (string) the location where to copy the file
2. options - (object) *[Added in Actionaz 3.0.1.]*
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only, default: true)
 - noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
 - createDestinationDirectory - (bool) should the destination directory be created if it doesn't exist (Linux only, default: true)

Returns

- (File) this File

Exceptions

- (ParameterCountError) incorrect parameter count
- (DirectoryCreationError) unable to create the destination directory (Linux only)
- (DirectoryDoesntExistError) the destination directory doesn't exist (Linux only)
- (CopyError) copy failed
- (CopyAbortedError) copy aborted (Windows only)

move

Move this file to another location.

Syntax

```
myObject.move(destination);
```

```
myObject.move(destination, options);
```

Arguments

1. destination - (string) the location where to move the file
2. options - (object) *[Added in Actionaz 3.0.1.]*
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only, default: true)
 - noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
 - createDestinationDirectory - (bool) should the destination directory be created if it doesn't exist (Linux only, default: true)

Returns

- (File) this File

Exceptions

- (ParameterCountError) incorrect parameter count
- (DirectoryCreationError) unable to create the destination directory (Linux only)
- (DirectoryDoesntExistError) the destination directory doesn't exist (Linux only)
- (MoveError) move failed
- (MoveAbortedError) move aborted (Windows only)

rename

This method is an alias of the [move](#) method.

remove

Remove this file.

Syntax

```
myObject.remove();
```

```
myObject.remove(options);
```

Arguments

1. options - (object) [*Added in Actionaz 3.0.1.*]
 - noErrorDialog - (bool) should an error dialog be shown if an error occurs (Windows only, default: true)
 - noConfirmDialog - (bool) should a confirmation dialog be shown if needed (Windows only, default: true)
 - noProgressDialog - (bool) should a progress dialog be shown (Windows only, default: true)
 - allowUndo - (bool) should the file/directory be moved to the trash bin (Windows only, default: false)

Returns

- (File) this File

Exceptions

- (ParameterCountError) incorrect parameter count
- (RemoveError) remove failed
- (RemoveAbortedError) remove aborted (Windows only)

Enumerations

OpenMode

File open mode.

Values

1. ReadOnly: file opened for reading only
2. WriteOnly: file opened for writing only
3. ReadWrite: file opened for reading and writing
4. Append: file opened for writing at the end of the file
5. Truncate: file opened for writing, erases any previous content
6. Text: file opened in text mode
7. Unbuffered: file opened in unbuffered mode

Notes

This is a flag enumeration, that means that you can use multiple values using the | operator.
Example:

```
myObject.open("myfile.txt", File.WriteOnly | File.Append | File.Text);
```

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