

Variables

The CopyFile operation returns information in the following variables:

V_flag	Set to zero if the file was copied, to -1 if the user cancelled either the Open File or Save File dialogs, and to some nonzero value if an error occurred, such as the specified file does not exist.
S_fileName	Stores the full path to the file that was copied. If an error occurred or if the user cancelled, it is set to an empty string.
S_path	Stores the full path to the file copy. If an error occurred or if the user cancelled, it is set to an empty string.

Examples

Copy a file within the same folder using a new name:

```
CopyFile/P=myPath "afile.txt" as "destFile.txt"
```

Copy a file into subfolder using the original name (using /P):

```
CopyFile/D/P=myPath "afile.txt" as ":subfolder"  
Print S_Path // prints "Macintosh HD:folder:subfolder:afile.txt"
```

Copy file into subfolder using the original name (using full paths):

```
CopyFile/D "Macintosh HD:folder:afile.txt" as "Server:archive"
```

Copy a file from one folder to another, assigning the copy a new name:

```
CopyFile "Macintosh HD:folder:afile.txt" as "Server:archive:destFile.txt"
```

Copy user-selected file in any folder as destFile.txt in myPath folder (prompt to save even if destFile.txt doesn't exist):

```
CopyFile/I=2/P=myPath as "destFile.txt"
```

Copy user-selected file in any folder as destFile.txt in any folder:

```
CopyFile as "destFile.txt"
```

See Also

The **Open**, **MoveFile**, **DeleteFile**, and **CopyFolder** operations. The **IndexedFile** function. **Symbolic Paths** on page II-22.

CopyFolder

CopyFolder [flags] [srcFolderStr] [as destFolderStr]

The CopyFolder operation copies a folder (and its contents) on disk.

Warning: *The CopyFolder command can destroy data by overwriting another folder and contents!*

When overwriting an existing folder on disk, CopyFolder will do so only if permission is granted by the user. The default behavior is to display a dialog asking for permission. The user can alter this behavior via the Miscellaneous Settings dialog's Misc category.

If permission is denied, the folder will not be copied and V_Flag will return 1088 (Command is disabled) or 1275 (You denied permission to overwrite a folder). Command execution will cease unless the /Z flag is specified.

Parameters

srcFolderStr can be a full path to the folder to be copied (in which case /P is not needed), a partial path relative to the folder associated with *pathName*, or the name of a folder inside the folder associated with *pathName*.

If Igor can not determine the location of the folder from *srcFolderStr* and *pathName*, it displays a dialog allowing you to specify the source folder.

If /P=*pathName* is given, but *srcFolderStr* is not, then the folder associated with *pathName* is copied.

destFolderStr can be a full path to the output (destination) folder (in which case /P is not needed), or a partial path relative to the folder associated with *pathName*.

An error is returned if the destination folder would be inside the source folder.

CopyFolder

If Igor can not determine the location of the destination folder from *destFolderStr* and *pathName*, it displays a dialog allowing you to specify or create the destination folder.

If you use a full or partial path for either folder, see **Path Separators** on page III-451 for details on forming the path.

Flags

/D	Interprets <i>destFolderStr</i> as the name of (or path to) an existing folder (or directory) to copy the source folder into. Without /D, <i>destFolderStr</i> is interpreted as the name of (or path to) the copied folder. If <i>destFolderStr</i> is not a full path to a folder, it is relative to the folder associated with <i>pathName</i> .
/I [=i]	Specifies the level of user interactivity. /I=0: Interactive only if the source or destination folder is not specified or if the source folder is missing. (Same as if /I was not specified.) /I=1: Interactive even if the source folder is specified and it exists. /I=2: Interactive even if <i>destFolderStr</i> is specified. /I=3: Interactive even if the source folder is specified, the source folder exists, and <i>destFolderStr</i> is specified. Same as /I only.
/M=messageStr	Specifies the prompt message in the Select (source) Folder dialog. If /S is not used, then <i>messageStr</i> will be used for the Select Folder dialog and for the Create Folder dialog.
/O	Overwrite existing destination folder, if any. On Macintosh, a Macintosh-style overwrite-move is performed in which the source folder completely replaces the destination folder. On Windows, a Windows-style mix-in move is performed in which the contents of the source folder are moved into the destination folder, replacing any same-named files but leaving other files in place.
/P=pathName	Specifies the folder to look in for the source folder. <i>pathName</i> is the name of an existing symbolic path. If <i>srcFolderStr</i> is not specified, the folder associated with <i>pathName</i> is copied. Using /P means that <i>srcFolderStr</i> (if specified) and <i>destFolderStr</i> must be either simple folder names or paths relative to the folder specified by <i>pathName</i> .
/S=saveMessageStr	Specifies the prompt message in the Create Folder dialog.
/Z [=z]	Prevents procedure execution from aborting if it attempts to copy a file that does not exist. Use /Z if you want to handle this case in your procedures rather than aborting execution. /Z=0: Same as no /Z. /Z=1: Copies a folder only if it exists. /Z alone has the same effect as /Z=1. /Z=2: Copies a folder if it exists or displays a dialog if it does not exist.

Variables

The CopyFolder operation returns information in the following variables:

V_flag	Set to zero if the folder was copied, to -1 if the user cancelled either the Select Folder or Create Folder dialogs, and to some nonzero value if an error occurred, such as the specified file does not exist.
S_fileName	Stores the full path to the folder that was copied, with a trailing colon. If an error occurred or if the user cancelled, it is set to an empty string.
S_path	Stores the full path to the folder copy, with a trailing colon. If an error occurred or if the user cancelled, it is set to an empty string.