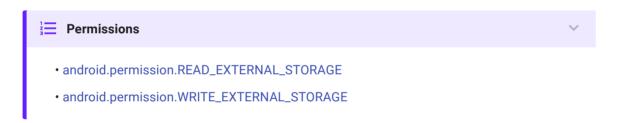
File

Non-Visible component

Category	Requires	Version
Storage	API 19, Android 4.4 - 4.4.4 KitKat	5

Overview

Non-visible component for storing and retrieving files. Use this component to write or read files on your device. The default behaviour is to write files to the private data directory associated with your App. The Companion is special cased to write files to /sdcard/Makeroid/data to facilitate debugging. If the file path starts with a slash (/), then the file is created relative to /sdcard. For example writing a file to /myFile.txt will write the file in /sdcard/myFile.txt.



Events

After File Saved

Event indicating that the contents of the file have been written.



After Unzip

Event indicating that the zip file have been created.

After Zip

Event indicating that the zip file have been created.

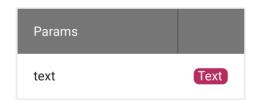
Directory Created

Event indicating that there was a directory created. The return value is 'true' or 'false'.



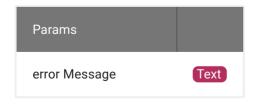
Got Text

Event indicating that the contents from the file have been read.



On Zip Failure

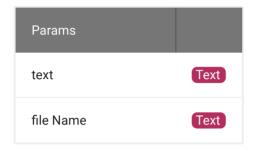
Event indicating that there was any failure on zip or unzip a file.



Methods

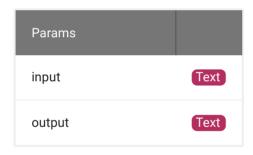
Append To File

Appends text to the end of a file storage, creating the file if it does not exist. See the help text under SaveFile for information about where files are written.



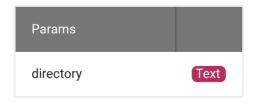
Сору

Copy file



Create Directory

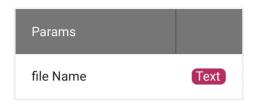
Create a new directory.



Delete

Deletes a file from storage. Prefix the filename with / to delete a specific file in the SD card, for instance /myFile.txt. will delete the file /sdcard/myFile.txt. If the

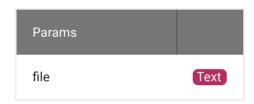
file does not begin with a /, then the file located in the programs private storage will be deleted. Starting the file with // is an error because assets files cannot be deleted.



Exists

Returns: Boolean

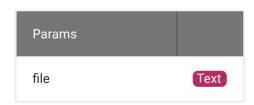
Check whether a file exists



File Size

Returns: Number

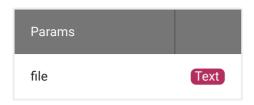
Get file size



Get File Name

Returns: Text

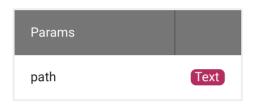
Get file name



Get Free Space

Returns: Number

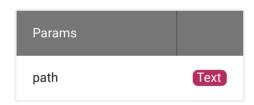
Get Free Space



Get Total Space

Returns: Number

Get total space



Is Directory

Returns: Boolean

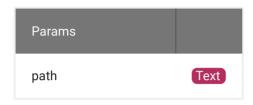
Check whether the path is a directory



Is File

Returns: Boolean

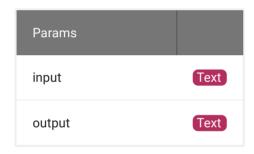
Check whether the path is a file



Move

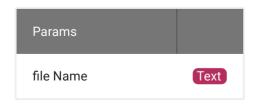
[Returns: Boolean]

Move file



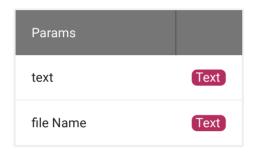
Read From

Reads text from a file in storage. Prefix the filename with / to read from a specific file on the SD card. for instance /myFile.txt will read the file /sdcard/myFile.txt. To read assets packaged with an application (also works for the Companion) start the filename with // (two slashes). If a filename does not start with a slash, it will be read from the applications private storage (for packaged apps) and from /sdcard/Applnventor/data for the Companion.



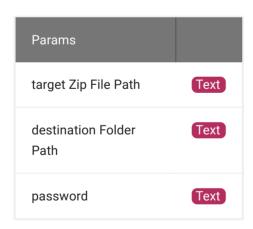
Save File

Saves text to a file. If the filename begins with a slash (/) the file is written to the sdcard. For example writing to /myFile.txt will write the file to /sdcard/myFile.txt. If the filename does not start with a slash, it will be written in the programs private data directory where it will not be accessible to other programs on the phone. There is a special exception for the Al Companion where these files are written to /sdcard/AppInventor/data to facilitate debugging. Note that this block will overwrite a file if it already exists If you want to add content to a file use the append block.



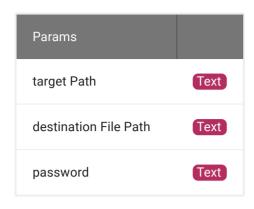
Unzip

Unzip a file with or without a password. If you dont need a passwort then let it empty.



Zip

Create a zip file with or without a password.



Last update: January 26, 2020