

FileCreate

Creates a new file in a directory of a resource. If there already exists a file with the specified name, it is overwritten with an empty file.

Note: To prevent memory leaks, ensure each successful call to `fileCreate` has a matching call to `fileClose`

Note: The file functions should not be used to implement configuration files. It is encouraged to use the XML functions for this instead.

Tip: If you do not want to share the content of the created file with other servers, prepend the file path with `@` (See `filepath` for more information)

Syntax

```
file fileCreate ( string filePath )
```

OOP Syntax [Help! I don't understand this!](#)

Note: *This function is a static function underneath the `File` class.*

Method: `File.new(...)`

ADDED/UPDATED IN VERSION 1.5.6 r11865:

OOP Syntax [Help! I don't understand this!](#)

Note: *This is a static function underneath the `File` class. Using **`File(...)`** to open a file will attempt to create the file, if it doesn't exist*

Method: `File.new(...)`

Required Arguments

- filePath:** The filepath of the file to be created in the following format: **`":resourceName/path"`**. 'resourceName' is the name of the resource the file is in, and 'path' is the path from the root directory of the resource to the file.

For example, if you want to create a file named 'myfile.txt' in the resource 'mapcreator', it can be created from another resource this way: `fileCreate(":mapcreator/myfile.txt")`.

If the file is in the current resource, only the file path is necessary, e.g. `fileCreate("myfile.txt")`.

Returns

If successful, returns a file handle which can be used with other file functions (`fileWrite`, `fileClose...`). Returns *false* if an error occurred.