**File System objects**

The FileSystemObject is used to gain access to a computer's file system. It can create new files and access existing ones.

Dim filesys, filetxt, get name, path   
Set filesys = CreateObject("Scripting.FileSystemObject")   
Set filetxt = filesys.CreateTextFile("c:\somefile.txt", True)   
path = filesys.GetAbsolutePathName("c:\somefile.txt")   
getname = filesys.GetFileName(path)   
filetxt.WriteLine("Your text goes here.")   
filetxt.Close   
If filesys.FileExists(path) Then   
Msgbox ("Your file, '" getname "', has been created.")   
End If

**Properties**

[**Drives**](http://www.devguru.com/technologies/vbscript/14049)

*Syntax: [drvcollection = ] object.Drives*

Returns a Drives collection consisting of all the Drive objects on a computer.

**Methods**

**BuildPath**

*Syntax: [newfullpath = ]object.BuildPath(path, name)*

This method is used to append a name onto an existing path.

**CopyFile**

*Syntax: object.CopyFile source, destination [,overwrite]*

This method allows us to copy one or more files from one location (the source) to another (destination).

**CopyFolder**

*Syntax: object.CopyFolder source, destination [, overwrite]*

Copies one or more folders and all contents, including files and subfolders, from one location to another.

**CreateFolder**

*Syntax: object.CreateFolder (foldername)*

This method allows us to create a folder with the specified foldername.

**CreateTextFile**

*Syntax: object.CreateTextFile filename [,overwrite[, unicode]]*

Creates a text file and returns a TextStreamObject that can then be used to write to and read from the file.

**DeleteFile**

*Syntax: object.DeleteFile file [,force]*

This method deletes a specified file or files (using wildcards).

**DeleteFolder**

*Syntax: object.DeleteFolder folder [,force]*

This method deletes a specified folder, including all files and subfolders.

**DriveExists**

*Syntax: object.DriveExists(drive)*

This method lets us check if a specified drive exists. It returns True if the drive does exist and False if it doesn't.

**FileExists**

*Syntax: object.FileExists(file)*

Lets us check whether a specified file exists. Returns True if the file does exist and False otherwise.

**FolderExists**

*Syntax: object.FolderExists(folder)*

Allows us to check if a specified folder exists. Returns True if the folder does exist and False if it doesn't.

**GetAbsolutePathName**

*Syntax: object.GetAbsolutePathName(path)*

This method gets the complete path from the root of the drive for the specified path string.

**GetBaseName**

*Syntax: object.GetBaseName(path)*

This method gets the base name of the file or folder in a specified path.

**GetDrive**

*Syntax: object.GetDrive(drivename)*

This method returns a Drive object corresponding to the drive in a supplied path.

**GetDriveName**

*Syntax: object.GetDriveName(path)*

This method gets a string containing the name of the drive in a supplied path.

**GetExtensionName**

*Syntax: object.GetExtensionName(path)*

Used to return a string containing the extension name of the last component in a supplied path.

**GetFile**

*Syntax: object.GetFile (filename)*

Returns the File object for the specified file name.

**GetFileName**

*Syntax: object.GetFileName(path)*

This method is used to return the name of the last file or folder of the supplied path.

**GetFileVersion**

*Syntax: object.GetFileVersion(path)*

This method is used to return the version of the file in the specified path.

**GetFolder**

*Syntax: object.GetFolder (foldername)*

This method returns a Folder object of the folder specified in the folder parameter.

**GetParentFolderName**

*Syntax: object.GetParentFolderName(path)*

Returns a string containing the name of the parent folder of the last file or folder in a specified path.

**MoveFile**

*Syntax: object.MoveFile source, destination*

Moves one or more files from one location to another.

**MoveFolder**

*Syntax: object.MoveFolder source, destination*

Moves one or more folders from one location to another.

**OpenTextFile**

*Syntax: object.OpenTextFile (filename [, iomode[, create[, format]]])*

Opens the file specified in the filename parameter and returns an instance of the TextStreamObject for that file.