

u2d_msa_sdk Module

`.utils.fileupload`

Attributes

`__version__` module-attribute

```
__version__ = '0.0.3'
```

`archive_pack_formats` module-attribute

```
archive_pack_formats = shutil.get_archive_formats()
```

`archive_unpack_formats` module-attribute

```
archive_unpack_formats = shutil.get_unpack_formats()
```

Classes

FileDelete

File Delete Class

| PARAMETER | DESCRIPTION |
|------------------------|--|
| <code>uid</code> | str , the GUID of the file TYPE: <code>str</code> |
| <code>root_path</code> | str, dirname of the file TYPE: <code>str</code> DEFAULT: <code>os.path.join(os.path.dirname(__file__))</code> |

| PARAMETER | DESCRIPTION |
|--------------------------|---|
| <code>uploads_dir</code> | str, the folder the file was uploaded to. TYPE: <code>str</code> DEFAULT: <code>'data/uploads'</code> |

Attributes

`root_path` instance-attribute

```
root_path = root_path
```

`uid` instance-attribute

```
uid = uid
```

`uploads_dir` instance-attribute

```
uploads_dir = uploads_dir
```

Functions

`__init__`

```
__init__(
    uid: str,
    root_path: str = os.path.join(
        os.path.dirname(__file__)
    ),
    uploads_dir: str = "data/uploads",
)
```

`delete_files` async

```
delete_files()
```

FileExtNotAllowed

Bases: `ServerHTTPException`

raise when the upload file ext not allowed

FileMaxSizeLimit

Bases: `ServerHTTPException`

raise when the upload file exceeds the max size

FileUpload

FileUpload Class

| PARAMETER | DESCRIPTION |
|-----------------------------------|--|
| <code>filesize</code> | int, size in bytes TYPE: <code>int</code> |
| <code>root_path</code> | str = dirname of the file TYPE: <code>str</code> DEFAULT: <code>os.path.join(os.path.dirname(__file__))</code> |
| <code>uploads_dir</code> | str = "data/uploads", where to store the file TYPE: <code>str</code> DEFAULT: <code>'data/uploads'</code> |
| <code>not_allow_extensions</code> | Optional[List[str]] = None, exclude file extensions from upload ability TYPE: <code>Optional[List[str]]</code> DEFAULT: <code>None</code> |
| <code>max_size</code> | int = 150000000, max allowed filesize in bytes for upload TYPE: <code>int</code> DEFAULT: <code>150000000</code> |
| <code>createUIDSubFolders</code> | bool = False, if enabled the system creates Subfolders by the UID TYPE: <code>bool</code> DEFAULT: <code>False</code> |

Attributes

`content_type` instance-attribute

```
content_type = ''
```

`createSubFolders` instance-attribute

```
createSubFolders = createUIDSubFolders
```

`file_size` instance-attribute

```
file_size = filesize
```

filename_generator instance-attribute

```
filename_generator = nameGen
```

fullpath instance-attribute

```
fullpath = ''
```

magic_desc instance-attribute

```
magic_desc = ''
```

magic_type instance-attribute

```
magic_type = ''
```

max_size instance-attribute

```
max_size = max_size
```

name instance-attribute

```
name = ''
```

not_allow_extensions instance-attribute

```
not_allow_extensions = not_allow_extensions
```

root_path instance-attribute

```
root_path = root_path
```

uid instance-attribute

```
uid = str(uuid4())
```

uploads_dir instance-attribute

```
uploads_dir = uploads_dir
```

Functions

`__init__`

```
__init__(
    filesize: int,
    root_path: str = os.path.join(
        os.path.dirname(__file__)
    ),
    uploads_dir: str = "data/uploads",
    not_allow_extensions: Optional[List[str]] = None,
    max_size: int = 15000000,
    createUIDSubFolders: bool = False,
)
```

`save_file` async

```
save_file(filename: str, ufile: UploadFile)
```

Save the file

| PARAMETER | DESCRIPTION |
|-----------------------|---|
| <code>filename</code> | the name of the file it should be saved uner TYPE: <code>str</code> |
| <code>ufile</code> | UploadFile instance of the file to save TYPE: <code>UploadFile</code> |

`upload` async

```
upload(file: UploadFile)
```

upload the file

| PARAMETER | DESCRIPTION |
|-------------------|---|
| <code>file</code> | The UploadFile instance of the file for upload. TYPE: <code>UploadFile</code> |

InvalidResource

Bases: `ServerHTTPException`

raise when has invalid resource

NoSuchFieldFound

Bases: `ServerHTTPException`

raise when no such field for the given

ServerHTTPException

Bases: `HTTPException`

Functions

`__init__`

```
__init__(error: str = None)
```

Functions

checkIfFileIsArchive `async`

```
checkIfFileIsArchive(file: UploadFile)
```

Check if File is an Archive like zip or tar

createMSAFile `async`

```
createMSAFile(file: UploadFile, up: FileUpload) -> MSAFile
```

Create an MSAFile Instance for the provided file

| PARAMETER | DESCRIPTION |
|-------------------|---|
| <code>file</code> | is the UploadFile TYPE: <code>UploadFile</code> |

| PARAMETER | DESCRIPTION |
|-----------------|--|
| <code>up</code> | is the FileUpload Instance TYPE: <code>FileUpload</code> |

| RETURNS | DESCRIPTION |
|-----------------|--|
| <code>mf</code> | New MSAFile instance. TYPE: <code>MSAFile</code> |

createMSAFileFromUnpacked `async`

```
createMSAFileFromUnpacked(
    filepath: str, processuid: str
) -> MSAFile
```

Create an MSAFile Instance for a file from an archive, and keep them under one group by the processuid

| PARAMETER | DESCRIPTION |
|-------------------------|---|
| <code>filepath</code> | str of the file path TYPE: <code>str</code> |
| <code>processuid</code> | str of the group process id (GUID) TYPE: <code>str</code> |

| RETURNS | DESCRIPTION |
|-----------------|--|
| <code>mf</code> | New MSAFile instance. TYPE: <code>MSAFile</code> |

nameGen

```
nameGen(uid, file)
```

secure_filename

```
secure_filename(filename: str) -> str
```

Pass it a filename and it will return a secure version of it. This filename can then safely be stored on a regular file system and passed to :func: `os.path.join`. The filename returned is an ASCII only string for maximum portability. On windows systems the function also makes sure that the file is not named after one of the special device files.

Example

```
secure_filename("My cool movie.mov")
'My_cool_movie.mov'
secure_filename("../../../etc/passwd")
'etc_passwd'
secure_filename('i contain cool \xfcml\xe4uts.txt')
'i_contain_cool_umlauts.txt'
```

The function might return an empty filename. It's your responsibility to ensure that the filename is unique and that you abort or generate a random filename if the function returned an empty one. ...
versionadded:: 0.5

| PARAMETER | DESCRIPTION |
|-----------------------|---|
| <code>filename</code> | the filename to secure TYPE: <code>str</code> |

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