

file

The File plugin provides functionality to work with files.

Main features are:

- Creating temporary files
- Reading from and writing to the filesystem
- Retrieving information on files and directories on the file system
- Streaming files between the Smart Client and the Server (and vice versa)

The stream methods are not directly useful for the WebClient, because this is really streaming of files between a client and a server, and the client code of the WebClient is already running on the server, so you are the streaming data withing the same process. The streaming for the webclientis handled by the browser code.

When using the File plugin, it's important to take into account the differences and compatibility between different clients:

- Interacting with the file system through the plugin in a Smart Client happens client-side, so on the machine where the Smart Client is launched. On all other clients (Web, Headless & Batchprocessor), the operations are performed on the Server.
- All showXxxxDialog(...) functions interact with the user through a UI. These function can only be used in Clients that provide a UI, like the Smart and Web Client.
- The showXxxxDialog(...) functions, when used in the Web Client, have certain limitations due to being operated in a browser. Browser security (currently) limits interaction with the local file system, except for single file select operations initiated by the user clicking a button.

Many functions work only in the smart client or only on the server in the Headless or WebClient, some work in the WebClient's browser and that is mentioned in the doc (WebClient enabled) most of the time an extra parameter or some certain state must be set like a callback function, because in the WebClient the function will not wait for a result and then return the result, but will go on, and then the callback is called when it is done. (like showFileOpenDialog)

You have no control directly of the real files in a a WebClient, so the files on the pc of the browser. You can't directly target them to load into the client, or with saving you can't specify the target directory where it is getting saved. This is all fully controlled by the browser.

When using the streaming features of the File plugin, make sure that you set the directory "servoy.FileServerService.defaultFolder" of the File server plugin settings in the admin page. Don't rely on the default behavior, specify your own writable directory.

Because the File plugin works with 3 different kind of files (LocalFiles on disk, RemoteFiles on the server when streaming is used and Uploaded files from the webclient when the browser uploads a file), not all things that you call on a JSFile object will give you data that you expect, for example a Uploaded file that you get back in the callback method of a showFileOpenDialog in the webclient does not represent an actual File object on the server. It is a binary data object (blob) that is only in memory, so getParentFile() or getPath() will return null in these cases, you don't get access or a reference to the file path or directory of the browsers pc. Also setBytes() will result in an exception. Best things to use is the getBytes() method if you want to get the bytes and store that, that will work for all 3 types. If you want to store the bytes that a webclient uploaded in another file the quickest way to do that is to use:

```
var fileOnServer = plugins.file.convertToJSFile('/path/to/file/on/server');
```

```
plugins.file.writeFile(fileOnServer,uploadedFile.getBytes());
```

Return Types

[JSFile](#) [JSProgressMonitor](#)

Server Property Summary

[#servoy.FileServerService.defaultFolder](#)

Method Summary

Boolean	#appendToTXTFile (file/fileName, text, [encoding]) Appends data into a text file.
JSFile	#convertToJSFile (file) Returns a JSFile instance corresponding to an alternative representation of a file (for example a string).
JSFile	#convertToRemoteJSFile (serverPath) Returns the JSFile object of a server file, given its path (relative the default server location).
Boolean	#copyFile (sourceFile, destinationFile) Copies the source file to the destination file.
Boolean	#copyFolder (sourceFolder, destinationFolder) Copies the sourcefolder to the destination folder, recursively.
JSFile	#createFile (targetFile) Creates a JSFile instance.
Boolean	#createFolder (targetFolder) Creates a folder on disk.
JSFile	#createTempFile (filePrefix, fileSuffix) Creates a temporary file on disk.
Boolean	#deleteFile (targetFile) Removes a file from disk.
Boolean	#deleteFolder (targetFolder, showWarning) Deletes a folder from disk recursively.
String	#getDefaultUploadLocation () Returns the default upload location path of the server
JSFile	#getDesktopFolder () Returns a JSFile instance that corresponds to the Desktop folder of the currently logged in user.
JSFile[]	#getDiskList () Returns an Array of JSFile instances corresponding to the file system root folders.
Number	#getFileSize (targetFile) Returns the size of the specified file.
JSFile[]	#getFolderContents (targetFolder, [fileFilter], [fileOption(1=files,2=dirs)], [visibleOption(1=visible,2=nonvisible)], [lockedOption(1=locked,2=nonlocked)]) Returns an array of JSFile instances corresponding to content of the specified folder.
JSFile	#getHomeFolder () Returns a JSFile instance corresponding to the home folder of the logged in user.
Date	#getModificationDate (targetFile) Returns the modification date of a file.
JSFile[]	#getRemoteFolderContents (targetFolder, [fileFilter], [fileOption(1=files,2=dirs)], [visibleOption(1=visible,2=nonvisible)], [lockedOption(1=locked,2=nonlocked)]) Returns an array of JSFile instances corresponding to content of the specified folder on the server side.
Boolean	#moveFile (sourceFile, destinationFile) Moves the file from the source to the destination place.
byte[]	#readFile ([file], [size]) Reads all or part of the content from a binary file.
String	#readTXTFile ([file], [charsetname]) Read all content from a text file.
JSFile	#showDirectorySelectDialog ([directory suggestion], [dialog title text]) Shows a directory selector dialog.
Object	#showFileOpenDialog ([selectionMode(0=both,1=Files,2=Dirs)], [startDirectory(null=default/previous)], [multiselect(true/false)], [filterarray], [callbackmethod], [dialog title text]) Shows a file open dialog.
JSFile	#showFileSaveDialog ([fileName/dir suggestion], [dialog title text]) Shows a file save dialog.
JSProgressMonitor	#streamFilesFromServer (file/fileName fileArray/fileNameArray, serverFile/serverFileName serverFileArray/serverFileNameArray, [callbackFunction]) Streams a file or an array of files from the server in a background task to a file (or files) on the client.
JSProgressMonitor	#streamFilesToServer (file/fileName fileArray/fileNameArray, [serverFile/serverFileName serverFileArray/serverFileNameArray], [callbackFunction]) Streams a file or an array of files to the server in a background task - with optional relative path(s)/(new) name(s).
Boolean	#writeFile (file, binary_data, [mimeType]) Writes data into a binary file.
Boolean	#writeTXTFile (file, text_data, [charsetname], [mimeType]) Writes data into a text file.
Boolean	#writeXMLFile (file, xml_data) Writes data into an XML file.

Server Property Details

`servoy.FileServerService.defaultFolder`

Set the default folder path (absolute path on the server) to save files sent by clients (will default to `$ServoyInstallationDirectory$/server/webapps/ROOT/uploads/`)

Method Details

`appendToTXTFile`

Boolean `appendToTXTFile`(file/fileName, text, [encoding])

Appends data into a text file.

Parameters

file/fileName

text

[encoding]

Returns

Boolean

Sample

```
// append some text to a text file:
var ok = plugins.file.appendToTXTFile('myTextFile.txt', '\nMy fantastic new line of text\n');
```

`convertToJSFile`

JSFile `convertToJSFile`(file)

Returns a JSFile instance corresponding to an alternative representation of a file (for example a string).

Parameters

file

Returns

JSFile

Sample

```
var f = plugins.file.convertToJSFile("story.txt");
if (f.canRead())
    application.output("File can be read.");
```

`convertToRemoteJSFile`

JSFile `convertToRemoteJSFile`(serverPath)

Returns the JSFile object of a server file, given its path (relative the default server location).

Parameters

serverPath

Returns

JSFile

Sample

```
var f = plugins.file.convertToRemoteJSFile('/story.txt');
if (f && f.canRead())
    application.output('File can be read.');
```

`copyFile`

Boolean `copyFile`(sourceFile, destinationFile)

Copies the source file to the destination file. Returns true if the copy succeeds, false if any error occurs.

Parameters

sourceFile

destinationFile

Returns

Boolean

Sample

```
// Copy based on file names.
if (!plugins.file.copyFile("story.txt", "story.txt.copy"))
    application.output("Copy failed.");
// Copy based on JSFile instances.
var f = plugins.file.createFile("story.txt");
var fcopy = plugins.file.createFile("story.txt.copy2");
if (!plugins.file.copyFile(f, fcopy))
    application.output("Copy failed.");
```

copyFolder

Boolean **copyFolder**(sourceFolder, destinationFolder)

Copies the sourcefolder to the destination folder, recursively. Returns true if the copy succeeds, false if any error occurs.

Parameters

sourceFolder

destinationFolder

Returns

Boolean

Sample

```
// Copy folder based on names.
if (!plugins.file.copyFolder("stories", "stories_copy"))
    application.output("Folder copy failed.");
// Copy folder based on JSFile instances.
var d = plugins.file.createFile("stories");
var dcopy = plugins.file.createFile("stories_copy_2");
if (!plugins.file.copyFolder(d, dcopy))
    application.output("Folder copy failed.");
```

createFile

JSFile **createFile**(targetFile)

Creates a JSFile instance. Does not create the file on disk.

Parameters

targetFile

Returns

JSFile

Sample

```
// Create the JSFile instance based on the file name.
var f = plugins.file.createFile("newfile.txt");
// Create the file on disk.
if (!f.createNewFile())
    application.output("The file could not be created.");
```

createFolder

Boolean **createFolder**(targetFolder)

Creates a folder on disk. Returns true if the folder is successfully created, false if any error occurs.

Parameters

targetFolder

Returns

Boolean

Sample

```
var d = plugins.file.convertToJSFile("newfolder");
if (!plugins.file.createFolder(d))
    application.output("Folder could not be created.");
```

createTempFile

JSFile **createTempFile**(filePrefix, fileSuffix)

Creates a temporary file on disk. A prefix and an extension are specified and they will be part of the file name.

Parameters

filePrefix

fileSuffix

Returns

[JSFile](#)

Sample

```
var tempFile = plugins.file.createTempFile('myfile', '.txt');
application.output('Temporary file created as: ' + tempFile.getAbsolutePath());
plugins.file.writeTXTFile(tempFile, 'abcdefg');
```

deleteFile

[Boolean](#) **deleteFile**(targetFile)

Removes a file from disk. Returns true on success, false otherwise.

Parameters

targetFile

Returns

[Boolean](#)

Sample

```
if (plugins.file.deleteFile('story.txt'))
    application.output('File deleted.');
```

deleteFolder

[Boolean](#) **deleteFolder**(targetFolder, showWarning)

Deletes a folder from disk recursively. Returns true on success, false otherwise. If the second parameter is set to true, then a warning will be issued to the user before actually removing the folder.

Parameters

targetFolder

showWarning

Returns

[Boolean](#)

Sample

```
if (plugins.file.deleteFolder('stories', true))
    application.output('Folder deleted.');
```

getDefaultUploadLocation

[String](#) **getDefaultUploadLocation**()

Returns the default upload location path of the server

Returns

[String](#)

Sample

```
// get the (server-side) default upload location path:
var serverPath = plugins.file.getDefaultUploadLocation();
```

getDesktopFolder

[JSFile](#) **getDesktopFolder**()

Returns a JSFile instance that corresponds to the Desktop folder of the currently logged in user.

Returns

[JSFile](#)

Sample

```
var d = plugins.file.getDesktopFolder();
application.output('desktop folder is: ' + d.getAbsolutePath());
```

getDiskList

[JSFile\[\]](#) **getDiskList**()

Returns an Array of JSFile instances corresponding to the file system root folders.

Returns

[JSFile\[\]](#)

Sample

```
var roots = plugins.file.getDiskList();
for (var i = 0; i < roots.length; i++)
    application.output(roots[i].getAbsolutePath());
```

getFileSize

Number **getFileSize**(targetFile)

Returns the size of the specified file.

Parameters

targetFile

Returns

Number

Sample

```
var f = plugins.file.convertToJSFile('story.txt');
application.output('file size: ' + plugins.file.getFileSize(f));
```

getFolderContents

JSFile[] **getFolderContents**

(targetFolder, [fileFilter], [fileOption(1=files,2=dirts)], [visibleOption(1=visible,2=nonvisible)], [lockedOption(1=locked,2=nonlocked)])

Returns an array of JSFile instances corresponding to content of the specified folder. The content can be filtered by optional name filter(s), by type, by visibility and by lock status.

Parameters

targetFolder

[fileFilter]

[fileOption(1=files,2=dirts)]

[visibleOption(1=visible,2=nonvisible)]

[lockedOption(1=locked,2=nonlocked)]

Returns

JSFile[]

Sample

```
var files = plugins.file.getFolderContents('stories', '.txt');
for (var i=0; i<files.length; i++)
    application.output(files[i].getAbsolutePath());
```

getHomeFolder

JSFile **getHomeFolder**()

Returns a JSFile instance corresponding to the home folder of the logged in user.

Returns

JSFile

Sample

```
var d = plugins.file.getHomeFolder();
application.output('home folder: ' + d.getAbsolutePath());
```

getModificationDate

Date **getModificationDate**(targetFile)

Returns the modification date of a file.

Parameters

targetFile

Returns

Date

Sample

```
var f = plugins.file.convertToJSFile('story.txt');
application.output('last changed: ' + plugins.file.getModificationDate(f));
```

getRemoteFolderContents

JSFile[] **getRemoteFolderContents**

(targetFolder, [fileFilter], [fileOption(1=files,2=dirts)], [visibleOption(1=visible,2=nonvisible)], [lockedOption(1=locked,2=nonlocked)])

Returns an array of JSFile instances corresponding to content of the specified folder on the server side. The content can be filtered by optional name filter (s), by type, by visibility and by lock status.

Parameters

targetFolder

[fileFilter]

[fileOption(1=files,2=dirs)]

[visibleOption(1=visible,2=nonvisible)]

[lockedOption(1=locked,2=nonlocked)]

Returns

JSFile[]

Sample

```
// retrieves an array of files located on the server side inside the default upload folder:
var files = plugins.file.getRemoteFolderContents('/', '.txt');
```

moveFile

Boolean moveFile(sourceFile, destinationFile)

Moves the file from the source to the destination place. Returns true on success, false otherwise.

Parameters

sourceFile

destinationFile

Returns

Boolean

Sample

```
// Move file based on names.
if (!plugins.file.moveFile('story.txt','story.txt.new'))
    application.output('File move failed.');
```

```
// Move file based on JSFile instances.
var f = plugins.file.convertToJSFile('story.txt.new');
var fmoved = plugins.file.convertToJSFile('story.txt');
if (!plugins.file.moveFile(f, fmoved))
    application.output('File move back failed.');
```

readFile

byte[] readFile([file], [size])

Reads all or part of the content from a binary file. If a file name is not specified, then a file selection dialog pops up for selecting a file. (Web Enabled only for a JSFile argument)

Parameters

[file]

[size]

Returns

byte[]

Sample

```
// Read all content from the file.
var bytes = plugins.file.readFile('big.jpg');
application.output('file size: ' + bytes.length);
// Read only the first 1KB from the file.
var bytesPartial = plugins.file.readFile('big.jpg', 1024);
application.output('partial file size: ' + bytesPartial.length);
// Read all content from a file selected from the file open dialog.
var bytesUnknownFile = plugins.file.readFile();
application.output('unknown file size: ' + bytesUnknownFile.length);
```

readTXTFile

String readTXTFile([file], [charsetname])

Read all content from a text file. If a file name is not specified, then a file selection dialog pops up for selecting a file. The encoding can be also specified. (Web Enabled only for a JSFile argument)

Parameters

[file]

[charsetname]

Returns

String

Sample

```
// Read content from a known text file.
var txt = plugins.file.readTXTFile('story.txt');
application.output(txt);
// Read content from a text file selected from the file open dialog.
var txtUnknown = plugins.file.readTXTFile();
application.output(txtUnknown);
```

showDirectorySelectDialog

JSFile **showDirectorySelectDialog**([directory suggestion], [dialog title text])

Shows a directory selector dialog.

Parameters

[directory suggestion]

[dialog title text]

Returns

JSFile

Sample

```
var dir = plugins.file.showDirectorySelectDialog();
application.output("you've selected folder: " + dir.getAbsolutePath());
```

showFileOpenDialog

Object **showFileOpenDialog**

([selectionMode(0=both,1=Files,2=Dirs)], [startDirectory(null=default/previous)], [multiselect(true/false)], [filterarray], [callbackmethod], [dialog title text])
Shows a file open dialog. Filters can be applied on what type of files can be selected. (Web Enabled, you must set the callback method for this to work)

Parameters

[selectionMode(0=both,1=Files,2=Dirs)]

[startDirectory(null=default/previous)]

[multiselect(true/false)]

[filterarray]

[callbackmethod]

[dialog title text]

Returns

Object

Sample

```
// This selects only files ('1'), previous dir must be used ('null'), no multiselect ('false') and
// the filter "JPG and GIF" should be used: ('new Array("JPG and GIF", "jpg", "gif")').
/** @type {JSFile} */
var f = plugins.file.showFileOpenDialog(1, null, false, new Array("JPG and GIF", "jpg", "gif"));
application.output('File: ' + f.getName());
application.output('is dir: ' + f.isDirectory());
application.output('is file: ' + f.isFile());
application.output('path: ' + f.getAbsolutePath());

// This allows mutliple selection of files, using previous dir and the same filter as above. This also casts
the result to the JSFile type using JSDoc.
/** @type {JSFile[]} */
var files = plugins.file.showFileOpenDialog(1, null, true, new Array("JPG and GIF", "jpg", "gif"));
for (var i = 0; i < files.length; i++)
{
    application.output('File: ' + files[i].getName());
    application.output('content type: ' + files[i].getContentType());
    application.output('last modified: ' + files[i].lastModified());
    application.output('size: ' + files[i].size());
}
//for the web you have to give a callback function that has a JSFile array as its first argument (also works in
smart), other options can be set but are not used in the webclient (yet)
var file = plugins.file.showFileOpenDialog(myCallbackMethod)
```

showFileSaveDialog

JSFile **showFileSaveDialog**([fileName/dir suggestion], [dialog title text])

Shows a file save dialog.

Parameters

[fileName/dir suggestion]

[dialog title text]

Returns

[JSFile](#)

Sample

```
var file = plugins.file.showFileSaveDialog();
application.output("you've selected file: " + file.getAbsolutePath());
```

streamFilesFromServer

[JSProgressMonitor](#) **streamFilesFromServer**

(file/fileName|fileArray/fileNameArray, serverFile/serverFileName|serverFileArray/serverFileNameArray, [callbackFunction])

Streams a file or an array of files from the server in a background task to a file (or files) on the client. If provided, calls back a Servoy function when done for each file received with a JSFile and an exception if anything went wrong, returns a JSProgressMonitor object. Note: This only streams files for the smart client, in the webclient the streaming from the server to the browser is done by the browser

Parameters

file/fileName|fileArray/fileNameArray

serverFile/serverFileName|serverFileArray/serverFileNameArray

[callbackFunction]

Returns

[JSProgressMonitor](#)

Sample

```
// transfer all the files of a chosen server folder to a directory on the client
var dir = plugins.file.showDirectorySelectDialog();
if (dir) {
    var list = plugins.file.getRemoteFolderContents('/images/user1/', null, 1);
    if (list) {
        var monitor = plugins.file.streamFilesFromServer(dir, list, callbackFunction);
    }
}
```

streamFilesToServer

[JSProgressMonitor](#) **streamFilesToServer**

(file/fileName|fileArray/fileNameArray, [serverFile/serverFileName|serverFileArray/serverFileNameArray], [callbackFunction])

Streams a file or an array of files to the server in a background task - with optional relative path(s)/(new) name(s). If provided, calls back a Servoy function when done for each file received with a JSFile and an exception if anything went wrong, returns a JSProgressMonitor object. Note: This only streams files for the smart client, in the webclient the streaming from the browser to the server is done by the browser

Parameters

file/fileName|fileArray/fileNameArray

[serverFile/serverFileName|serverFileArray/serverFileNameArray]

[callbackFunction]

Returns

[JSProgressMonitor](#)

Sample

```
// send one file:
var file = plugins.file.showFileOpenDialog( 1, null, false, null, null, 'Choose a file to transfer' );
if (file) {
    plugins.file.streamFilesToServer( file, callbackFunction );
}
// send an array of files:
var folder = plugins.file.showDirectorySelectDialog();
if (folder) {
    var files = plugins.file.getFolderContents(folder);
    if (files) {
        var monitor = plugins.file.streamFilesToServer( files, callbackFunction );
    }
}
```

writeFile

Boolean **writeFile**(file, binary_data, [mimeType])

Writes data into a binary file. (Web Enabled: file parameter can be a string 'mypdf.pdf' to hint the browser what it is, if it is a JSFile instance it will be saved on the server)

Parameters

file
binary_data
[mimeType]

Returns

Boolean

Sample

```
var bytes = new Array();
    for (var i=0; i<1024; i++)
        bytes[i] = i % 100;
    var f = plugins.file.convertToJSFile('bin.dat');
    if (!plugins.file.writeFile(f, bytes))
        application.output('Failed to write the file.');
```

// mimeType variable can be left null, and is used for webclient only. Specify one of any valid mime types as referenced here: http://www.w3schools.com/media/media_mimeref.asp

```
var mimeType = 'application/vnd.ms-excel'
    if (!plugins.file.writeFile(f, bytes, mimeType))
        application.output('Failed to write the file.');
```

writeTXTFile

Boolean **writeTXTFile**(file, text_data, [charsetname], [mimeType])

Writes data into a text file. (Web Enabled: file parameter can be a string 'mytextfile.txt' to hint the browser what it is, if it is a JSFile instance it will be saved on the server)

Parameters

file
text_data
[charsetname]
[mimeType]

Returns

Boolean

Sample

```
var fileNameSuggestion = 'myspeciallexport.tab'
    var textData = 'load of data...'
    var success = plugins.file.writeTXTFile(fileNameSuggestion, textData);
    if (!success) application.output('Could not write file.');
```

// For file-encoding parameter options (default OS encoding is used), <http://java.sun.com/j2se/1.4.2/docs/guide/intl/encoding.doc.html>

// mimeType variable can be left null, and is used for webclient only. Specify one of any valid mime types as referenced here: http://www.w3schools.com/media/media_mimeref.asp

writeXMLFile

Boolean **writeXMLFile**(file, xml_data)

Writes data into an XML file. The file is saved with the encoding specified by the XML itself. (Web Enabled: file parameter can be a string 'myxmlfile.xml' to hint the browser what it is, if it is a JSFile instance it will be saved on the server)

Parameters

file
xml_data

Returns

Boolean

Sample

```
var fileName = 'form.xml'
var xml = controller.printXML()
var success = plugins.file.writeXMLFile(fileName, xml);
if (!success) application.output('Could not write file.');
```