

# app.ChooseFile

## app.ChooseFile(prompt, mimetype, callback)

Calls a system dialog to allow the user to choose a file

For audio files:-

```
app.ChooseFile("Choose a file", "audio/*", assets_onFileChoose);
```

For text files:-

```
app.ChooseFile("Choose a file", "text/*", onFileChoose);
```

For image files:-

```
app.ChooseFile("Choose a file", "image/*", onFileChoose);
```

For all files:-

```
app.ChooseFile("Choose a file", "*/*", onFileChoose);
```

From:

<http://sgarman.net/wiki/> - **DroidScript wiki**

Permanent link:

[http://sgarman.net/wiki/doku.php?id=built\\_in:choosefile](http://sgarman.net/wiki/doku.php?id=built_in:choosefile)

Last update: **2017/07/23 14:24**

