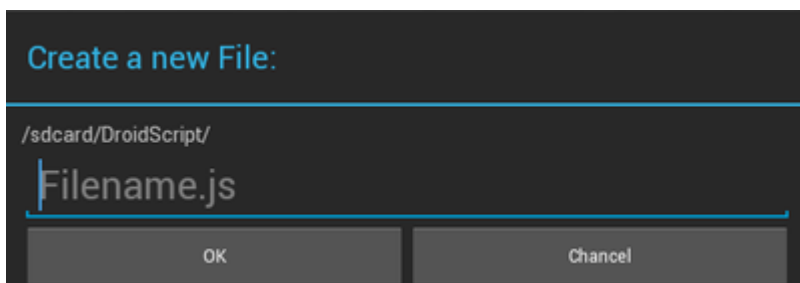


New File Dialog

Sometimes you have to create new files in a folder.
Its easy with if you use a dialog.

(look for the example to [create a new folder](#) too)



Save the **DlgNewFile.js** in the Droidscriptfolder where you need the file.
You can call the dialog after you load the Script into your app at the OnStart() Event.

DlgNewFile.js

```

/*****
 * CreateNewFile Dialog
=====
 * Creation date: 20-01-2015 by octazid
 * Last update: 22-01-2015 by octazid
=====
 * Simple dialog to create a new file in a folder
*****/

/** CreateNewFile Dialog***/
function NewFileDialog(savepath)
{
    var self = this;
    this.Nfdlg = app.CreateDialog("Create a new File:");
    this.Nflay = app.CreateLayout( "Linear", "FillXY" );
    this.txtpath = app.CreateText(savepath,0.9,0.02,"Left,Autoscale");
    this.txtpath.SetMargins(0,0.01,0,0);
    this.txtpath.parent = self;
    this.Nflay.AddChild(this.txtpath);
    this.Nfedt = app.CreateTextEdit("",0.9,0.05,"Left");
    this.Nfedt.SetTextSize(18);
    this.Nfedt.SetHint("Filename.js");
    this.Nfedt.parent = self;
    this.Nflay.AddChild(this.Nfedt);
    this.Nfbtnlay = app.CreateLayout( "Linear", "Horizontal,FillXY" );
    this.Nfdlgbtn = app.CreateButton("OK", 0.45);
    this.Nfdlgbtn.parent = self;
    this.Nfdlgbtn.SetOnTouch(Nfdlgbtn_OnTouch);

```

```

this.Nfbtnlay.AddChild(this.Nfdlgbtn);
this.NfdlgbtnCancel = app.CreateButton("Chancel",0.45);
this.NfdlgbtnCancel.parent = self;
this.NfdlgbtnCancel.SetOnTouch(Nfdlgbtn_OnTouch);
this.Nfbtnlay.AddChild(this.NfdlgbtnCancel);
this.Nflay.AddChild(this.Nfbtnlay)
this.Nfdlg.AddLayout(this.Nflay);
this.Show = function(){self.Nfdlg.Show();}
this.Hide = function(){self.Nfdlg.Hide();}
} //function NewFileDialog()

// Called if a button is touched
function Nfdlgbtn_OnTouch()
{
    var par = this.parent;
    file = par.Nfedt.GetText();
    path = par.txtpath.GetText();
    if(this.GetText() == "OK") CreateFile(file, path);
    par.Hide();
} //function dlgbtn_OnTouch

// Called if Button Ok is touched
function CreateFile(filename, path)
{
    if (filename != "")
    {
        //Replace illegal letters
        filename =
filename.replace(/(=|\||\|\/|\*|:|,|;|\+|<|>|\\"|\[|\]|\\?|\|)/g, "");

        //Replace double Whitespaces
        filename = filename.replace(/(\s+)/g, " ");

        //Replace Whitespaces at the start and at the end
        filename = filename.trim();

        //Check if File exists. if yes, show a message
        if (app.FileExists(path + filename))
        {
            app.Alert("Please select another Filename!",
                "Error - Filename already exists!");
        }
        else
        {
            //Create the file
            app.WriteFile(path + filename);
            //show a message if creation was ok
            if (app.FileExists(path + filename))
                app.ShowPopup("File Created!");
        }
    }
}

```

```
    }  
  }  
} //function CreateFile
```

In your app you have to do just three things,

1. Load the Script with

```
app.LoadScript("DlgNewFile.js")
```

2. Create a Button to call the Dialog and add it to the layout

```
btn = app.CreateButton( "Create a new File", 0.3, 0.1, "Alum" );  
btn.SetOnTouch(CreateNewFile);  
lay.AddChild( btn );
```

3. Write a function to call the Dialog

```
function CreateNewFile()  
{  
    // write the path where you want create the file  
    DlgNewFile = new NewFileDialog("/mnt/sdcard/");  
    DlgNewFile.Show();  
}
```

Or you can use this Example.

[exampleapp.js](#)

```
//Called when application is started.  
function OnStart()  
{  
    app.LoadScript("DlgNewFile.js")  
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );  
    btn = app.CreateButton( "Create a new File", 0.3, 0.1, "Alum" );  
    btn.SetOnTouch(CreateNewFile);  
    lay.AddChild( btn );  
    app.AddLayout( lay );  
}  
  
//Create a new Dialog  
function CreateNewFile()  
{  
    // write the path where you want create the file  
    DlgNewFile = new NewFileDialog("/mnt/sdcard/");  
    DlgNewFile.Show();  
}
```

From:

<http://wiki.droidsript.me.uk/> - **DroidScript wiki**

Permanent link:

http://wiki.droidsript.me.uk/doku.php?id=sample_code:new_file

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