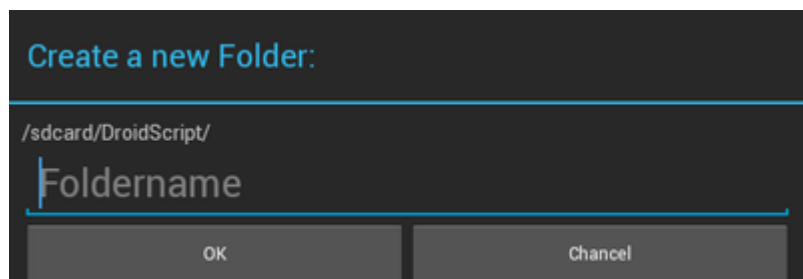


New Folder Dialog

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

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



Save the **DlgNewFolder.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.

DlgNewFolder.js

```

/*****
 * CreateNewFolder Dialog
=====
 * Creation date: 23-01-2015 by octazid
 * Last update: 23-01-2015 by octazid
=====
 * Simple dialog to create a new folder
*****/

/***/ CreateNewFolder Dialog*****/
function NewFolderDialog(savepath)
{
    var self = this;
    this.Fdlg = app.CreateDialog("Create a new Folder:");
    this.Flay = app.CreateLayout( "Linear", "FillXY" );
    this.Ftxtpath = app.CreateText(savepath,0.9,0.02,"Left,Autoscale");
    this.Ftxtpath.SetMargins(0,0.01,0,0);
    this.Ftxtpath.parent = self;
    this.Flay.AddChild(this.Ftxtpath);
    this.Fedt = app.CreateTextEdit("",0.9,0.05,"Left");
    this.Fedt.SetTextSize(18);
    this.Fedt.SetHint("Foldername");
    this.Fedt.parent = self;
    this.Flay.AddChild(this.Fedt);
    this.Fbtnlay = app.CreateLayout( "Linear", "Horizontal,FillXY" );
    this.Fdlgbtn = app.CreateButton("OK", 0.45);
    this.Fdlgbtn.parent = self;
    this.Fdlgbtn.SetOnTouch(Fdlgbtn_OnTouch);
}

```

```
this.Fbtnlay.AddChild(this.Fdlgbtn);
this.FdlgbtnCancel = app.CreateButton("Chancel",0.45);
this.FdlgbtnCancel.parent = self;
this.FdlgbtnCancel.SetOnTouch(Fdlgbtn_OnTouch);
this.Fbtnlay.AddChild(this.FdlgbtnCancel);
this.Flay.AddChild(this.Fbtnlay)
this.Fdlg.AddLayout(this.Flay);
this.Show = function(){self.Fdlg.Show();}
this.Hide = function(){self.Fdlg.Hide();}
} //function NewFolderDialog()

// Called if a button is touched
function Fdlgbtn_OnTouch()
{
    var par = this.parent;
    folder = par.Fedt.GetText();
    path = par.Ftxtpath.GetText();
    if(this.GetText() == "OK") CreateFolder(folder, path);
    par.Hide();
} //function Fdlgbtn_OnTouch

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

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

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

        //Check if Folder exists. If yes, show a message
        if (app.FolderExists(path + foldername))
        {
            app.Alert("Please select another Foldername!",
                "Error - Folder already exists!");
        }
        else
        {
            //Create the folder
            app.MakeFolder(path + foldername);
            //show a message if creation was ok
            if (app.FolderExists(path + foldername))
                app.ShowPopup("Folder Created!");
        }
    }
}
```

```
    }  
  }  
} //function CreateFolder
```

In your app you have to do just three things,

1. Load the Script with

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

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

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

3. Write a function to call the Dialog

```
//Create a new Dialog  
function CreateNewFolder()  
{  
    // Change the path if you need  
    DlgNewFolder = new NewFolderDialog("/mnt/sdcard/");  
    DlgNewFolder.Show();  
}
```

Or you can use this Example.

[exampleapp.js](#)

```
//Called when application is started.  
function OnStart()  
{  
    app.LoadScript("DlgNewFolder.js")  
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );  
    btn = app.CreateButton( "Create a new Folder", 0.3, 0.1, "Alum" );  
    btn.SetOnTouch(CreateNewFolder);  
    lay.AddChild( btn );  
    app.AddLayout( lay );  
}  
  
//Create a new Dialog  
function CreateNewFolder()  
{  
    // Change the path if you need  
    DlgNewFolder = new NewFolderDialog("/mnt/sdcard/");  
    DlgNewFolder.Show();  
}
```

```
}
```

From:

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

Permanent link:

http://sgarman.net/wiki/doku.php?id=sample_code:new_folder

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