

libfileop Reference Manual

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1 libfileop File Index

1.1 libfileop File List

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2 libfileop File Documentation

2.1 libfileop.h File Reference

Allow all possible operations on files/folders.

Functions

- int [FileExist](#) (char *file)
- int [DirExist](#) (char *dir)
- void [FileCopy](#) (char *old, char *new)
- void [FileCreate](#) (char *path)
- void [FileRemove](#) (char *path)
- void [FileMove](#) (char *old, char *new)
- void [DirCopy](#) (char *old, char *new)
- void [DirCreate](#) (char *new)
- void [DirRemove](#) (char *path)
- void [DirMove](#) (char *old, char *new)

2.1.1 Detailed Description

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Let's you make following operation:

- * Copy file/folder.
- * Move file/folder.
- * Delete file/folder.
- * Create new folder.

Warning:

- File* function must be call on files.
- Dir* function must be call on directories.

2.1.2 Function Documentation

2.1.2.1 void DirCopy (char * *old*, char * *new*)

Copy a directory

Parameters:

old file to directory.

new nam of copied directory.

Warning:

if new already exist it'll be overwritten.

See also:

[FileCopy\(\)](#) for files.

2.1.2.2 void DirCreate (char * *new*)

Create an empty directory

Parameters:

path directory name to create.

Warning:

if new already exist it'll be overwritten.

See also:

[FileCreate\(\)](#) for files.

2.1.2.3 int DirExist (char * *dir*)

Check if a directory exist

Parameters:

dir path to directory.

Returns:

SM_OK: Directory exist.

other: Directory does not exist.

See also:

[FileExist\(\)](#) for files.

2.1.2.4 void DirMove (char * *old*, char * *new*)

Move a directory.

Also use this function to rename a directory.

Parameters:

old directory to move.

new target directory name.

Warning:

if new already exist it'll be overwritten.

See also:

[FileMove\(\)](#) for files.

2.1.2.5 void DirRemove (char * *path*)

Delete directory

Parameters:

path directory name to delete.

Warning:

If directory is not empty all content will also be deleted.

See also:

[FileRemove\(\)](#) for files.

2.1.2.6 void FileCopy (char * *old*, char * *new*)

Copy a file

Parameters:

old file to copy.

new nam of copied file.

Warning:

if new already exist it'll be overwritten.

See also:

[DirCopy\(\)](#) for directories.

2.1.2.7 void FileCreate (char * *path*)

Create an empty file

Parameters:

path file name to create.

Warning:

if new already exist it'll be overwritten.

See also:

[DirCreate\(\)](#) for directories.

2.1.2.8 int FileExist (char * *file*)

Check if a file exist

Parameters:

file path to file.

Returns:

SM_OK: File exist.

other: file does not exist.

See also:

[DirExist\(\)](#) for directories.

2.1.2.9 void FileMove (char * *old*, char * *new*)

Move a file.

Also use this function to rename a file.

Parameters:

old file to move.

new target file name.

Warning:

if new already exist it'll be overwritten.

See also:

[DirMove\(\)](#) for directories.

2.1.2.10 void FileRemove (char * *path*)

Delete file

Parameters:

path file name to delete.

See also:

[DirRemove\(\)](#) for directories.

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