

Copying, Moving, Deleting and Renaming Files

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Copying a file

Below the method by which a file can be copied using API calls is shown:

```
call dll #kernel32, "CopyFileA", _  
currentfilename$ as ptr, _ 'the string containing the file to be copied  
copyfilename$ as ptr, _  
'the string containing the file name of the copied file  
bFailIfExists as long, _ '1 or 0  
re as long 'not 0 if copy was successful
```

The currentfilename\$ is the string that contains the name of the file you want to make a copy of. The copyfilename\$ is the file name for the copy. The bFailIfExists tells the computer what to do if the file name for the copy is already used. If set to 0 the copy will overwrite the current file with the same name. If set to 1 the copy does not overwrite the file. The code below shows how to copy a file into a different folder with the same file name:

```
let currentfilename$= "c:\text.txt"  
let copyfilename$= "c:\folder\text.txt"  
let bFailIfExists= 0  
call dll #kernel32, "CopyFileA", _
```

```
currentfilename$ as ptr,_
copyfilename$ as ptr,_
bFailIfExists as long,_ '1 or 0
re as long
if re=0 then print "copyfailed"
```

The code below shows how to make a copy of a file into the same folder with a different filename:

```
let currentfilename$= "c:\text.txt"
let copyfilename$= "c:\copyoftext.txt"
let bFailIfExists= 0
callDll #kernel32, "CopyFileA",_
currentfilename$ as ptr,_
copyfilename$ as ptr,_
bFailIfExists as long,_
re as long
if re=0 then print "copyfailed"
```

Remember to include the complete path in the filename.

Moving a file

There are two ways to move a file; using the name command and using API calls.

Below the method by which a file can be moved using API calls is shown:

```
callDll #kernel32, "MoveFileA",_
currentfilename$ as ptr,_ 'the string containing the file to be copied
movefilename$ as ptr,_
'the string containing the file name of the file in its new location
re as long 'not 0 if move was successful
```

The `currentfilename$` is the string that contains the name of the file you want to move. The `movefilename$` is the file name for the new location of the file. If the function succeeds, the return value is nonzero. If the function fails, the return value is zero. Points to a null-terminated string that specifies the new name of a file or directory. The new name must not already exist. A new file may be on a different file system or drive. The code below shows how to move a file and keep the same file name.

```
let currentfilename$= "c:\text.txt"
let movefilename$= "c:\folder\text.txt"
```

```
calldll #kernel32, "MoveFileA", _  
currentfilename$ as ptr, _  
movefilename$ as ptr, _  
re as long  
if re=0 then print "move failed"
```

The code below shows how to move a file with a different file name:

```
let currentfilename$= "c:\text.txt"  
let movefilename$= "c:\folder\textmoved.txt"  
calldll #kernel32, "MoveFileA", _  
currentfilename$ as ptr, _  
movefilename$ as ptr, _  
re as long  
if re=0 then print, "move failed"
```

Below the method by which a file can be moved using the name comand is shown:

```
name filename$ as movefilename$
```

You must set the filename\$ string to the current name of the file you want to move. Remember to include the full path. Then you need to set the movefilename\$ to the path to which you want to move it, plus the filename. movefilename\$ can be any valid filename as long as it doesn't specify a file that already exists.

A working example is shown below:

```
let currentfilename$= "c:\text.txt"  
let movefilename$= "c:\folder\text.txt"  
name filename$ as movefilename$
```

Deleting a file

Files can be deleted using the kill command. The kill comand does not place the file in the recycle bin. The code below shows how the kill command works.

```
filedialog "select file a file to delete", "*.*", filename$  
if filename$="" then wait  
kill filename$
```

Use the code above wisely and don't just delete any odd file because it is hard to get it back.

Renaming a file

You can use the name command to rename a file. This command can also be used to move a file. See the move section above to learn how that works. The code below shows how to rename a file:

```
filedialog "select file a file to rename", "*.*", filename$
if filename$="" then wait
prompt "enter a new file name"; newfilename$
name filename$ as newfilename$
print "Filename has been changed from";filename$;"to";newfilename$
```

Remember to include file extensions such as .txt on the end of the new file name.

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