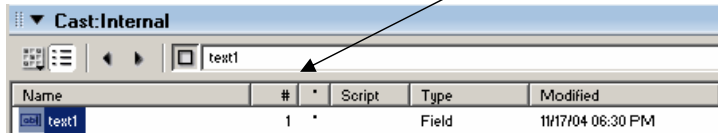


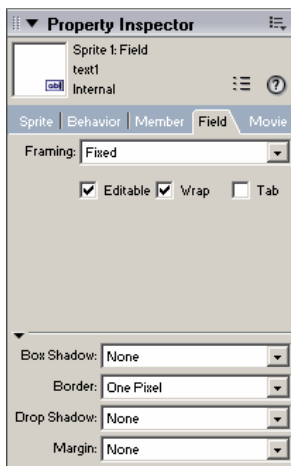
Text File Access in Director

The first stage in interacting director with text files is to create fields to write the text to and read the text from. This is done as follows

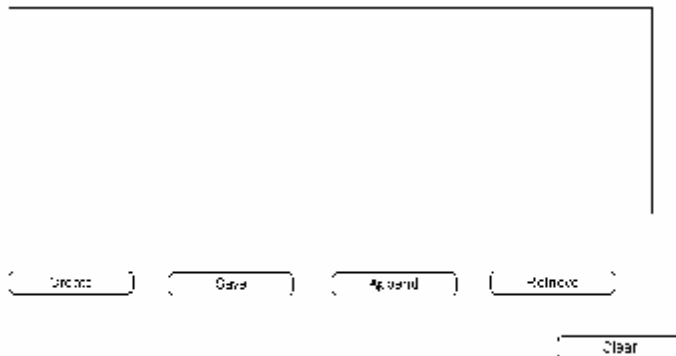
1. Open Director and add a field by **Insert > Control > Field**
2. Name the field text1 in the cast window.



3. Adjust the properties of the field as follows.



4. You now need to add buttons to the stage to create a file, save text to the file, append text to the file, clear the text box and retrieve text from a file. Add 5 buttons and label them 'Create', 'Save', 'Append', 'Clear' and 'Retrieve' (Make sure you are in classic mode for this)
5. Your stage should now look like the one below.



6. The next stage is to add lingo script to the create button. Right click the create button and choose 'script'. Add the following script to the window. (the bold text is the comments)

```
global myFile
on mouseUp
  if objectP(myFile) then set myFile = 0 --Delete the file if it
already exists
  myFile = new(xtra "fileio") -- Create an instance of FileIO
  createFile (myFile, the moviePath &"info.txt") --creates the file
again
  myFile = 0 -- Dispose of the instance
end
```

7. Save the movie in your area, and test the movie. You should find an empty text file called info.txt has been created.

8. You can then add code to the 'Save button'. Right click the save button and choose 'script'. Add the following script to the window. (the bold text is the comments)

```
-----
--this handler saves the contents of the field into a text file
called 'info.txt'
--it over writes anything that is in the 'info.txt' file.
-----
```

```
global myFile
on mouseUp
  if objectP(myFile) then set myFile = 0 --Delete the instance if it
already exists
  myFile = new(xtra "fileio") -- Create an instance of FileIO
  openFile (myFile, the moviePath &"info.txt",0)--Open the file with
R/W access to see if it exists
  delete(myFile) --deletes the file so it gets rid of the contents
  createFile (myFile, the moviePath &"info.txt") --creates a fresh
file
  openFile(myFile,the moviePath &"info.txt",0) --Open the file with
R/W access
  mySaveString = member("text1").text --puts the contents of the text
box field into the variable mySaveString
  writeString(myFile,mySaveString) --writes text to the file
  closeFile(myFile) -- Close the file
  myFile = 0 -- Dispose of the instance
end
```

9. Test the movie and see if a info.txt text file saves what you input.
10. You can then add code to the 'Append button'. Right click the append button and choose 'script'. Add the following script to the window. (the bold text is the comments)

```
-----
--this handler appends to the info.txt file, it adds an empty space.
-----
```

```

global myFile
on mouseUp
  if objectP(myFile) then set myFile = 0 -- Delete the instance if it
already exists
  mySaveString = " "&the text of field "text1" -- Put some text into
a variable
  myFile = new(xtra "fileio") -- Create an instance of FileIO
  openFile(myfile, the moviePath&"info.txt",0) --Open the file with
R/W access
  setPosition(myfile, getLength(myFile)) -- Set position to end of
file
  writeString(myFile, mySaveString) -- Append text to the file
  closeFile (myfile) -- Close the file
  myFile = 0 -- Dispose of the instance

end

```

11. Test the movie and see if a text you typed in is appended to the text file.

12. You can then add code to the 'Retrieve button'. Right click the retrieve button and choose 'script'. Add the following script to the window. (the bold text is the comments)

```

-----
--this handler displays the text in the file 'info.txt'.
--if the file 'info.txt' has not been created it will display an
alert
-----
global myFile
on mouseUp
  if objectP(myFile) then set myFile = 0 --Delete the instance if it
already exists
  myFile = new(xtra "fileio") -- Create an instance of FileIO
  openFile(myFile,the moviePath&"info.txt",1) --Open the file with
read access
  myVariable = readFile(myFile) --set the variable 'myVariable' to
the text of the file 'info.txt'
  if readFile(myFile)=VOID then --checks to see if this file exists
    alert "NOTHING HAS EVER BEEN SAVED" --alerts if the variable
returned VOID
  else
    member("text1").text = myVariable -- display the text in a field
    closeFile(myFile) --Close the file
  end if
  myFile = 0 -- Dispose of the instance
end

```

13. Test the movie and see if a text file's contents are displayed in the text box. NOTE: If the text field is fixed, it will only display the first part of the contents of the text file.

14. You can then add code to the 'Clear button'. Right click the clear button and choose 'script'. Add the following script to the window. (the bold text is the comments)

```

-----
--this handler clears the field.
-----

```

```
on mouseUp  
    member("text1").text = ""  
end
```

15. Test the movie, type something in the box and press the clear button. This should clear the text box.