

file.Open

file.Open has been added which returns a file object. The file is closed by calling :Close. If you don't close a file it's automatically closed when it gets garbage collected.

```
file.Open(<filename string>, <mode>, <path> )
```

example:

```
file.Open( "maps/mymap.bsp", "rb", "MOD" )
```

File Object

Close()

Closes the file (no more reading or writing can be done after this)

Size()

Returns an integer describing the size of the file

Read(size)

Reads size worth of data and returns it as a string (strings in Lua can contain binary data). Moves the read pointer by size bytes.

ReadString(size)

Like read except it guarantees a null termination, so the returned string will be size + 1 - counting the null. Moves the read pointer by size bytes.

Write(string)

Writes the string to the file.

Seek(pos)

Sets the file's pointer at pos

Skip(pos)

Skip's pos bytes. pos can be negative if you want to skip backwards.

Tell()

Tell us the current position in the file

ReadByte()

ReadBool()

ReadShort()

ReadLong()

ReadFloat()
ReadDouble()
WriteByte(num)
WriteBool(bool)
WriteShort(num)
WriteLong(num)
WriteFloat(num)
WriteDouble(num)

Paths

You can view a list of search paths ingame by typing the console command `path`. Basially if you want to search like normal use "GAME". If you want to search the data folder use "DATA". If you want to search only the garry's mod folder use "MOD".

If you want to search the Lua paths use `LUA_PATH` - not in a string. This will replace it with the appropriate path name. Don't hard code the Lua path name as it may change in the future - and then your code won't work.

Legacy Functions

These old functions still work and should for the most part be backwards compatible. You don't need to include them in your code - they're included by default.

```
function file.Read( filename, path )  
  
    if ( path == true ) then path = "GAME" end  
    if ( path == nil || path == false ) then path = "DATA" end  
  
    local f = file.Open( filename, "r", path )  
    if ( !f ) then return end  
  
    local str = f:ReadString( f:Size() )  
  
    f:Close()  
  
    return str  
end  
  
function file.Write( filename, contents )  
  
    local f = file.Open( filename, "w", "DATA" )  
    if ( !f ) then return end  
  
    f:Write( contents )  
    f:Close()
```

```
end

function file.Append( filename, contents )

    local f = file.Open( filename, "a", "DATA" )
    if ( !f ) then return end

    f:Write( contents )
    f:Close()

end
```

Incompatible Legacy Functions

Some functions have changed and you should update your code appropriately.

file.Find

This now returns 2 tables - one for files and one for folders. The second parameter is now the path instead of a bool.

Old:

```
file.Find( "settings/server_settings/*.txt", true )
file.Find( "my_stuff/*.txt" )
```

New:

```
file.Find( "settings/server_settings/*.txt", "GAME" )
file.Find( "my_stuff/*.txt", "DATA" )
```

file.FindInLua

This function is dead. Use file.Find with the path LUA_PATH instead.

Old:

```
file.FindInLua( SWEP.Folder.."/stools/*.lua" )
```

New:

```
file.Find( SWEP.Folder.."/stools/*.lua", LUA_PATH )
```