

FILESYSTEM

Resolves a location to a file handle. This location must be a virtual path, prefixed by a valid root.

Add the following line for filesystem class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/webapis.js"></script>
```

You can declare filesystem class like this :

```
ex) var filesystem = webapis.filesystem;
```

Contents

Methods

resolve

Methods

resolve

Description

Resolves a location to a file handle.

Parameters	<ul style="list-style-type: none">■location<ul style="list-style-type: none">- DOMString- Location to resolve. Must be a virtual path, prefixed by a valid root.■onsuccess<ul style="list-style-type: none">- Function- Called when the location has been successfully resolved, passing the newly created File object.■onerror (Optional)<ul style="list-style-type: none">- Function- Called if an error occurred.■mode (Optional)<ul style="list-style-type: none">- String : FileMode- access to all files and directories that can be reached from the File object passed to onsuccess. if the value is absent or null, default will be "rw".* "r" : read-only access* "rw" : read and write access* "a" : append access* "w" : write access
------------	--

Return

■Void

Emulator
Support

Y

SDK
Constraint

None

Example

```
webapis.filesystem.resolve(
  'images',
  function(dir) {
    console.log("Mount point Name is " + dir.path);
  }, function(e) {
    console.log("Error: " + e.message);
  }, "r"
);
```

