DigHT 210
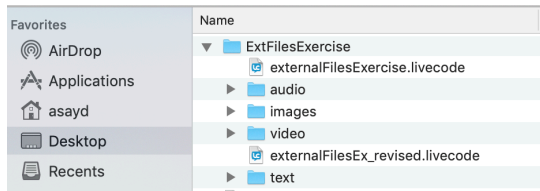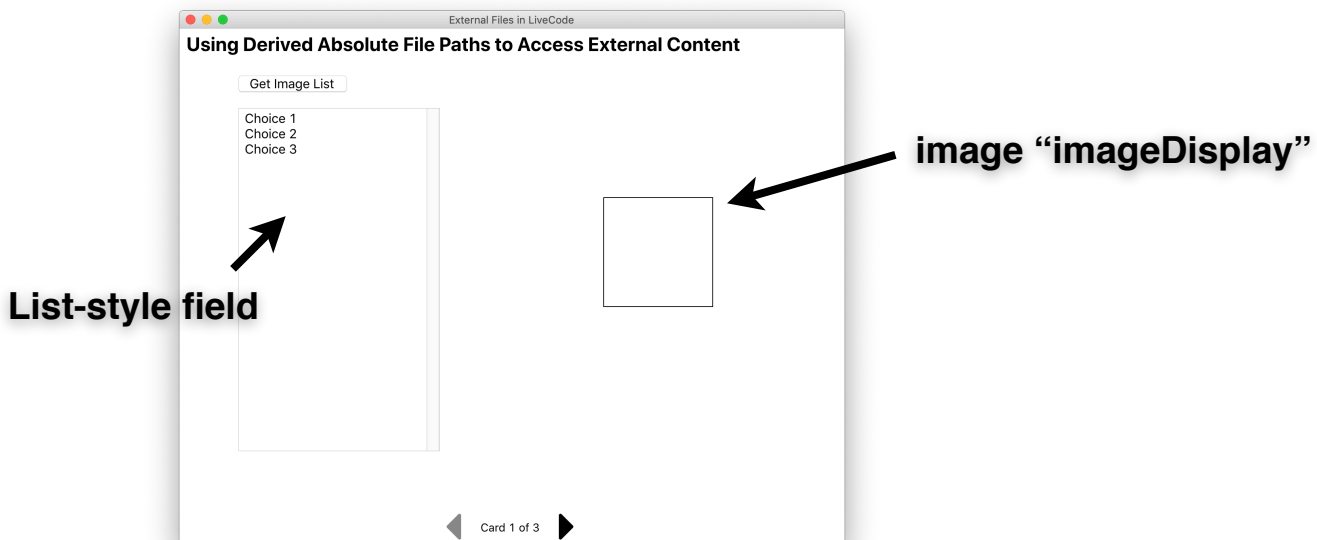**Accessing External Files**

Create a folder on your desktop called "ExtFilesEx". Now from LiveCode, do a Save As... to save the template stack in your new folder. Now open the folder on the desktop and create four more folders inside of it. Name them, "audio", "images", "movies", and "text". When you are done your folder should look like this:

Create a Stack like this and save it into the same folder on your desktop. You may name the enclosing folder anything you like, I used ExtFilesExercise for the folder name.

Script the Image List button like this:

```
on mouseUp
    put files(specialFolderPath("resources") & "/images") into fld "imgList"
end mouseUp
```

Now, the whole battle for successfully referencing external media or other files is to build an accurate, reliable, absolute file path.

Script the image list field to show images in the image object. It will look something like this:
```
on mouseUp
    put the selectedText of me into tImage
    put specialFolderPath("resources") & "/images/" & tImage into tImageFolderPath
    set the filename of image "imageDisplay" to tImageFolderPath
end mouseUp
```

Reading text file content from external files

Now create a second card and a way to navigate between cards. Grouped next and previous buttons may be a good idea here.

Create a button "getTextList" and a field "textList", similar to what you did on the previous card. Also create a plain text field called "textDisplay"

1. The command for putting external text into a field is in this form:
       put **URL** "file:*path to file*" into field "content"

       Where *path to file* is a valid file path.

2. Use what you learned on the previous card about deriving absolute file paths using specialFolderPath(). Write a handler in button "getTextList" that puts a list of all the text files in your text folder in field "textList".

Now script the textList field so that when you click on a text file name, it will put text from one of the text files into the text field. Do this using the specialFolderPath() function.

It might look something like this:

```
on mouseUp
    put the selectedText of me into tText
    put specialFolderPath("resources") & "/text/" & tText into tTextFolderPath
    put URL ("file:" & tTextFolderPath ) into fld "textDisplay"
end mouseUp
```

3. Now let's look at how to save text to an external file. Create a button called "saveText". In this button write a script for putting the field's text into an external file. This is done by simply reversing the direction of the 'put' command, like this:

       put field "content" into URL "file:*path to file*"

       Where *path to file* is a valid relative or absolute file path.

Based on the mouseUp handler from the textList field on card 2, can you figure out how to put the text from the field back into the selected external file?
(**Hint**: You'll need to somehow remember the file path to the text file that is currently displayed in field "textDisplay". One way to do that is to make the variable holding the *path to file* in the textList field into a global, then use the global variable in the Save button.)

Accessing External Audio and Video Files

Now create a third card. On this card, create a button "getAudioList" and a field "audioList". Create a button "getVideoList" and a field "videoList".
Create a new PLAYER object. Call it "mediaPlayer". This will be used by both the audioList and the videoList.

Using the scripting from card 1 (displaying images) as an example, script these buttons and fields to

1. Get a list of the audio and video files, respectively, in your folders.

2. When you click on an audio or video file name in one of the fields, display it in the player object by setting the player's `filename` property.