SystemFS

SystemFS is a class to read and write files and more.

Currently, it works only in the Windows version of the game.

I'll add more info later right now I'll just list the functions and their parameters.

Functions:

open(path, flags)

close(file)

exists(path)

is_dir(path)

system_path(path)

parse_xml(path)

make_dir(path)

delete_file(path)

can delete a folder also.

list(dir, directories)

returns a table of files by default and folders if directories parameter is true

copy_file(from, to)

copy_files_async(files, callback)

each file needs to be inside the files table so for example if I want to move file x to path y it's gonna be: SystemFS:copy_files_async({"x", "y"}) the callback has two parameters - success and message if the copy failed then success will be false and message should say something.

can_write_to(path)

checksum(path)