

Retrieving File Information



This page explains the **Filesystem Adapter** in Bridge context. If you were looking for the same information regarding the [PAS Designer](#), refer to [Filesystem Adapter](#) in the Designer guide.

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Parameters of Action "status" on Files

Name	Type	Direction	Description
name	String	in	Fully qualified file name of the file/directory you want to read, including the path. <div>When using the Windows style with backward slashes "\" you have to be aware that you have escape this character. The escape character is also the "\". To avoid this, use forward slashes with Windows as well.</div>
type	String	out	Type of accessed element (File or Directory).
size	Integer	out	Size of the file in Bytes. <div>size is meaningless for directories, as it is <i>not</i> the combined size of all contained files and subfolders, but rather some constant defined by the operating system (e.g. 0 or 4096).</div>
accessTime	DateTime	out	Timestamp when the file/directory was accessed for the last time.
creationTime	DateTime	out	Timestamp when the file/directory was created.
modificationTime	DateTime	out	Timestamp when the file/directory was modified for the last time.

Related Pages:

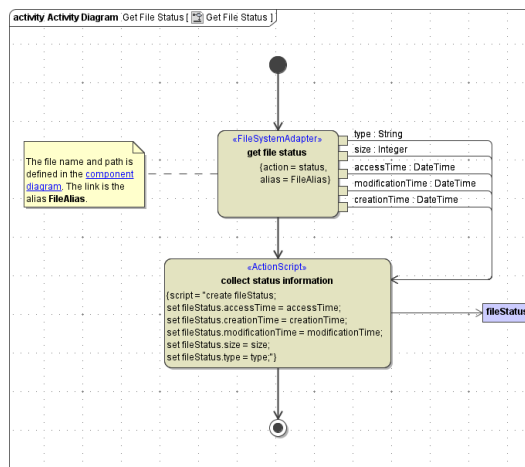
- [Catching Errors](#)

Defining a "status" Action

To retrieve file information with the file system adapter, you need to define a **status** action on an action having the stereotype `<<FileSystemAdapter>>`. You can do this manually (refer to [Figure: The Specification Dialog of the File System Adapter](#)) or with the help of the E2E Action Wizard (see context menu of the action node).

You need to define all of the output objects (see table above) with exactly the same names.

Figure: Retrieving File Information



The path and file name of the file you want to retrieve status information from are defined in the component diagram. The link from the activity diagram to the physical information is established by an alias (in the present example: **FileAlias**). See [File System Components](#) for more information on file system aliases.

For information on how to access a file or directory dynamically refer to [Dynamic File System Access](#).