
Subject: Truncation

Posted by [Freemen](#) on Sun, 09 Oct 2016 18:20:49 GMT

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```
#include <fstream>
#include <iostream>

using namespace std;

int main()
{
    char filename[] = "text.txt";
    std::fstream file;

    file.open(filename, ios::out | ios::trunc);
    file << "This text will now be inside of " << filename << std::endl;
    file.close();

    while(true) {
        file.open(filename, std::ofstream::out | std::ofstream::trunc);
        file.close();
        //do stuff with truncated file
    }

    file.open(filename, ios::in);
    std::string line;
    std::getline(file, line);

    std::cout << line << std::endl;
}text.txt emptied //I can double click and see everything's gone so I type something and save, and
open it again and the text.txt has something in it now? even when the while loop is on?
```

Subject: Re: Truncation

Posted by [Klugier](#) on Sun, 09 Oct 2016 20:46:56 GMT

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Hello,

As I understand truncate flag in C++ standard library - it loads files and clears it. For example this line:

```
file.open(filename, ios::out | ios::trunc); // If not exists create - if exists clear.
file.close(); // Here we have got always empty file - even if file is not empty!
```

In the Upp framework you will achieve exactly the same with `SaveFile(filePat, data)` function. It will clear old file and put new content. So, equivalent to the upper code is:

```
SaveFile("text.txt", "");
```

Sincerely,
Klugier
