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Subject: Re: Things we want from Linux/FreeBSD release archives

Posted by [mirek](#) on Sun, 05 Apr 2020 11:07:56 GMT

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amrein wrote on Sun, 05 April 2020 11:46Hi

I don't understand why we use ~/.config and ~/.cache and not directories in the current source directory when U++ is inside user home directory.

I mean, the main idea of sandboxing is to keep everything in the same directory, right?

You have missed the description of the process. It is quite more complicated then just using ~/.config / ~/.cache.

```
String ConfigFile(const char *file) {
    if(sConfigFolder.GetCount())
        return AppendFileName(sConfigFolder, file);
#ifdef PLATFORM_WIN32
    if(sHomecfg) {
        String p = GetHomeDirFile(GetAppName());
        ONCELOCK
        RealizeDirectory(p);
        return AppendFileName(p, file);
    }
    return GetExeDirFile(file);
#elif defined(PLATFORM_POSIX)
    static String cfgdir;
    ONCELOCK {
        String h = GetExeFolder();
        if(!sHomecfg)
            while(h.GetCount() > 1 && DirectoryExists(h)) {
                String pp = AppendFileName(h, ".config");
                FindFile ff(pp);
                if(ff && ff.IsFolder() && ff.CanWrite()) {
                    cfgdir = pp;
                    break;
                }
                h = GetFileFolder(h);
            }
        if(IsNull(cfgdir))
            cfgdir = GetEnv("XDG_CONFIG_HOME");
        if(IsNull(cfgdir) || !DirectoryExists(cfgdir))
            cfgdir = GetHomeDirFile(".config");
        if(sConfigGroup.GetCount())
            cfgdir = AppendFileName(cfgdir, sConfigGroup);
    }
}
```

```
String pp = AppendFileName(cfgdir, GetAppName());  
RealizeDirectory(pp);  
return AppendFileName(pp, file);  
#else  
    NEVER();  
return GetExeDirFile(file);  
#endif//PLATFORM  
}
```

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