Application & environment utility

A number of utility functions to obtain information about your application and system environment.

Location: Core\App.h, Core\App.cpp

Functions

String GetExeFilePath()

Returns the absolute path towards the application's binary.

String GetExeDirFile(const char *fp)

Returns the absolute path of a file that is found in the folder where you application's binary resides.

fp.....the name of the file

String GetHomeDirectory()

Returns the absolute path of current user's home folder.

String GetHomeDirFile(const char *fp)

Returns the absolute path of a file that is found in the current user's home folder.

fp.....the name of the file

String GetExeTitle()

Returns the title of the application.

void UseHomeDirectoryConfig(bool b = true)

Sets the search path for configuration to either the current users' home folder or to the folder where the application's binary resides.

b.....use home folder (true) or application folder (false)

String ConfigFile(const char *file)

Returns the absolute path of a configuration file found in the configuration files search path. filethe name of the file

String ConfigFile()

Returns the default configuration file from the configuration files search path. The default configuration file is called *[application title]*.cfg.

const Vector<String>& CommandLine()

Return a vector of strings containing the command line parameters.

const VectorMap<String, String>& Environment()

Returns a vector of strings with system environment variables.

void SetExitCode(int code)

Sets the exit code that will be returned on application exit. **code**.....the exit code

int GetExitCode()

Sets the exit code that will be returned on application exit.

bool IsMainRunning()

Return true if the applications execution has reached and not yet exited the main function.

String GetDataFile(const char *filename)

filename.....the name of the file

void LaunchWebBrowser(const String& url)

Opens an URL in the default Web Browser. url......the URL that will be opened in the browser