
Subject: Core/Path.cpp: the limitation of GetCurrentDirectory for POSIX

Posted by [tojocky](#) on Mon, 07 Mar 2011 11:27:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello all,

Looking in the other projects, I see a limitation in U++ of get GetCurrentDirectory for POSIX.

This changes works perfectly for me for more than 1 month. I propose to implement this or to know motivation why this was done?

OK, Now to the source-code in the file Core/Path.cpp:

The old version:

```
#ifndef PLATFORM_WINCE
String GetCurrentDirectory() {
#if defined(PLATFORM_WIN32)
    if(IsWinNT()) {
        wchar h[MAX_PATH];
        UnicodeWin32().GetCurrentDirectoryW(MAX_PATH, h);
        return FromSystemCharsetW(h);
    }
    else {
        char h[MAX_PATH];
        ::GetCurrentDirectory(MAX_PATH, h);
        return FromSystemCharset(h);
    }
#elif defined(PLATFORM_POSIX)
    char h[1024];
    getcwd(h, 1024);
    return FromSystemCharset(h);
#else
#error GetCurrentDirectory not implemented for this platform, comment this line to get Null
    return Null;
#endif//PLATFORM
}
#endif
```

and the new version:

```
#ifndef PLATFORM_WINCE
String GetCurrentDirectory() {
#if defined(PLATFORM_WIN32)
    if(IsWinNT()) {
        wchar h[MAX_PATH];
        UnicodeWin32().GetCurrentDirectoryW(MAX_PATH, h);
        return FromSystemCharsetW(h);
    }
}
```

```

else {
    char h[MAX_PATH];
    ::GetCurrentDirectory(MAX_PATH, h);
    return FromSystemCharset(h);
}
#elif defined(PLATFORM_POSIX)
//ILU: propose another get current directory realization
/*
char h[1024];
getcwd(h, 1024);
return FromSystemCharset(h);
*/
char *h = getcwd(NULL, 0);
String str_final = FromSystemCharset(h);
free(h);
return str_final;
#else
#error GetCurrentDirectory not implemented for this platform, comment this line to get Null
return Null;
#endif//PLATFORM
}
#endif

```

and a question: why the buffer h was set limited to 1024 chars?

Thank you in advance,
Ion Lupascu.
