Subject: Core/Path.cpp: the limitation of GetCurrentDirectory for POSIX
Posted by tojocky on Mon, 07 Mar 2011 11:27:52 GMT
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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.
