
Subject: [BUG & Patch] TheIDE under POSIX dosen't open directories containing spaces.

Posted by [Klugier](#) on Mon, 13 May 2013 18:34:26 GMT

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

Hello,

I think I found next bug in the Ultimate++ library. What's wrong this time? I think option "Open file directory" does not work on POSIX like operating system when directory path contains space character for instance: "/home/tom/My Documents/".

How to reproduce?

1. File -> Edit file -> open file in directory containing space/s for example "/home/tom/Programs/The best program/main.cpp".
2. File -> Open file directory [Result: Can't open directory]

How to fix?

We need to modify ShellOpenFolder function (ide/Common - ComDlg.cpp - line 163)

```
void ShellOpenFolder(const String& dir)
{
    #if defined(PLATFORM_WIN32)
        LaunchWebBrowser(dir);
    #elif __APPLE__
        IGNORE_RESULT(
            system("open " + dir + " &")
        );
    #else
        String tempDir = dir;
        tempDir.Replace(" ", "\\ ");

        IGNORE_RESULT(
            system("xdg-open " + tempDir + " &")
        );
    #endif
}
```

All we need is to convert space to following character sequence: "\\ ". It means something like this: "/home/tom/Programs/The\\ best\\ program/main.cpp". Maybe the solution with tempDir isn't clean, but we need to copy dir variable, because it is constant.

P.S.

1. Probably on mac we need also change this behaviour (We need to make tests).
2. I have tested this solution on Kubuntu 13.04 (GNU/Linux).

Sincerely,

