
Subject: Re: GetExeFilePath() in Linux
Posted by [mirek](#) on Sat, 11 Nov 2006 11:48:06 GMT
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OK, this is my final version:

```
const char *procexepath_() {
    static char h[_MAX_PATH + 1];
    ONCELOCK {
        char link[100];
        sprintf(link, "/proc/%d/exe", getpid());
        int ret = readlink(link, h, _MAX_PATH);
        if(ret > 0 && ret < _MAX_PATH)
            h[ret] = '\0';
        else
            *h = '\0';
    }
    return h;
}
```

```
String GetExeFilePath()
{
    static String exepath;
    ONCELOCK {
        const char *exe = procexepath_();
        if(exe)
            exepath = exe;
        else {
            String x = Argv0__;
            if(IsFullPath(x) && FileExists(x))
                exepath = x;
            else {
                exepath = GetHomeDirFile("upp");
                Vector<String> p = Split(FromSystemCharset(Environment().Get("PATH")), ':');
                if(x.Find('/') >= 0)
                    p.Add(GetCurrentDirectory());
                for(int i = 0; i < p.GetCount(); i++) {
                    String ep = NormalizePath(AppendFileName(p[i], x));
                    if(FileExists(ep))
                        exepath = ep;
                }
            }
        }
    }
    return exepath;
}
```

Please check.

Mirek

P.S.: I need the name of executable in log files, without using the heap and before entering the main - that is why I have separated "procexepath_"...
