
Subject: Re: GetExeFilePath() in Linux
Posted by [masu](#) on Sun, 12 Nov 2006 17:11:04 GMT
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I tried the latest version and got the right path with mounted proc and also without.

I had to make a tiny change (marked red, therefore the ugly formatting).

luzr wrote on Sat, 11 November 2006 12:48OK, 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_"...

Also, I think we should delete the green line since the result defaults to \$HOME/app_name even if it does not exist. The application has to be in the PATH or in the current dir if it was not specified with the complete path on the command line. So this assignment is useless in my opinion since we check all possibilities.

Function SetExeTitle does not exist anymore, commented out in idewin.cpp:

```
#ifdef _DEBUG  
    SetExeTitle("debugide");  
#else  
    SetExeTitle("theide");  
#endif
```

Matthias
