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Subject: Log file

Posted by [mdelfede](#) on Tue, 14 Apr 2020 10:26:19 GMT

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Hi,

Theide in Mac OSX Catalina (I don't know if the problem exists also on other versions) doesn't create the log file.

I tried with DLOG and RLOG, but nothing there.

It's a bug, or I'm doing something wrong ?

Ciao

Massimo

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Subject: Re: Log file

Posted by [mirek](#) on Tue, 14 Apr 2020 10:32:19 GMT

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mdelfede wrote on Tue, 14 April 2020 12:26Hi,

Theide in Mac OSX Catalina (I don't know if the problem exists also on other versions) doesn't create the log file.

I tried with DLOG and RLOG, but nothing there.

It's a bug, or I'm doing something wrong ?

Ciao

Massimo

I guess you probably missed the last discussion about .config, .cache and sandboxing.

Long story short, if you are using Alt+L, rebuild theide.

Mirek

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Subject: Re: Log file

Posted by [mdelfede](#) on Tue, 14 Apr 2020 13:43:55 GMT

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mirek wrote on Tue, 14 April 2020 12:32

I guess you probably missed the last discussion about .config, .cache and sandboxing.

Yep, and I can't find it...

Quote:

Long story short, if you are using Alt+L,

???

Quote:

rebuild theide.

Mirek

Did a rebuild, but still no log file.

I've the theide.app inside Application folder. Where should the log file go ? Maybe it's e  
permisison problem here.

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Subject: Re: Log file

Posted by [mirek](#) on Tue, 14 Apr 2020 14:12:08 GMT

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mdelfede wrote on Tue, 14 April 2020 15:43mirek wrote on Tue, 14 April 2020 12:32

I guess you probably missed the last discussion about .config, .cache and sandboxing.

Yep, and I can't find it...

Quote:

Long story short, if you are using Alt+L,

???

Quote:

rebuild theide.

Mirek

Did a rebuild, but still no log file.

I've the theide.app inside Application folder. Where should the log file go ? Maybe it's e  
permision problem here.

Default (in this case) should be

~/config/u++/{appname}/{appname}.log

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Subject: Re: Log file  
Posted by [mirek](#) on Tue, 14 Apr 2020 14:12:42 GMT  
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[quote title=mdelfede wrote on Tue, 14 April 2020 15:43]mirek wrote on Tue, 14 April 2020 12:32  
I guess you probably missed the last discussion about .config, .cache and sandboxing.

Yep, and I can't find it...

Quote:

Long story short, if you are using Alt+L,

???

Alt+L in theide opens the default log location.

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Subject: Re: Log file  
Posted by [mdelfede](#) on Tue, 14 Apr 2020 14:38:33 GMT  
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Ah, no, I'm using the menu (debug-view log) which is grayed.  
The log file is where you said, so for me it's ok... probably theide doesn't find it  
or there's a menu problem.

Thank you

Massimo

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Subject: Re: Log file

Posted by [mdelfede](#) on Tue, 14 Apr 2020 15:05:17 GMT

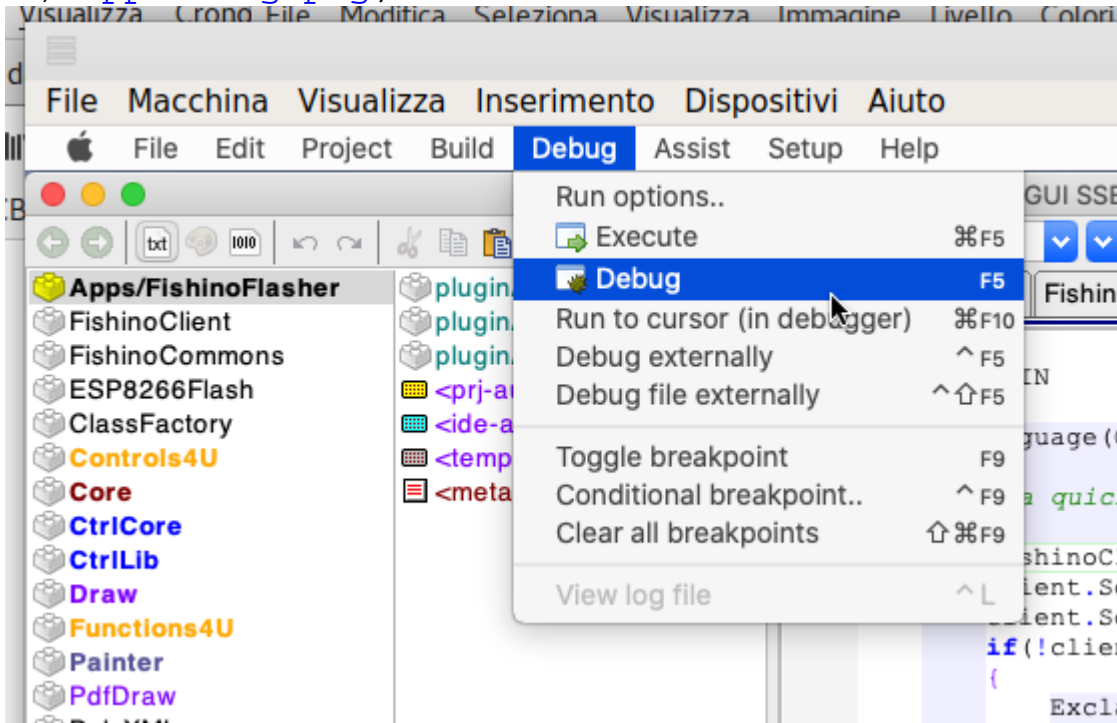
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Here is the screenshot. The file is where you said, but the menu stay grayed (and the CTRL-L doesn't work either)

## File Attachments

1) [UppMacLog.png](#), downloaded 748 times



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Subject: Re: Log file

Posted by [mirek](#) on Wed, 15 Apr 2020 11:42:46 GMT

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Sorry for Alt/Ctrl confusion, I have those keys swapped on Mac so that I have consistent behaviour over all platforms, so yes, it is really Ctrl+L.

I am really confused as to why it does not work for you. I have tested in theide.app in Applications, ~ and in sandboxed mode and it always worked.

The only explanation is that there is for some reason .config dir in Applications with some specific rights that disallow theide.app to write there....

Can you try to copy theide.app to ~ and try from there?

Mirek

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Subject: Re: Log file

Posted by [mdelfede](#) on Wed, 15 Apr 2020 13:33:43 GMT

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No, the log file IS there, where you pointed. The only problem is the grayed menu item.

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Subject: Re: Log file

Posted by [mirek](#) on Wed, 15 Apr 2020 13:44:55 GMT

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mdelfede wrote on Wed, 15 April 2020 15:33No, the log file IS there, where you pointed. The only problem is the grayed menu item.

OK, where is the binary of program that produces the makefile?

The most important function that probably is causing troubles here is

```
String Ide::GetTargetLogPath()
{
    if(target.GetCount() == 0)
        return Null;
#ifdef PLATFORM_WIN32
    return ForceExt(target, ".log");
#else
    String title = GetFileTitle(target);
    String pp;
    String h = GetFileFolder(target);
    while(h.GetCount() > 1 && DirectoryExists(h)) {
        String p = AppendFileName(h, ".config");
        FindFile ff(p);
        if(ff && ff.IsFolder() && ff.CanWrite()) {
            pp = p;
            break;
        }
        h = GetFileFolder(h);
    }
    if(IsNull(pp))
        pp = GetEnv("XDG_CONFIG_HOME");
    if(IsNull(pp) || !DirectoryExists(pp))
        pp = GetHomeDirFile(".config");
    pp << "/u++/" << title << "/" << title << ".log";
    return FileExists(pp) ? pp : GetHomeDirFile(".upp/" + title + "/" + title + ".log");
}
```

```
#endif  
}
```

Maybe putting some logs (now that you know where to look for them) here would help to identify the cause...

Mirek

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