Subject: SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath)
Posted by yeohhs on Wed, 15 Nov 2006 12:50:18 GMT
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Is there an equivalent U++ function for SHGetFolderPath?

I'm saving a program's config file into the user's Application Data folder. Right now, I'm using SHGetFolderPath with PathAppend and CreateDirectory and it is working fine but only on Windows.

I've read Core/Util.h and Core/Win32Com.h but couldn't find a substitute. Am I missing something else?

Thanks in advance for any ideas or suggestions.

Best Regards,
Yeoh

Subject: Re: SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath)
Posted by mirek on Wed, 15 Nov 2006 14:09:25 GMT
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No.

We can add something later, but I am not even sure what linux equivalents are.... Maybe it is way to platform specific...

Mirek

Subject: Re: SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath)
Posted by guido on Wed, 15 Nov 2006 15:23:23 GMT
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yeohhs wrote on Wed, 15 November 2006 13:50Is there an equivalent U++ function for SHGetFolderPath?

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Yeoh

The closest thing to CSIDL on POSIX is the XDG base directory specifcation:
http://standards.freedesktop.org/basedir-spec/basedir-spec-0 .5.html

Guido
