
Subject: Editing Python scripts in Thelde

Posted by [janwilmans](#) on Tue, 16 Jun 2009 16:08:55 GMT

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I noticed that Thelde removes the +x attribute from files that are edited+saved in theide, I have python scripts that are part of my project; these need the +x attribute set to be able to execute them. Can we device a way to work with this?

Maybe the behaviour can be disabled somehow?

Maybe a better question is: why does theide do this?

Gr,

Jan

Subject: Re: Editing Python scripts in Thelde

Posted by [mirek](#) on Wed, 17 Jun 2009 06:53:23 GMT

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skyhawk wrote on Tue, 16 June 2009 12:08

Maybe a better question is: why does theide do this?

It just saves the file. Right now, it does not read attributes of existing file; file is simply created.

Should be quite simple to fix, I think.

Mirek

Subject: Re: Editing Python scripts in Thelde

Posted by [janwilmans](#) on Thu, 18 Jun 2009 11:47:42 GMT

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I think theide should just not recreate a file in the same location, but instead open the existing file, truncate it

(http://linux.about.com/library/cmd/blcmdl2_truncate.htm)

and write the new content. That way you prevent having to know about all aspects of the file (attributes, file-rights etc)

Gr,

Jan

Subject: Re: Editing Python scripts in Thelde
Posted by [mirek](#) on Fri, 19 Jun 2009 11:21:43 GMT
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skyhawk wrote on Thu, 18 June 2009 07:47I think theide should just not recreate a file in the same location, but instead open the existing file, truncate it (http://linux.about.com/library/cmd/blcmdl2_truncate.htm)

and write the new content. That way you prevent having to know about all aspects of the file (attributes, file-rights etc)

Gr,

Jan

Unsafe.

The actual protocol is: Rename current file (add .bak to filename), save file, delete backup.

At any point, either old or new file exists.

Mirek

Subject: Re: Editing Python scripts in Thelde
Posted by [janwilmans](#) on Fri, 19 Jun 2009 13:54:18 GMT
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Ok,

that's fine, but can also be done like: Copy existing file to .bak, truncate existing file and write new content, delete .bak

and this way the original file's attributes and right are preserved.

Gr,

Jan

Subject: Re: Editing Python scripts in Thelde
Posted by [mirek](#) on Sun, 21 Jun 2009 18:07:30 GMT
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Slower

Mirek

Subject: Re: Editing Python scripts in Thelde
Posted by [janwilmans](#) on Mon, 22 Jun 2009 07:59:15 GMT
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if writing to uncached media _maybe_
otherwise, doubtful...

Gr,

Jan

Subject: Re: Editing Python scripts in Thelde
Posted by [mirek](#) on Mon, 22 Jun 2009 08:06:41 GMT
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skyhawk wrote on Mon, 22 June 2009 03:59if writing to uncached media _maybe_
otherwise, doubtful...

Gr,

Jan

Sometimes I edit >5MB files...

Never mind, I will add attributes copy ASAP.

Mirek

Subject: Re: Editing Python scripts in Thelde
Posted by [mirek](#) on Mon, 22 Jun 2009 21:02:36 GMT
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Implemented.

Mirek

Subject: Re: Editing Python scripts in Thelde
Posted by [janwilmans](#) on Thu, 25 Jun 2009 11:03:36 GMT
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Thanks mirek, I will retest soon.
