Subject: FindFile.IsSymLink() broken
Posted by sam_ on Thu, 30 Jul 2009 09:03:09 GMT
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Hi all. I know it's not very polite to introduce myself with bug report, but...

I would expect following code snippet to return true for "link" (tested on Linux Mint 7.0; based on Ubuntu Jaunty):

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 String parentDir = GetFileDirectory(GetExeFilePath()), targetDir = AppendFileName(parentDir, "dir");
 //RealizeDirectory(targetDir);
 //Sys(Format("ln -s %s link", targetDir));
 Sys(Format("ln -s %s link_to_dir", GetExeFilePath()));
 FindFile ff(AppendFileName(parentDir, "*"));
 while (ff.Next()) {
  Cout().PutLine(Format("%s: %s", ff.GetName(), ff.IsSymLink() ? "true" : "false"));
 }
 Cout().PutLine(Sys("ls -la " + parentDir));
 DeleteFile(AppendFileName(parentDir, "link"));
 DirectoryDelete(targetDir);
}
```

According to http://manpages.ubuntu.com/manpages/jaunty/en/man2/stat.2.ht ml problem is in stat() call being used instead of lstat()
If this behaviour was actually intended, I suggest adding default parameter to both FindFile constructors:
FindFile(bool use_lstat = false);
FindFile(const char *name, bool use_lstat = false);
or perhaps
FindFile(const char *name, bool use_lstat = false);
bool Search(const char *path, bool use_lstat = false);
My preference is to use lstat() only. Thanks for great framework, Lubos

Subject: Re: FindFile.IsSymLink() broken
Posted by mirek on Sat, 01 Aug 2009 07:12:38 GMT
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Maybe we should use lstat only to detect the link?

Mirek

Subject: Re: FindFile.IsSymLink() broken
Posted by sam_ on Mon, 03 Aug 2009 07:32:54 GMT
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That's fine with me. Thanks, Lubos

Subject: Re: FindFile.IsSymLink() broken
Posted by mirek on Sat, 08 Aug 2009 22:13:35 GMT
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sam_ wrote on Mon, 03 August 2009 03:32That's fine with me. Thanks, Lubos

Implemented and commited. Thanks for reporting.

Mirek