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## Subject: Core/Path.cpp: the limitation of GetCurrentDirectory for POSIX

Posted by [tojocky](#) on Mon, 07 Mar 2011 11:27:52 GMT

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Hello all,

Looking in the other projects, I see a limitation in U++ of get GetCurrentDirectory for POSIX.

This changes works perfectly for me for more than 1 month. I propose to implement this or to know motivation why this was done?

OK, Now to the source-code in the file Core/Path.cpp:

The old version:

```
#ifndef PLATFORM_WINCE
String GetCurrentDirectory() {
#if defined(PLATFORM_WIN32)
if(IsWinNT()) {
wchar h[MAX_PATH];
UnicodeWin32().GetCurrentDirectoryW(MAX_PATH, h);
return FromSystemCharsetW(h);
}
else {
char h[MAX_PATH];
::GetCurrentDirectory(MAX_PATH, h);
return FromSystemCharset(h);
}
#endif//PLATFORM
#endif//PLATFORM_WINCE
#endif//PLATFORM_WINCE
```

and the new version:

```
#ifndef PLATFORM_WINCE
String GetCurrentDirectory() {
#if defined(PLATFORM_WIN32)
if(IsWinNT()) {
wchar h[MAX_PATH];
UnicodeWin32().GetCurrentDirectoryW(MAX_PATH, h);
return FromSystemCharsetW(h);
}
```

```
else {
    char h[MAX_PATH];
    ::GetCurrentDirectory(MAX_PATH, h);
    return FromSystemCharset(h);
}
#elif defined(PLATFORM_POSIX)
//ILU: propose another get current directory realization
/*
char h[1024];
getcwd(h, 1024);
return FromSystemCharset(h);
*/
char *h = getcwd(NULL, 0);
String str_final = FromSystemCharset(h);
free(h);
return str_final;
#else
#error GetCurrentDirectory not implemented for this platform, comment this line to get Null
return Null;
#endif//PLATFORM
}
#endif
```

and a question: why the buffer h was set limited to 1024 chars?

Thank you in advance,  
Ion Lupascu.

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Subject: Re: Core/Path.cpp: the limitation of GetCurrentDirectory for POSIX  
Posted by [unknown user](#) on Mon, 07 Mar 2011 15:32:23 GMT

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Hi,

See <http://linux.die.net/man/3/getcwd>  
If buf is NULL, the behaviour of getcwd() is undefined.

Andrei

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