
Subject: Core - App.cpp - GetDataFile

Posted by [3togo](#) on Tue, 09 May 2006 19:48:46 GMT

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I think that no matter exec program is running under posix or windows, GetDataFile should always get the current working directory(getcwd) and concat with *filename.

However, the present release behaves differently on these two different systems.

I suggest replace GetHomeDirectory() below with GetCWD()

```
String& GetCWD() {  
    char buffer[100];  
    int size = 100;  
    getcwd(buffer,size);  
    static String ss;  
    ss.Cat(buffer);  
    return ss;  
}
```

Regards,

3togo

App.cpp

***** *

```
String GetDataFile(const char *filename)  
{  
    String s = Environment().Get("UPP_MAIN__",  
#ifdef PLATFORM_WIN32  
        GetFileFolder(GetExeFilePath())  
#endif  
#ifdef PLATFORM_POSIX  
        GetHomeDirectory()  
#endif  
    );  
  
    return AppendFileName(s, filename);  
}
```

Subject: Re: Core - App.cpp - GetDataFile

Posted by [mirek](#) on Tue, 09 May 2006 21:14:06 GMT

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3togo wrote on Tue, 09 May 2006 15:48: I think that no matter exec program is running under posix or windows, GetDataFile should always get the current working directory(getcwd) and concat with *filename.

What makes you think so?

GetDataFile is intended for files that are shipped with application. The most logical place in Win32 is therefore the same dir as where .exe resides (in Linux this is still to be decided, however I am starting to think that GetExeDirFile would be a good idea even in linux, despite being against current linux conventions).

For development purposes, there is a hack that allows you to place those app specific files in package folder (for easier maintainance) and U++ takes them from there when started from TheIDE (that is what that environment variable is for).

Mirek

Subject: Re: Core - App.cpp - GetDataFile
Posted by [3togo](#) on Wed, 10 May 2006 02:27:51 GMT
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Below is a directory listing of /usr/local/bin. You could find that most of the programs nowadays like crossover, quake and etc place a symbolic link in /usr/local/bin only while keeping the data files within the same folder with their "exe" programs.

Therefore, GetExeDirFile would be a good idea even in linux and is not against current linux conventions.

3togo

```
[root@localhost Desktop]# cd /usr/local/bin
[root@localhost bin]# ls -l
total 11416
-rwxr-xr-x 1 root root 4072346 Apr 21 03:04 vboxfe*
lrwxrwxrwx 1 root root 35 Apr 17 03:21 et -> /usr/local/games/enemy-territory/et*
-rwxr-xr-x 1 root root 402 Apr 28 13:04 et~*
lrwxrwxrwx 1 root root 38 Apr 17 03:21 etded -> /usr/local/games/enemy-territory/etded*
-rwxr-xr-x 1 root root 109686 Apr 28 13:00 etswitch*
lrwxrwxrwx 1 root root 29 Apr 30 11:33 findwine -> /usr/local/winetools/findwine*
-rwxr-xr-x 1 root root 241 Apr 28 17:11 jmware*
-rwxr-xr-x 1 root root 241 Apr 27 03:57 jmware~*
-rwxr-xr-x 1 root root 52 Apr 28 23:35 jupdate*
-rwxr-xr-x 1 root root 339276 May 10 10:11 mj*
-rwxr-xr-x 1 root root 69 Apr 17 03:27 ossfix*
```

```
lrwxrwxrwx 1 root root 30 Apr 28 08:22 quake4 -> /usr/local/games/quake4/quake4
lrwxrwxrwx 1 root root 40 Apr 28 08:22 quake4-dedicated -> /usr/local/games/quake4/quake4-dedicated
-rwxr-xr-x 1 root root 7117860 May 4 18:53 theide*
lrwxrwxrwx 1 root root 28 Apr 30 11:33 winetools -> /usr/local/winetools/winetools0.9jo*
lrwxrwxrwx 1 root root 28 Apr 30 11:33 wt -> /usr/local/winetools/wt0.9jo*
[root@localhost bin]#
```

Subject: Re: Core - App.cpp - GetDataFile
 Posted by [mirek](#) on Wed, 10 May 2006 05:21:06 GMT
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3togo wrote on Tue, 09 May 2006 22:27: Below is a directory listing of /usr/local/bin. You could find that most of the programs nowadays like crossover, quake and etc place a symbolic link in /usr/local/bin only while keeping the data files within the same folder with their "exe" programs.

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[root@localhost bin]#
```

Thanks

Well, then the only problem is implementation - that really is quite complex in Linux AFAIK (I am afraid you have to duplicate the PATH searching process and follow that link....)

Mirek

Subject: Re: Core - App.cpp - GetDataFile
Posted by [guido](#) on Thu, 11 May 2006 11:24:03 GMT
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The POSIX convention is ../share/<appname> relativ to the executable. But as the exe could be symlinked, you need to call realpath() to resolve the symlink:

<http://www.opengroup.org/onlinepubs/7990989775/xsh/realpath.html>

Both Gnome and KDE have an API for resource location.

In the case of KDE you can add the datadir to the KDEDIRS env variable (in an startup script), to make the app relocatable.

Most Gnome apps are sadly not relocatable at all. Even though Gnome has an API for that, most programmers don't bother and simply hardcode the pathes through the standard autotools mechanism (DATADIR, LOCALEDIR...).
