

U++ - Feature #1008

TheIDE: U++ local installation on POSIX. Remove *.bm files, not just GCC.bm

03/07/2015 12:37 PM - Sender Ghost

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|---|--------------|------------------------|------------|
| Status: | Approved | Start date: | 03/07/2015 |
| Priority: | Normal | Due date: | |
| Assignee: | Sender Ghost | % Done: | 100% |
| Category: | IDE | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| <p>There is a possibility to create and use many builder files (*.bm), e.g. inside of /usr/local/share/upp directory, which copied to \${HOME}/.upp/theide (or other directory, based on executable name), on first run.</p> <p>In case of local installation, the files (and directories) copied from /usr/local/share/upp to \${HOME}/upp and GCC.bm file removed for some reason.</p> <p>I propose to remove *.bm files inside of \${HOME}/upp directory based on /usr/local/share/upp/*.bm files, not just GCC.bm, in case of local installation.</p> | | | |

History

#1 - 03/07/2015 12:41 PM - Sender Ghost

The topic might be changed to:

TheIDE: U++ local installation on POSIX. Remove *.bm files, not just GCC.bm

#2 - 03/08/2015 01:19 AM - Sender Ghost

- File deleted (uppsrc_ide_SrcUpdater_Install.cpp.diff)

#3 - 03/08/2015 01:22 AM - Sender Ghost

- File uppsrc_ide_SrcUpdater_Install.cpp.diff added

Changed localsrc to globalsrc variable for FindFile.

In this case, the algorithm searches *.bm files inside of /usr/local/share/upp directory (for example) and deletes them inside of \${HOME}/upp, which already replaced, when copied. Other *.bm files are not affected.

#4 - 03/09/2015 10:06 AM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Jan Dolinár

#5 - 03/09/2015 05:23 PM - Sender Ghost

- Subject changed from TheIDE: U++ local installation on POSIX to TheIDE: U++ local installation on POSIX. Remove *.bm files, not just GCC.bm

- Status changed from New to Patch ready

#6 - 03/09/2015 08:27 PM - Jan Dolinár

I can apply your patch, it should not break anything. On the other hand, it probably won't fix much too, because AFAIK there is only GCC.bm in the packages. And even if there was any other file, it would be a problem if it stayed in the sources directory.

#7 - 03/09/2015 09:03 PM - Jan Dolinár

- Status changed from Patch ready to Ready for QA

- Assignee changed from Jan Dolinár to Sender Ghost

#8 - 03/09/2015 09:22 PM - Sender Ghost

- Status changed from Ready for QA to Approved

Thanks.

These changes are proposed for current U++ 8227 release on FreeBSD, for example.

But I think, the user might use own *.bm files also. The proposed patch is a generalized solution of your own algorithm.

#9 - 03/09/2015 11:01 PM - Sender Ghost

- File 2_uppsrc_ide_SrcUpdater_Install.cpp.diff added

- Assignee changed from Sender Ghost to Jan Dolinár

I think, the **DeleteFile** might be replaced with cross-platform **FileDelete** function.

Also, while **DeleteFile** (and **FileDelete**) uses **unlink** function on POSIX, which not deletes directories, the **ff.IsFile()** check might be useful.

I attached the additional patch for current revision.

#10 - 03/09/2015 11:27 PM - Sender Ghost

- Status changed from Approved to Patch ready

#11 - 03/10/2015 01:57 PM - Sender Ghost

I need to note, that in case of "GCC.bm" it was ok to use **DeleteFile** function, but **FindFile::GetName** does conversion with **FromSystemCharset[W]** function, where **FileDelete** does **ToSystemCharset**. Therefore, it is appropriate to use **ff.GetName()** with **FileDelete**.

There was a need to do this in a first patch. Sorry about that.

#12 - 03/10/2015 02:26 PM - Sender Ghost

***FindFile::GetName** does conversion with **FromSystemCharset[W]** function*

It was for PLATFORM_WIN32. In PLATFORM_POSIX it returns **name**.

But I still think that proposed additional patch might be useful.

#13 - 03/10/2015 09:23 PM - Sender Ghost

*I think, the **DeleteFile** might be replaced with cross-platform **FileDelete** function.*

Looks like, **DeleteFile** is cross-platform also, in case of Windows (as WinAPI function) and Posix.

What remains is **ff.IsFile()** check, because **FindFile** returns directory entries also.

#14 - 12/25/2015 05:23 PM - Sender Ghost

- Status changed from Patch ready to Approved

- Assignee changed from Jan Dolinár to Sender Ghost

- % Done changed from 0 to 100

Files

| | | | |
|--|-----------|------------|--------------|
| uppsrc_ide_SrcUpdater_Install.cpp.diff | 662 Bytes | 03/08/2015 | Sender Ghost |
| 2_uppsrc_ide_SrcUpdater_Install.cpp.diff | 452 Bytes | 03/09/2015 | Sender Ghost |