U++ - Bug #1404
usc.patch should not be saved when path is empty

04/05/2016 08:53 PM - Zbigniew Rebacz

Status:	Approved		**Start date:**	04/05/2016
Priority:	Normal		**Due date:**	
Assignee:	Miroslav Fidler		**% Done:**	0%
Category:	IDE		**Estimated time:**	0.00 hour
Target version:	Release 2017.1		**Spent time:**	0.00 hour

Description

Currently usc.patch file is saved always when user closes settings window. This behavior is not good, because it creates additional file in home directory (I always delete it :( ) that do nothing. So for people that don't use this feature (probably 98% of upp users) the file shouldn't be saved.

Simply solution is to add guard to (ide - Setup.cpp - line 509):

```
if(!String(~ide.uscpath).IsEmpty())
    Upp::SaveFile(GetHomeDirFile("usc.path"), ~ide.uscpath);
```

Related issues:

Duplicated by Bug # 1085: usc.patch created after closing enviroment settings	**Approved**	**05/17/2015**

History

#1 - 04/09/2016 09:25 PM - Zbigniew Rebacz

- Duplicated by Bug #1085: usc.patch created after closing enviroment settings added

#2 - 04/13/2016 08:43 AM - Miroslav Fidler

- Status changed from Patch ready to Approved