

U++ - Bug #389

RealizeDirectory() fails in some UNC paths

12/26/2012 10:36 AM - Iñaki Zabala

Status:	Approved	Start date:	12/26/2012
Priority:	Normal	Due date:	
Assignee:	Iñaki Zabala	% Done:	0%
Category:	Core	Estimated time:	1.00 hour
Target version:		Spent time:	0.00 hour

Description

Hello Mirek

At home I have a Windows XP network. When I connect to it a Windows 7 computer, RealizeDirectory() fails.

The reason is that RealizeDirectory() gets all subpaths until the most basic one and calls DirectoryExists() and DirectoryCreate() for all of them.

Lets see a sample:

```
RealizeDirectory("\\\\adomain\adrive\afolder");
```

It is splitted into:

```
"\\adomain\adrive\afolder"
```

```
"\\adomain\adrive"
```

```
"\\adomain"
```

Then DirectoryExists("\\adomain") returns false and DirectoryCreate("\\adomain") returns false too, so RealizeDirectory("\\adomain\adrive\afolder") fails.

There are some ways to solve it. Perhaps the simplest one is changing the function:

```
@#ifdef PLATFORM_POSIX
bool RealizeDirectory(const String& d, int mode)
#else
bool RealizeDirectory(const String& d)
#endif{
    String dir = NormalizePath(d);
    Vector<String> p;
    while(dir.GetLength() > DIR_MIN && !DirectoryExists(dir)) { // Added "&& !DirectoryExists(dir)"
        p.Add(dir);
        dir = GetFileFolder(dir);
    }
    for(int i = p.GetCount() - 1; i >= 0; i--)
        //if(!DirectoryExists(p[i])) // Removed
#ifdef POSIX
        if(!DirectoryCreate(p[i], mode))
#else
        if(!DirectoryCreate(p[i]))
#endif
    return false;
    return true;
}@
```

This way, RealizeDirectory("\\adomain\adrive\afolder"), only tries to do DirectoryCreate() to "\\adomain\adrive\afolder" as adomain

and adrive existed previously.

History

#1 - 01/01/2013 02:57 PM - Miroslav Fidler

- Status changed from New to Ready for QA
- Assignee changed from Miroslav Fidler to Iñaki Zabala

thanks

#2 - 01/10/2013 07:12 PM - Iñaki Zabala

- Status changed from Ready for QA to Approved