

Ryzom - Feature # 1023

Status:	Closed	Priority:	High
Author:	kerval	Category:	Client: General
Created:	07/16/2010	Assignee:	kerval
Updated:	11/06/2010	Due date:	
Subject:	Use a standard application path for writing files		
Description	When Ryzom Core client is installed in a path where current user can't write files, we should change current path so files are written in the right location.		

History

#1 - 07/16/2010 10:44 pm - kerval

- % Done changed from 0 to 80

#2 - 07/16/2010 11:19 pm - kerval

Define CHANGE_CURRENT_PATH if you want to use system default application path, define NL_ETC_PREFIX to directory where all _default.cfg files are installed and NL_SHARE_PREFIX where data are installed.

For Ryzom client, servers and tools :

- NL_ETC_PREFIX should be /etc/ryzom
- NL_SHARE_PREFIX should be /usr/share/games/ryzom

If CHANGE_CURRENT_PATH is defined, logs and other users data will be written in ~/.ryzom else it will use current directory from where you launched executable.

#3 - 07/17/2010 03:51 pm - jayme

There is a bracket missing in code/nel/src/misc/path.cpp introduced with Revision r489

```
diff -r 437aa3643277 code/nel/src/misc/path.cpp
--- a/code/nel/src/misc/path.cpp      Fri Jul 16 23:12:25 2010 +0200
+++ b/code/nel/src/misc/path.cpp      Sat Jul 17 15:48:14 2010 +0200
@@ -2454,7 +2454,7 @@
     if (!appName.empty())
         path = CPath::standardizePath(path + appName);
 #else
-    if (!appName.empty())
+    if (appName.empty())
         path = CPath::standardizePath(path + "." + toLower(appName));
 #endif
```

#4 - 07/17/2010 06:37 pm - kerval

Thanks jayme, I noticed that this morning when I was compiling under Linux :)

I changed CMake variables names (specified values are those used on Debian based systems) :

- RYZOM_PREFIX should be /usr
- RYZOM_BIN_PREFIX should be /usr/games
- RYZOM_ETC_PREFIX should be /etc/ryzom
- RYZOM_SHARE_PREFIX should be /usr/share/games/ryzom

All these variables are now defined in config.h and a HAVE_CONFIG_H is defined if config.h is created by CMake.

- CHANGE_CURRENT_PATH is not used anymore, it automatically detects if you run client from Ryzom directory or not.

#5 - 07/17/2010 06:37 pm - kerval

- % Done changed from 80 to 90

#6 - 07/17/2010 10:47 pm - kerval

- Status changed from Assigned to Resolved
- Target version set to Version 0.8.0
- % Done changed from 90 to 100

#7 - 07/20/2010 01:14 am - Minthos

The same would be useful for the server too..

#8 - 07/26/2010 04:34 pm - ThibG

Great! But avoiding using ~/.ryzom and use the XDG Basedir spec (<http://standards.freedesktop.org/basedir-spec/basedir-spec-latest.html>) instead would be even better!

#9 - 11/06/2010 09:22 am - kerval

- Status changed from Resolved to Closed