
Subject: Re: Things we want from Linux/FreeBSD release archives

Posted by [mirek](#) on Wed, 01 Apr 2020 09:07:25 GMT

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So I would like this:

```
static String sConfigFolder;

void SetConfigDirectory(const String& s)
{
    sConfigFolder = s;
}

String ConfigFile(const char *file) {
    if(sConfigFolder.GetCount())
        return AppendFileName(sConfigFolder, file);
#ifdef PLATFORM_WIN32
    if(sHomecfg) {
        String p = GetHomeDirFile(GetExeTitle());
        ONCELOCK
        RealizeDirectory(p);
        return AppendFileName(p, file);
    }
    return GetExeDirFile(file);
#elif defined(PLATFORM_POSIX)
    static String cfgdir;
    ONCELOCK {
        String h = GetExeFolder();
        if(!sHomecfg)
            while(h.GetCount() > 1 && DirectoryExists(h)) {
                String pp = AppendFileName(h, ".config");
                if(DirectoryExists(pp)) {
                    cfgdir = pp;
                    break;
                }
                h = GetFileFolder(h);
            }
        if(IsNull(cfgdir))
            cfgdir = GetEnv("XDG_CONFIG_HOME");
        if(IsNull(cfgdir) || !DirectoryExists(cfgdir))
            cfgdir = GetHomeDirFile(".config");
    }
    String pp = AppendFileName(cfgdir, GetAppName());
    RealizeDirectory(pp);
    return AppendFileName(pp, file);
#else
    NEVER();
#endif
}
```

```
return file;  
#endif//PLATFORM  
}
```
