

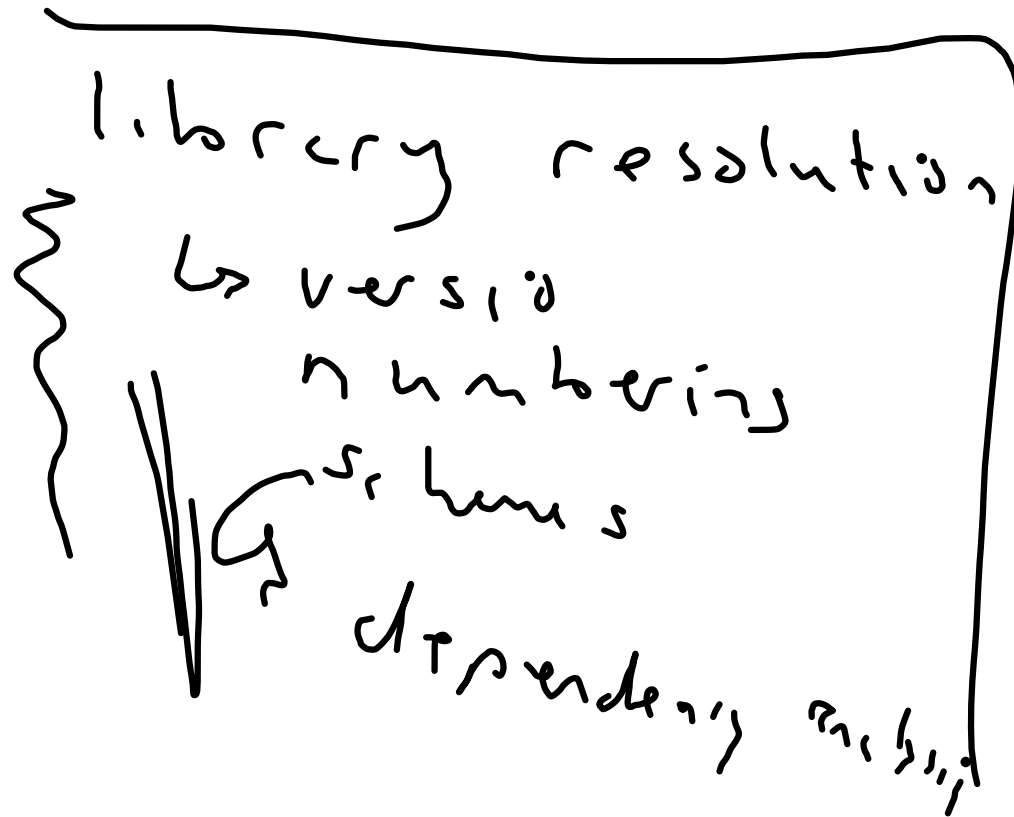
2.9.8 Physical Filenames

→ how to avoid problems.

1. Search for an item
(default locations ...)
2. Assume relative paths
rather than absolute
3. Require user to verify
anything installed

Search pros & cons

- take a long time
- multiple versions



```
fopen("/some/file/path.txt");
```

```
#define FILE "/someA.lol/CA.txt"
```

```
fopen(FILE);
```

Just

1. open properties object
2. look FILE.NAME Key
3. use it

~~series of default
location~~



change filename
w/out recompiling
system

SOUND_ON_?

HIGHSCORE.FILE

PREFERRED_LANG

↳ val = GETPROP or hardcoded default val

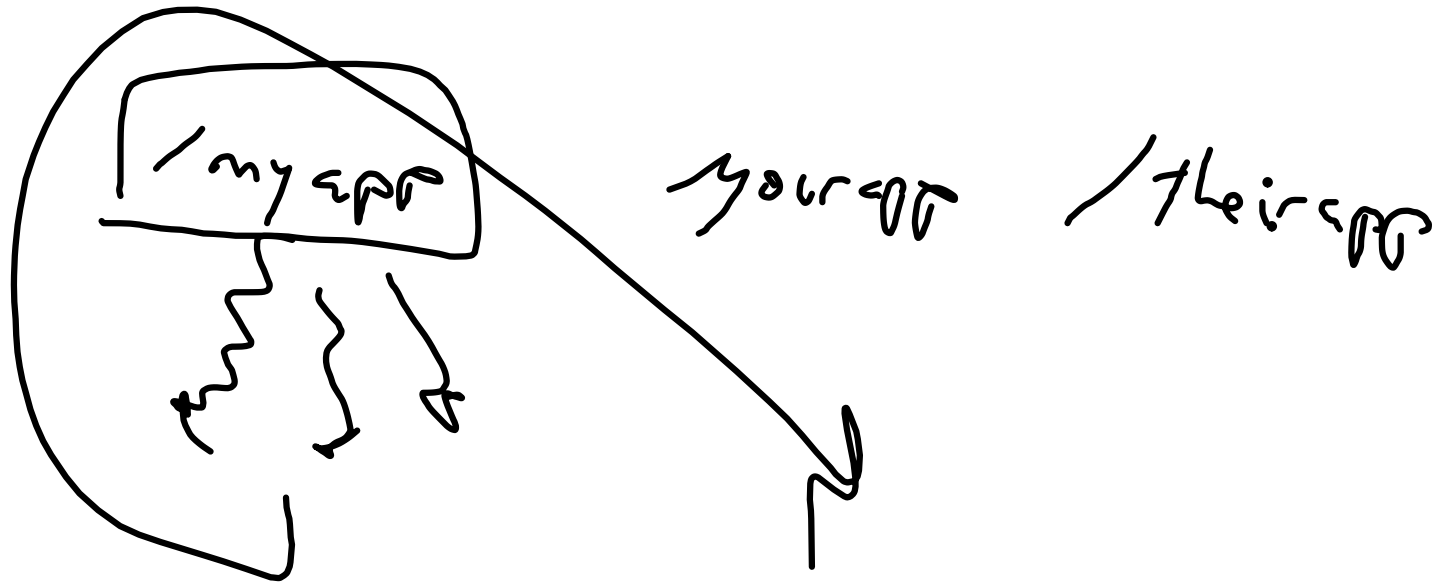
↓
fopen("/some/path/code/path.txt");
↓

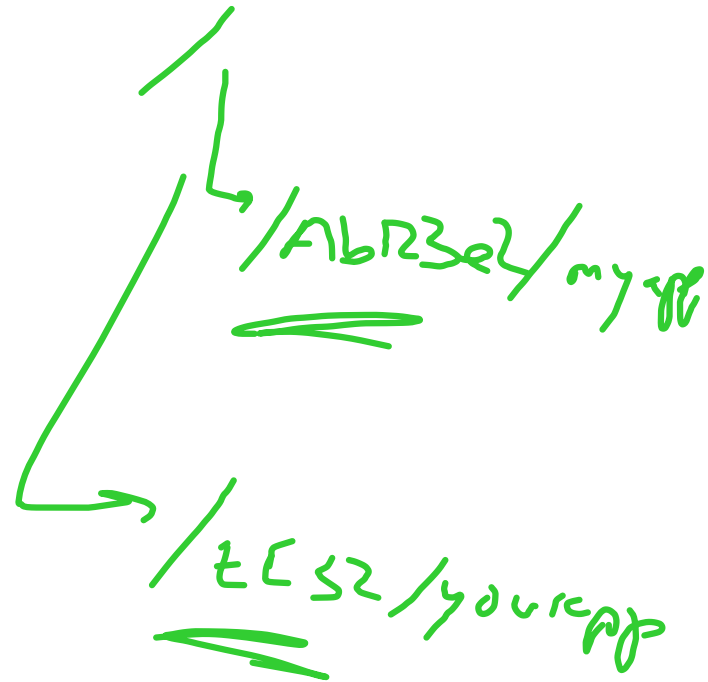
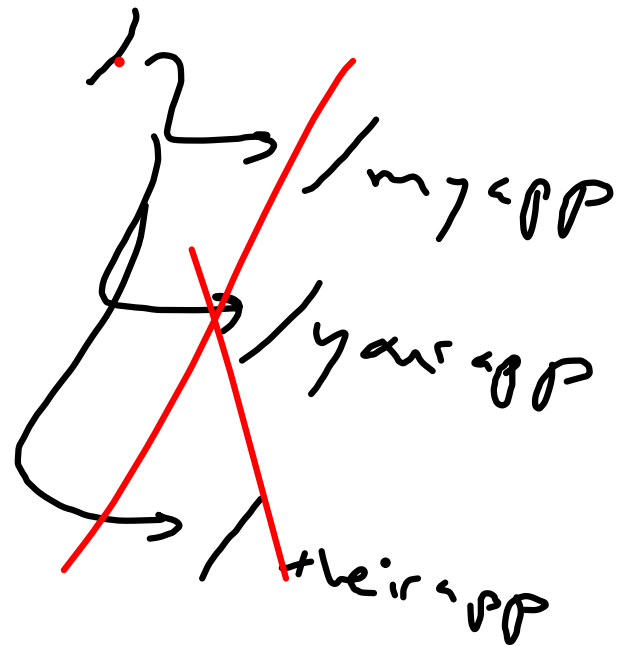
Prevent w/ API

↓
Wrapper around stdio

iPhone SDK

↳ all apps are sandboxed





API



```
NSString pathprefix = [ [ UIApplication sharedApplication] getPrefix ];
```

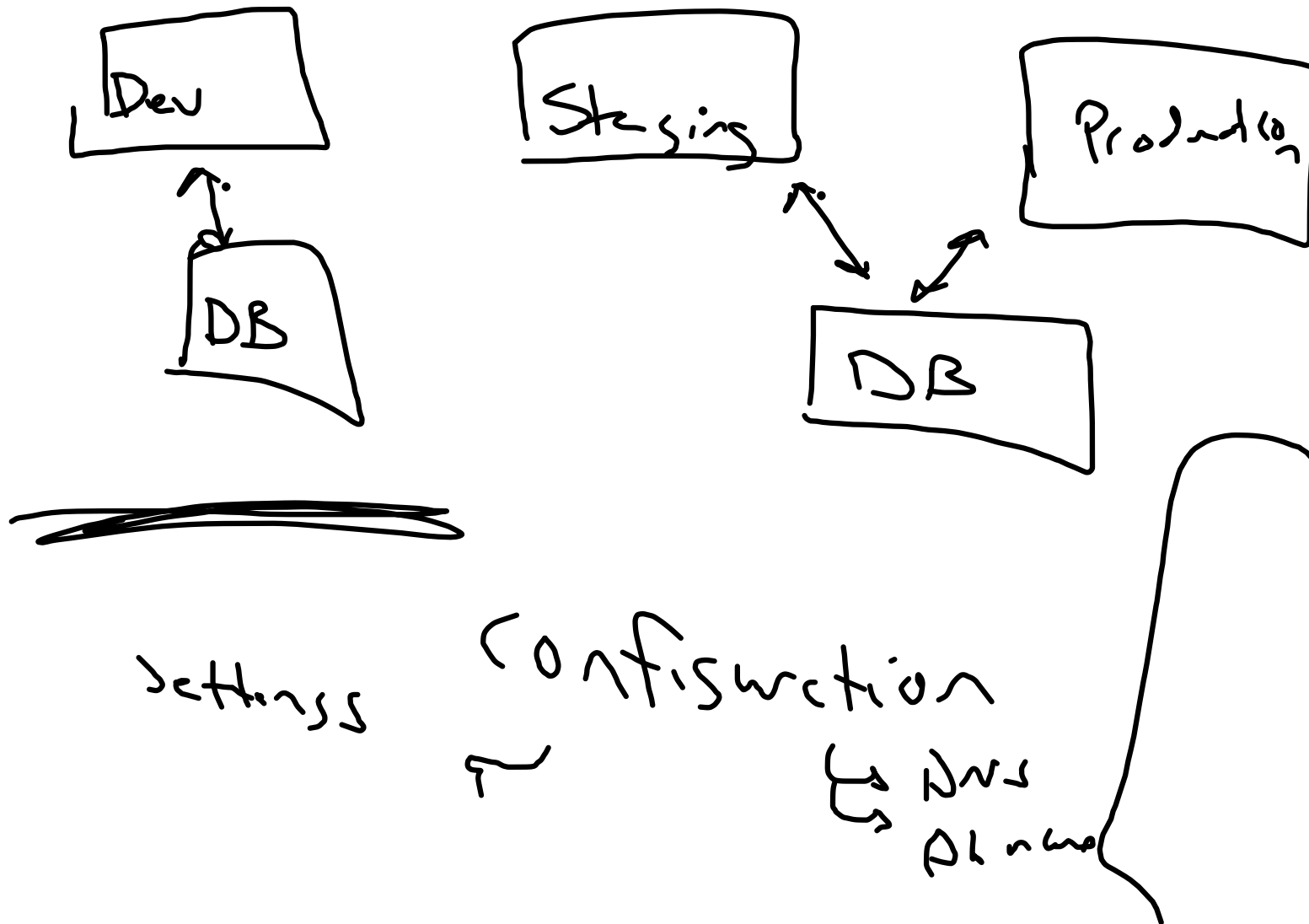
Difficulties in building ^(components) (particularly host vs target)

1. Not all components included in build instructions.
2. Appropriate version missing
3. Data files missing

4. referencely correctly
5. software tools compatible

Cruise Control

↳ continuous integration
tool



multiple config files

