CoCoA-5 - Design #989

init file obligatory?

29 Nov 2016 23:04 - John Abbott

Status:	In Progress	**Start date:**	29 Nov 2016
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	10%
Category:	Cleaning	**Estimated time:**	0.00 hour
Target version:	CoCoA-5.?.?	**Spent time:**	0.95 hour

Description

Currently the CoCoAInterpreter requires that there be a file init.cocoa5 in the same directory as the packages.

If the file not found, the interpreter prints an error message (before the banner) and proceeds.
Is this the right behaviour?

Related issues:

Related to CoCoA-5 - Feature #485: Initialization for CoCoA-5: file init.cocoa5	**Closed**	**20 Mar 2014**

History

#1 - 29 Nov 2016 23:04 - John Abbott

- Related to Feature #485: Initialization for CoCoA-5: file init.cocoa5 added

#2 - 29 Nov 2016 23:10 - John Abbott

I found this while trying to create a "quick start" CoCoA-5 by giving it an empty directory as the place to look for packages.

CoCoAInterpreter produced the following error message:

```
EmptyDir/init.cocoa5: No such file or directory
```

At least a "nicer" warning message should be printed. Perhaps something like this:

```
WARNING: missing or unreadable initialization file init.cocoa5
```

Not sure if the file name should be just the basename (*i.e.* without any directories),
the name as it appears currently (*e.g.* EmptyDir/init.cocoa5 above), or the full path.
Perhaps the current approach is a good compromise between readability for non-specialists
and helpfulness to hapless debuggers.

#3 - 29 Nov 2016 23:12 - John Abbott

In my tree init.cocoa5 contains 9 lines, but only 2 (or perhaps 3) actually do anything useful.

I suggest keeping just the first 3 lines, and deleting the rest. Objections?

#4 - 29 Nov 2016 23:23 - John Abbott

The critical section of source code appears to be around line 126 of Main.C.
(call to perror)

#5 - 30 Nov 2016 07:34 - Anna Maria Bigatti

John Abbott wrote:

> In my tree init.cocoa5 contains 9 lines, but only 2 (or perhaps 3) actually do anything useful.
>
> I suggest keeping just the first 3 lines, and deleting the rest. Objections?

done. cvs-ed

#6 - 30 Nov 2016 07:42 - Anna Maria Bigatti

- % Done changed from 0 to 10

When I added init.cocoa5 I did not consider the possibility of calling cocoa passing explicitly an empty directory instead of packages.
Now we know it makes sense (very fast start of cocoa for calling builtin functions only).
So it should not give an error.

Should we instead (or as well) have a flag -NO_PACKAGES?

#7 - 01 Dec 2016 11:36 - John Abbott

- Status changed from New to In Progress

If it can be done quickly, I see no objection to having a **--no-packages** option.

I am not entirely happy about the name of the option **--packageDir**, probably it should be **--package-dir**?