Freeciv - Task #696736
Windows start script issues
2017-09-13 08:28 AM - frank e

| Status: New | Start date:          |
| Priority: Normal | Due date:          |
| Assignee: | % Done: 0% |
| Category: Windows Installers | Estimated time: 0.00 hour |

**Description**
This was [https://web.archive.org/web/20170307025451/http://gna.org/bugs/?22781](https://web.archive.org/web/20170307025451/http://gna.org/bugs/?22781)

Improved version (tested for 2.4 + 2.5 + 2.6 Gtk2 clients + servers + modpack installers) attached, supposed to work also for Qt (not recently tested).

PoC:

c:\etc\freeciv\REXX>fsutil hardlink list freeciv-whatever.cmd
\Program Files (x86)\Freeciv-2.4.5-gtk2\freeciv-server.cmd
\Program Files (x86)\Freeciv-2.4.5-gtk2\freeciv-gtk2.cmd
\Program Files (x86)\Freeciv-2.4.5-gtk2\freeciv-modpack.cmd
\Users\sysop\AppData\Roaming\.freeciv\patch\reported\2014\windows.cmd.patch\freeciv-whatever.cmd
\Program Files (x86)\Freeciv-2.6.0-beta0-gtk2\freeciv-server.cmd
\Program Files (x86)\Freeciv-2.6.0-beta0-gtk2\freeciv-gtk2.cmd
\Program Files (x86)\Freeciv-2.5.6-gtk2\freeciv-gtk2.cmd
\Program Files (x86)\Freeciv-2.5.6-gtk2\freeciv-mp-gtk2.cmd
\Program Files (x86)\Freeciv-2.5.6-gtk2\freeciv-modpack.cmd
\Users\sysop\AppData\Roaming\freeciv\REXX\freeciv-whatever.cmd

**Related issues:**
- Related to Freeciv - Feature #696674: msys2: Run exes with path added
  - Closed
- Related to Freeciv - Bug #700914: Windows CMD scripts NEQ auto added
  - Closed

**History**

**#1 - 2017-09-13 08:28 AM - frank e**
- Related to Feature #696674: msys2: Run exes with path added

**#2 - 2017-10-02 11:37 PM - frank e**
- Related to Bug #700914: Windows CMD scripts NEQ auto added

**#3 - 2018-02-15 10:59 AM - frank e**
The version I use everywhere (2.4.5, 2.5.10, 2.6.0-beta) for everything (client, server, modpack; ruledit not yet tested) hardlinked to the same freeciv-whatever.cmd of course uses...

```bash
@echo off
```

...as first line, unlike the attached copy here with @echo on

**#4 - 2018-02-15 01:08 PM - Marko Lindqvist**

This seems to be setting FREECIV_DATA_PATH, but not FREECIV_SAVES_PATH or FREECIV_SCENARIO_PATH. At least latter would be needed to find supplied scenarios when working directory is other than installation directory.

**Files**

| freeciv-whatever.cmd | 1.61 KB | 2017-09-13 | frank e |