

## CocoMUD client - Bug #155

### Path evaluation in #play function fails if file is on different device

12/04/2019 07:05 PM - Vincent Le Goff

<b>Status:</b> Open	<b>% Done:</b> 0%
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> SharpScript	
<b>Sprint/Milestone:</b>	
<b>Description</b>	
The culprit is this line:	
<pre>return os.path.relpath(filename, location)</pre>	
If filename is on a device (say E:) and location is on a different one (say C:), then a ValueError exception is raised. Instead, encapsulate this call and go back to the absolute path if the relative path can't be found.	