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Rudi Farkas <rudi.farkas@gmail.com>

10:37 AM (1 hour ago)

to me

Perplexity Labs

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To determine and manipulate the Xcode Derived Data location in a script using the Xonsh shell, you can follow similar steps as those outlined for Bash or Fish, but adapted to Xonsh's syntax and features.

Here's an example of how you can write a script in Xonsh to achieve this:

Getting the Derived Data Path

You can use the `xcodebuild` command to extract the Derived Data path, similar to the approach in Bash or Fish.

```
```xonsh
```

```
#!/usr/bin/env xonsh
```

```
Function to get the Derived Data path
```

```
def get_derived_data_path(project_path, scheme=None):
```

```
 if project_path.endswith('.xcodeproj'):
```

```
 build_settings = $(xcodebuild -project $project_path -showBuildSettings)
```

```
 elif project_path.endswith('.xcworkspace'):
```

```
 build_settings = $(xcodebuild -workspace $project_path -showBuildSettings)
```

```
 else:
```

```
 print("Error: Invalid project file.")
```

```
 return None
```

```
objroot = build_settings | grep OBJROOT | cut -d "=" -f 2- | sed 's/^ */'
```

```
derived_data_path = $(dirname $objroot)
```

```
derived_data_path = $(dirname $derived_data_path)
```

```
return derived_data_path
```