
Subject: Possible bug in LocalProcess

Posted by [mdelfede](#) on Sun, 26 Feb 2017 23:20:49 GMT

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Hi,
using LocalProcess I got a bug which makes it work only FIRST time it's called, then fail.
Dumping 'args' variable in LocalProcess::DoStart() gives following :

```
args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,  
.....
```

on first call, and

```
args =  
[FreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFre  
eFreeFreeFree@, -c, -g, .....
```

on next calls.

Adding an args.Clear() at beginning of the function solves the problem :

```
bool LocalProcess::DoStart(const char *command, const Vector<String> *arg, bool spliterr, const  
char *envptr)  
{  
  LLOG("LocalProcess::Start(\"\" << command << "\")");  
  args.Clear(); <=== HERE!  
  Kill();
```

here the dumps :

```
args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,  
-c, -g, -Os..... (first call)
```

```
args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,  
-c, -g, -Os..... (second call)
```

Ciao

Massimo

Subject: Re: Possible bug in LocalProcess
Posted by [mdelfede](#) on Sun, 26 Feb 2017 23:36:50 GMT
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Another problem : on second run (and following...) it will not gather error/output from process.
This seems solved adding an Init() along the former args.Clear():

```
bool LocalProcess::DoStart(const char *command, const Vector<String> *arg, bool spliterr, const
char *envptr)
{
    LLOG("LocalProcess::Start(\"\" << command << "\")");
    Kill();
    args.Clear(); <==== HERE
    Init();      <==== HERE
```

That's weird, I was using localprocess before and it did work. Maybe some changes ?
(system.: Ubuntu Linux 64 bit)

Subject: Re: Possible bug in LocalProcess
Posted by [mirek](#) on Sat, 04 Mar 2017 13:56:48 GMT
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Hi,

sorry for the bug, I guess nobody used LocalProcess second time yet. But it has to work obviously.

I have used different way to fix the issue, because calling Init clears all features of LocalProcess (e.g. ConvertCharset flag). I have also added reusing LocalProcess to autotest.

Mirek

Subject: Re: Possible bug in LocalProcess
Posted by [mdelfede](#) on Sun, 05 Mar 2017 11:46:18 GMT
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Thank you!
