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Subject: The very strange xterm issue

Posted by [mirek](#) on Mon, 17 Mar 2008 13:55:18 GMT

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Today I had a nice idea of "fixing" console app "execute" behaviour by launching xterm with -e option....

And I have tried and failed miserably:

```
void LocalHost::Launch(const char *_cmdline, bool console)
{
    String cmdline = FindCommand(exedirs, _cmdline);
    PutVerbose(cmdline);
#ifdef PLATFORM_WIN32
    if(console)
        cmdline = GetExeFilePath() + " ! " + cmdline;
    int n = cmdline.GetLength() + 1;
    Buffer<char> cmd(n);
    memcpy(cmd, cmdline, n);
    SECURITY_ATTRIBUTES sa;
    sa.nLength = sizeof(SECURITY_ATTRIBUTES);
    sa.lpSecurityDescriptor = NULL;
    sa.bInheritHandle = TRUE;
    PROCESS_INFORMATION pi;
    STARTUPINFO si;
    ZeroMemory(&si, sizeof(STARTUPINFO));
    si.cb = sizeof(STARTUPINFO);
    Buffer<char> env(environment.GetCount() + 1);
    memcpy(env, environment, environment.GetCount() + 1);
    if(CreateProcess(NULL, cmd, &sa, &sa, TRUE,
        NORMAL_PRIORITY_CLASS|CREATE_NEW_CONSOLE,
        ~env, NULL, &si, &pi)) {
        CloseHandle(pi.hProcess);
        CloseHandle(pi.hThread);
    }
    else
        PutConsole("Unable to launch " + String(_cmdline));
#endif
#ifdef PLATFORM_POSIX
    if(console) // why this does not work?!
        cmdline = "/usr/bin/xterm -hold -e " + cmdline;
    Buffer<char> cmd_buf(strlen(cmdline) + 1);
    char *cmd_out = cmd_buf;
    Vector<char *> args;
    const char *p = cmdline;
```

For some reason, if I try to launch xterm, ide (launching program) crashes miserably. I can launch any other X11 program without a problem...

Does anybody know what can be the cause?

Mirek

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