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Subject: Re: The very strange xterm issue  
Posted by [mdelfede](#) on Tue, 18 Mar 2008 11:53:52 GMT  
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Well, strange enough, but you're right.... console app gives X problems.  
My app is :

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    String s;

    Cout() << "Enter a string:";
    s = ReadStdIn();
    Cout() << "\nyour string is: " << s;
```

Run conditions are following :

- 1-I run theide-svn (from latest svn build)
- 2-I load theide devel, patch the console stuff (to enable it)
- 3-I run theide patched from theide svn
- 4-From inside theide patched, I load and run my console app

Behaviour is :

- 1) the xterm is correctly opened
- 2) the app is correctly run inside xterm
- 3) on app termination, the xterm stays there (no error, ok)
- 4) when I close xterm all seems ok
- 5) BUT, if I try for example to do a text copy from inside the patched ide (edit/copy) it gives some weird X11 errors (once property change error, then on a next try font error, and so on)

The weirdest stuff is the following :

- 1) I close both theide patched AND theide svn.
- 2) I relaunch theide-svn, all ok
- 3) From inside theide-svn, I launch theide patched, all ok
- 4) WITHOUT running the console app, if I try again some copy operation from text inside the patched ide, it gives the same X11 errors..... it seems it has some "stored behaviour" somewhere.

I looked inside processes, none there. So, I think is something inside /var directory related to X11 stuffs....

Max

EDIT : Sorry but it was a mistake... I rebooted my laptop, started theide (patched one) from

command line, tried an edit/copy from inside it and got the same X11 error, without previous console app run.

Now I'm thinking.... as my devel stuff is (besides the small console patch...) identical to svn one, why does it crash ? The only different stuff is that it's compiled in debug mode... maybe that's the real problem ?

Max

EDIT2 : Confirmed, the problem is NOT in console app, but in the ide compiled in debug mode. Debug mode ide has many X11 weird crashes with, for example, copy/paste operations. Besides of that, console app run fine in both....

Max

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