
Subject: [BUG&FIX] LocalProcess can not be reused
Posted by [dolik.rce](#) on Tue, 07 Sep 2010 19:29:34 GMT
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Hi,

Jean-Paul found some unexpected behavior in the LocalProcess. It is easily reproducible:
#include <Core/Core.h>
using namespace Upp;

```
CONSOLE_APP_MAIN{
    String app="mousepad";
    LocalProcess p;
    p.Start(app);
    p.Kill();
    p.Start(app);
    p.Kill(); // <-- doesn't work, the app is continues running
}
```

Fix is simple as well. The problem is, that exit_code is not reset after killing the process. So setting it back to null in Free() is enough to get correct behavior:

```
void LocalProcess::Free() {
#ifdef PLATFORM_WIN32
    if(hProcess) {
        CloseHandle(hProcess);
        hProcess = NULL;
    }
    if(hOutputRead) {
        CloseHandle(hOutputRead);
        hOutputRead = NULL;
    }
    if(hInputWrite) {
        CloseHandle(hInputWrite);
        hInputWrite = NULL;
    }
#endif
#ifdef PLATFORM_POSIX
    LLOG("\nLocalProcess::Free, pid = " << (int)getpid());
    LLOG("rpipe[" << rpipe[0] << ", " << rpipe[1] << "]");
    LLOG("wpipe[" << wpipe[0] << ", " << wpipe[1] << "]");
    if(rpipe[0] >= 0) { close(rpipe[0]); rpipe[0] = -1; }
    if(rpipe[1] >= 0) { close(rpipe[1]); rpipe[1] = -1; }
    if(wpipe[0] >= 0) { close(wpipe[0]); wpipe[0] = -1; }
    if(wpipe[1] >= 0) { close(wpipe[1]); wpipe[1] = -1; }
    if(pid) waitpid(pid, 0, WNOHANG | WUNTRACED);
    pid = 0;
    output_read = false;
#endif
    exit_code = Null; // <-- Added
```

}

Mirek, can you apply it, please?

Best regards,
Honza
