
Subject: Re: GDB/MINGW interface Bug fix
Posted by [omari](#) on Fri, 03 Apr 2015 14:55:11 GMT
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Hi,

the first issue can be resolved in LocalProcess.cpp LocalProcess::Read2(), line 448 and 452 replacing "if" by "while" :

replace:

```
#ifdef PLATFORM_WIN32
LLOG("LocalProcess::Read");
bool was_running = IsRunning();
char buffer[1024];
dword n;
---> if(hOutputRead && PeekNamedPipe(hOutputRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hOutputRead, buffer, sizeof(buffer), &n, NULL) && n)
    reso.Cat(buffer, n);

---> if(hErrorRead && PeekNamedPipe(hErrorRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hErrorRead, buffer, sizeof(buffer), &n, NULL) && n)
    rese.Cat(buffer, n);

if(convertcharset) {
    reso = FromOEMCharset(reso);
    rese = FromOEMCharset(rese);
}

return reso.GetCount() || rese.GetCount() || was_running;
#endif
```

by

```
#ifdef PLATFORM_WIN32
LLOG("LocalProcess::Read");
bool was_running = IsRunning();
char buffer[1024];
dword n;
---> while(hOutputRead && PeekNamedPipe(hOutputRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hOutputRead, buffer, sizeof(buffer), &n, NULL) && n)
    reso.Cat(buffer, n);

---> while(hErrorRead && PeekNamedPipe(hErrorRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hErrorRead, buffer, sizeof(buffer), &n, NULL) && n)
    rese.Cat(buffer, n);
```

```
if(convertcharset) {  
    reso = FromOEMCharset(reso);  
    rese = FromOEMCharset(rese);  
}
```

```
return reso.GetCount() || rese.GetCount() || was_running;  
#endif
```
