
Subject: Possible bug in LocalProcess

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

[View Forum Message](#) <> [Reply to Message](#)

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
