
Subject: Re: Possible bug in LocalProcess
Posted by [mdelfede](#) on Sun, 26 Feb 2017 23:36:50 GMT
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Another problem : on second run (and following...) it will not gather error/output from process.
This seems solved adding an Init() along the former args.Clear():

```
bool LocalProcess::DoStart(const char *command, const Vector<String> *arg, bool spliterr, const
char *envptr)
{
    LLOG("LocalProcess::Start(\"" << command << "\")");
    Kill();
    args.Clear(); <==== HERE
    Init();      <==== HERE
```

That's weird, I was using localprocess before and it did work. Maybe some changes ?
(system.: Ubuntu Linux 64 bit)
