
Subject: Re: UPP_MAIN__ is not exported to env in linux

Posted by [zsolt](#) on Mon, 06 Nov 2006 23:16:07 GMT

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I fixed this for normal run and the debug session.

In Ide/Host.cpp, the end of void LocalHost::Launch(const char *_cmdline, bool console) method is:
pid_t pid = fork();

```
if(pid == 0)
{
    int from = 0;
    Vector<const char *> env;
    const char *envptr = environment;
    while(envptr[from])
    {
        env.Add(&envptr[from]);
        from += strlen(&envptr[from]) + 1;
    }
    env.Add(NULL);
    const char **envp = env.Begin();
    execve(args[0], args, (char *const *)envp);
}
sPid().Add(pid);
```

#endif

An other place, where I had to change for debug run is Web/sproc.cpp in void LocalSlaveProcess::Open(const char *command, const char *envptr) method:

```
#if DO_SVRLOG
SVRLOG(args.GetCount() << "arguments:");
for(int a = 0; a < args.GetCount(); a++)
    SVRLOG("[ " << a << "]: <" << (args[a] ? args[a] : "NULL") << ">");
#endif//DO_SVRLOG
```

```
SVRLOG("running execve, app = " << app << ", #args = " << args.GetCount());
```

```
int from = 0;
Vector<const char *> env;
while(envptr[from])
{
    env.Add(&envptr[from]);
    from += strlen(&envptr[from]) + 1;
}
env.Add(NULL);
const char **envp = env.Begin();
```

```
execve(app_full, args.Begin(), (char *const *)envp);
SVRLOG("execve failed, errno = " << errno);
printf("Error running '%s', error code %d\n", command, errno);
exit(-errno);
#endif
```

I'm not very good in pointer arithmetic, so tests are needed. Currently, this fix is working fine on my Ubuntu Linux 606 system.
