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Subject: Re: TheIDE zombie problem

Posted by [lundman](#) on Sat, 30 Dec 2006 10:04:01 GMT

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Well, you can start children you don't need to wait on, if you really do not need to know when they die. Just start a new process group (setsid()) before calling.

```
if (!fork()) {  
    // as child  
    close(fileno(STDIN));  
    close(fileno(STDOUT));  
    close(fileno(STDERR));  
    setsid();  
    execve(argv[0], argv, env);  
    /* not reached */  
}
```

I would assume that's fine for "execute", but if you want to run it in debugged, you may need/want the SIGCHLD to know when it dies? Or if you are using stdin/out, deal/ignore SIGPIPE.

I can certainly fix it, so it leaves no zombies, if that is all that is needed.

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