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Subject: UPP\_MAIN\_\_ is not exported to env in linux

Posted by [zsolt](#) on Mon, 06 Nov 2006 12:08:56 GMT

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I'm using UPP\_MAIN\_\_ environment variable in windows to find out if the app runs under the ide. Additionally I can use my custom files using that path, as the app is not installed yet.

But this variable is not exported when running IDE in Linux.

Is this intentional or a bug?

Do you have any alternative way to it?

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux

Posted by [mirek](#) on Mon, 06 Nov 2006 12:24:41 GMT

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zsolt wrote on Mon, 06 November 2006 07:08

Is this intentional or a bug?

Bug - not yet implemented...

Maybe you can help, see ide/Host.cpp line 253, instead of `execvp` there should be `execvpe` with the new environment.

try something like

```
Buffer<char> env(environment.GetCount() + 1);
memcpy(env, environment, environment.GetCount() + 1);
if(pid == 0)
    execvpe(args[0], args, env);
```

and report results

Mirek

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux

Posted by [zsolt](#) on Mon, 06 Nov 2006 16:42:28 GMT

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Thanks, I will try it.

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux

Posted by [zsol](#) 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 pace, 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.

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux  
Posted by [zsolt](#) on Mon, 06 Nov 2006 23:30:49 GMT  
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I made them a little bit more elegant.

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

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

#endif

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());
```

```
const char *from = envptr;
Vector<const char *> env;
while(*from)
{
```

```
env.Add(from);
from += strlen(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
```

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux  
Posted by [zsolt](#) on Tue, 14 Nov 2006 21:38:29 GMT  
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Mirek, I saw that you merged my modifications into Ide/Host.cpp. Thanks for that.

But what is the problem with my second patch? I created it, because in the original version, the LocalSlaveProcess::Open() method passes environment to child process, got from Environment() function, not the envptr argument of the method.

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux  
Posted by [mirek](#) on Wed, 15 Nov 2006 12:39:18 GMT  
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My apology. I did pasted it in to compare two versions, confirmed it seems ok, but then deleted the new code instead of old by mistake.

Should be OK now.

Mirek

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Subject: Re: UPP\_MAIN\_\_ is not exported to env in linux  
Posted by [zsolt](#) on Wed, 15 Nov 2006 12:59:56 GMT  
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Thanks.

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