
Subject: fork() problem

Posted by [mdelfede](#) on Sat, 01 Nov 2008 19:29:37 GMT

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

This (very simple) gui app :

```
GUI_APP_MAIN
{

    int pid;
    pid = fork();
    if(pid > 0)
    {
        PromptOK("Process " + AsString(pid));
        return;
    }
    else if (pid == 0)
    {
        PromptOK("Parent Process");
        return;
    }
    else
    {
        PromptOK("ERROR");
        return;
    }

    TestFork().Run();
}
```

Crashes (with memory leak msgbox) instead of forking into 2 processes.

Max

Subject: Re: fork() problem

Posted by [mirek](#) on Sun, 02 Nov 2008 14:07:07 GMT

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

mdelfede wrote on Sat, 01 November 2008 15:29 This (very simple) gui app :

```
GUI_APP_MAIN
```

```

{

int pid;
pid = fork();
if(pid > 0)
{
    PromptOK("Process " + AsString(pid));
    return;

}
else if (pid == 0)
{
    PromptOK("Parent Process");
    return;
}
else
{
    PromptOK("ERROR");
    return;
}

TestFork().Run();
}

```

Crashes (with memory leak msgbox) instead of forking into 2 processes.

Max

Eh, I wish I knew all details that can go bad when forking GUI process. Anyway, for starters, there is socket open to communicate with X11 server - wonder what happens to that

Mirek

Subject: Re: fork() problem

Posted by [mdelfede](#) on Sun, 02 Nov 2008 14:52:42 GMT

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

luzr wrote on Sun, 02 November 2008 15:07mdelfede wrote on Sat, 01 November 2008 15:29This (very simple) gui app :

```

GUI_APP_MAIN
{

```

```

int pid;
pid = fork();
if(pid > 0)
{
    PromptOK("Process " + AsString(pid));
    return;
}
else if (pid == 0)
{
    PromptOK("Parent Process");
    return;
}
else
{
    PromptOK("ERROR");
    return;
}

TestFork().Run();
}

```

Crashes (with memory leak msgbox) instead of forking into 2 processes.

Max

Eh, I wish I knew all details that can go bad when forking GUI process. Anyway, for starters, there is socket open to communicate with X11 server - wonder what happens to that

Mirek

Well, I would have been happy to fork and close the parent (that was what I needed...) but doesn't work either.

I guess the fork() must be done BEFORE the gui initialization.

The strange stuff is that SysExec() package USES the fork() and it works....

Max

Subject: Re: fork() problem

Posted by [mirek](#) on Sun, 02 Nov 2008 15:34:05 GMT

mdelfede wrote on Sun, 02 November 2008 09:52luzr wrote on Sun, 02 November 2008 15:07mdelfede wrote on Sat, 01 November 2008 15:29This (very simple) gui app :

```
GUI_APP_MAIN
{

    int pid;
    pid = fork();
    if(pid > 0)
    {
        PromptOK("Process " + AsString(pid));
        return;
    }
    else if (pid == 0)
    {
        PromptOK("Parent Process");
        return;
    }
    else
    {
        PromptOK("ERROR");
        return;
    }

    TestFork().Run();
}
```

Crashes (with memory leak msgbox) instead of forking into 2 processes.

Max

Eh, I wish I knew all details that can go bad when forking GUI process. Anyway, for starters, there is socket open to communicate with X11 server - wonder what happens to that

Mirek

Well, I would have been happy to fork and close the parent (that was what I needed...) but doesn't work either.

I guess the fork() must be done BEFORE the gui initialization.

The strange stuff is that SysExec() package USES the fork() and it works....

Max

Ehm, now this one is correct and I am wrong.

In fact, theide itself forks in SlaveProcess quite frequently.

Mirek

Subject: Re: fork() problem

Posted by [mirek](#) on Sun, 02 Nov 2008 15:37:27 GMT

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

Anyway, what is DOES NOT do is GUI in forked process. That might be the cause of crash.

If I understand fork docs correctly, that pesky socket will be duplicated. That means you will have two processes communicating with X11 instead of one - but for X11, it will still be a single process.

I guess there could be the problem.

Mirek

Subject: Re: fork() problem

Posted by [mdelfede](#) on Sun, 02 Nov 2008 21:55:28 GMT

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

luzr wrote on Sun, 02 November 2008 16:37 Anyway, what is DOES NOT do is GUI in forked process. That might be the cause of crash.

If I understand fork docs correctly, that pesky socket will be duplicated. That means you will have two processes communicating with X11 instead of one - but for X11, it will still be a single process.

I guess there could be the problem.

Mirek

Yep, I've read that fork() just shares the file handles with both processes... if you close child (what happens with exit() function...) also the parent handles get closed.

BTW, that's not the problem in my small test app, it does crash BEFORE, even if I take off the PromptOK stuffs.

Ciao

Max
