Subject: [BUG] Heap leak in SysExec package
Posted by masu on Mon, 27 Jan 2014 17:36:04 GMT
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Hi,

there is a heap leak in SysExec.cpp originating from not freeing argv and envv pointers at the end of SysExec function.

In addition I propose to introduce a flag DELETE_TMP_FILES or something similar to delete created tmp files when SysExec finishes. The reason for this request is that I have a programm that repeatedly calls SysExec and therefore the directory containing tmp files ends up unnecessarily containing a lot of them.

The proposed patch is attached.

[edit] Wherever BuildArgs or BuildEnv are called the pointers need to be freed e.g., also in SudoLib.cpp.

Regards
Matthias

File Attachments
1) SysExec.cpp.patch, downloaded 594 times

Subject: Re: [BUG] Heap leak in SysExec package
Posted by mdelfede on Tue, 04 Feb 2014 07:58:08 GMT
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Hi Masu,

I'll check your patch on next days.
Did you test it deeply ? I'm not sure if it's correct to free the pointers on caller's side.... I'm not sure if a copy is made by the call for SysExecXXX functions that don't wait for command completion.

Ciao

Max

Subject: Re: [BUG] Heap leak in SysExec package
Posted by masu on Thu, 20 Mar 2014 21:19:38 GMT
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Hi Max,

sorry for replying that late.

Yes, my patch is not right if you use it without waiting for command completion.

I will try to think of a solution (hopefully this time it will not last that long).

Regards
Matthias
