


```
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:\\upp\\uppsrc\\Core\\Format.h"},{file="
```

...

...

...

(gdb)

then i propose this patch:

in function Gdb_MI2::ParseGdb
file Gdb_MI2Gdb.cpp
line 51:

```
String s = TrimBoth(ss.GetLine());
```

to be replaced by:

```
String s;  
String str = ss.GetLine();  
s = str;  
while(str.GetCount() == 1024 && !ss.IsEof())  
{  
    str = ss.GetLine();  
    s << str;  
}
```

```
s = TrimBoth(s);
```

best regards
omari.

Subject: Re: patch Gdb_MI parser
Posted by [mirek](#) on Tue, 24 Mar 2015 16:58:24 GMT
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Thanks, patch applied.

Mirek

Subject: Re: patch Gdb_MI parser
Posted by [omari](#) on Wed, 01 Apr 2015 17:27:09 GMT
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Thanks you Mirek,

more investigation, the origine of the 1024 character per line is the AProcess::Read(String&), the internal buffer size of this function is 1024.

then the patch can be reverted, and replaced by this one:

in function
MIValue Gdb_MI2::ReadGdb(bool wait)

replace :

```
dbg->Read(s);  
stringstream ss(s);
```

by

```
String sc;  
do  
{  
    s = "";  
    dbg->Read(s);  
    sc << s;  
}while(s.GetCount());  
  
stringstream ss(sc);
```

call dbg-Read() in a loop in order to read all available data.

I think it is interesting to add a function String AProcess::ReadAllAvailable(), or a global function String ReadAvailable(AProcess&).

this patch resolve the issue described in MIValue Gdb_MI2::MICmd(const char *cmdLine) as a comment:

```
// consume previous output from gdb... don't know why sometimes  
// is there and gives problems to MI interface. We shall maybe  
// parse and store it somewhere  
ReadGdb(false);
```

with this patch, the call to ReadGdb(false) is not needed.

Subject: Re: patch Gdb_MI parser
Posted by [omari](#) on Thu, 02 Apr 2015 08:13:58 GMT
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discussion continues in another thread : http://www.ultimatepp.org/forums/index.php?t=msg&goto=44571&#msg_44571
