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if a line has more than 1024 character, gdb insert an "\n" and continue in the next line.

```
^done,files=[{file="../../../../src/gcc-4.9.2/libgcc/libgcc2.c",fullname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc\\/libgcc2.c"},{file="../../../../src/gcc-4.9.2/libgcc\\.\\libgcc\\/config/i386/shmem-win32.c",fullname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc\\.\\libgcc\\/config/i386/shmem-win32.c"},{file="../../../../src/gcc-4.9.2/libgcc/libgcc2.c",fullname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc\\/libgcc2.c"},{file="../../../../src/gcc-4.9.2/libgcc/libgcc2.c",fullnname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc\\/bgcc2.c"},{file="../../../../src/gcc-4.9.2/libgcc/libgcc2.c",fullname="C:\\crossdev\\gccmaster\\build-t dm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc\\/libgcc2.c"},{file="../../../../src/gcc-4.9.2/l ibgcc/config/i386/cygwin.S",fullname="C:\\crossdev\\gccmaster\\buil d-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc/config/i386/cygwin.S"},{file="../../../../ /src/gcc-4.9.2/libgcc/unwind.inc",fullname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\li bgcc\\.\\..\\.\\..\\.\\src\\/gcc-4.9.2\\/libgcc/unwind.inc"},{file="/gthr-default.h",fullname="C:\\crossdev\\gcc master\\build-tdm32\\gcc\\mingw32\\libgcc/.gthr-default.h"},{file="../../../../src/gcc-4.9.2/libgcc/un wind-sjlj.c",fullname="C:\\crossdev\\gccmaster\\build-tdm32\\gcc\\mingw32\\libgcc\\.\\..\\.\\..\\.\\src/gc c-4.9.2/libgcc/unwind-slj.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_xclass.c",fullname="C:\\upp\\ uppsrc\\plugin\\pcre\\lib\\pcre_xclass.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_version.c",fullna me="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_version.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_v alid_utf8.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_valid_utf8.c"},{file="C:/upp/uppsrc/pl ugin/pcre/lib/pcre_try_flipped.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_try_flippe d.c"),{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_study.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\ pcre_study.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_refcount.c",fullname="C:\\upp\\uppsrc\\plu gin\\pcre\\lib\\pcre_refcount.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_ord2utf8.c",fullname="C:\\ upp\\uppsrc\\plugin\\pcre\\lib\\pcre_ord2utf8.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_newline.c ",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_newline.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/ pcre_maketables.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_maketables.c"},{file="C:/upp /uppsrc/plugin/pcre/lib/pcre_info.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_info.c"},{file=" C:/upp/uppsrc/plugin/pcre/lib/pcre_get.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_get.c"}, {file="C:/upp/uppsrc/plugin/pcre/lib/pcre_fullinfo.c",fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcr e_fullinfo.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_exec.c",fullname="C:\\upp\\uppsrc\\plugin\\p cre\\lib\\ pcre_exec.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_dfa_exec.c",fullname="C:\\upp\\uppsrc\\plu gin\\pcre\\lib\\pcre_dfa_exec.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_config.c",fullname="C:\\u pp\\uppsrc\\plugin\\pcre\\lib\\pcre_config.c"},{file="C:/upp/uppsrc/plugin/pcre/lib/pcre_compile.c",ful lname="C:\\upp\\uppsrc\\plugin\\pcre\\lib\\pcre_compile.c"},{file="C:/upp/uppsrc/plugin/pcre/lib.cpp", fullname="C:\\upp\\uppsrc\\plugin\\pcre\\lib.cpp"},{file="C:/upp/uppsrc/Core/Defs.h",fullname="C:"
```

```
upp\uppsrc\Core\Defs.h"},{file="C:/upp/uppsrc/Core/Cbgen.h",fullname="C:\\upp\\uppsrc\\Core\\Cbgen.h"},{file="C:/upp/uppsrc/Core/Vcont.hpp",fullname="C:\\upp\\uppsrc\\Core\\Vcont.hpp"},{file="C:/upp/uppsrc/Core/Vcont.h",fullname="C:\\upp\\uppsrc\\Core\\Vcont.h"},{file="C:/upp/uppsrc/Core/Value.hpp",fullname="C:\\upp\\uppsrc\\Core\\Value.hpp"},{file="C:/upp/uppsrc/Core/AString.hpp",fullname="C:\\upp\\uppsrc\\Core\\AString.hpp"},{file="C:/upp/uppsrc/Core/Format.h",fullname="C:\\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
