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Subject: GDB/MINGW interface Bug fix  
Posted by [omari](#) on Thu, 02 Apr 2015 07:35:56 GMT  
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Hi,

for the first time, I can use MINGW/GDB to compile and debug my application without crash.

there is two bugs behind this crash  
please, consider the application of this patch:

1 - file ide/Debuggers/Gdb\_MI2Gdb.cpp line 173, in function MIValue Gdb\_MI2::ReadGdb(bool wait)  
replace

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

by

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

read all available output from gdb process, because one call to gdb->Read return 1024 character max.

2 - file ide/Debuggers/MIValue.h/.cpp

replace "rval\_" by "const &"

when theide is compiled with COMPILER\_MSC, "rval\_" is evaluated as "&" (it is the case for the binary distribution of theide i think)

then the priority of constructors is changed:in a call like this MIValue v = MICmd("...");  
MIValue(cons String&) is user by the compiler, instead of MIValue(MIValue&). (the MIValue is converted to String, then the constructor is called with the String as param)

NB:

this is the summary of the following threads

patch Gdb\_MI parser :<http://www.ultimatepp.org/forums/index.php?t=msg&th=9259&start=0&>

[BUG?] MIValue : <http://www.ultimatepp.org/forums/index.php?t=msg&th=9260&start=0&>

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Subject: Re: GDB/MINGW interface Bug fix  
Posted by [omari](#) on Fri, 03 Apr 2015 14:55:11 GMT  
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Hi,

the first issue can be resolved in LocalProcess.cpp LocalProcess::Read2(), line 448 and 452 replacing "if" by "while" :

replace:

```
#ifdef PLATFORM_WIN32
LLOG("LocalProcess::Read");
bool was_running = IsRunning();
char buffer[1024];
dword n;
---> if(hOutputRead && PeekNamedPipe(hOutputRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hOutputRead, buffer, sizeof(buffer), &n, NULL) && n)
    reso.Cat(buffer, n);

---> if(hErrorRead && PeekNamedPipe(hErrorRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hErrorRead, buffer, sizeof(buffer), &n, NULL) && n)
    rese.Cat(buffer, n);

if(convertcharset) {
    reso = FromOEMCharset(reso);
    rese = FromOEMCharset(rese);
}

return reso.GetCount() || rese.GetCount() || was_running;
#endif
```

by

```
#ifdef PLATFORM_WIN32
LLOG("LocalProcess::Read");
bool was_running = IsRunning();
char buffer[1024];
dword n;
---> while(hOutputRead && PeekNamedPipe(hOutputRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hOutputRead, buffer, sizeof(buffer), &n, NULL) && n)
    reso.Cat(buffer, n);
```

```
--> while(hErrorRead && PeekNamedPipe(hErrorRead, NULL, 0, NULL, &n, NULL) && n &&
    ReadFile(hErrorRead, buffer, sizeof(buffer), &n, NULL) && n)
rese.Cat(buffer, n);

if(convertcharset) {
    reso = FromOEMCharset(reso);
    rese = FromOEMCharset(rese);
}

return reso.GetCount() || rese.GetCount() || was_running;
#endif
```

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