Subject: Possible bug in LocalProcess
Posted by mdelfede on Sun, 26 Feb 2017 23:20:49 GMT
View Forum Message <> Reply to Message

Hi,
using LocalProcess I got a bug which makes it work only FIRST time it's called, then fail.
Dumping 'args' variable in LocalProcess::DoStart() gives following :


args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,
.....


on first call, and


args =
[FreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFre
eFreeFreeFree@, -c, -g, .....


on next calls.
Adding an args.Clear() at beginning of the function solves the problem :


```
bool LocalProcess::DoStart(const char *command, const Vector<String> *arg, bool spliterr, const
char *envptr)
{
 LLOG("LocalProcess::Start(\"" << command << "\")");
 args.Clear();  <=== HERE!
 Kill();
```


here the dumps :


args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,
-c, -g, -Os..... (first call)

args = [/home/massimo/.FishIDE/packages/fishino/tools/pic32-tools/4.8.3-pic32gcc/bin/pic32-gcc,
-c, -g, -Os..... (second call)


Ciao

Massimo

## Subject: Re: Possible bug in LocalProcess
Posted by mdelfede on Sun, 26 Feb 2017 23:36:50 GMT

View Forum Message <> Reply to Message

Another problem : on second run (and following...) it will not gather error/output from process.
This seems solved adding an Init() along the former args.Clear():


bool LocalProcess::DoStart(const char *command, const Vector<String> *arg, bool spliterr, const char *envptr)
{
 LLOG("LocalProcess::Start(\"" << command << "\")");
 Kill();
args.Clear();   <==== HERE
Init();         <==== HERE


That's weird, I was using localprocess before and it did work. Maybe some changes ?
(system.: Ubuntu Linux 64 bit)


## Subject: Re: Possible bug in LocalProcess
Posted by mirek on Sat, 04 Mar 2017 13:56:48 GMT

View Forum Message <> Reply to Message

Hi,

sorry for the bug, I guess nobody used LocalProcess second time yet. But it has to work obviously.

I have used different way to fix the issue, because calling Init clears all features of LocalProcess (e.g. ConvertCharset flag). I have also added reusing LocalProcess to autotest.

Mirek


## Subject: Re: Possible bug in LocalProcess
Posted by mdelfede on Sun, 05 Mar 2017 11:46:18 GMT

View Forum Message <> Reply to Message

Thank you!