

## MARTe2-core - Bug #1015

### Thread Functions array

18.01.2022 08:19 - André Neto

<b>Status:</b>	New	<b>Start date:</b>	18.01.2022
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Ciao André,			
se uso questa sintassi:			
<pre>+Threads = { Class = "ReferenceContainer" +Thread1 = { Class = "RealTimeThread" CPUs = "0x1" Functions = { "GAMTimer" "GAMFixed1" "GAMDisplay" } } }</pre>			
<pre>con Functions = { "GAMTimer" "GAMFixed1" "GAMDisplay" } con le " l'App non parte.</pre>			
ho messo una pezza eliminando l'ultimo char del function path in RealTimeThread.cpp			
<pre>@ -105,7 +106,11 @ bool RealTimeThread::ConfigureArchitecture() {  StreamString functionPath = absoluteFunctionPath; /*lint e{613} Never NULL if (functions == NULL) because (numberOfFunctions == 0) */ functionPath = functions[i].Buffer(); char8 * pt=new char[functions[i].Size()-1];  StringHelper::Substr(0, functions[i].Size()-1, functions[i].Buffer(), pt); + functionPath = pt;//functions[i].Buffer(); REPORT_ERROR(ErrorManagement::Debug, "absoluteFunctionPath %s ", functionPath.Buffer());  // find the functions specified in cdb /*lint e{613} Never enters here if (functions == NULL) because (numberOfFunctions == 0) */ @ -129,7 +134,7 @ bool RealTimeThread::ConfigureArchitecture() { _____ }_____ else { _____ /*lint e{613} Never enter here if (functions == NULL) because (numberOfFunctions == 0) */ REPORT_ERROR(ErrorManagement::FatalError, "Undefined %s", functions[i].Buffer()); + REPORT_ERROR(ErrorManagement::FatalError, "Undefined %s-", functions[i].Buffer()); _____ }</pre>			