

Ruby master - Bug #11840

Error with "make check" on Cygwin

12/18/2015 05:54 AM - duerst (Martin Dürst)

Status:	Open	
Priority:	Normal	
Assignee:	nobu (Nobuyoshi Nakada)	
Target version:		
ruby -v:	ruby 2.3.0dev (2015-12-17 trunk 53170) [x86_64-cygwin]	Backport: 2.0.0: UNKNOWN, 2.1: UNKNOWN, 2.2: UNKNOWN

Description

Encouraged by Hiroshi Shibata's talk at Ruby Kaigi 2015, I tried "make check" on my usual cygwin compilation. If I understand the output below correctly, there was only one error in 1010 tests. If we can fix that error (or exclude the test if it doesn't make sense on cygwin or on Windows in general), then cygwin would pass the tests.

```
generating prelude.c
prelude.c unchanged
make[2]: 'rubyw.exe' is up to date.
make[2]: Leaving directory '/cygdrive/c/Data/ruby-public'
make[1]: Leaving directory '/cygdrive/c/Data/ruby-public'

test succeeded
#254 test_fork.rb:      F
  begin
    r, w = IO.pipe
    if pid1 = fork
      w.close
      r.read(1)
      Process.kill("USR1", pid1)
      _, s = Process.wait2(pid1)
      s.success? ? :ok : :ng
    else
      r.close
      if pid2 = fork
        trap("USR1") { Time.now.to_s; Process.kill("USR2", pid2) }
        w.close
        Process.wait2(pid2)
      else
        w.close
        sleep 0.2
      end
      exit true
    end
  rescue NotImplementedError
    :ok
  end
#=> "ng" (expected "ok") [ruby-core:28924]
stderr output is not empty
  bootstraptest.tmp.rb:13:in `kill': No such process (Errno::ESRCH)
    from bootstraptest.tmp.rb:13:in `block in <main>'
    from bootstraptest.tmp.rb:15:in `wait2'
    from bootstraptest.tmp.rb:15:in `<main>'
test_fork.rb      FAIL 1/5
FAIL 1/1010 tests failed
uncommon.mk:581: recipe for target 'yes-btest-ruby' failed
make: *** [yes-btest-ruby] Error 1
```

History

#1 - 12/18/2015 12:24 PM - nobu (Nobuyoshi Nakada)

- Description updated

Possibly, sleep 0.2 is too short?

...and, I'm sorry that it's the first step of the tests.

#2 - 12/18/2015 12:48 PM - duerst (Martin Dürst)

Nobuyoshi Nakada wrote:

Possibly, sleep 0.2 is too short?

I tried with 'sleep 1' first, and then with 'sleep 100', but no change.