Cognitive Interaction Toolkit - Bug #335

errors with environment variables are not reported

2014-11-21 15:27 - Michael Goerlich

Status:	Closed		**Start date:**	2014-11-21
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description
Using environment variables within a freestyle project in the *shell.command* produces an empty *shell.command* and does **not** throw any errors.

Related issues:		
duplicates Cognitive Interaction Toolkit - Bug # 261: job-generator fails to ...	**Resolved**	**2014-05-28**

History

#1 - 2014-11-21 15:42 - Jan Moringen

- Status changed from New to Closed

Using environment variables within a freestyle project in the shell.command produces an empty shell.command and does not throw any errors.

The generator itself never interacts with environment variables. Variable references of the form ${NAME..} or @{NAME..} are expanded against variables defined and inherited in recipes.

To access environment variables in the generated shell fragments, escape the variable substitutions like this \\${NAME..}.

Not producing any output when encountering references to undefined variables is by design (but may have been a bad design decision).

See upstream issue https://code.cor-lab.org/issues/1892.