

## Cognitive Interaction Toolkit - Bug #335

### errors with environment variables are not reported

2014-11-21 15:27 - Michael Goerlich

<b>Status:</b>	Closed	<b>Start date:</b>	2014-11-21
<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>			
Using environment variables within a freestyle project in the <i>shell.command</i> produces an empty <i>shell.command</i> and does <b>not</b> throw any errors.			
<b>Related issues:</b>			
duplicates Cognitive Interaction Toolkit - Bug # 261: job-generator fails to ...			<b>Resolved</b> <b>2014-05-28</b>

### 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>.