

Re: Handling of shell builtins in make(1)

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/arch/2005-05/0086.html>

From: Stijn Hoop (stijn_at_win.tue.nl)

Date: 05/24/05

Date: Tue, 24 May 2005 10:17:00 +0200

To: Harti Brandt <harti@freebsd.org>

On Tue, May 24, 2005 at 10:08:19AM +0200, Harti Brandt wrote:

> On Mon, 23 May 2005, Max Okumoto wrote:

>

> MO>4. Extend .SHELL: to allow specifying a list of built-in. And then

> MO> we should define them in `bsd.sys.mk` or some other config file.

>

> We would need to add yet another config file for this because make

> doesn't read anything if given the `-r` flag. It would end up having

> no shell which would be wrong.

Or, add a way to query `/bin/sh` for the list of builtins (`sh`

`--show-builtins`) and use that in the absence of an explicit `.SHELL`.

> MO>This will allow people to add keywords for their shells, and

> MO>remove that stuff from the make source code. Hard coding it

> MO>in the binary is wrong.

>

> The initial shell (`/bin/sh`) must be in the binary because it must run with

> `-r`. I see no sense to add another config file just for the purpose

> of specifying the shell. What would that give you that you cannot do now?

I think it's more that hardcoding a list of builtins is undesirable.

--Stijn

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"Computer games don't affect kids; I mean if Pac-Man affected us as kids, we'd all be running around in darkened rooms, munching magic pills and listening to repetitive electronic music."

-- Marcus Brigstocke

<http://www.marc@brigstocke.com/pacman.asp>

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