

## DragonFlyBSD - Bug #1397

### jobs -l output inconsistency when called from script

06/07/2009 05:49 PM - Anonymous

<b>Status:</b>	New	<b>Start date:</b>	
<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>Description</b>			
Salute.			
The jobs(1) utility gives different output when called from a script and when from an interactive shell.			
<pre>[beket@voyager ~] cat testjobs.sh #!/bin/sh sleep 30 &amp; jobs -l [beket@voyager ~] sh testjobs.sh [1] + 10005 Running [beket@voyager ~] sleep 30 &amp; [1] 10006 [beket@voyager ~] jobs -l [1]+ 10006 Running          sleep 30 &amp; [beket@voyager ~]</pre>			
It is not clear whether the jobs(1) should work at all inside a script. POSIX says that since it doesn't fall into the 'special' built-in category a new environment (subshell?) would be created upon its invocation. Even this is true, the jobs aren't specific to the shell environment, so they should be visible to jobs(1). And in any case, the command should either print nothing or print all the fields.			
NetBSD 5.0: \$ sh testjobs.sh [1] + 27159 Running          sleep 30			
SunOS 5.10: tuxillo@solaris\$ /usr/xpg4/bin/sh testjobs.sh [1] + 11754  Running          <command unknown>			
FreeBSD: same as us. (kindly reported by vstemmen at #dragonflybsd).			
Any thoughts ?			
Best regards, Stathis			