# CHANGELOG

## 7.1

* Add Process::setIgnoredSignals() to disable signal propagation to the child process

## 6.4

* Add PhpSubprocess to handle PHP subprocesses that take over the configuration from their parent
* Add RunProcessMessage and RunProcessMessageHandler

## 5.2.0

* added Process::setOptions() to set Process specific options
* added option create\_new\_console to allow a subprocess to continue to run after the main script exited, both on Linux and on Windows

## 5.1.0

* added Process::getStartTime() to retrieve the start time of the process as float

## 5.0.0

* removed Process::inheritEnvironmentVariables()
* removed PhpProcess::setPhpBinary()
* Process must be instantiated with a command array, use Process::fromShellCommandline() when the command should be parsed by the shell
* removed Process::setCommandLine()

## 4.4.0

* deprecated Process::inheritEnvironmentVariables(): env variables are always inherited.
* added Process::getLastOutputTime() method

## 4.2.0

* added the Process::fromShellCommandline() to run commands in a shell wrapper
* deprecated passing a command as string when creating a Process instance
* deprecated the Process::setCommandline() and the PhpProcess::setPhpBinary() methods
* added the Process::waitUntil() method to wait for the process only for a specific output, then continue the normal execution of your application

## 4.1.0

* added the Process::isTtySupported() method that allows to check for TTY support
* made PhpExecutableFinder look for the PHP\_BINARY env var when searching the php binary
* added the ProcessSignaledException class to properly catch signaled process errors

## 4.0.0

* environment variables will always be inherited
* added a second array $env = [] argument to the start(), run(), mustRun(), and restart() methods of the Process class
* added a second array $env = [] argument to the start() method of the PhpProcess class
* the ProcessUtils::escapeArgument() method has been removed
* the areEnvironmentVariablesInherited(), getOptions(), and setOptions() methods of the Process class have been removed
* support for passing proc\_open() options has been removed
* removed the ProcessBuilder class, use the Process class instead
* removed the getEnhanceWindowsCompatibility() and setEnhanceWindowsCompatibility() methods of the Process class
* passing a not existing working directory to the constructor of the Symfony\Component\Process\Process class is not supported anymore

## 3.4.0

* deprecated the ProcessBuilder class
* deprecated calling Process::start() without setting a valid working directory beforehand (via setWorkingDirectory() or constructor)

## 3.3.0

* added command line arrays in the Process class
* added $env argument to Process::start(), run(), mustRun() and restart() methods
* deprecated the ProcessUtils::escapeArgument() method
* deprecated not inheriting environment variables
* deprecated configuring proc\_open() options
* deprecated configuring enhanced Windows compatibility
* deprecated configuring enhanced sigchild compatibility

## 2.5.0

* added support for PTY mode
* added the convenience method "mustRun"
* deprecation: Process::setStdin() is deprecated in favor of Process::setInput()
* deprecation: Process::getStdin() is deprecated in favor of Process::getInput()
* deprecation: Process::setInput() and ProcessBuilder::setInput() do not accept non-scalar types

## 2.4.0

* added the ability to define an idle timeout

## 2.3.0

* added ProcessUtils::escapeArgument() to fix the bug in escapeshellarg() function on Windows
* added Process::signal()
* added Process::getPid()
* added support for a TTY mode

## 2.2.0

* added ProcessBuilder::setArguments() to reset the arguments on a builder
* added a way to retrieve the standard and error output incrementally
* added Process:restart()

## 2.1.0

* added support for non-blocking processes (start(), wait(), isRunning(), stop())
* enhanced Windows compatibility
* added Process::getExitCodeText() that returns a string representation for the exit code returned by the process
* added ProcessBuilder