

BashSession

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BashSession

Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/tools/bash-session.ts](https://github.com/atloria-monorepo/libs/agent-core/src/tools/bash-session.ts)

A persistent shell session that maintains cwd, env vars, and venv activation across commands. Spawns a single bash process and sends commands via stdin, reading output until a unique delimiter marker signals completion.

Methods

Method	Signature	Returns
<code>start</code>	<code>start()</code>	<code>Promise<void></code>
<code>execute</code>	<code>execute(command: string, options: { timeout?: number })</code>	<code>Promise<BashResult></code>
<code>getCwd</code>	<code>getCwd()</code>	<code>string</code>
<code>isDisposed</code>	<code>isDisposed()</code>	<code>boolean</code>
<code>isRunning</code>	<code>isRunning()</code>	<code>boolean</code>
<code>dispose</code>	<code>dispose()</code>	<code>void</code>

Where it refuses work

- `BashSession` stops the work with `Error` when `this.disposed` — “BashSession has been disposed”.
- `BashSession` stops the work with `Error` when `this.disposed || !this.process?.stdin || !this.process?.stdout` — “BashSession is not running. Call `start()` first or session was disposed.”.
- `BashSession` stops the work with an early return when `this.process` .
- `BashSession` stops the work with an early return when `settled` .

- `BashSession` stops the work with an early return when `this.disposed` .
- `BashSession` stops the work with an early return when `process.env.SHELL` .

When something fails

- `BashSession` handles failure in 2 places: it discards it silently in all 2.