Subject: Re: SPAWN and windows
Posted by Brad Gom on Mon, 28 Feb 2000 08:00:00 GMT
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I got tired of this exact problem, so I took the time to write a simple windows .DLL file that has some basic file I/O routines (goodbye platform independance). Then I wrote IDL wrapper functions to delete, move, rename, and copy files and directories, as well as return file information like creation date and time, etc.
Previously, before learning how to use 'call_external', I increased the speed of multiple file operations by writing all the commands into a batch file, and then using spawn only once to execute the batch file. This saved time by only popping up one dos window.

good luck

Brad

Martin Schultz wrote:

> Hi all, especially the members of the expert-programmers' association,
>
> I am almost ready to release my IDL webmaker tool in its first
> version, but there
> are still a few things I need to clean up. One thing that bothers me
> currently is
> how Windows behaves when I spawn a command: I need to create several
> directopries and copy several files in webmaker, and for each spawned
> command, WINdows opens a DOS Window, flashes the result of the executed
> command at me and closes it again. Besides getting you close to crazy
> watching it happen on the screen, it also seems to allocate quite a few
> system resources which, apparently, are released only much later. Is
> there a way to spawn simple DOS commands without opening a window? In an
> earlier post I saw something like spawn,'start <programname>' -- would
> this help?
>
> Thanks for any answer, win your EPA award!
>
> Cheers,
> Martin
>
> --
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