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Subject: Re: Passing arguments at runtime  
Posted by [alt](#) on Thu, 25 Jul 2002 08:38:25 GMT  
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"Daniel Peduzzi" <peduzzi@attbi.com> wrote in message news:<aXV\_8.127643  
> I was wondering how other folks have handled this situation, and if  
maybe  
> there are other solutions which are not file-based and therefore  
prone to  
> synchronization problems.

I use the same technique of passing parameters via temporary file (in  
contrast to environmental variable it allows any data passing  
including IDL sav-files) and had the same synchronization problems.

Some my experience about:

- \* random number-based file name can be used instead of processID-based  
file name as a unique name. It allows to deal with network  
applications. (Besides I do not know how to get processID in Windows  
;-))) File name length sets the fault probability.
- \* semaphore algorithms of synchronizations used in multithreading and  
network collision avoidance can be used but they are rather  
complicated if take into account all probable faults.
- \* time synchronization: for example: every minute - during first 20  
sec processes writes their parameters under unique names; during next  
20 sec dead space - processes are finishing their writing; last 20 sec  
IDL main process or some daemon checks presence of the parameters,  
read them, delete them and process them all.
- \* process create unique temporary directory, copy small IDL startup  
module in it, write parameter file and run startup module which read  
the parameters, restore main program, pass the parameters to it and  
delete temporary directory.

Hope this will help,  
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