

I need to run a dos-based program with extension .EXE

It is a program that was made in the programming language TurboPascal. Previously, when I needed to open up a windows-based program, I would just write:

Line (1):
SPAWN, 'c:\Folder\Program.exe'

or

Line (2):
SPAWN, 'start c:\Folder\Program.exe'

Now when I try Line (1) for this TurboPascal-based program, I get the error at command prompt:

"Runtime error 002 at 0000:0937."

If I try Line (2), a new DOS window opens up for a fleeting moment, then closes. I know that the program was not run correctly or not run at all, because the program is supposed to output a data file, which it did not.

To troubleshoot this problem, I have tried opening up a command prompt window myself. Then typing in either line (1) or line (2) manually without the SPAWN procedure obviously. Both did not work.

Then I tried to go to the directory of the program by first using "cd\" to return to the c:\ prompt, then "cd folder" to move to the folder in which the program resides, then typing "program.exe". This time it worked. It appears that I need to be in the folder of that program before running it.

So it is possible to do it manually, but my problem is how to get IDL to do this. To use IDL to move to the program's directory and run the program, it would take three SPAWN procedures in my opinion:

```
SPAWN, "cd\"  
SPAWN, "cd c:\folder\"  
SPAWN, "program.exe"
```

Obviously, running three SPAWN procedures consecutively doesn't work since once the first one finishes, the next SPAWN procedure will start

up with the default directory again, which in my case is C:\documents and settings\edwin\ and not the desired c:\folder\.

I'm thinking maybe there is some other procedure in IDL to run DOS-based exe files, or maybe there is some way to change the default starting directory from that c:\documents and settings\edwin\ to c:\folder\. Then I could just do one SPAWN command, SPAWN "program.exe" and then it should work.

Thanks for any help!

Sincerely,
