
Subject: Re: spawn issue - was: open sockets
Posted by [JD Smith](#) on Wed, 21 Mar 2007 16:20:48 GMT
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On Tue, 20 Mar 2007 19:35:39 +0100, Bringfried Stecklum wrote:

- > It is clear now that the issue is unrelated to socket but in fact caused
- > by multiple calls to spawn each of which opens a pipe to transfer the data
- > like
- >
- > spawn,'ds9 stdin',unit=unit
- > writefits,'/dev/null',image,header,unit=unit
- >
- > The problem is that after closing ds9 the pipe is still open. It seems
- > there is no way to make IDL aware that the child process no longer exists.

DS9 uses XPA for passing all sorts of information indirectly via other programs:

<http://hea-www.harvard.edu/RD/ds9/ref/xpa.html>

With it, you should be able to stuff data from IDL into a shared memory segment, and point DS9 at that segment, setting up all view parameters as well. Not only would this remove the pipe issues, it would be much faster and more flexible as well.

JD
