
Subject: Re: spawn issue - was: open sockets

Posted by [Foldy Lajos](#) on Tue, 20 Mar 2007 20:36:42 GMT

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On Tue, 20 Mar 2007, 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.
>

If you use the exit button in ds9, the pipe will remain open. You should call 'FREE_LUN, unit' to exit ds9 (and close the pipe).

If you have multiple ds9 windows, you can add titles to them, and record the title-unit pairs, and write a little procedure to find the unit number belonging to the title, and call FREE_LUN for it.

regards,
lajos
