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Subject: spawn issue - was: open sockets

Posted by [Bringfried Stecklum](#) on Tue, 20 Mar 2007 18:35:39 GMT

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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.

Bringfried Stecklum wrote:

```
> Dear Wayne,
>
> the only other file which was open besides the 28 ds9 files was unit
> 100, the log file. I just checked that the socket procedure itself
> behaves fine (using the example from the manual), i.e. opens and closes
> units correctly.
>
> Thanks for pointing to ATV (I have an older version installed). However,
> ds9 offers some functionality which is not (yet) available with ATV.
>
> regards,
>
> Bringfried
>
> Wayne Landsman wrote:
>>> and uses "free_lun,unit" to deallocate the unit. However, after 28 calls
>>> of webget the following error message pops up
>>>
>>> SOCKET: All available logical units are currently in use.
>> I suspect that other files are being opened besides the one opened and
>> closed by webget.pro. What does "help,/files" return?
>>
>> --Wayne
>>
>> P.S. DS9 as a fine astronomical display viewer, but you might also
>> look at Aaron Barth's recently enhanced ATV ( http://www.physics.uci.edu/~barth/atv/
>> ) for something similar in IDL.
>>
>>
```

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