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Subject: Re: Passing strings by Spawn  
Posted by [Anthony\[1\]](#) on Fri, 18 Apr 2008 17:31:57 GMT  
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Hi Alex,

On Apr 18, 12:48 pm, alex...@gmail.com wrote:

> Hello Everyone!  
>  
> I need to open an exe file using IDL, and pass a few string arguments  
> (like as if it was a .c file)  
> Anyway, I gathered I can use the Spawn command, and it does work,  
> except for one issue.  
>  
> The arguments I pass to the exe file, are variables which contain  
> strings. However, when I pass it by the Spawn command, the exe file  
> receives the variables names rather than the strings themselves, which  
> is quite silly.  
> Since I get those string names from another function, I can't manually  
> type them to the Spawn command (althought that would work)  
>  
> Can anyone give me some advice, should I use another command, or maybe  
> some way to make Spawn like my variables more?  
>  
> Cheers, Alex

Is it something like this, or have I misunderstood?

```
spawn, 'exe_name ' + string_arg_1 + ' ' + string_arg_2
```

Cheers,

Anthony

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