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Subject: Passing strings by Spawn

Posted by [alexbaz](#) on Fri, 18 Apr 2008 11:48:18 GMT

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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

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