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Subject: Re: Spawn and Parallels

Posted by [JMZawodny](#) on Fri, 05 Sep 2008 14:59:10 GMT

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mankoff gets the gist of my problem. I'll need to read up on .terminal files before I can comment more on this suggestion but the concept seems plausible. I do, however, use the terminal for other reasons so, I'm not sure I want to rig up something that on the surface appears to be rather permanent. I could rename the file so that it is only called .terminal when I need it to execute. Fortunately, I do not need the pipe to do a series of writeu and readu commands. I just need to launch the program with the proper command line options and then open the output files it generated.

I'll let you all know how this works out.

Another real solution for be if ITT came out with a real non-X11 version native to the Mac (Cocoa). I won't wait for that though.

Thanks to all. Joe

On Sep 5, 9:33 am, mankoff <mank...@gmail.com> wrote:

> On Sep 5, 9:24 am, pgri...@gmail.com wrote:

>

>

>

>> I am sorry I don't understand your problem... what's wrong with:

>

>> slanze-14: idl

>> IDL Version 6.3, Mac OS X (darwin i386 m32). (c) 2006, Research

>> Systems, Inc.

>> Installation number: XXXXX

>> Licensed for use by: YYYYYYYYYYYY

>> IDL> spawn,'pwd'

>> /a/rom-48/vol/hea1/home/pgrigis

>

>> Doesn't this work in parallel?

>

>> Ciao,

>> Paolo

>

>> JMZawo...@gmail.com wrote:

>>> I have a Mac running both OS X and Windows XP at the same time via

>>> Parallels Desktop for Mac. I hate the way IDL works/looks/requiresX11

>>> under OS X so I run IDL in a virtual machine with Windows XP.

>>> Unfortunately, my current project requires that I SPAWN a process

>>> under OS X (windows version of the software is not available). So, my

>>> idea is to use SPAWN to launch terminal.app with the UNIT keyword and  
>>> use WRITEU to send commands to run the unix program. I can get SPAWN  
>>> to launch a terminal window under OS X, but I can't write a command  
>>> via the unit without IDL reporting that the pipe is broken and the  
>>> process being shut down. The terminal process does not terminate  
>>> though. I had to use the NOSHELL keyword to get the terminal process  
>>> to spawn.

>

>>> So, I'm looking for either a fix or an alternative way to launch a  
>>> command line program on the unix side. Since I need to vary the  
>>> parameters in the command line from call to call, the usual mechanisms  
>>> that parallels uses to launch Mac apps from the virtual machine  
>>> probably won't work to directly launch the program I need to run. I'm  
>>> hoping that I'm just a little rusty with my unix skills and am missing  
>>> an obvious solution.

>

>>> TIA, Joe

>

> Re Craig & Paolo: He is in Windows, so he cannot interact directly  
> with Unix. But Parallels can associate applications between the  
> operating systems, so he can have (minimal) control over Aqua  
> applications, but not \*nix apps. I use it (rarely) and it is a bit  
> hard to understand what/how the OSes are interacting when it is  
> happening in front of you.

>

> The AppleScript idea could definitely work though.

>

> And I propose a change to my original suggestion: Set up the terminal  
> once, manually. Have it run a shell script and then exit. Then, rather  
> than writing the .terminal file from IDL, just write the shell script  
> unique/custom each time, and then launch the fixed .terminal file.

>

> -k.