
Subject: Re: Spawn and Parallels

Posted by [Craig Markwardt](#) on Fri, 05 Sep 2008 13:23:00 GMT

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JMZawodny@gmail.com writes:

- > 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

I'm not sure why you need to launch a Terminal, couldn't you just SPAWN it directly?

If not, could you use AppleScript commands ("osascript") in order to remotely control Terminal?

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