Subject: Re: Spawn and Parallels
Posted by mankoff on Fri, 05 Sep 2008 12:36:32 GMT

On Sep 5, 8:26 am, 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

I can't believe I'm going to support such a hack. If it is really just
aesthetics, isn't windows worse than X11?

I would do it this way: Write a ".terminal" file, then just 'open'
that. Terminal.app is associated with .terminal files and will launch,
run it, and I think can be set to automatically exit (at least the
Terminal window, probably not the whole Terminal.app).

Reverse engineer what you need to write in the .terminal file by
running some command you might want run in a terminal and then
choosing "Export Settings..."

   -k.