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Subject: Spawn and Parallels

Posted by [JMZawodny](#) on Fri, 05 Sep 2008 12:26:24 GMT

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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

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