Subject: Monitoring a spawned process
Posted by Robbie on Thu, 22 Jul 2010 23:20:22 GMT
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Hi,

I have written a widget which monitors commands executed using the
SPAWN procedure. It is important that whatever method is used to check
the state of each command doesn't block, otherwise the GUI locks up.
My problem solution relies on FILE_POLL_INPUT to check the state of
each command, however it appears that the combination of SPAWN,
LUN=lun and FILE_POLL_INPUT is not supported on Windows. I've tried a
few things:

1) Just using readf every 100msec and hoping that it doesn't block the
system too much.
2) Using a windows command called tasklist to check the state of the
program

There are some other solutions which I haven't tried yet:

3) Using IDL_IDLBridge
4) Check the state of the program via the windows API (CALL_EXTERNAL
and a DLL)

Are there any better ways to do this?

Source code is available here:
 http://nma.cvs.sourceforge.net/viewvc/nma/nma/util/gui/rkbwi dget_spawn.pro?view=markup

Thanks