Subject: IDL hates python?
Posted by Gray on Thu, 23 Jun 2011 12:05:52 GMT

Hi all,

As part of my very long and complicated IDL program (running in IDL 8.0.1), I use SPAWN to call a package (that I didn't write) which involves some Python routines; example code, very stripped down:

```
for i=0,ndir-1 do begin
   cd, dirs[i]
   spawn, 'my_call_on_file_1'
   spawn, 'my_call_on_file_2'
   spawn, 'my_call_on_file_3'
   do_a_bunch_of_other_stuff
   cd, '..'
endfor
```

When I try to run my program from the IDLDE, I get an error from stderr saying that the package couldn't find Python. When I run from the IDL command line, it works fine the first pass through loop; however, as soon as the loop iterates IDL loses track of Python again. The upshot is that I can't automate my program to run over a number of directories, I have to call it individually for each directory, which is INCREDIBLY annoying and very inefficient. Here is the error:

env: python: No such file or directory
augment-xylist.c:585:backtick: Failed to run command: /usr/local/
astrometry/bin/removelines.py CONT1.xyls /tmp/tmp.removelines.j0DItP

IDL knows where Python is, since it works fine on the first pass through the loop (at least, when I call from the command line instead of the DE, which I don't mind doing). However, on subsequent iterations it fails. Is it just IDL trying to discourage Python use? What's going on here?

Thanks to everyone for your help, as always.

--Gray