
Subject: Re: SPAWN

Posted by [Tim Patterson](#) on Wed, 09 Apr 1997 07:00:00 GMT

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Nobuyuki Tasaka wrote:

>

>

> CALL_EXTERNAL (and LINKIMAGE also) is useful to link C routines
> but needs to change codes to be portable to other systems, say,
> from SunOS 4.1.3 to Solaris 2.5 or SGI etc. SPAWN is slow for
> parsing data but there is no fear of this kind of problem.

It is true that you will need to recompile your shareable library of C code for different platforms, but you have to recompile your C code anyway. I am currently using the same C and Fortran routines called from IDL on SunOS, Solaris, HP and OSF machines (and I think they should also work on an SGI platform). The only change I had to make was to get the HP compiler to use the same naming convention as the otehr platforms (and this is a compiler option).

It was also reasonably easy to port this to VMS. I think the SPAWN routine may be harder to change for this OS, but that may not be a problem.

> In my case, I'm transferring the main portion of data to memory
> map file by C routine, and this file is readable as a normal file
> for any other applications.

>

> My concern is how to use SPAWN for parsing list and errors from
> that C routine to IDL, data size of which are not so large.

>

I'm farid I've really avoided using SPAWN for this type of activity, mainly because I nbeed the code to be more portable. I'll be interested in seeing what otehr people have to say about using SPAWN in this way though. I'm always willing to learn something new :)

Tim
