Subject: Re: SPAWN

Posted by thompson on Wed, 09 Apr 1997 07:00:00 GMT

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Nobuyuki Tasaka <tasaka@mr.med.ge.com> writes:

- > Hi all,
- > If someone who have tried to compare SPAWN in the following
- > usage, please let me know the difference in terms of data
- > parsing speed, interface flexibility and routine's independency.
- > I would like to use SPAWN for calling database retriving routine
- > written in C.
- > 1) SPAWN, "cmd", result
- > 2) SPAWN, "cmd", /UNIT

This is not a correct usage. The UNIT keyword returns a logical unit number which can be used to communicate with the spawned process using read and write commands (via a bi-directional pipe). Thus, one would want to use this with the syntax:

SPAWN, "cmd", UNIT=UNIT

When one is done, then one can use

FREE LUN, UNIT

to close the logical unit, since the SPAWN did an implicit GET LUN.

I've never used this myself, but I would guess that the spawned program would communicate with IDL using standard input and output.

Another option you haven't discussed is the use of the /NOSHELL keyword with SPAWN. This is supposed to speed it up.

Bill