Subject: Re: logical units unavailable
Posted by davidf on Fri, 23 May 1997 07:00:00 GMT
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[This followup was posted to comp.lang.idl-pvwave and a copy was sent to the cited author.]

Danial Williams writes:

> I have a program which spawns some c-code, then reads its output. I
> use the "spawn" command with /get_lun, as in:
> IDL> spawn,cmd,unit=lun,/get_lun
>
> After I've read the results, I use "free_lun" to free the logical
> unit:
>
> IDL> free_lun,lun
>
> I find that when I've run this spawn that I get the error:
>
> % SPAWN: All available logical units are currently in use.
>
> Which is crazy, since every use of a lun frees it also. What is up
> with this? Is there any way to release all logical units without
> exiting IDL and loosing all the work I've done?

I don't know exactly what is going on here, but the use of the Get_Lun keyword on a Spawn command is highly irregular. I know the Spawn command uses the procedure Get_Lun to get a unit (which is why you use Free_Lun to free it), but I've never seen it called this way. (I don't have a UNIX machine to see if it even works.)

In any case, CLOSE, /ALL will close and free any logical units that are still open.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
Customizable IDL Programming Courses
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com