
Subject: Re: How to use the SPAWN pipe?

Posted by [Ricard Marxer](#) on Tue, 23 Sep 2003 06:50:57 GMT

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Me again,

Having real problems with this pipe reading issue.

I am able to read the first line of the output of my program (the program I spawned) but then the instruction "READF, Pipe, Line" seems to block. Is it because it doesn't detect the end of a line??? Can someone help me out with this one, please? Thanks

Ricard

news:bko8q7\$b7e\$1@spacebar.ucc.usyd.edu.au...

> Hi,

>

> I want to use the SPAWN command in IDL, to run a program under Unix that takes a long time to finish, but while it runs it prints information in the

> screen. I would like to print this information in a WIDGET_LIST, so I

> thought I would have to use the SPAWN command with the UNIT keyword and then

> run a loop that will read from the pipe and add the information to the VALUE

> of the list. This is not a problem, the problem is how to know that the

> program has finished??? Because the last line of the program might change

> in every execution.

>

> Thanks,

> Ricard

>

>

> ---

> Outgoing mail is certified Virus Free.

> Checked by AVG anti-virus system (<http://www.grisoft.com>).

> Version: 6.0.502 / Virus Database: 300 - Release Date: 18/07/2003

>

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Subject: Re: How to use the SPAWN pipe?

Posted by [David Fanning](#) on Tue, 23 Sep 2003 13:34:10 GMT

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Ricard Marxer writes:

- > Having real problems with this pipe reading issue.
- > I am able to read the first line of the output of my program (the program I
- > spawned) but then the instruction "READF, Pipe, Line" seems to block. Is it
- > because it doesn't detect the end of a line??? Can someone help me out with
- > this one, please?

Reading information over pipes like this can be difficult if you don't know what kind of information is coming and going. In fact, the processes on either side of the pipe can inadvertently be put "to sleep" because they are waiting for a piece of information. This is likely what has happened to you. When that happens, all is lost. :-)

The simple solution (although maybe not for you) is to write the read/write portion of the code in such a way that the programs on the other end of the pipe know what is happening. In practice this means sending the number of bytes to read, then the bytes themselves. This makes sure the bytes on the pipe are always consumed, and prevents the pipe from "freezing".

Cheers,

David

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