
Subject: Spawn and XP

Posted by [raouldukey](#) on Tue, 26 Jul 2005 20:09:53 GMT

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I am running IDL version 5.3 (yes I know how old it is). Years ago I wrote a small program that would batch convert PS files to PDF, TIF, JPEG, etc using the command prompt commands in GhostScript. Essentially, I would use pickfile and grab the entire directory of PS files, I would then parse out the filename, and spawn the command:

```
ps2pdf filename
```

and would just loop through my list of filenames. I had included the GS directories in the system path, and it ran without problems. Until I upgraded to XP last year, then I could no longer get this to work properly.

I have added the GS directories to the system path variable, and have confirmed that if I get a command prompt using <Run CMD> or <Run Command> that I can do the <ps2pdf filename> and it works just fine. However, when I try the same thing using spawn under XP, it doesn't do anything (the dos window closes too quickly for me to figure out why exactly). It seems as if the spawn command is using a dos shell that doesn't acknowledge the path variable, but I am not sure.

Any help / suggestions? TIA

-Raoul

Subject: Re: Spawn and XP

Posted by [Mark Hadfield](#) on Tue, 26 Jul 2005 21:45:38 GMT

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By the way, you don't have any spaces in your path names, do you? That always makes things interesting. You can usually cope with it by wrapping the file names with the double quote character (").

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