Subject: Re: spawn on IDL virtual machine
Posted by David Fanning on Mon, 09 Oct 2006 15:12:08 GMT

Sverre Solberg writes:

> Is there a way to run code that contains the "spawn" command by the IDL
> virtual machine? I presume not :-(but would like to ask anyway. This
> is a code originally made for Unix, so it crashes when running the VM
> (with spawn) on Windows, which is not so surprising. But perhaps there
> is a way to test for platform inside the program and modify the call to
> "spawn" accordingly??

The various fields of the !VERSION system variable will
tell you almost everything you need to know about what
version of IDL you are running. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: spawn on IDL virtual machine
Posted by Allan Whiteford on Mon, 09 Oct 2006 15:21:56 GMT

Sverre,

In UNIX, both spawn and call_external work with no problems inside the
VM. To the best of my knowledge there has be no attempt to disable them
like the way execute is disabled so I'd imagine there is no real problem
using them on windows either.

However, it's unlikely that code originally written for UNIX will work
with windows where spawn is concerned. Chances are there were some
assumptions about paths etc. or, worse still, the IDL was spawning a
UNIX command like 'ls' or 'rm'.

Thanks,

Allan

Sverre Solberg wrote:

> Is there a way to run code that contains the "spawn" command by the IDL
> virtual machine? I presume not :-(but would like to ask anyway. This
> is a code originally made for Unix, so it crashes when running the VM
> (with spawn) on Windows, which is not so surprising. But perhaps there
> is a way to test for platform inside the program and modify the call to
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>
> Sverre
>

Subject: Re: spawn on IDL virtual machine
Posted by Luke on Mon, 09 Oct 2006 23:11:42 GMT
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Something like...

```
if  STRLOWCASE(!VERSION.OS_FAMILY) EQ 'windows' then $
   spawn, 'DIR C:\TEMP'  $
else  $
   spawn, 'ls /tmp'
```