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Subject: Need help with basic spawn command  
Posted by [ryanselk](#) on Wed, 16 May 2007 22:34:26 GMT  
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Im running IDL on XP.

I have this basic C code:

```
#include <stdlib.h>

int main()
{
    int n=5;
    n=n*2;
    return n;
}
//This file is basic.c
```

> From IDL, I just want to call this program and return n.

In IDL, I can write:

```
SPAWN, 'basic' ; this of course runs the
basic.c program.
```

But this doesnt return anything of course.. ive tried to add another variable after this line such as:

```
SPAWN, 'basic', variable
```

But windows doesnt like any of this...

Can anyone help me with this basic application? With spawn in the past ive gotten it to do calculations on a variable and return them, but with no input, im unsure how to get the output.

Thanks for any help! Ive also boughten the 'from c->dlim->idl' book but it wont be in for a few days.

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Subject: Re: Need help with basic spawn command  
Posted by [ryanselk](#) on Tue, 22 May 2007 15:06:44 GMT  
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On May 22, 6:55 am, Trae <traewin...@gmail.com> wrote:

> Sorry for jumpiing on this thread late.  
>  
> Why don't you use a combination of make\_dll and call\_external to have  
> IDL call your C code? I do a lot of number crunching in IDL and write  
> C codes to do much of the tedious but large jobs. These are the  
> procedures I use to get C an IDL to talk to each other.

>  
> The learning curve on these procedures is not bad and I've had great  
> success with them. It also sounds easier than what you are trying to  
> do with printf and if you are worried about time, nothing takes longer  
> than reading files. Call\_external allows you to pass variables.

>  
> Cheers,  
> -Trae

>  
> Cheers,

>  
> On May 17, 9:32 am, ryans...@gmail.com wrote:

>  
>> On May 17, 2:45 am, Yi <yi.se...@gmail.com> wrote:

>  
>>> IDL'sspawnprocedure can't get the return value from C program.  
>>> Of course, you can get the result using second argument like this :

>  
>>> IDL>spawn, 'basic', result

>  
>>> In this case, the result variable is not the return value of main  
>>> function(C Program)  
>>> but the output text result of the 'basic' command in Shell(Unix) or  
>>> Command Prompt(MS Windows)

>  
>>> The 'result' variable is string array, so it can catch multi lines  
>>> text output.

>  
>>> Anyway, if you want to usespawnprocedure, the C program should be  
>>> modified.

>  
>>> I expect that you can get result if you insert,

>  
>>> printf("%d", n);

>  
>>> into your C code.

>

```

>
>>>> Im running IDL on XP.
>
>>>> I have this basic C code:
>
>>>> #include <stdlib.h>
>
>>>> int main()
>>>> {
>
>>>>     int n=5;
>>>>     n=n*2;
>>>>     return n;}
>
>>>> //This file is basic.c
>
>>>> >From IDL, I just want to call this program and return n.
>
>>>> In IDL, I can write:
>
>>>> SPAWN, 'basic'           ; this of course runs the
>>>> basic.c program.
>
>>>> But this doesnt return anythingof course.. ive tried to add another
>>>> variable after this line such as:
>>>> SPAWN, 'basic', variable
>
>>>> But windows doesnt like any of this...
>
>>>> Can anyone help me with this basic application? Withspawnin the past
>>>> ive gotten it to do calculations on a variable and return them, but
>>>> with no input, im unsure how to get the output.
>
>>>> Thanks for any help! Ive also boughten the 'from c->dln->idl' book but
>>>> it wont be in for a few days.
>
>> Thank you so much, I understand now! Your right that it works when
>> adding a printf to the code with the result on thespawn.
>
>> I was under the impression that this would not work on windows, only
>> unix, not sure why, but it does.

```

I couldnt get the examples of the call\_external working, nor could I make on that did.

It seems the compiler is not reconized on this system (visual studio 2003) and re-istanlling it isnt really an option.

Soon I hope to get the call external working though! thanks!

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