
Subject: IDL hates python?

Posted by [Gray](#) on Thu, 23 Jun 2011 12:05:52 GMT

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Hi all,

As part of my very long and complicated IDL program (running in IDL 8.0.1), I use SPAWN to call a package (that I didn't write) which involves some Python routines; example code, very stripped down:

```
for i=0,ndir-1 do begin
  cd, dirs[i]
  spawn, 'my_call_on_file_1'
  spawn, 'my_call_on_file_2'
  spawn, 'my_call_on_file_3'
  do_a_bunch_of_other_stuff
  cd, '..'
endfor
```

When I try to run my program from the IDLDE, I get an error from stderr saying that the package couldn't find Python. When I run from the IDL command line, it works fine the first pass through loop; however, as soon as the loop iterates IDL loses track of Python again. The upshot is that I can't automate my program to run over a number of directories, I have to call it individually for each directory, which is INCREDIBLY annoying and very inefficient. Here is the error:

```
env: python: No such file or directory
augment-xylist.c:585:backtick: Failed to run command: /usr/local/
astrometry/bin/removelines.py CONT1.xyIs /tmp/tmp.removelines.j0DtP
```

IDL knows where Python is, since it works fine on the first pass through the loop (at least, when I call from the command line instead of the DE, which I don't mind doing). However, on subsequent iterations it fails. Is it just IDL trying to discourage Python use? What's going on here?

Thanks to everyone for your help, as always.

--Gray

Subject: Re: IDL hates python?

Posted by [R.Bauer](#) on Wed, 29 Jun 2011 11:53:44 GMT

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Am 23.06.2011 14:05, schrieb Gray:

```
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> iterations it fails. Is it just IDL trying to discourage Python use?
> What's going on here?
```

Each spawn creates a new child process. Check if you run into a limit.

Look into the python script and enter the complete path to the hashbang.
Try if it is different if you avoid finding the interpreter by env.

Reimar

```
>
> Thanks to everyone for your help, as always.
>
> --Gray
```
