Subject: SPAWN bash commands
Posted by stefan.meingast on Sat, 21 Sep 2013 22:36:26 GMT
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Hey

I am working on some astronomical data reduction and some parts on my pipeline rely on calling executables which are normally called in a regular shell. SPAWN works very well for most cases, but some routines can't be executed correctly because they are missing some executables themselves.

For instance:

Calling Scamp (http://www.astromatic.net/software/scamp) can't download an external reference catalog and with Montage (http://montage.ipac.caltech.edu) I can't run the batch executables. They result in the error: [struct stat="ERROR", msg="No child program executable or program aborted"].

If I execute the same SPAWN command in the bash, it works fine, so here the executable is missing.

Does anyone know how I can make these calls work?

thanks :)

Subject: Re: SPAWN bash commands
Posted by stefan.meingast on Sat, 21 Sep 2013 22:46:50 GMT
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Ah, one more thing:

This happens only in the IDLDE, when I login to IDL with the bash and then execute, it's fine...

Subject: Re: SPAWN bash commands
Posted by Michael Galloy on Sun, 22 Sep 2013 01:37:30 GMT
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Stefan <stefan.meingast@gmail.com> wrote:
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>
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> pipeline rely on calling executables which are normally called in a
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> If I execute the same SPAWN command in the bash, it works fine, so here
> the executable is missing.
>
> Does anyone know how I can make these calls work?
>
> thanks :)

I'm guessing a system path issue. Try:

  spawn, 'echo $PATH'

Mike
--
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Research Mathematician
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Subject: Re: SPAWN bash commands
Posted by stefan.meingast on Sun, 22 Sep 2013 06:49:05 GMT
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Ah you are right. The system variable is is fully set in the bash, but not in the IDLDE. Now, do you also know how I can fix this? :)

thanks