
Subject: SPAWN exit status different from shell exit status.
Posted by [Paul Van Delst\[1\]](#) on Mon, 30 Jun 2014 14:04:52 GMT
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Hello,

I'm trying to run a compiled executable within IDL.

When I run the exe in a regular shell I get the following:

```
$ myexe
```

Program received signal SIGSEGV: Segmentation fault - invalid memory reference.

Backtrace for this error:

```
#0 0x7FD97E7ADA77
#1 0x7FD97E7AE07E
#2 0x3000C3299F
#3 0x45EBBB in sub1_
#4 0x47688D in sub2_
#5 0x409A9F in sub3_
#6 0x42BABA in MAIN__ at myprog.f90:0
Segmentation fault (core dumped)
```

If I inspect the exit value I see:

```
$ echo $?
139
```

Now, if I do the same thing inside an IDL SPAWN command I get the following:

```
IDL> SPAWN, 'myexe', stdout, stderr, EXIT_STATUS = exit_stat
```

```
IDL> print, exit_stat
      0
```

```
IDL> help, stderr
STDERR      STRING    = Array[11]
```

```
IDL> print, stderr, format='(a)'
```

Program received signal SIGSEGV: Segmentation fault - invalid memory reference.

Backtrace for this error:

```
#0 0x7F39A545DA77
#1 0x7F39A545E07E
#2 0x3000C3299F
#3 0x45EBBB in sub1_
#4 0x47688D in sub2_
#5 0x409A9F in sub3_
#6 0x42BABA in MAIN__ at myprog.f90:0
```

So it's still failing but the `exit_status` is always 0 (i.e. successful)

I've tried the command with `/SH` and `/NOSHELL` and get the same result.

Does anyone have any idea why SPAWN is not setting the `EXIT_STATUS` correctly?

cheers,

paulv

p.s.

```
IDL> print, !VERSION
```

```
{ x86_64 linux unix linux 8.3 Nov 15 2013    64    64}
```

Subject: Re: SPAWN exit status different from shell exit status.

Posted by [lecacheux.alain](#) on Mon, 30 Jun 2014 16:31:13 GMT

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On Monday, June 30, 2014 4:04:52 PM UTC+2, Paul van Delst wrote:

> Hello,

>

>

>

> I'm trying to run a compiled executable within IDL.

>

>

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> When I run the exe in a regular shell I get the following:

>

>

>

> \$ myexe

>

>

>

> Program received signal SIGSEGV: Segmentation fault - invalid memory

>

```
> reference.
>
>
>
> Backtrace for this error:
>
> #0 0x7FD97E7ADA77
>
> #1 0x7FD97E7AE07E
>
> #2 0x3000C3299F
>
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> $ echo $?
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> 139
>
>
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> IDL> SPAWN, 'myexe', stdout, stderr, EXIT_STATUS = exit_stat
>
>
>
```

```

> IDL> print, exit_stat
>
>      0
>
>
>
> IDL> help, stderr
>
> STDERR      STRING   = Array[11]
>
>
>
> IDL> print, stderr, format='(a)'
>
>
>
> Program received signal SIGSEGV: Segmentation fault - invalid memory
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>
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>
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> I've tried the command with /SH and /NOSHELL and get the same result.
>
>
>

```

> Does anyone have any idea why SPAWN is not setting the EXIT_STATUS
>
> correctly?
>
>
>
> cheers,
>
>
>
> paulv
>
>
>
> p.s.
>
> IDL> print, !VERSION
>
> { x86_64 linux unix linux 8.3 Nov 15 2013 64 64}

After IDL documentation, the 3rd argument and keyword EXIT_STATUS are mutually exclusive:
check your STDERR argument, you should find 139 herein.
alx.

Subject: Re: SPAWN exit status different from shell exit status.
Posted by [Craig Markwardt](#) on Tue, 01 Jul 2014 18:49:27 GMT
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On Monday, June 30, 2014 10:04:52 AM UTC-4, Paul van Delst wrote:
> Does anyone have any idea why SPAWN is not setting the EXIT_STATUS
> correctly?

Works for me.
IDL> spawn, 'bash -c "exit 10"', exit_status=exit_status
IDL> print, exit_status
----> 10

I tried IDL 7 and IDL 8, Linux and Mac.

Craig
