
Subject: Spawn under Mac Os Yosemite
Posted by [Miguel](#) on Fri, 15 May 2015 16:12:21 GMT
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Hi everyone,

I'm working on my code with Fedora and Mac Os and until today, it worked fine.
I'm trying to use the command spawn to work with ds9 but it does not work on Mac.

```
> spawn,'ds9'  
bash: ds9: command not found
```

I created an alias to open ds9 from the Terminal (with "ds9" and not with "open ds9") but I get the same problem with IDL.
Since, I'm beginning with Mac, I do not know what is the problem.

Thank you for your help,

Miguel

Subject: Re: Spawn under Mac Os Yosemite
Posted by [karo03de](#) on Mon, 18 May 2015 05:22:33 GMT
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Am Freitag, 15. Mai 2015 18:12:24 UTC+2 schrieb miguelfigue...@gmail.com:

```
> Hi everyone,  
>  
> I'm working on my code with Fedora and Mac Os and until today, it worked fine.  
> I'm trying to use the command spawn to work with ds9 but it does not work on Mac.  
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>> spawn,'ds9'  
> bash: ds9: command not found  
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> I created an alias to open ds9 from the Terminal (with "ds9" and not with "open ds9") but I get  
the same problem with IDL.  
> Since, I'm beginning with Mac, I do not know what is the problem.  
>  
> Thank you for your help,  
>  
> Miguel
```

Hi, try

```
spawn, 'echo $PATH'
```

to see the search path. Desktop and terminal applications behave differently. In worst case use fully qualified commands in spawn. I am using EnvPane, a system preference pane for

environment variables (<http://diaryproducts.net/files/EnvPane-0.3.dmg>)

Karsten
