

NAME

spawn() - calls a command with specified arguments

SYNOPSIS

```
int spawn(Sin,Sout,Serr,Command_Name,arg1...argn,NULL)
```

```
FILE *Sin, *Sout, *Serr;
```

```
char *Command_Name, *arg1...*argn;
```

DESCRIPTION

spawn() causes the named command to be called in a subsidiary process with the given arguments.

The last argument to spawn() must be NULL to indicate the end of the list. The streams Sin, Sout and Serr become stdin, stout, and stderr for the command. The Command_Name may be an absolute or a relative pathname. To locate the command, the working directory is searched first, then /bin. This is a property of fexecv(), which spawn() calls.

When the command finishes, spawn() returns to the caller.

RETURNS

Returns 0 when successful. Otherwise, returns a non-zero value which could be:

an error code from fork() or fexecl(). the argument to exit() in the Command_name.

- 1, if stopped by a control C (^C).
- 2, if killed by another process.
- 4, if suspended by any fault, raise, control Y ^Y or by another process. (In this case, spawn() kills the suspended process.)

NOTES

spawn() just calls spawnv() with the address and length of the argument list.