Subject: Re: Sound in linux
Posted by rainbowsally on Tue, 23 Dec 2014 08:40:29 GMT
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Hi Honza.

Quote:From the man page of system():

    The system() library function uses fork(2) to create a child process
    that executes the shell command specified in command using execl(3) as
    follows:

       execl("/bin/sh", "sh", "-c", command, (char *) 0);

    system() returns after the command has been completed.

So to answer your question, yes it blocks. But you can always call fork() and one of the exec*
functions (there is about six of them). That in itself is not blocking, later you can check if the
process is completed by calling waitpid(pid_returned_from_fork, &return_code, NOHANG), which
is also nonblocking operation.

Honza

True. :)

Now here's a trickier one. How might we launch an app in another thread, that we KNOW will
take a long time, and shut it down with calls to STOP and CONTINUE from time to time, in order
to assure that the GUI continues to be responsive during a system() call.