

# Re: Using ShellExecute

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*Source:*

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  - *Date:* Fri, 2 Jun 2006 09:18:00 +0100
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"Tom Backer Johnsen" <[backer@xxxxxxxxxxxx](mailto:backer@xxxxxxxxxxxx)> wrote in message  
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I am using ShellExecute to start a batch program, where the call on the program contains filenames for the input (a set of commands) and the output file. After the call, I want to process the output file. Evidently, my program (written in D7) goes on with its own operations without waiting for anything, with the result that the output file is empty right after the call on ShellExecute. The operations in the batch program may vary in respect to time, sometimes quite lengthy (actually, it is a statistical system called R, very nice).

Now, is there some way of checking if the batch program is finished so I can delay my program until the batch program is finished? Some API call using the handle perhaps?

This is the C++ way of doing it – you may be able to work out the Delphi way from this...

```
SHELLEXECUTEINFO ExecInfo;  
memset (&ExecInfo, 0, sizeof(ExecInfo));  
ExecInfo.cbSize = sizeof(ExecInfo);  
ExecInfo.lpVerb = "open";  
ExecInfo.lpFile = AppPath.c_str();  
ExecInfo.lpParameters = Cmdline.c_str();  
ExecInfo.fMask = SEE_MASK_NOCLOSEPROCESS;  
ExecInfo.nShow = SW_SHOW;  
bool RetCode = ShellExecuteEx(&ExecInfo);  
WaitForSingleObject(ExecInfo.hProcess, INFINITE); // this waits
```

HTH Pete

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