
Run an app from a Lua function

Posted by instigator - 2011/04/22 20:40

I need to know how can I run an executable from a lua function (ex. notepad.exe). I tried with Rainlendar_PlaySound but nothing happens.

Any idea?

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Re: Run an app from a Lua function

Posted by anoob - 2011/04/23 04:19

you can use Rainlendar_Execute("FullPath")

Note: the "\" must with "\\"

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Re: Run an app from a Lua function

Posted by instigator - 2011/04/24 17:19

anoob wrote:

you can use Rainlendar_Execute("FullPath")

Note: the "\" must with "\\"

Sweet.

And can I run the app with parameters?

Because, waht I'm gonna to do is run this command:

nircmd.exe speak text "The text to read"

and for "The text to read" I mean the task or the event. Now, This is possible just send it #TEXT# as parameter. But how can I work with this in the LUA function?

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Re: Run an app from a Lua function

Posted by anoob - 2011/04/25 13:13

you can try:

```
os.execute('Full_Path\\nircmd.exe speak text_ ' .. ' ' .. #TEXT# .. ' ' .. '')
```

(p.s the _ is a space)

But, it will display a command-window when running, i don't know how to hide the window.

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