

# processSpawner

## processSpawner

```
new processSpawner()
```

Source: [util/processSpawner.js, line 9](#)

Creates a processSpawner. This class allows a user to spawn a native process and access the stdin and stdout streams spawned from the process.

## Methods

```
spawn(cmd, args, stdIN, stdOUT, onCLOSE) → {Promise.<any>}
```

Source: [util/processSpawner.js, line 22](#)

This function allows a developer to spawn an arbitrary process on the host pc, and subscribe to various events the spawned process emits.

### Parameters:

Name	Type	Description
<code>cmd</code>	<code>String</code>	The command to execute.
<code>args</code>	<code>Array.&lt;String&gt;</code>	Command line arguments to pass into the command.
<code>stdIN</code>	<code>function</code>	Function to execute whenever data is written to stdin of the process.
<code>stdOUT</code>	<code>function</code>	Function to execute whenever the process sends data to stdout
<code>onCLOSE</code>	<code>function</code>	Function to execute when the process terminates.

### Returns:

Returns a promise that will resolve once the process has spawned and is running.

Type `Promise.<any>`