

Classes | [Core](#) > [Kernel](#)

Process

 : [Object](#)*Runtime environment for the virtual machine and interpreter.*Source: [Kernel.sc](#)
Subclasses: [Main](#)

Description

A `Process` is the runtime environment for the virtual machine and interpreter. It has a subclass named `Main` which is where you should override the methods of `Process`. There are two methods of interest. One is named `startup` and is called after the class library has been compiled. The other is named `run` and is called when the user chooses the Run menu command.

Class Methods

`Process.tailCallOptimize``Process.tailCallOptimize = bool`

Get or set tail call optimization. The default is on. Setting this to `false` can help with debugging by including intermediate levels in an error backtrace.

Inherited class methods

14 methods from `Object` ► [show](#)

Undocumented class methods

`Process.elapsedTime``Process.monotonicClockTime`

Instance Methods

`.nowExecutingPath``.nowExecutingPath = value`Usage: `thisProcess.nowExecutingPath`

Returns the full path to the file containing the code that is currently executing *interactively* in the interpreter. Usually this is the current document. If the code block executes another file on disk, using `String: -load` or `String: -loadPaths`, `nowExecutingPath` will be the location of the executed file.

`nowExecutingPath` is valid only for interactive code, i.e., code files with a `.scd` extension. It does not apply to class definitions (`.sc`). For that, use `thisMethod.filenameSymbol` or `this.class.filenameSymbol`.

This method is supported in the SuperCollider IDE, the `scel` (SuperCollider-Emacs-Lisp) environment and the command-line interface (CLI). In other editor environments, it will return `nil`.

See [Examples](#) for various uses of `thisProcess.nowExecutingPath` with [CmdPeriod](#), [ServerBoot](#) and [ServerTree](#), [Routine](#) and [Task](#).

WARNING: `nowExecutingPath` has a corresponding setter method, `nowExecutingPath_`, for internal use only by the interpreter. Do not call the setter method!

`.startup`

called after the class library has been compiled. Override this in class `Main` to do whatever you want.

`.run`

called when the user chooses the Run menu command. Override this in class `Main` to do whatever you want.

`.mainThread`

The top-level `Thread`, i.e. the `parent` of all other `Threads`. This instance of `Thread` always exists and is created with the `Process` when SuperCollider starts.

Discussion:

All SuperCollider code initially runs in the context of the main `Thread`:

- Code evaluated in code editor
- Code evaluated on command line
- Tasks scheduled on any [Clock](#)

This means that [thisThread](#) will always initially point to the main Thread. However, when some code starts a [Routine](#), the Routine becomes the current Thread, with the main Thread as its parent.

Inherited instance methods

403 methods from [Object](#) ► [show](#)

Undocumented instance methods

.addDocument

From extension in [/Users/prko/Dropbox/prko/_myDocs/Writings/Making Sound using Open Sources/mixed/dev - Bleeding edge/SuperCollider.app/Contents/Resources/SCClassLibrary/Common/GUI/PlusGUI/Core/KernelPlusGUI.sc](#)

.archiveAsCompileString

.argv

.getCurrentSelection

.interpretCmdLine

.interpretPrintCmdLine

.interpretPrintSelectedText

.interpreter

.methodReferences

.methodTemplates

.openCodeFile

.openWinCodeFile

.prSchedulerQueue

.shallowCopy

.showHelp

.shutdown

.stop

.tick

Examples

Example 1. Comparison of the path of the evaluated code block in a saved SCD, the loaded SCD and the function in the loaded SCD:

If a code block ("fileMain.scd" in the example code below) executes another file on disk ("fileForLoad.scd" in the example code below), using [String: -load](#) or [String: -loadPaths](#), `thisProcess.nowExecutingPath` will be the location of the executed file ("fileForLoad.scd" in the example code below). However, if the function is called in the executed file ("fileForLoad.scd" in the example code below), `thisProcess.nowExecutingPath` will be the document of the code block ("fileMain.scd" in the example code below).

Steps:

1. Preparation code:

```
(
  var test, fileMain, fileForLoad;

  test = "thisProcess.nowExecutingPath";
  ~fileMainPath = "~/fileMain.scd".standardizePath;
  fileMain = File(~fileMainPath, "w");
  fileMain.write(
    "\n" ++
    "(" ++ (test ++ ":").quote ++ ").postln;\n" ++
    "(" ++ ("\tin fileMain.scd:").quote ++ "+" + test ++ ").postln;\n" ++
    "~test = (" ++ test ++ ".dirname +/" + "fileForLoad.scd".quote ++ ");\n" ++
    "~test.load.testFunction;\n" ++
    "~test.openOS; // n.b.: .openDocument only works in SC-IDE\n" ++
    "'fileMain.scd tasks finished'.postln;\n" ++
    ")"
  );
  fileMain.close;

  fileForLoad = File(~fileMainPath.dirname +/"fileForLoad.scd", "w");
  fileForLoad << (
```

```

testFunction: {\n" ++
"\t(" ++ "\tin the testFunction in fileForLoad.scd:".quote + "+" + test ++ ").postln
}\n");
fileForLoad.close;
)

```

Post window returns:

```
-> a File
```

2. Execute SCD file:

- o In SC-IDE:

```
~fileMainPath.openOS; // n.b.: .openDocument only works in SC-IDE
```

Post window returns:

```

-> /Users/prko/fileMain.scd
thisProcess.nowExecutingPath:
  in fileMain.scd: /Users/prko/fileMain.scd
  in fileForLoad.scd: /Users/prko/fileForLoad.scd
  in the testFunction in fileForLoad.scd: /Users/prko/fileMain.scd
fileMain.scd tasks finished
-> fileMain.scd tasks finished

```

- o In command line interface (CLI):

```
// Linux:
sclang '/home/parallels/fileMain.scd'
```

```
// macOS (/Applications/SuperCollider.app might be changed to properly):
/Applications/SuperCollider.app/Contents/MacOS/sclang ~/fileMain.scd
```

```
// Windows (C:\Program Files\SuperCollider_dev\ should be changed to properly):
"C:\Program Files\SuperCollider_dev\sclang.exe" %userprofile%\fileMain.scd
```

sclang returns to the terminal window (command prompt window on Windows):

```

... (messages are truncated) ...
*** Welcome to SuperCollider 3.13.0. *** For help press F1.
thisProcess.nowExecutingPath:
  in fileMain.scd: C:\Users\YourAccountFolder\fileMain.scd
  in fileForLoad.scd: C:\Users\YourAccountFolder\fileForLoad.scd
  in the testFunction in fileForLoad.scd: C:\Users\YourAccountFolder\fileMain.scd
fileMain.scd tasks finished

```

Example 2. [CmdPeriod](#), [ServerBoot](#) and [ServerTree](#):

WARNING: The returned path depends on the existence of the startup.scd file when the interpreter boots.

When used in [CmdPeriod](#), [ServerBoot](#) and [ServerTree](#), it will return nil unless startup.scd exists.

```

(
  CmdPeriod.add {
    var path = thisProcess.nowExecutingPath;
    ("~ CmdPeriod's thisProcess.nowExecutingPath:" + path).postln
  };
  ServerBoot.add {
    var path = thisProcess.nowExecutingPath;
    ("~ ServerBoot's thisProcess.nowExecutingPath:" + path).postln
  };
  ServerTree.add {
    var path = thisProcess.nowExecutingPath;
    ("~ ServerTree's thisProcess.nowExecutingPath:" + path).postln
  };
  s.reboot
)

```

- If startup.scd exists:

- o When evaluating the code above, post window returns

```

... (messages are truncated) ...
localhost: keeping clientID (0) as confirmed by server process.
- ServerBoot's thisProcess.nowExecutingPath: /Users/prko/Library/Application Support/SuperCollider/startup.scd
- ServerTree's thisProcess.nowExecutingPath: /Users/prko/Library/Application Support/SuperCollider/startup.scd
Shared memory server interface initialized

```

- o When pressing CMD/control + . after evaluating the code above:

```

- CmdPeriod's thisProcess.nowExecutingPath: /Users/prko/Library/Application Support/SuperCollider/startup.scd
- ServerTree's thisProcess.nowExecutingPath: /Users/prko/Library/Application Support/SuperCollider/startup.scd

```

- If there is no startup.scd:

- o When evaluating the code above, post window returns

```

... (messages are truncated) ...
localhost: keeping clientID (0) as confirmed by server process.

```

Shared memory server interface initialized

- When pressing CMD/control + . after evaluating the code above:
 - CmdPeriod's thisProcess.nowExecutingPath: nil
 - ServerTree's thisProcess.nowExecutingPath: nil

Example 3. In Routine and Task:

The following examples return the full path of the SCD file where the evaluated code block is located.

WARNING: Each code should be copied and pasted into an SCD file that has already been saved in a folder.

- Routine: play:

```
(
  Routine {
    var path = thisProcess.nowExecutingPath;
    ("~ thisProcess.nowExecutingPath in path Routine:" + path).postln
  }.play;

  r {
    var path = thisProcess.nowExecutingPath;
    ("~ thisProcess.nowExecutingPath in path r:      " + path).postln
  }.play
)
```

- Function: fork:

```
(
  fork {
    var path = thisProcess.nowExecutingPath;
    ("~ fork's thisProcess.nowExecutingPath:" + path).postln
  }
)
```

- Server: waitForBoot:

```
(
  s.waitForBoot {
    var path = thisProcess.nowExecutingPath;
    ("~ .waitForBoot's thisProcess.nowExecutingPath:" + path).postln
  }
)
```

- Server: doWhenBooted:

```
(
  s.doWhenBooted {
    var path = thisProcess.nowExecutingPath;
    ("~ .doWhenBooted's thisProcess.nowExecutingPath:" + path).postln
  };
  s.reboot;
)
```

- Task:

```
(
  Task {
    var path = thisProcess.nowExecutingPath;
    ("~ Task's thisProcess.nowExecutingPath:" + path).postln
  }.start;

  Task {
    var path = thisProcess.nowExecutingPath;
    ("~ Task's thisProcess.nowExecutingPath:" + path).postln
  }.play
)
```

helpfile source: /Users/prko/Dropbox/prko/_myDocs/Writings/Making Sound using Open Sources/mixed/dev - Bleeding edge/SuperCollider.app/Contents/Resources/HelpSource/Classes/Process.schelp
link::Classes/Process::