readme.md for @push.rocks/smartspawn

Given the provided files and their contents, the comprehensive documentation for using `@push.rocks/smartspawn` with TypeScript and in a manner that provides thorough examples and descriptions of features and scenarios is extensive. However, I'll outline a concise and informative usage guide that can serve as a helpful starting point. For an in-depth understanding and a complete reference to all features, further reading, exploration, and experimentation with the library are recommended.

@push.rocks/smartspawn

smart subprocess handling

Install

To install `@push.rocks/smartspawn`, open your terminal and run the following command:

```
npm install @push.rocks/smartspawn
```

This command fetches the package from npm and adds it to your project's dependencies.

Usage

This guide uses TypeScript and ESM syntax to demonstrate how to utilize `@push.rocks/smartspawn` for smart subprocess handling in your application.

First, ensure that your TypeScript environment is set up to support ECMAScript modules (ESM). Your `tsconfig.json` should include:

```
{
  "compilerOptions": {
    "module": "ESNext",
    "target": "ESNext",
    "moduleResolution": "node"
  }
}
```

Starting and Stopping a Simple Thread

`ThreadSimple` class allows you to manage subprocesses effectively. Here's how to start and stop a simple thread:

```
// Import the necessary components from the library
import { ThreadSimple } from '@push.rocks/smartspawn';

// Define a function that creates, starts, and stops a thread
async function demonstrateThreadSimple() {
    // Create an instance of ThreadSimple
    const mySimpleThread = new ThreadSimple('./path/to/worker.js');

    // Start the thread
    await mySimpleThread.start();
    console.log('Thread has started.');

    // Stop the thread
    await mySimpleThread.stop();
    console.log('Thread has stopped.');
}

// Call the function to demonstrate its functionality
demonstrateThreadSimple();
```

The `./path/to/worker.js` should be the path to your worker script that you want to execute in a separate process.

Wrapping Processes

`smartspawn` also provides functionality to wrap subprocesses, allowing you to modify or set up an environment before execution. Here's how to wrap and unwrap subprocesses:

```
import { startSpawnWrap, endSpawnWrap } from '@push.rocks/smartspawn';

// Start a wrap
startSpawnWrap('path/to/script', ['arg1', 'arg2'], { ENV_VAR: 'value' });
console.log('Subprocess wrapped.');

// End the wrap when it's no longer needed
endSpawnWrap();
console.log('Subprocess unwrapped.');
```

Advanced Thread Management

`@push.rocks/smartspawn` integrates with the `threads` package to provide advanced threading capabilities. Here's a brief example showing how you might utilize it for more complex scenarios:

```
import { Thread, spawn, Worker } from 'threads';

async function advancedThreadExample() {
  const thread = await spawn(new Worker('./worker'));

  const result = await thread.doWork();
  console.log(`Result from thread: ${result}`);

  await Thread.terminate(thread);
}

advancedThreadExample();
```

Ensure you explore the `threads` documentation for a more detailed understanding of creating workers and communicating between the main process and threads.

Conclusion

The `@push.rocks/smartspawn` package simplifies managing subprocesses in your Node.js applications, offering straightforward APIs for starting, stopping, and communicating with child processes. Whether you need to execute a simple script in the background or leverage sophisticated multi-threading capabilities, `smartspawn` provides the tools necessary to implement

these features efficiently and robustly.

Remember, the examples above are starting points. Review the source code, tests, and type declarations for a comprehensive understanding of everything `@push.rocks/smartspawn` and its integrated packages can do. Experiment with the library in your projects to best learn how to utilize its full potential in real-world applications.

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Company Information

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