

1) Download tclkitsh (Single exe Tcl runtime, without Tk) from
<http://code.google.com/p/tclkit/downloads/list>

2) Create a folder /tcl-scripts in the app executable path.

3) Add this handler to your Skylark App:

```
SKYLARK(CGITcl, "/tcl/*")
{
  String cmd = "tclkitsh.exe tcl-scripts/" + http[0];
  LocalProcess p(cmd);

  String buffer="";
  String data;

  while(p.Read(data))
    buffer += data;

  if(p.IsRunning())
    p.Kill();

  http << buffer;
}
```

4) Add links to .tcl files in your .witz files:

```
<a href="/tcl/time.tcl">Time server</a>
```

5) Write Tcl code:

tcl-scripts/time.tcl

```
puts "<html><head><title>Tiny CGI time server</title></head>
<body><h1>Time server</h1>
Time now is: [clock format [clock seconds]]<br>
<hr>
<a href='\"http://127.0.0.1:8001/cgi_test\">Index</a>
</body></html>"
```

Explanation of the code above: the command [clock seconds] returns the time. And [clock format] formats the time in human readable form.

I suggest using environment variables to return data.

This can be adapted to Python, Perl, Lua, whatever.

Subject: Re: Proof of concept: running Tcl scripts in Skylark

Posted by [zsolt](#) on Fri, 21 Dec 2012 20:37:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry, but this is not a good idea.

This is a very good way only to overload your server.

You should read some articles about CGI or something in the CGI vs FastCGI topic.
