
Subject: Re: call_external for file I/O
Posted by [rivers](#) on Thu, 22 Oct 1998 07:00:00 GMT
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In article <70ldu6\$160@hacgate2.hac.com>, "Charlie Solomon" <crsolomon@west.raytheon.com> writes:

> Hello experts,

>

> Is anyone out there using call_external to read image files into a variable
> on the Windows NT platform? I have used a c routine on the Solaris platform
> called map_file, which bypasses the standard I/O layer and maps data
> directly into/from memory, making data access very fast compared to using
> IDL's built in file I/O utils. I did not write map_file, but my
> understanding is that it utilizes features in unix which allow this sort of
> memory mapping without going through the stdio layer. I would love to get
> the same speed on my NT machine. Any ideas?

I am not sure what you mean. Is the data actually in a disk file or is it in memory? If it is in a disk file then some process needs to do the disk I/O. If it is in memory then call_external can be used to get it into IDL.

Note that IDL's disk I/O on NT is quite fast. >5MB/sec is not hard to achieve using writeu and readu.

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