Subject: saving a linked list to file ?
Posted by R.G. Stockwell on Thu, 29 Jul 1999 07:00:00 GMT

Greetings,

I could use some advice on manipulating
and saving lots of structures with object references.

I have some IDL code that uses a linked list
(thanks to www.dfanning.com) of various structures.
Each structure (may) have object references
(text object graphics actually).

Is there a way to save the whole linked list
to a single file?

I've dug through dejanews and found discussion
on saving a single object, with the SAVE procedure
(and the object-method realizing that is required).
It seems that for me to implement this, I'd have
to loop through all links and "save" the objects
individually. That isn't really a solution, since
I'll have thousands of them.

(or should I write a routine to "unpack" the data in
the item-structures of the linked list into arrays,
and write the arrays as normal arrays of data,
and save an array of text-objects?
The files would then be read as normal arrays, then
linked-up again.)
The problem with this is that takes
a long time create the text objects.
Also, I'll want to link the arrays in about 3 different
ways, backwards and forwards. So that I do not hav to sort,
so I'd like to be able to save the information. I could
just save the orders as well.. hmmm)

(I'm beginning to think that it isn't
a great idea to object-text all my info,
since it seems to be really slow to display.)

Any ideas or thoughts would be appreciated.

Cheers,
bob

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