Subject: Re: IDL save files with programs and files
Posted by robert.dimeo on Fri, 09 Nov 2001 14:00:53 GMT
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Hi Rick,

Craig pointed out an important issue when he asked once you have the image file appended to the save file with the resolved routines,how do you actually read it into a procedure from the main level where it is restored?

I think I can see how your routine would work for what I need though. We are including a PNG image in the splash screen of a widget application (this program will be distributed as a runtime program with an embedded IDL license). I think that I can just use notify_realize keyword when I realize the top-level base of the program to get the PNG data (that has been converted using your routine).

I'd like to give it a shot if you could send me your code or post it here.

Thanks,

Rob

"Rick Towler" <rtowler@u.washington.edu> wrote in message news:<9sf31r$2aee$1@nntp6.u.washington.edu>...
> Wow, I need to check out Craig's CMSAVE routine. It might have saved me
> some work...
>
> I just wrote a program a few weeks back that converts a 24 bit .PNG file to
> an IDL .pro file to get around the inability to save data and routines
> together in one save file. You call the function and it returns an array
> containing the image. I have only used this on a relatively small image
> (maybe 120x120) so I have no idea what the upper bound would be. I am sure
> there are a load of issues when doing something like this but it worked
> great for a little image in the "About" dialog and it didn't impact
> application performance.
>
> Craig's approach would be much cleaner but you are welcome to the code.
>
> -Rick
>
>
> "Rob Dimeo" <robert.dimeo@nist.gov> wrote in message
> news:cb539436.0111071002.3618679e@posting.google.com...
>> Hi,

>>
>> How can I create a save file that consists of resolved routines, one
>> of which requires a .PNG file? Ultimately I want to create a run-time
>> version of the program so I'm not sure if Craig Markwardt's CMSVLIB
>> routines would be applicable.
>>
>> Thanks,
>>
>> Rob Dimeo
