Subject: Re: Is there a way to use C++ code in IDL Posted by Paul Van Delst[1] on Thu, 20 Feb 2003 18:45:42 GMT View Forum Message <> Reply to Message

CelticBlues wrote:

>

- > It's a fairly complex ascii file, the parser of which I did not write
- > myself. Combine the complexity, with the fact that I didn't write the
- > original parser, and I feel more comfortable reusing the code, than
- > rewriting it in IDL, which I just started using yesterday. Maybe as I learn
- > more about IDL, I'll write a parser in IDL, but until then....

I'm not being flippant when I say this may be a good opportunity to learn IDL - and understand more about your data file/structure. Assuming you have the luxury of time.

Otherwise, why not use the C++ parser to read the file and write some simple little C++ program to output the structure in some really simple format that would take "5 minutes" to write a parser for to read into IDL? (Here I'm assuming all you want to use IDL for in this case is plot the data)

paulv

```
>
  Thanks for the info,
>
> Later,
> Ed
>
  "David Fanning" <david@dfanning.com> wrote in message
  news:MPG.18bec429c19cf041989af0@news.frii.com...
>> James Kuyper (kuyper@saicmodis.com) writes:
>>
>>> That depends entirely on how complicated the syntax that it parses is.
>>> If he's worried about the recoding effort, I doubt that the parsing is
>>> simple enough to be a 5 minute job in IDL. With all due respect to IDL.
>>> most things that can be parsed correctly by a 5-minute IDL program have
>>> a fairly simple syntax.
>> Perhaps I exaggerated a little. (It's been known to happen.)
>> But I stand by my "orders of magnitude" comment. :-)
>> Cheers,
>>
>> David
>>
>> --
>> David W. Fanning, Ph.D.
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- >> Fanning Software Consulting, Inc.
- >> Phone: 970-221-0438, E-mail: david@dfanning.com
- >> Coyote's Guide to IDL Programming: http://www.dfanning.com/
- >> Toll-Free IDL Book Orders: 1-888-461-0155

Paul van Delst CIMSS @ NOAA/NCEP/EMC Ph: (301)763-8000 x7274

Fax:(301)763-8545