

Greetings!

Michael Wallace <mwallace.removethis@swri.edu.invalid> writes:

>

> What I'm interested in is an example of a save file which consists of a
> structure with multiple one-dimensional arrays. The arrays are the same
> size, but may be of different primitive data types (usually integers,
> sometimes floats, sometimes strings). I guess I'm trying to figure out
> how all the records line up and where everything falls for a complicated
> structure like this. I want to determine how easy it would be to create
> a save file such as this outside of IDL.

If you are looking for an example, then probably you could make an example pretty easily with some sample data, right?

You can also easily use the mid- or low-level routines in my library to create sample save files of any type you desire.

The variable-type descriptors are not full fledged records. What you are really asking is how the descriptors appear within a single variable's record. What you will find is that a structure descriptor starts with a value of "9". Then, if the structure contains any arrays or structures within itself, then descriptors for those follow, first arrays, then structures. For your problem, you would see the following byte stream:

STRUCT_DESCR (N tags, including M arrays)

ARRAY_DESCR (1)

...

ARRAY_DESCR (M)

After the first definition of a structure, any following structures of the same data type refer back to the original instead of redefining it again.

> By the way, do you (Craig) have plans to update the document for IDL 6.0?

Let's say that the implied legal threats against me by RSI and Kodak have more or less cooled my interest in IDL save files.

Do you have any reason to believe that IDL 6 save file formats have changed?

Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@REMOVEcow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
