
Subject: Re: status of HDF5 *writing* support in IDL
Posted by [Rick Towler](#) on Tue, 27 Apr 2004 20:26:50 GMT
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"Michael Wallace" wrote...

>> Along with many I am sure, I have been waiting patiently for any word on
>> support for *writing* HDF5 files in IDL. A major project has been
delayed
>> in hopes that full HDF5 support would be forthcoming. This issue has
come
>> up more than a few times in the past week or so as we realize that we
can
>> delay no longer and now I am getting pissed.
>
> You say this like you think that RSI actually adds useful features to
> IDL. I'm still waiting for command line arguments and nice-looking
> fonts in direct graphics. And those aren't the only things missing.

I don't usually stir the turd and I have to admit that I while I may
disagree on certain points, I respect the direction that RSI has taken IDL.
My mistake was to assume that since support for reading HDF5 files was added
in 5.6, that writing support would be soon to follow.

> As far as HDF5 writing goes, RSI did not mention it at all in their last
> newsletter (<http://www.rsinc.com/newsletter/#idlbeta>) which listed some
> of the new features in IDL 6.1. The only thing I know to do is get the
> HDF5 C library and write a DLM for the functions you need. Why RSI
> can't do this themselves is beyond me.

I have looked into this, and I also looked into the Java versions in hopes
of using the IDL->Java bridge but the former would be a project unto itself
and the latter approach is plagued by a lack of documentation/examples on
the IDL side.

Have you considered implementing your own home grown anti-aliasing routines
to smooth out those direct graphics fonts (if it is in fact the jaggies that
you despise). I posted some example code a while back...

Thanks for the info.

-Rick
