Subject: Re: dialog\_pickfile internal buffer Posted by Peter Mason on Mon, 03 May 2004 21:50:46 GMT

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## Ben Tupper wrote:

- > David Chevrier wrote:
- >> Hi guys,
- >> Quick question. I'm entering a large number of 512x512 tiff images
- >> of ct scanned fish into a widget based gui I wrote for polygon
- >> extraction of their air bladder(s). However, I have found a little
- >> problem. My pro crashes out on this line:
- >> filesToUse = DIALOG PICKFILE(FILTER='\*.tif', TITLE='Pick the TIF
- >> files', /MULTIPLE\_FILES)
- >> with the message "DIALOG\_PICKFILE: Dialog failure Internal buffer
- >> of 32767 bytes exceeded."

>>

- >> This only happens when I try to pick more than 627 images at once.
- >> (I know its a lot.) I have been able to make a few work-arounds,
- >> but I was curious if anyone knew how to change the internal buffer
- >> (if at all possible).

>> >

> Hello,

>

- > I don't know what the error means, but you might consider having the
- > user select a directory (see the DIRECTORY keyword for
- > DIALOG\_PICKFILE) instead of selecting multiple files.

>

> Ben

## I second Ben's advice.

David, if you're using Unix then ignore the rest of my post, but... If you're using Windows then I believe that the limitation is due to Win32 rather than IDL. DIALOG\_PICKFILE uses the native Win32 "GetOpenFileName" dialog and that's where the problem is. I've run into it myself in a straight C program. It is somewhat surprising to still find silent 16-bit carry-overs like this, but there you go.

Now you could go and write your \*own\* file-selection dialog in IDL (or maybe there's already a suitable one out there) but from a practical standpoint - if hundreds of files are involved - it would probably be easier for the user to just select a directory and for your app to filter out the files it wants, IMHO.

To the best of my knowledge, you won't hit a limit with IDL's FINDFILE function. (If in fact you do, you could spawn a dir command instead.)