
Subject: Problem: Opening a 20-30MB sized ShapeFile
Posted by [Chirag Modh](#) on Mon, 24 Oct 2005 11:11:10 GMT
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Hi All,

I am opening ShapeFile (.shp) in IDL by using IDLffShape class.
My code run nicely for small ShapeFile, but when I am loading 5MB sized ShapeFile it takes 2-3 Minuts and for 30MB sized ShapeFile it takes too much time to open some time it's hangs up .

For same file ENVI not takes too much time it opens it very quickly.
My programme is written bellow
what I am doing.

```
oWin= obj_new('IDLgrWindow')
oView=obj_new('IDLgrView')
oModel=obj_new('IDLgrModel')
oView->Add,oModel

entity=self->IDLffShape::GetEntity(/ALL)
for i=0, self.nRecord-1 do begin ; self.nRecord = 1,00,000

DATA= (*entity[i].vertices)
oPolygon=OBJ_NEW('IDLgrPolygon')
oPolygon->SetProperty,DATA=temporary(data)

    oModel->Add, oPolygon
    self->IDLffShape::DestroyEntity, entity[i]
endfor
oWin->Draw,oView
```

I hope you can suggest me better solution
Regards,
Chirag Modh
