Subject: Re: .sav format
Posted by JD Smith on Tue, 06 Feb 2007 23:44:29 GMT
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On Tue, 06 Feb 2007 15:00:47 -0500, Haje Korth wrote:

> "Guillermo" <gcastill@ucalgary.ca> wrote in message
> news:1170788649.657637.173590@l53g2000cwa.googlegroups.com.. .
>> On Feb 6, 8:42 am, David Fanning <d...@dfanning.com> wrote:
>>> I think the more obvious reason is that ENVI consists
>>> of IDL save files. :-)
>>
>> Hold on! Excuse my ignorance, but do this thread and the thing of the
>> 'reverse engineering' mean that anyone having the right tools (eg. the
>> company proprietary of the language) can retrieve the source code from
>> a code.sav file?? Sounds scary...

> Sure the idl code can be recovered, just like you can disassemble any
> executable file. You won't recover the variables names but you can see the
> logic of the code. The question is more whether its worth the effort. I
> would be curious in seeing how it's done but asking myself whether I would
> waste my time on it, the answer is absolutely NO. What's the sense? Even the
> ENVI routines are in the end just implementations of publicly available
> algorithms.

I wouldn't be so sure. Long ago I used to run IDLSPEC, an IDL benchmark site. To ensure people didn't "game the system" I added a little checksum to the data, and distributed the routine in a .sav to prevent peeking. I got an email one day with this section of the code as I had written it, line by line (well, different capitalization and block elements, but anyway). It's in there. Variable names, function calls, etc.

Does anyone aside from ITTVIS use .SAV as some form of proprietary binary distribution channel? It's sad that all this protectiveness of their "compiled binary" format may limit the utility of .SAV as a binary data format.

JD