
Subject: Re: write array 2 *.shp file

Posted by [David Fanning](#) on Mon, 28 Jul 2008 17:25:33 GMT

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d.poreh@gmail.com writes:

```
> ;Create structure for new entity
>
> entnew=3Dreplicate({IDL_SHAPE_ENTITY},N[2])
>
> for J=3D0,N[2]-1 do begin
>
>
> ; Define the values for the new entity
> entnew[j].SHAPE_TYPE =3D 1
> entnew[j].ISHAPE =3D 1470
> entnew[j].BOUNDS[0]=3D(A[0,j])
> entnew[j].BOUNDS[1]=3D(A[1,j])
> entnew[j].BOUNDS[2]=3D0.00000000
> entnew[j].BOUNDS[4]=3D(A[0,j])
> entnew[j].BOUNDS[5]=3D(A[1,j])
> entnew[j].BOUNDS[6]=3D0.00000000
> entnew[j].BOUNDS[7]=3D0.00000000
> entnew[j].N_VERTICES =3D 1
>
>
> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
> mynewshape -> PutEntity,entnew[j]
>
> mynewshape -> SetAttributes, 0, attrNew
> endfor
> .....
> But still no result
```

I don't think you are thinking this through all the way. :-)

I can't tell what A is, but I would expect it to be a pointer array to polygons of various lengths. In other words, these are the shapes you are trying to put into the file. But, in any case, you are not even storing the vertices of *anything* in this file. In other words, at the very least you have to set:

```
entnew[j].VERTICES = a_polygon_of_some_sort
```

You have nothing like that there. What do you have in A? Where are your polygons that you are trying to put into the shapefile? What do you think the

BOUNDS fields should be set to? What values? What are you putting in there?

Too many open questions here to expect much success yet.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
