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Subject: Re: write array 2 \*.shp file

Posted by [David Fanning](#) on Mon, 28 Jul 2008 14:13:33 GMT

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David Fanning writes:

> d.poreh@gmail.com writes:

>

>> Here is my code but I have got just one point in the attribute table:

>> =2E.....

>> =2E.....

>> mynewshape=3DOBJ\_NEW('IDLffShape',file,/UPDATE, ENTITY\_TYPE=3D1)

>>

>> mynewshape->AddAttribute, 'lat', 7, 25, \$

>> PRECISION=3D0

>> mynewshape->AddAttribute, 'lon', 7, 25, \$

>> PRECISION=3D0

>>

>> entNew =3D{IDL\_SHAPE\_ENTITY}

>> for J=3D0,N-1 do begin

>> entNew.SHAPE\_TYPE =3D 1

>> entNew.ISHAPE =3D fix(randomu(10)\*10000)

>> entNew.BOUNDS[0]=3D(A[0,j])

>> entNew.BOUNDS[1]=3D( A [1,j])

>> entNew.BOUNDS[2]=3D0.00000000

>> entNew.BOUNDS[3]=3D0.00000000

>> entNew.BOUNDS[4]=3D( A [0,j])

>> entNew.BOUNDS[5]=3D( A [1,j])

>> entNew.BOUNDS[6]=3D0.00000000

>> entNew.BOUNDS[7]=3D0.00000000

>> entNew.N\_VERTICES =3D 1

>> endfor

>>

>> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE\_STRUCTURE)

>>

>> mynewshape -> PutEntity,entNew

>> mynewshape -> SetAttributes, 0, attrNew

>>

>> OBJ\_DESTROY, mynewshape

>

> I'm not surprised. I would try adding a loop if

> you wanted to add others. :-)

Oh, sorry. I didn't read closely enough. You do have a loop. But your entNew entity structure is not a part of it. It should be. You need to create a new entity each time through the loop, and you need to add it to the shapefile each time through the loop. Your problem

is that your loop doesn't encompass everything you need to do in the loop.

You are making one entity and filling that up with different stuff over and over, before you save that single entity in your file. You want to make MULTIPLE entities and save those.

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.")

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