
Subject: Re: write array 2 *.shp file

Posted by [David Fanning](#) on Mon, 28 Jul 2008 13:52:49 GMT

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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. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming (www.dfanning.com)

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