
Subject: Re: write widget_table out to file?

Posted by [Juggernaut](#) on Fri, 29 Aug 2008 18:03:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Aug 29, 2:01 pm, Bennett <juggernaut...@gmail.com> wrote:

> On Aug 29, 12:54 pm, Mike <Michael.Mill...@gmail.com> wrote:

>

>> I'd like to write the contents of a widget_table to a file. Seems

>> like something someone else may have already implemented. Do any of

>> you have something that your willing to share?

>

>> Mike

>

> PRO write_csv, array, columnHeaders, \$

>

FILENAME=filename, \$

>

WIDTH=width

>

> ON_ERROR, 1

> IF n_elements(array) EQ 0 THEN \$

> MESSAGE, 'No Array Passed.', /INFORMATIONAL

> type = size(array, /type)

> IF type EQ 10 THEN BEGIN

> IF size(array, /n_dimensions) GT 1 THEN \$

> MESSAGE, 'Pointer can only be 1D.', /INFORMATIONAL

> max_size=intarr(n_elements(array))

> FOR i = 0, n_elements(array)-1 DO

max_size[i]=(size(*array[i]))[1]

> sData = strarr(n_elements(array), max(max_size))

> FOR i = 0, max(max_size)-1 DO BEGIN

> FOR j = 0, n_elements(array)-1 DO BEGIN

> IF i GT max_size[j]-1 THEN sData[j,i] = " ELSE \$

> sData[j,i]=(*array[j])[i]

> ENDFOR

> ENDFOR

> ENDIF

>

> ndims = size(array, /n_dimensions)

> sz = size(array)

> IF n_elements(columnHeaders) NE 0 THEN BEGIN

> length = n_elements(columnHeaders)

> IF length NE sz[ndims] THEN \$

> MESSAGE, 'Column Header Vector Incorrect Size.',

/INFORMATIONAL

> ENDIF

>

> IF n_elements(filename) EQ 0 THEN \$

> filename=dialog_pickfile(/WRITE, file='yourdata.csv')

```

> IF filename EQ " THEN RETURN
> IF n_elements(width) EQ 0 THEN width=1600
> IF type EQ 10 THEN xsize=n_elements(array) ELSE xsize=sz[ndims-1]
>
> OPENW, lun, filename, /get_lun, width=width
> IF n_elements(columnHeaders) NE 0 THEN BEGIN
>     sColumns = strtrim(columnHeaders,2)
>     sColumns[0:xsize-2] = sColumns[0:xsize-2] + ','
>     PRINTF, lun, sColumns
> ENDIF
>
> IF type NE 10 THEN sData = strtrim(array,2)
>
> sData[0:xsize-2,*] = sData[0:xsize-2,*] + ','
> PRINTF, lun, sData
> CLOSE, lun
> FREE_LUN, lun
> END

```

Hope that helps...at least get you on the right path. It's something I've used in the past to write out data in a pointer or in a 2D array.
