
Subject: Re: IDL and sqlite

Posted by Brian Larsen on Mon, 10 Nov 2008 12:49:41 GMT

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I have played with this some but I found it a little awkward and not that fast. However some more thought may fix these issues. I attached the code that I used and then decided not to go any further, more for lack of time than technical reasons. This was all done on this idl:

IDL> print, !version
{ i386 darwin unix Mac OS X 6.4.1 Sep 25 2007 32 64}

The files I used all looked like this:

L	Phi
4.66432	1.65347
4.76471	1.68353
4.76471	1.71359
4.76471	1.74366
4.76471	1.77372
4.66432	1.80378

and on for a long way in lots of files.

```
;; .run create_ppb_sqlite
```

```
database_fname = 'ppb_database.sql'
```

```
;; create the table, error will throw if it already exists and thats
;; probably ok
spawn, 'sqlite3 ' + database_fname + " '' CREATE TABLE file(" + $
"file_id INTEGER PRIMARY KEY, " + $
"filename TEXT," + $
"euv_date_arr integer[5]," + $
"jd real" + $
");"
```

```
;; create a table for the data in the file
spawn, 'sqlite3 ' + database_fname + " '' CREATE TABLE data(" + $
"id INTEGER PRIMARY KEY, " + $
"file_id INTEGER," + $
"I REAL," + $
"phi REAL," + $
"mlt REAL" + $
```

```

");"

;; read in the ppb files and feed their names into the database
progressBar = Obj_New("PROGRESSBAR")
progressBar->Start
progressBar2 = Obj_New("PROGRESSBAR")
progressBar2->Start

files = file_search('*.ppb.*')
FOR i = 0L, n_elements(files)-1 DO BEGIN
    spawn, 'sqlite3 ' + database_fname + " ' INSERT into file values("
    + $
    "NULL," + $
    """+files[i]+"""+ "," + $
    trim((euv_date2arr(files[i]))[0]) + "," + $
    trim(euv_date2jd(files[i]), '(d14.6)')+ $
    ");"

dat = read_ppa(files[i], /compress, /mlt)
ind = where(finite(dat.l) EQ 1, n_ind)
FOR j = 0L, n_ind-1 DO BEGIN
    spawn, 'sqlite3 ' + database_fname + " ' INSERT into data
values(" + $
    "NULL," + $
    "NULL," + $
    trim(dat.l[ind[j]]) + "," + $
    trim(dat.phi[ind[j]]) + "," + $
    trim(dat.mlt[ind[j]]) + $
    ");"

    IF j MOD 5 EQ 0 AND j NE 0 OR j EQ n_ind-1 THEN BEGIN
        IF i MOD 2 EQ 0 THEN progressBar2 -> SetProperty,
        Color='red' ELSE progressBar2 -> SetProperty, Color='black'
        progressBar2->Update, float(j+1)/n_ind*100.
        cancelled = progressBar2->CheckCancel()
        IF cancelled THEN BREAK
    ENDIF
ENDFOR

IF cancelled THEN break
progressBar->Update, float(i+1)/n_elements(files)*100.
cancelled = progressBar->CheckCancel()
IF cancelled THEN break

ENDFOR

```

progressBar->Destroy
Obj_Destroy, progressBar

progressBar2->Destroy
Obj_Destroy, progressBar2

END

Cheers,

Brian

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