
Subject: best way to save thousands of ROI objects?

Posted by j.coenia@gmail.com on Wed, 04 Nov 2009 17:07:45 GMT

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I'm writing an interactive ROI tool that could have 1000s of ROIGROUP objects over many frames of image data. I'd like to save all the ROIs in one file. Here's all I can think of:

(1) I experimented with just saving one idlgrmodel containing all the ROIGROUPs, but it got too big to load back into memory after a ~4000 groups, although it was nice to just load this back into my view without any rearrangement.

(2) I could save a folder with separate ROIGROUP .sav files for each frame, but that's clunky, since that could result in thousands of files! One file would be preferable.

(3) I could extract the important ROIGROUP instance data like vertices, color, linestyle, etc, then somehow save into an ASSOC structure variable, sort of a substructure of the roigroup self structure. Many potential problems. I think I'd have to create a default large array field to hold the vertices, since you can't ASSOC deep into a structure with data in pointer fields, right?

(4) I could save each ROIGROUP object to a separate variable corresponding to its frame in one .sav file (roigroup1, roigroup2, ...) and access randomly. I just thought of this now. Might also be difficult to load into memory.

(5) If only there was some way to ASSOC objects...

Thanks for any suggestions. JC
