
Subject: Re: read XML with IDL

Posted by [Karl\[1\]](#) on Wed, 14 Jul 2010 19:16:29 GMT

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On Jul 14, 7:58 am, kBob <krd...@gmail.com> wrote:

> On Jul 14, 3:59 am, sh <sebastian.h...@gmail.com> wrote:

>

>

>

>> Hello together,

>

>> I already searched in the archive, but I didn't find a clear answer.

>

>> Every time you want to read .xml files, you have to write your own

>> parser (e.g. .edit xml_to_struct__define.pro) right?

>

>> But is there a possibility to build up a struct automatically? E.g. the

>> input .xml file

>

>> <Solar_System>

>> <Planet NAME='Mercury'>

>> <Orbit UNITS='kilometers' TYPE='ulong64'>579100000</Orbit>

>> <Period UNITS='days' TYPE='float'>87.97</Period>

>> <Satellites TYPE='int'>0</Satellites>

>> </Planet>

>> ...

>> </Solar_System>

>

>> output in IDL (structs within a "main" struct) the name of struct and

>> tags depends on the name of elements and the attributes

>

>> solar_system={solar_system,planet:{planet,orbit:

>> {orbit,units:'kilometers',type:'ulong64',value:'579100000'}, period:

>> {period,units:'days',type:'float',value:'87.97'},satellites:

>> {satellites,type:'int',value:'0'}}}

>

>> print, solar_system.planet.orbit

>> { kilometers ulong64 579100000}

>

>> print, solar_system.planet.orbit.value

>> 579100000

>

>> My questions are now: Should I write my own parser? Should I wait for

>> IDL8, maybe there are more adv. features for XML? Or does someone have

>> already such a routine?

>

>> thanks,

>> Sebastian

>
> Have you looked into xml_to_struct__define.pro example provided with
> the IDL distribution?
>
> I would think you have, as the Solar System XML is the example they
> use to turn into a structure.
>
> IDL Help provides a tutorial for this example code.
>
> Kelly Dean
> Fort Collins, CO

IDLffXMLSAX
and
IDLffXMLDOM

are two XML parsers that come with IDL. I think that the SAX parser
would help here.
