
Subject: Re: Shapefile Woes

Posted by [David Fanning](#) on Thu, 06 Oct 2011 16:14:12 GMT

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David Fanning writes:

> But, already this morning, I have crashed IDL 8.1
> at least half a dozen times just trying to read the
> files and view the shapes.
>
> Has anyone else noticed that IDL 8.1 is extremely
> fragile around shapefiles? There are lots of pointers
> in shapefiles. I wonder if this has something to do
> with the automatic heap clean up procedures?

It is not absolutely clear to me that this is
entirely IDL's fault.

I am using the very latest GSHHS v 2.2.0 (July 15, 2011)
version of the shapefiles.

<http://www.ngdc.noaa.gov/mgg/shorelines/gshhs.html>

I am trying to read and display the L1 polygon. I am
using the Coyote Library routine DrawShapes to draw
the file:

```
IDL> Map_Set, /Cylindrical  
IDL> DrawShapes, shapefile, Color='sky blue'
```

If I use the very lowest resolution shape file in the
distribution (gsshhs_l_L1.shp), then I can draw the
shapes correctly and IDL has no problems. If I use
any other resolution file (e.g., gsshhs_i_L1.shp), then
the shapes get drawn in the window, but IDL seems to go
into an infinite loop after drawing the shapes. Several
minutes pass before IDL crashes.

Has anyone else experienced problems with these GSHHS
shapefiles?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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