
Subject: Re: Write to a certain line of a file

Posted by [Michael Galloy](#) on Thu, 19 Jan 2012 17:49:23 GMT

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On 1/19/12 9:43 AM, Mark Piper wrote:

> On 1/19/2012 5:18 AM, Brian J. Daniel wrote:

>> I haven't done this, but POINT_LUN may do what you want. You'd need
>> to know the number of bytes per line. You will still have to read the
>> entire line, change the bit you want to change, move the LUN back to
>> the beginning of the line, and rewrite it.

>>
>> OpenR, LUN, filename, /Get_Lun
>> Point_Lun, LUN, line_number * bytes_per_line
>> tmp="
>> ReadF, LUN, tmp
>> ; change the line as you see fit
>> new_line = tmp + 'changed line!'
>> Point_Lun, LUN, line_number * bytes_per_line
>> PrintF, LUN, new_line
>> Free_Lun, LUN

>>
>> Code is UNTESTED!

>
> To add to Brian's idea, if you have a text file, use SKIP_LUN with the
> LINES keyword set. A crude example:

>
> pro replace_line_ex
> compile_opt idl2
>
> f0 = 'ascii.txt'
> f1 = 'ascii-1.txt'
> file_copy, file_which(f0), f1, /overwrite
>
> nskip = 7
> line = "
> replacement = 'My dog has fleas.'
>
> openu, u, f1, /get_lun
> skip_lun, u, nskip, /lines
> point_lun, -u, mark
> readf, u, line
> nchars = strlen(line)
> point_lun, u, mark
> printf, u, replacement, format='(a-' + strtrim(nchars,2) + ')'
> free_lun, u
> end
>
> Diff 'ascii.txt' in the example/data directory of the IDL distro with

> 'ascii-1.txt' in your working directory.

You are essentially treating the file as a binary file where you have more options, but also more responsibility for keeping things straight.

Sure, this would work in the case where the new output has the exact same length in bytes as the old output, but if not everything is going to get screwed up. You could rewrite the file after the point of insertion to fix this, but how much is it worth it to get around writing this file?

Mike

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Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

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