
Subject: Re: How to Zip cross-platform from IDL?
Posted by [Brian Daniel](#) on Mon, 25 Feb 2013 14:52:24 GMT
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This is wonderful! Thank you so much, Chris. I'm happy that it will be officially a part of an upcoming release.

I'm troubleshooting the ability of utilizing subdirectories. For example, I have several different types of images that the KML is referencing, and even when I use relative paths, the KMZ process (from earlier in post) zips all images and places them in the same zipped directory. Its not that big of a deal, but when implementing this into a "feature", it should be kept in mind.

Thanks again!

(And thanks for your tools, David. I used your tool to check myself. When this method fails, it just saves a binary ntuser.dat file. But hey, can't complain for an undocumented feature!)

-B

On Saturday, February 23, 2013 10:44:49 AM UTC-5, David Fanning wrote:

> Chris Torrence writes:

>

>

>

>> We are planning on exposing ZIP functionality in an upcoming release. In the meantime, there is an undocumented way to create zipped files from IDL, using the KMZ functionality built into new graphics.

>

>>

>

>> Try the following:

>

>>

>

>> void = {IDLitWriteKML} ; just get the code compiled

>

>> void = IDLKML_SaveKMZ(outputfile, inputfileArray)

>

>>

>

>> For example:

>

>> void = IDLKML_SaveKMZ('myfile.kmz', \$

>

>> ['myfile.kml','myimage1.png','myimage2.png'])

>

>>

>

>> I would not recommend putting this code into a shipping product, as it is certainly not documented or supported. But regardless, it should work on all platforms.

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>

> I understand your recommendation, but this works so nicely I couldn't

>

> resist adding the functionality to my own programs that create KML

>

> files. In the process I discovered I was using absolute URLs to the

>

> image files instead of relative URLs. This has been fixed, and you can

>

> find all the updated files (e.g., cgImage2KML, cgCBar2KML, cgKML_File)

>

> in today's Coyote Library:

>

>

>

> http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

>

>

>

> I've also updated the Google Earth Image code in the Coyote Plot Gallery

>

> to create a KMZ file:

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>

>

> http://www.idlcoyote.com/gallery/index.html#GE_IMAGE

>

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>

> Cheers,

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> David

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> --

>

> David Fanning, Ph.D.

>

> Fanning Software Consulting, Inc.

>

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

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