
Subject: Re: How to Zip cross-platform from IDL?

Posted by [David Fanning](#) on Sat, 23 Feb 2013 15:44:49 GMT

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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.

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:

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

Cheers,

David

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

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