

---

Subject: Re: IDL Save Object Resoration

Posted by [Michael Galloy](#) on Tue, 21 Apr 2015 20:45:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On 4/21/15 7:56 AM, David B wrote:

> On Tuesday, April 21, 2015 at 2:01:58 PM UTC+1, Jim P wrote:

>> On Tuesday, April 21, 2015 at 5:17:04 AM UTC-6, David B wrote:

>>> Suppose I create a variable:

>>>

>>> ----- ;Create arrays a =

>>> [1,2,3,4,5,6] b=[7,8,9,10] c = INDGEN(10,10)

>>>

>>> ;Save these arrays normally save, a, b, c, filename = 'file.sav'

>>>

>>> ;Run a reset .reset

>>>

>>> ;Restore these variables, but into an object sobj=

>>> OBJ\_NEW('IDL\_Savefile', 'file.sav')

>>>

>>> ;Extract names names = sObj->Names()

>>>

>>> ;Print Print, names

>>>

>>> -----

>>>

>>> The problem is that I need the variables to be named something

>>> differently, but I cannot extract the variables into a new name.

>>> Non of my objects are heap variables, just standard variables.

>>>

>>> For example, following this:

>>>

>>> [http://www.exelisvis.com/docs/idl\\_savefile\\_\\_restore.html#objects\\_misc\\_904195448\\_1034949](http://www.exelisvis.com/docs/idl_savefile__restore.html#objects_misc_904195448_1034949)

>>>

>>>

>>>

One can restore Pointers and Objects into a new object/pointer, so you can automatically rename your variables on the fly with the line:

>>>

>>> ----- ; Restore the heap

>>> variable, associating it with a new regular ; variable. Note that

>>> ptrName is (in this case) a one-element array. sObj->Restore,

>>> ptrName[0], /POINTER\_HEAPVAR, NEW\_HEAPVAR=myNewPtr

>>> -----

>>>

>>> I have an almost solid reason for doing this in my case. What I

>>> am therefore saying is that I want for example (but I cannot do

>>> this, because 'new\_variable' is not an option in the restore

```

>>> method!)
>>>
>>> FOR i = 0, n_elements(names)-1, 1 DO BEGIN
>>>
>>> subj->Restore, names[i], new_variable = 'new_'+names[i]
>>>
>>> ENDFOR
>>>
>>> SO I end up with the following as a result:
>>>
>>> new_a = a new_b = b new_c = c
>>>
>>> Where I can restore a simple variable, like an array, into a new
>>> name. I may be missing the point here but I cannot think of a way
>>> to do this in a strait forward way, and the 'EXECUTE' command is
>>> out of the question for these objects.
>>>
>>> Clearly I am being stupid, but I really am stuck. Also, I know
>>> this method does not work as:
>>>
>>> new = obj->Restore, names[i], new_variable = 'new_'+names[i]
>>>
>>> otherwise, my problem would be solved easily. Can anyone offer
>>> insight into this and point out my mistake?
>>>
>>> Thanks much
>>>
>>> David
>>
>> Why not wrap your Restore call in a procedure and use the names you
>> want as parameter or keyword arguments?
>>
>> pro myrestore, sObj, a = a, b = b, ... subj->restore, a, ... end
>>
>> pro mymain subj = idl_savefile(...) myrestore, subj, a = new_a, b =
>> new_b, ... help, new_a, new_b, ... end
>>
>> If you're going to generate the new names on the fly, you might
>> want to consider using a hash instead.
>>
>> Jim P.
>
> I THINK that is also a valid approach too! A further possibility is
> such that:
>
> ----- ;Recover the names of the
> objects name = sObj->Names()
>

```

```
> ;Name is then a STRARR ---> name = ['a', 'b', 'c']
>
> ;Then do a loop FOR i = 0, n_elements(name)-1, +1 DO BEGIN
>
> res = EXECUTE('new_'+name[jj]+' = TEMPORARY(name[jj])'
>
> ENDFOR -----
>
> The Hash method is also a good approach from Michael and works fine!
```

Jim's method is essentially what I am doing, just returning one variable at a time instead of using keywords. But the hash actually seems like a pretty good way to do it if you have multiple values that you want back at once. I think I will add an /ALL keyword that puts them all in a hash to return.

-Mike

---