
Subject: Locating a (bitmap) file

Posted by [Dave Greenwood](#) on Tue, 28 Nov 2000 08:00:00 GMT

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Using IDL 5.3 and Windows NT I've created an IDL windows application (thanks to the kind folks who responded to my recent posting on the subject). My application uses a couple of color bitmap labels which are stored as .bmp files. The application will be used on multiple systems, possibly in a separate location on each system. I'd prefer not to hard code the location of the .bmp files. The question is how?

I suppose I could use findfile to search candidate locations, but that still requires advance knowledge of each system where the application is used.

I wouldn't mind requiring the .bmp and .sav files to be in the same directory if I could somehow find out from within my application where the .sav file is located. Is that possible? (I tried !DIR but it points to some place in the RSI distribution.)

Is there a way to return a color bitmap from an IDL function like you can with a b/w bitmap? That way I could compile the function and store it in the save file.

Since I'm not particularly experienced with IDL, I'm hoping that I've missed some (potentially obvious) way of dealing with this.

Thanks,
Dave

Dave Greenwood Email: Greenwoodde@ORNL.GOV
Oak Ridge National Lab %STD-W-DISCLAIMER, I only speak for myself

Subject: Re: Locating a (bitmap) file

Posted by [R.Bauer](#) on Sun, 03 Dec 2000 08:00:00 GMT

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Dave Greenwood wrote:

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> (thanks to the kind folks who responded to my recent posting on the
> subject). My application uses a couple of color bitmap labels which
> are stored as .bmp files. The application will be used on multiple
> systems, possibly in a separate location on each system. I'd prefer
> not to hard code the location of the .bmp files. The question is how?
>
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- > that still requires advance knowledge of each system where the
- > application is used.

We have a function `file_search` in our library

```
bmp_file=file_search('img.bmp',/use_path)
```

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/file_search.tar.gz

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/file_search.sav

On the other hand you may use a color definition routine like

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/ct_ncdf.tar.gz

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/ct_ncdf.sav

Or would you like to have a function like

```
bmp=bmp_definitions('play')
```

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/bmp_definitions.tar.gz

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_source/idl_html/dbase/download/bmp_definitions.sav

For further routines and copyright and licence.

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

regards

Reimar

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