
Subject: Re: Gzip / compression handling?

Posted by [Craig Markwardt](#) on Mon, 23 Sep 2002 20:04:58 GMT

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Doug Rowland <rowland@fields.space.umn.edu> writes:

- > Does anyone know how to handle compressed files in IDL?
- > Is the /COMPRESS keyword platform-independent?
- >
- > Maybe more importantly, I want to take a data stream over a network that
- > is compressed with gzip, and uncompress it in memory. Any easy way of
- > doing this? I would like to avoid writing the stream to disk and then
- > reading it back in using the /COMPRESS keyword to OPENR, as that might
- > introduce lots of overhead.

Hi Doug--

I've wanted this functionality from IDL too, but I do not believe the compression routines are available within IDL, nor from the SOCKET routine.

Yours,
Craig

Subject: Re: Gzip / compression handling?

Posted by [Ken Mankoff](#) on Mon, 23 Sep 2002 22:46:22 GMT

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- > Date: Mon, 23 Sep 2002 19:53:06 +0000 (UTC)
- > From: Doug Rowland <rowland@fields.space.umn.edu>
- > Newsgroups: comp.lang.idl-pvwave
- > Subject: Gzip / compression handling?
- >
- > Does anyone know how to handle compressed files in IDL? Is the
- > /COMPRESS keyword platform-independent?

I believe its platform independant.

- > Maybe more importantly, I want to take a data stream over a network
- > that is compressed with gzip, and uncompress it in memory. Any easy
- > way of doing this? I would like to avoid writing the stream to disk
- > and then reading it back in using the /COMPRESS keyword to OPENR, as
- > that might introduce lots of overhead.

If you are using a unix system, there might be a way to pipe (|) your lun/stream through the gzip/gunzip command. Are you using unix?

-k.

Subject: Re: Gzip / compression handling?

Posted by [Doug Rowland](#) on Mon, 23 Sep 2002 22:52:51 GMT

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I'm using Mac OS X and Solaris. I'm sure what you describe will work, I was just hoping for some way that was OS - independent. (At a minimum, I would need to be able to do this under Windows. VMS would be a bonus but not completely necessary).

Maybe it will boil down to writing separate modules for each platform, using your suggestion for unix and unix-like systems.

Thanks.

Doug

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> If you are using a unix system, there might be a way to pipe (|) your
> lun/stream through the gzip/gunzip command. Are you using unix?
>
> -k.
>
>
--

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Subject: Re: Gzip / compression handling?

Posted by [Craig Markwardt](#) on Mon, 23 Sep 2002 23:51:01 GMT

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Doug Rowland <rowland@fields.space.umn.edu> writes:

> I'm using Mac OS X and Solaris. I'm sure what you describe will work, I
> was just hoping for some way that was OS - independent. (At a minimum, I
> would need to be able to do this under Windows. VMS would be a bonus

- > but not completely necessary).
- >
- > Maybe it will boil down to writing separate modules for each platform,
- > using your suggestion for unix and unix-like systems.

Hi again Doug--

If you are using Unix, then you might find my seekable pipe library useful. It will automatically decode compressed files on the fly. Unfortunately, it insists on writing to a temporary file, so it doesn't really satisfy one of your original constraints.

Using a straight Unix pipe with "gzcat" is actually a pretty good option.

Craig

P.S. <http://cow.physics.wisc.edu/~craigm/idl/idl.html>

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Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
