
Subject: sec : U Re: Gzip / compression handling?
Posted by [Andrew Cool](#) on Mon, 23 Sep 2002 23:09:46 GMT
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Doug Rowland wrote:

>
> 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.
>
> Thanks.
>
> Doug

Doug,

You might want to look at the GZIP routines provided by Randall Frank in his IDL_TOOLS routines.

You can find IDL_TOOLS at Ronn Kling's site :- <http://www.rlkling.com/> under 'Freeware'.

Andrew

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Gzip:

```
err = GZIP('infile','outfile')
```

Compress the contents of the input file to the output file in .gz format. The outfile can be read with gunzip.

```
err = GZIP( var, 'outfile')
```

Compress the binary contents of the IDL variable VAR to the output file in .gz format.

```
err = GUNZIP('infile','outfile')
```

Uncompress the input (.gz) file to the specified output file.

```
err = GUNZIP('infile', var [,LENGTH=l[,OFFSET=o])
```

Uncompress the input (.gz) file into an IDL byte array. The LENGTH and OFFSET keywords specify the number of bytes to skip over in the (uncompressed) input stream and the number of bytes to return in VAR.

```
err = PACKVAR( invar, outvar)
err = UNPACKVAR( invar, outvar)
```

These two routines pack an IDL variable into another IDL variable (byte array) using gzip compression. Note: the unpack function will reconstruct the original variable type and there is about a 50 byte overhead for the compression. So, you won't see any real compression unless the input variable is more than 100 bytes in length or so.

Subject: sec : U Re: Gzip / compression handling?
Posted by [Andrew Cool](#) on Mon, 23 Sep 2002 23:14:14 GMT
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Doug Rowland wrote:

```
>
> 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
>
>>
>> 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.

Doug,

Pipe is implemented on VMS too (after a fashion), so if you get something working under *nix, you might hit the jackpot with VMS too.

Andrew

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