
Subject: Re: dialog_pickfile internal buffer
Posted by [btt](#) on Mon, 03 May 2004 16:50:24 GMT
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David Chevrier wrote:

> Hi guys,
> Quick question. I'm entering a large number of 512x512 tiff images
> of ct scanned fish into a widget based gui I wrote for polygon
> extraction of their air bladder(s). However, I have found a little
> problem. My pro crashes out on this line:
> filesToUse = DIALOG_PICKFILE(FILTER='*.tif', TITLE='Pick the TIF
> files', /MULTIPLE_FILES)
> with the message "DIALOG_PICKFILE: Dialog failure - Internal buffer of
> 32767 bytes exceeded."
>
> This only happens when I try to pick more than 627 images at once. (I
> know its a lot.) I have been able to make a few work-arounds, but I
> was curious if anyone knew how to change the internal buffer (if at
> all possible).
>

Hello,

I don't know what the error means, but you might consider having the
user select a directory (see the DIRECTORY keyword for DIALOG_PICKFILE)
instead of selecting multiple files.

Ben

Subject: Re: dialog_pickfile internal buffer
Posted by [Peter Mason](#) on Mon, 03 May 2004 21:50:46 GMT
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Ben Tupper wrote:

> David Chevrier wrote:
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> Ben

I second Ben's advice.

David, if you're using Unix then ignore the rest of my post, but...

If you're using Windows then I believe that the limitation is due to Win32 rather than IDL. DIALOG_PICKFILE uses the native Win32 "GetOpenFileName" dialog and that's where the problem is. I've run into it myself in a straight C program. It is somewhat surprising to still find silent 16-bit carry-overs like this, but there you go.

Now you could go and write your *own* file-selection dialog in IDL (or maybe there's already a suitable one out there) but from a practical standpoint - if hundreds of files are involved - it would probably be easier for the user to just select a directory and for your app to filter out the files it wants, IMHO.

To the best of my knowledge, you won't hit a limit with IDL's FINDFILE function. (If in fact you do, you could spawn a dir command instead.)
