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Subject: check for already written and finished files  
Posted by [mdoubkova](#) on Mon, 29 Oct 2007 15:49:42 GMT  
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Hello all,

I am dealing with an annoying problem which I hope may find a solution somewhere within the IDL audience.

I call ENVI module from IDL which geocodes a binary file and saves it under new name also as a binary. Then, I want to proceed with processing of this newly created file. First I check for its existence and if its readable. Then I start reading this file using READ\_BINARY.

The problem is that this file is assigned as readable by file\_test(.../read) but is not yet fully geocoded (its obvious when looking at the file in windows commander and pressing F5, its size is increasing with every click) and thus I cannot be read by READ\_BINARY. I want to force IDL to wait until the file is fully written. However I did not find a way how to do this. Sofar I am just using command wait, however, my files have varying size and sometimes its not necessary to wait at all, sometimes it takes 1 minut to write the file.

Here is the example of the code

```
""  
sarscape_geocode, extractedGM, geocodedGM , tmp_control ;calls  
sarscape ENVI modul  
;?? wait,30??  
test_geocodedFile=file_test(geocodedGM,/read)  
if test_geocodedFile eq 1 then check='OK' else check='ERROR'  
    print, logunit, string(' Geocoding ', check, ' ', systime())  
    printf, logunit, string(' Geocoding ', check, ' ', systime())  
  
if check eq 'OK' then begin
```

I am gratefully for any answer,

greetings  
Marcela

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