
Subject: Re: write array 2 *.shp file

Posted by [David Fanning](#) on Mon, 28 Jul 2008 13:13:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

> I have some lat long data (UTM) and I want to write them to *.shp
> file .
> Help shows that how we can do this for 1 point but I want to write N
> entities to that shape file (put an array to shape file). I put one
> loop but no result (I cant open it again) .

I've always used the method outlined in the IDL help in a
loop without problems. There must be something else wrong
here.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file

Posted by [d.poreh](#) on Mon, 28 Jul 2008 13:37:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 28 Jul., 06:13, David Fanning <n...@dfanning.com> wrote:

> d.po...@gmail.com writes:

>> I have some lat long data (UTM) and I want to write them to *.shp
>> file .

>> Help shows that how we can do this for 1 point but I want to write N
>> entities to that shape file (put an array to shape file). I put one
>> loop but no result (I cant open it again) .

>

> I've always used the method outlined in the IDL help in a
> loop without problems. There must be something else wrong
> here.

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

David

Here is my code but I have got just one point in the attribute table:

.....

.....

```
mynewshape=OBJ_NEW('IDLffShape',file,/UPDATE, ENTITY_TYPE=1)
```

```
mynewshape->AddAttribute, 'lat', 7, 25, $  
    PRECISION=0
```

```
mynewshape->AddAttribute, 'lon', 7, 25, $  
    PRECISION=0
```

```
entNew ={IDL_SHAPE_ENTITY}  
for J=0,N-1 do begin  
    entNew.SHAPE_TYPE = 1  
    entNew.ISHAPE = fix(randomu(10)*10000)  
    entNew.BOUNDS[0]=(A[0,j])  
    entNew.BOUNDS[1]=( A [1,j])  
    entNew.BOUNDS[2]=0.00000000  
    entNew.BOUNDS[3]=0.00000000  
    entNew.BOUNDS[4]=( A [0,j])  
    entNew.BOUNDS[5]=( A [1,j])  
    entNew.BOUNDS[6]=0.00000000  
    entNew.BOUNDS[7]=0.00000000  
    entNew.N_VERTICES = 1  
endfor
```

```
attrNew = mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
```

```
mynewshape -> PutEntity,entNew  
mynewshape -> SetAttributes, 0, attrNew
```

```
OBJ_DESTROY, mynewshape
```

Cheers

Dave

Subject: Re: write array 2 *.shp file
Posted by [David Fanning](#) on Mon, 28 Jul 2008 13:52:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

> Here is my code but I have got just one point in the attribute table:
> =2E.....

```

> =2E.....
> mynewshape=3DOBJ_NEW('IDLffShape',file,/UPDATE, ENTITY_TYPE=3D1)
>
> mynewshape->AddAttribute, 'lat', 7, 25, $
>   PRECISION=3D0
> mynewshape->AddAttribute, 'lon', 7, 25, $
>   PRECISION=3D0
>
> entNew =3D{IDL_SHAPE_ENTITY}
> for J=3D0,N-1 do begin
>   entNew.SHAPE_TYPE =3D 1
>   entNew.ISHAPE =3D fix(randomu(10)*10000)
>   entNew.BOUNDS[0]=3D(A[0,j])
>   entNew.BOUNDS[1]=3D( A [1,j])
>   entNew.BOUNDS[2]=3D0.00000000
>   entNew.BOUNDS[3]=3D0.00000000
>   entNew.BOUNDS[4]=3D( A [0,j])
>   entNew.BOUNDS[5]=3D( A [1,j])
>   entNew.BOUNDS[6]=3D0.00000000
>   entNew.BOUNDS[7]=3D0.00000000
>   entNew.N_VERTICES =3D 1
> endfor
>
> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
>
> mynewshape -> PutEntity,entNew
> mynewshape -> SetAttributes, 0, attrNew
>
> OBJ_DESTROY, mynewshape

```

I'm not surprised. I would try adding a loop if you wanted to add others. :-)

Cheers,

David

--

David Fanning, Ph.D.
 Fanning Software Consulting, Inc.
 Coyote's Guide to IDL Programming (www.dfanning.com)
 Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file
 Posted by [David Fanning](#) on Mon, 28 Jul 2008 14:13:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

```

> d.poreh@gmail.com writes:
>
>> Here is my code but I have got just one point in the attribute table:
>> =2E.....
>> =2E.....
>> mynewshape=3DOBJ_NEW('IDLffShape',file,/UPDATE, ENTITY_TYPE=3D1)
>>
>> mynewshape->AddAttribute, 'lat', 7, 25, $
>>   PRECISION=3D0
>> mynewshape->AddAttribute, 'lon', 7, 25, $
>>   PRECISION=3D0
>>
>> entNew =3D{IDL_SHAPE_ENTITY}
>> for J=3D0,N-1 do begin
>>   entNew.SHAPE_TYPE =3D 1
>>   entNew.ISHAPE =3D fix(randomu(10)*10000)
>>   entNew.BOUNDS[0]=3D(A[0,j])
>>   entNew.BOUNDS[1]=3D( A [1,j])
>>   entNew.BOUNDS[2]=3D0.00000000
>>   entNew.BOUNDS[3]=3D0.00000000
>>   entNew.BOUNDS[4]=3D( A [0,j])
>>   entNew.BOUNDS[5]=3D( A [1,j])
>>   entNew.BOUNDS[6]=3D0.00000000
>>   entNew.BOUNDS[7]=3D0.00000000
>>   entNew.N_VERTICES =3D 1
>> endfor
>>
>> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
>>
>> mynewshape -> PutEntity,entNew
>> mynewshape -> SetAttributes, 0, attrNew
>>
>> OBJ_DESTROY, mynewshape
>
> I'm not surprised. I would try adding a loop if
> you wanted to add others. :-)

```

Oh, sorry. I didn't read closely enough. You do have a loop. But your entNew entity structure is not a part of it. It should be. You need to create a new entity each time through the loop, and you need to add it to the shapefile each time through the loop. Your problem is that your loop doesn't encompass everything you need to do in the loop.

You are making one entity and filling that up with different stuff over and over, before you save that single entity in

your file. You want to make MULTIPLE entities and save those.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file

Posted by [d.poreh](#) on Mon, 28 Jul 2008 17:00:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 28 Jul., 07:13, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> d.po...@gmail.com writes:

>

>>> Here is my code but I have got just one point in the attribute table:

>>> =2E.....

>>> =2E.....

>>> mynewshape=3DOBJ_NEW('IDLffShape',file,/UPDATE, ENTITY_TYPE=3D1)

>

>>> mynewshape->AddAttribute, 'lat', 7, 25, \$

>>> PRECISION=3D0

>>> mynewshape->AddAttribute, 'lon', 7, 25, \$

>>> PRECISION=3D0

>

>>> entNew =3D{IDL_SHAPE_ENTITY}

>>> for J=3D0,N-1 do begin

>>> entNew.SHAPE_TYPE =3D 1

>>> entNew.ISHAPE =3D fix(randomu(10)*10000)

>>> entNew.BOUNDS[0]=3D(A[0,j])

>>> entNew.BOUNDS[1]=3D(A [1,j])

>>> entNew.BOUNDS[2]=3D0.00000000

>>> entNew.BOUNDS[3]=3D0.00000000

>>> entNew.BOUNDS[4]=3D(A [0,j])

>>> entNew.BOUNDS[5]=3D(A [1,j])

>>> entNew.BOUNDS[6]=3D0.00000000

>>> entNew.BOUNDS[7]=3D0.00000000

>>> entNew.N_VERTICES =3D 1

>>> endfor

>

>>> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)

>

```

>>> mynewshape -> PutEntity,entNew
>>> mynewshape -> SetAttributes, 0, attrNew
>
>>> OBJ_DESTROY, mynewshape
>
>> I'm not surprised. I would try adding a loop if
>> you wanted to add others. :-)
>
> Oh, sorry. I didn't read closely enough. You do have
> a loop. But your entNew entity structure is not a part
> of it. It should be. You need to create a new entity
> each time through the loop, and you need to add it
> to the shapefile each time through the loop. Your problem
> is that your loop doesn't encompass everything you need
> to do in the loop.
>
> You are making one entity and filling that up with different
> stuff over and over, before you save that single entity in
> your file. You want to make MULTIPLE entities and save
> those.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Zitierten Text ausblenden -
>
> David
I put multiple structures like this:
.....
...
;Create structure for new entity

entnew=replicate({IDL_SHAPE_ENTITY},N[2])

for J=0,N[2]-1 do begin

; Define the values for the new entity
entnew[j].SHAPE_TYPE = 1
entnew[j].ISHAPE = 1470
entnew[j].BOUNDS[0]=(A[0,j])
entnew[j].BOUNDS[1]=(A[1,j])
entnew[j].BOUNDS[2]=0.00000000
entnew[j].BOUNDS[4]=(A[0,j])

```

```
entnew[j].BOUNDS[5]=(A[1,j])
entnew[j].BOUNDS[6]=0.00000000
entnew[j].BOUNDS[7]=0.00000000
entnew[j].N_VERTICES = 1
```

```
attrNew = mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
mynewshape -> PutEntity,entnew[j]
```

```
mynewshape -> SetAttributes, 0, attrNew
endfor
```

```
.....
,,,,,,,,,,,,,,,,,,,,,
```

But still no result

Cheers

Subject: Re: write array 2 *.shp file

Posted by [David Fanning](#) on Mon, 28 Jul 2008 17:25:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

```
> ;Create structure for new entity
>
> entnew=3Dreplicate({IDL_SHAPE_ENTITY},N[2])
>
> for J=3D0,N[2]-1 do begin
>
>
> ; Define the values for the new entity
> entnew[j].SHAPE_TYPE =3D 1
> entnew[j].ISHAPE =3D 1470
> entnew[j].BOUNDS[0]=3D(A[0,j])
> entnew[j].BOUNDS[1]=3D(A[1,j])
> entnew[j].BOUNDS[2]=3D0.00000000
> entnew[j].BOUNDS[4]=3D(A[0,j])
> entnew[j].BOUNDS[5]=3D(A[1,j])
> entnew[j].BOUNDS[6]=3D0.00000000
> entnew[j].BOUNDS[7]=3D0.00000000
> entnew[j].N_VERTICES =3D 1
>
>
> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
> mynewshape -> PutEntity,entnew[j]
>
> mynewshape -> SetAttributes, 0, attrNew
> endfor
> .....
> ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```

> But still no result

I don't think you are thinking this through all the way. :-)

I can't tell what A is, but I would expect it to be a pointer array to polygons of various lengths. In other words, these are the shapes you are trying to put into the file. But, in any case, you are not even storing the vertices of *anything* in this file. In other words, at the very least you have to set:

```
entnew[j].VERTICES = a_polygon_of_some_sort
```

You have nothing like that there. What do you have in A? Where are your polygons that you are trying to put into the shapefile? What do you think the BOUNDS fields should be set to? What values? What are you putting in there?

Too many open questions here to expect much success yet.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file

Posted by [d.poreh](#) on Mon, 28 Jul 2008 17:46:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 28 Jul., 10:25, David Fanning <n...@dfanning.com> wrote:

> d.po...@gmail.com writes:

>> ;Create structure for new entity

>

>> entnew=3Dreplicate({IDL_SHAPE_ENTITY},N[2])

>

>> for J=3D0,N[2]-1 do begin

>

>> ; Define the values for the new entity

>> entnew[j].SHAPE_TYPE =3D 1

>> entnew[j].ISHAPE =3D 1470

>> entnew[j].BOUNDS[0]=3D(A[0,j])


```

>> entnew[j].BOUNDS[1]=3D(A[1,j])
>> entnew[j].BOUNDS[2]=3D0.00000000
>> entnew[j].BOUNDS[4]=3D(A[0,j])
>> entnew[j].BOUNDS[5]=3D(A[1,j])
>> entnew[j].BOUNDS[6]=3D0.00000000
>> entnew[j].BOUNDS[7]=3D0.00000000
>> entnew[j].N_VERTICES =3D 1
>
>> attrNew =3D mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)
>> mynewshape -> PutEntity,entnew[j]
>
>> mynewshape -> SetAttributes, 0, attrNew
>> endfor
>> .....
>> But still no result
>
> I don't think you are thinking this through all the way. :-)
>
> I can't tell what A is, but I would expect it to be a
> pointer array to polygons of various lengths. In other
> words, these are the shapes you are trying to put into
> the file. But, in any case, you are not even storing the
> vertices of *anything* in this file. In other words, at
> the very least you have to set:
>
>   entnew[j].VERTICES = a_polygon_of_some_sort
>
> You have nothing like that there. What do you have
> in A? Where are your polygons that you are trying
> to put into the shapefile? What do you think the
> BOUNDS fields should be set to? What values? What
> are you putting in there?
>
> Too many open questions here to expect much success yet.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Zitierten Text ausblenden -
>
> - Zitierten Text anzeigen -

```

David

My data is point and A is the coordinate array. I just want to put this coordinate (lat&lon) in the shape file. In the help (?idlffshape) as you can see it put the data in the BOUNDS fields.
cheers

Subject: Re: write array 2 *.shp file
Posted by [David Fanning](#) on Mon, 28 Jul 2008 17:48:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

> My data is point and A is the coordinate array. I just want to put
> this coordinate (lat&lon) in the shape file. In the help (?idlffshape)
> as you can see it put the data in the BOUNDS fields.

Let me see if I understand this. You want to put a single point in a shape file!? May I ask why? What would be the, uh, point of that?

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file
Posted by [d.poreh](#) on Mon, 28 Jul 2008 17:52:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 28 Jul., 10:48, David Fanning <n...@dfanning.com> wrote:

> d.po...@gmail.com writes:
>> My data is point and A is the coordinate array. I just want to put
>> this coordinate (lat&lon) in the shape file. In the help (?idlffshape)
>> as you can see it put the data in the BOUNDS fields.
>
> Let me see if I understand this. You want to put a single
> point in a shape file!? May I ask why? What would be the,
> uh, point of that?
>
> Cheers,
>
> David

> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

yes my data is point coordinate (entity type to be "Point")
Cheers

Subject: Re: write array 2 *.shp file
Posted by [David Fanning](#) on Mon, 28 Jul 2008 17:53:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

> yes my data is point coordinate (entity type to be "Point")

Uh, huh. And you want ONE point in the file?

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: write array 2 *.shp file
Posted by [d.poreh](#) on Mon, 28 Jul 2008 17:58:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 28 Jul., 10:48, David Fanning <n...@dfanning.com> wrote:

> d.po...@gmail.com writes:
>> My data is point and A is the coordinate array. I just want to put
>> this coordinate (lat&lon) in the shape file. In the help (?idlffshape)
>> as you can see it put the data in the BOUNDS fields.
>
> Let me see if I understand this. You want to put a single
> point in a shape file!? May I ask why? What would be the,
> uh, point of that?
>
> Cheers,

>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

No i have an array like this:
A[lat,lon]. just want to put this coordinate in the shape file (maybe
1000 point(with lat&lon))
Cheers

Subject: Re: write array 2 *.shp file
Posted by [David Fanning](#) on Tue, 29 Jul 2008 04:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

d.poreh@gmail.com writes:

> No i have an array like this:
> A[lat,lon]. just want to put this coordinate in the shape file (maybe
> 1000 point(with lat&lon))

Humm. Well, sorry for the delay getting back to you (out
of town company). If you are just putting points into your
file, then I guess, from what I read, your code should work.
I've never created a file with points before, so I can't help.
But I would say you have done it correctly.

What makes you think it doesn't work?

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
