Subject: Deleting files from IDL
Posted by cabr69 on Thu, 18 May 1995 07:00:00 GMT
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Hello all,

I have a file selection widget which gives me an option to pick an old file, pick
no file or create a new one. The name for the new file is entered in an editable
text widget. The problem is that if i make a mistake with the name the file
gets created immediately, and when i enter a new name i end up with two files. Ok i
could create the file after i'm finished rather than straight away but for my
application this is not practicable. I'm running under Unix and if i use

spawn,'rm filename'

it doesn't work since filename in the IDL code is a variable (e.g.state.file).What i
would really like is an IDL command which removes a file but i don't know of any.
I'm thinking of something like

IDL>remove_file,state.file

Does anyone know if such a thing exists?

Thanks in advance,

David

Subject: Re: Deleting files from IDL
Posted by knipp on Fri, 19 May 1995 07:00:00 GMT
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In article it5@kwuz.nerc-keyworth.ac.uk, Fergus Gallagher <F.Gallagher@nerc.ac.uk> writes:
> cabr69@ccsun.strath.ac.uk ("D.H.Brooks") wrote:
>> I'm running under Unix and if i use
>>
>> spawn,'rm filename'
>>
>> it doesn't work since filename in the IDL code is a variable (e.g.state.file).What i
>> would really like is an IDL command which removes a file but i don't > know of any.
>
> I would suggest
>
> IDL> spawn,'rm '+state.file
>
> or have I misunderstood?
>
> Fergus

Why not:

IDL> openr, unit, state.file, /get_lun, /delete, error=error
IDL> if error eq 0 then free_lun, unit else print, 'unable to open (delete)'

... and it should run under UNXI, VMS, MsWin, ...

Karl

-- -----------

     Karlheinz Knipp
     knipp@ipi.uni-hannover.de

-- -----------

Subject: Re: Deleting files from IDL
Posted by David S. Foster/Admin on Mon, 22 May 1995 07:00:00 GMT
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cabr69@ccsun.strath.ac.uk ("D.H.Brooks") wrote:
>
> Hello all,
>
> I have a file selection widget which gives me an option to pick an old file, pick
> no file or create a new one. The name for the new file is entered in an editable
> text widget. The problem is that if i make a mistake with the name the file
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> could create the file after i'm finished rather than straight away but for my
> application this is not practicable. I'm running under Unix and if i use
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> it doesn't work since filename in the IDL code is a variable (e.g.state.file).What i
> would really like is an IDL command which removes a file but i don't know of any.
> I'm thinking of something like
>
> IDL>remove_file,state.file
>
> Does anyone know if such a thing exists?
>

> Thanks in advance,
>
> David

In UNIX you can use the SPAWN routine to do this. I've written a
short routine called DELETE_FILES:

```
==================================================
;  DELETE_FILES.PRO  11-22-94
;
; Function to delete specified files. Returns 0 if successful, -1 if not.
; First searches for files and if not found returns 0 (otherwise an
; "error" occurs when you try to delete them).
;

FUNCTION delete_files, to_delete

ret = file_find(to_delete, temp)     ; First search for files
case (ret) of
   -1: return, 0                ; No files found (ok)
   -2: return, -1                ; Argument To_Delete undefined/null
   else:
endcase

command = 'rm ' + to_delete + ' 2>&1'
SPAWN, [ "/bin/sh", "-c", command ], results, /NOSHELL
if (results(0) eq '') then begin
   return, 0
endif else begin
   message, ' (rm) ' + results(0), /continue
   return, -1
endelse

END
```

```
=========================
```

Here is the FILE_FIND function used above. I like it better than
the FINDFILE IDL function:

```
=========================
```

```
;-------------------------------------------------------------- ----------------
;   function File_Find
;
; Takes file specification, expands it and returns a list of matching
; filenames. Returns -1 if no files are found (and argument FNAMES will
; be undefined). Returns -2 if arg FILESPEC is undefined or null.
```

; Returns the number of files found if no errors. Mostly borrowed from
; the PICKFILE widget.
 ;-- ---------------

FUNCTION file_find, filespec, fnames

if (n_elements(filespec) eq 0) then return, -2
if (strlen(filespec) eq 0) then return, -2

ON_IOERROR, io_error

SPAWN, ["/bin/sh", "-c", "ls -lL " + filespec + $,
        " 2> /dev/null"], results, /NOSHELL

IF KEYWORD_SET(results) THEN BEGIN
   firsts = STRUPCASE(STRMID(results, 0, 1))
   fileinds = (WHERE(((firsts EQ "F") OR (firsts EQ "-") OR $
      (firsts EQ "l")), found))
   IF (found GT 0) THEN BEGIN
      results = results(fileinds)
      FOR i = 0, N_ELEMENTS(results) - 1 DO BEGIN
         spaceinds = WHERE(BYTE(results(i)) EQ 32)
         spaceindex = spaceinds(N_ELEMENTS(spaceinds) - 1)
         results(i) = STRMID(results(i), spaceindex + 1, 100)
      ENDFOR
      fnames = results   ; Store list of file names
    ENDIF ELSE RETURN, -1
ENDIF ELSE RETURN, -1

return, n_elements(fnames)

io_error: return, -1

END

===========================

Hope this helps.

Dave

Subject: Re: deleting files
Posted by R. Bauer on Mon, 30 Mar 1998 08:00:00 GMT
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<HTML>
Klaus Scipal wrote:

<BLOCKQUOTE TYPE=CITE>Hi

<P>I am running pv-wave under win95. Is there a possibility to copy and delete

external files. Under UNIX this is easily done with SPAWN, is there a

similar way with win95

<P>Klaus</BLOCKQUOTE>
In idl you can use the keyword /delete by open to remove after close the file.

<P>
<PRE>--
R.Bauer

Institut fuer Stratosphaerische Chemie (ICG-1)
Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de</PRE>
 </HTML>