

---

Subject: best way to save thousands of ROI objects?

Posted by [j.coenia@gmail.com](mailto:j.coenia@gmail.com) on Wed, 04 Nov 2009 17:07:45 GMT

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

---

I'm writing an interactive ROI tool that could have 1000s of ROIGROUP objects over many frames of image data. I'd like to save all the ROIs in one file. Here's all I can think of:

(1) I experimented with just saving one idlgrmodel containing all the ROIGROUPs, but it got too big to load back into memory after a ~4000 groups, although it was nice to just load this back into my view without any rearrangement.

(2) I could save a folder with separate ROIGROUP .sav files for each frame, but that's clunky, since that could result in thousands of files! One file would be preferable.

(3) I could extract the important ROIGROUP instance data like vertices, color, linestyle, etc, then somehow save into an ASSOC structure variable, sort of a substructure of the roigroup self structure. Many potential problems. I think I'd have to create a default large array field to hold the vertices, since you can't ASSOC deep into a structure with data in pointer fields, right?

(4) I could save each ROIGROUP object to a separate variable corresponding to its frame in one .sav file (roigroup1, roigroup2, ...) and access randomly. I just thought of this now. Might also be difficult to load into memory.

(5) If only there was some way to ASSOC objects...

Thanks for any suggestions. JC

---

---

Subject: Re: best way to save thousands of ROI objects?

Posted by [Robbie](#) on Sun, 15 Nov 2009 21:28:51 GMT

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

---

I use the large object storage feature for a postgresSQL database. Unfortunately, the IDL data miner package doesn't support this so I wrote my own driver.

I think the code should be sitting in a CVS tree on sourceforge  
<http://nma.cvs.sourceforge.net/viewvc/nma/psqldata/>

What OS are you using?

---