
Subject: Re: DEM and DLG in SDTS

Posted by [Sylvain Carette](#) on Tue, 19 Sep 2000 03:33:09 GMT

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<!doctype html public "-//w3c//dtd html 4.0 transitional//en">

<html>

Glad you say old format was "simple"... :-)

<p>They provide lot of links for sdts specifications and source code for reader but probably you already know those.

Just in case here anyway:

 SDTS Home Page

especially: Public Domain software Support

software for programmers SDTS++ Home Page SDTS++

Home Page SDTS++

Home Page SDTS++

Home Page SDTS++
can be compiled with gnu g++ so probably the easiest
(and free) solution.

<p>I didnt have to use this format (yet) but I'll agree with you that it
look very complicated.

<p>Sylvain Carette

VRML designer-composer

<p>Kelly Dean wrote:

<blockquote TYPE=CITE> SDTS Home Page
The discussion about DEMs earlier got me thinking
about it again.

Especially, after working with some recent MODIS imagery.

<p> SDTS Home Page
Has anyone been successful with reading the 7.5 min DEMs and the
DLGs

in the Spatial Data Transfer Standard (SDTS) format? USGS has a big

archive of DEMs and DLGs online, but in this binary SDTS format. Not
the

simple ASCII files I have worked with in the past.

<p>Kelly Dean

CSU/CIRA</blockquote>

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