
Subject: Re: DEM and DLG in SDTS

Posted by [Kelly Dean](#) on Tue, 19 Sep 2000 07:00:00 GMT

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The SDTS Home Page provided some help. A HEX dump provided the most help, as most of the file and record headers are all in ASCII.

I am able to read and display the DEM/SDTS with IDL. Next task - the DLG/SDTS.

Kelly

Sylvain Carette wrote:

> Glad you say old format was "simple"... :-)
>
> 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 where you'll get Support software
> for programmers for C and C++ library which you can "translate" to
> idl if you feel for it or perhaps just compile them and use as
> external module - sdts++ SDTS++ Home Page can be compiled with gnu
> g++ so probably the easiest (and free) solution.
>
> I didnt have to use this format (yet) but I'll agree with you that it
> look very complicated.
>
> Sylvain Carette
> VRML designer-composer
>
> Kelly Dean wrote:
>
>> The discussion about DEMs earlier got me thinking about it again.
>> Especially, after working with some recent MODIS imagery.
>>
>> 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.
>>
>> Kelly Dean
>> CSU/CIRA
>
