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 complile 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
- >> simple ASCII files I have worked with in the past.

>>

- >> Kelly Dean
- >> CSU/CIRA