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Subject: Re: read/write standard envi  
Posted by [Klaus Scipal](#) on Tue, 05 Mar 2002 13:37:08 GMT  
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T'x for your assistemce, indeed it was easier than expected

Klaus

"Vincent Schut" <schut@gissrv.iend.wau.nl> wrote in message  
news:3C84ABBA.60202@gissrv.iend.wau.nl...

> Klaus Scipal wrote:

>> Hi

>>

>> I am sure anyone out there has already done this:

>>

>> I need to read/write a standard ENVI file in IDL. Is there any code

>> available or am I the first one with this problem.

>> T'x for any help

>>

>> Klaus

>>

>>

> I suppose you have ENVI?

> You can simply use the envi-routines for this. Check out the ENVI

> programmers guide that came with your ENVI program, or the online help

> (not the online help of idl, but of envi), search for the section for

> programmers. The appropriate function is called `envi_open_file`. You can

> search your envi online help file for this.

>

> BTW, also without envi it is quite simple to read/write a standard envi

> file. A very short explanation:

> First open the belonging header file, this contains information about

> the # of bands, samples, lines, data format and storage format. Storage

> format can be `bsq`, `bil` or `bip`, which mean data is stored band after band

> (`bsq`), byte interleaved by line (`bil`: line1 band1, line1 band2, l1b3,

> l2b1, etc) or `bip`: byte interleaved by pixel: p1b1, p1b2, p1b3, p2b1,

> etc. The header file is in human readable text format.

> From the data type you can calculate how many bytes each pixel takes,

> e.g. is the data type integer, each pixel is 2 bytes.

> Then you can just open and read the file. It is not compressed, just

> read the values pixel after pixel.

> You can check your calculation by checking if `#samples * #lines * #bands`

> `* #bytesppixel = filesize`.

>

> Using the appropriate envi-routine is much easier, though.

>

> For more info, if you have an envi manual, read the programmers section.

> Otherwise, ask more questions if you don't succeed.  
>  
> good luck!  
>  
> Vincent.  
>

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