Subject: Re: Display ENVI image
Posted by kini on Mon, 01 Mar 2004 22:10:39 GMT

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Dear Mr.Fanning,

Thank you for the reply. But, I am still awaiting an answer for how to
display this image. Example, using commands such as "TV".

Though I used the "TV"command, I could not quite get the same visual
effect as it had when the image was displayed in ENVI application.
Could you tell me why this might be happening?

Thank you for your time, Kini

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1aaa612be62ba4ce9896b9@news.frii.com>...
> Ananth Kini writes:
>
>> Could any of you tell me how to display an ENVI image using IDL
>> statements *ONLY*? I have pasted a sample header of one of my images
>> and few pixel values below.
>> ~~~~~~~~~~~~~~~~~~~~~~~~
>> Header for the image :
>> ~~~~~~~~~~~~~~~~~~~~~~~~
>> ENVI
>> description = {
>>   Band Math Result, Expression = [b1-b2] B1:IDL Var (GRID2USE): Band
>> 1:top_ne
>>   B2:Resize (IDL Var (GRID2USE): Band 1:dem05):dem05_ne [Tue Aug 27
>> 10:50:33
>>   2002]}
>> samples = 911
>> lines   = 1025
>> bands   = 1
>> header offset = 0
>> file type = ENVI Standard
>> data type = 4
>> interleave = bsq
>> sensor type = Unknown

```
>>  byte order = 0
>>  map info = {UTM, 1.000, 1.000, 267395.000, 4710962.000, 0.50000000,
>>  0.50000000, 19, North, North America 1983, units=Meters}
>>  band names = {
>>   Band Math (b1-b2)}
>
> I don't have ENVI here, but I think what this header is telling you
> is that the image (which is stored in a separate file, as I understand
> it) is simply a 911 by 1025 2D image of floating point (type=4) data.
>
> To read it, you would do this:
>
>    image = FltArr(911,1025)
>    OpenR, lun, whateverItsNameIs, /Get_Lun
>    ReadU, lun, image
>    Free_lun, lun
>
> That's it. Takes some of the mystery out of ENVI, doesn't it. :-)
>
> There might be some other complications (byte ordering, etc.)
> depending upon your particular IDL environment (which you don't
> tell us about), but this should get you pointed in the right direction.
>
> Cheers,
>
> David
```