Subject: Re: Read 3D array into IDL
Posted by jnettle1 on Sat, 01 May 2004 06:14:37 GMT
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the most obvious differences between James' code and the file info you
presented, you need to use and intarr rather than a fltarr (but i'm
betting you caught that yourself since IDL read the file without
errors), and James' code would work for BSQ files (BSQ = band
sequential). Your data are BIP (band interleaved by pixel), so more
than likely you've read the data in the wrong order. You have a 5-band
image cube. In BIP images, the values of each of all five bands for
pixel (0,0) are read first, then all five for pixel (0,1), and so on.
Reading the data in as BSQ assumes that the all values for all pixels
for band 1 are first, followed by all values for all pixels for band
2, and so on. Lastly, you might need to set !order = 1 to have the
origin be at the top left of the image cube rather than bottom
left....I'm not sure about this one though.

Good luck, hope this helps.
Jeff

"Tmorri" <torrimorri@yahoo.com> wrote in message
news:<9d9a7a938d21f6262254716c471d4d3e@localhost.talkaboutprogramming.com>...
> this is the info I have about the data:
>
> Dims: 409x233x5 [BIP]
> Size: [Integer] 1,078,784 bytes
> File type: AVHRR CD
> Sensor type: AVHRR
> Byte Order: Host [Intel]
> Projection: None
> Pixel: 4400 Meters
> Upper Left Corner: 1,1
> Description: AVHRR GHRR file
>
> The file was downloaded from the internet, it contains satellite data (one
> image for each of the 5 channels of the sensor AVHRR in a NOAA
> satellite).
>
> your code did the job very well, I could read the data into IDL, but when
> I displayed the Images on the screen I got something useless. Could you
> suggest anything else?
>
> Thank you for your time and help.
>
> Tmorri