
Subject: Re: ASCII import

Posted by lbuset@yahoo.it on Wed, 29 Mar 2006 15:16:08 GMT

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Hi Marco,

What about something like this ?

```
pro multiple_conversion
```

```
; Define image dimensions
```

```
    n_col = 2400L
    n_row = 2400L
    arr_dim = n_col*n_row
    tmp_array = fltarr (arr_dim)
```

```
; Select Input Files
```

```
    file_list = dialog_pickfile ( title = 'Select files to convert',
/multiple_files)
```

```
    ; Begin the for loop to convert each file
```

```
    for file = 0, n_elements(file_list-1) do begin
```

```
        openr, in_lun, file_list [file], /get_lun ; Open the file
        readf, in_lun, tmp_array      ; Store data in a temporary array
```

```
;"Create" a square image from tmp_array
```

```
    tmp_image = reform (tmp_array, n_col,n_row)
    out_filename = file_list[file] + '_envi' ; Define output file
```

```
    ; Write envi output file
```

```
    ENVI_WRITE_ENVI_FILE, tmp_image, out_name=out_filename  free_lun,
in_lun
    endfor
end
```

I didn't test it, so it's possible that it doesn't work, but I think that this is a possible approach: Just select the files that you need to convert, then read one file at a time with a simple READF instruction, "reform" the data into a square matrix and write an output with the ENVI dedicated write function (ENVI_WRITE_ENVI_FILE). You just have to be sure that there is no header in your .txt files: otherwise, you have to skip the header lines before you read "tmp_array".

Hope this helps,

Lorenzo

none wrote:

- > well jeff, thanks for your patience...
- > the file is made of 5,760,000 numbers, resulting in an image of 2400
- > columns * 2400 rows. the second number should be the pixel [0,1] and so
- > on, till the number #2401 that becomes the pixel [1,1].
- > thanks
- > marco
