
Subject: Re: Refine a vector layer in ENVI
Posted by [cpadwick](#) on Thu, 15 Jun 2006 20:00:04 GMT
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Hi Jenny,

I just tried a test with ENVI 4.2 and was not able to repeat the behavior you described. Here's what I tried:

- open bhtmref.img in the default data directory
- display it
- click Overlay->Vectors. Vector parameters comes up
- click File->Create New Layer. Choose layer name and output file, click ok.
- Available Vectors List comes up. Load the new layer into the display.
- in the Vector Parameters Dialog, click Mode->Add New Vectors
- draw some polygons on the screen and save them
- Click Mode->Edit Existing Vectors
- select a vector and move its nodes around. When finished right click->Accept Changes

The nodes stay where I placed them, and I don't notice any movement like you described. What version of ENVI are you working with?

Chris

Jenny wrote:

- > I've come across the following problems several times, and I'm
- > wondering if somebody know a way to fix it. I have shapefiles of lakes
- > in a region, which was produced about 40 years ago. When I overlay the
- > lake shapefiles to a recent Landsat image, the shapefiles do not
- > outline the lakes exactly for the area of the lakes have changed over
- > the years. So I want to edit the vector layer to make it fit the
- > outline of the lakes in my Landsat image. This doesn't seem to be
- > difficult using the Vector Parameters dialog in ENVI (Mode/Edit
- > existing vectors). However, when I drag the nodes to move them in the
- > desired location in the right side of the vector layer, the whole
- > vector (or the left side of it) moves too! When I fixed all the
- > problems in the right side and saved it to the layer, and start
- > editing the left side, the right side of the vector layer moves again
- > with each editing. Thus I can never make it fix a whole lake.
- >
- > Does anybody have similar experience? Or is this a bug?
- >
- > Thanks,

> Jenny
