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Subject: Re: ENVI File Question

Posted by [David Fanning](#) on Wed, 12 Sep 2007 22:40:35 GMT

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Jean H. writes:

```
> You can write the image AND the header at the same time, using
> ENVI_WRITE_ENVI_FILE
>
> here is an example... please note that some info has been read when
> opening another file (the headerInfo structure)... I am not sure how to
> build the map info on its own!
>
> ENVI_WRITE_ENVI_FILE, data, data_type=1, nb = nbBands, nl=data_sizeY, $
> ns=data_sizeX, OUT_NAME = workingDirectory + "fileName.dat", $
> BNAMEs = "band Name", class_names = headerInfo.class_names, $
> lookup=headerInfo.lookup, map_info=headerInfo.map_info, num_classes =
> headerInfo.num_classes
```

Good suggestion, Jean. And I notice that this also automatically adds the new image to the Available Bands list, which is great. BUT, even though I get a map info structure from the GeoTiff files when I open them, (I open with ENVI\_OPEN\_DATA\_FILE and I get the map structure with ENVI\_GET\_MAP\_INFO, and check to be sure it is valid), the map information is not there in the Available Bands list as it is for the GeoTiff files. (I pass the map info information along with the MAPINFO keyword in ENVI\_WRITE\_ENVI\_FILE.) Any idea why this wouldn't be shown in the Available Bands list, too?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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