
Subject: Re: Mosaic_doit in IDL gives a different result than the ENVI mosaic tool
Posted by [devin.white](#) on Sat, 09 Jan 2010 14:25:24 GMT

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On Jan 8, 11:57 pm, laureroupioz <laureroup...@gmail.com> wrote:

> On Jan 7, 5:26 pm, Mort Canty <m.ca...@fz-juelich.de> wrote:

>

>> Am 07.01.2010 14:14, schrieb David Fanning:

>

>>> I don't know anything about this particular problem, but
>>> it has been my experience with ENVI's mapping routines
>>> that the functionality available through ENVI's GUI can
>>> be different than the functionality available through its
>>> API routines. So much so, that I feel confident in saying
>>> that ENVI doesn't always use its own API.

>

>> Amen to that. I recall that the first version of ENVI_SVM_DOIT didn't do
>> it, while the GUI did do it :-)

>

>> Mort

>

> Thank you both for your replies!
> Let's see what ITTVIS will say about it.

>

> Laure

I believe the GUI mosaic tool and the API use different sets of routines. That is why, for example, you don't have programmatic access to color balancing, blending, cutlines, etc. If you're seeing a one-pixel difference in X and Y, it's probably a rounding error (e.g., FLOOR is being used where CEIL is more appropriate). The error might be in the API, how you are passing in the starting map location for each image in the mosaic (X0/Y0 keywords), or the values you are supplying for the size of the mosaic (XSIZE/YSIZE keywords). For diagnostic purposes, you might want to check out the upper-left-corner map coordinates for the two mosaics to see if they are the same. Also, try geographically linking the two mosaics to see if you land on the same spots in both images as you move around (be sure to turn on the crosshair in the zoom window), despite the small size difference. If you do, then I don't think you have anything to worry about.
