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Subject: Re: BSQ to BIL

Posted by [penteado](#) on Fri, 12 Feb 2010 04:13:17 GMT

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On Feb 8, 6:59 pm, Hawaiianite <jtmcah...@gmail.com> wrote:

> I'd be very interested to see what you have. I was under the  
> impression ISIS files had to be in BIL format. Are you saying they  
> don't necessarily need to?

>

> Josh

The class to read, edit and write cubes is called `pp_editablecube`. The routines you need to use it are documented at:

[http://www.ppenteado.net/idl/pp\\_editablecube\\_\\_define.html](http://www.ppenteado.net/idl/pp_editablecube__define.html)

[http://www.ppenteado.net/idl/pp\\_readcube\\_\\_define.html](http://www.ppenteado.net/idl/pp_readcube__define.html)

[http://www.ppenteado.net/idl/pp\\_setcubeheadervalue.html](http://www.ppenteado.net/idl/pp_setcubeheadervalue.html)

[http://www.ppenteado.net/idl/pp\\_extractfields.html](http://www.ppenteado.net/idl/pp_extractfields.html)

[http://www.ppenteado.net/idl/pp\\_getcubeheadervalue.html](http://www.ppenteado.net/idl/pp_getcubeheadervalue.html)

[http://www.ppenteado.net/idl/pp\\_buffered\\_vector\\_\\_define.html](http://www.ppenteado.net/idl/pp_buffered_vector__define.html)

and the `.pro` files are at the same location, with the corresponding file names.

The documentation on the ISIS cube format is scarce, so those are partly based on examining the contents of Cassini VIMS cubes and of ISIS' source code. It may be the case that some changes may be necessary to handle other cubes. Let me know if you have problems.

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