
Subject: Re: Multi-band sampling strategy
Posted by [Maxwell Peck](#) on Wed, 18 Aug 2010 21:11:49 GMT
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On Aug 19, 6:58 am, JessW <jess.wal...@gmail.com> wrote:
> Hi Allard,
>
> Interesting. You are correct; I'm using random pixel locations across
> an entire Landsat scene, so many of the pixels may fall in the same
> slice. I had assumed that since I specify a unique line/column
> address in the ENVI_GET_SLICE command, IDL retrieves only the values
> for that one pixel. But obviously if the command retrieves the entire
> slice prior to defining the column selection, it makes for an
> inefficient process, as you point out.
>
> I've tangled with histograms and reverse indices before; the
> experience left me with a splitting headache, so it may take me some
> time to successfully apply your suggestion to my program. I'll post a
> follow-up message when I have results.
>
> Thanks very much for taking the time to reply!
>
> Jess

Jess,

Allard's approach is certainly better. I was unclear initially if you were subsetting 'rectangles' or random point locations. As Allard suggests point ROI's can get slow if you have a lot.. It all really depends on how many points we're talking.

Max
