Subject: Re: Help with code for hyperspectral image analysis
Posted by Kel on Fri, 22 Jun 2012 13:51:46 GMT
View Forum Message <> Reply to Message

That did it! Setting the interleave on the output to 0 for BSQ gave me an image with all the right spectral profiles, and I was then able to add the masking code back in to accomplish my original goal.

Thank you both so much!

On Friday, June 22, 2012 7:59:12 AM UTC-4, Brian J. Daniel wrote:
> On Friday, June 22, 2012 3:44:26 AM UTC-4, Klemen wrote:
>> Writeu performs a direct transfer with no processing of any kind being done to the data. So if you open just one band, process it and write it down, you will write the first line, the second line.... till the last band of the file. Then the for loop moves to next band where this is repeated.
>>
>> So as far as I understand all this envi formats, this means that you write down BSQ file. This means that you should (I have just checked it in the ENVI help, see below) set the Interleave to 0 in your last line.
>>
>> This is how you get your results written correctly, I thnik. To convert it to BIl, take a look at:
>> http://geol.hu/data/online_help/Converting_Data_%28BSQ_BIL_B IP%29.html
>> But I guess that you could have a memory problem again....
>>
>>
>>
>> INTERLEAVE
>> Set this keyword to one of the following integer values to specify the interleave output:
>>
>> 0: BSQ
>> Band-sequential; an interleave format where each line of the data is followed immediately by the next line in the same spectral band. This format is optimal for spatial (x,y) access of any part of a single spectral band.
>> 1: BIL
>> Band-interleaved-by-line; an interleave format that stores the first line of the first band, followed by the first line of the second band, followed by the first line of the third band, interleaved up to the number of bands.
>> 2: BIP
>> Band-interleaved-by-pixel; an interleave format that stores the first pixel for all bands in sequential order, followed by the second pixel for all bands, followed by the third pixel for all bands, and so forth, interleaved up to the number of pixels.
>
> Good point, Klemen. You should use interleave of BSQ. Once you have the ENVI file written in BSQ, use CONVERT_INPLACE_DOIT to convert the file to any interleave you like.
>
> -Brian