
Subject: Re: how to manipulate data that are stored in memory directly?

Posted by [Josh Sixsmith](#) on Wed, 19 Jun 2013 10:31:14 GMT

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As David mentioned, I don't think you have much luck in being able to manipulate it directly. However, you can use the returned fid in your case 'r_fid', and let ENVI's magic tiling routines for you to process small chunks of data at a time. Any of ENVI's 'do_it' routines should be able to process via the 'r_fid' as well.

Another option (if you want to use anything but ENVI's routines) is to use ENVI_GET_DATA and retrieve one band at a time. You'll have to allocate an array large enough to handle all bands and feed in one band at a time within or loop or something. But now you've just doubled your memory use. It's probably better just to write it to disk and then read it into memory.

Cheers

Josh
