
Subject: Re: Mosaicking a folder of TIFF files that includes 1-D horizontal strips
Posted by [Adam Erickson](#) on Wed, 29 Jul 2015 19:24:29 GMT

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On Tuesday, July 28, 2015 at 11:20:33 AM UTC-7, Adam Erickson wrote:

> On Tuesday, July 28, 2015 at 10:14:58 AM UTC-7, Adam Erickson wrote:

>> On Tuesday, July 28, 2015 at 2:14:12 AM UTC-7, superchromix wrote:

>>> On Tuesday, July 28, 2015 at 12:11:24 AM UTC+2, Adam Erickson wrote:

>>>> Hi Everyone,

>>>>

>>>> I'm working on mosaicking a bunch of single-band TIFF integer files stored in a folder. The TIFF files are a complete mosaic of the area. However, mosaicking results in black horizontal bars of missing data across the landscape. Upon further inspection, these bands appear to be the result of TIFF files that are one-dimensional strips, which fail to load for mosaicking (the 'file not 2D/3D' error). How can I include this data in my final mosaics?

>>>>

>>>> Cheers,

>>>>

>>>> Adam

>>>

>>> which IDL routine are you using to read the TIFF files?

>>

>> ENVI.OpenRaster() Perhaps read_tiff() would work better?

>

> Yep, they open with read_tiff(). Not only vectors, but also missing data...

Skipped those files with a FOR loop, which solved the problem. Mosaic looks lovely now. Thank you.
