Subject: Re: DEM and DLG in SDTS
Posted by Sylvain Carette on Tue, 19 Sep 2000 03:33:09 GMT
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<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
Glad you say old format was "simple"... :-)
<p>They provide lot of links for sdts specifications and source code for
reader but probably you already know those.

Just in case here anyway:

 SDTS Home Page

especially: Public
Domain software where you'll get <a
href="http://mcmcweb.er.usgs.gov/sdts/source.html">Support
software for programmers for C and C++ library which you can
"translate" to idl if you feel for it or perhaps just complile them and
use as external module - sdts++ <a
href="http://mcmcweb.er.usgs.gov/sdts/sdtsxx/index.html">SDTS++
Home Page can be compiled with gnu g++ so probably the easiest
(and free) solution.
<p>I didnt have to use this format (yet) but I'll agree with you that it
look very complicated.
<p>Sylvain Carette

VRML designer-composer
<p>Kelly Dean wrote:
<blockquote TYPE=CITE> The discussion about DEMs earlier got me thinking
about it again.

Especially, after working with some recent MODIS imagery.
<p> Has anyone been successful with reading the 7.5 min DEMs and the
DLGs

in the Spatial Data Transfer Standard (SDTS) format? USGS has a big

archive of DEMs and DLGs online, but in this binary SDTS format. Not
the

simple ASCII files I have worked with in the past.
<p>Kelly Dean

CSU/CIRA</blockquote>
</html>

Subject: Re: DEM and DLG in SDTS
Posted by Kelly Dean on Tue, 19 Sep 2000 07:00:00 GMT
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The SDTS Home Page provided some help. A HEX dump provided the most
help, as most of the file and record headers are all in ASCII.

 I am able to read and display the DEM/SDTS with IDL. Next task - the
DLG/SDTS.

Kelly

Sylvain Carette wrote:

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