
Subject: Re: Refine a vector layer in ENVI
Posted by [cpadwick](#) on Thu, 15 Jun 2006 20:00:04 GMT
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Hi Jenny,

I just tried a test with ENVI 4.2 and was not able to repeat the behavior you described. Here's what I tried:

- open bhtmref.img in the default data directory
- display it
- click Overlay->Vectors. Vector parameters comes up
- click File->Create New Layer. Choose layer name and output file, click ok.
- Available Vectors List comes up. Load the new layer into the display.
- in the Vector Parameters Dialog, click Mode->Add New Vectors
- draw some polygons on the screen and save them
- Click Mode->Edit Existing Vectors
- select a vector and move its nodes around. When finished right click->Accept Changes

The nodes stay where I placed them, and I don't notice any movement like you described. What version of ENVI are you working with?

Chris

Jenny wrote:

- > I've come across the following problems several times, and I'm
- > wondering if somebody know a way to fix it. I have shapefiles of lakes
- > in a region, which was produced about 40 years ago. When I overlay the
- > lake shapefiles to a recent Landsat image, the shapefiles do not
- > outline the lakes exactly for the area of the lakes have changed over
- > the years. So I want to edit the vector layer to make it fit the
- > outline of the lakes in my Landsat image. This doesn't seem to be
- > difficult using the Vector Parameters dialog in ENVI (Mode/Edit
- > existing vectors). However, when I drag the nodes to move them in the
- > desired location in the right side of the vector layer, the whole
- > vector (or the left side of it) moves too! When I fixed all the
- > problems in the right side and saved it to the layer, and start
- > editing the left side, the right side of the vector layer moves again
- > with each editing. Thus I can never make it fix a whole lake.
- >
- > Does anybody have similar experience? Or is this a bug?
- >
- > Thanks,

> Jenny

Subject: Re: Refine a vector layer in ENVI

Posted by envi35@yahoo.ca on Thu, 15 Jun 2006 22:30:41 GMT

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Hi Chris,

Thanks for your reply. I'm using ENVI 4.2 too. I just repeated what you tried and the vector is fine like you said, the nodes didn't move. I'm wondering if it has something to do with my old shapefiles. I'll try more and keep you posted.

Regards,
Jenny

cpadwick@ittvis.com wrote:

> Hi Jenny,

>

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> behavior you described. Here's what I tried:

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> -in the Vector Parameters Dialog, click Mode->Add New Vectors

> -draw some polygons on the screen and save them

> -Click Mode->Edit Existing Vectors

> -select a vector and move its nodes around. When finished right

> click->Accept Changes

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> like you described. What version of ENVI are you working with?

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> Chris

>

>

>

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>> Jenny
