
Subject: Re: Returning Land Type

Posted by [David Fanning](#) on Thu, 07 Dec 2006 14:38:07 GMT

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Lloyd writes:

- > I'm struggling with a mapping problem. I've got the mapping routines
- > running, but what I'd like to be able to do is to give IDL some
- > coordinates (lat/long) and have it return the ground type (e.g.
- > vegetation, ocean, snow, etc - maybe not that detailed).
- >
- > Has anyone come across this, or done something similar?

I'd be careful about confusing the data with the *display* of the data. But, presuming you can distinguish these properties on the basis of some property, say color, you could take a snapshot of your entire window. Then you could use CONVERT_COORD to convert your lat/lon coordinates to device coordinates, and use those to look up the color in your snapshot. That should tell you how how that pixel is colored.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Returning Land Type

Posted by [KRDean](#) on Fri, 08 Dec 2006 15:34:11 GMT

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I did this a few years ago with the 1km Global Land Cover Characteristics

Database from USGS (usgs2_0g.img.gz). There are several different land, vegetation, and water values provided as a byte value. The data file and legend can be found at...

http://edcdaac.usgs.gov/glcc/globdoc2_0.html

It is easy to compute the navigation so you can extract the value --

```
lin = ( 89.99583333333334 - lat ) / 0.008333333333333  
ele = ( -179.99583333333334 - lon ) / 0.008333333333333
```

Kelly Dean
Fort Collins, Colorado
