Subject: mosaic\_doit - is it just me?

Posted by Matt[1] on Wed, 22 Aug 2007 22:48:34 GMT

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i have 5 continental files that i want to mosaic into a global file.

i got the mosaic\_doit function to run and i get all of my continents piled up on the upper left corner. i assume that this is because my i defined these two variables like this:

x0=[0,0,0,0,0]y0=[0,0,0,0,0]

i assumed that this was asking for the first pixel that you want to process in each file. apparently i was wrong. does anyone with more experience know if this is why i'm getting all my continents piled on top of one another?

is it possible that IDL/ENVI is asking me to place the files manually on the map space? i guess the left-most part of the north america file would be x0=0, y0=0, but i have no idea where austrial/eurasia, south america/africa is! is the software really asking me to do this manually? that would be crazy.

i have used the envi\_convert\_file\_coordinates command before, but it requires a reference FID. Is there a way to create a map structure with an associated FID to use as a reference? i can then extract the UL from each file and conver to file coordinates associated with a global map strucutre of the same dimensions as my output file. i dont really know what i'm talking about here with this suggestion, but somebody else does....

any input/suggestions?

thanks. matt s.

Subject: Re: mosaic\_doit - is it just me?
Posted by Jeff N. on Thu, 23 Aug 2007 15:42:29 GMT
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On Aug 22, 6:48 pm, Matt <mmsmith1...@gmail.com> wrote:

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```

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- > really know what i'm talking about here with this suggestion, but
- > somebody else does....

>

> any input/suggestions?

>

- > thanks.
- > matt s.

I'm not sure what's going on either, but here are two suggestions:

- 1) check to see if x0 & y0 should contain the xstart & ystart values from the ENVI header. These won't be zero if the images you're using are subsets of larger images. I'm not sure if that's the problem, but its worth a check.
- 2) you can get a map info structure for an image file by calling ENVI\_GET\_MAP\_INFO using the FID keyword.

Hope that helps, Jeff

Subject: Re: mosaic\_doit - is it just me?

Posted by David Streutker on Thu, 23 Aug 2007 16:41:22 GMT

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>

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- > process in each file.

Actually, its the DIMS keyword that subsets the input files. But that's not what you're looking for...

- > is it possible that IDL/ENVI is asking me to place the files manually
- > on the map space? i guess the left-most part of the north america file
- > would be x0=0, y0=0, but i have no idea where austrial/eurasia, south
- > america/africa is! is the software really asking me to do this
- > manually? that would be crazy.

Crazy or not, that's what it's looking for. At least, that's how I've done it. From the documentation, it appears this is called the "pixel based" method. The help file seems to hint at a "georeferenced" method that is more intelligent, but it doesn't provide much explanation.

This ITTVIS techtip may be of use: http://www.ittvis.com/services/techtip.asp?ttid=3336

- > i have used the envi\_convert\_file\_coordinates command before, but it
- > requires a reference FID. Is there a way to create a map structure
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- > UL from each file and conver to file coordinates associated with a
- > global map strucutre of the same dimensions as my output file. i dont
- > really know what i'm talking about here with this suggestion, but
- > somebody else does....

I think you're on the right track. (I'm assuming that your input images are all georeferenced and have the same projection.) Use ENVI\_GET\_MAP\_INFO to get the UL coordinates of each input file. If you're working in a straightforward projection (i.e. geographic), you can convert these projection coordinates to map coordinates by hand. If you're working in a more complicated projection, you may need to create a temp image corresponding to your final product and use it with ENVI\_CONVERT\_FILE\_COORDINATES, like you said.

At least that's how I would go about it.

-David

Subject: Re: mosaic\_doit - is it just me? Posted by Matt[1] on Thu, 23 Aug 2007 19:39:55 GMT

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thanks for the responses. the link was particularly useful. it's exactly what i needed. it calculates the x0 and y0 and map info for you. thanks again.

matt