

---

Subject: Re: EVF files  
Posted by [R.Bauer](#) on Mon, 10 Mar 2008 11:37:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

colerbe schrieb:

> Hello everyone,  
>  
> I need to join several different EVF files into one unique vector  
> file.  
> Can you please tell me how to solve this problem?  
>  
> Thanks in advance,  
> Luis

What are EVF files?

cheers  
Reimar

---

---

Subject: Re: EVF files  
Posted by [Spon](#) on Tue, 11 Mar 2008 16:51:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Mar 10, 11:37 am, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

> colerbe schrieb:  
>  
>> Hello everyone,  
>  
>> I need to join several different EVF files into one unique vector  
>> file.  
>> Can you please tell me how to solve this problem?  
>  
>> Thanks in advance,  
>> Luis  
>  
> What are EVF files?  
>  
> cheers  
> Reimar

.evf files seem to be ENVI vector files, Reimar.

Luis: as I don't have ENVI, I can't tell if this will be any use, but  
take a look at:

<http://www.itvis.com/codebank/search.asp?FID=93>

for a programme that converts these to ROIs written by David

Gorodetzky. I don't know, maybe they'll be converted to IDLanRol objects for you.

Good luck!  
Chris

---

---

Subject: Re: EVF files  
Posted by [Jean H.](#) on Tue, 11 Mar 2008 17:15:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

colerbe wrote:

> Hello everyone,  
>  
> I need to join several different EVF files into one unique vector  
> file.  
> Can you please tell me how to solve this problem?  
>  
> Thanks in advance,  
> Luis

Have a look at ENVI\_EVF\_DEFINE\_ADD\_RECORD

There is an example where several polygons, points, lines are added to a new vector.

In your case, you would have to get each vector set of coordinate.

One at a time, open the EVF files.

Use ENVI\_EVF\_INFO to find the number (and type!) of entities in your EVF file.

Loop through each record and get the coordinates using ENVI\_EVF\_READ\_RECORD. Eventually, read the DBF file (if any) using a shapefile reader (yes, it is weird, but that the way it is... open a shapefile with no shape, so you can read the dbf. I believe there is a good example on David Fanning website).

then you just have to copy the coordinates and the DBF content to your new vector!

Jean

---