
Subject: Re: How to avoid BSQ?

Posted by [jeffnetles4870](#) on Mon, 11 Jan 2010 19:42:57 GMT

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On Jan 11, 1:37 pm, ivitseva <eva.ivits-was...@jrc.ec.europa.eu>
wrote:

> Please excuse my ignorance, but can somebody explain me the rules when
> and why Envi creates BSQ instead of BIL? In case I wanna avoid a BSQ,
> do I have to write an IDL script and define there that the outcome
> should be BIL? For instance, I've just done a simple addition of two
> integer BIL images, why is the outcome a BSQ file? Do I have to write
> a script each time I do these calculations? Thanks in advance, Eva.

It sounds like you're talking about ENVI's band math operations. For speed reasons, the output of band math is always BSQ as far as I know. Spectral math, though, always outputs BIL (or maybe BIP? can't remember, but my recollection is that it's BIL). Sometimes you can use spectral math in place of band math if what you're doing is basically just applying a simple operation to every pixel in the image. For your simple addition, for example, you should be able to substitute a spectral math addition if you're adding all bands in both cubes. If the operations you want to do get much more complicated than simple addition or multiplication of two cubes, though, I think you'll end up writing scripts if you want to control the interleave.

Jeff
