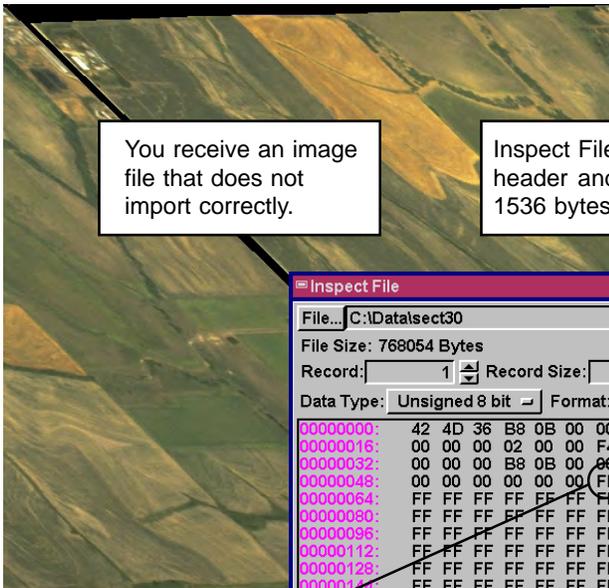


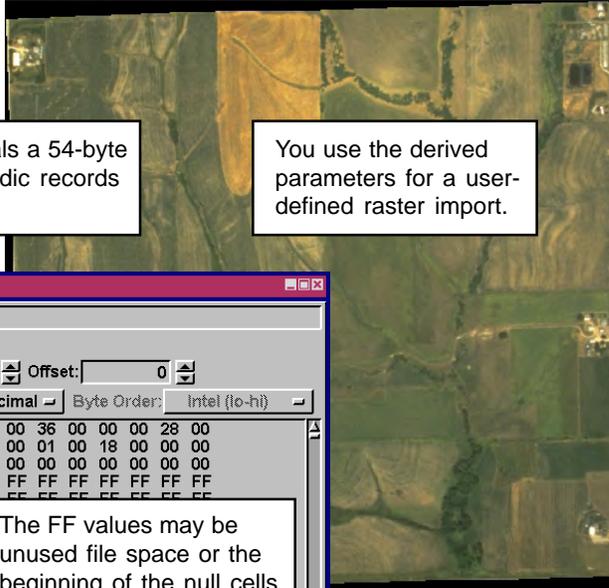
Using Inspect File for Raster Import



You receive an image file that does not import correctly.

Inspect File reveals a 54-byte header and periodic records 1536 bytes apart.

You use the derived parameters for a user-defined raster import.



Inspect File

File... C:\Data\sect30

File Size: 768054 Bytes

Record: 1 Record Size: 768054 Offset: 0

Data Type: Unsigned 8 bit Format: Hexadecimal Byte Order: Intel (lo-hi)

| | |
|-----------|---|
| 00000000: | 42 4D 36 B8 0B 00 00 00 00 00 36 00 00 00 28 00 |
| 00000016: | 00 00 00 02 00 00 00 F4 01 00 00 01 00 18 00 00 |
| 00000032: | 00 00 00 B8 0B 00 00 00 00 00 00 00 00 00 00 00 |
| 00000048: | 00 00 00 00 00 00 (FF) FF FF FF FF FF FF FF FF |
| 00000064: | FF |
| 00000080: | FF |
| 00000096: | FF |
| 00000112: | FF |
| 00000128: | FF |
| 00000144: | FF |
| 00000160: | FF |
| 00000176: | FF |
| 00000192: | FF |

Exit

File header information evidently ends at byte 54.

The FF values may be unused file space or the beginning of the null cells at the top of the image. Further inspection is needed.

The user-defined import format accommodates your observations from Inspect File.

Inspect File

File... C:\Data\sect30

File Size: 768054 Bytes

Record: 1 Record Size: 768054 Offset: 0

Data Type: Unsigned 8 bit Format: Hexadecimal

| | |
|-----------|----------------------------------|
| 00007748: | 00 00 00 00 00 00 00 00 00 00 |
| 00007764: | 00 00 00 00 00 00 00 00 00 00 |
| 00007780: | 00 00 00 00 00 00 00 00 00 00 |
| 00007796: | 00 00 00 00 00 00 00 00 00 00 |
| 00007812: | 00 00 00 00 00 00 00 00 00 00 |
| 00007828: | 00 00 00 00 00 00 00 00 00 00 |
| 00007844: | 00 00 00 00 00 00 00 00 00 00 |
| 00007860: | 00 00 00 00 00 00 00 00 00 00 |
| 00007876: | 00 00 00 00 00 00 00 00 00 00 |
| 00007892: | 63 60 35 5A 54 30 57 51 30 50 |
| 00007908: | 50 36 59 90 32 5A 90 2F 58 |
| 00007924: | 2E 4D 45 2D 50 48 2D 50 47 |
| 00007940: | 4E 49 36 4F 4B 2C 4D 45 2E |
| 00009216: | 00 00 00 00 00 00 00 00 00 00 |
| 00009232: | 00 00 00 00 00 00 00 00 00 00 |
| 00009248: | 00 00 00 00 00 00 00 00 00 00 |
| 00009264: | 00 00 00 00 00 00 00 00 00 00 |
| 00009280: | 00 00 00 00 00 00 00 00 00 00 |
| 00009296: | 00 00 00 00 00 00 00 00 00 00 |
| 00009312: | 00 00 00 00 00 00 84 CF D6 62 86 |
| 00009328: | 6B 68 36 9D 58 35 67 37 5E 99 |
| 00009344: | 53 32 6D 67 35 60 67 37 5E 99 |
| 00009360: | 27 49 44 27 49 44 2A 4F 49 2C |
| 00009376: | 53 53 35 68 58 33 57 59 32 55 |
| 00009392: | 4D 32 50 44 28 4B 44 2E 4A 2A |
| 00009408: | 2D 4C 44 28 49 41 29 4C 43 2F |
| 00009424: | C 61 49 |
| 00009440: | C 61 49 |
| 00009456: | C 61 49 |
| 00009472: | C 61 49 |
| 00009488: | C 61 49 |
| 00009504: | C 61 49 |
| 00009520: | C 61 49 |
| 00009536: | C 61 49 |
| 00009552: | 3C 5B 56 35 5E 67 3B 62 5B 3A |
| 00009568: | 5F 59 40 62 5A 43 61 59 39 59 |
| 00009584: | 5B 3D 5C 58 35 5F 59 37 5E 58 |
| 00009600: | 3A 5C 54 43 67 5E 40 65 5A 40 |
| 00009616: | 69 5F 4A 6B 62 49 68 5E 47 63 |

Inspect File

File... C:\Data\sect30

File Size: 768054 Bytes

Record: 1 Record Size: 768054 Offset: 0

Data Type: Unsigned 8 bit Format: Hexadecimal

| | |
|-----------|----------------------------------|
| 00010704: | 00 00 00 00 00 00 00 00 00 00 |
| 00010720: | 00 00 00 00 00 00 00 00 00 00 |
| 00010736: | 00 00 00 00 00 00 00 00 00 00 |
| 00010752: | 00 00 00 00 00 00 00 00 00 00 |
| 00010768: | 00 00 00 00 00 00 00 00 00 00 |
| 00010784: | 00 00 00 00 00 00 00 00 00 00 |
| 00010800: | 00 00 00 00 00 00 00 00 00 00 |
| 00010816: | 00 00 00 00 00 00 00 00 00 00 |
| 00010832: | 00 00 00 00 00 00 00 00 00 00 |
| 00010848: | 00 00 00 00 00 00 84 C5 CF 65 80 |
| 00010864: | 6F 6D 35 5E 5A 3A 5A 64 34 5A |
| 00010880: | 65 39 66 69 42 69 6C 3B 67 65 |
| 00010896: | 31 93 53 2F 65 65 32 62 67 36 |

Inspect File

File... C:\Data\sect30

File Size: 768054 Bytes

Record: 1 Record Size: 768054 Offset: 0

Data Type: Unsigned 8 bit Format: Hexadecimal

| | |
|-----------|-------------------------------|
| 00010912: | 00 00 00 00 00 00 00 00 00 00 |
| 00010928: | 00 00 00 00 00 00 00 00 00 00 |
| 00010944: | 00 00 00 00 00 00 00 00 00 00 |
| 00010960: | 00 00 00 00 00 00 00 00 00 00 |
| 00010976: | 00 00 00 00 00 00 00 00 00 00 |
| 00010992: | 00 00 00 00 00 00 00 00 00 00 |
| 00011008: | 00 00 00 00 00 00 00 00 00 00 |
| 00011024: | 00 00 00 00 00 00 00 00 00 00 |
| 00011040: | 00 00 00 00 00 00 00 00 00 00 |
| 00011056: | 00 00 00 00 00 00 00 00 00 00 |
| 00011072: | 4E 30 5A 62 38 6D 54 3A 5E 68 |
| 00011088: | 35 5A 53 35 5E 58 3C 67 60 32 |

As you scroll through the file, you observe that the first series of 00 bytes ends at 7782 ...

... the next series of 00 bytes ends at 9318 ...

... and the next 00 bytes end at 10854. Evidently, each record, or line of image data, takes 1536 bytes, which is 3 times 512. So you make a guess and tell the custom raster import process to import 8-8-8 RGB color data with 512 columns.

You may be able to solve many raster import problems by simple observation of an import file's content and structure. You can often recognize periodic content changes that indicate new records or lines of data. You may be able to see where header information ends. You can do a little arithmetic to derive the line and column dimensions of the image.

Of course the difficulty increases with complex formats that use band interleaving or inter-band headers and trailers or image compression techniques. The TNT raster import process lets you specify a wide range of format and structure characteristics. Your inspection of the input file may give you a reasonable idea of its number of bands, line / column dimensions, data

type, header and trailer size and location, byte order, and interleave type. Scroll through the file and note the addresses where blocks of data begin and end. Watch for regular periodicity which may indicate new rows or columns of the image. If you think you know the row and column dimensions, compare their product to the file size. If, for example, the file size is close to three times the row x column product, you can guess that your import image has three bands (24-bit) color.

Even if you can't discover everything about the file, you may be able to make a good guess so that the imported object begins to look like something when you display it in TNT. Then you can go back, change a few parameters and try again.