Create RGB - KML File

Description:

This function is used to create a Google Earth KML file to overlay on Google Earth a 24-bit (Windows Bitmap) RGB bitmap image file of parameters extracted from a polarimetric raw binary data file.

Comments:

Parameters written in Red can be modified directly by the user from the keyboard.

Input/Output Arguments:

Input Directory Indicates the complete location of the considered **MainDirectory** containing the raw binary data to be imaged.

Output Directory Indicates the location of the processed bitmap image output directory.
The default value is set automatically to the **MainDirectory**.

Output KML File Indicates the name of the kml output file. The default value is set to the concatenation of the bmp input file name with the extension .kml

Output Image Number of Rows/Columns:

The output image numbers of rows and columns are initialised to the input data set dimensions.
Users wishing to process a sub-part of the initial image can modify the **Init** and **End** values of the converted images rows and columns.
Note: init and end values have to remain within the range defined by the input image dimensions.

Pauli / Sinclair Color Composition:

Color coding according to the different proposed compositions may be selected by ticking optional fields. In this case, input files do not have to be specified.
The default Output file name is set automatically to :
MainDirectory / PauliRGB.bmp or **MainDirectory / SinclairRGB.bmp**.

Input/Output Files:

Input File Designates, for each color channel, the real data binary file to be imaged.
Note: Input File must not be complex type.

Output File Indicates the name of the bitmap output file
The default output file name is set automatically to :
MainDirectory / CombineRGB.bmp
