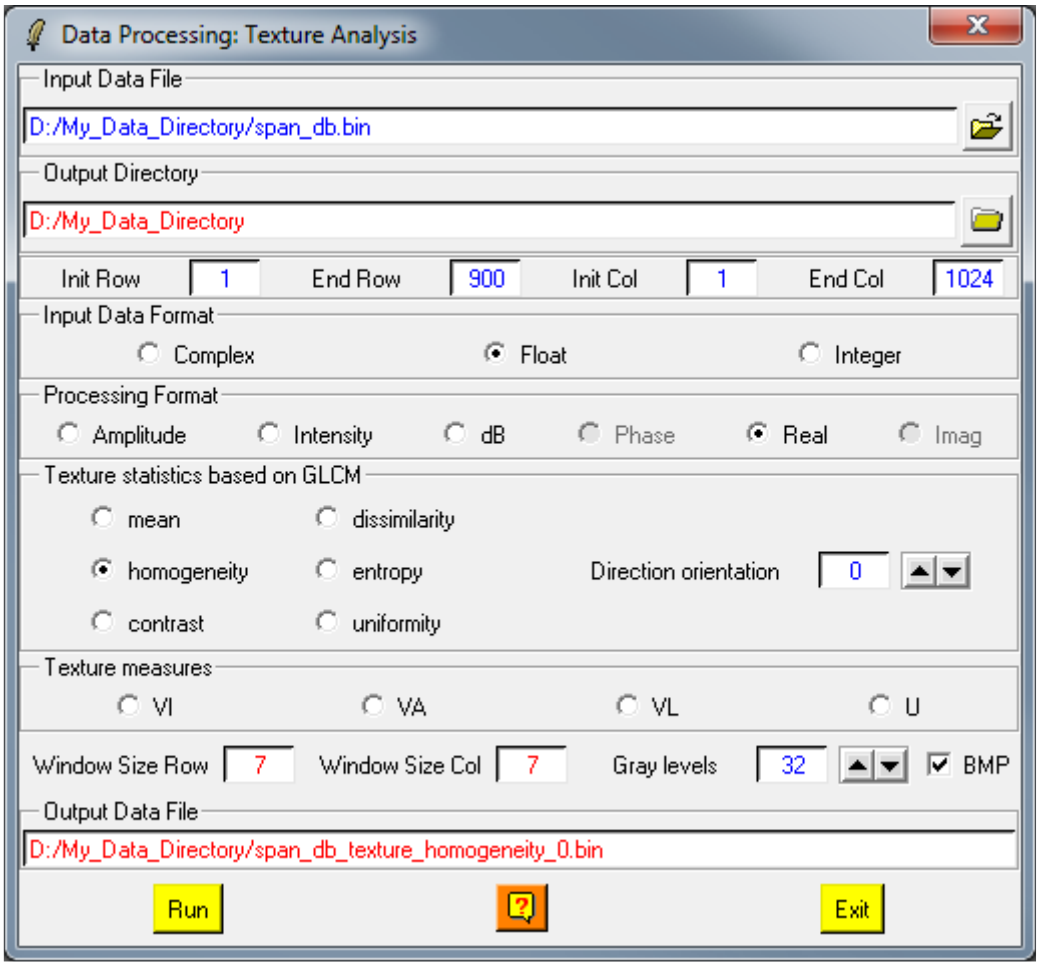
Texture Analysis



Description:

Creates binary files corresponding to different texture parameters constructed from polarimetric raw binary data.
An option may be set to simultaneously create the corresponding bitmap image files

The different proposed polarimetric texture functionalities are based on GLCM or on dedicated texture measures.

Comments:

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

Input/Output Arguments:

Input data file Indicates the complete location of the considered polarimetric data file to be analysed.

Output Directory Indicates the location of the processed data output directory. The default value is set automatically to : **Main Directory (MD)**.

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.

Processing Parameters:

Window size Users have to set the size of the (N*N) sliding window used to compute the local estimate of the average matrix.
The default value of N is set to **7**.