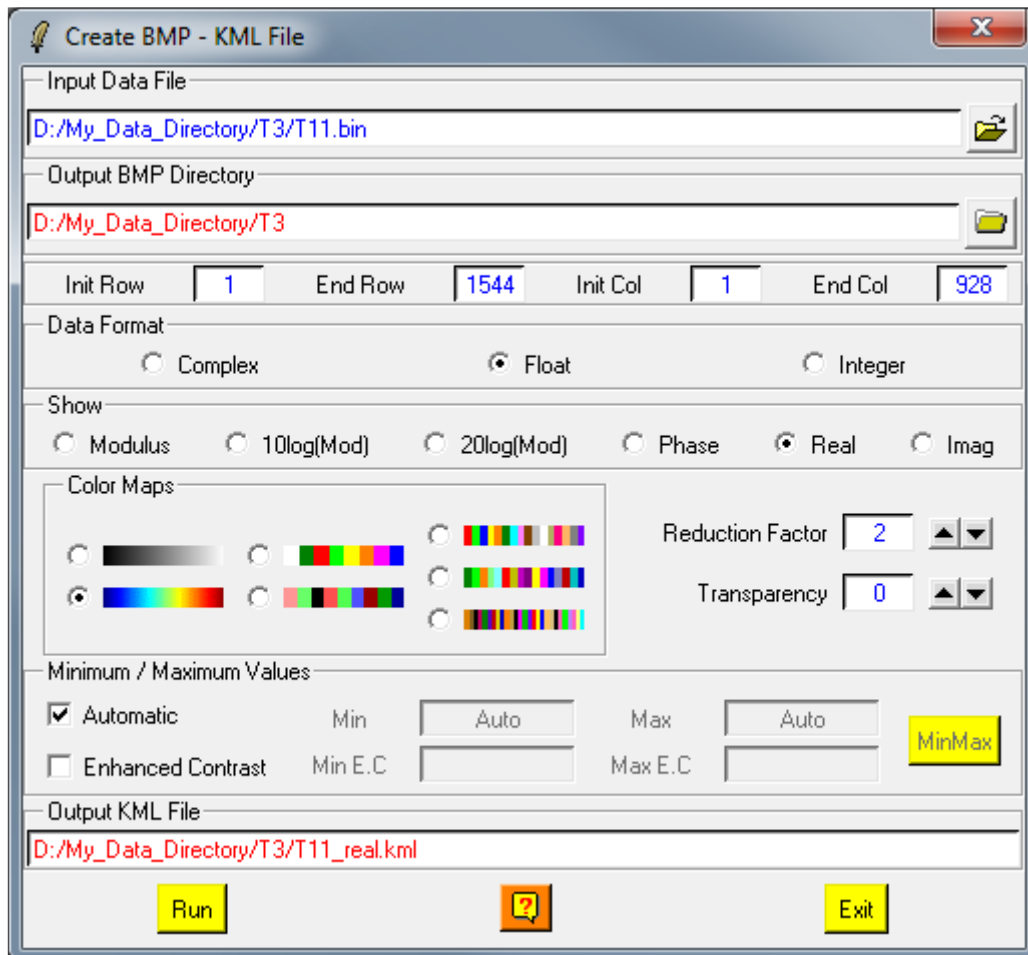


## Create BMP - KML File



### Description:

This function is used to create a Google Earth KML file to overlay on Google Earth a 8-bit (Windows Bitmap) 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 Data File** Indicates the complete location of the bitmap data file.
- 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.

## Processing Parameters:

<b>Data Format</b>	Indicates the type of input data. <ul style="list-style-type: none"><li>• <b>Complex</b> : 4 bytes interlaced real and imaginary parts.</li><li>• <b>Float</b> : 4 bytes real data.</li><li>• <b>Integer</b> : 2 bytes real data.</li></ul>
<b>Show</b>	Indicates the mode of representation. The default value is set to <b>real</b> . <ul style="list-style-type: none"><li>• <b>Modulus</b> : Modulus of real / complex input data (linear scale).</li><li>• <b>10*log10(Modulus)</b> : Modulus of real / complex input data (db scale).</li><li>• <b>20*log10(Modulus)</b> : Modulus of real / complex input data (db scale).</li><li>• <b>Phase</b> : Argument of complex input data (linear scale).</li><li>• <b>Real</b> : Real part of complex input data (linear scale).</li><li>• <b>Imag</b> : Imag part of complex input data (linear scale).</li></ul>
<b>ColorMap</b>	Choice of a 256 colors ColorMap <ul style="list-style-type: none"><li>• <b>Jet</b> : Blue to Red ColorMap.</li><li>• <b>Gray</b> : Grayscale from White to Black ColorMap.</li><li>• <b>Hsv</b> : Red to Red ColorMap (useful for Phase representation).</li></ul>
<b>Min / Max Values</b>	Scales the output data range of variation <ul style="list-style-type: none"><li>• <b>Automatic</b> : The first colormap index is assigned to values inferior or equal to min, while the last colormap index is assigned to values superior or equal to max. If selected, the program automatically search the min and max values of the data, otherwise min and max values are fixed by the user.</li><li>• <b>Enhanced Contrast</b> : The program automatically adapts the color scale (colorbar) to data distribution. Min and max are set so that 5% of the total number of pixels are superior to max and 5% are inferior to min.</li></ul>

---