

# A3DP GUI Toolkit

0.3

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# Chapter 1

## A3DP GUI Toolkit

### 1.1 Introduction

This directory contains a collection of Graphical User Interfaces (GUIs) based on the QGIS plugin platform. The GUIs are dialog-based user interfaces designed in Qt-5. The QGIS plugins platform supports the Python programming language, and as a result the A3DP GUI Toolkit is written in Python 3.7.

### 1.2 How Does It Work?

The Python-based QGIS plugins are designed as wrappers for the C++ software modules for SMOCT. The QGIS plugins accept user input through the GUI dialogs, then pass on these input parameters to the C++ command line.

### 1.3 Requirements

The following pre-requisites must be satisfied to install and use the plugins.

- [QGIS](#) version 3.14 or newer
  - Version 3.16 long-term release is preferred for stability

To build documentation (optional), the following additional software are required.

- [Doxygen](#) v 1.8.18 or newer
- [doxypy](#) v 0.8.8 or newer
- [LaTeX](#) (optional) to create a PDF document

## 1.4 Installation

The plugins are installed in three steps:

1. Install QGIS
2. Deploy/Install plugins
3. Activate/Enable plugins in QGIS

Please follow the instructions provided in the [\[user manual\]\[1\]](#) to install the plugins.

## 1.5 Post-Installation

The installation will create menu items in QGIS, named `Image Registration` and `ATDR`. These will have sub-menu items corresponding to the different software modules delivered under `SMACT`.

To use these C++ software, their location must be specified to the plugins. To specify the location, first launch the `Image Registration > Settings Configuration` plugin, then click the button [...] and select the folder (called `qgis-exes`).

The C++ software can be located anywhere on the same computer. If using the installer, `setup.cmd` version 0.3 or newer, the software will typically be placed at `C:\OSGeo4W64\smact`. In older versions, the installer will *NOT* copy the downloaded C++ software. In either case, users can manually copy all the EXE and DLL files to any folder on the computer, and select that folder from the `Image Registration > Settings Configuration` plugin dialog.

## 1.6 References

[1]: AUG Signals, "SMACT UI Installation Manual.pdf", August 2021



## Chapter 2

# Namespace Index

### 2.1 Packages

Here are the packages with brief descriptions (if available):

<a href="#">classifier_tester.classifier_tester</a>	??
<a href="#">classifier_trainer.classifier_trainer</a>	??
<a href="#">contour_detection.contour_detection</a>	??
<a href="#">edge_detection.edge_detection</a>	??
<a href="#">feat_dataset_generator.feat_dataset_generator</a>	??
<a href="#">fourier_transform.fourier_transform</a>	??
<a href="#">gabor_filter.gabor_filter</a>	??
<a href="#">histogram.histogram</a>	??
<a href="#">hu_moment.hu_moment</a>	??
<a href="#">image_fusion.image_fusion</a>	??
<a href="#">image_registration.image_registration</a>	??
<a href="#">lee_sigma_filter.lee_sigma_filter</a>	??
<a href="#">markov_chain_cfar.markov_chain_cfar</a>	??
<a href="#">model_based_cfar.model_based_cfar</a>	??
<a href="#">multi_cfar.multi_cfar</a>	??
<a href="#">multihypothesis.multihypothesis</a>	??
<a href="#">range_doppler.range_doppler</a>	??
<a href="#">refined_lee_filter.refined_lee_filter</a>	??
<a href="#">segmentation.segmentation</a>	??
<a href="#">settings_configuration.settings_configuration</a>	??
<a href="#">speckle_filter.speckle_filter</a>	??
<a href="#">tamura_filter.tamura_filter</a>	??
<a href="#">target_orientation.target_orientation</a>	??
<a href="#">target_segmentation.target_segmentation</a>	??



## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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QGIS Plugin Implementation . . . . .	16
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QGIS Plugin Implementation . . . . .	21
<a href="#">feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator</a>	
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<a href="#">histogram.histogram.Histogram</a>	
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<a href="#">hu_moment.hu_moment.HuMoments</a>	
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<a href="#">image_fusion.image_fusion.ImageFusion</a>	
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<a href="#">lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter</a>	
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<a href="#">multi_cfar.multi_cfar.MultiCFAR</a>	
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<a href="#">multihypothesis.multihypothesis.MultiHypothesis</a>	
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<a href="#">target_segmentation.target_segmentation.TargetSegmentation</a>	
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# Chapter 4

## File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

<a href="#">classifier_tester.py</a>	??
<a href="#">classifier_trainer.py</a>	??
<a href="#">contour_detection.py</a>	??
<a href="#">edge_detection.py</a>	??
<a href="#">feat_dataset_generator.py</a>	??
<a href="#">fourier_transform.py</a>	??
<a href="#">gabor_filter.py</a>	??
<a href="#">histogram.py</a>	??
<a href="#">hu_moment.py</a>	??
<a href="#">image_fusion.py</a>	??
<a href="#">image_registration.py</a>	??
<a href="#">lee_sigma_filter.py</a>	??
<a href="#">markov_chain_cfar.py</a>	??
<a href="#">model_based_cfar.py</a>	??
<a href="#">multi_cfar.py</a>	??
<a href="#">multihypothesis.py</a>	??
<a href="#">range_doppler.py</a>	??
<a href="#">refined_lee_filter.py</a>	??
<a href="#">segmentation.py</a>	??
<a href="#">settings_configuration.py</a>	??
<a href="#">speckle_filter.py</a>	??
<a href="#">tamura_filter.py</a>	??
<a href="#">target_orientation.py</a>	??
<a href="#">target_segmentation.py</a>	??



## Chapter 5

# Namespace Documentation

### 5.1 classifier\_tester.classifier\_tester Namespace Reference

#### Classes

- class [ClassifierTester](#)  
*QGIS Plugin Implementation.*

### 5.2 classifier\_trainer.classifier\_trainer Namespace Reference

#### Classes

- class [ClassifierTrainer](#)  
*QGIS Plugin Implementation.*

### 5.3 contour\_detection.contour\_detection Namespace Reference

#### Classes

- class [ContourDetection](#)  
*QGIS Plugin Implementation.*

### 5.4 edge\_detection.edge\_detection Namespace Reference

#### Classes

- class [EdgeDetection](#)  
*QGIS Plugin Implementation.*

## 5.5 feat\_dataset\_generator.feat\_dataset\_generator Namespace Reference

### Classes

- class [FeatDatasetGenerator](#)  
*QGIS Plugin Implementation.*

## 5.6 fourier\_transform.fourier\_transform Namespace Reference

### Classes

- class [FourierTransform](#)  
*QGIS Plugin Implementation.*

## 5.7 gabor\_filter.gabor\_filter Namespace Reference

### Classes

- class [GaborFilter](#)  
*QGIS Plugin Implementation.*

## 5.8 histogram.histogram Namespace Reference

### Classes

- class [Histogram](#)  
*QGIS Plugin Implementation.*

## 5.9 hu\_moment.hu\_moment Namespace Reference

### Classes

- class [HuMoments](#)  
*QGIS Plugin Implementation.*

## 5.10 image\_fusion.image\_fusion Namespace Reference

### Classes

- class [ImageFusion](#)  
*QGIS Plugin Implementation.*



## 5.11 image\_registration.image\_registration Namespace Reference

### Classes

- class [ImageRegistration](#)  
*QGIS Plugin Implementation.*

## 5.12 lee\_sigma\_filter.lee\_sigma\_filter Namespace Reference

### Classes

- class [LeeSigmaFilter](#)  
*QGIS Plugin Implementation.*

## 5.13 markov\_chain\_cfar.markov\_chain\_cfar Namespace Reference

### Classes

- class [MarkovChainCFAR](#)  
*QGIS Plugin Implementation.*

## 5.14 model\_based\_cfar.model\_based\_cfar Namespace Reference

### Classes

- class [ModelBasedCFAR](#)  
*QGIS Plugin Implementation.*

## 5.15 multi\_cfar.multi\_cfar Namespace Reference

### Classes

- class [MultiCFAR](#)  
*QGIS Plugin Implementation.*

## 5.16 multihypothesis.multihypothesis Namespace Reference

### Classes

- class [MultiHypothesis](#)  
*QGIS Plugin Implementation.*

## 5.17 range\_doppler.range\_doppler Namespace Reference

### Classes

- class [RangeDopplerTerrainCorrection](#)  
*QGIS Plugin Implementation.*

## 5.18 refined\_lee\_filter.refined\_lee\_filter Namespace Reference

### Classes

- class [RefinedLeeFilter](#)  
*QGIS Plugin Implementation.*

## 5.19 segmentation.segmentation Namespace Reference

### Classes

- class [Segmentation](#)  
*QGIS Plugin Implementation.*

## 5.20 settings\_configuration.settings\_configuration Namespace Reference

### Classes

- class [SettingsConfiguration](#)  
*QGIS Plugin Implementation.*

## 5.21 speckle\_filter.speckle\_filter Namespace Reference

### Classes

- class [SpeckleFilter](#)  
*QGIS Plugin Implementation.*

## 5.22 tamura\_filter.tamura\_filter Namespace Reference

### Classes

- class [TamuraFilter](#)  
*QGIS Plugin Implementation.*

## 5.23 target\_orientation.target\_orientation Namespace Reference

### Classes

- class [TargetOrientation](#)  
*QGIS Plugin Implementation.*

## 5.24 target\_segmentation.target\_segmentation Namespace Reference

### Classes

- class [TargetSegmentation](#)  
*QGIS Plugin Implementation.*



## Chapter 6

# Class Documentation

### 6.1 classifier\_tester.classifier\_tester.ClassifierTester Class Reference

QGIS Plugin Implementation.

Collaboration diagram for classifier\_tester.classifier\_tester.ClassifierTester:

classifier_tester.classifier_tester.ClassifierTester
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- `def __init__ (self, iface)`  
*Constructor.*
- `def add_action (self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*
- `def addToCustomMenu (self)`
- `def initGui (self)`  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- `def run (self)`  
*Run method that performs all the real work.*
- `def tr (self, message)`  
*Get the translation for a string using Qt translation API.*
- `def unload (self)`  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.1.1 Detailed Description

QGIS Plugin Implementation.

### 6.1.2 Constructor & Destructor Documentation

#### 6.1.2.1 \_\_init\_\_()

```
def classifier_tester.classifier_tester.ClassifierTester.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.1.3 Member Function Documentation

### 6.1.3.1 add\_action()

```
def classifier_tester.classifier_tester.ClassifierTester.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



#### 6.1.3.2 addToCustomMenu()

```
def classifier_tester.classifier_tester.ClassifierTester.addToCustomMenu (  
    self )
```

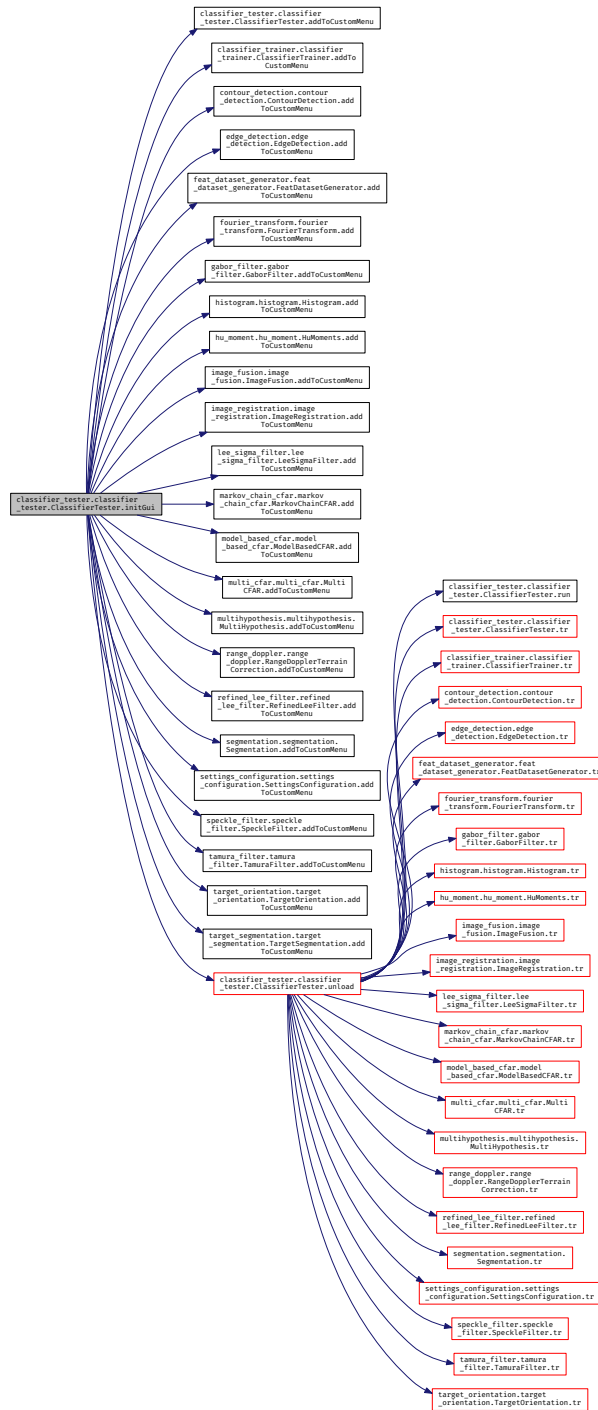
#### 6.1.3.3 initGui()

```
def classifier_tester.classifier_tester.ClassifierTester.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.



Here is the call graph for this function:



#### 6.1.3.4 run()

```
def classifier_tester.classifier_tester.ClassifierTester.run (
    self )
```

Run method that performs all the real work.

#### 6.1.3.5 tr()

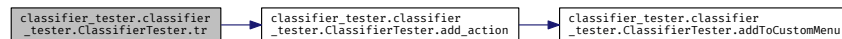
```
def classifier_tester.classifier_tester.ClassifierTester.tr (  
    self,  
    message )
```

Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.  
:type message: str, QString  
  
:returns: Translated version of message.  
:rtype: QString
```

Here is the call graph for this function:

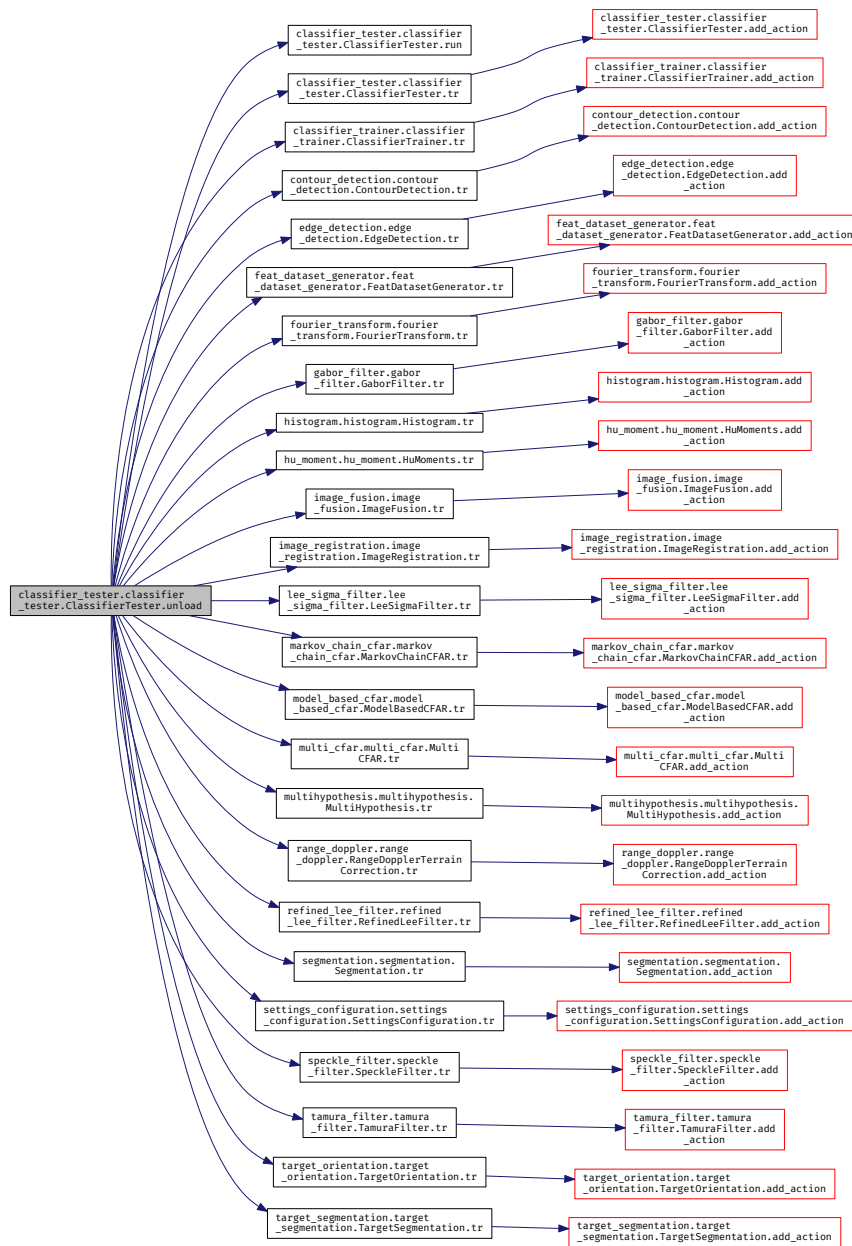


#### 6.1.3.6 unload()

```
def classifier_tester.classifier_tester.ClassifierTester.unload (  
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.1.4 Member Data Documentation

### 6.1.4.1 action

classifier\_tester.classifier\_tester.ClassifierTester.action

#### 6.1.4.2 actions

`classifier_tester.classifier_tester.ClassifierTester.actions`

#### 6.1.4.3 arguments

`classifier_tester.classifier_tester.ClassifierTester.arguments`

#### 6.1.4.4 dlg

`classifier_tester.classifier_tester.ClassifierTester.dlg`

#### 6.1.4.5 first\_start

`classifier_tester.classifier_tester.ClassifierTester.first_start`

#### 6.1.4.6 iface

`classifier_tester.classifier_tester.ClassifierTester.iface`

#### 6.1.4.7 menu

`classifier_tester.classifier_tester.ClassifierTester.menu`

#### 6.1.4.8 output\_dialog

`classifier_tester.classifier_tester.ClassifierTester.output_dialog`

#### 6.1.4.9 plugin\_dir

`classifier_tester.classifier_tester.ClassifierTester.plugin_dir`

#### 6.1.4.10 subMenu

classifier\_tester.classifier\_tester.ClassifierTester.subMenu

#### 6.1.4.11 translator

classifier\_tester.classifier\_tester.ClassifierTester.translator

The documentation for this class was generated from the following file:

- [classifier\\_tester.py](#)

## 6.2 classifier\_trainer.classifier\_trainer.ClassifierTrainer Class Reference

QGIS Plugin Implementation.

Collaboration diagram for classifier\_trainer.classifier\_trainer.ClassifierTrainer:

classifier_trainer.classifier_trainer.ClassifierTrainer
<ul style="list-style-type: none"><li>+ action</li><li>+ actions</li><li>+ arguments</li><li>+ dlg</li><li>+ first_start</li><li>+ iface</li><li>+ menu</li><li>+ output_dialog</li><li>+ plugin_dir</li><li>+ subMenu</li><li>+ translator</li></ul>
<ul style="list-style-type: none"><li>+ __init__()</li><li>+ add_action()</li><li>+ addToCustomMenu()</li><li>+ initGui()</li><li>+ run()</li><li>+ tr()</li><li>+ unload()</li></ul>

## Public Member Functions

- `def __init__ (self, iface)`  
*Constructor.*
- `def add_action (self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*
- `def addToCustomMenu (self)`
- `def initGui (self)`  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- `def run (self)`  
*Run method that performs all the real work.*
- `def tr (self, message)`  
*Get the translation for a string using Qt translation API.*
- `def unload (self)`  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

## 6.2.1 Detailed Description

QGIS Plugin Implementation.

## 6.2.2 Constructor & Destructor Documentation

### 6.2.2.1 \_\_init\_\_()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.2.3 Member Function Documentation

### 6.2.3.1 add\_action()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

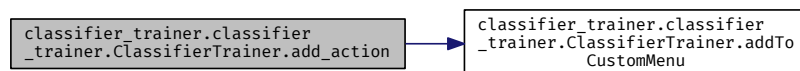
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.2.3.2 addToCustomMenu()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.addToCustomMenu (  
    self )
```

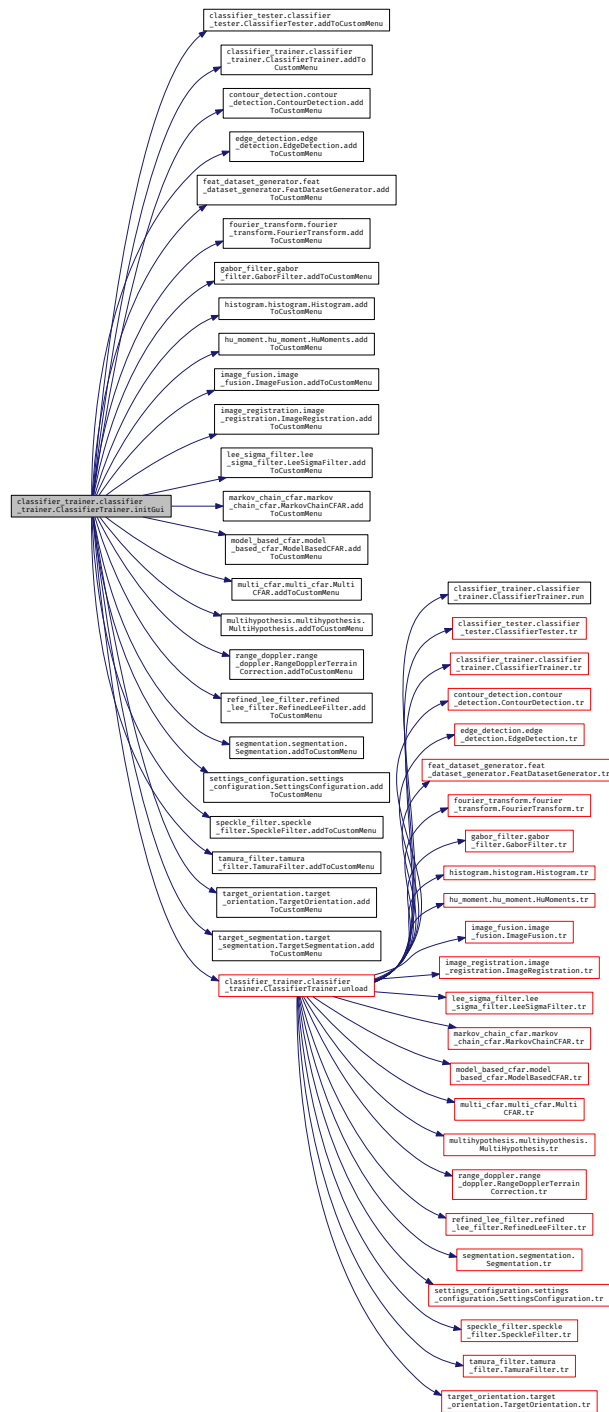
### 6.2.3.3 initGui()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.



Here is the call graph for this function:



### 6.2.3.4 run()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.run (
    self )
```

Run method that performs all the real work.

#### 6.2.3.5 tr()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.tr (
    self,
    message )
```

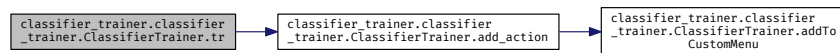
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

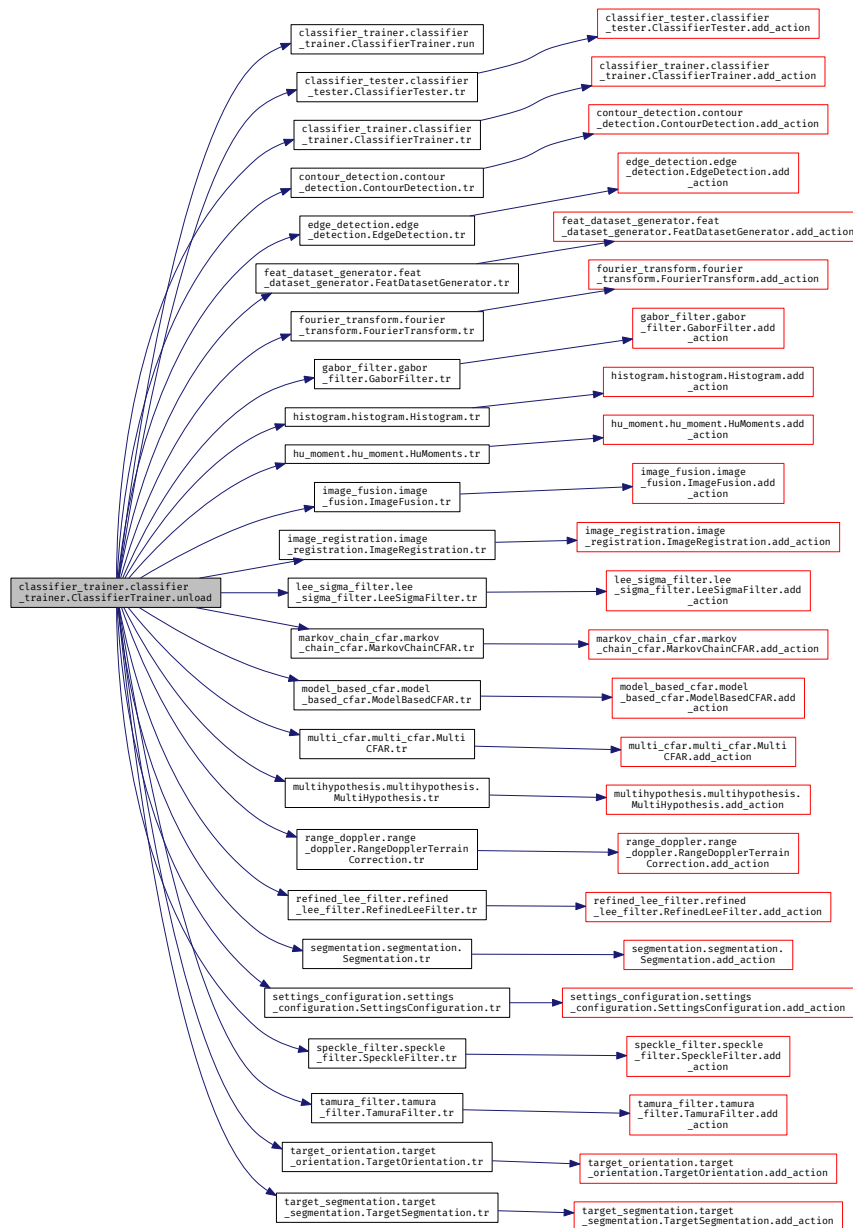


#### 6.2.3.6 unload()

```
def classifier_trainer.classifier_trainer.ClassifierTrainer.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.2.4 Member Data Documentation

### 6.2.4.1 action

classifier\_trainer.classifier\_trainer.ClassifierTrainer.action

#### 6.2.4.2 actions

`classifier_trainer.classifier_trainer.ClassifierTrainer.actions`

#### 6.2.4.3 arguments

`classifier_trainer.classifier_trainer.ClassifierTrainer.arguments`

#### 6.2.4.4 dlg

`classifier_trainer.classifier_trainer.ClassifierTrainer.dlg`

#### 6.2.4.5 first\_start

`classifier_trainer.classifier_trainer.ClassifierTrainer.first_start`

#### 6.2.4.6 iface

`classifier_trainer.classifier_trainer.ClassifierTrainer.iface`

#### 6.2.4.7 menu

`classifier_trainer.classifier_trainer.ClassifierTrainer.menu`

#### 6.2.4.8 output\_dialog

`classifier_trainer.classifier_trainer.ClassifierTrainer.output_dialog`

#### 6.2.4.9 plugin\_dir

`classifier_trainer.classifier_trainer.ClassifierTrainer.plugin_dir`

#### 6.2.4.10 subMenu

`classifier_trainer.classifier_trainer.ClassifierTrainer.subMenu`

#### 6.2.4.11 translator

`classifier_trainer.classifier_trainer.ClassifierTrainer.translator`

The documentation for this class was generated from the following file:

- [classifier\\_trainer.py](#)

## 6.3 contour\_detection.contour\_detection.ContourDetection Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `contour_detection.contour_detection.ContourDetection`:

<code>contour_detection.contour_detection.ContourDetection</code>
<div>+ action + actions + arguments + dlg + first_start + iface + menu + output_dialog + plugin_dir + subMenu + translator</div>
<div>+ __init__() + add_action() + addToCustomMenu() + display_bands() + initGui() + run() + tr() + unload()</div>

## Public Member Functions

- `def __init__ (self, iface)`  
*Constructor.*
- `def add_action (self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*
- `def addToCustomMenu (self)`
- `def display_bands (self)`
- `def initGui (self)`  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- `def run (self)`  
*Run method that performs all the real work.*
- `def tr (self, message)`  
*Get the translation for a string using Qt translation API.*
- `def unload (self)`  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.3.1 Detailed Description

QGIS Plugin Implementation.

### 6.3.2 Constructor & Destructor Documentation

#### 6.3.2.1 \_\_init\_\_()

```
def contour_detection.contour_detection.ContourDetection.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.3.3 Member Function Documentation

### 6.3.3.1 add\_action()

```
def contour_detection.contour_detection.ContourDetection.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

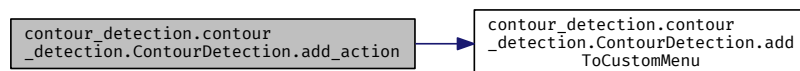
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



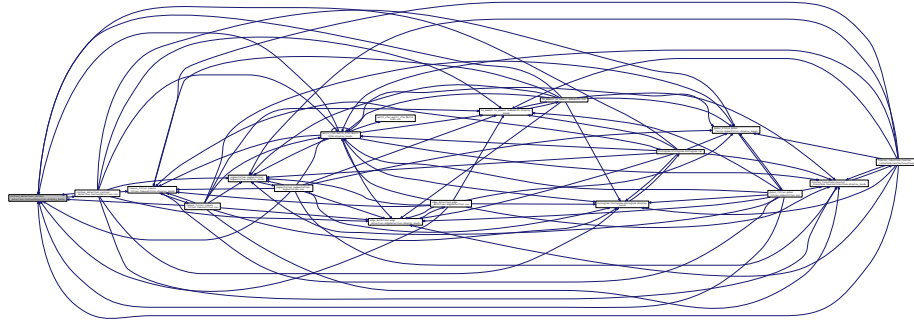
### 6.3.3.2 addToCustomMenu()

```
def contour_detection.contour_detection.ContourDetection.addToCustomMenu (
    self )
```

### 6.3.3.3 display\_bands()

```
def contour_detection.contour_detection.ContourDetection.display_bands (
    self )
```

Here is the call graph for this function:



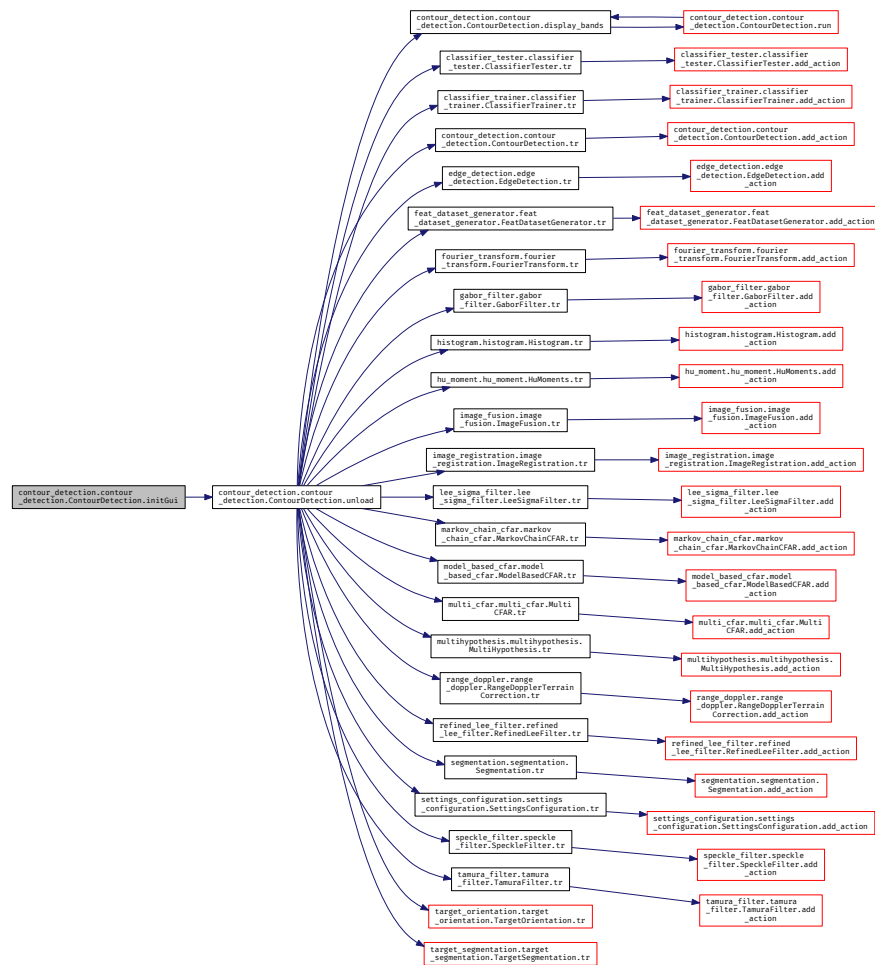
### 6.3.3.4 initGui()

```
def contour_detection.contour_detection.ContourDetection.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.



Here is the call graph for this function:

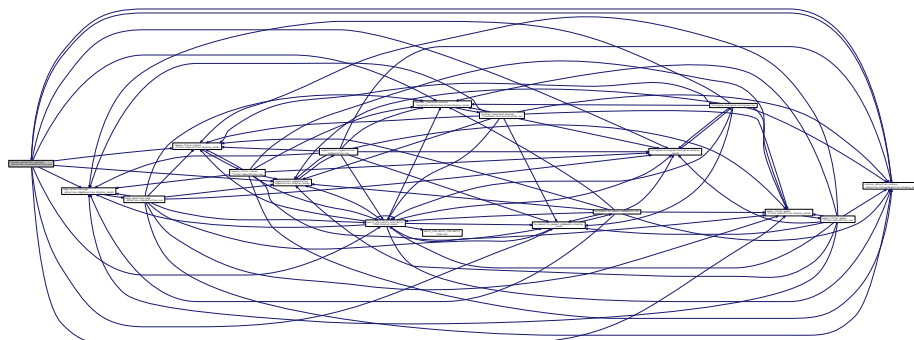


### 6.3.3.5 run()

```
def contour_detection.contour_detection.ContourDetection.run (
    self )
```

Run method that performs all the real work.

Here is the call graph for this function:



### 6.3.3.6 tr()

```
def contour_detection.contour_detection.ContourDetection.tr (
    self,
    message )
```

Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

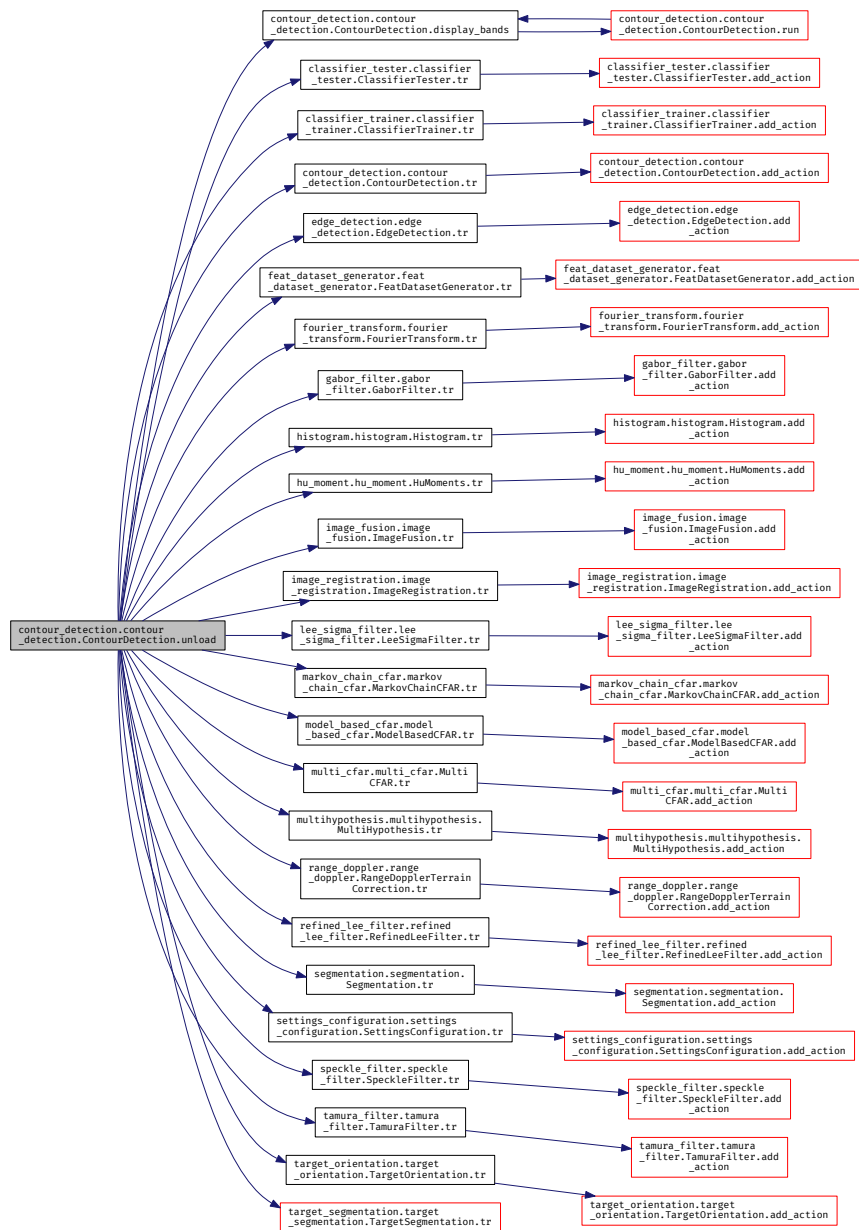


### 6.3.3.7 unload()

```
def contour_detection.contour_detection.ContourDetection.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.3.4 Member Data Documentation

### 6.3.4.1 action

contour\_detection.contour\_detection.ContourDetection.action

#### 6.3.4.2 actions

`contour_detection.contour_detection.ContourDetection.actions`

#### 6.3.4.3 arguments

`contour_detection.contour_detection.ContourDetection.arguments`

#### 6.3.4.4 dlg

`contour_detection.contour_detection.ContourDetection.dlg`

#### 6.3.4.5 first\_start

`contour_detection.contour_detection.ContourDetection.first_start`

#### 6.3.4.6 iface

`contour_detection.contour_detection.ContourDetection.iface`

#### 6.3.4.7 menu

`contour_detection.contour_detection.ContourDetection.menu`

#### 6.3.4.8 output\_dialog

`contour_detection.contour_detection.ContourDetection.output_dialog`

#### 6.3.4.9 plugin\_dir

`contour_detection.contour_detection.ContourDetection.plugin_dir`

#### 6.3.4.10 subMenu

`contour_detection.contour_detection.ContourDetection.subMenu`

#### 6.3.4.11 translator

`contour_detection.contour_detection.ContourDetection.translator`

The documentation for this class was generated from the following file:

- [contour\\_detection.py](#)

## 6.4 edge\_detection.edge\_detection.EdgeDetection Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `edge_detection.edge_detection.EdgeDetection`:

edge_detection.edge_detection.EdgeDetection
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ display_bands()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.4.1 Detailed Description

QGIS Plugin Implementation.

### 6.4.2 Constructor & Destructor Documentation

#### 6.4.2.1 `__init__()`

```
def edge_detection.edge_detection.EdgeDetection.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.4.3 Member Function Documentation

### 6.4.3.1 add\_action()

```
def edge_detection.edge_detection.EdgeDetection.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

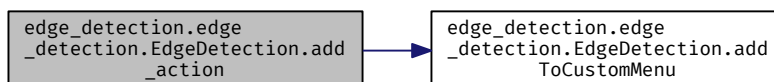
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



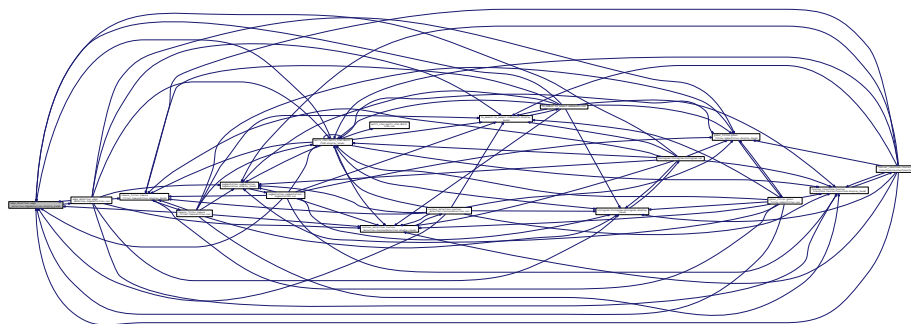
#### 6.4.3.2 addToCustomMenu()

```
def edge_detection.edge_detection.EdgeDetection.addToCustomMenu (  
    self )
```

#### 6.4.3.3 display\_bands()

```
def edge_detection.edge_detection.EdgeDetection.display_bands (  
    self )
```

Here is the call graph for this function:



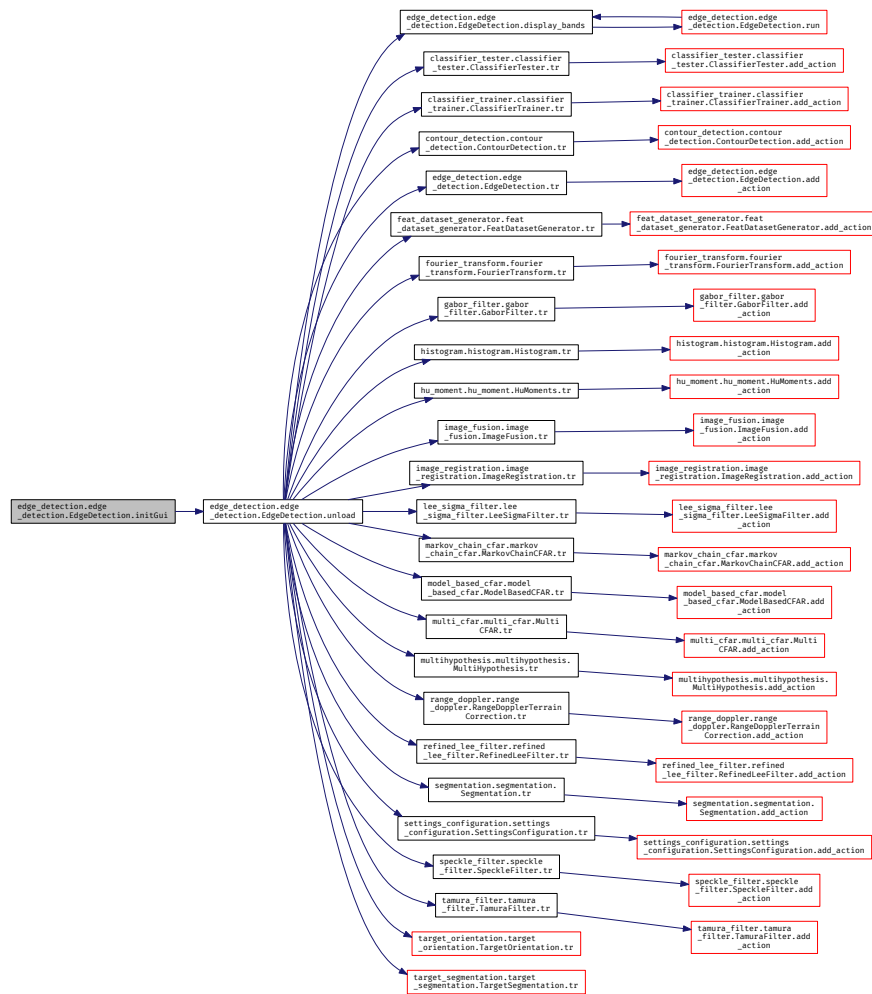
#### 6.4.3.4 initGui()

```
def edge_detection.edge_detection.EdgeDetection.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.



Here is the call graph for this function:

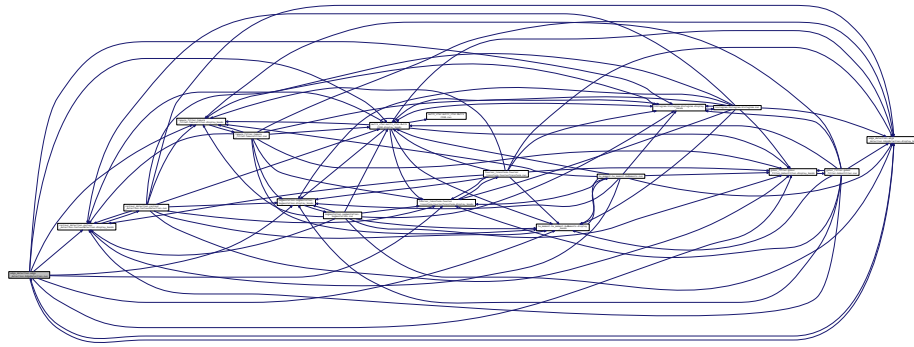


#### 6.4.3.5 run()

```
def edge_detection.edge_detection.EdgeDetection.run (
    self )
```

Run method that performs all the real work.

Here is the call graph for this function:



#### 6.4.3.6 tr()

```
def edge_detection.edge_detection.EdgeDetection.tr (
    self,
    message )
```

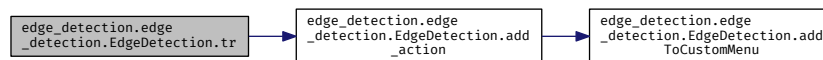
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

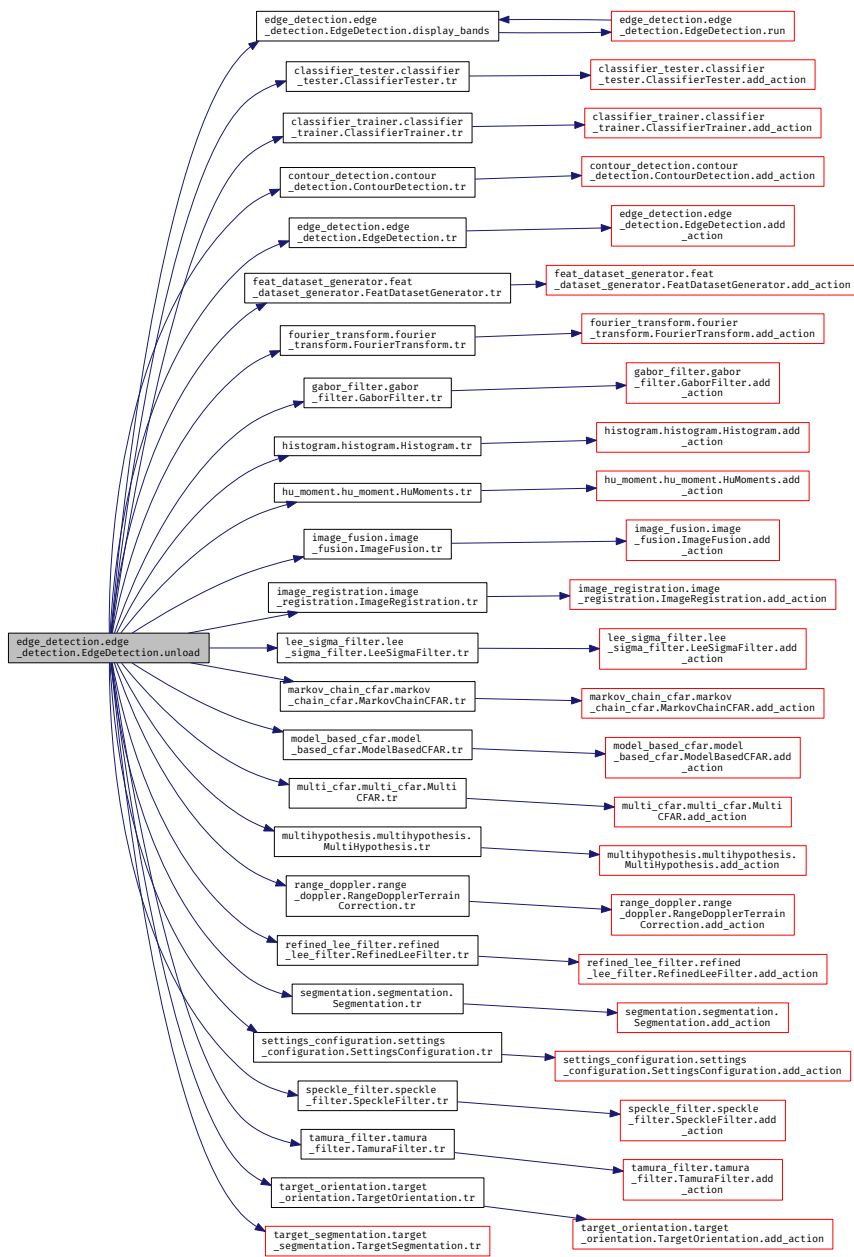


#### 6.4.3.7 unload()

```
def edge_detection.edge_detection.EdgeDetection.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.4.4 Member Data Documentation

### 6.4.4.1 action

edge\_detection.edge\_detection.EdgeDetection.action

#### 6.4.4.2 actions

`edge_detection.edge_detection.EdgeDetection.actions`

#### 6.4.4.3 arguments

`edge_detection.edge_detection.EdgeDetection.arguments`

#### 6.4.4.4 dlg

`edge_detection.edge_detection.EdgeDetection.dlg`

#### 6.4.4.5 first\_start

`edge_detection.edge_detection.EdgeDetection.first_start`

#### 6.4.4.6 iface

`edge_detection.edge_detection.EdgeDetection.iface`

#### 6.4.4.7 menu

`edge_detection.edge_detection.EdgeDetection.menu`

#### 6.4.4.8 output\_dialog

`edge_detection.edge_detection.EdgeDetection.output_dialog`

#### 6.4.4.9 plugin\_dir

`edge_detection.edge_detection.EdgeDetection.plugin_dir`

#### 6.4.4.10 subMenu

`edge_detection.edge_detection.EdgeDetection.subMenu`

#### 6.4.4.11 translator

`edge_detection.edge_detection.EdgeDetection.translator`

The documentation for this class was generated from the following file:

- [edge\\_detection.py](#)

### 6.5 feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator`:

<code>feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator</code>
<ul style="list-style-type: none"><li>+ <code>action</code></li><li>+ <code>actions</code></li><li>+ <code>arguments</code></li><li>+ <code>dlg</code></li><li>+ <code>first_start</code></li><li>+ <code>iface</code></li><li>+ <code>menu</code></li><li>+ <code>output_dialog</code></li><li>+ <code>plugin_dir</code></li><li>+ <code>subMenu</code></li><li>+ <code>translator</code></li></ul>
<ul style="list-style-type: none"><li>+ <code>__init__()</code></li><li>+ <code>add_action()</code></li><li>+ <code>addToCustomMenu()</code></li><li>+ <code>initGui()</code></li><li>+ <code>run()</code></li><li>+ <code>tr()</code></li><li>+ <code>unload()</code></li></ul>

## Public Member Functions

- `def __init__ (self, iface)`  
*Constructor.*
- `def add_action (self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*
- `def addToCustomMenu (self)`
- `def initGui (self)`  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- `def run (self)`  
*Run method that performs all the real work.*
- `def tr (self, message)`  
*Get the translation for a string using Qt translation API.*
- `def unload (self)`  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.5.1 Detailed Description

QGIS Plugin Implementation.

### 6.5.2 Constructor & Destructor Documentation

#### 6.5.2.1 \_\_init\_\_()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.5.3 Member Function Documentation

### 6.5.3.1 add\_action()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. './plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

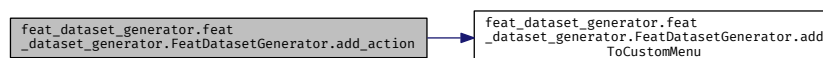
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.5.3.2 addToCustomMenu()

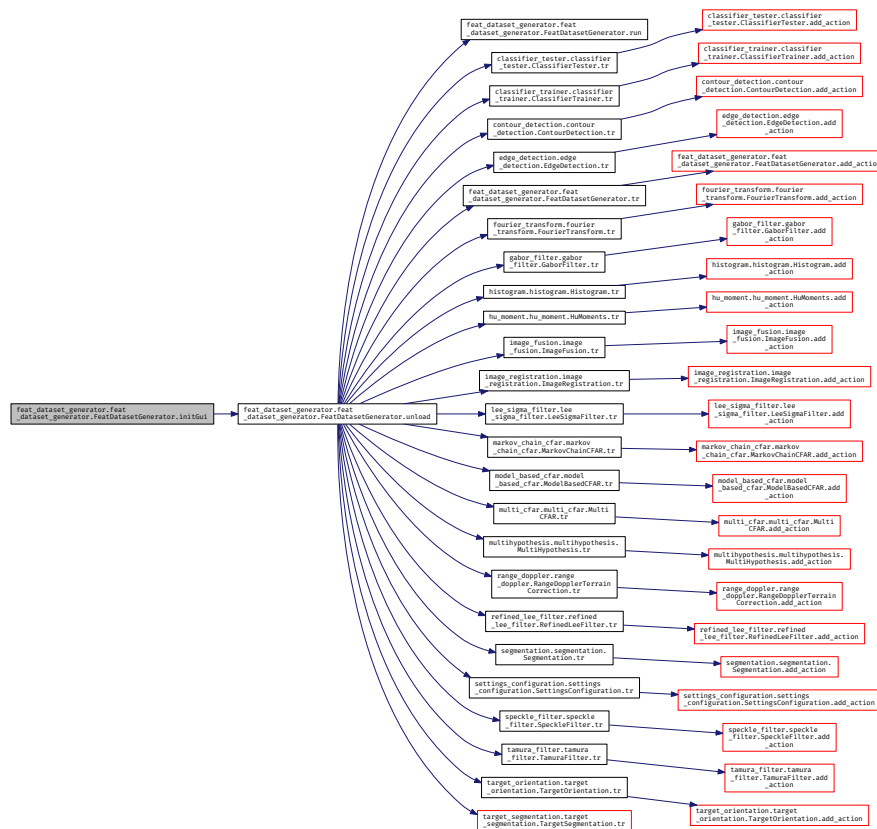
```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.addToCustomMenu (
    self )
```

### 6.5.3.3 initGui()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.5.3.4 run()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.run (
    self )
```

Run method that performs all the real work.



#### 6.5.3.5 tr()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.tr (
    self,
    message )
```

Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

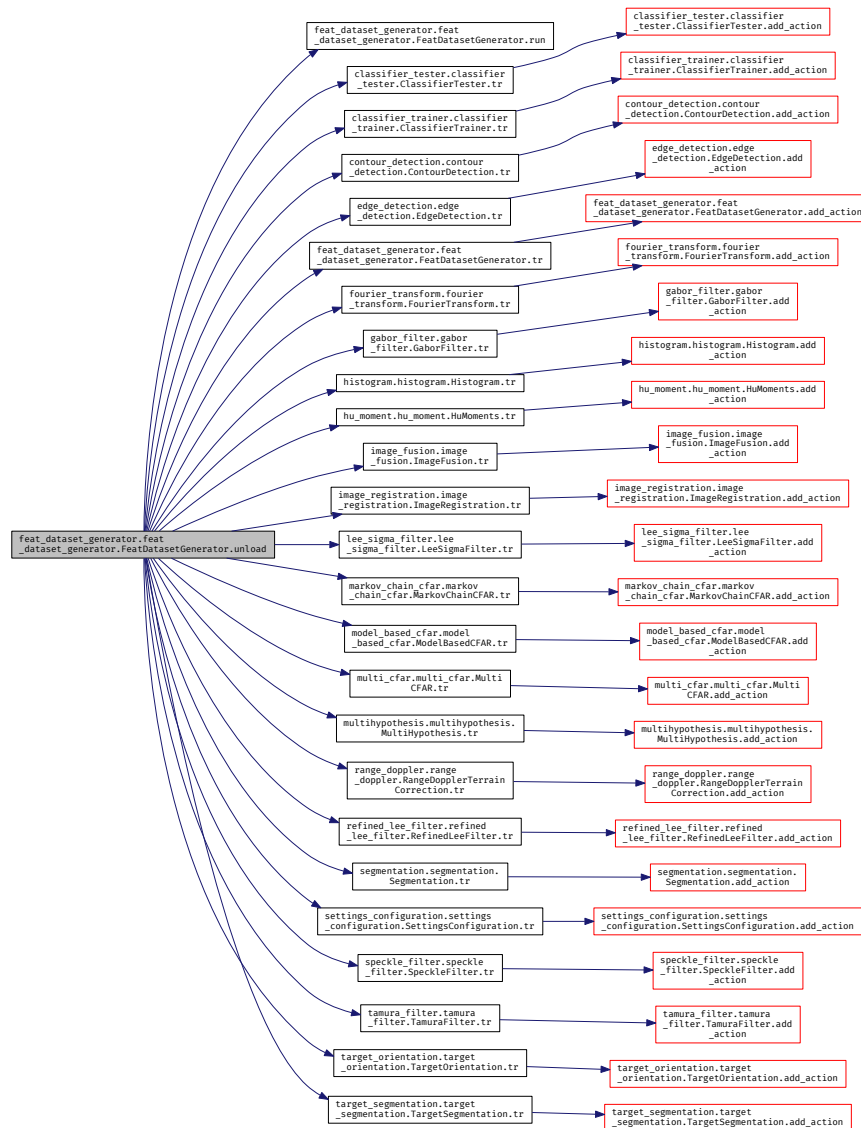


#### 6.5.3.6 unload()

```
def feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.5.4 Member Data Documentation

### 6.5.4.1 action

`feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.action`

### 6.5.4.2 actions

`feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.actions`

#### 6.5.4.3 arguments

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.arguments

#### 6.5.4.4 dlg

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.dlg

#### 6.5.4.5 first\_start

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.first\_start

#### 6.5.4.6 iface

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.iface

#### 6.5.4.7 menu

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.menu

#### 6.5.4.8 output\_dialog

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.output\_dialog

#### 6.5.4.9 plugin\_dir

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.plugin\_dir

#### 6.5.4.10 subMenu

feat\_dataset\_generator.feat\_dataset\_generator.FeatDatasetGenerator.subMenu

#### 6.5.4.11 translator

`feat_dataset_generator.feat_dataset_generator.FeatDatasetGenerator.translator`

The documentation for this class was generated from the following file:

- [feat\\_dataset\\_generator.py](#)

## 6.6 `fourier_transform.fourier_transform.FourierTransform` Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `fourier_transform.fourier_transform.FourierTransform`:

<code>fourier_transform.fourier_transform.FourierTransform</code>
<ul style="list-style-type: none"> <li>+ <code>action</code></li> <li>+ <code>actions</code></li> <li>+ <code>arguments</code></li> <li>+ <code>dlg</code></li> <li>+ <code>first_start</code></li> <li>+ <code>iface</code></li> <li>+ <code>menu</code></li> <li>+ <code>output_dialog</code></li> <li>+ <code>plugin_dir</code></li> <li>+ <code>subMenu</code></li> <li>+ <code>translator</code></li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>display_bands()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>run()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

### Public Member Functions

- `def __init__(self, iface)`  
*Constructor.*
- `def add\_action(self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*

- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.6.1 Detailed Description

QGIS Plugin Implementation.

### 6.6.2 Constructor & Destructor Documentation

#### 6.6.2.1 `__init__()`

```
def fourier_transform.fourier_transform.FourierTransform.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.6.3 Member Function Documentation

### 6.6.3.1 add\_action()

```
def fourier_transform.fourier_transform.FourierTransform.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

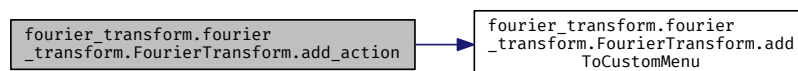
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



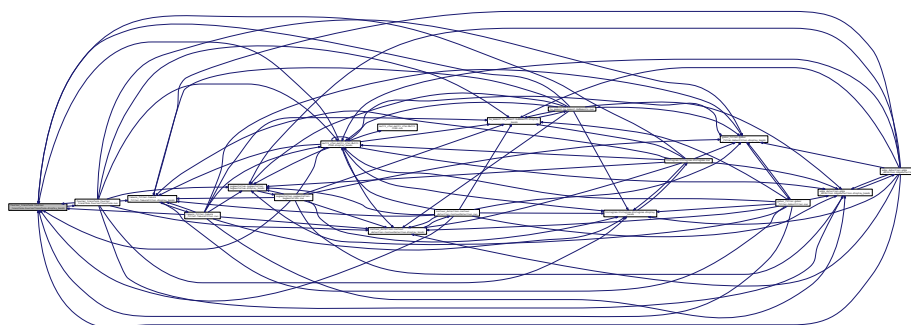
### 6.6.3.2 `addToCustomMenu()`

```
def fourier_transform.fourier_transform.FourierTransform.addToCustomMenu (
    self )
```

### 6.6.3.3 `display_bands()`

```
def fourier_transform.fourier_transform.FourierTransform.display_bands (
    self )
```

Here is the call graph for this function:

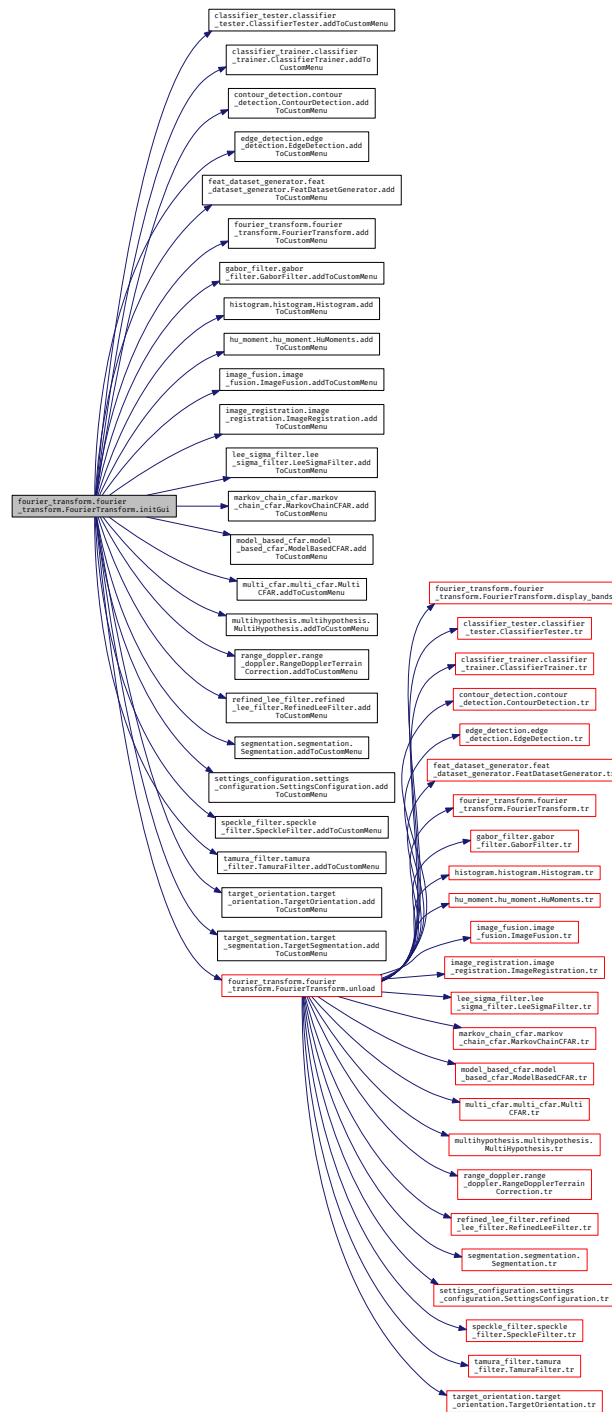


### 6.6.3.4 `initGui()`

```
def fourier_transform.fourier_transform.FourierTransform.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



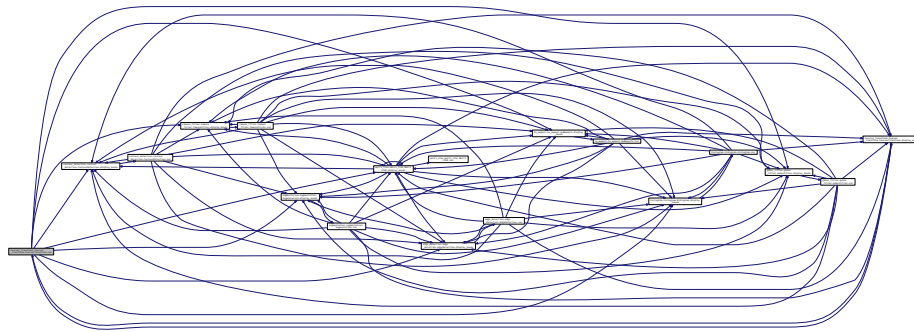
### 6.6.3.5 run()

```
def fourier_transform.fourier_transform.run (
    self )
```



Run method that performs all the real work.

Here is the call graph for this function:



#### 6.6.3.6 `tr()`

```
def fourier_transform.fourier_transform.FourierTransform.tr (
    self,
    message )
```

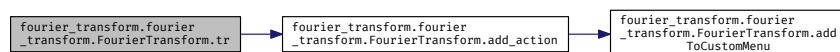
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit `QObject`.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

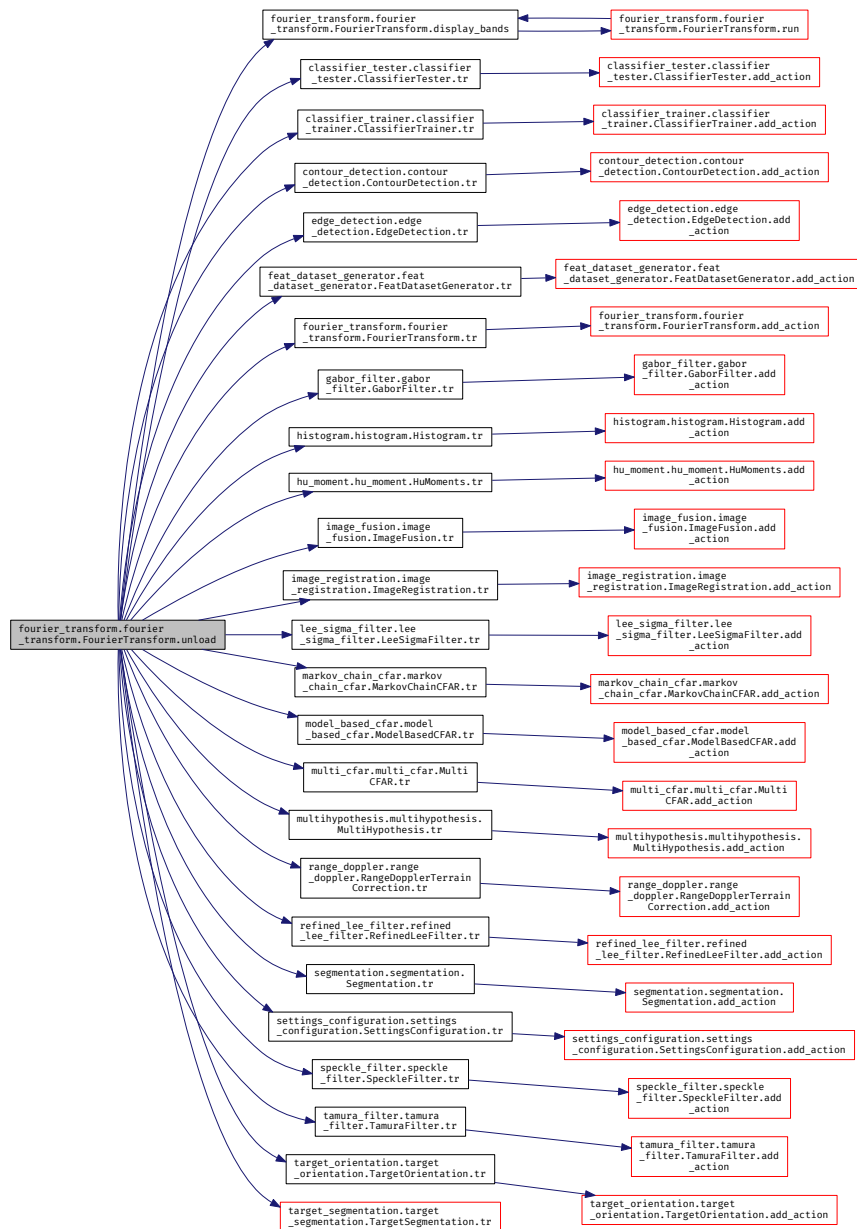


### 6.6.3.7 unload()

```
def fourier_transform.fourier_transform.FourierTransform.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.6.4 Member Data Documentation

#### 6.6.4.1 `action`

`fourier_transform.fourier_transform.FourierTransform.action`

#### 6.6.4.2 `actions`

`fourier_transform.fourier_transform.FourierTransform.actions`

#### 6.6.4.3 `arguments`

`fourier_transform.fourier_transform.FourierTransform.arguments`

#### 6.6.4.4 `dlg`

`fourier_transform.fourier_transform.FourierTransform.dlg`

#### 6.6.4.5 `first_start`

`fourier_transform.fourier_transform.FourierTransform.first_start`

#### 6.6.4.6 `iface`

`fourier_transform.fourier_transform.FourierTransform.iface`

#### 6.6.4.7 `menu`

`fourier_transform.fourier_transform.FourierTransform.menu`

#### 6.6.4.8 `output_dialog`

`fourier_transform.fourier_transform.FourierTransform.output_dialog`

#### 6.6.4.9 plugin\_dir

`fourier_transform.fourier_transform.FourierTransform.plugin_dir`

#### 6.6.4.10 subMenu

`fourier_transform.fourier_transform.FourierTransform.subMenu`

#### 6.6.4.11 translator

`fourier_transform.fourier_transform.FourierTransform.translator`

The documentation for this class was generated from the following file:

- [fourier\\_transform.py](#)

## 6.7 gabor\_filter.gabor\_filter.GaborFilter Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `gabor_filter.gabor_filter.GaborFilter`:

<code>gabor_filter.gabor_filter.GaborFilter</code>
<ul style="list-style-type: none"> <li>+ action</li> <li>+ actions</li> <li>+ arguments</li> <li>+ dlg</li> <li>+ first_start</li> <li>+ iface</li> <li>+ menu</li> <li>+ output_dialog</li> <li>+ plugin_dir</li> <li>+ subMenu</li> <li>+ translator</li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>display_bands()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>run()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

## Public Member Functions

- `def __init__ (self, iface)`  
*Constructor.*
- `def add_action (self, icon_path, text, callback, enabled_flag=True, add_to_menu=True, add_to_toolbar=True, status_tip=None, whats_this=None, parent=None)`  
*Add a toolbar icon to the toolbar.*
- `def addToCustomMenu (self)`
- `def display_bands (self)`
- `def initGui (self)`  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- `def run (self)`  
*Run method that performs all the real work.*
- `def tr (self, message)`  
*Get the translation for a string using Qt translation API.*
- `def unload (self)`  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.7.1 Detailed Description

QGIS Plugin Implementation.

### 6.7.2 Constructor & Destructor Documentation

#### 6.7.2.1 \_\_init\_\_()

```
def gabor_filter.gabor_filter.GaborFilter.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.7.3 Member Function Documentation

### 6.7.3.1 add\_action()

```
def gabor_filter.gabor_filter.GaborFilter.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



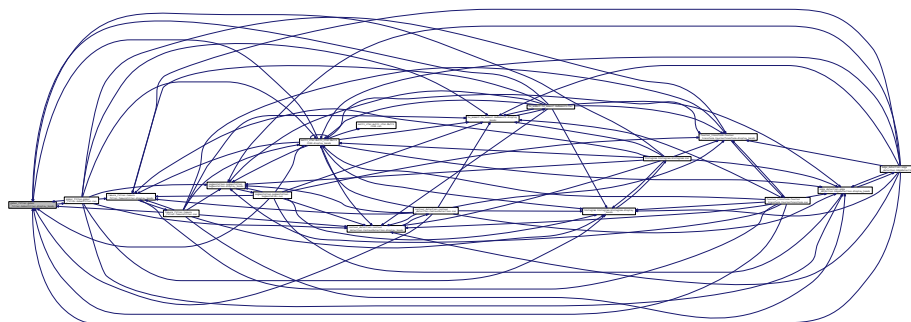
### 6.7.3.2 addToCustomMenu()

```
def gabor_filter.gabor_filter.GaborFilter.addToCustomMenu (
    self )
```

### 6.7.3.3 display\_bands()

```
def gabor_filter.gabor_filter.GaborFilter.display_bands (
    self )
```

Here is the call graph for this function:

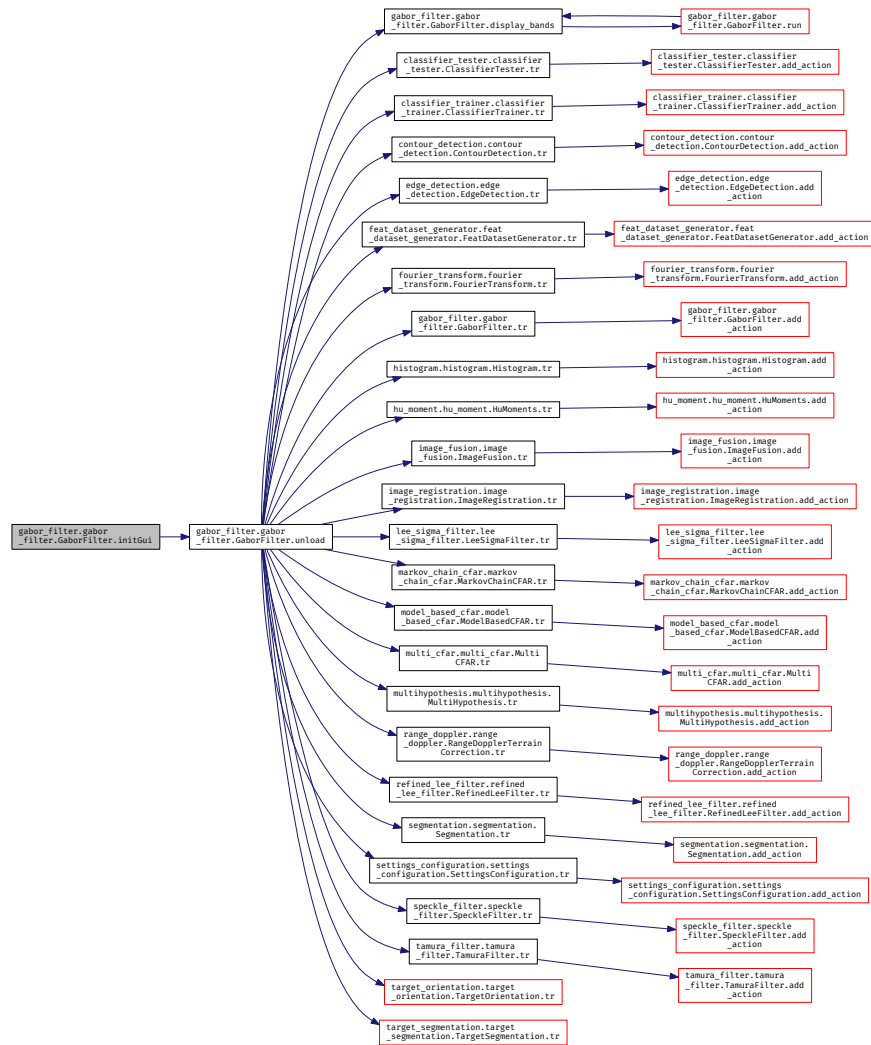


### 6.7.3.4 initGui()

```
def gabor_filter.gabor_filter.GaborFilter.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



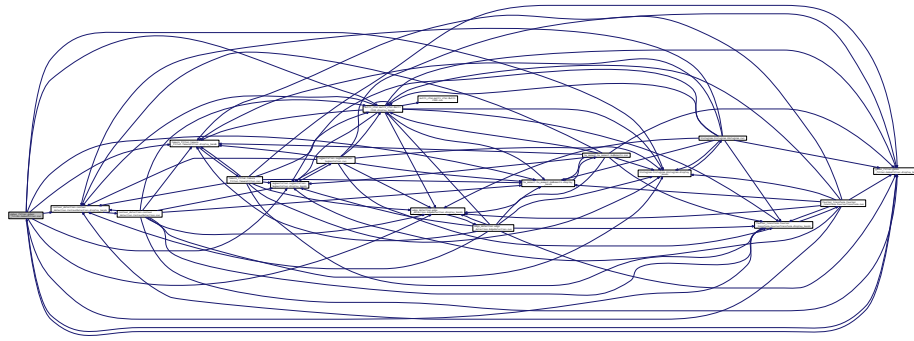
### 6.7.3.5 run()

```
def gabor_filter.gabor_filter.GaborFilter.run (
    self )
```

Run method that performs all the real work.



Here is the call graph for this function:



### 6.7.3.6 tr()

```
def gabor_filter.gabor_filter.GaborFilter.tr (
    self,
    message )
```

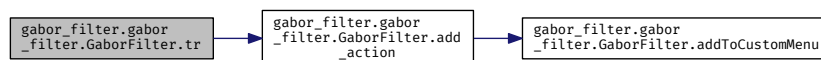
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

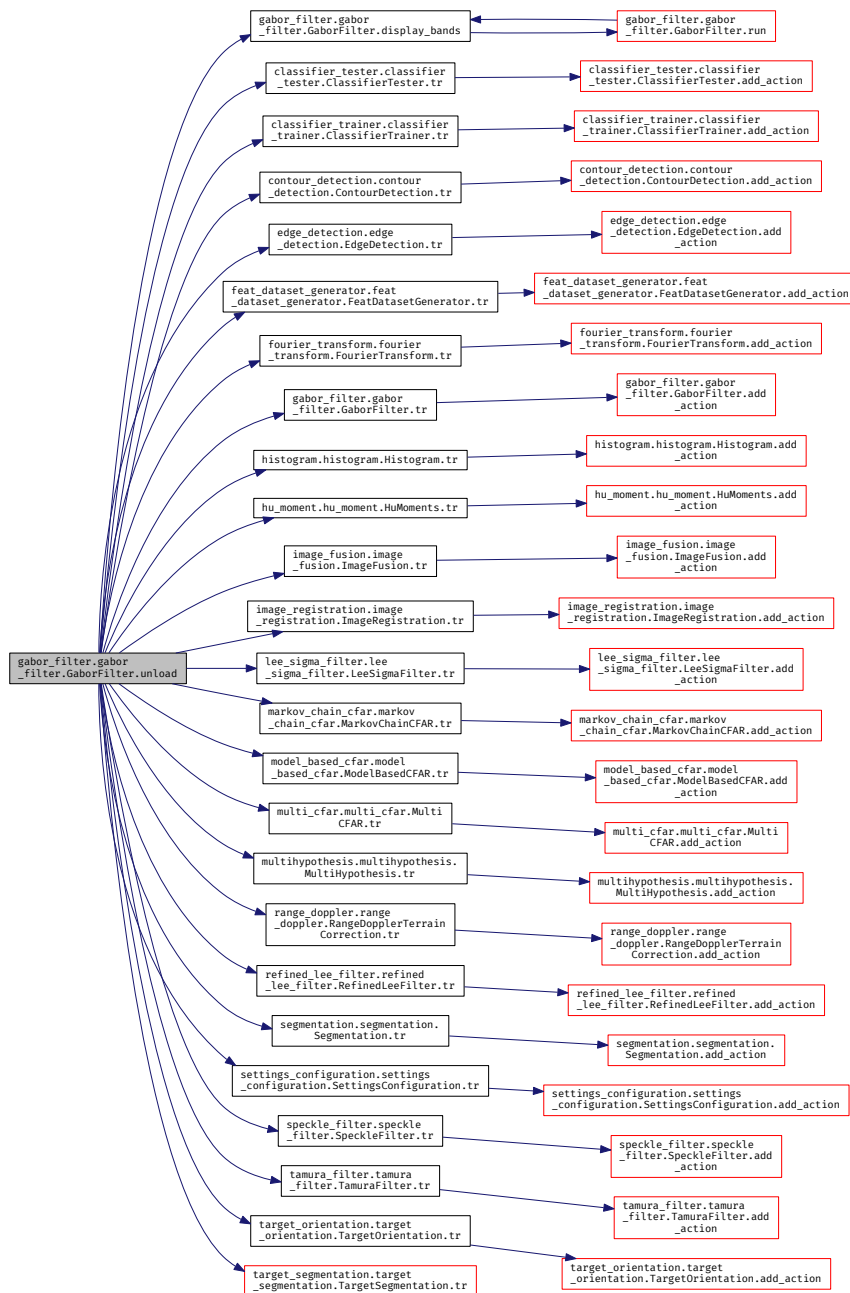


### 6.7.3.7 unload()

```
def gabor_filter.gabor_filter.GaborFilter.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.7.4 Member Data Documentation

### 6.7.4.1 action

`gabor_filter.gabor_filter.GaborFilter.action`

#### 6.7.4.2 actions

`gabor_filter.gabor_filter.GaborFilter.actions`

#### 6.7.4.3 arguments

`gabor_filter.gabor_filter.GaborFilter.arguments`

#### 6.7.4.4 dlg

`gabor_filter.gabor_filter.GaborFilter.dlg`

#### 6.7.4.5 first\_start

`gabor_filter.gabor_filter.GaborFilter.first_start`

#### 6.7.4.6 iface

`gabor_filter.gabor_filter.GaborFilter.iface`

#### 6.7.4.7 menu

`gabor_filter.gabor_filter.GaborFilter.menu`

#### 6.7.4.8 output\_dialog

`gabor_filter.gabor_filter.GaborFilter.output_dialog`

#### 6.7.4.9 plugin\_dir

`gabor_filter.gabor_filter.GaborFilter.plugin_dir`

#### 6.7.4.10 subMenu

`gabor_filter.gabor_filter.GaborFilter.subMenu`

#### 6.7.4.11 translator

`gabor_filter.gabor_filter.GaborFilter.translator`

The documentation for this class was generated from the following file:

- [gabor\\_filter.py](#)

## 6.8 histogram.histogram.Histogram Class Reference

QGIS Plugin Implementation.

Collaboration diagram for histogram.histogram.Histogram:

histogram.histogram.Histogram
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ display_bands()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.8.1 Detailed Description

QGIS Plugin Implementation.

### 6.8.2 Constructor & Destructor Documentation

#### 6.8.2.1 `__init__()`

```
def histogram.histogram.Histogram.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.8.3 Member Function Documentation

### 6.8.3.1 add\_action()

```
def histogram.histogram.Histogram.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

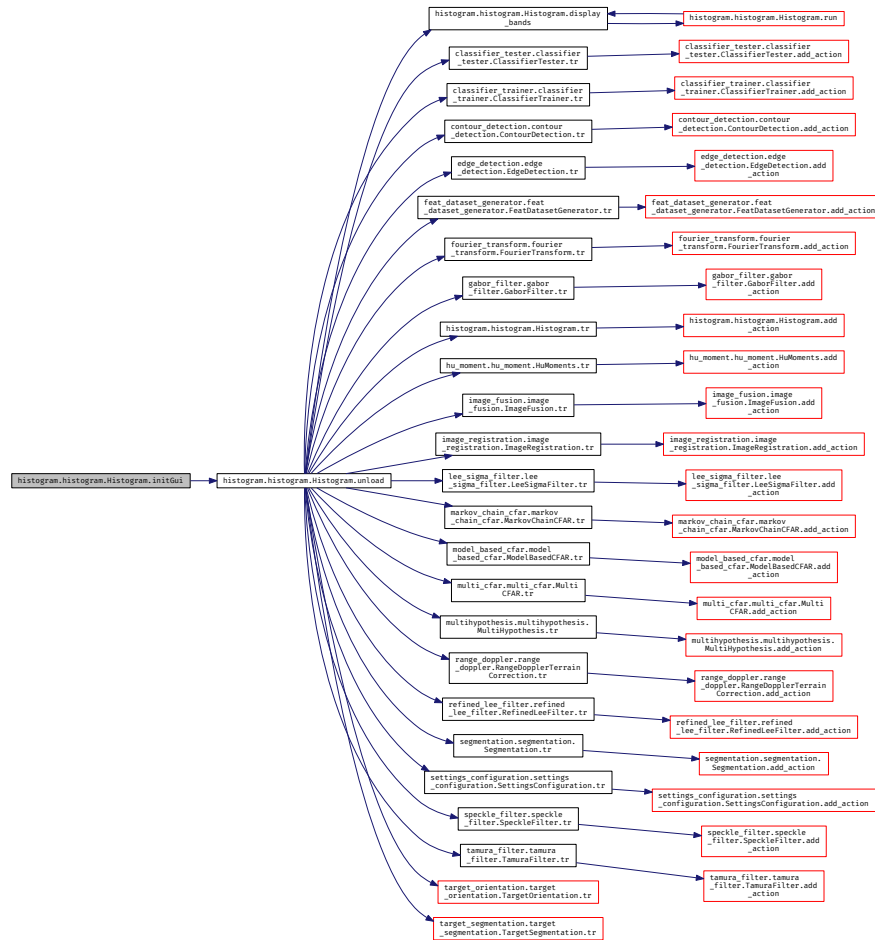
:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:





Here is the call graph for this function:

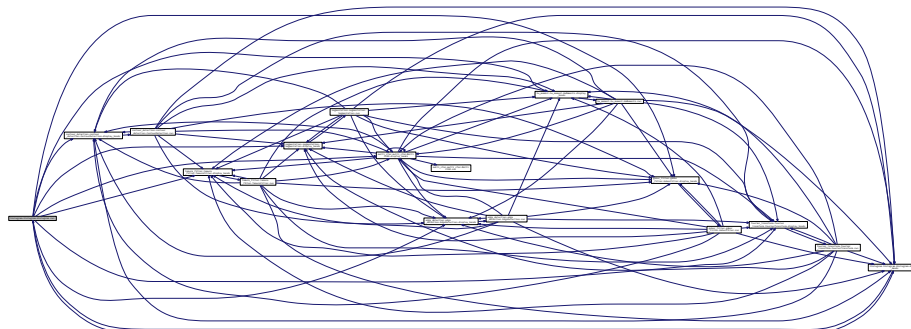


### 6.8.3.5 run()

```
def histogram.histogram.Histogram.run (
    self )
```

Run method that performs all the real work.

Here is the call graph for this function:





### 6.8.3.6 tr()

```
def histogram.histogram.Histogram.tr (
    self,
    message )
```

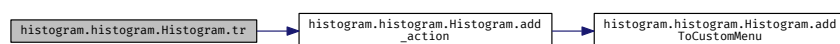
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

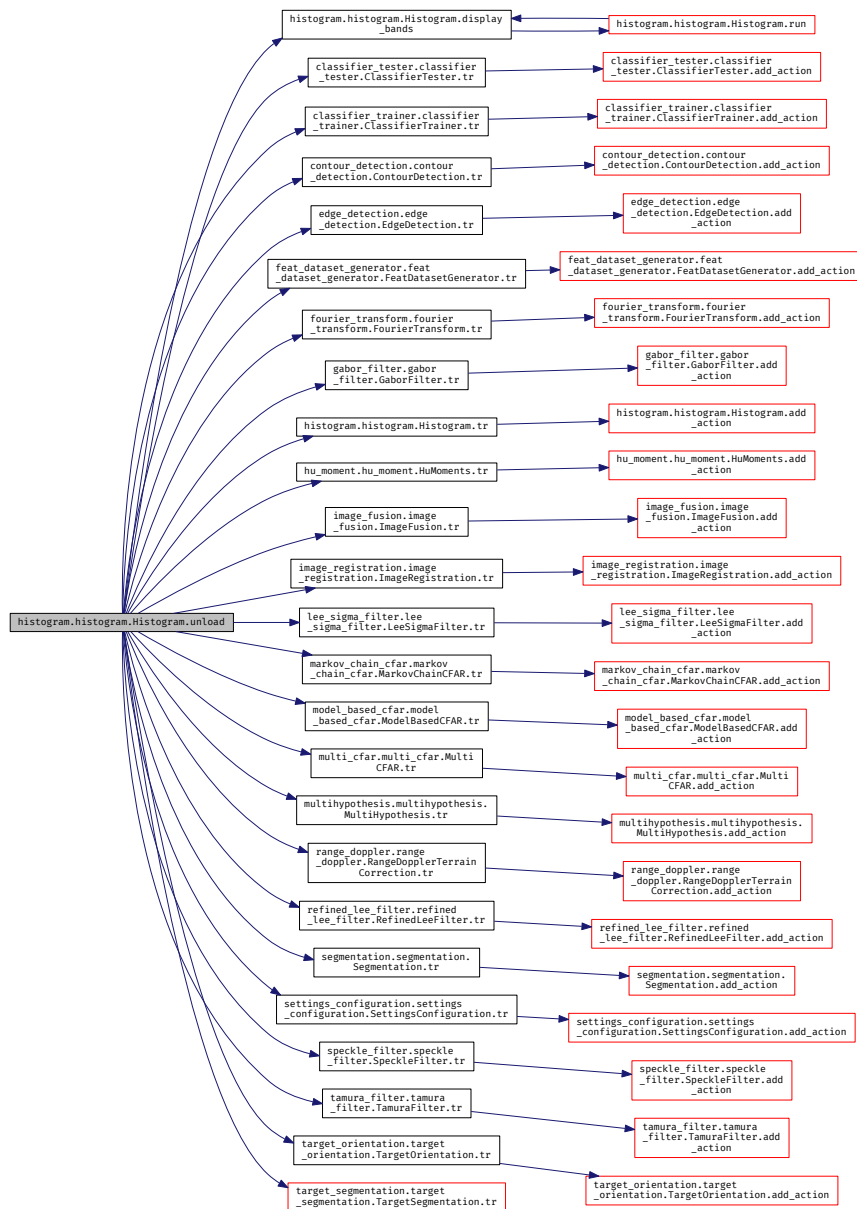


### 6.8.3.7 unload()

```
def histogram.histogram.Histogram.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.8.4 Member Data Documentation

### 6.8.4.1 action

histogram.histogram.Histogram.action

#### 6.8.4.2 actions

histogram.histogram.Histogram.actions

#### 6.8.4.3 arguments

histogram.histogram.Histogram.arguments

#### 6.8.4.4 dlg

histogram.histogram.Histogram.dlg

#### 6.8.4.5 first\_start

histogram.histogram.Histogram.first\_start

#### 6.8.4.6 iface

histogram.histogram.Histogram.iface

#### 6.8.4.7 menu

histogram.histogram.Histogram.menu

#### 6.8.4.8 output\_dialog

histogram.histogram.Histogram.output\_dialog

#### 6.8.4.9 plugin\_dir

histogram.histogram.Histogram.plugin\_dir

#### 6.8.4.10 subMenu

histogram.histogram.Histogram.subMenu

#### 6.8.4.11 translator

histogram.histogram.Histogram.translator

The documentation for this class was generated from the following file:

- [histogram.py](#)

## 6.9 hu\_moment.hu\_moment.HuMoments Class Reference

QGIS Plugin Implementation.

Collaboration diagram for hu\_moment.hu\_moment.HuMoments:

hu_moment.hu_moment.HuMoments
<ul style="list-style-type: none"><li>+ action</li><li>+ actions</li><li>+ arguments</li><li>+ dlg</li><li>+ first_start</li><li>+ iface</li><li>+ menu</li><li>+ output_dialog</li><li>+ plugin_dir</li><li>+ subMenu</li><li>+ translator</li></ul>
<ul style="list-style-type: none"><li>+ __init__()</li><li>+ add_action()</li><li>+ addToCustomMenu()</li><li>+ display_bands()</li><li>+ initGui()</li><li>+ run()</li><li>+ tr()</li><li>+ unload()</li></ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.9.1 Detailed Description

QGIS Plugin Implementation.

### 6.9.2 Constructor & Destructor Documentation

#### 6.9.2.1 `__init__()`

```
def hu_moment.hu_moment.HuMoments.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.9.3 Member Function Documentation

### 6.9.3.1 add\_action()

```
def hu_moment.hu_moment.HuMoments.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



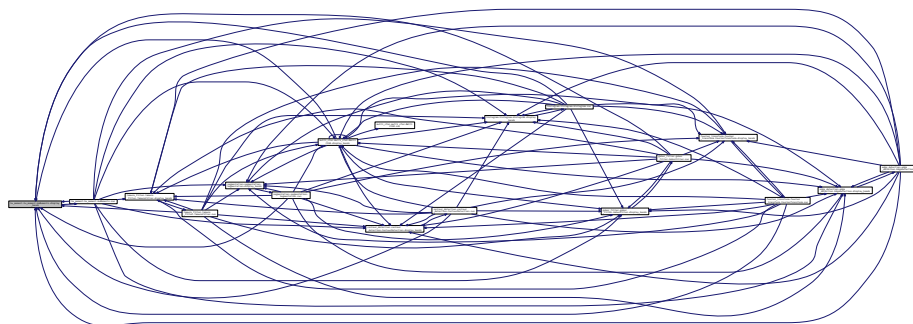
### 6.9.3.2 addToCustomMenu()

```
def hu_moment.hu_moment.HuMoments.addToCustomMenu (  
    self )
```

### 6.9.3.3 display\_bands()

```
def hu_moment.hu_moment.HuMoments.display_bands (  
    self )
```

Here is the call graph for this function:

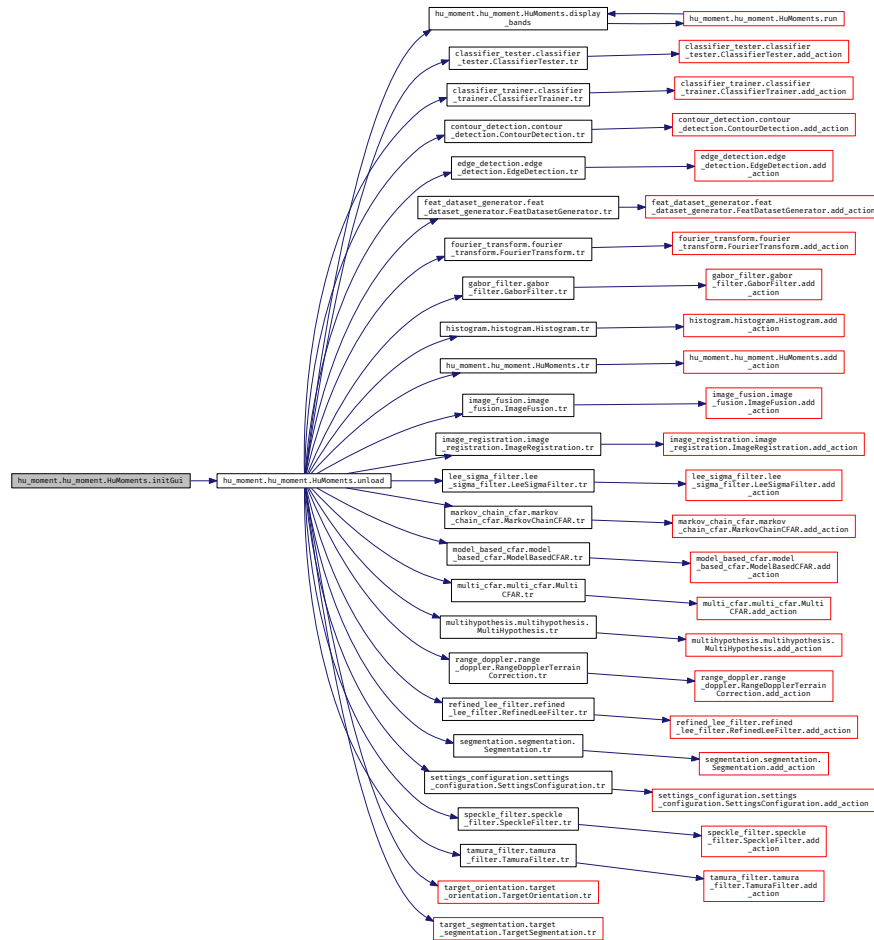


### 6.9.3.4 initGui()

```
def hu_moment.hu_moment.HuMoments.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:

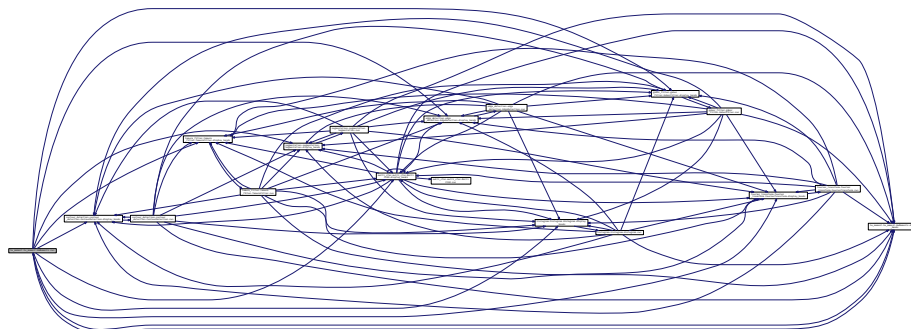


### 6.9.3.5 run()

```
def hu_moment.hu_moment.HuMoments.run (
    self )
```

Run method that performs all the real work.

Here is the call graph for this function:





### 6.9.3.6 tr()

```
def hu_moment.hu_moment.HuMoments.tr (
    self,
    message )
```

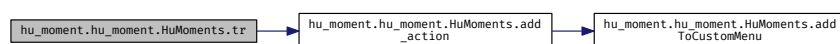
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

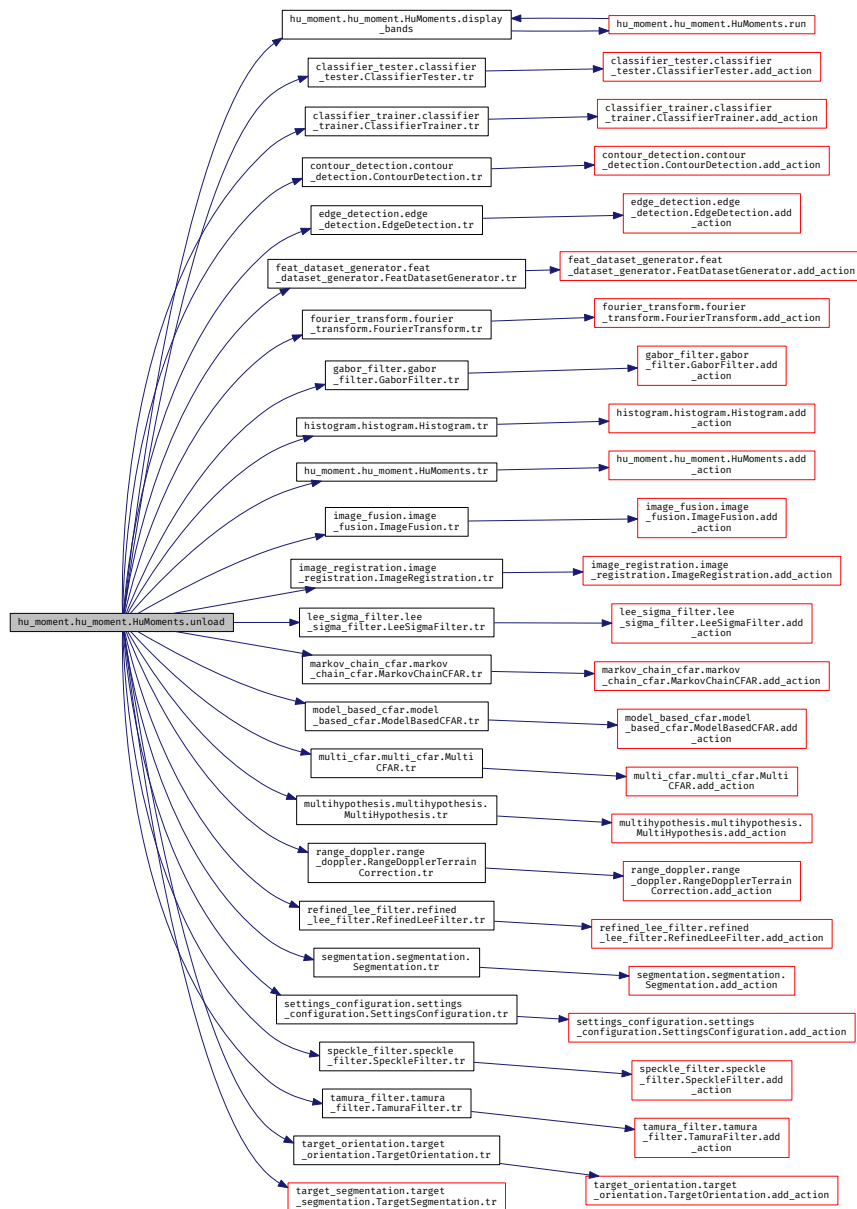


### 6.9.3.7 unload()

```
def hu_moment.hu_moment.HuMoments.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.9.4 Member Data Documentation

### 6.9.4.1 action

`hu_moment.hu_moment.HuMoments.action`

#### 6.9.4.2 actions

`hu_moment.hu_moment.HuMoments.actions`

#### 6.9.4.3 arguments

`hu_moment.hu_moment.HuMoments.arguments`

#### 6.9.4.4 dlg

`hu_moment.hu_moment.HuMoments.dlg`

#### 6.9.4.5 first\_start

`hu_moment.hu_moment.HuMoments.first_start`

#### 6.9.4.6 iface

`hu_moment.hu_moment.HuMoments.iface`

#### 6.9.4.7 menu

`hu_moment.hu_moment.HuMoments.menu`

#### 6.9.4.8 output\_dialog

`hu_moment.hu_moment.HuMoments.output_dialog`

#### 6.9.4.9 plugin\_dir

`hu_moment.hu_moment.HuMoments.plugin_dir`

#### 6.9.4.10 subMenu

`hu_moment.hu_moment.HuMoments.subMenu`

#### 6.9.4.11 translator

`hu_moment.hu_moment.HuMoments.translator`

The documentation for this class was generated from the following file:

- [hu\\_moment.py](#)

## 6.10 image\_fusion.image\_fusion.ImageFusion Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `image_fusion.image_fusion.ImageFusion`:

<code>image_fusion.image_fusion.ImageFusion</code>
<ul style="list-style-type: none"><li>+ <code>action</code></li><li>+ <code>actions</code></li><li>+ <code>arguments</code></li><li>+ <code>dlg</code></li><li>+ <code>first_start</code></li><li>+ <code>iface</code></li><li>+ <code>menu</code></li><li>+ <code>output_dialog</code></li><li>+ <code>plugin_dir</code></li><li>+ <code>subMenu</code></li><li>+ <code>translator</code></li></ul>
<ul style="list-style-type: none"><li>+ <code>__init__()</code></li><li>+ <code>add_action()</code></li><li>+ <code>addToCustomMenu()</code></li><li>+ <code>initGui()</code></li><li>+ <code>run()</code></li><li>+ <code>tr()</code></li><li>+ <code>unload()</code></li></ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.10.1 Detailed Description

QGIS Plugin Implementation.

### 6.10.2 Constructor & Destructor Documentation

#### 6.10.2.1 `__init__()`

```
def image_fusion.image_fusion.ImageFusion.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.10.3 Member Function Documentation

#### 6.10.3.1 add\_action()

```
def image_fusion.image_fusion.ImageFusion.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

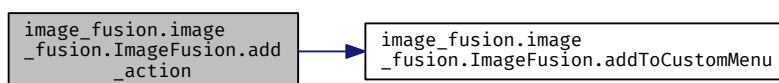
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.10.3.2 addToCustomMenu()

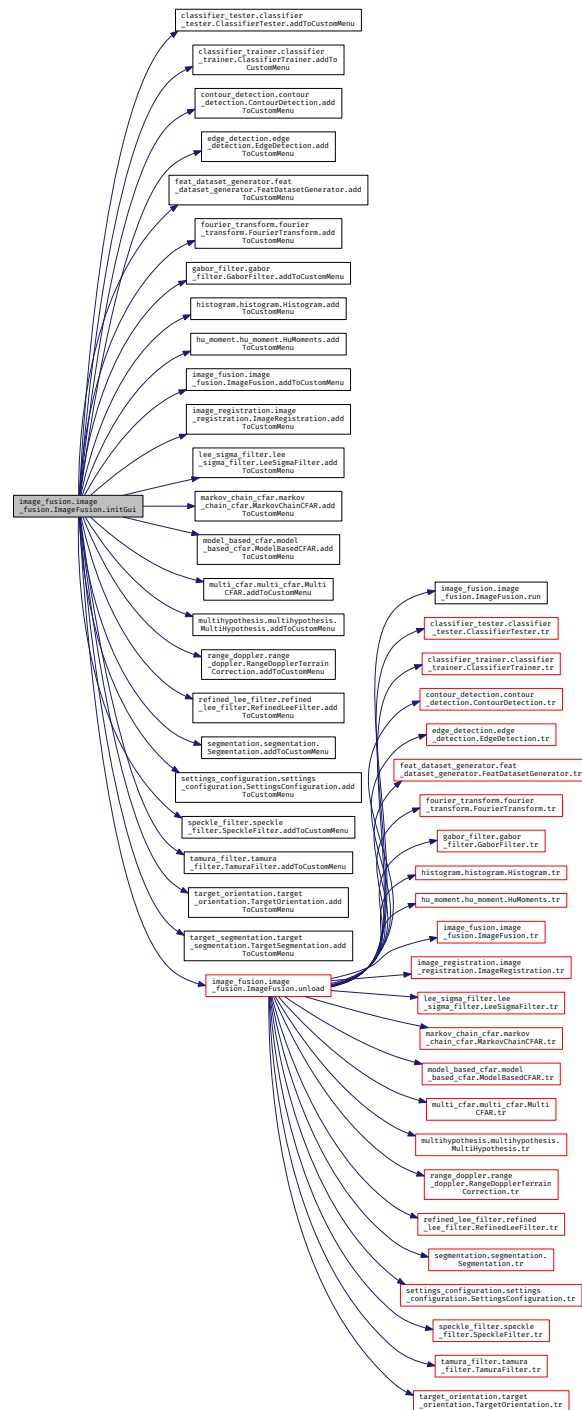
```
def image_fusion.image_fusion.ImageFusion.addToCustomMenu (  
    self )
```

### 6.10.3.3 initGui()

```
def image_fusion.image_fusion.ImageFusion.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



#### 6.10.3.4 run()

```
def image_fusion.image_fusion.ImageFusion.run (
    self )
```



Run method that performs all the real work.

### 6.10.3.5 tr()

```
def image_fusion.image_fusion.ImageFusion.tr (
    self,
    message )
```

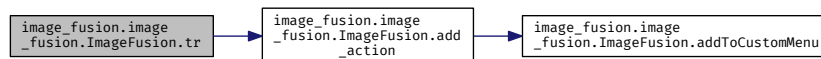
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

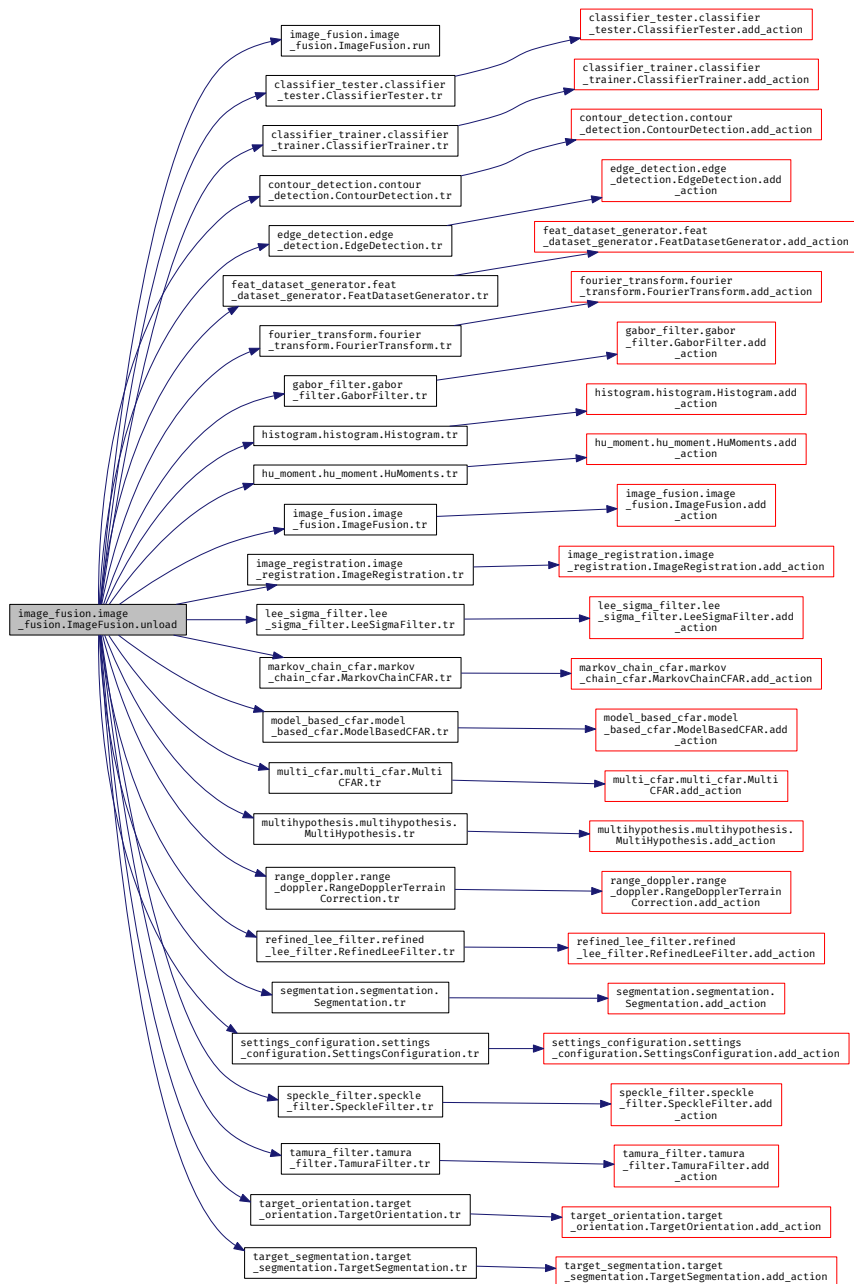


### 6.10.3.6 unload()

```
def image_fusion.image_fusion.ImageFusion.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.10.4 Member Data Documentation

### 6.10.4.1 action

image\_fusion.image\_fusion.ImageFusion.action

#### 6.10.4.2 actions

`image_fusion.image_fusion.ImageFusion.actions`

#### 6.10.4.3 arguments

`image_fusion.image_fusion.ImageFusion.arguments`

#### 6.10.4.4 dlg

`image_fusion.image_fusion.ImageFusion.dlg`

#### 6.10.4.5 first\_start

`image_fusion.image_fusion.ImageFusion.first_start`

#### 6.10.4.6 iface

`image_fusion.image_fusion.ImageFusion.iface`

#### 6.10.4.7 menu

`image_fusion.image_fusion.ImageFusion.menu`

#### 6.10.4.8 output\_dialog

`image_fusion.image_fusion.ImageFusion.output_dialog`

#### 6.10.4.9 plugin\_dir

`image_fusion.image_fusion.ImageFusion.plugin_dir`

#### 6.10.4.10 subMenu

`image_fusion.image_fusion.ImageFusion.subMenu`

#### 6.10.4.11 translator

`image_fusion.image_fusion.ImageFusion.translator`

The documentation for this class was generated from the following file:

- [image\\_fusion.py](#)

## 6.11 image\_registration.image\_registration.ImageRegistration Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `image_registration.image_registration.ImageRegistration`:

<code>image_registration.image_registration.ImageRegistration</code>
<ul style="list-style-type: none"> <li>+ <code>action</code></li> <li>+ <code>actions</code></li> <li>+ <code>arguments</code></li> <li>+ <code>configContents</code></li> <li>+ <code>dlg</code></li> <li>+ <code>featureImagePairs</code></li> <li>+ <code>first_start</code></li> <li>+ <code>iface</code></li> <li>+ <code>menu</code></li> <li>+ <code>output_dialog</code></li> <li>+ <code>plugin_dir</code></li> <li>+ <code>scalingPairs</code></li> <li>+ <code>translator</code></li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>featureImageAdd()</code></li> <li>+ <code>featureImageDelete()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>pageChange()</code></li> <li>+ <code>run()</code></li> <li>+ <code>scalingAdd()</code></li> <li>+ <code>scalingDelete()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)
- def `addToCustomMenu` (self)
- def `featureImageAdd` (self)
- def `featureImageDelete` (self)
- def `initGui` (self)
  - Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `pageChange` (self, `pagesToChange`)
- def `run` (self)
  - Run method that performs all the real work.*
- def `scalingAdd` (self)
- def `scalingDelete` (self)
- def `tr` (self, `message`)
- def `unload` (self)
  - Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `configContents`
- `dlg`
- `featureImagePairs`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `scalingPairs`
- `translator`

### 6.11.1 Detailed Description

QGIS Plugin Implementation.

### 6.11.2 Constructor & Destructor Documentation

#### 6.11.2.1 `__init__()`

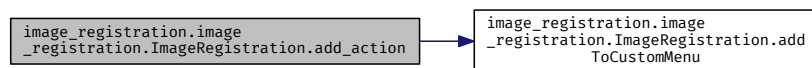
```
def image_registration.image_registration.ImageRegistration.__init__ (
    self,
    iface )
```

### 6.11.3 Member Function Documentation

#### 6.11.3.1 add\_action()

```
def image_registration.image_registration.ImageRegistration.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Here is the call graph for this function:



#### 6.11.3.2 addToCustomMenu()

```
def image_registration.image_registration.ImageRegistration.addToCustomMenu (
    self )
```

#### 6.11.3.3 featureImageAdd()

```
def image_registration.image_registration.ImageRegistration.featureImageAdd (
    self )
```

Here is the call graph for this function:



#### 6.11.3.4 featureImageDelete()

```
def image_registration.image_registration.ImageRegistration.featureImageDelete (
    self )
```

Here is the call graph for this function:

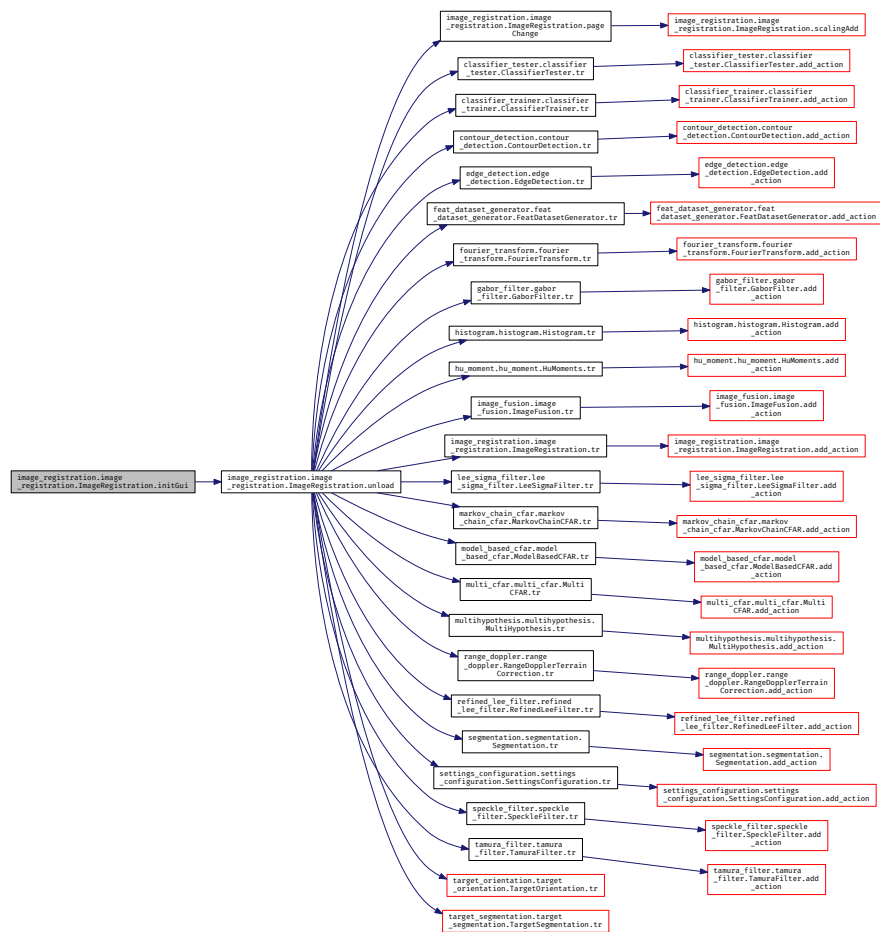


### 6.11.3.5 initGui()

```
def image_registration.image_registration.ImageRegistration.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:







### 6.11.3.10 tr()

```
def image_registration.image_registration.ImageRegistration.tr (
    self,
    message )
```

Here is the call graph for this function:

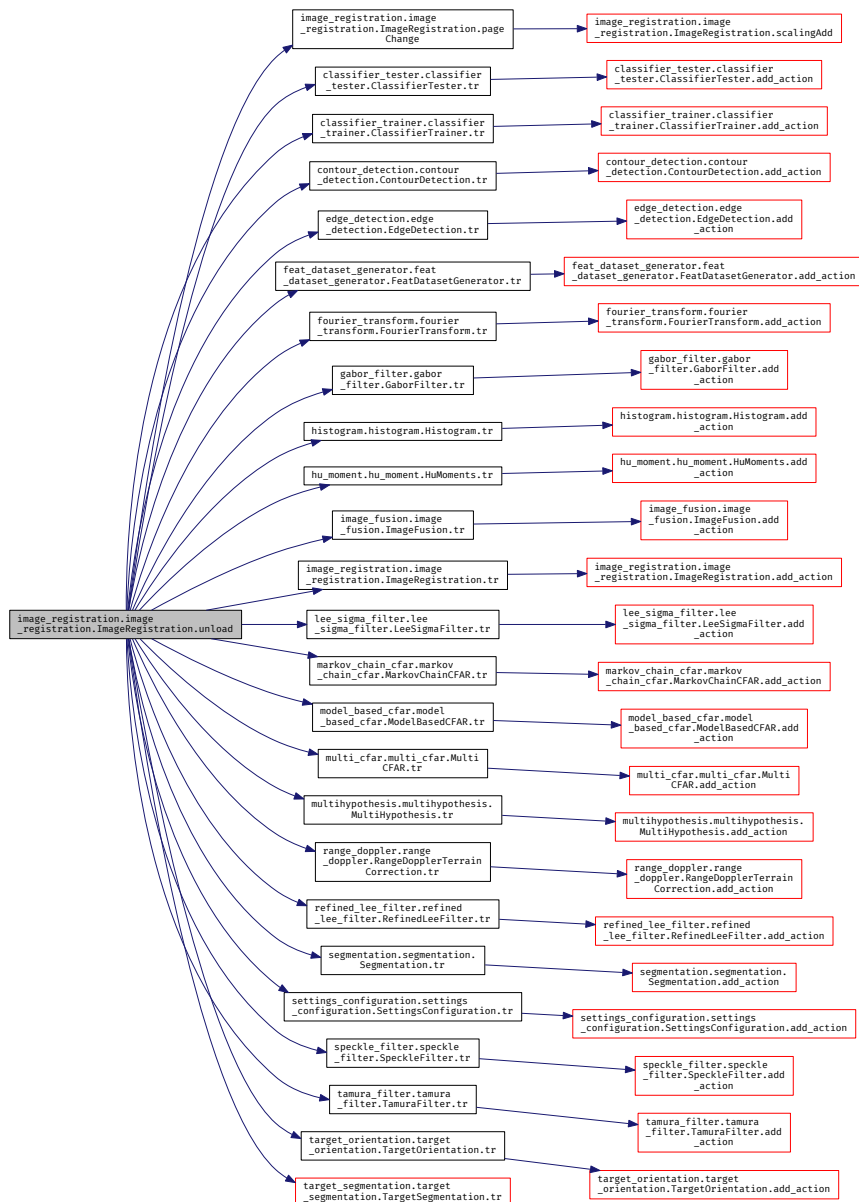


### 6.11.3.11 unload()

```
def image_registration.image_registration.ImageRegistration.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.11.4 Member Data Documentation

### 6.11.4.1 action

image\_registration.image\_registration.ImageRegistration.action

#### 6.11.4.2 actions

`image_registration.image_registration.ImageRegistration.actions`

#### 6.11.4.3 arguments

`image_registration.image_registration.ImageRegistration.arguments`

#### 6.11.4.4 configContents

`image_registration.image_registration.ImageRegistration.configContents`

#### 6.11.4.5 dlg

`image_registration.image_registration.ImageRegistration.dlg`

#### 6.11.4.6 featureImagePairs

`image_registration.image_registration.ImageRegistration.featureImagePairs`

#### 6.11.4.7 first\_start

`image_registration.image_registration.ImageRegistration.first_start`

#### 6.11.4.8 iface

`image_registration.image_registration.ImageRegistration.iface`

#### 6.11.4.9 menu

`image_registration.image_registration.ImageRegistration.menu`

#### 6.11.4.10 output\_dialog

`image_registration.image_registration.ImageRegistration.output_dialog`

#### 6.11.4.11 plugin\_dir

`image_registration.image_registration.ImageRegistration.plugin_dir`

#### 6.11.4.12 scalingPairs

`image_registration.image_registration.ImageRegistration.scalingPairs`

#### 6.11.4.13 translator

`image_registration.image_registration.ImageRegistration.translator`

The documentation for this class was generated from the following file:

- [image\\_registration.py](#)

## 6.12 lee\_sigma\_filter.lee\_sigma\_filter.LeeSigmaFilter Class Reference

QGIS Plugin Implementation.

Collaboration diagram for lee\_sigma\_filter.lee\_sigma\_filter.LeeSigmaFilter:

lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)
- def `run` (self)
- def `tr` (self, message)
- def `unload` (self)

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.12.1 Detailed Description

QGIS Plugin Implementation.

### 6.12.2 Constructor & Destructor Documentation

#### 6.12.2.1 `__init__()`

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.__init__ (
    self,
    iface )
```

### 6.12.3 Member Function Documentation

#### 6.12.3.1 `add_action()`

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
```

```
:type add_to_toolbar: bool

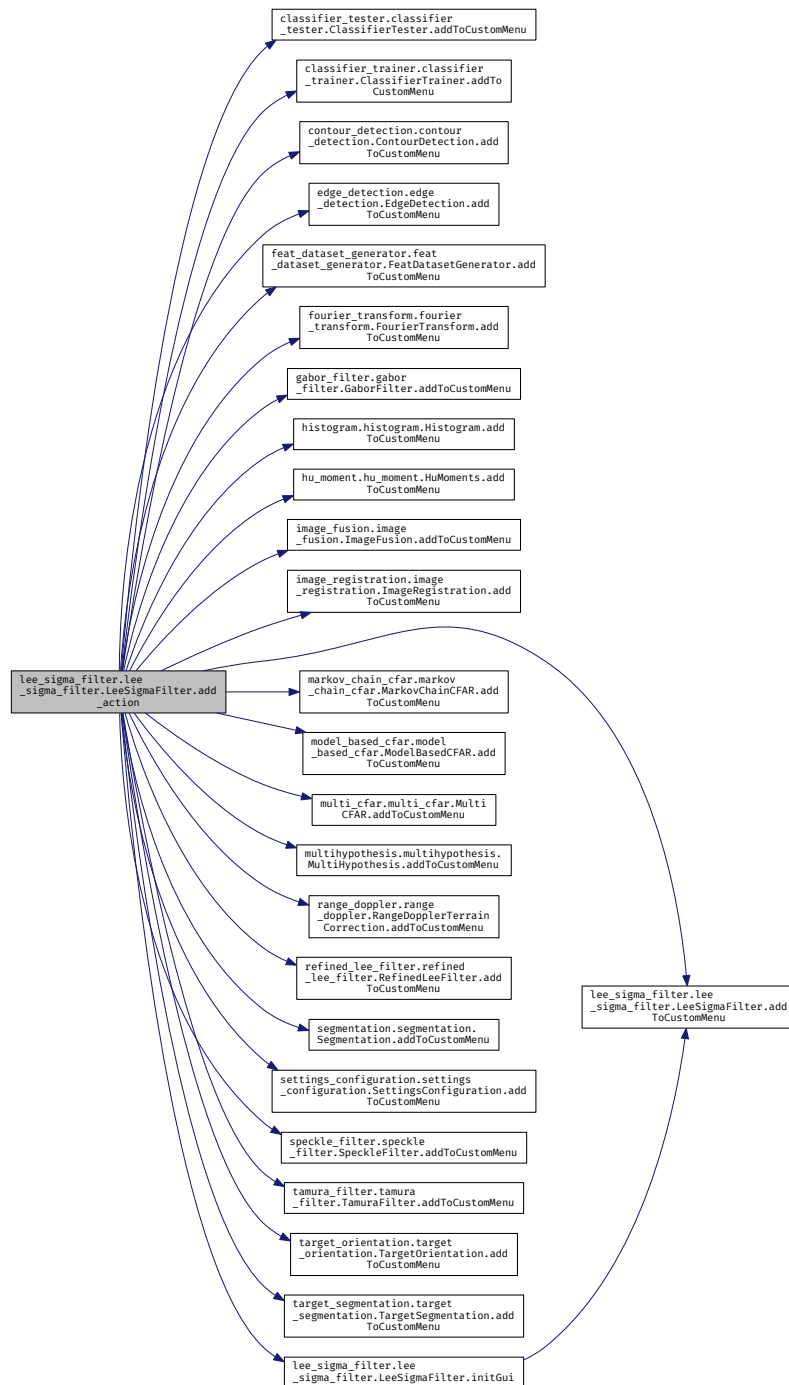
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.12.3.2 addToCustomMenu()

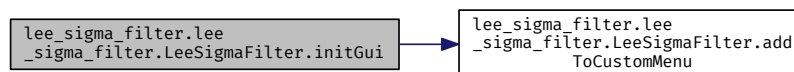
```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.addToCustomMenu (
    self )
```



### 6.12.3.3 initGui()

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.initGui (  
    self )
```

Here is the call graph for this function:



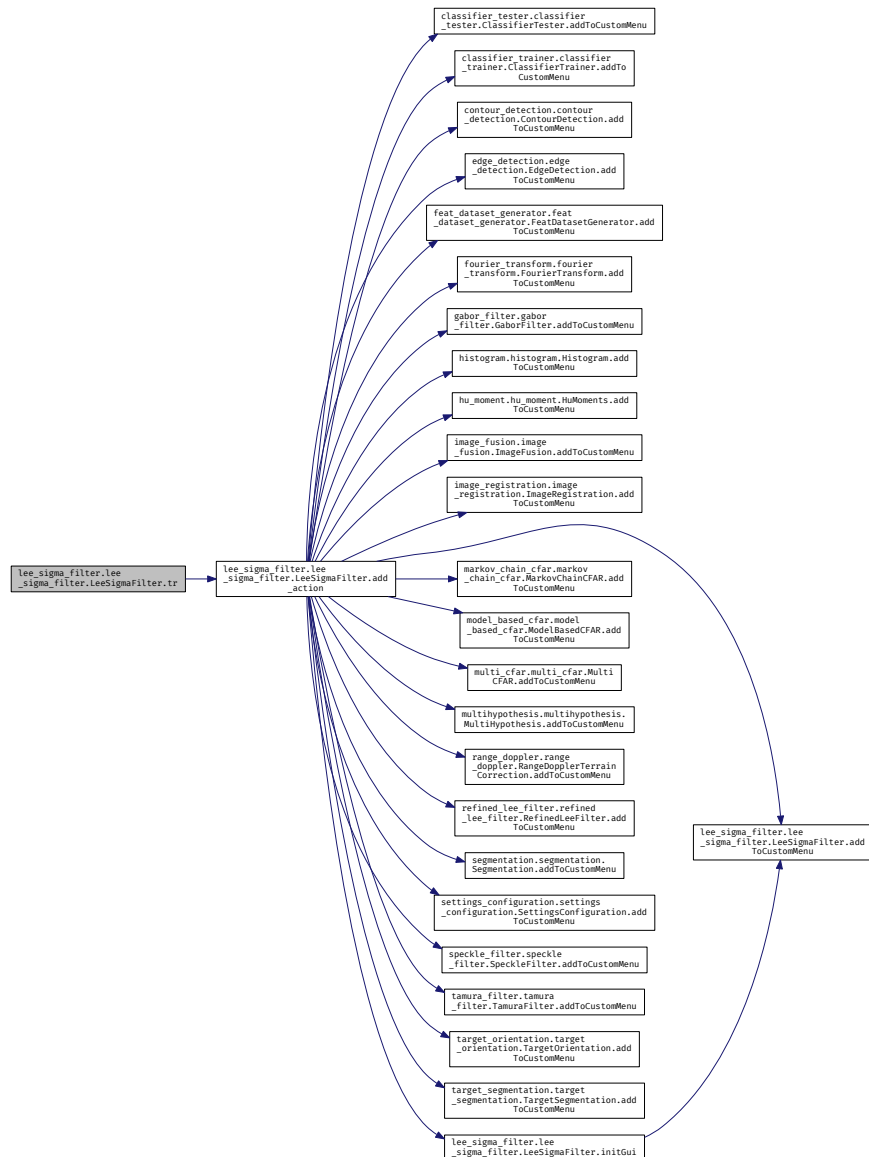
### 6.12.3.4 run()

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.run (  
    self )
```

### 6.12.3.5 tr()

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.tr (  
    self,  
    message )
```

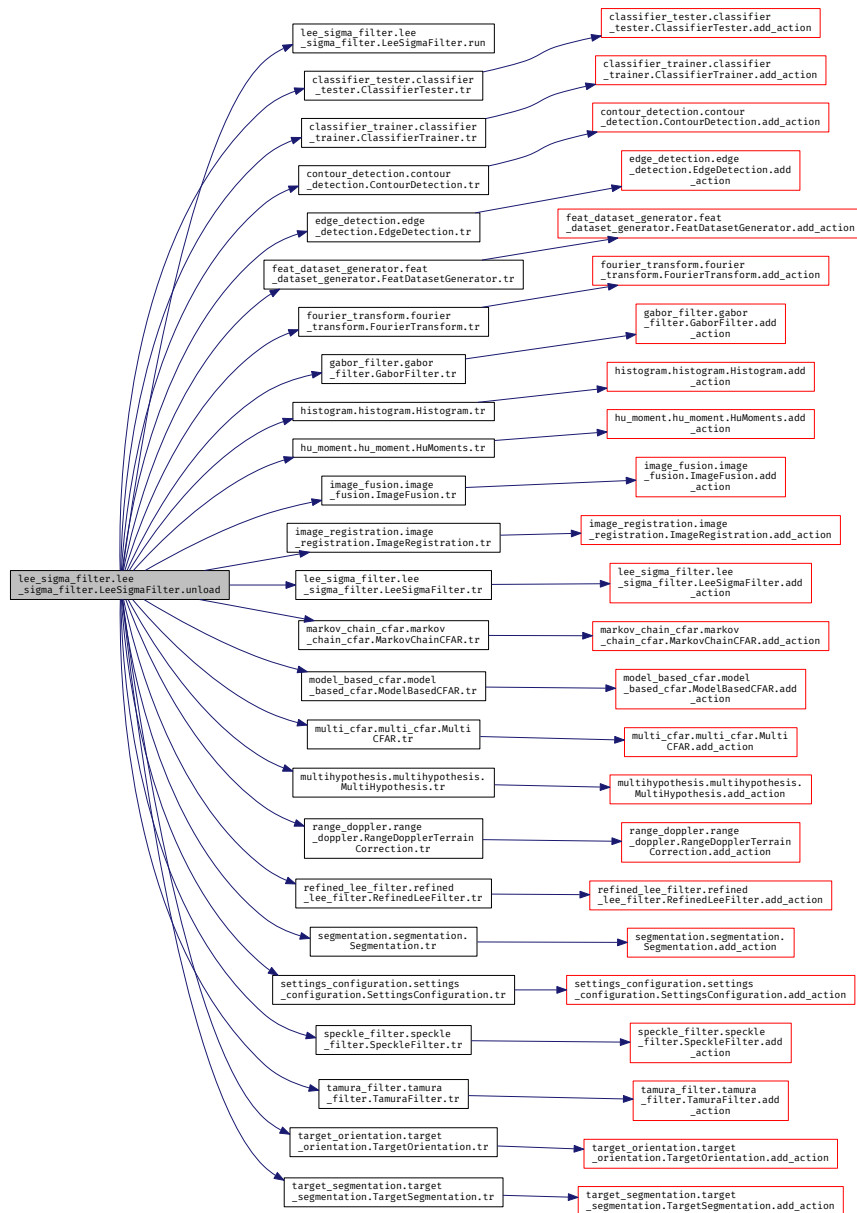
Here is the call graph for this function:



### 6.12.3.6 unload()

```
def lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.unload (
    self )
```

Here is the call graph for this function:



## 6.12.4 Member Data Documentation

### 6.12.4.1 action

lee\_sigma\_filter.lee\_sigma\_filter.LeeSigmaFilter.action

#### 6.12.4.2 actions

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.actions`

#### 6.12.4.3 arguments

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.arguments`

#### 6.12.4.4 dlg

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.dlg`

#### 6.12.4.5 first\_start

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.first_start`

#### 6.12.4.6 iface

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.iface`

#### 6.12.4.7 menu

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.menu`

#### 6.12.4.8 output\_dialog

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.output_dialog`

#### 6.12.4.9 plugin\_dir

`lee_sigma_filter.lee_sigma_filter.LeeSigmaFilter.plugin_dir`

#### 6.12.4.10 subMenu

lee\_sigma\_filter.lee\_sigma\_filter.LeeSigmaFilter.subMenu

#### 6.12.4.11 translator

lee\_sigma\_filter.lee\_sigma\_filter.LeeSigmaFilter.translator

The documentation for this class was generated from the following file:

- [lee\\_sigma\\_filter.py](#)

## 6.13 markov\_chain\_cfar.markov\_chain\_cfar.MarkovChainCFAR Class Reference

QGIS Plugin Implementation.

Collaboration diagram for markov\_chain\_cfar.markov\_chain\_cfar.MarkovChainCFAR:

markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR
<ul style="list-style-type: none"> <li>+ action</li> <li>+ actions</li> <li>+ arguments</li> <li>+ dlg</li> <li>+ first_start</li> <li>+ iface</li> <li>+ menu</li> <li>+ output_dialog</li> <li>+ plugin_dir</li> <li>+ subMenu</li> <li>+ translator</li> </ul>
<ul style="list-style-type: none"> <li>+ __init__()</li> <li>+ add_action()</li> <li>+ addToCustomMenu()</li> <li>+ initGui()</li> <li>+ run()</li> <li>+ toggle_histogram_group()</li> <li>+ tr()</li> <li>+ unload()</li> </ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `toggle_histogram_group` (self)
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.13.1 Detailed Description

QGIS Plugin Implementation.

### 6.13.2 Constructor & Destructor Documentation

#### 6.13.2.1 `__init__()`

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.13.3 Member Function Documentation

#### 6.13.3.1 add\_action()

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

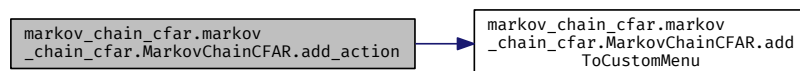
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.13.3.2 addToCustomMenu()

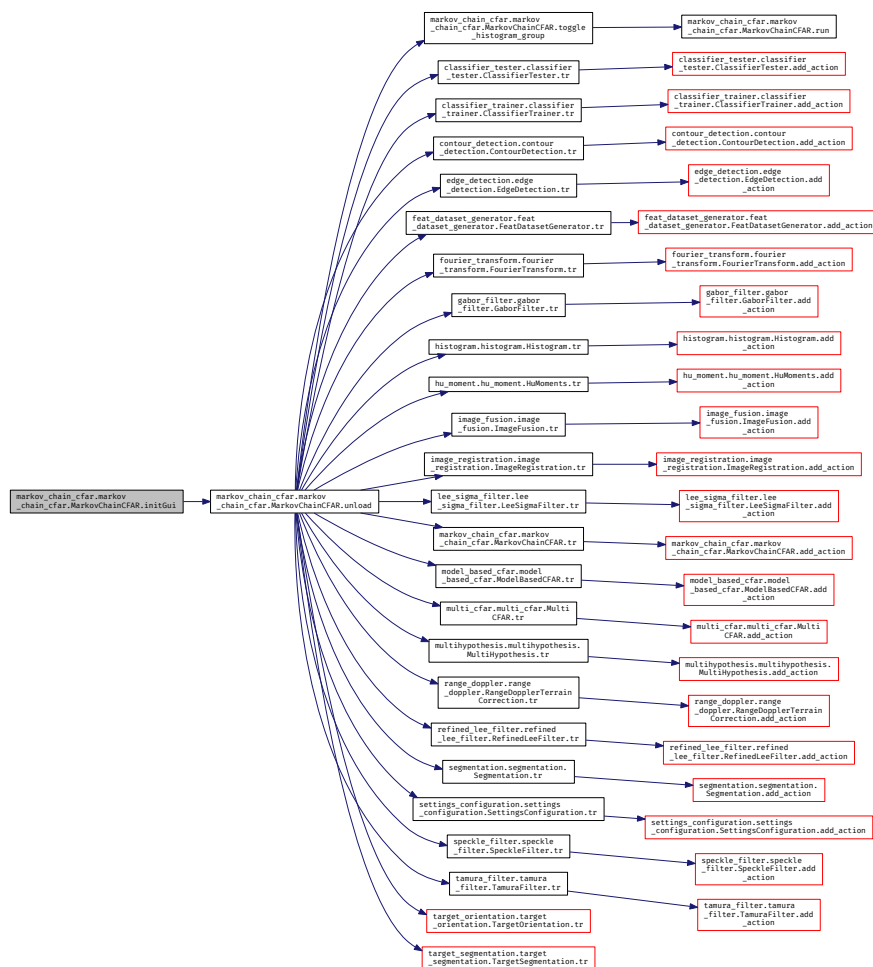
```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.addToCustomMenu (
    self )
```

### 6.13.3.3 initGui()

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:





#### 6.13.3.4 run()

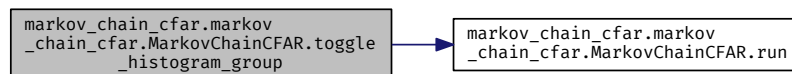
```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.run (
    self )
```

Run method that performs all the real work.

#### 6.13.3.5 toggle\_histogram\_group()

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.toggle_histogram_group (
    self )
```

Here is the call graph for this function:



#### 6.13.3.6 tr()

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.tr (
    self,
    message )
```

Get the translation for a string using Qt translation API.

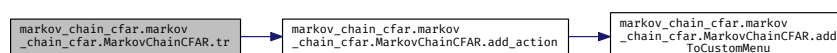
We implement this ourselves since we do not inherit `QObject`.

```

:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

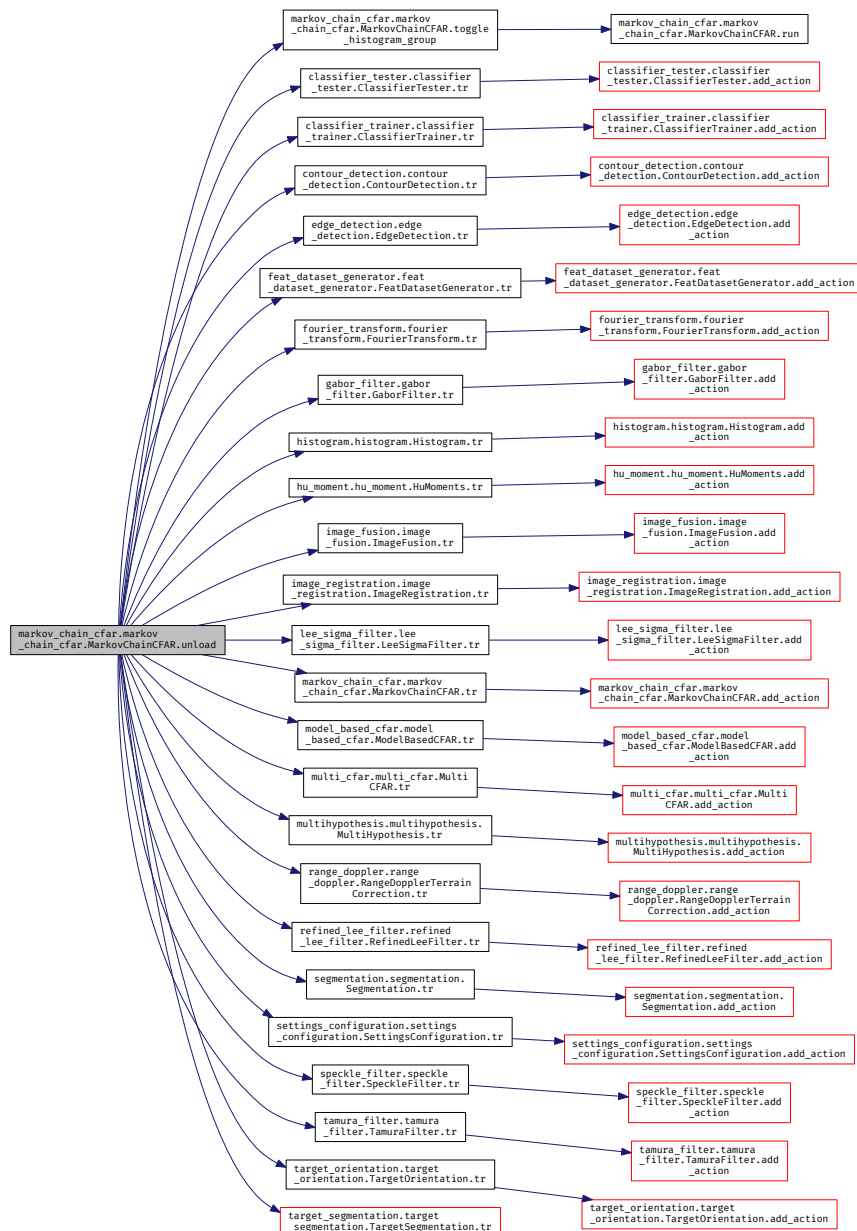


### 6.13.3.7 unload()

```
def markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



### 6.13.4 Member Data Documentation

#### 6.13.4.1 action

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.action`

#### 6.13.4.2 actions

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.actions`

#### 6.13.4.3 arguments

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.arguments`

#### 6.13.4.4 dlg

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.dlg`

#### 6.13.4.5 first\_start

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.first_start`

#### 6.13.4.6 iface

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.iface`

#### 6.13.4.7 menu

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.menu`

#### 6.13.4.8 output\_dialog

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.output_dialog`

#### 6.13.4.9 plugin\_dir

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.plugin_dir`

#### 6.13.4.10 subMenu

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.subMenu`

#### 6.13.4.11 translator

`markov_chain_cfar.markov_chain_cfar.MarkovChainCFAR.translator`

The documentation for this class was generated from the following file:

- [markov\\_chain\\_cfar.py](#)

## 6.14 model\_based\_cfar.model\_based\_cfar.ModelBasedCFAR Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `model_based_cfar.model_based_cfar.ModelBasedCFAR`:

<code>model_based_cfar.model_based_cfar.ModelBasedCFAR</code>
<ul style="list-style-type: none"> <li>+ <code>action</code></li> <li>+ <code>actions</code></li> <li>+ <code>arguments</code></li> <li>+ <code>dlg</code></li> <li>+ <code>first_start</code></li> <li>+ <code>iface</code></li> <li>+ <code>menu</code></li> <li>+ <code>output_dialog</code></li> <li>+ <code>plugin_dir</code></li> <li>+ <code>subMenu</code></li> <li>+ <code>translator</code></li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>run()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.14.1 Detailed Description

QGIS Plugin Implementation.

### 6.14.2 Constructor & Destructor Documentation

#### 6.14.2.1 `__init__()`

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.14.3 Member Function Documentation

#### 6.14.3.1 add\_action()

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

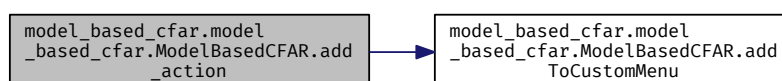
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.14.3.2 `addToCustomMenu()`

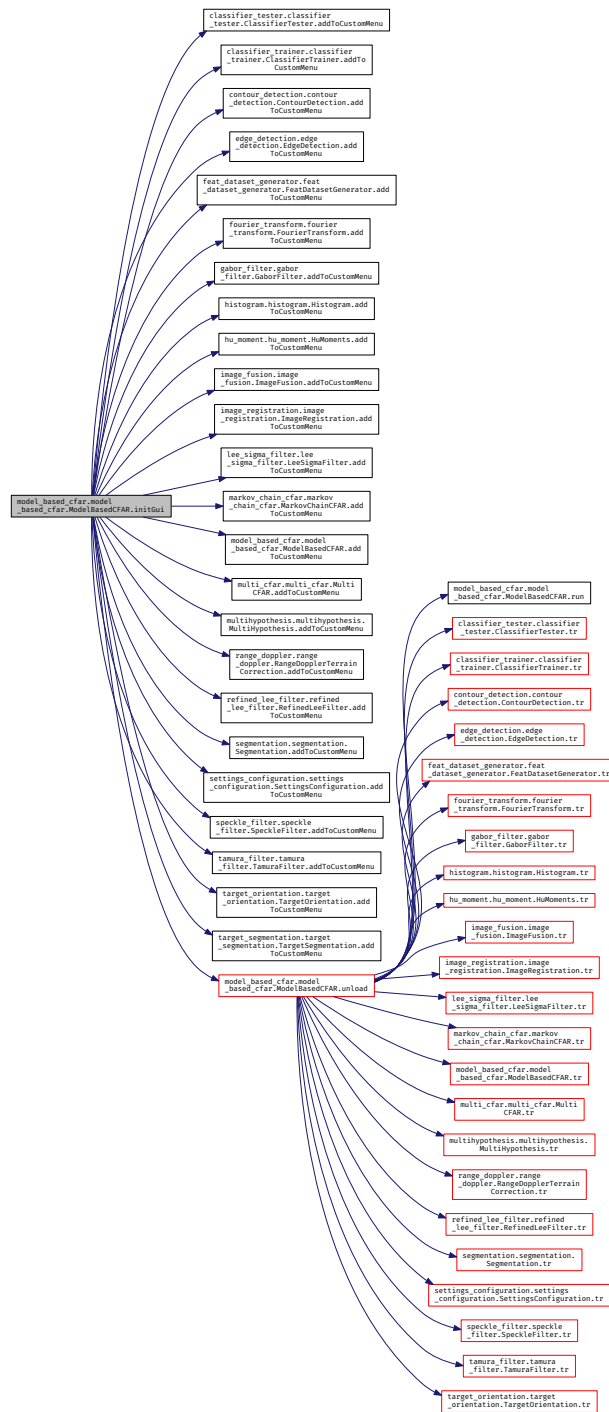
```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.addToCustomMenu (  
    self )
```

### 6.14.3.3 `initGui()`

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



#### 6.14.3.4 run()

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.run (
    self )
```



Run method that performs all the real work.

#### 6.14.3.5 tr()

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.tr (
    self,
    message )
```

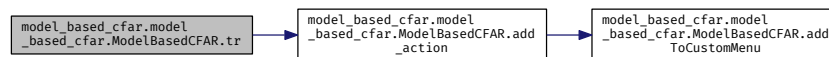
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

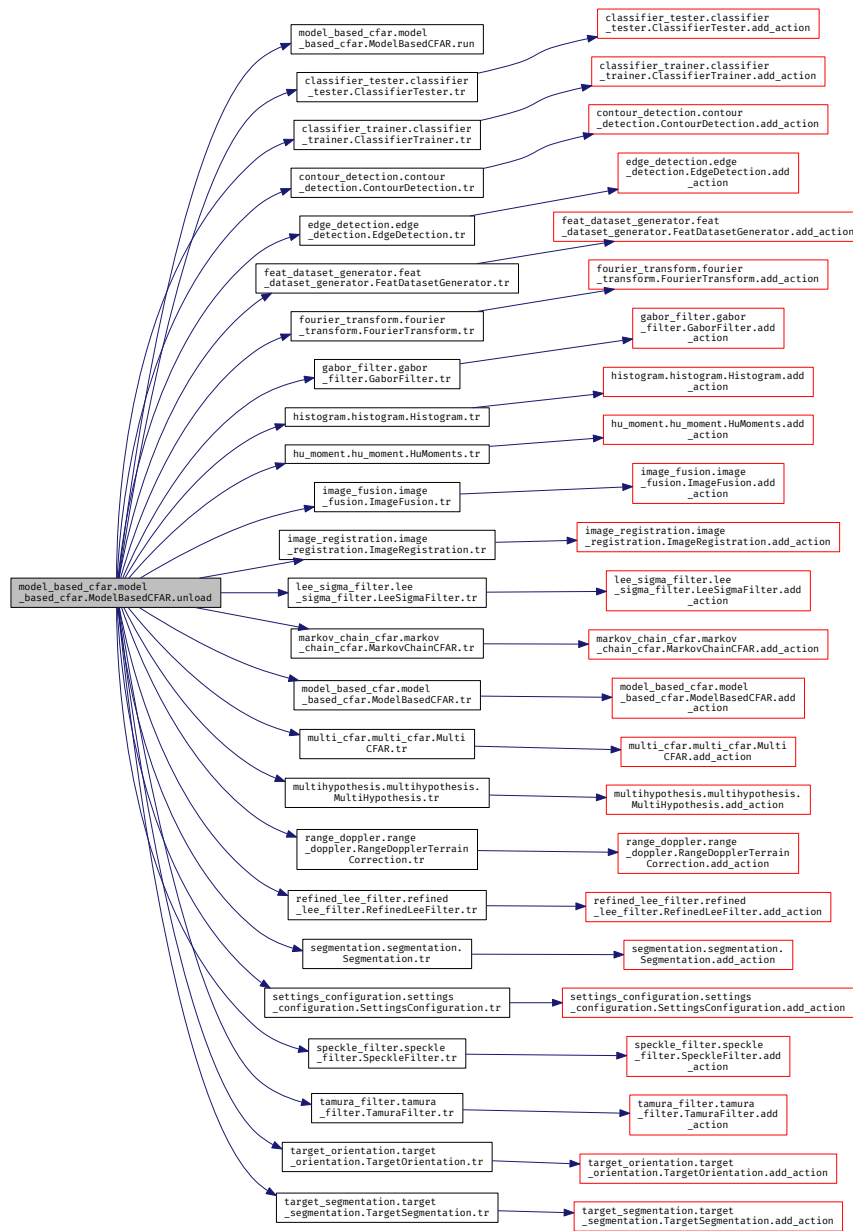


#### 6.14.3.6 unload()

```
def model_based_cfar.model_based_cfar.ModelBasedCFAR.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.14.4 Member Data Documentation

### 6.14.4.1 action

`model_based_cfar.model_based_cfar.ModelBasedCFAR.action`

#### 6.14.4.2 actions

`model_based_cfar.model_based_cfar.ModelBasedCFAR.actions`

#### 6.14.4.3 arguments

`model_based_cfar.model_based_cfar.ModelBasedCFAR.arguments`

#### 6.14.4.4 dlg

`model_based_cfar.model_based_cfar.ModelBasedCFAR.dlg`

#### 6.14.4.5 first\_start

`model_based_cfar.model_based_cfar.ModelBasedCFAR.first_start`

#### 6.14.4.6 iface

`model_based_cfar.model_based_cfar.ModelBasedCFAR.iface`

#### 6.14.4.7 menu

`model_based_cfar.model_based_cfar.ModelBasedCFAR.menu`

#### 6.14.4.8 output\_dialog

`model_based_cfar.model_based_cfar.ModelBasedCFAR.output_dialog`

#### 6.14.4.9 plugin\_dir

`model_based_cfar.model_based_cfar.ModelBasedCFAR.plugin_dir`

#### 6.14.4.10 subMenu

`model_based_cfar.model_based_cfar.ModelBasedCFAR.subMenu`

#### 6.14.4.11 translator

`model_based_cfar.model_based_cfar.ModelBasedCFAR.translator`

The documentation for this class was generated from the following file:

- [model\\_based\\_cfar.py](#)

### 6.15 multi\_cfar.multi\_cfar.MultiCFAR Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `multi_cfar.multi_cfar.MultiCFAR`:

<code>multi_cfar.multi_cfar.MultiCFAR</code>
<ul style="list-style-type: none"><li>+ <code>action</code></li><li>+ <code>actions</code></li><li>+ <code>arguments</code></li><li>+ <code>dlg</code></li><li>+ <code>first_start</code></li><li>+ <code>iface</code></li><li>+ <code>menu</code></li><li>+ <code>output_dialog</code></li><li>+ <code>plugin_dir</code></li><li>+ <code>subMenu</code></li><li>+ <code>translator</code></li></ul>
<ul style="list-style-type: none"><li>+ <code>__init__()</code></li><li>+ <code>add_action()</code></li><li>+ <code>addToCustomMenu()</code></li><li>+ <code>display_bands()</code></li><li>+ <code>initGui()</code></li><li>+ <code>run()</code></li><li>+ <code>tr()</code></li><li>+ <code>unload()</code></li></ul>

## Public Member Functions

- def `__init__` (self, iface)  
*Constructor.*
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.15.1 Detailed Description

QGIS Plugin Implementation.

### 6.15.2 Constructor & Destructor Documentation

#### 6.15.2.1 `__init__()`

```
def multi_cfar.multi_cfar.MultiCFAR.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.15.3 Member Function Documentation

### 6.15.3.1 add\_action()

```
def multi_cfar.multi_cfar.MultiCFAR.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

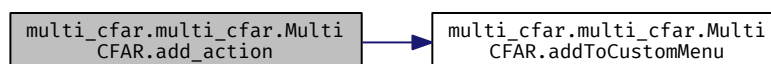
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



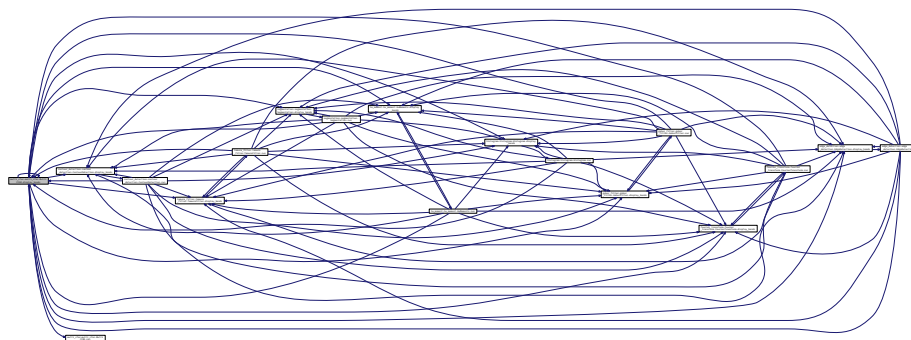
### 6.15.3.2 addToCustomMenu()

```
def multi_cfar.multi_cfar.MultiCFAR.addToCustomMenu (
    self )
```

### 6.15.3.3 display\_bands()

```
def multi_cfar.multi_cfar.MultiCFAR.display_bands (
    self )
```

Here is the call graph for this function:

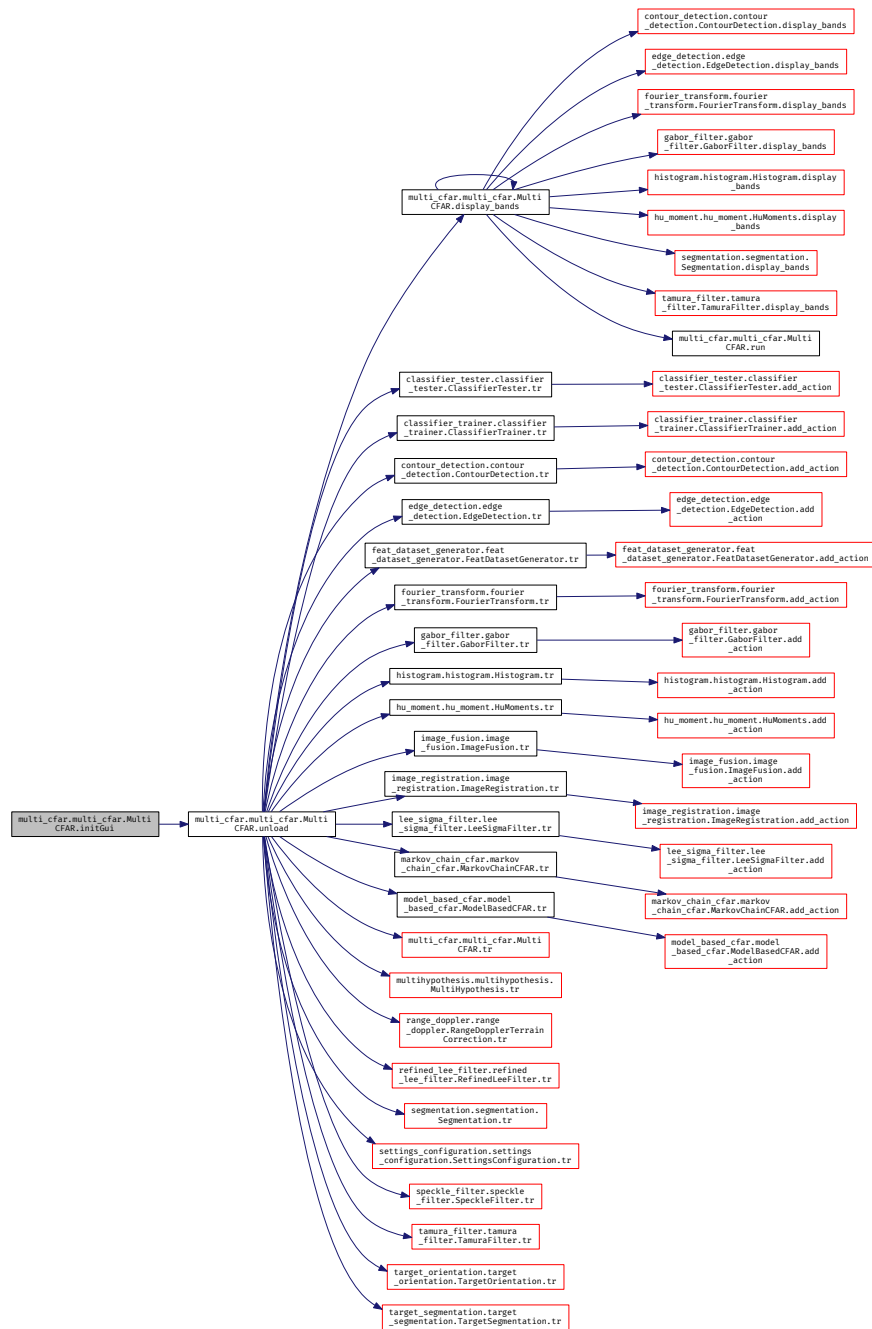


### 6.15.3.4 initGui()

```
def multi_cfar.multi_cfar.MultiCFAR.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.15.3.5 run()

```
def multi_cfar.multi_cfar.MultiCFAR.run (
    self )
```

Run method that performs all the real work.



### 6.15.3.6 tr()

```
def multi_cfar.multi_cfar.MultiCFAR.tr (
    self,
    message )
```

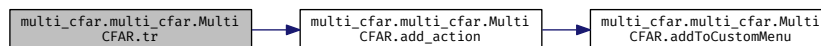
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

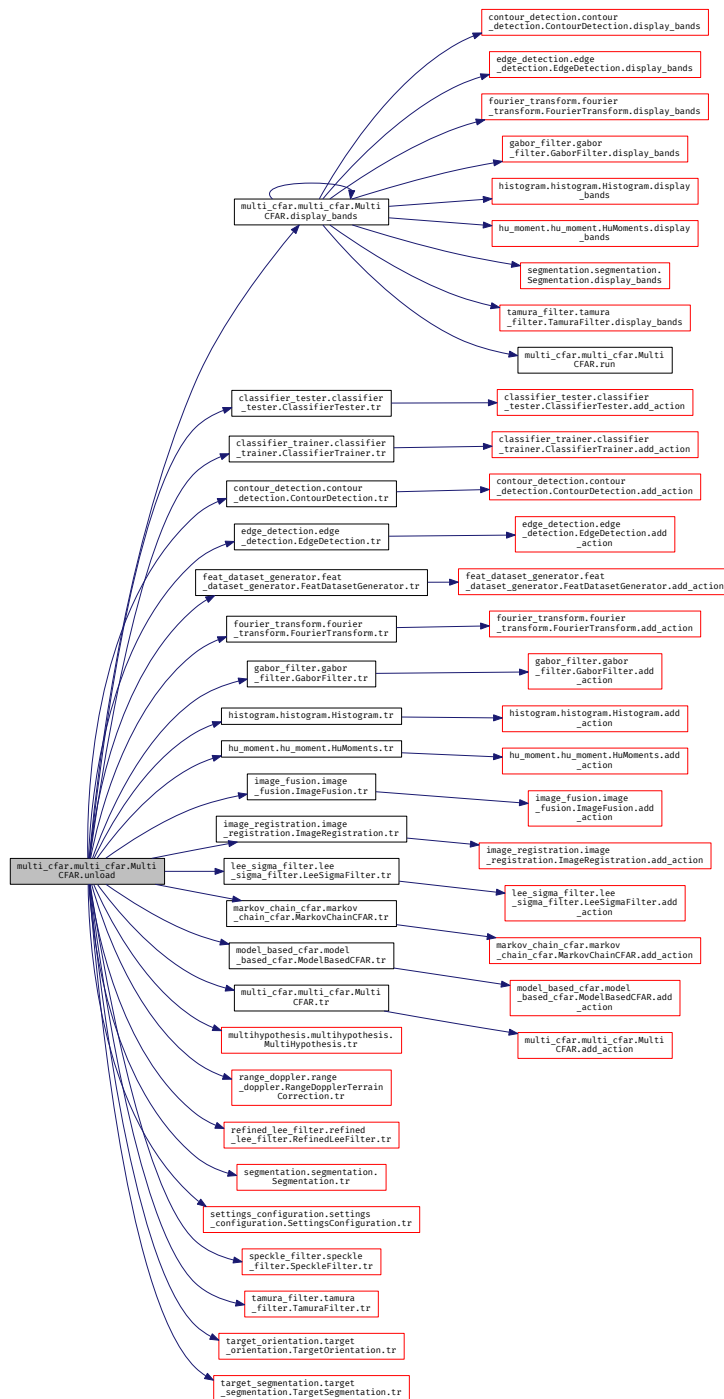


### 6.15.3.7 unload()

```
def multi_cfar.multi_cfar.MultiCFAR.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.15.4 Member Data Documentation

### 6.15.4.1 action

`multi_cfar.multi_cfar.MultiCFAR.action`

#### 6.15.4.2 actions

`multi_cfar.multi_cfar.MultiCFAR.actions`

#### 6.15.4.3 arguments

`multi_cfar.multi_cfar.MultiCFAR.arguments`

#### 6.15.4.4 dlg

`multi_cfar.multi_cfar.MultiCFAR.dlg`

#### 6.15.4.5 first\_start

`multi_cfar.multi_cfar.MultiCFAR.first_start`

#### 6.15.4.6 iface

`multi_cfar.multi_cfar.MultiCFAR.iface`

#### 6.15.4.7 menu

`multi_cfar.multi_cfar.MultiCFAR.menu`

#### 6.15.4.8 output\_dialog

`multi_cfar.multi_cfar.MultiCFAR.output_dialog`

#### 6.15.4.9 plugin\_dir

`multi_cfar.multi_cfar.MultiCFAR.plugin_dir`

#### 6.15.4.10 subMenu

`multi_cfar.multi_cfar.MultiCFAR.subMenu`

#### 6.15.4.11 translator

`multi_cfar.multi_cfar.MultiCFAR.translator`

The documentation for this class was generated from the following file:

- [multi\\_cfar.py](#)

## 6.16 multihypothesis.multihypothesis.MultiHypothesis Class Reference

QGIS Plugin Implementation.

Collaboration diagram for multihypothesis.multihypothesis.MultiHypothesis:

multihypothesis.multihypothesis. MultiHypothesis
<ul style="list-style-type: none"> <li>+ action</li> <li>+ actions</li> <li>+ configContents</li> <li>+ dlg</li> <li>+ featureImagePairs</li> <li>+ first_start</li> <li>+ iface</li> <li>+ menu</li> <li>+ originalImagePairs</li> <li>+ output_dialog</li> <li>+ plugin_dir</li> <li>+ scalingPairs</li> <li>+ translator</li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__</code>()</li> <li>+ <code>add_action</code>()</li> <li>+ <code>addToCustomMenu</code>()</li> <li>+ <code>featureImageAdd</code>()</li> <li>+ <code>featureImageDelete</code>()</li> <li>+ <code>initGui</code>()</li> <li>+ <code>originalImageAdd</code>()</li> <li>+ <code>originalImageDelete</code>()</li> <li>+ <code>pageChange</code>()</li> <li>+ <code>run</code>()</li> <li>+ <code>scalingAdd</code>()</li> <li>+ <code>scalingDelete</code>()</li> <li>+ <code>tr</code>()</li> <li>+ <code>unload</code>()</li> </ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `featureImageAdd` (self)
- def `featureImageDelete` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `originalImageAdd` (self)
- def `originalImageDelete` (self)
- def `pageChange` (self, `pagesToChange`)
- def `run` (self)

*Run method that performs all the real work.*

- def [scalingAdd](#) (self)
- def [scalingDelete](#) (self)
- def [tr](#) (self, message)

*Get the translation for a string using Qt translation API.*

- def [unload](#) (self)

*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- [action](#)
- [actions](#)
- [configContents](#)
- [dlg](#)
- [featureImagePairs](#)
- [first\\_start](#)
- [iface](#)
- [menu](#)
- [originalImagePairs](#)
- [output\\_dialog](#)
- [plugin\\_dir](#)
- [scalingPairs](#)
- [translator](#)

## 6.16.1 Detailed Description

QGIS Plugin Implementation.

## 6.16.2 Constructor & Destructor Documentation

### 6.16.2.1 `__init__()`

```
def multihypothesis.multihypothesis.MultiHypothesis.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.16.3 Member Function Documentation

## 6.16.3.1 add\_action()

```
def multihypothesis.multihypothesis.MultiHypothesis.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.16.3.2 addToCustomMenu()

```
def multihypothesis.multihypothesis.MultiHypothesis.addToCustomMenu (  
    self )
```

### 6.16.3.3 featureImageAdd()

```
def multihypothesis.multihypothesis.MultiHypothesis.featureImageAdd (  
    self )
```

Here is the call graph for this function:



### 6.16.3.4 featureImageDelete()

```
def multihypothesis.multihypothesis.MultiHypothesis.featureImageDelete (  
    self )
```

Here is the call graph for this function:



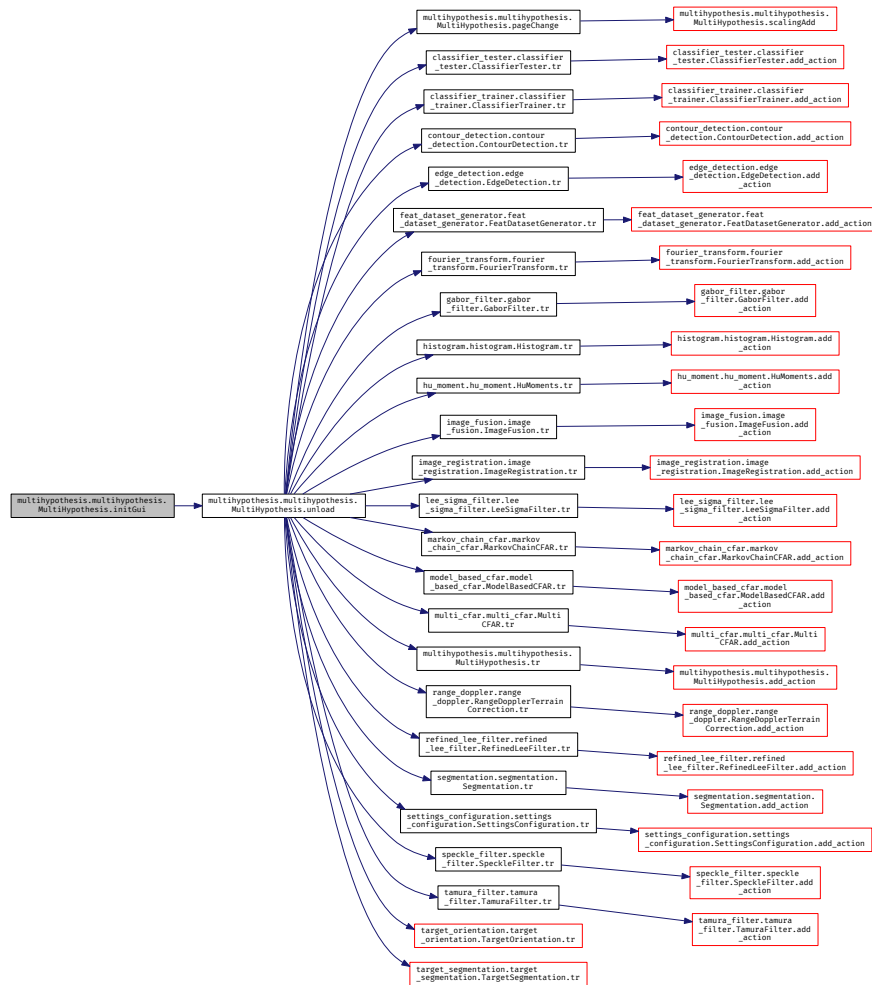
### 6.16.3.5 initGui()

```
def multihypothesis.multihypothesis.MultiHypothesis.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.



Here is the call graph for this function:



### 6.16.3.6 originalImageAdd()

```
def multihypothesis.multihypothesis.MultiHypothesis.originalImageAdd (
    self )
```

Here is the call graph for this function:





### 6.16.3.11 scalingDelete()

```
def multihypothesis.multihypothesis.MultiHypothesis.scalingDelete (
    self )
```

Here is the call graph for this function:



### 6.16.3.12 tr()

```
def multihypothesis.multihypothesis.MultiHypothesis.tr (
    self,
    message )
```

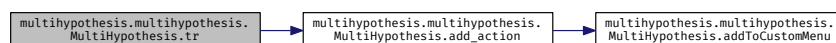
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

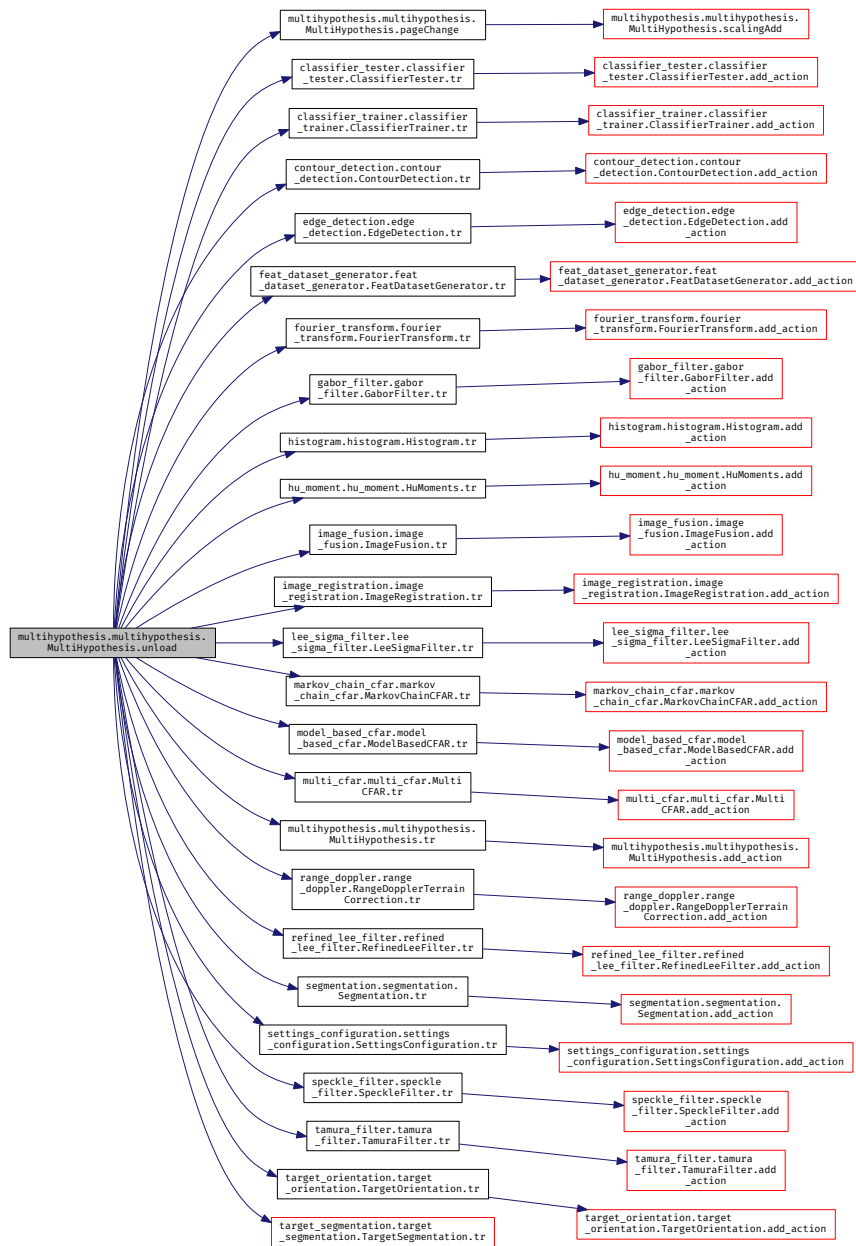


### 6.16.3.13 unload()

```
def multihypothesis.multihypothesis.MultiHypothesis.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.16.4 Member Data Documentation

### 6.16.4.1 action

`multihypothesis.multihypothesis.MultiHypothesis.action`

#### 6.16.4.2 actions

`multihypothesis.multihypothesis.MultiHypothesis.actions`

#### 6.16.4.3 configContents

`multihypothesis.multihypothesis.MultiHypothesis.configContents`

#### 6.16.4.4 dlg

`multihypothesis.multihypothesis.MultiHypothesis.dlg`

#### 6.16.4.5 featureImagePairs

`multihypothesis.multihypothesis.MultiHypothesis.featureImagePairs`

#### 6.16.4.6 first\_start

`multihypothesis.multihypothesis.MultiHypothesis.first_start`

#### 6.16.4.7 iface

`multihypothesis.multihypothesis.MultiHypothesis.iface`

#### 6.16.4.8 menu

`multihypothesis.multihypothesis.MultiHypothesis.menu`

#### 6.16.4.9 originalImagePairs

`multihypothesis.multihypothesis.MultiHypothesis.originalImagePairs`

#### 6.16.4.10 output\_dialog

`multihypothesis.multihypothesis.MultiHypothesis.output_dialog`

#### 6.16.4.11 plugin\_dir

`multihypothesis.multihypothesis.MultiHypothesis.plugin_dir`

#### 6.16.4.12 scalingPairs

`multihypothesis.multihypothesis.MultiHypothesis.scalingPairs`

#### 6.16.4.13 translator

`multihypothesis.multihypothesis.MultiHypothesis.translator`

The documentation for this class was generated from the following file:

- [multihypothesis.py](#)

### 6.17 range\_doppler.range\_doppler.RangeDopplerTerrainCorrection Class Reference

QGIS Plugin Implementation.

Collaboration diagram for range\_doppler.range\_doppler.RangeDopplerTerrainCorrection:

range_doppler.range_doppler.RangeDopplerTerrainCorrection
<ul style="list-style-type: none"> <li>+ action</li> <li>+ actions</li> <li>+ arguments</li> <li>+ dlg</li> <li>+ first_start</li> <li>+ iface</li> <li>+ menu</li> <li>+ output_dialog</li> <li>+ plugin_dir</li> <li>+ translator</li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>run()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

## Public Member Functions

- def `__init__` (self, [iface](#))  
*Constructor.*
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- [action](#)
- [actions](#)
- [arguments](#)

- [dlg](#)
- [first\\_start](#)
- [iface](#)
- [menu](#)
- [output\\_dialog](#)
- [plugin\\_dir](#)
- [translator](#)

### 6.17.1 Detailed Description

QGIS Plugin Implementation.

### 6.17.2 Constructor & Destructor Documentation

#### 6.17.2.1 `__init__()`

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.17.3 Member Function Documentation

#### 6.17.3.1 `add_action()`

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.



```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

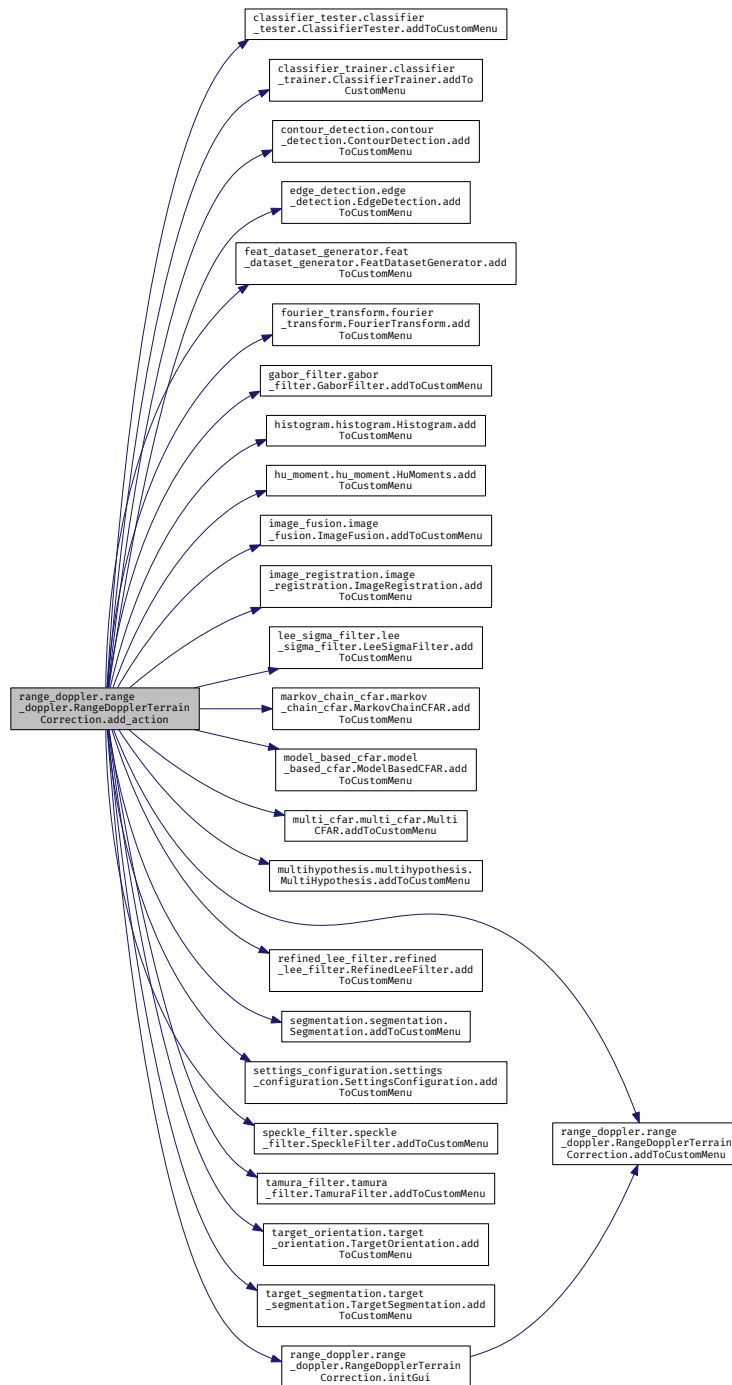
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.17.3.2 addToCustomMenu()

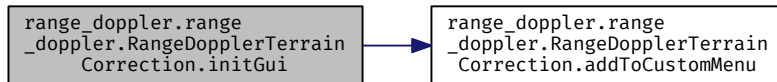
```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.addToCustomMenu (
    self )
```

### 6.17.3.3 initGui()

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.17.3.4 run()

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.run (
    self )
```

Run method that performs all the real work.

### 6.17.3.5 tr()

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.tr (
    self,
    message )
```

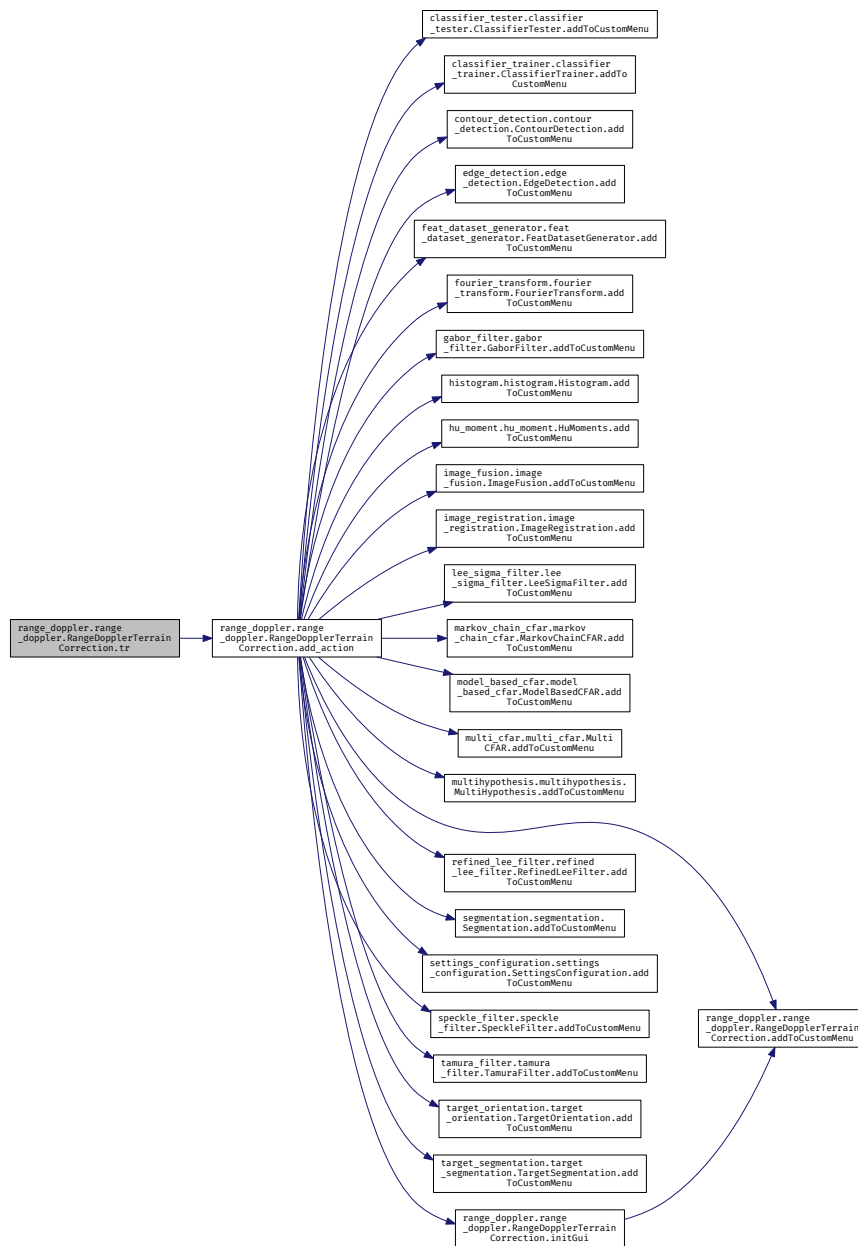
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit `QObject`.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:



### 6.17.3.6 unload()

```
def range_doppler.range_doppler.RangeDopplerTerrainCorrection.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

## 6.17.4 Member Data Documentation

### 6.17.4.1 action

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.action`

### 6.17.4.2 actions

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.actions`

### 6.17.4.3 arguments

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.arguments`

### 6.17.4.4 dlg

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.dlg`

### 6.17.4.5 first\_start

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.first_start`

### 6.17.4.6 iface

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.iface`

### 6.17.4.7 menu

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.menu`

#### 6.17.4.8 output\_dialog

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.output_dialog`

#### 6.17.4.9 plugin\_dir

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.plugin_dir`

#### 6.17.4.10 translator

`range_doppler.range_doppler.RangeDopplerTerrainCorrection.translator`

The documentation for this class was generated from the following file:

- [range\\_doppler.py](#)

## 6.18 refined\_lee\_filter.refined\_lee\_filter.RefinedLeeFilter Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `refined_lee_filter.refined_lee_filter.RefinedLeeFilter`:

<code>refined_lee_filter.refined_lee_filter.RefinedLeeFilter</code>
<ul style="list-style-type: none"> <li>+ <code>action</code></li> <li>+ <code>actions</code></li> <li>+ <code>arguments</code></li> <li>+ <code>dlg</code></li> <li>+ <code>first_start</code></li> <li>+ <code>iface</code></li> <li>+ <code>menu</code></li> <li>+ <code>output_dialog</code></li> <li>+ <code>plugin_dir</code></li> <li>+ <code>subMenu</code></li> <li>+ <code>translator</code></li> </ul>
<ul style="list-style-type: none"> <li>+ <code>__init__()</code></li> <li>+ <code>add_action()</code></li> <li>+ <code>addToCustomMenu()</code></li> <li>+ <code>initGui()</code></li> <li>+ <code>run()</code></li> <li>+ <code>tr()</code></li> <li>+ <code>unload()</code></li> </ul>

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.18.1 Detailed Description

QGIS Plugin Implementation.

### 6.18.2 Constructor & Destructor Documentation

#### 6.18.2.1 `__init__()`

```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.__init__ (
    self,
    iface )
```

### 6.18.3 Member Function Documentation

### 6.18.3.1 add\_action()

```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

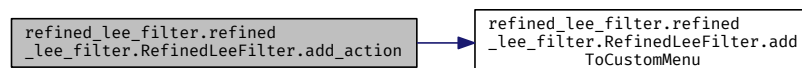
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:





### 6.18.3.2 addToCustomMenu()

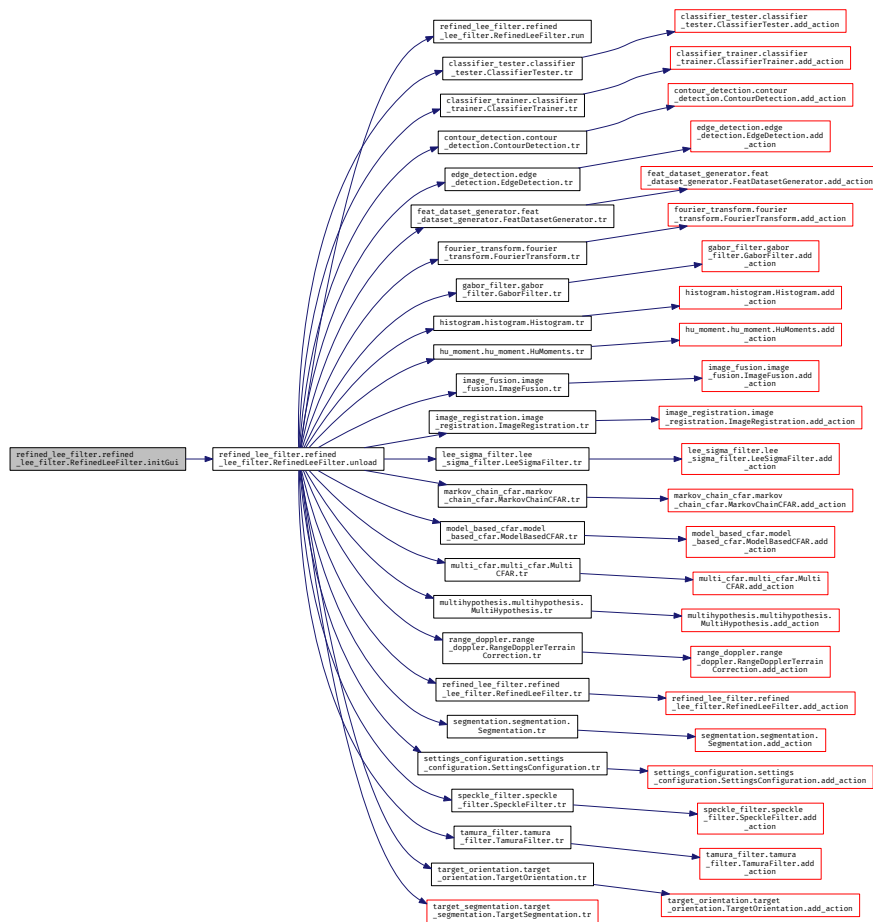
```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.addToCustomMenu (
    self )
```

### 6.18.3.3 initGui()

```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.18.3.4 run()

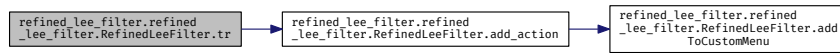
```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.run (
    self )
```

Run method that performs all the real work.

### 6.18.3.5 tr()

```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.tr (  
    self,  
    message )
```

Here is the call graph for this function:

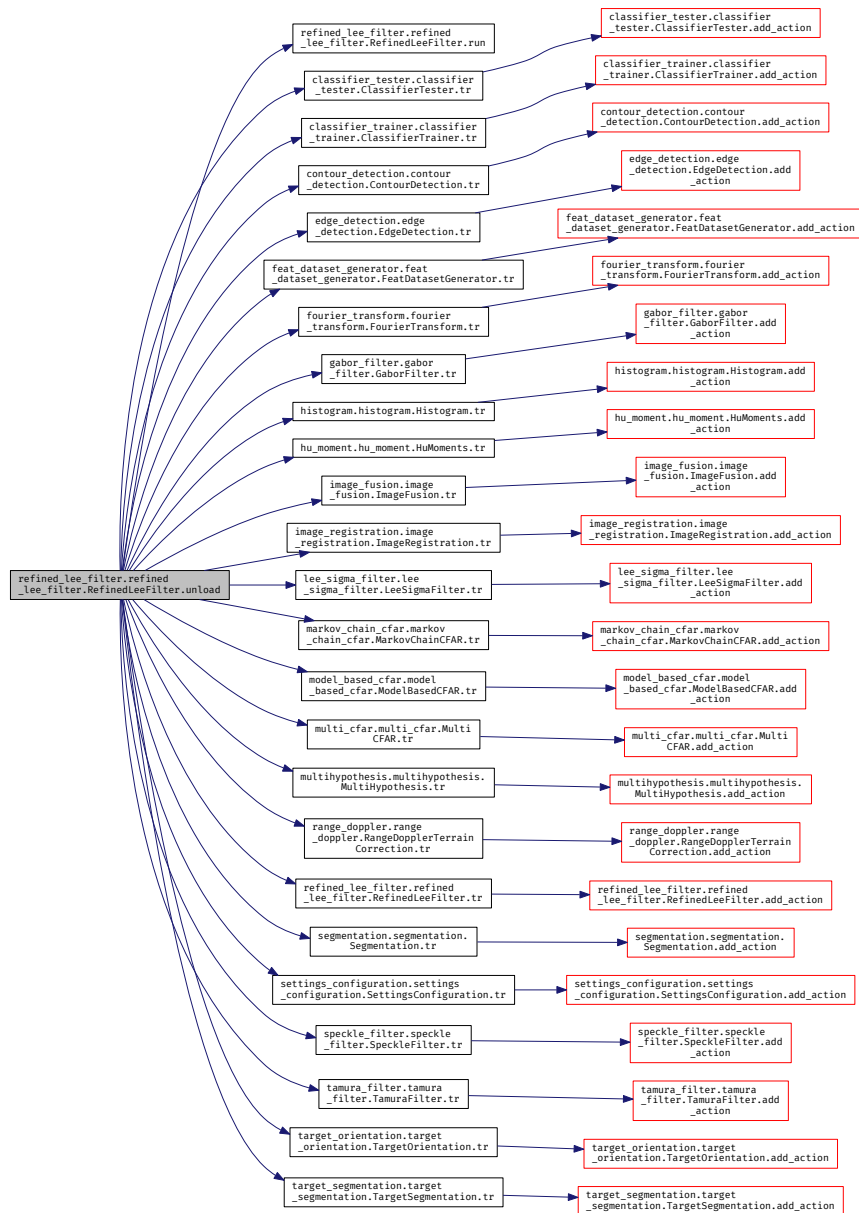


### 6.18.3.6 unload()

```
def refined_lee_filter.refined_lee_filter.RefinedLeeFilter.unload (  
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.18.4 Member Data Documentation

### 6.18.4.1 action

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.action`

#### 6.18.4.2 actions

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.actions`

#### 6.18.4.3 arguments

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.arguments`

#### 6.18.4.4 dlg

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.dlg`

#### 6.18.4.5 first\_start

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.first_start`

#### 6.18.4.6 iface

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.iface`

#### 6.18.4.7 menu

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.menu`

#### 6.18.4.8 output\_dialog

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.output_dialog`

#### 6.18.4.9 plugin\_dir

`refined_lee_filter.refined_lee_filter.RefinedLeeFilter.plugin_dir`

#### 6.18.4.10 subMenu

```
refined_lee_filter.refined_lee_filter.RefinedLeeFilter.subMenu
```

#### 6.18.4.11 translator

```
refined_lee_filter.refined_lee_filter.RefinedLeeFilter.translator
```

The documentation for this class was generated from the following file:

- [refined\\_lee\\_filter.py](#)

## 6.19 segmentation.segmentation.Segmentation Class Reference

QGIS Plugin Implementation.

Collaboration diagram for segmentation.segmentation.Segmentation:

segmentation.segmentation. Segmentation
+ action + actions + arguments + dlg + first_start + iface + menu + output_dialog + plugin_dir + subMenu + translator
+ __init__() + add_action() + addToCustomMenu() + display_bands() + initGui() + run() + tr() + unload()

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.19.1 Detailed Description

QGIS Plugin Implementation.

### 6.19.2 Constructor & Destructor Documentation

#### 6.19.2.1 `__init__()`

```
def segmentation.segmentation.Segmentation.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.19.3 Member Function Documentation

### 6.19.3.1 add\_action()

```
def segmentation.segmentation.Segmentation.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



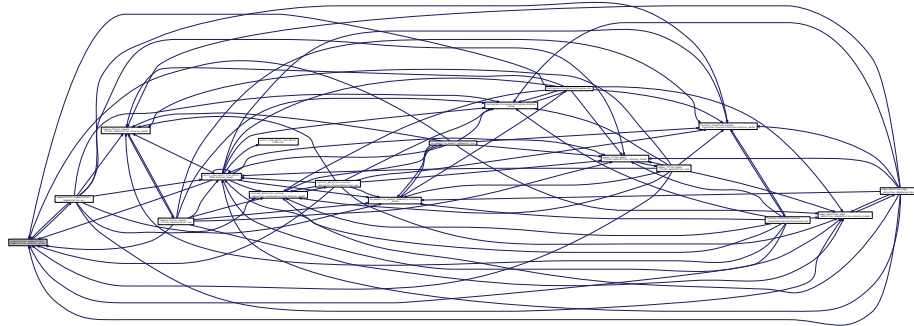
### 6.19.3.2 addToCustomMenu()

```
def segmentation.segmentation.Segmentation.addToCustomMenu (  
    self )
```

### 6.19.3.3 display\_bands()

```
def segmentation.segmentation.Segmentation.display_bands (  
    self )
```

Here is the call graph for this function:



### 6.19.3.4 initGui()

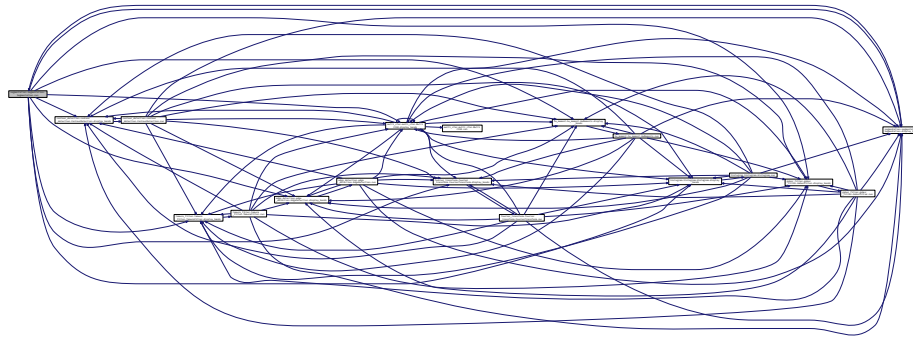
```
def segmentation.segmentation.Segmentation.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.





Here is the call graph for this function:



#### 6.19.3.6 tr()

```
def segmentation.segmentation.Segmentation.tr (
    self,
    message )
```

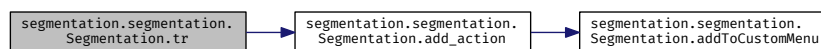
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

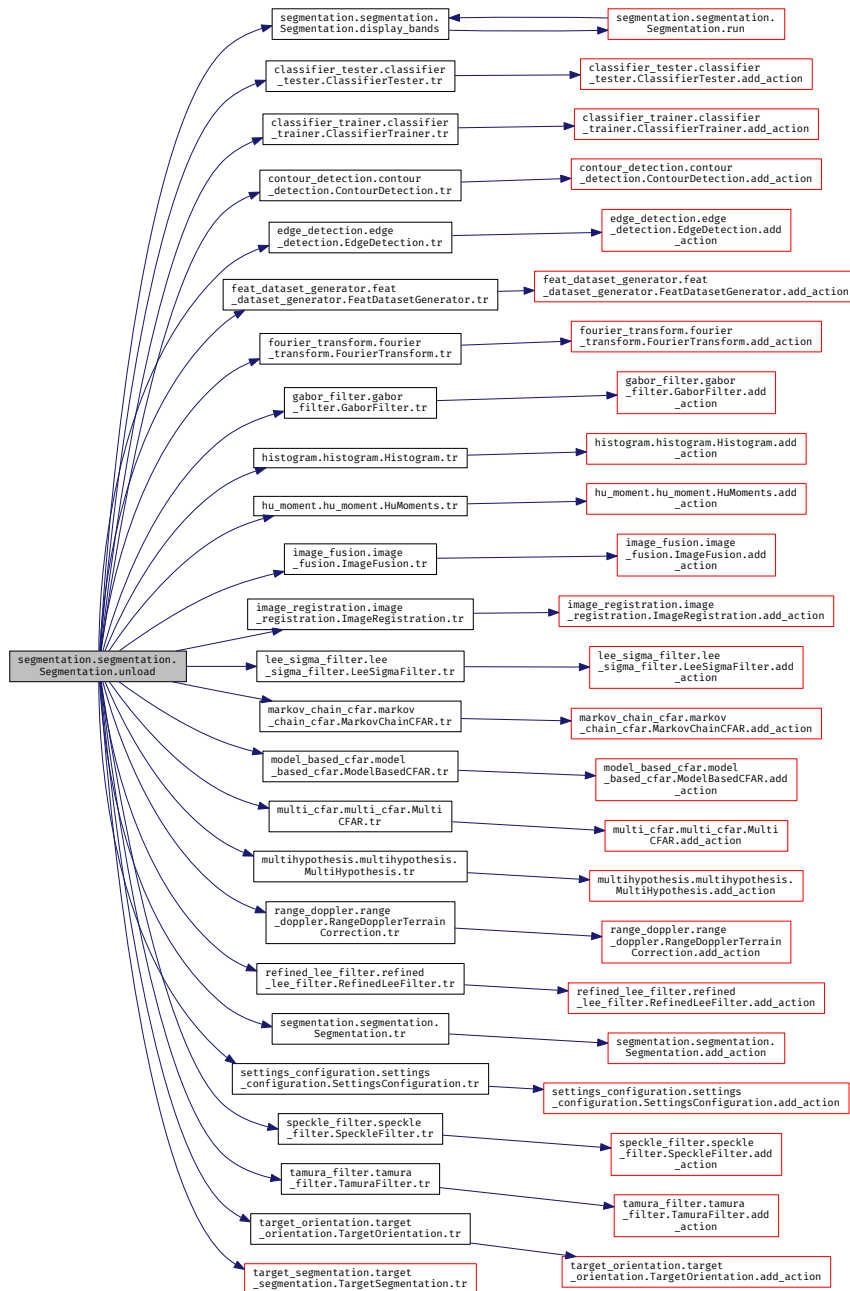


#### 6.19.3.7 unload()

```
def segmentation.segmentation.Segmentation.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.19.4 Member Data Documentation

### 6.19.4.1 action

segmentation.segmentation.Segmentation.action

#### 6.19.4.2 actions

`segmentation.segmentation.Segmentation.actions`

#### 6.19.4.3 arguments

`segmentation.segmentation.Segmentation.arguments`

#### 6.19.4.4 dlg

`segmentation.segmentation.Segmentation.dlg`

#### 6.19.4.5 first\_start

`segmentation.segmentation.Segmentation.first_start`

#### 6.19.4.6 iface

`segmentation.segmentation.Segmentation.iface`

#### 6.19.4.7 menu

`segmentation.segmentation.Segmentation.menu`

#### 6.19.4.8 output\_dialog

`segmentation.segmentation.Segmentation.output_dialog`

#### 6.19.4.9 plugin\_dir

`segmentation.segmentation.Segmentation.plugin_dir`

#### 6.19.4.10 subMenu

segmentation.segmentation.Segmentation.subMenu

#### 6.19.4.11 translator

segmentation.segmentation.Segmentation.translator

The documentation for this class was generated from the following file:

- [segmentation.py](#)

## 6.20 settings\_configuration.settings\_configuration.SettingsConfiguration Class Reference

QGIS Plugin Implementation.

Collaboration diagram for settings\_configuration.settings\_configuration.SettingsConfiguration:

settings_configuration.settings_configuration.SettingsConfiguration
<ul style="list-style-type: none"><li>+ action</li><li>+ actions</li><li>+ dlg</li><li>+ first_start</li><li>+ iface</li><li>+ menu</li><li>+ plugin_dir</li><li>+ translator</li></ul>
<ul style="list-style-type: none"><li>+ __init__()</li><li>+ add_action()</li><li>+ addToCustomMenu()</li><li>+ initGui()</li><li>+ run()</li><li>+ tr()</li><li>+ unload()</li></ul>

## Public Member Functions

- def `__init__` (self, `iface`)  
*Constructor.*
- def `add_action` (self, `icon_path`, `text`, `callback`, `enabled_flag=True`, `add_to_menu=True`, `add_to_toolbar=True`, `status_tip=None`, `whats_this=None`, `parent=None`)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, `message`)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `plugin_dir`
- `translator`

### 6.20.1 Detailed Description

QGIS Plugin Implementation.

### 6.20.2 Constructor & Destructor Documentation

#### 6.20.2.1 `__init__()`

```
def settings_configuration.settings_configuration.SettingsConfiguration.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

## 6.20.3 Member Function Documentation

### 6.20.3.1 add\_action()

```
def settings_configuration.settings_configuration.SettingsConfiguration.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

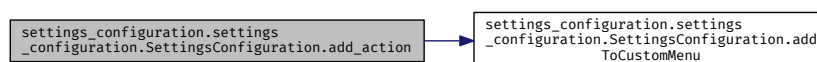
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.20.3.2 addToCustomMenu()

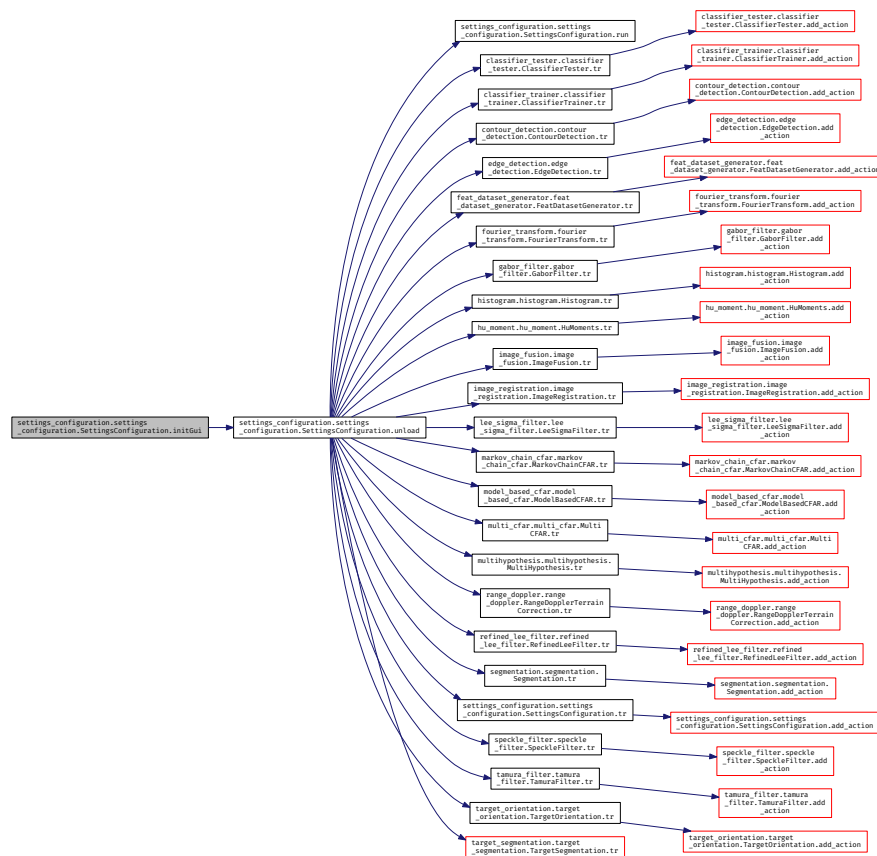
```
def settings_configuration.settings_configuration.SettingsConfiguration.addToCustomMenu (
    self )
```

### 6.20.3.3 initGui()

```
def settings_configuration.settings_configuration.SettingsConfiguration.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.20.3.4 run()

```
def settings_configuration.settings_configuration.SettingsConfiguration.run (
    self )
```

Run method that performs all the real work.



### 6.20.3.5 tr()

```
def settings_configuration.settings_configuration.SettingsConfiguration.tr (
    self,
    message )
```

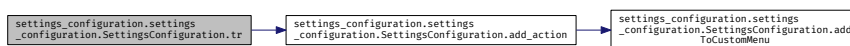
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

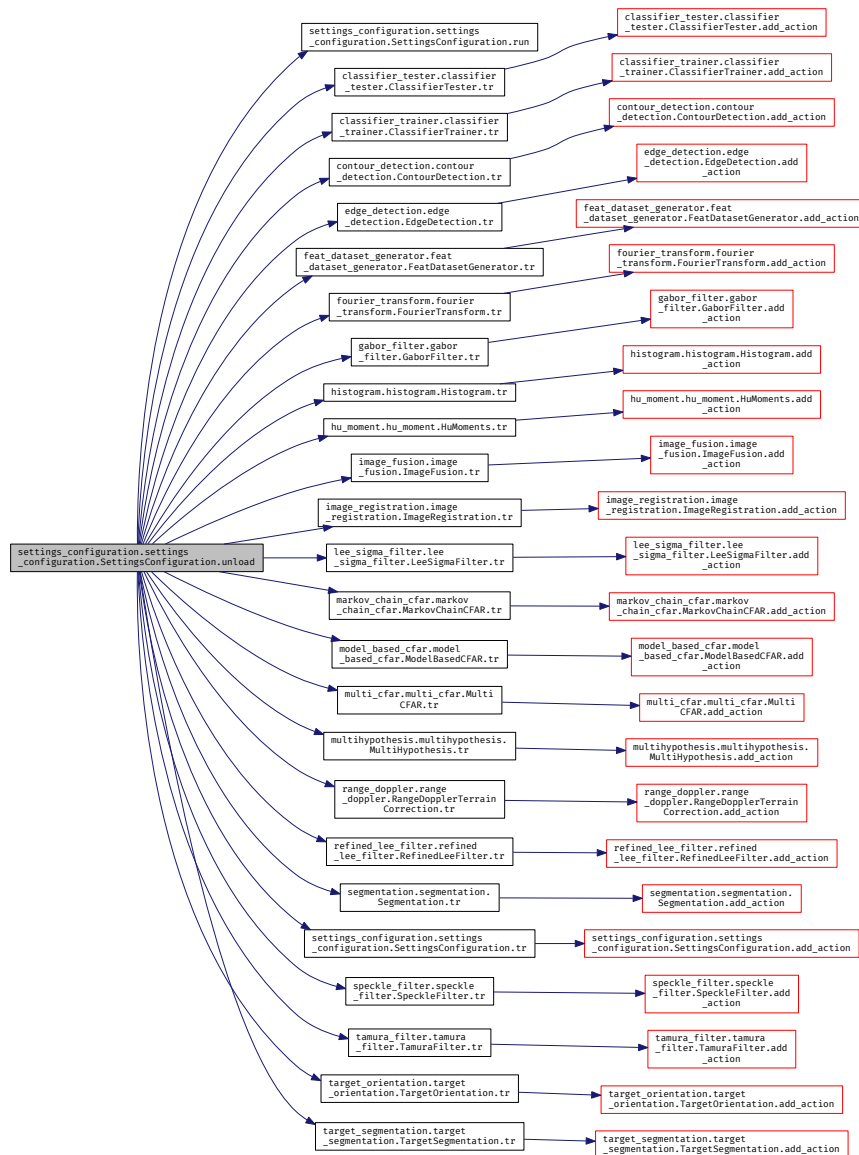


### 6.20.3.6 unload()

```
def settings_configuration.settings_configuration.SettingsConfiguration.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.20.4 Member Data Documentation

### 6.20.4.1 action

settings\_configuration.settings\_configuration.SettingsConfiguration.action

#### 6.20.4.2 actions

`settings_configuration.settings_configuration.SettingsConfiguration.actions`

#### 6.20.4.3 dlg

`settings_configuration.settings_configuration.SettingsConfiguration.dlg`

#### 6.20.4.4 first\_start

`settings_configuration.settings_configuration.SettingsConfiguration.first_start`

#### 6.20.4.5 iface

`settings_configuration.settings_configuration.SettingsConfiguration.iface`

#### 6.20.4.6 menu

`settings_configuration.settings_configuration.SettingsConfiguration.menu`

#### 6.20.4.7 plugin\_dir

`settings_configuration.settings_configuration.SettingsConfiguration.plugin_dir`

#### 6.20.4.8 translator

`settings_configuration.settings_configuration.SettingsConfiguration.translator`

The documentation for this class was generated from the following file:

- [settings\\_configuration.py](#)

## 6.21 speckle\_filter.speckle\_filter.SpeckleFilter Class Reference

QGIS Plugin Implementation.

Collaboration diagram for speckle\_filter.speckle\_filter.SpeckleFilter:

speckle_filter.speckle_filter.SpeckleFilter
<ul style="list-style-type: none"> <li>+ action</li> <li>+ actions</li> <li>+ arguments</li> <li>+ dlg</li> <li>+ first_start</li> <li>+ iface</li> <li>+ menu</li> <li>+ output_dialog</li> <li>+ plugin_dir</li> <li>+ subMenu</li> <li>+ translator</li> </ul>
<ul style="list-style-type: none"> <li>+ __init__()</li> <li>+ add_action()</li> <li>+ addToCustomMenu()</li> <li>+ initGui()</li> <li>+ run()</li> <li>+ select_input_img()</li> <li>+ select_output_img()</li> <li>+ tr()</li> <li>+ unload()</li> </ul>

### Public Member Functions

- def [\\_\\_init\\_\\_](#) (self, [iface](#))  
*Constructor.*
- def [add\\_action](#) (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def [addToCustomMenu](#) (self)
- def [initGui](#) (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def [run](#) (self)  
*Run method that performs all the real work.*
- def [select\\_input\\_img](#) (self)
- def [select\\_output\\_img](#) (self)
- def [tr](#) (self, message)  
*Get the translation for a string using Qt translation API.*
- def [unload](#) (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- [action](#)
- [actions](#)
- [arguments](#)
- [dlg](#)
- [first\\_start](#)
- [iface](#)
- [menu](#)
- [output\\_dialog](#)
- [plugin\\_dir](#)
- [subMenu](#)
- [translator](#)

### 6.21.1 Detailed Description

QGIS Plugin Implementation.

### 6.21.2 Constructor & Destructor Documentation

#### 6.21.2.1 `__init__()`

```
def speckle_filter.speckle_filter.SpeckleFilter.__init__ (
    self,
    iface )
```

Constructor.

```
:param iface: An interface instance that will be passed to this class
               which provides the hook by which you can manipulate the QGIS
               application at run time.
:type iface: QgsInterface
```

### 6.21.3 Member Function Documentation

### 6.21.3.1 add\_action()

```
def speckle_filter.speckle_filter.SpeckleFilter.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.21.3.2 addToCustomMenu()

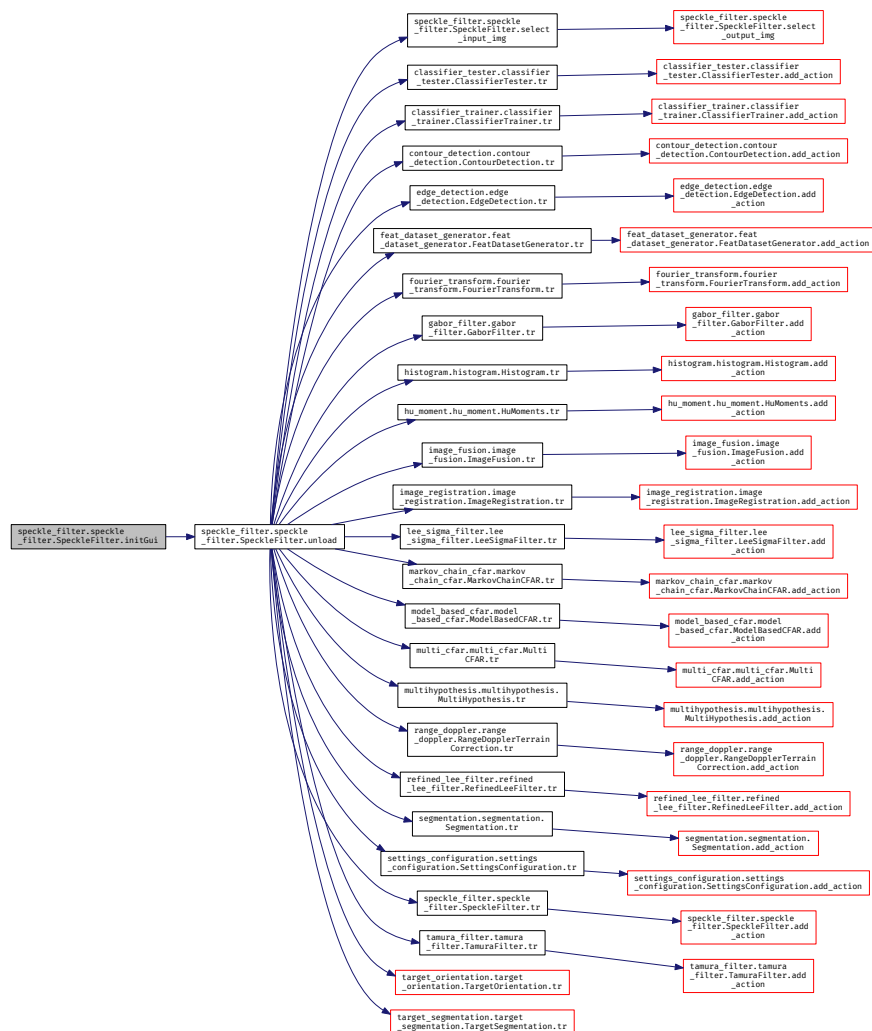
```
def speckle_filter.speckle_filter.SpeckleFilter.addToCustomMenu (
    self )
```

### 6.21.3.3 initGui()

```
def speckle_filter.speckle_filter.SpeckleFilter.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



#### 6.21.3.4 run()

```
def speckle_filter.speckle_filter.SpeckleFilter.run (
    self )
```

Run method that performs all the real work.

#### 6.21.3.5 select\_input\_img()

```
def speckle_filter.speckle_filter.SpeckleFilter.select_input_img (
    self )
```

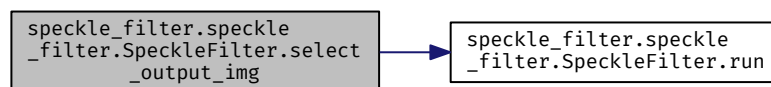
Here is the call graph for this function:



#### 6.21.3.6 select\_output\_img()

```
def speckle_filter.speckle_filter.SpeckleFilter.select_output_img (
    self )
```

Here is the call graph for this function:





### 6.21.3.7 tr()

```
def speckle_filter.speckle_filter.SpeckleFilter.tr (
    self,
    message )
```

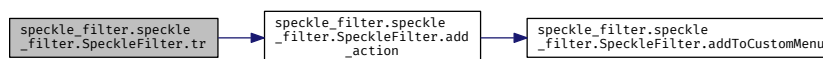
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

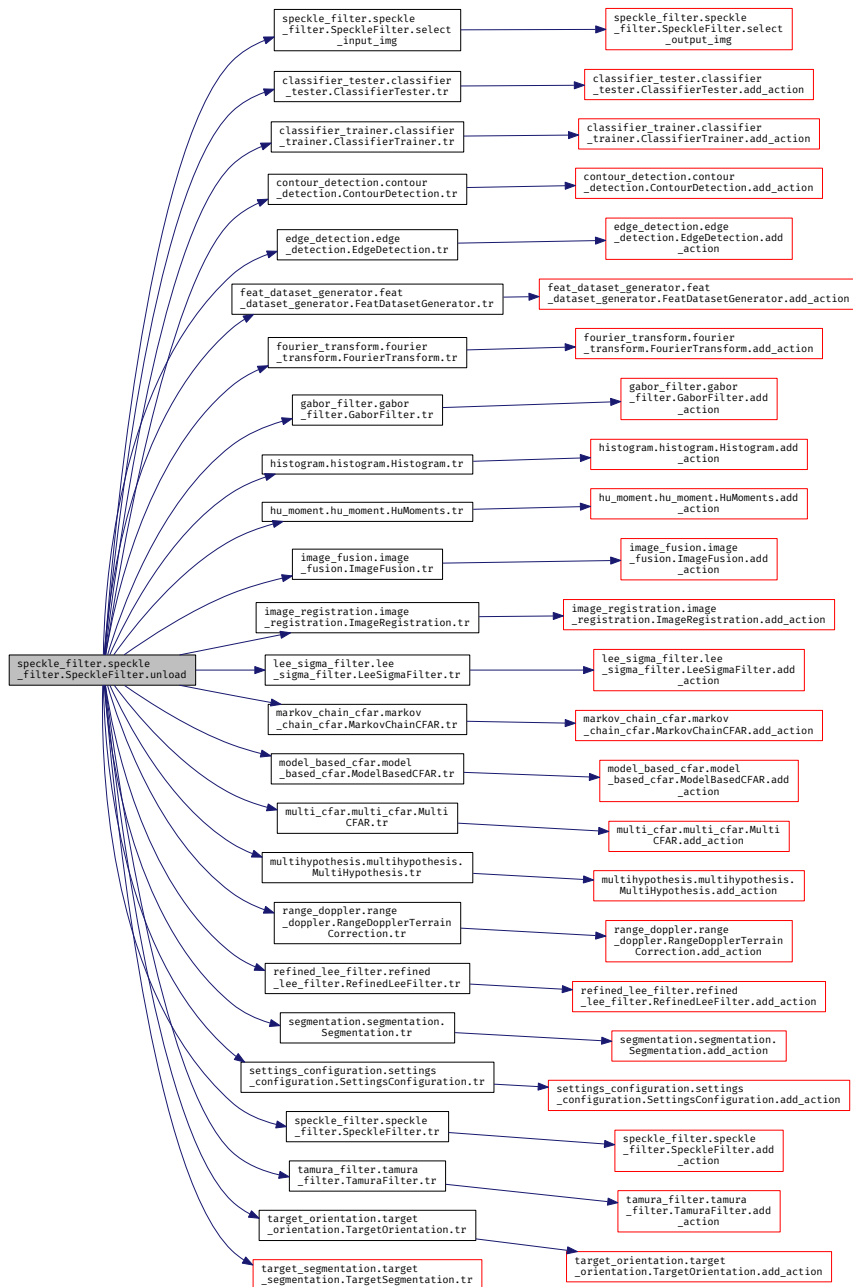


### 6.21.3.8 unload()

```
def speckle_filter.speckle_filter.SpeckleFilter.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.21.4 Member Data Documentation

### 6.21.4.1 action

speckle\_filter.speckle\_filter.SpeckleFilter.action

#### 6.21.4.2 actions

`speckle_filter.speckle_filter.SpeckleFilter.actions`

#### 6.21.4.3 arguments

`speckle_filter.speckle_filter.SpeckleFilter.arguments`

#### 6.21.4.4 dlg

`speckle_filter.speckle_filter.SpeckleFilter.dlg`

#### 6.21.4.5 first\_start

`speckle_filter.speckle_filter.SpeckleFilter.first_start`

#### 6.21.4.6 iface

`speckle_filter.speckle_filter.SpeckleFilter.iface`

#### 6.21.4.7 menu

`speckle_filter.speckle_filter.SpeckleFilter.menu`

#### 6.21.4.8 output\_dialog

`speckle_filter.speckle_filter.SpeckleFilter.output_dialog`

#### 6.21.4.9 plugin\_dir

`speckle_filter.speckle_filter.SpeckleFilter.plugin_dir`

#### 6.21.4.10 subMenu

`speckle_filter.speckle_filter.SpeckleFilter.subMenu`

#### 6.21.4.11 translator

`speckle_filter.speckle_filter.SpeckleFilter.translator`

The documentation for this class was generated from the following file:

- [speckle\\_filter.py](#)

## 6.22 tamura\_filter.tamura\_filter.TamuraFilter Class Reference

QGIS Plugin Implementation.

Collaboration diagram for `tamura_filter.tamura_filter.TamuraFilter`:

<code>tamura_filter.tamura_filter.TamuraFilter</code>
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ display_bands()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `display_bands` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.22.1 Detailed Description

QGIS Plugin Implementation.

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 `__init__()`

```
def tamura_filter.tamura_filter.TamuraFilter.__init__ (
    self,
    iface )
```

### 6.22.3 Member Function Documentation

### 6.22.3.1 add\_action()

```
def tamura_filter.tamura_filter.TamuraFilter.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

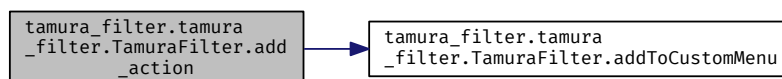
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



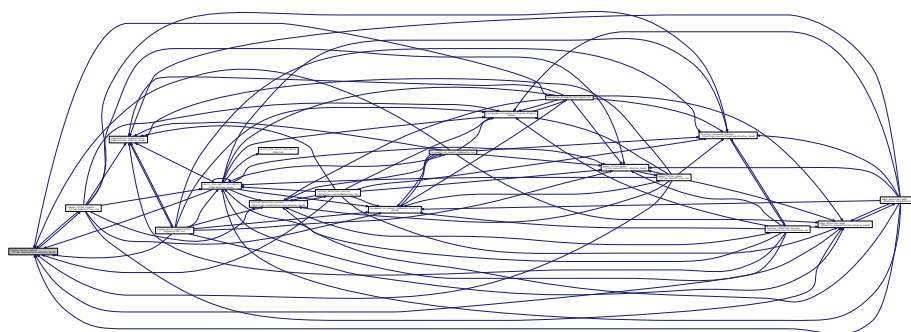
### 6.22.3.2 addToCustomMenu()

```
def tamura_filter.tamura_filter.TamuraFilter.addToCustomMenu (  
    self )
```

### 6.22.3.3 display\_bands()

```
def tamura_filter.tamura_filter.TamuraFilter.display_bands (  
    self )
```

Here is the call graph for this function:

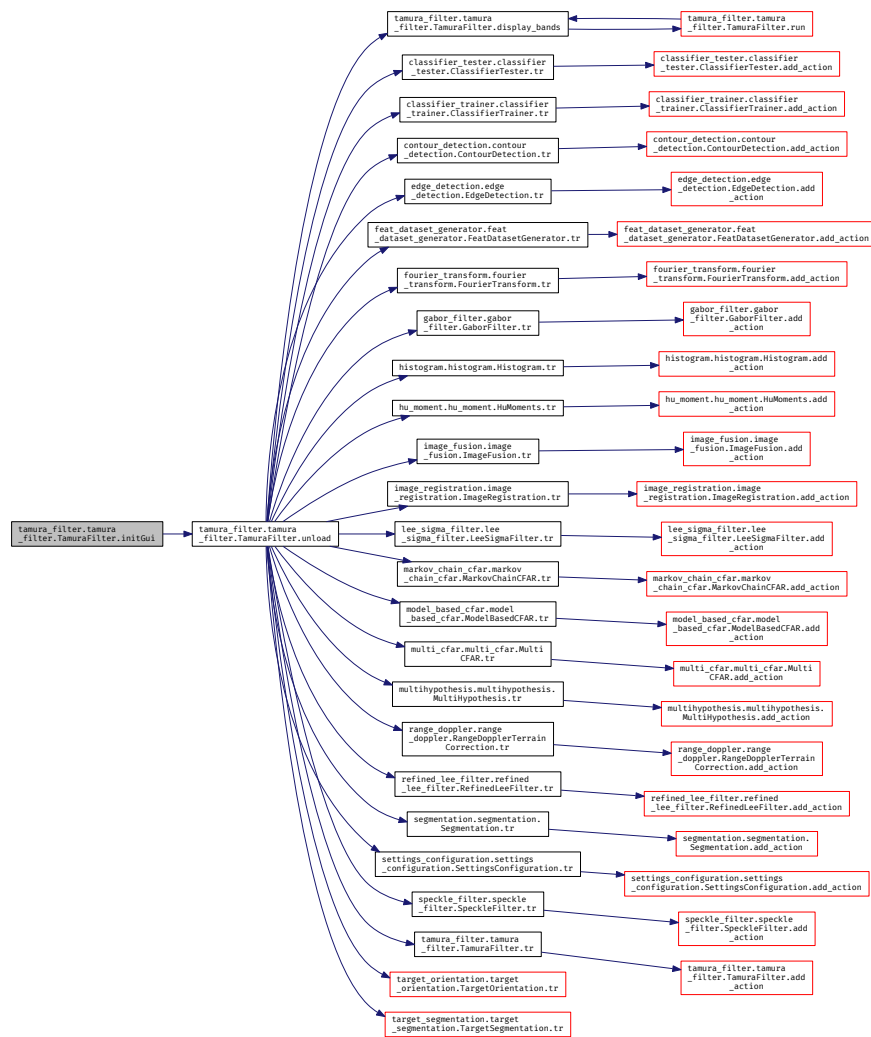


### 6.22.3.4 initGui()

```
def tamura_filter.tamura_filter.TamuraFilter.initGui (  
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



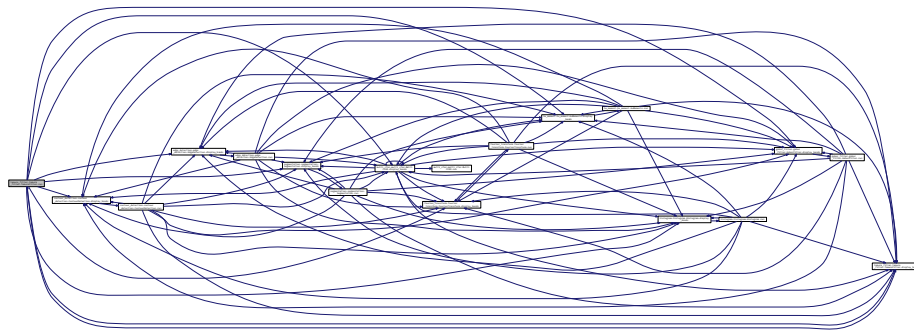
### 6.22.3.5 run()

```
def tamura_filter.tamura_filter.TamuraFilter.run (
    self )
```

Run method that performs all the real work.



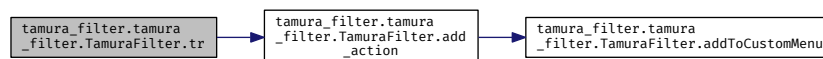
Here is the call graph for this function:



### 6.22.3.6 tr()

```
def tamura_filter.tamura_filter.TamuraFilter.tr (
    self,
    message )
```

Here is the call graph for this function:

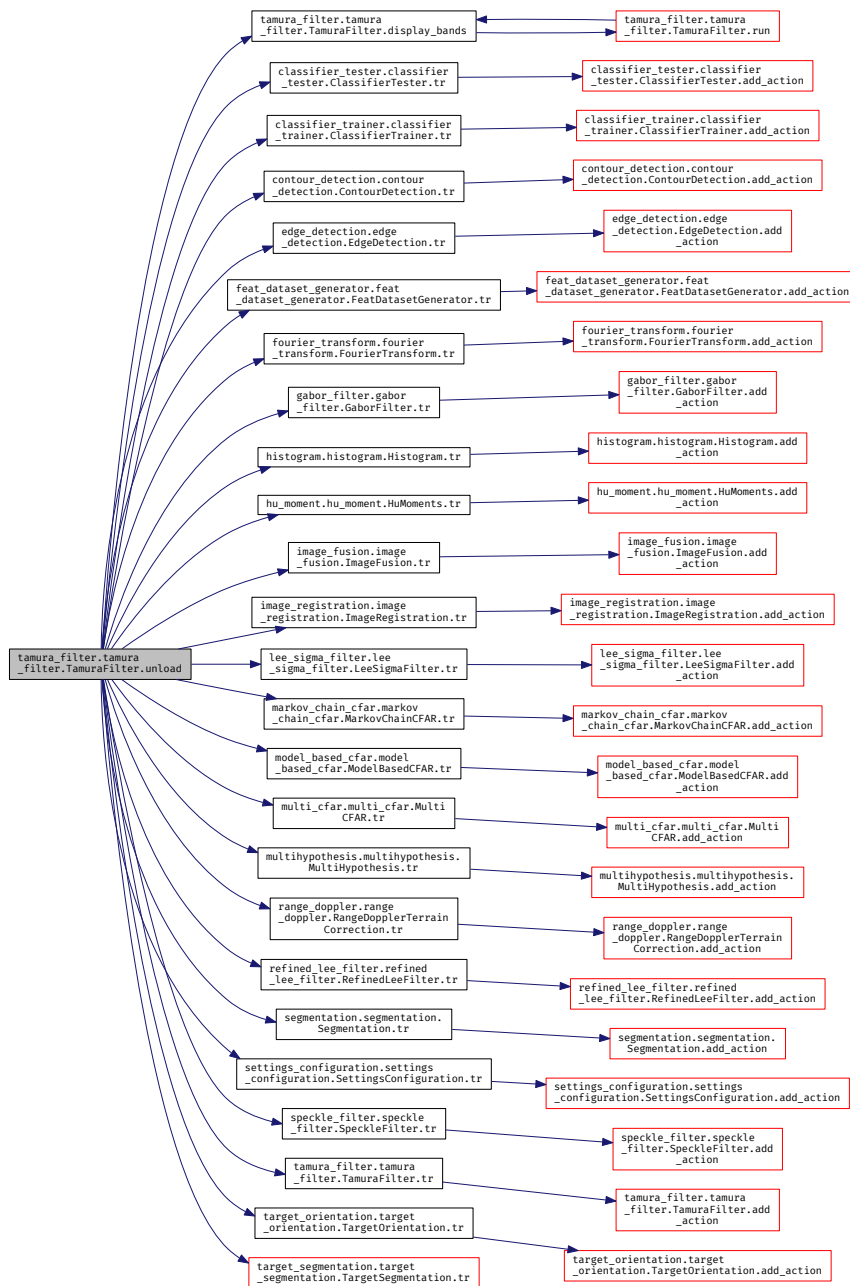


### 6.22.3.7 unload()

```
def tamura_filter.tamura_filter.TamuraFilter.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.22.4 Member Data Documentation

### 6.22.4.1 action

tamura\_filter.tamura\_filter.TamuraFilter.action

#### 6.22.4.2 actions

tamura\_filter.tamura\_filter.TamuraFilter.actions

#### 6.22.4.3 arguments

tamura\_filter.tamura\_filter.TamuraFilter.arguments

#### 6.22.4.4 dlg

tamura\_filter.tamura\_filter.TamuraFilter.dlg

#### 6.22.4.5 first\_start

tamura\_filter.tamura\_filter.TamuraFilter.first\_start

#### 6.22.4.6 iface

tamura\_filter.tamura\_filter.TamuraFilter.iface

#### 6.22.4.7 menu

tamura\_filter.tamura\_filter.TamuraFilter.menu

#### 6.22.4.8 output\_dialog

tamura\_filter.tamura\_filter.TamuraFilter.output\_dialog

#### 6.22.4.9 plugin\_dir

tamura\_filter.tamura\_filter.TamuraFilter.plugin\_dir

#### 6.22.4.10 subMenu

tamura\_filter.tamura\_filter.TamuraFilter.subMenu

#### 6.22.4.11 translator

tamura\_filter.tamura\_filter.TamuraFilter.translator

The documentation for this class was generated from the following file:

- [tamura\\_filter.py](#)

### 6.23 target\_orientation.target\_orientation.TargetOrientation Class Reference

QGIS Plugin Implementation.

Collaboration diagram for target\_orientation.target\_orientation.TargetOrientation:

target_orientation.target_orientation.TargetOrientation
<div>+ action</div> <div>+ actions</div> <div>+ arguments</div> <div>+ dlg</div> <div>+ first_start</div> <div>+ iface</div> <div>+ menu</div> <div>+ output_dialog</div> <div>+ plugin_dir</div> <div>+ subMenu</div> <div>+ translator</div>
<div>+ __init__()</div> <div>+ add_action()</div> <div>+ addToCustomMenu()</div> <div>+ initGui()</div> <div>+ run()</div> <div>+ tr()</div> <div>+ unload()</div>

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.23.1 Detailed Description

QGIS Plugin Implementation.

### 6.23.2 Constructor & Destructor Documentation

#### 6.23.2.1 `__init__()`

```
def target_orientation.target_orientation.TargetOrientation.__init__ (
    self,
    iface )
```

### 6.23.3 Member Function Documentation

### 6.23.3.1 add\_action()

```
def target_orientation.target_orientation.TargetOrientation.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

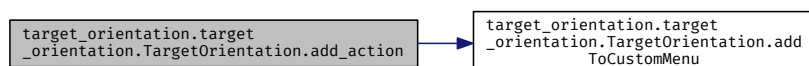
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.23.3.2 addToCustomMenu()

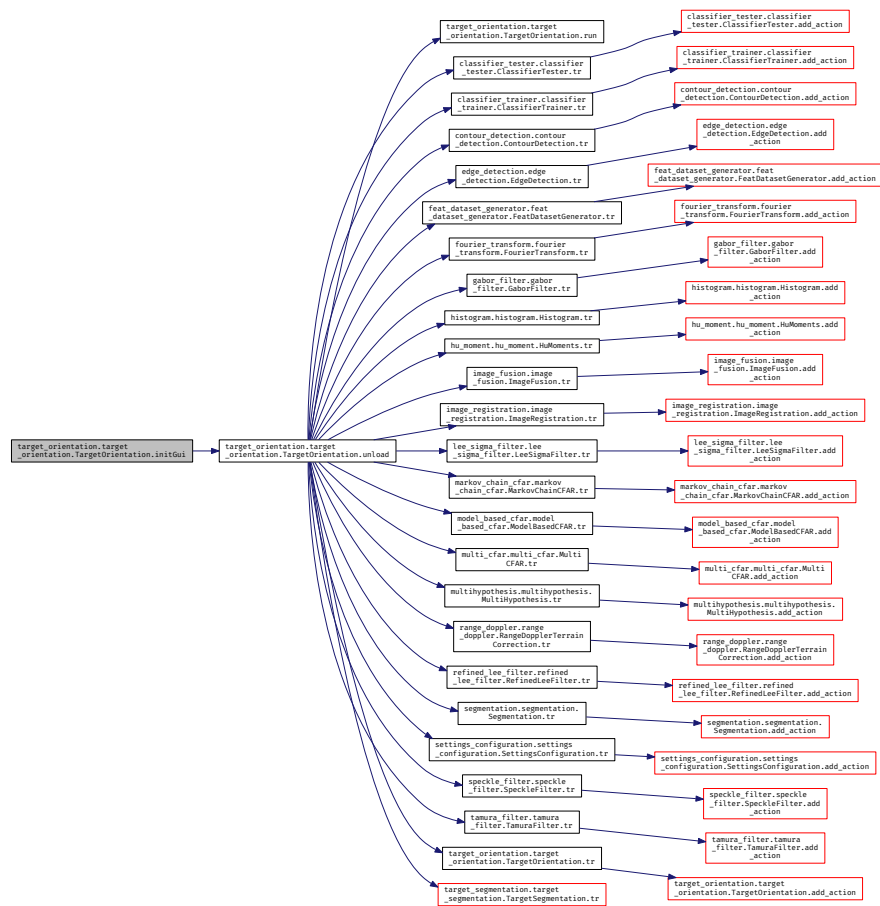
```
def target_orientation.target_orientation.TargetOrientation.addToCustomMenu (
    self )
```

### 6.23.3.3 initGui()

```
def target_orientation.target_orientation.TargetOrientation.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.23.3.4 run()

```
def target_orientation.target_orientation.TargetOrientation.run (
    self )
```

Run method that performs all the real work.

### 6.23.3.5 tr()

```
def target_orientation.target_orientation.TargetOrientation.tr (
    self,
    message )
```

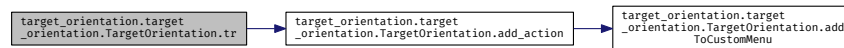
Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:



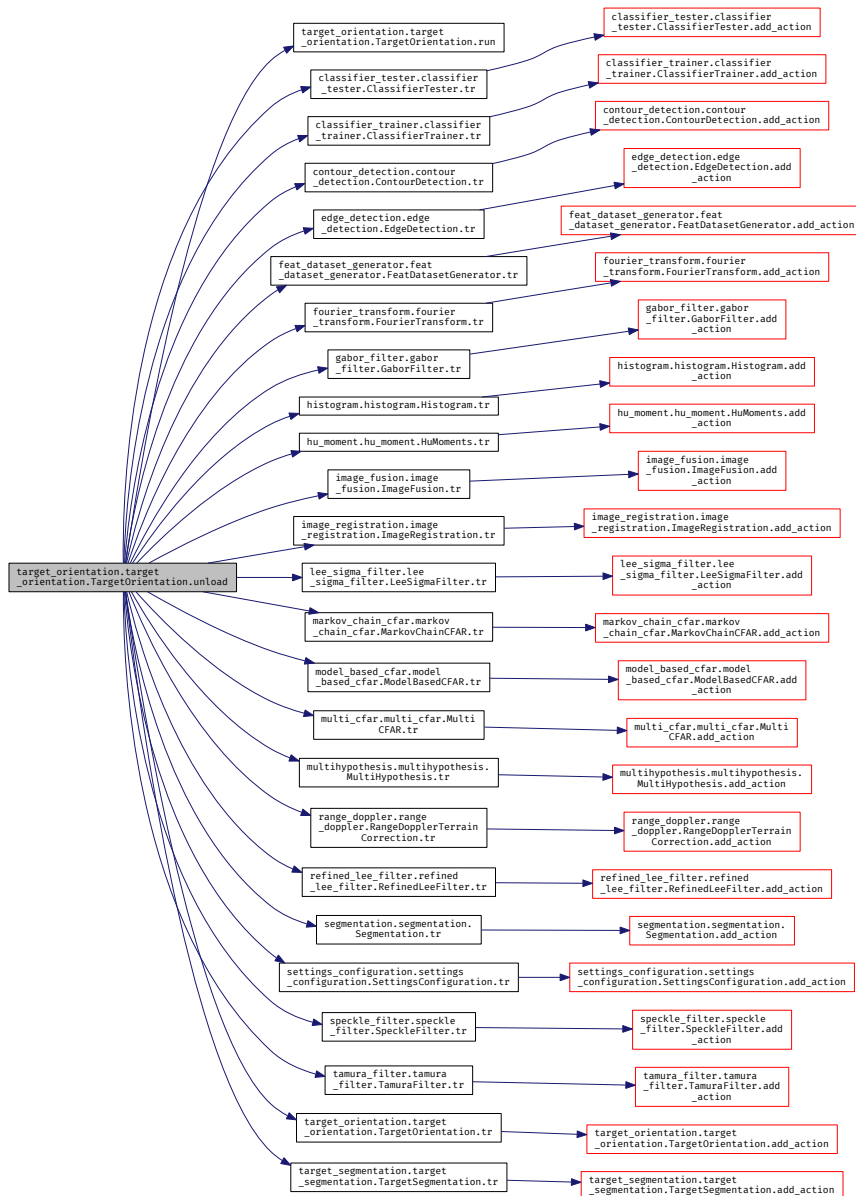
### 6.23.3.6 unload()

```
def target_orientation.target_orientation.TargetOrientation.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.



Here is the call graph for this function:



## 6.23.4 Member Data Documentation

### 6.23.4.1 action

target\_orientation.target\_orientation.TargetOrientation.action

#### 6.23.4.2 actions

`target_orientation.target_orientation.TargetOrientation.actions`

#### 6.23.4.3 arguments

`target_orientation.target_orientation.TargetOrientation.arguments`

#### 6.23.4.4 dlg

`target_orientation.target_orientation.TargetOrientation.dlg`

#### 6.23.4.5 first\_start

`target_orientation.target_orientation.TargetOrientation.first_start`

#### 6.23.4.6 iface

`target_orientation.target_orientation.TargetOrientation.iface`

#### 6.23.4.7 menu

`target_orientation.target_orientation.TargetOrientation.menu`

#### 6.23.4.8 output\_dialog

`target_orientation.target_orientation.TargetOrientation.output_dialog`

#### 6.23.4.9 plugin\_dir

`target_orientation.target_orientation.TargetOrientation.plugin_dir`

#### 6.23.4.10 subMenu

target\_orientation.target\_orientation.TargetOrientation.subMenu

#### 6.23.4.11 translator

target\_orientation.target\_orientation.TargetOrientation.translator

The documentation for this class was generated from the following file:

- [target\\_orientation.py](#)

## 6.24 target\_segmentation.target\_segmentation.TargetSegmentation Class Reference

QGIS Plugin Implementation.

Collaboration diagram for target\_segmentation.target\_segmentation.TargetSegmentation:

target_segmentation.target _segmentation.TargetSegmentation
+ action + actions + arguments + dlg + first_start + iface + menu + output_dialog + plugin_dir + subMenu + translator
+ __init__() + add_action() + addToCustomMenu() + initGui() + run() + tr() + unload()

## Public Member Functions

- def `__init__` (self, `iface`)
- def `add_action` (self, icon\_path, text, callback, enabled\_flag=True, add\_to\_menu=True, add\_to\_toolbar=True, status\_tip=None, whats\_this=None, parent=None)  
*Add a toolbar icon to the toolbar.*
- def `addToCustomMenu` (self)
- def `initGui` (self)  
*Create the menu entries and toolbar icons inside the QGIS GUI.*
- def `run` (self)  
*Run method that performs all the real work.*
- def `tr` (self, message)  
*Get the translation for a string using Qt translation API.*
- def `unload` (self)  
*Removes the plugin menu item and icon from QGIS GUI.*

## Public Attributes

- `action`
- `actions`
- `arguments`
- `dlg`
- `first_start`
- `iface`
- `menu`
- `output_dialog`
- `plugin_dir`
- `subMenu`
- `translator`

### 6.24.1 Detailed Description

QGIS Plugin Implementation.

### 6.24.2 Constructor & Destructor Documentation

#### 6.24.2.1 `__init__()`

```
def target_segmentation.target_segmentation.TargetSegmentation.__init__ (
    self,
    iface )
```

### 6.24.3 Member Function Documentation

## 6.24.3.1 add\_action()

```
def target_segmentation.target_segmentation.TargetSegmentation.add_action (
    self,
    icon_path,
    text,
    callback,
    enabled_flag = True,
    add_to_menu = True,
    add_to_toolbar = True,
    status_tip = None,
    whats_this = None,
    parent = None )
```

Add a toolbar icon to the toolbar.

```
:param icon_path: Path to the icon for this action. Can be a resource
    path (e.g. ':/plugins/foo/bar.png') or a normal file system path.
:type icon_path: str

:param text: Text that should be shown in menu items for this action.
:type text: str

:param callback: Function to be called when the action is triggered.
:type callback: function

:param enabled_flag: A flag indicating if the action should be enabled
    by default. Defaults to True.
:type enabled_flag: bool

:param add_to_menu: Flag indicating whether the action should also
    be added to the menu. Defaults to True.
:type add_to_menu: bool

:param add_to_toolbar: Flag indicating whether the action should also
    be added to the toolbar. Defaults to True.
:type add_to_toolbar: bool

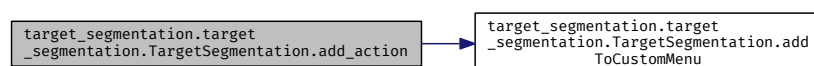
:param status_tip: Optional text to show in a popup when mouse pointer
    hovers over the action.
:type status_tip: str

:param parent: Parent widget for the new action. Defaults None.
:type parent: QWidget

:param whats_this: Optional text to show in the status bar when the
    mouse pointer hovers over the action.

:returns: The action that was created. Note that the action is also
    added to self.actions list.
:rtype: QAction
```

Here is the call graph for this function:



### 6.24.3.2 addToCustomMenu()

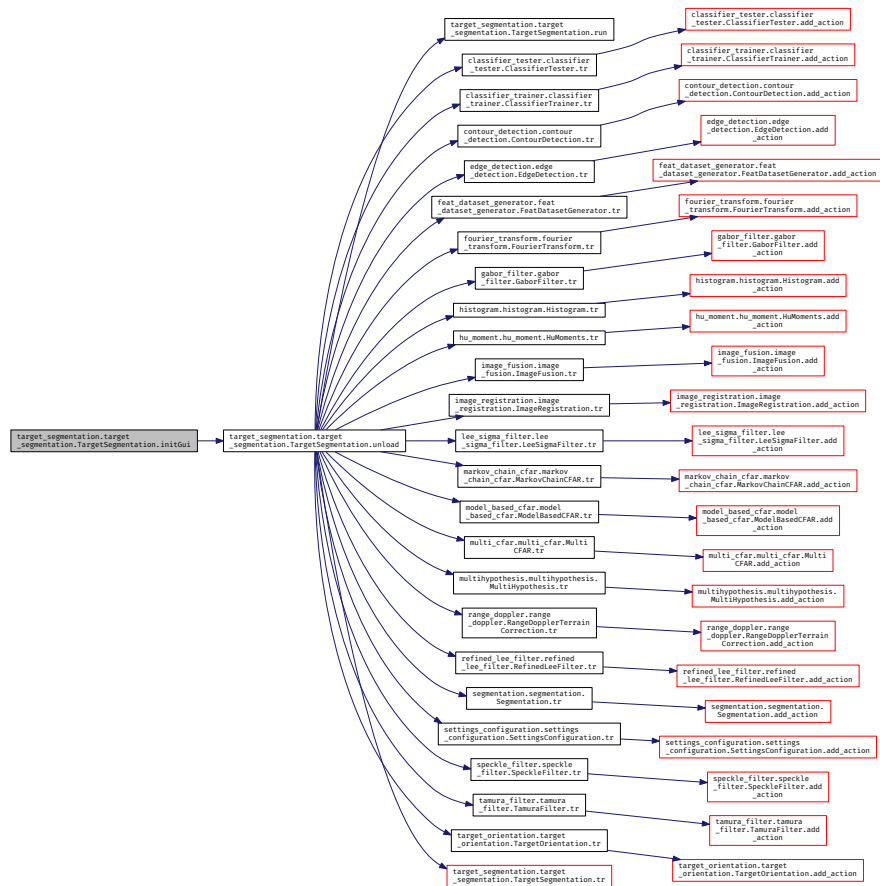
```
def target_segmentation.target_segmentation.TargetSegmentation.addToCustomMenu (
    self )
```

### 6.24.3.3 initGui()

```
def target_segmentation.target_segmentation.TargetSegmentation.initGui (
    self )
```

Create the menu entries and toolbar icons inside the QGIS GUI.

Here is the call graph for this function:



### 6.24.3.4 run()

```
def target_segmentation.target_segmentation.TargetSegmentation.run (
    self )
```

Run method that performs all the real work.

### 6.24.3.5 tr()

```
def target_segmentation.target_segmentation.TargetSegmentation.tr (
    self,
    message )
```

Get the translation for a string using Qt translation API.

We implement this ourselves since we do not inherit QObject.

```
:param message: String for translation.
:type message: str, QString

:returns: Translated version of message.
:rtype: QString
```

Here is the call graph for this function:

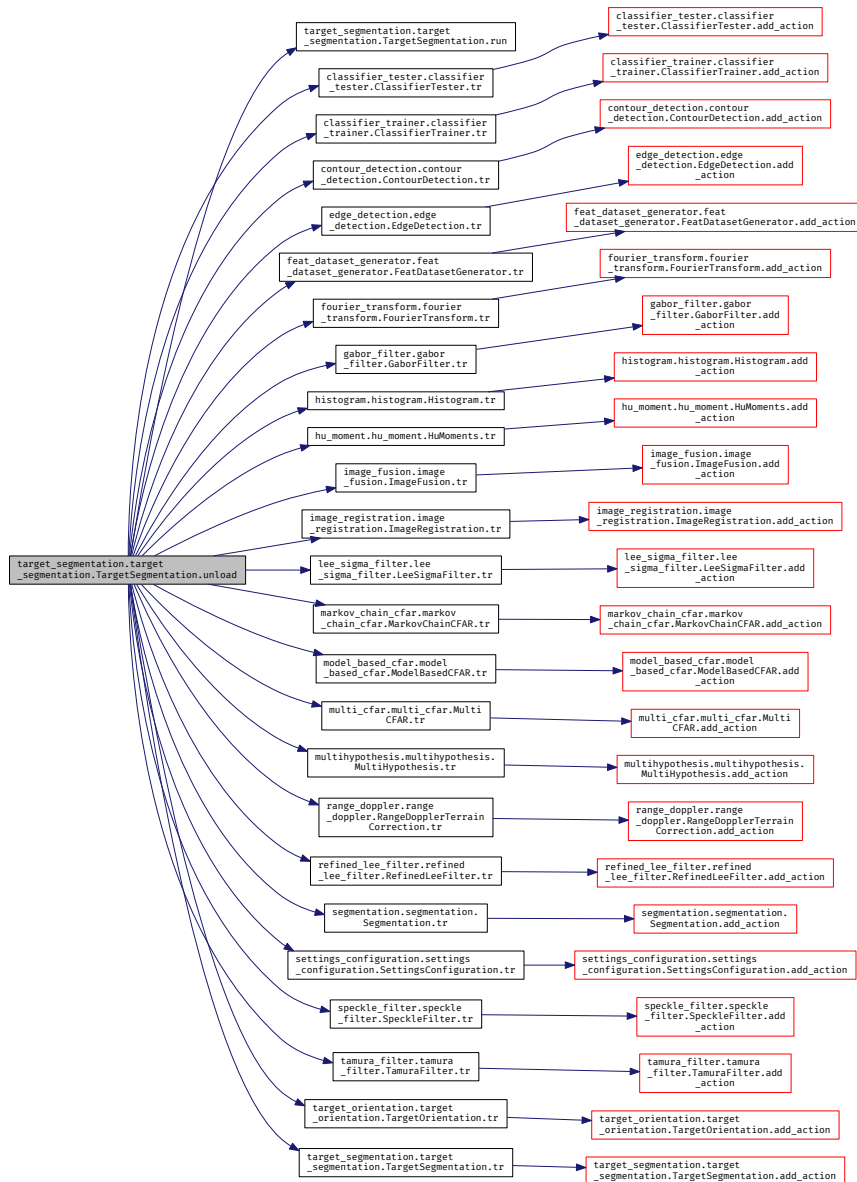


### 6.24.3.6 unload()

```
def target_segmentation.target_segmentation.TargetSegmentation.unload (
    self )
```

Removes the plugin menu item and icon from QGIS GUI.

Here is the call graph for this function:



## 6.24.4 Member Data Documentation

### 6.24.4.1 action

`target_segmentation.target_segmentation.TargetSegmentation.action`



#### 6.24.4.2 actions

target\_segmentation.target\_segmentation.TargetSegmentation.actions

#### 6.24.4.3 arguments

target\_segmentation.target\_segmentation.TargetSegmentation.arguments

#### 6.24.4.4 dlg

target\_segmentation.target\_segmentation.TargetSegmentation.dlg

#### 6.24.4.5 first\_start

target\_segmentation.target\_segmentation.TargetSegmentation.first\_start

#### 6.24.4.6 iface

target\_segmentation.target\_segmentation.TargetSegmentation.iface

#### 6.24.4.7 menu

target\_segmentation.target\_segmentation.TargetSegmentation.menu

#### 6.24.4.8 output\_dialog

target\_segmentation.target\_segmentation.TargetSegmentation.output\_dialog

#### 6.24.4.9 plugin\_dir

target\_segmentation.target\_segmentation.TargetSegmentation.plugin\_dir

#### 6.24.4.10 subMenu

`target_segmentation.target_segmentation.TargetSegmentation.subMenu`

#### 6.24.4.11 translator

`target_segmentation.target_segmentation.TargetSegmentation.translator`

The documentation for this class was generated from the following file:

- [target\\_segmentation.py](#)

## Chapter 7

# File Documentation

### 7.1 classifier\_tester.py File Reference

#### Classes

- class [classifier\\_tester.classifier\\_tester.ClassifierTester](#)  
*QGIS Plugin Implementation.*

#### Namespaces

- [classifier\\_tester.classifier\\_tester](#)

### 7.2 classifier\_trainer.py File Reference

#### Classes

- class [classifier\\_trainer.classifier\\_trainer.ClassifierTrainer](#)  
*QGIS Plugin Implementation.*

#### Namespaces

- [classifier\\_trainer.classifier\\_trainer](#)

### 7.3 contour\_detection.py File Reference

#### Classes

- class [contour\\_detection.contour\\_detection.ContourDetection](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [contour\\_detection.contour\\_detection](#)

## 7.4 edge\_detection.py File Reference

### Classes

- class [edge\\_detection.edge\\_detection.EdgeDetection](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [edge\\_detection.edge\\_detection](#)

## 7.5 feat\_dataset\_generator.py File Reference

### Classes

- class [feat\\_dataset\\_generator.feat\\_dataset\\_generator.FeatDatasetGenerator](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [feat\\_dataset\\_generator.feat\\_dataset\\_generator](#)

## 7.6 fourier\_transform.py File Reference

### Classes

- class [fourier\\_transform.fourier\\_transform.FourierTransform](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [fourier\\_transform.fourier\\_transform](#)

## 7.7 gabor\_filter.py File Reference

### Classes

- class [gabor\\_filter.gabor\\_filter.GaborFilter](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [gabor\\_filter.gabor\\_filter](#)

## 7.8 histogram.py File Reference

### Classes

- class [histogram.histogram.Histogram](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [histogram.histogram](#)

## 7.9 hu\_moment.py File Reference

### Classes

- class [hu\\_moment.hu\\_moment.HuMoments](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [hu\\_moment.hu\\_moment](#)

## 7.10 image\_fusion.py File Reference

### Classes

- class [image\\_fusion.image\\_fusion.ImageFusion](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [image\\_fusion.image\\_fusion](#)

## 7.11 image\_registration.py File Reference

### Classes

- class [image\\_registration.image\\_registration.ImageRegistration](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [image\\_registration.image\\_registration](#)

## 7.12 lee\_sigma\_filter.py File Reference

### Classes

- class [lee\\_sigma\\_filter.lee\\_sigma\\_filter.LeeSigmaFilter](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [lee\\_sigma\\_filter.lee\\_sigma\\_filter](#)

## 7.13 markov\_chain\_cfar.py File Reference

### Classes

- class [markov\\_chain\\_cfar.markov\\_chain\\_cfar.MarkovChainCFAR](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [markov\\_chain\\_cfar.markov\\_chain\\_cfar](#)

## 7.14 model\_based\_cfar.py File Reference

### Classes

- class [model\\_based\\_cfar.model\\_based\\_cfar.ModelBasedCFAR](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [model\\_based\\_cfar.model\\_based\\_cfar](#)

## 7.15 multi\_cfar.py File Reference

### Classes

- class [multi\\_cfar.multi\\_cfar.MultiCFAR](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [multi\\_cfar.multi\\_cfar](#)

## 7.16 multihypothesis.py File Reference

### Classes

- class [multihypothesis.multihypothesis.MultiHypothesis](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [multihypothesis.multihypothesis](#)

## 7.17 range\_doppler.py File Reference

### Classes

- class [range\\_doppler.range\\_doppler.RangeDopplerTerrainCorrection](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [range\\_doppler.range\\_doppler](#)

## 7.18 README.md File Reference

## 7.19 refined\_lee\_filter.py File Reference

### Classes

- class [refined\\_lee\\_filter.refined\\_lee\\_filter.RefinedLeeFilter](#)  
*QGIS Plugin Implementation.*

## Namespaces

- [refined\\_lee\\_filter.refined\\_lee\\_filter](#)

## 7.20 segmentation.py File Reference

### Classes

- class [segmentation.segmentation.Segmentation](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [segmentation.segmentation](#)

## 7.21 settings\_configuration.py File Reference

### Classes

- class [settings\\_configuration.settings\\_configuration.SettingsConfiguration](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [settings\\_configuration.settings\\_configuration](#)

## 7.22 speckle\_filter.py File Reference

### Classes

- class [speckle\\_filter.speckle\\_filter.SpeckleFilter](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [speckle\\_filter.speckle\\_filter](#)

## 7.23 tamura\_filter.py File Reference

### Classes

- class [tamura\\_filter.tamura\\_filter.TamuraFilter](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [tamura\\_filter.tamura\\_filter](#)



## 7.24 target\_orientation.py File Reference

### Classes

- class [target\\_orientation.target\\_orientation.TargetOrientation](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [target\\_orientation.target\\_orientation](#)

## 7.25 target\_segmentation.py File Reference

### Classes

- class [target\\_segmentation.target\\_segmentation.TargetSegmentation](#)  
*QGIS Plugin Implementation.*

### Namespaces

- [target\\_segmentation.target\\_segmentation](#)

