

# Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



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- Open a text editor and create a file in the format specified in the previous step. Save the file as *gl-latlong-1deg-landcover.hdr*. Make sure the file doesn't have *.txt* at the end. Some of the values in the text files are easy to understand. The ncols and nrows come from the metadata as the Number of Lines and Number of Pixels per Line. The cellsize is 1 as the Pixel resolution from the metadata. The X,Y coordinate of lower-left corner needs to be worked out by us. Since the file covers the entire world and units are lat/long, xllcorner and yllcorner are -180 and -90 respectively. We do not have any information about the nodata\_value, so -9999 is a safe bet. From metadata again, Pixel Format is Byte, so nbits will equal to 8 and pixeltype will be byte\_unsigned. We do not have information about the byteorder, so leave it as msbfirst. You may download the correctly formatted HDR file from [here](#).



```
gl-latlong-1deg-landcover.hdr - Notepad
File Edit Format View Help
ncols 360
nrows 180
cellsize 1
xllcorner -180
yllcorner -90
nodata_value -9999
nbits 8
pixeltype byte_unsigned
byteorder msbfirst
```

- ```

QGIS --> Layer --> Add Raster Layer
gl-latlong-1deg-landcover.bsq :guilabel: Open

```



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 EPSG:4326\*\* □ □□□□□. □□ QGIS □ □□□□□ □□□□□□ □□ □□□□□□.

