

Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



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BIL, BIP ☐☐ BSQ ☐☐ ☐☐

GDAL은 오픈 소스 소프트웨어로, BIL, BIP 또는 BSQ 형식의 데이터를 처리할 수 있습니다. The GDAL library <<http://www.gdal.org>>는 QGIS에 통합되어 있어, QGIS에서 GDAL을 사용하여 데이터를 처리할 수 있습니다. QGIS는 GDAL을 사용하여 데이터를 처리할 수 있습니다.

Band interleaved by line (BIL), band interleaved by pixel (BIP), band sequential (BSQ) and band interleaved by pixel (BIP). (BIP is the most common format for remote sensing data. See <http://webhelp.esri.com/arcgis/9.3/arcgisserver/arcgisserver.htm#BIP> for more information.)

```







##### 0000 00000 .hdr 0000 000000. 00 000000 .hdr`##### 0000 .bil, .bsq 0000 .bip
`image.bil`##### 00 000000 0000 0000. 0000 00 0000 --> 0000 0000 00
:menuselection: `Layer --> Add Raster Layer` 0 00 0 `image.bil` 0 00000 000000 00
00000.

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0000 0000 0000 .hdr` `0000 0000 00 000000. 00 0000 0 0000 0000 0000 00 0 0000
000000 0000.
```



Global Land Cover Facility <<http://glcf.umd.edu/>> AVHRR Global Land Cover Classification data <<http://glcf.umd.edu/data/landcover/data.shtml>>

Global Coverage  BSQ  . 1 Degree pixel resolution  
.

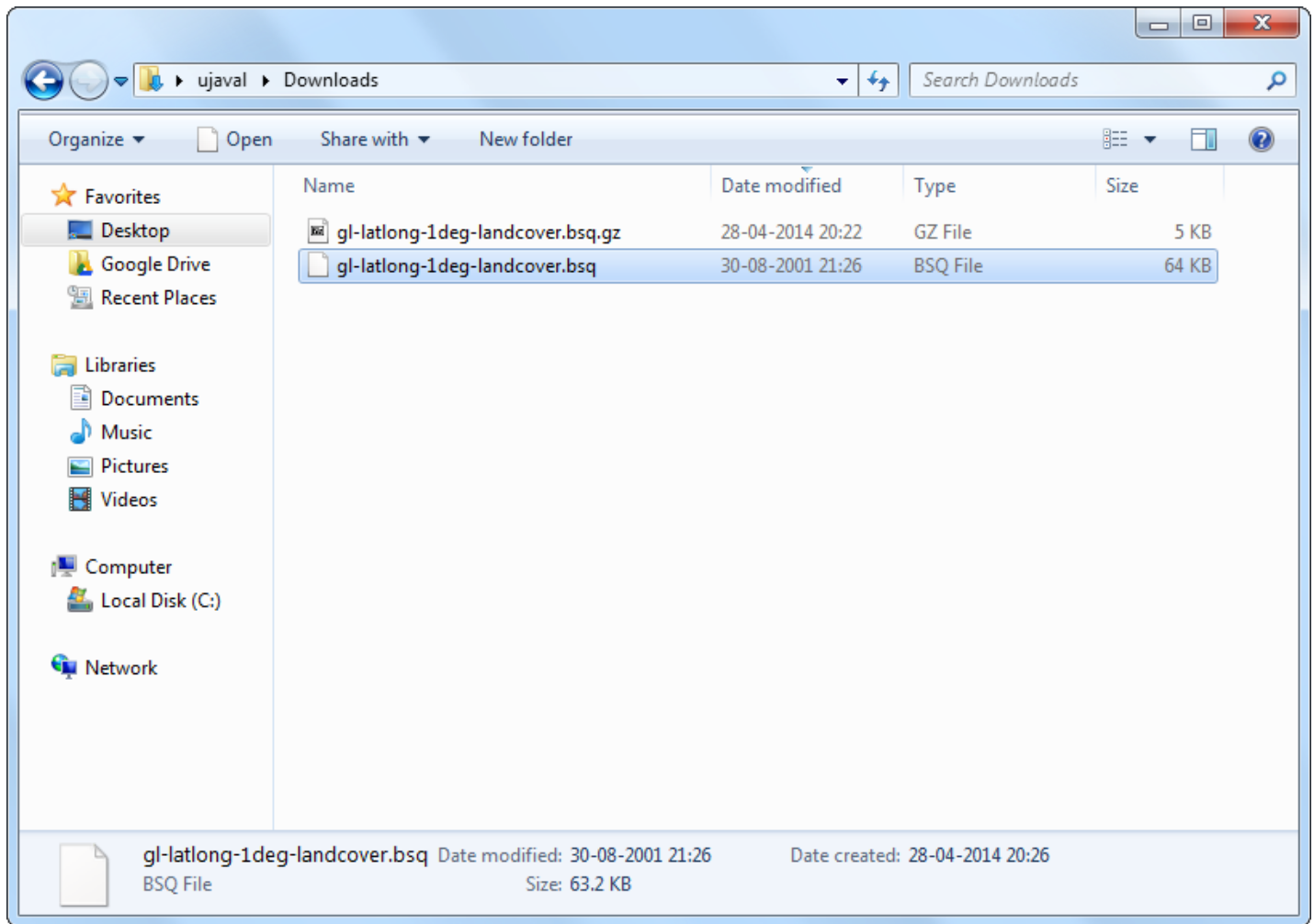
For convenience, you may directly download a copy of the dataset from the link below:

gl-latlong-1deg-landcover.bsq.gz

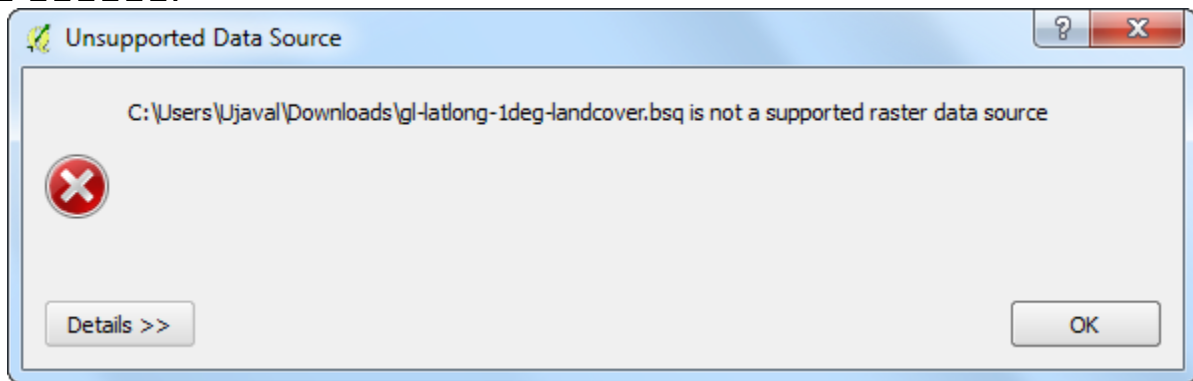
□□□ □□: [GLCF]

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1. Unzip and extract the .bsq file. On Windows, you may use the excellent [7-Zip utility](#) to read and extract .gz file. You will see that you only have a .bsq file named *gl-latlong-1deg-landcover.bsq*. There is no hdr file.



2. QGIS에서 'gl-latlong-1deg-landcover.bsq' 파일을 불러오려 할 때 발생하는 오류 메시지입니다.



3. 이 오류는 'gl-latlong-1deg-landcover.bsq' 파일이 실제로는 'gl-latlong-1deg-landcover.bsq.gz' 파일의 압축 해제된 버전이기 때문입니다. QGIS는 'gl-latlong-1deg-landcover.bsq' 파일을 지원하지 않습니다. 'gl-latlong-1deg-landcover.bsq.gz' 파일을 불러오거나, 'gl-latlong-1deg-landcover.bsq' 파일을 'gl-latlong-1deg-landcover.bsq.gz' 파일로 압축 해제한 후 불러오십시오. 'gl-latlong-1deg-landcover.bsq' 파일의 메타데이터는 <ftp://ftp.glcf.umd.edu/glcf/Global_Land_Cover/Global/1deg/gl-latlong-1deg-landcover.glcf>에서 확인할 수 있습니다.

- 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

```



7. □□ □□□□ □□□□ □□□□ □□ □□□□□□. □□□□ □□/□□□□□ □□□□ \*\*WGS84  
 EPSG:4326\*\* □ □□□□□. □□ QGIS □ □□□□□ □□□□□□ □□ □□□□□□.

