

Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



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BIL, BIP and BSQ files

GDAL is a library that can read and write many different file formats. The GDAL library <<http://www.gdal.org>> can read and write BIL, BIP and BSQ files. QGIS can also read and write BIL, BIP and BSQ files. QGIS can also read and write BIL, BIP and BSQ files.

Band interleaved by line (BIL), band interleaved by pixel (BIP), and band sequential (BSQ) are three different ways of storing multi-band raster data. (For more information see <http://webhelp.esri.com/arcgisdesktop/9.2/index.cfm?TopicName=BIL,_BIP,_and_BSQ_raster_files>)

GDAL can read and write .hdr files. GDAL can also read and write .bil, .bsq and .bip files. image.bil is a file that contains a multi-band raster. --> Add Raster Layer image.bil

GDAL can read and write .hdr files. GDAL can also read and write .bil, .bsq and .bip files.

Global Land Cover Facility

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:

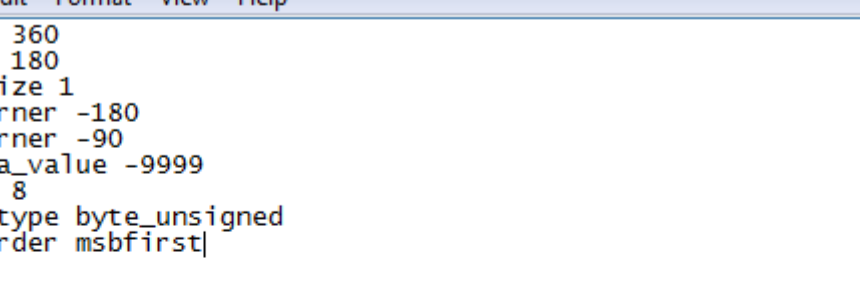
[gl-latlong-1deg-landcover.bsq.gz](#)

Source: [GLCF]

1.

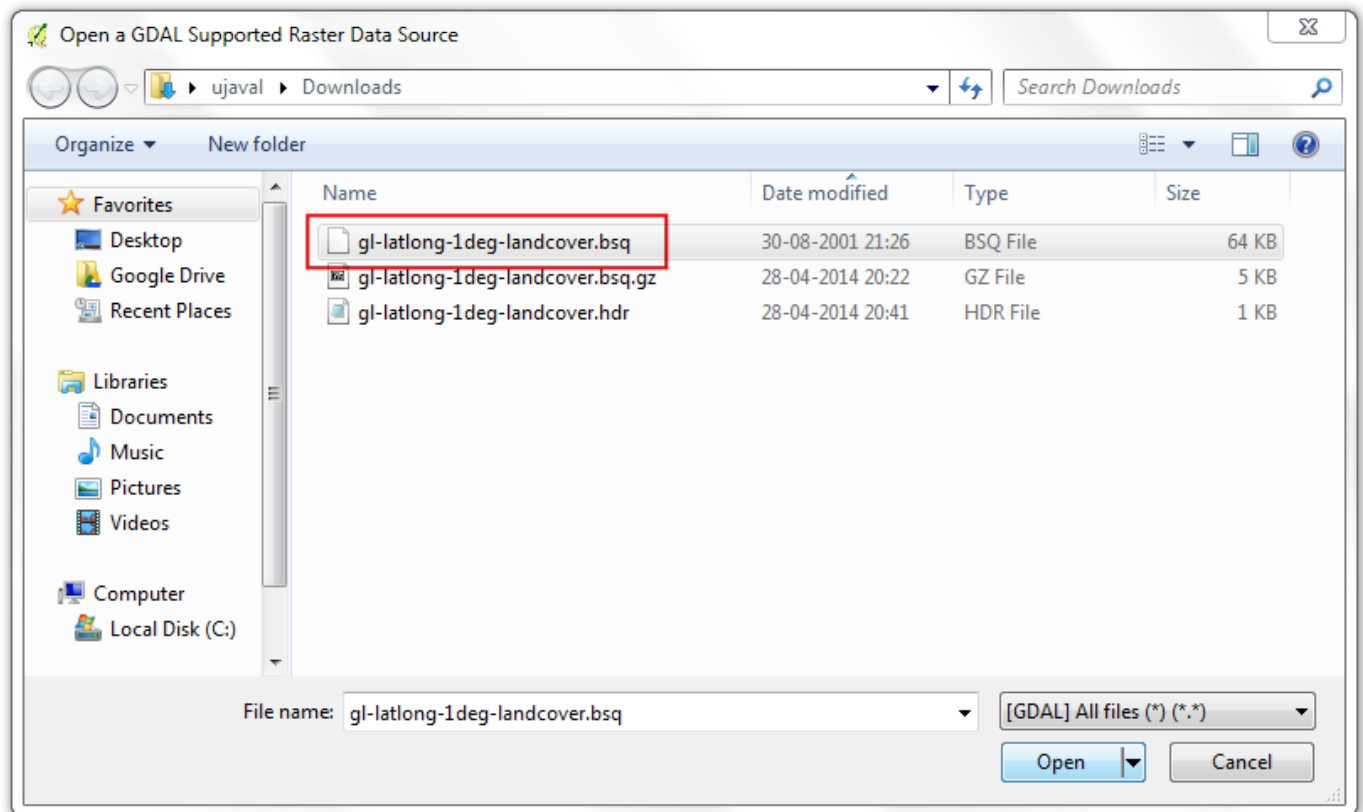
1. Unzip and extract the .bsq file. On Windows, you may use the excellent [7-Zip utility](#) to read and extract .gz file. You will see that you only have a .bsq file named *gl-latlong-1deg-landcover.bsq*. There is no hdr file.

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](#).



```
ncols 360
nrows 180
cellsize 1
xllcorner -180
yllcorner -90
nodata_value -9999
nbits 8
pixeltype byte_unsigned
byteorder msbfirst
```

```
6. 00 000000 000000. `` gl-latlong-1deg-landcover.bsq`` 0000 00 000000 000000.
00 QGIS00 00 0000 --> 0000 0000 00 :menuselection: Layer --> Add Raster
Layer` 0 0000. 000000 `` gl-latlong-1deg-landcover.bsq`` 0 000000 00
:quilabel: Open` 0 000000.
```



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

