

Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



Author

Ujaval Gandhi

<http://google.com/+UjavalGandhi>

Translations by

SongHyun Choi

BIL, BIP □□ BSQ □□ □□

□□□□ □□□ □□□ □□□□□ □□ □, □□ BIL, BIP □□ BSQ □□□ □□□ □□□ □□□. `The GDAL library <<http://www.gdal.org>>`_□ □□□ □□□ □□ □ QGIS□□ □□□□ □□□ □□□ □□□ □□□□. □□□ □□□ □□□□ □□□□ □ □□□□. □□□ □□□□ QGIS□□ □□ □ □□□ □□□□ □□□□ □□□ □□□ □□□□ □□□□.

Band interleaved by line (BIL), band interleaved by pixel (BIP), □□□ band sequential (BSQ)□ □□ □□□ □□ □□□□□□ □□□□ □□□□ □□□□□. (□□□ □□□ □□ □ □□□□□ □□□□□ <http://webhelp.esri.com/arcgisdesktop/9.2/index.cfm?TopicName=BIL,_BIP,_and_BSQ_raster_files>`_)

□□□□□ □□□ □□□□ .*hdr* □□□ □□□□□. □□ □□□□□ .*hdr*` `■ ■ ■ ■ ■ .*bil*, .*bsq* ■ ■ ■ .*bil* ` `image.bil` `□□□□ □□ □□□□□ □□□ □□□. □□□ □□ □□□ --> □□□ □□□ □□ :menuselection: `Layer --> Add Raster Layer` □ □□ □ ` `image.bil` `□ □□□□ □□□□ □□ □□□□.

□□□ □□□□ ` ` .*hdr*` `□□□ □□□□ □□ □□□□□. □□ □□□□ □ □□□□ □□□ □□□ □□ □ □□□ □□□□□ □□□.

□□□□ □□

□□□□ `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 □□□□□ □□□□ □□□□.

□□□ □□: [GLCF]

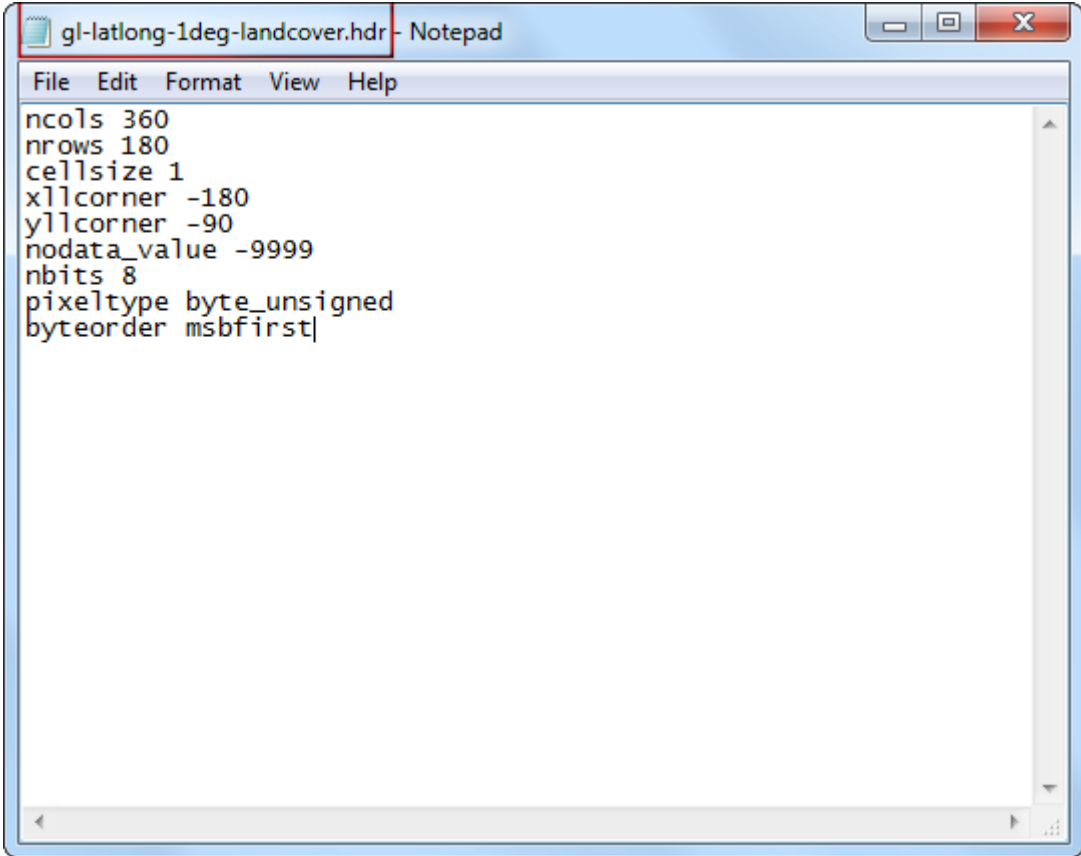
□□

1. □□□ □□□□ .*bsq* □□□ □□□□□□□. □□□□□□□ .*gz* □□□ □□ □□□□ □□□ □□□ `7-Zip utility <<http://www.7-zip.org/>>`_□ □□□ □□□ □□□ □□□□. ` `gl-latlong-1deg-landcover.bsq` `□□ .*bsq*□□ □□□ □□□ □□ □□□ □□□□. *hdr*□□□ □□□□.

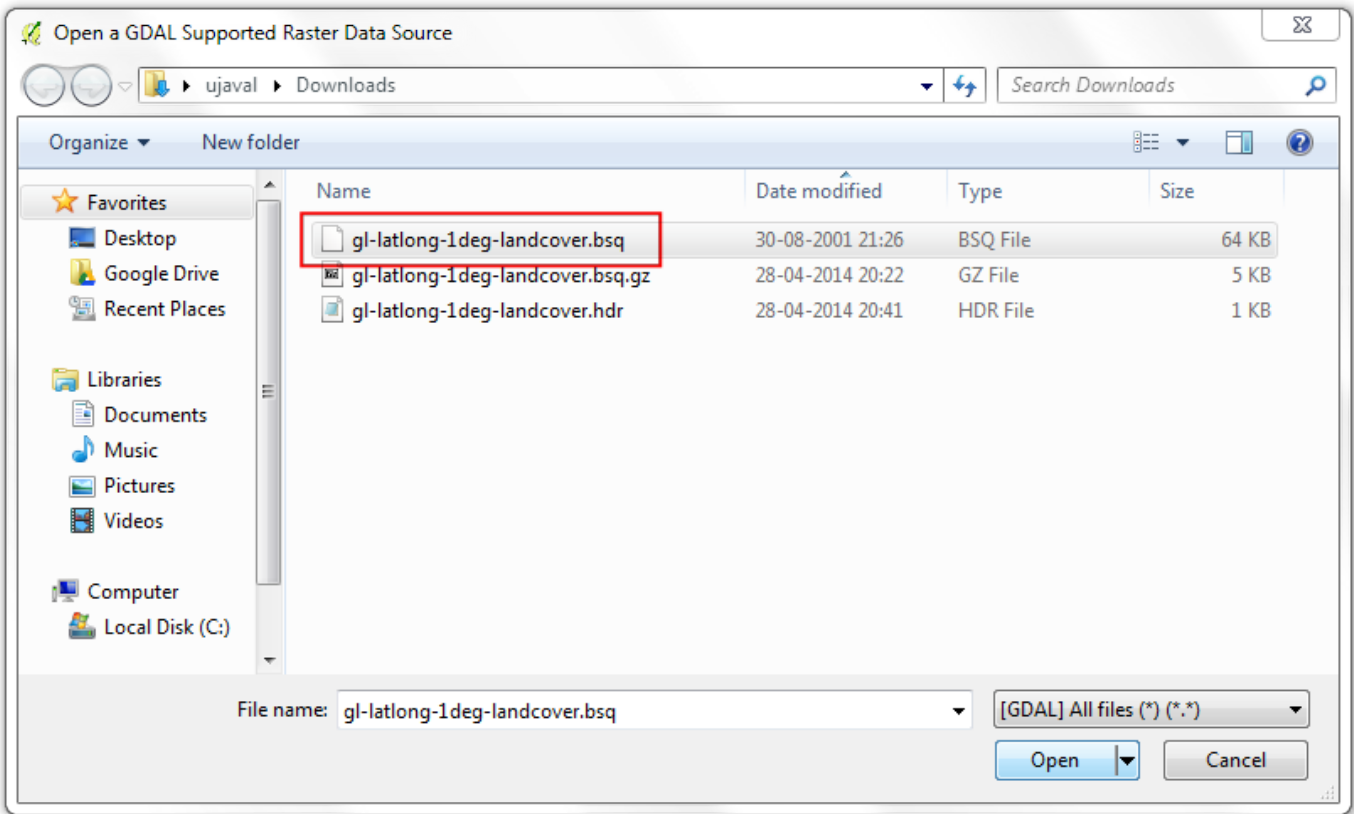

```

0000. 0000 -9999 00 00 0000. 00 00000000 00 00 000000. 00
**nbits** 8 000 00 000000 **byte_unsigned** 0 0000. 000000 0000
000 0000 msbfirst 000000.

```



```
6. 00 000000 00000. ` ` gl-latlong-1 deg-landcover.bsq ` ` 0000 00 000000 00000.
00 QGIS00 00 0000 --> 0000 0000 00 :menuselection: ` Layer --> Add Raster
Layer ` 0000. 00000 ` ` gl-latlong-1 deg-landcover.bsq ` ` 00 00000 00
:guilabel: ` Open ` 0 000000.
```



7. 00 0000 0000 00000 00 000000. 0000 00/00000 0000 **WGS84
 EPSG:4326** 0 00000. 00 QGIS 000000 000000 00 00000.

