

Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



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BIL, BIP □□ BSQ □□ □□

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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* ■ ■ ■ *.l` `image.bil` `*□□□□ □□ □□□□□ □□□ □□□□. □□□ □□ □□□ --> □□□ □□□ □□□ :menuselection: `Layer --> Add Raster Layer`□ □□ □ *image.bil` `*□ □□□□ □□□□ □□ □□□□.

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

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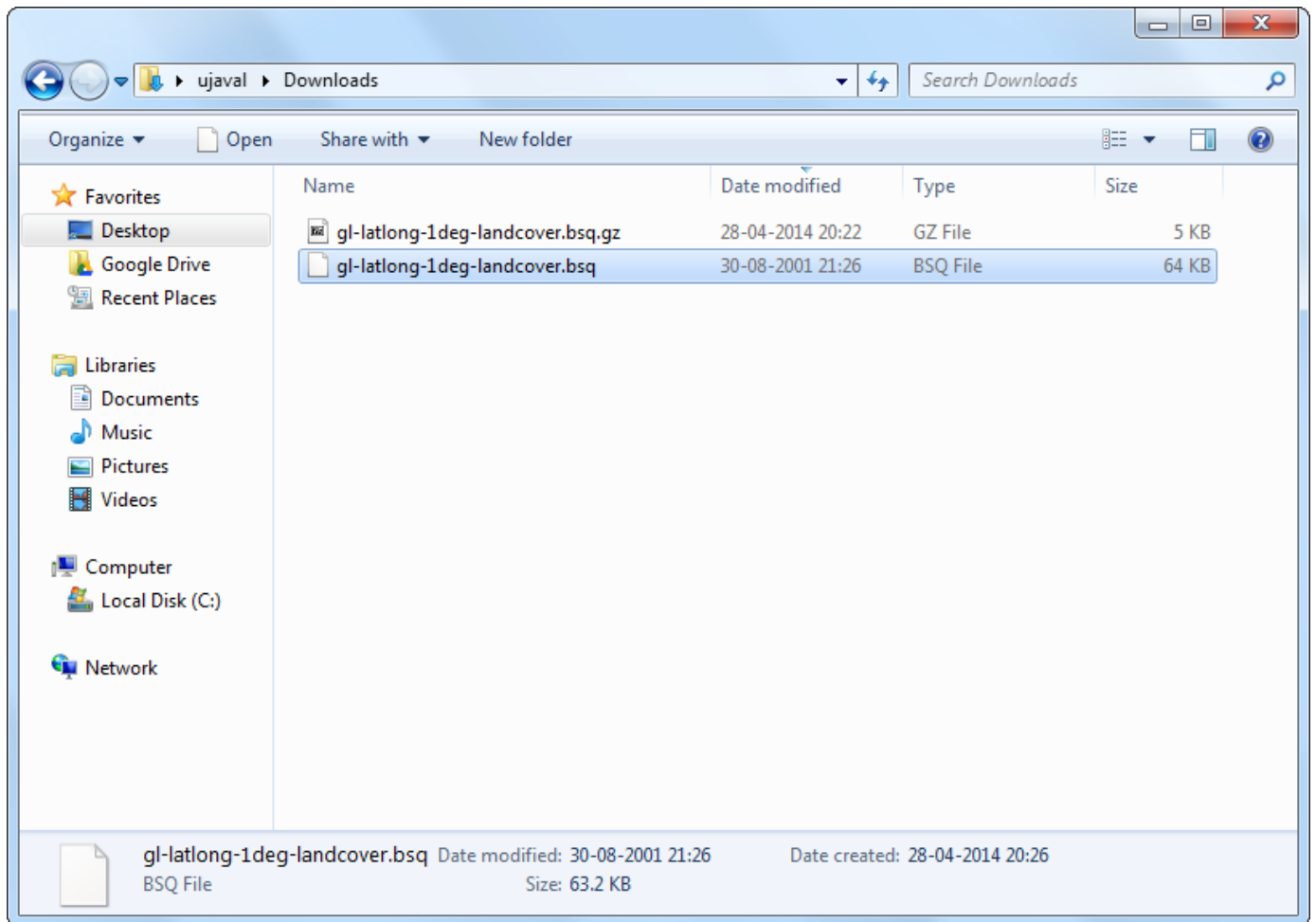
□□□□ `Global Land Cover Facility <<http://glcf.umd.edu/>>`_□□ `AVHRR Global Land Cover Classification data <<http://glcf.umd.edu/data/landcover/data.shtml>>`_□ □□□ □□□□.

Global Coverage □□□□□ BSQ □□□ □□□□□□. 1 Degree pixel resolution □□□□□ □□□□ □□□□.

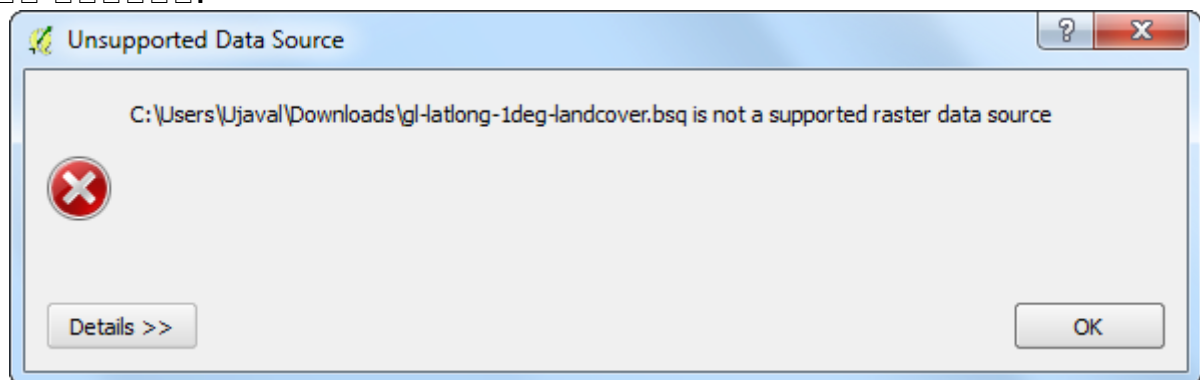
□□□ □□: [GLCF]

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



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



3. 'gl-latlong-1deg-landcover.bsq' 파일을 불러오지 못하는 이유는 'gl-latlong-1deg-landcover.bsq' 파일이 'gl-latlong-1deg-landcover.bsq.gz' 파일의 압축 해제된 버전이기 때문입니다. 'gl-latlong-1deg-landcover.bsq.gz' 파일을 'gl-latlong-1deg-landcover.bsq' 파일로 압축 해제하여 사용하십시오. 'gl-latlong-1deg-landcover.bsq' 파일의 메타데이터는 'gl-latlong-1deg-landcover.bsq.gz' 파일의 메타데이터와 동일합니다. 'gl-latlong-1deg-landcover.bsq' 파일을 불러오기 위해 'gl-latlong-1deg-landcover.bsq.gz' 파일을 압축 해제하십시오.

<ftp://ftp.glcfc.umd.edu/glcfc/Global_Land_Cover/Global/1deg/gl-latlong-1deg-landcover.glcfc>`_l`
 gl-latlong-1deg-landcover.bsq.gz
 gl-latlong-1deg-landcover.bsq



4. .hdr 文件 包含 以下 信息。 请 参考 以下 链接 了解 更多 关于 该 格式 的 信息。

[Learn more about the format.](#)

```

ncols <number of columns or width of the raster>
nrows <number of rows or height of the raster>
cellsize <pixel size or resolution>
xllcorner <X coordinate of lower-left corner of the raster>
yllcorner <Y coordinate of the lower-left corner of the raster>
nodata_value <pixel value to be ignored>
nbits <number of bits per pixel>
pixeltype <type of values stored in a pixel, typically float or integer>
byteorder <byte order in which image pixel values are stored, msb or lsb>

```

5. 以下 是 文件 'gl-latlong-1deg-landcover.hdr' 的 内容。 请 参考 以下 链接 了解 更多 关于 该 格式 的 信息。

```

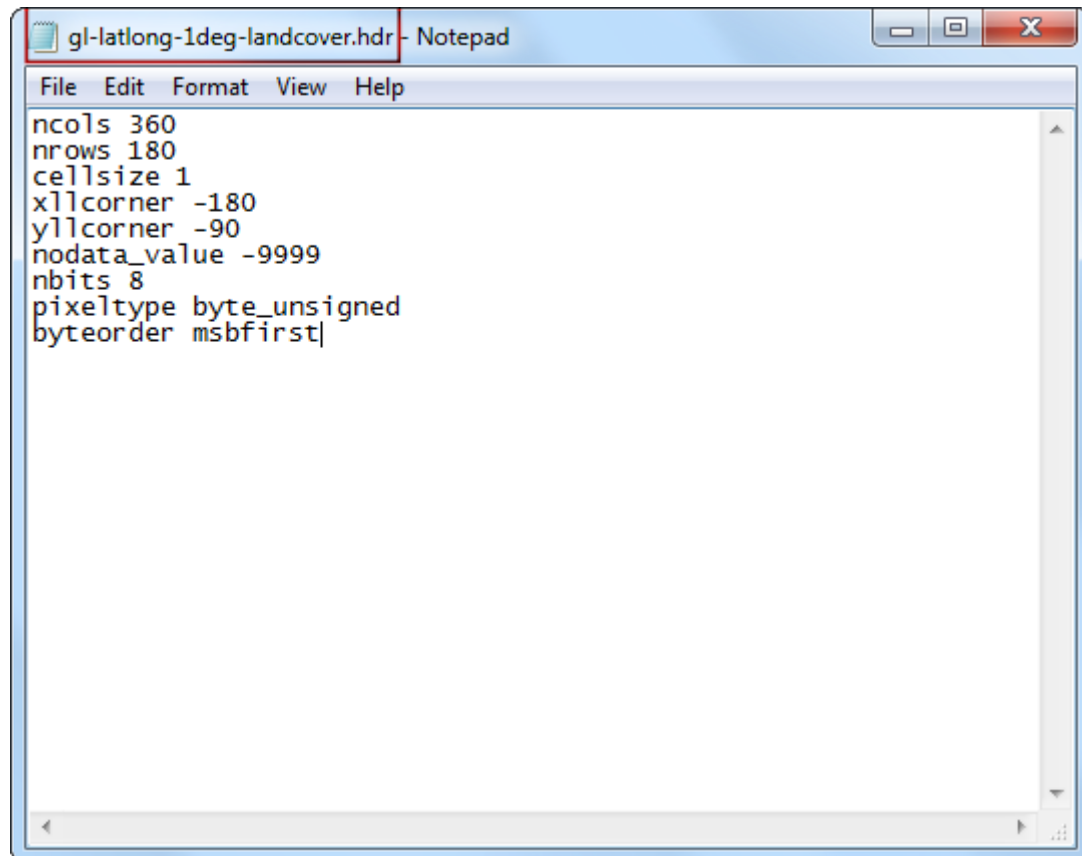
gl-latlong-1deg-landcover.hdr
ncols=360
nrows=180
cellsize=1
xllcorner=-180
yllcorner=-90

```

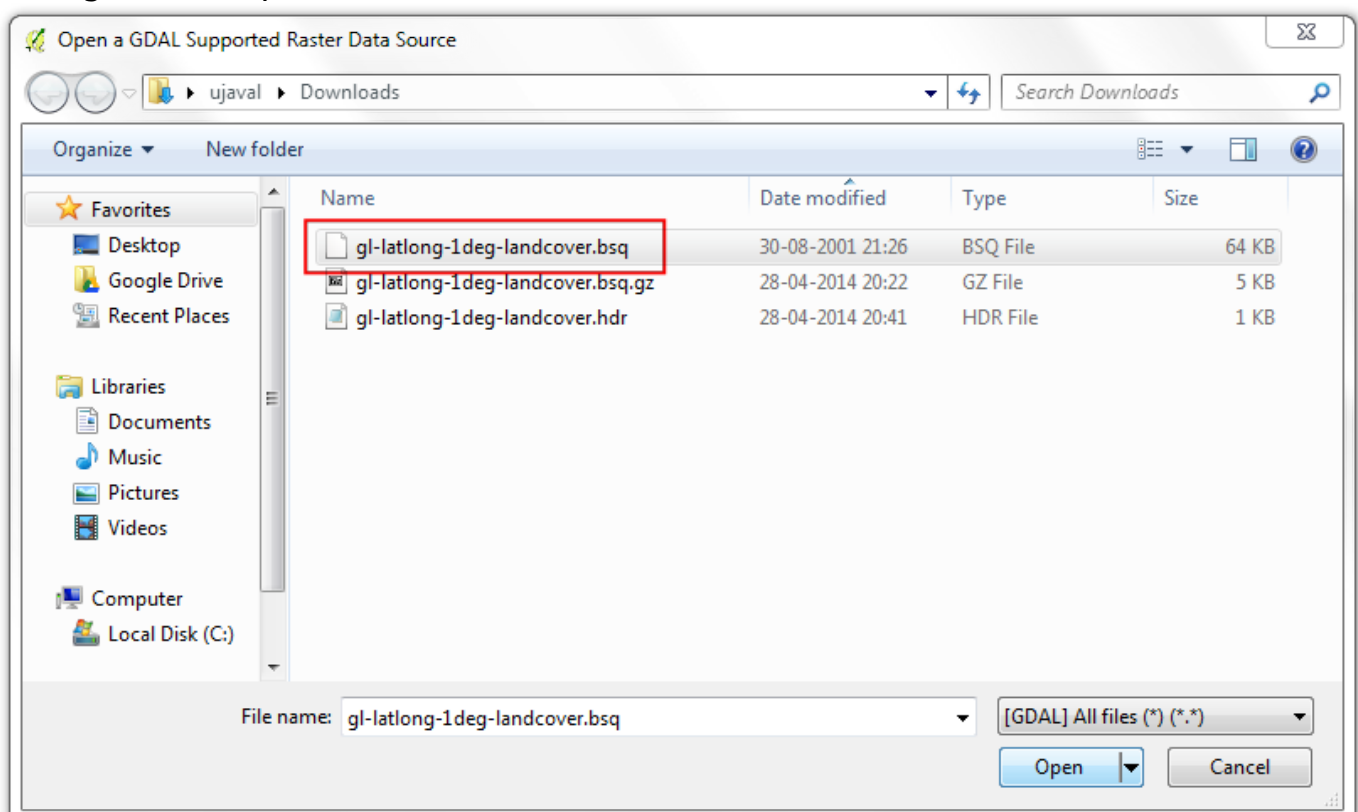
```

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

```



```
6. 00 00000 00000. ` ` gl-latlong-1 deg-landcover.bsq ` ` 000 00 00000 0000.
   00 QGIS00 00 000 --> 0000 0000 00 :menuselection: `Layer --> Add Raster
   Layer ` 000. 00000 ` ` gl-latlong-1 deg-landcover.bsq ` ` 00000 00
   :guilabel: ` Open ` 000000.
```



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

