## Open BIL, BIP or BSQ files in QGIS

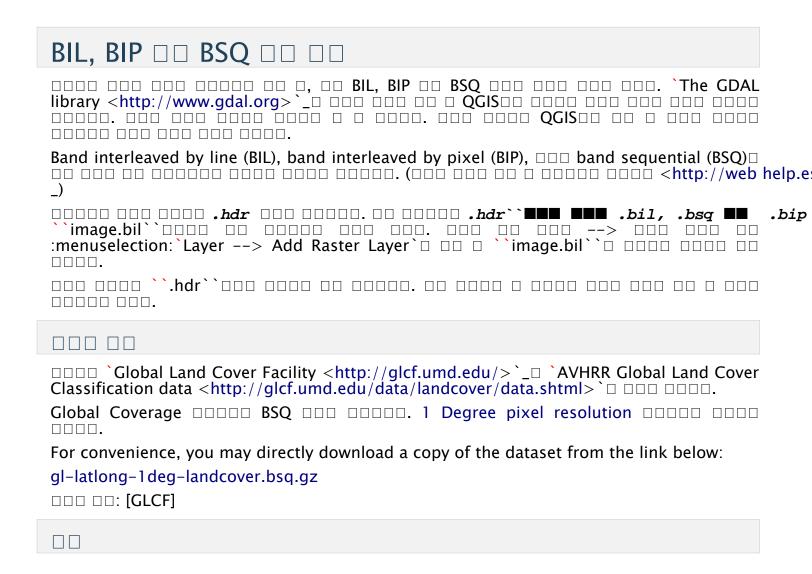
## QGIS Tutorials and Tips



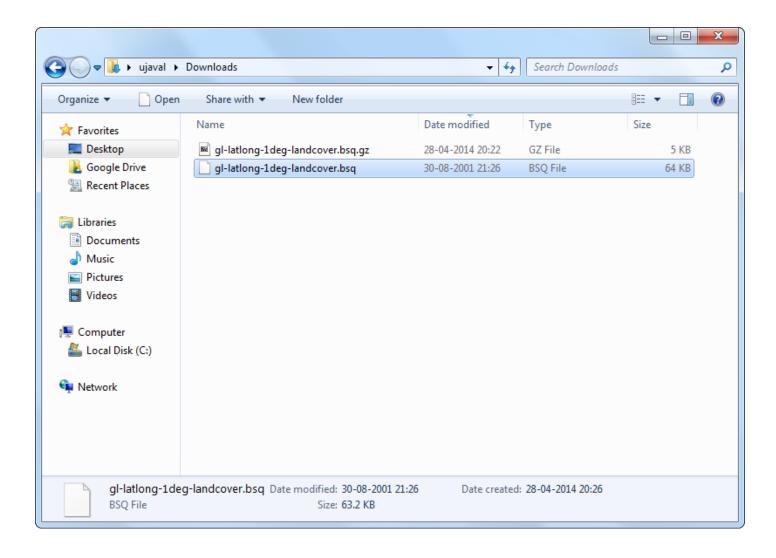
## Author Ujaval Gandhi

http://google.com/+UjavalGandhi

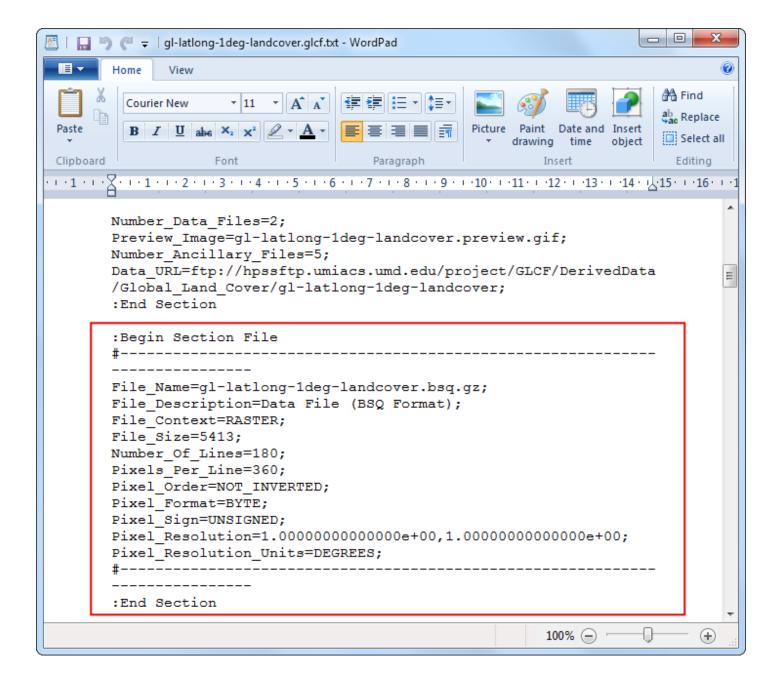
Translations by SongHyun Choi



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 g1-latlong-ldeg-landcover.bsq. There is no hdr file.



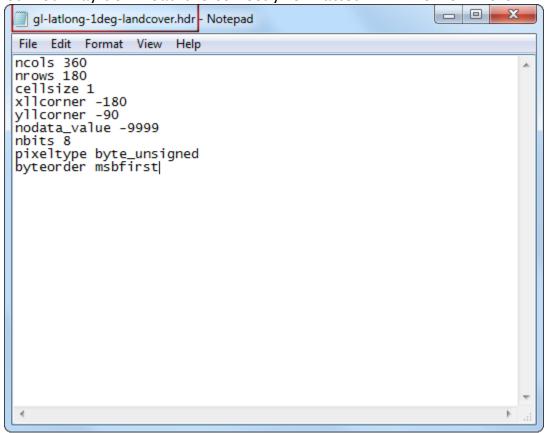




4. .hdr and an analog and and an analog analog an analog analog an analog an analog an analog an analog an analog analog an analog an analog ana

```
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. Open a text editor and create a file in the format specified in the previous step. Save the file as <code>g1-latlong-ldeg-landcover.hdr</code>. Make sure the file doesn't have <code>.txt</code> 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 <code>-180</code> and <code>-90</code> respectively. We do not have any information about the nodata\_value, so <code>-9999</code> 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.





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