

Open BIL, BIP or BSQ files in QGIS

QGIS Tutorials and Tips



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BIL, BIP ☐☐ BSQ ☐☐ ☐☐

GDAL은 BIL, BIP 또는 BSQ 포맷을 지원합니다. The GDAL library <<http://www.gdal.org>>는 QGIS에서 GDAL을 사용하여 데이터를 처리합니다. QGIS는 GDAL을 사용하여 데이터를 처리합니다.

Band interleaved by line (BIL), band interleaved by pixel (BIP), or band sequential (BSQ) are common ways to store multi-band raster files. (For more information, see http://webhelp.esri.com/arcgisdesktop/9.2/index.cfm?TopicName=BIL,_BIP,_and_BSQ_raster_files)

```

##### 000 0000 .hdr 000 00000. 00 00000 .hdr`##### 0000 .bil, .bsq ■ ■ .l
`image.bil`##### 00 00000 000 000. 000 00 000 --> 000 000 00
:menuselection: `Layer --> Add Raster Layer`0 00 0 `image.bil``0 0000 0000 00
0000.

```

```
0000 0000 0000 .hdr` `` 0000 0000 00 000000. 00 0000 0 0000 0000 000 000 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 ☐☐☐☐ ☐☐☐☐.

□□□ □□: [GLCF]

11

1. 0000 0000 .bsq 0000 000000. 000000 .gz 0000 00 0000 000 0000 `7-Zip
utility <<http://www.7-zip.org/>>`_0000 0000 0000
`gl-latlong-1deg-landcover.bsq`00 .bsq0000 0000 0000 0000 0000. hdr0000
0000.



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

```

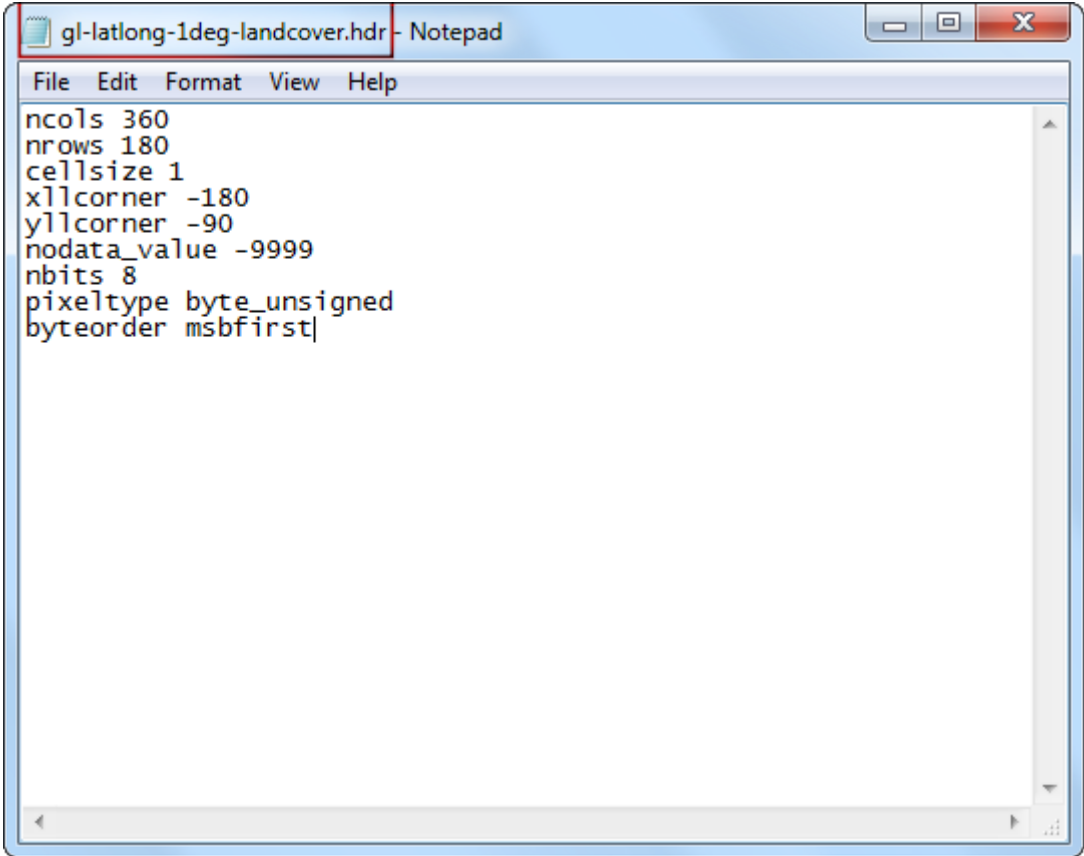
gl-latlong-1deg-landcover.hdr
ncols=360
nrows=180
cellsize=1
xllcorner=-180
yllcorner=-90

```

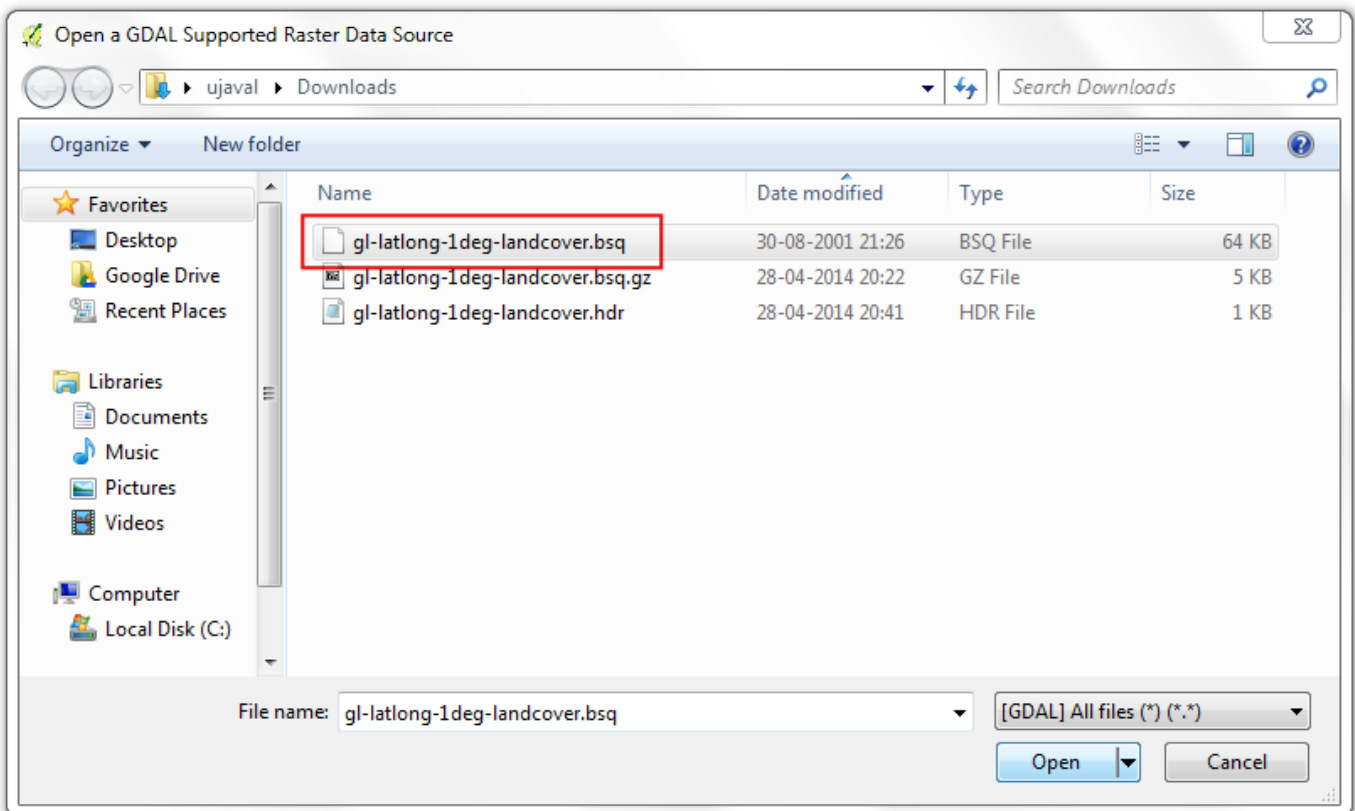
```

0000. 0000 -9999 00 0000 0000. 00 00000000 00 000 0000000. 0000
**nbits** 8 0000 00 000000 **byte_unsigned** 0 0000. 0000000 0000
0000 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 ` 00 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.

