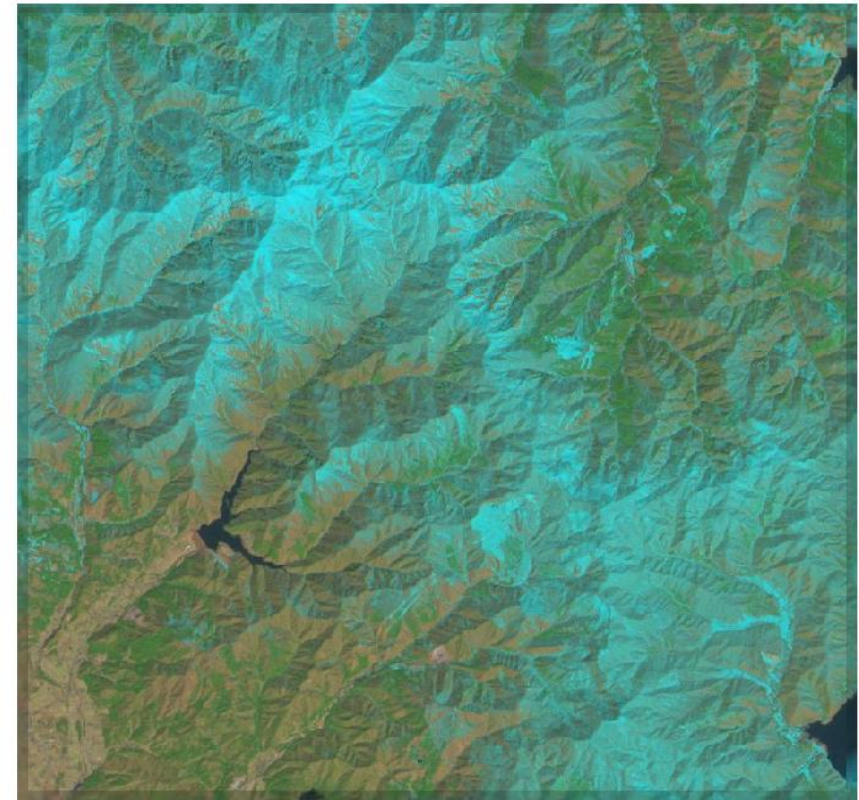
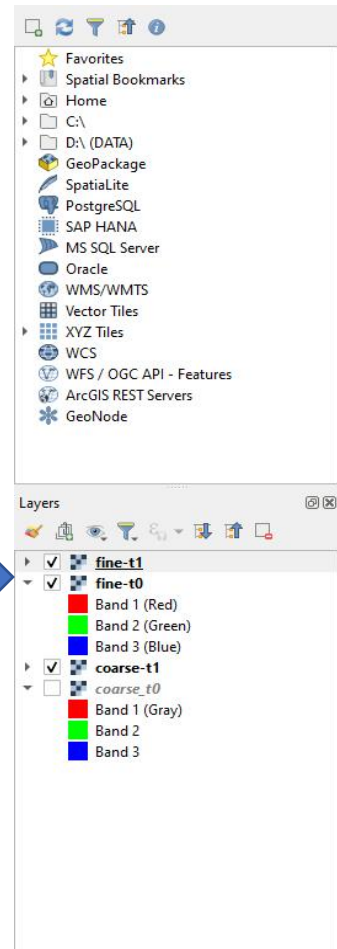


# Manual For RasterMI Plugin

# Pixel Selection

Step 1 : Load  
layers into  
QGIS



# Pixel Selection

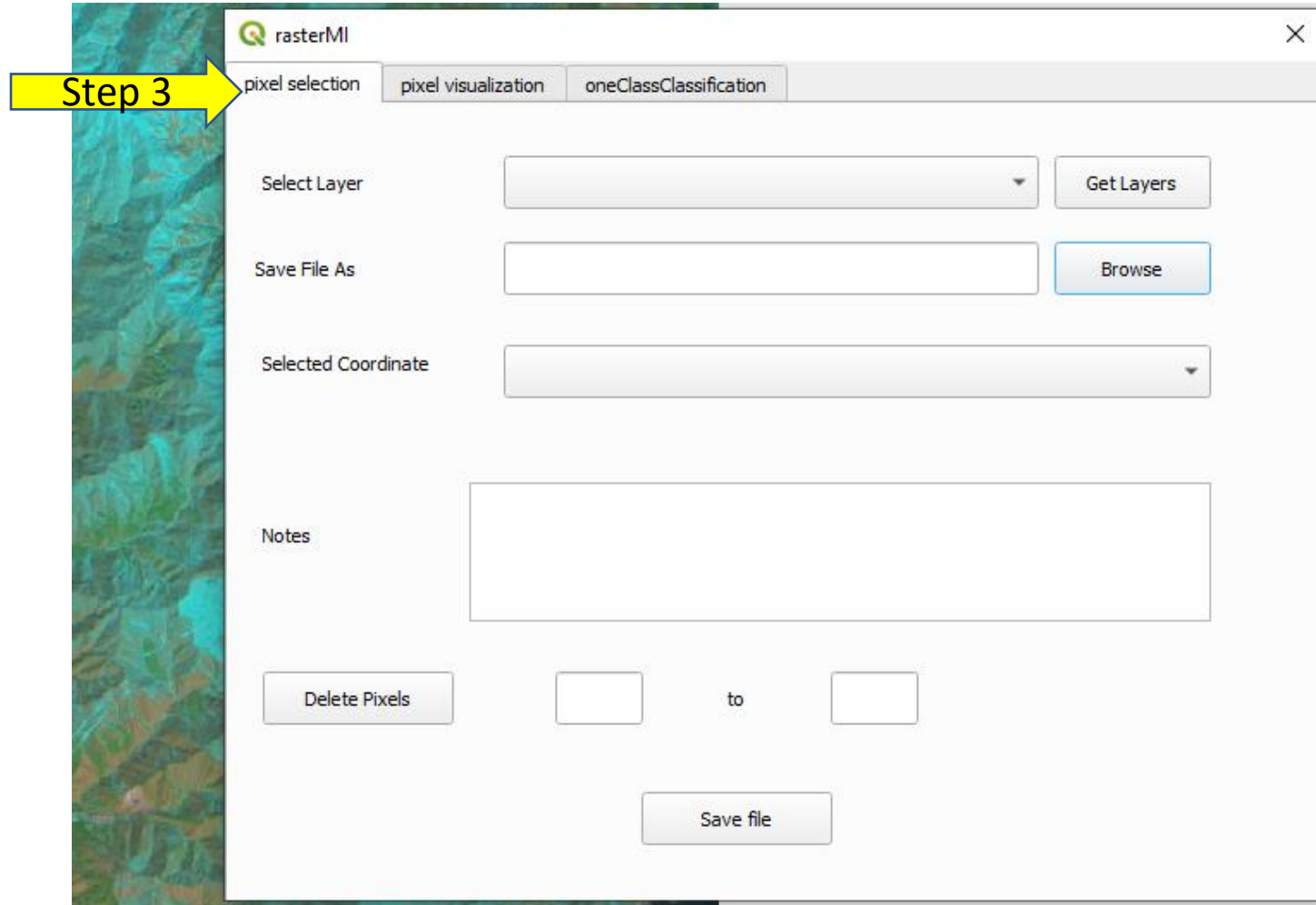


Step 2 : Select Plugin Icon



# Pixel Selection

Step 3 : Select Pixel Selection Tab



The screenshot shows the rasterML application window with a map on the left and a control panel on the right. A yellow arrow labeled "Step 3" points to the "pixel selection" tab in the top navigation bar. The control panel includes a "Select Layer" dropdown menu with a "Get Layers" button, a "Save File As" text input field with a "Browse" button, a "Selected Coordinate" dropdown menu, a "Notes" text area, and a "Delete Pixels" button followed by two empty input fields and a "to" label. A "Save file" button is at the bottom.

Step 3

rasterML

pixel selection pixel visualization oneClassClassification

Select Layer  Get Layers

Save File As  Browse

Selected Coordinate

Notes

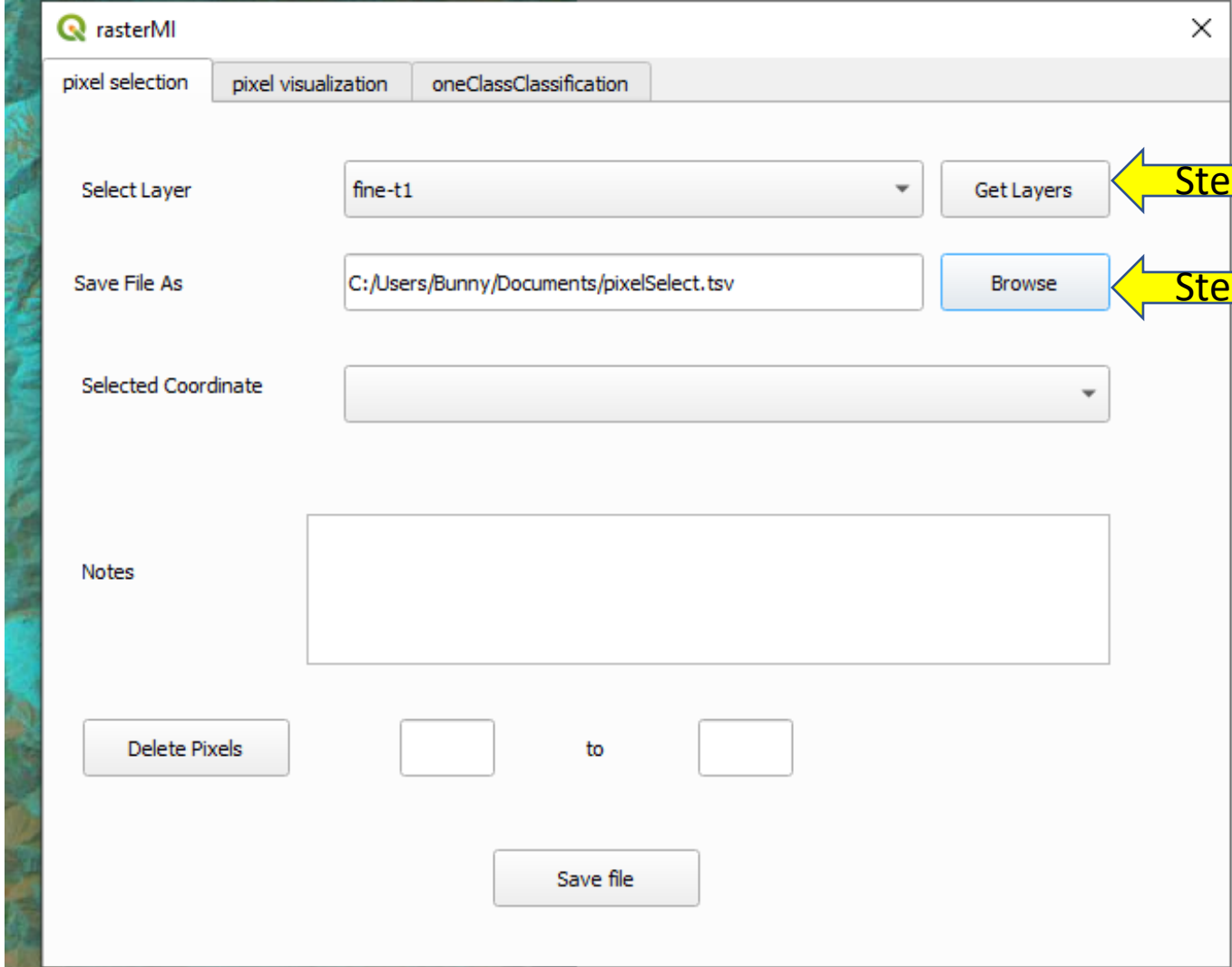
Delete Pixels  to

Save file

# Pixel Selection

Step 4 : Click on Get Layers Buttons and select the layer from the drop down box.

Step 5 : Click on browse button and select output file path and enter file name.



The screenshot shows the 'rasterML' application window with the 'pixel selection' tab active. The interface includes a 'Select Layer' dropdown menu with 'fine-t1' selected, a 'Get Layers' button, a 'Save File As' text field with the path 'C:/Users/Bunny/Documents/pixelSelect.tsv', a 'Browse' button, a 'Selected Coordinate' dropdown menu, a 'Notes' text area, a 'Delete Pixels' button, two empty input boxes, a 'to' label, and a 'Save file' button. Two yellow arrows with labels 'Step 4' and 'Step 5' point to the 'Get Layers' and 'Browse' buttons respectively.

rasterML

pixel selection pixel visualization oneClassClassification

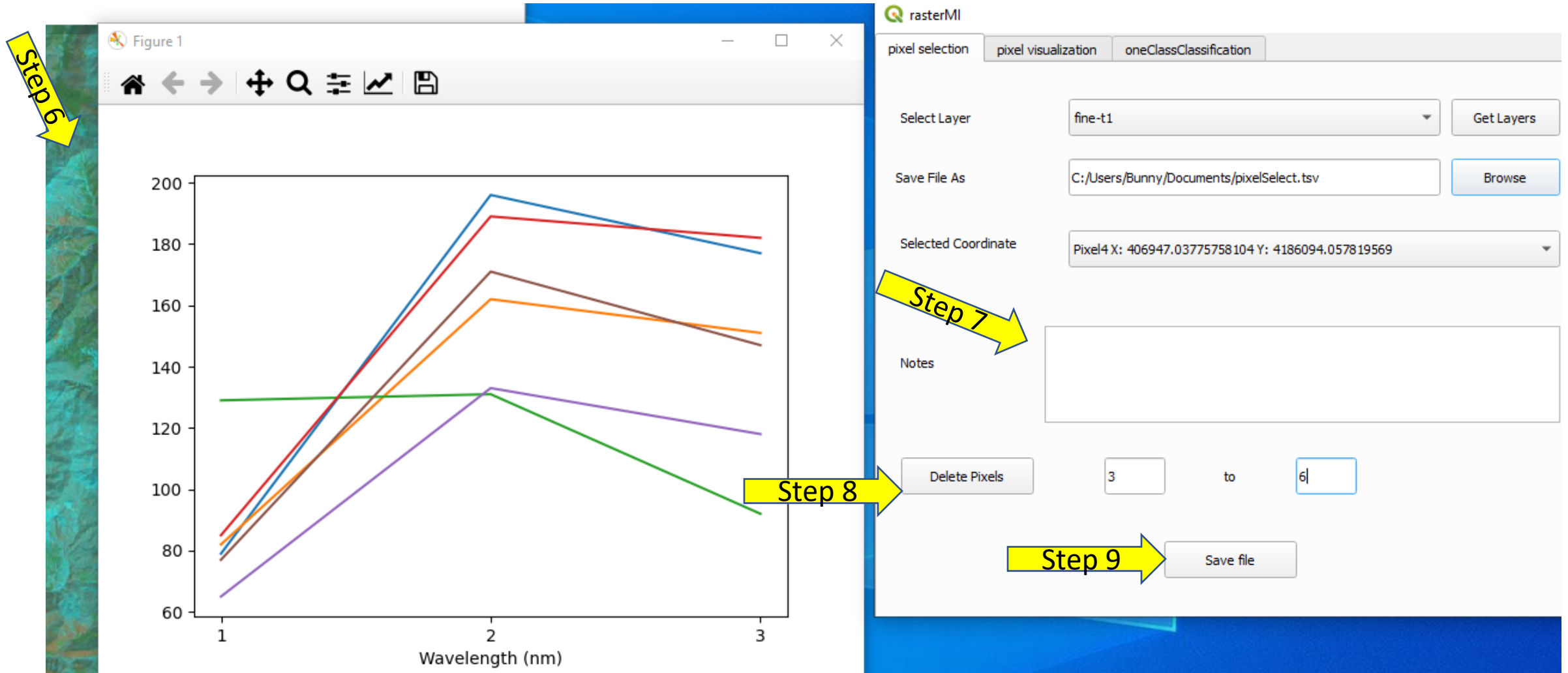
Select Layer fine-t1 Get Layers Step 4

Save File As C:/Users/Bunny/Documents/pixelSelect.tsv Browse Step 5

Selected Coordinate

Notes

Delete Pixels to Save file



Step 6 : Click on the layer to get points. X and Y coordinates of the point appear in the drop down box.

Step7: Add any note for the selected point if needed.

Step 8 :To delete 1 pixel select pixel from drop down box and click on Delete Pixels Button. To delete arange of pixels specify numbers in the provided boxes. (Example above : Delete pixels from 3 to 6)

Step 9: After completing selection of all pixels click on Save File Button.

# Pixel Visualization

# Pixel Visualization

Step 1 : Select pixel visualization tab.

Step 2 : Click on Get Layers Button and select layer.

Step 3 : Select input File.(Previously saved pixel selection file)

Step 4 : Click on the Line plot/ Box plot for visualization of all pixels. Select pixel in the drop down box and click on delete button to delete pixel.

Step 5 : Click on Save Changes To File button otherwise if any changes are made they will be discarded.

The screenshot shows the rasterML web interface for pixel visualization. The interface includes a header with the rasterML logo and three tabs: 'pixel selection', 'pixel visualization' (which is selected), and 'oneClassClassification'. Below the tabs, there are three main sections: 'Select Layer' with a dropdown menu showing 'fine-t1' and a 'Get Layers' button; 'Select File' with a text input field containing 'C:/Users/Bunny/Documents/pixelSelect.tsv' and a 'Browse' button; and 'Coordinates' with a dropdown menu showing 'Pixel 1 X: 404089.9311023625 Y: 4185152.732775592'. At the bottom, there are three buttons: 'line Plot', 'Box Plot', and 'Delete Pixel'. A final 'Save Changes To File' button is located at the bottom right. Yellow arrows with text labels indicate the following steps: Step 1 points to the 'pixel visualization' tab; Step 2 points to the 'Get Layers' button; Step 3 points to the 'Browse' button; Step 4 points to the 'line Plot' button; and Step 5 points to the 'Save Changes To File' button.

Step 1

Step 2

Step 3

Step 4

Step 5

rasterML

pixel selection pixel visualization oneClassClassification

Select Layer fine-t1 Get Layers

Select File C:/Users/Bunny/Documents/pixelSelect.tsv Browse

Coordinates Pixel 1 X: 404089.9311023625 Y: 4185152.732775592

line Plot Box Plot Delete Pixel

Save Changes To File



# One Class Classification

# One class classification

Step 1 : Click on oneClassClassification Tab.

Step 2 : Select input File.(Previously saved pixel selection file)

Step 3 : Click on Get Layers and select the layer

Step 4 : Click on Browse Button and select the output File path and enter output File Name.

Step 5 : Select Algorithm(Recommended :FuzzyTSC)

Step 6 : Select number of Top K Sample required.

Step 7 : Click on submit to start the process.

The screenshot shows the 'oneClassClassification' tab in the rasterML application. The interface includes the following elements and steps:

- Step 1:** A yellow arrow points to the 'oneClassClassification' tab.
- Step 2:** A yellow arrow points to the 'Browse' button next to the 'Select Input File' field, which contains the path 'C:/Users/Bunny/Documents/pixelSelect.tsv'.
- Step 3:** A yellow arrow points to the 'Get Layers' button next to the 'Select Layer' dropdown, which is currently set to 'fine-t1'.
- Step 4:** A yellow arrow points to the 'Browse' button next to the 'Select Output File' field, which contains the path 'C:/Users/Bunny/Documents/oneclassClassification.tsv'.
- Step 5:** A yellow arrow points to the 'Algorithm' dropdown, which is set to 'FuzzyTSC'.
- Step 6:** A yellow arrow points to the 'No of Samples' input field, which contains the value '100'.
- Step 7:** A yellow arrow points to the 'Submit' button at the bottom of the form.