



# The Hierarchy of OSSIM

## And Location of Commonly Used Files

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# Overview

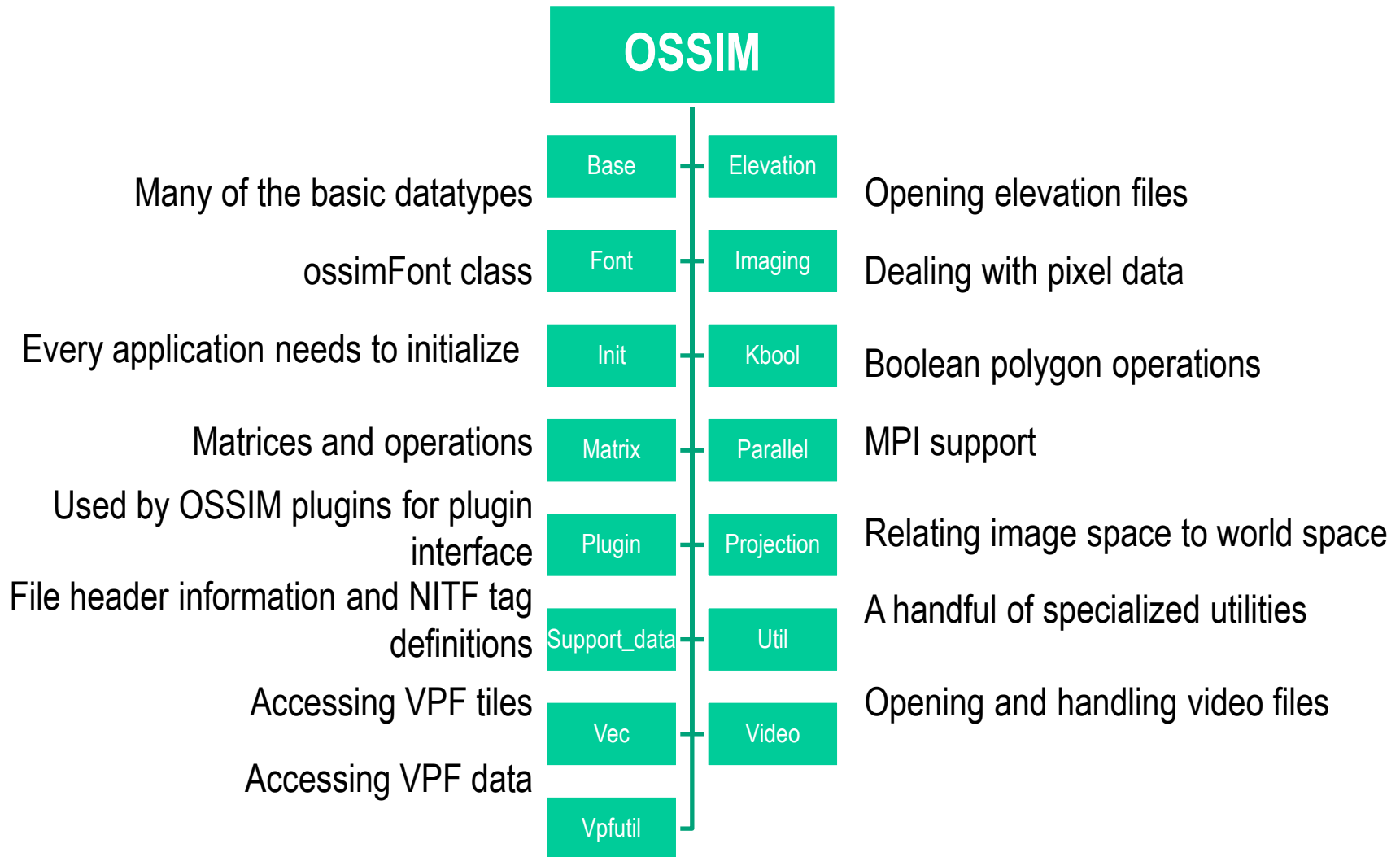
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- What OSSIM is
- Main components of OSSIM
  - Includes
  - Sources

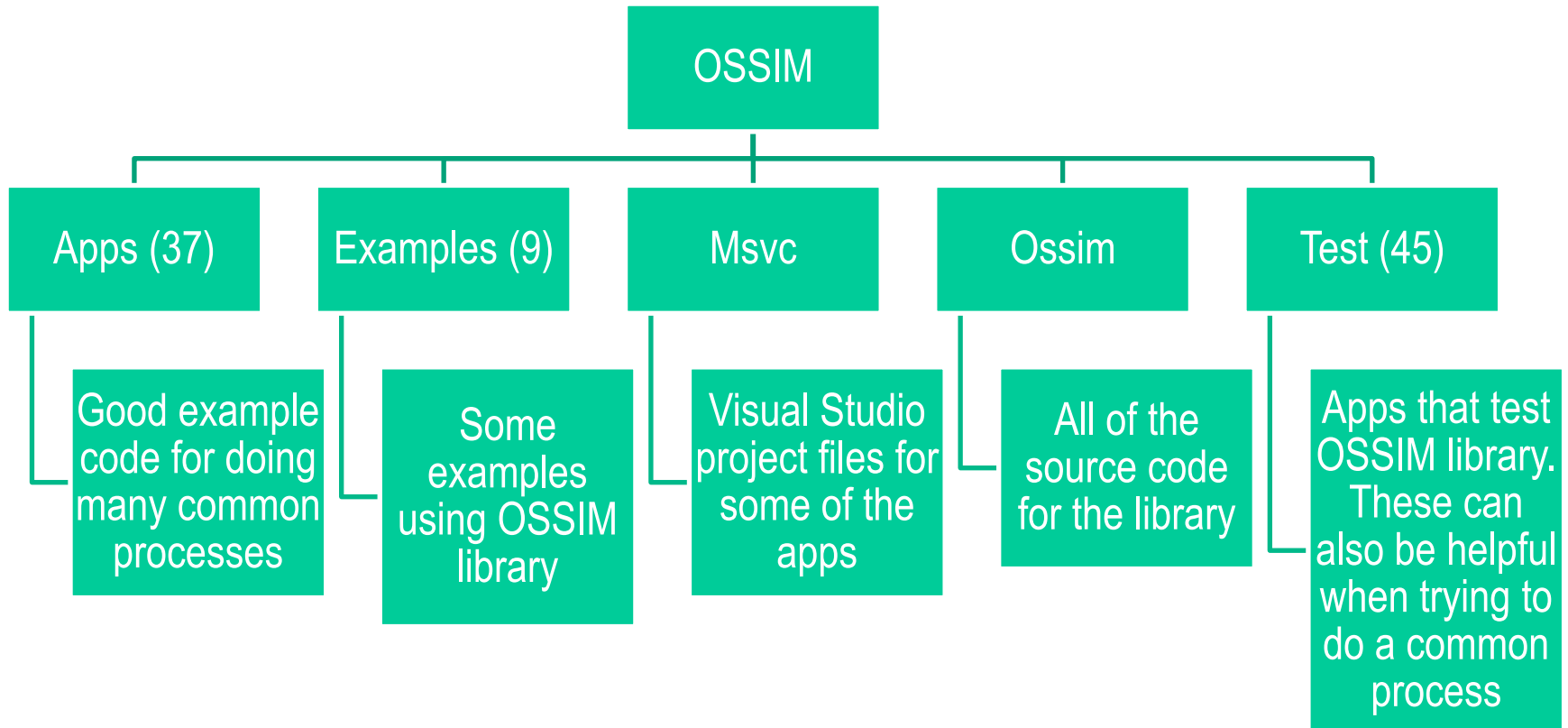
# What OSSIM is

- OSSIM is a powerful suite of geospatial C++ libraries and applications used to process imagery, maps, terrain, and vector data.
- Terrain correction and orthorectification
- Mosaicking, composting and fusion
- Rigorous sensor models
- Parameter based image chains
- Over 4000 projections and datums
- For more information see: <http://www.ossim.org>

# Main components of OSSIM Includes



# Main components of OSSIM Sources



# Templates

- There are some helpful template files that help you see how to create proper files that OSSIM uses.
- The templates are located at:  
**ossim\_trunk\ossim\etc\templates**
  - ossim\_preferences\_template
  - bilinear\_projection\_template.geom
  - geographic\_projection\_template.geom
  - Plus many more...

# Stateplane Projection Files

- OSSIM uses a handful of CSV files that define parameters for its stateplane projections.
- These files can be found at:  
**ossim\_trunk\ossim\share\ossim**
  - ossim\_epsg\_projections-v7\_4.csv
  - ossim\_harn\_state\_plane\_epsg.csv
  - ossim\_harn\_state\_plane\_esri.csv
  - ossim\_state\_plane\_spcs.csv
  - ossim\_wkt\_pcs.csv



# Geoid 1996

- OSSIM provides the EGM96 geoid that it can use when projecting images. You can specify this file in your `ossim_preferences` file.
- The EGM96 file is located at:  
**`ossim_trunk\ossim_package_support\geoids\geoid1996`**

# CMakeModules

- The CMake modules that OSSIM uses are located at:  
**ossim\_trunk\ossim\_package\_support\cmake\CMakeModules**
- These modules are what CMake uses when trying to build OSSIM. These files contain custom CMake scripts that help CMake to find packages and other tasks.

# CMake Build Scripts

- Some example scripts that can be used to help you with calling CMake to build OSSIM correctly are located at:  
**ossim\_trunk\ossim\_package\_support\cmake\build\_scripts**
- Lists all of the variables used by CMake for the build
- Mac, UNIX and Windows scripts available