

## **The program package ‘buildenh\_v1.4.0’**

The version 1.4.0 is stored as repository and can be accessed and downloaded from the Internet on the address <https://github.com> with the repository’s name ‘ImgEnh/buildenh\_v1.4.0’. The previous version (1.3) is now obsolete and will be removed from its site.

The major change concerns a variable search patch in detecting the sequence of line segments in the object’s polygon automatically. The derived midpoints of the lines may now also be far off the line-segments. The sequence of line-segments can be inverted to ‘anticlockwise’ so that a topologic structure of the objects (buildings) can be established. Other improvements concern the separation of building parts and new tests of intermediate results to ensure stable processing.

Another example of lower resolution data has been added which required an eroding of the object’s pixel cluster. There are now three data sets included differing in development, area size and resolution. Also, a new article using free data from a German governmental organisation and deriving topographic data using buildenh\_v1.4.0 is added to the documentation (cf. Höhle, 2024). A better understanding of the software and familiarizing with the proper processing is then enabled.

## **Reference**

Höhle, J. Automated generation of urban land cover maps and their enhancement and regularization. To be published in “PFG – Journal of Photogrammetry, Remote Sensing and Geoinformation Science”.