Process Plume Project

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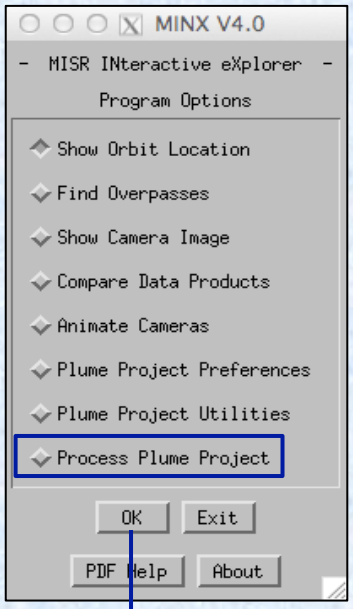
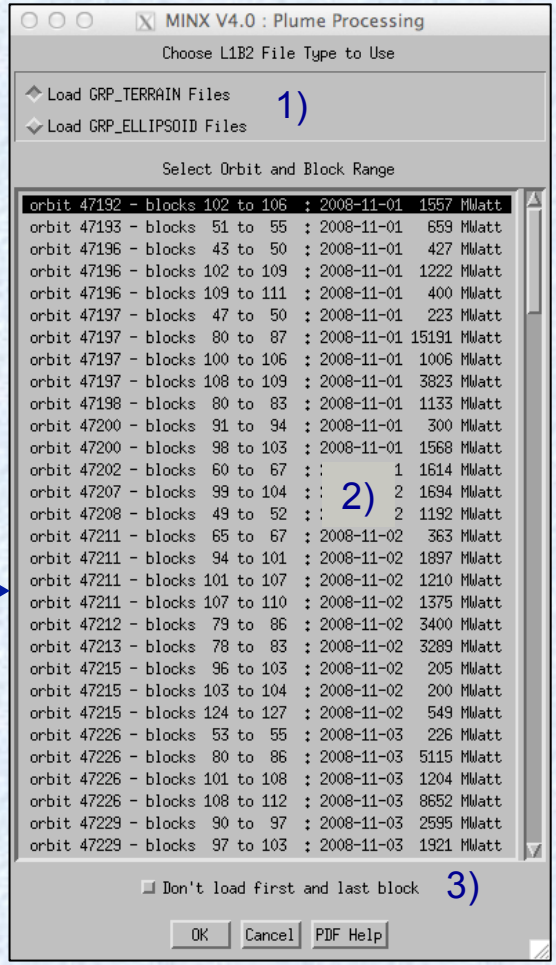
Process Plume Project - 1

This option speeds the completion of a plume digitizing project comprising many orbits by allowing a user to select orbits from a list and bypass multiple MINX dialog boxes. But the end result is identical to the result obtained by choosing the "Animate Cameras" option.



- **Click "OK" and MINX finds and reads a file whose name must be "PlumeProjOrbitList.txt" which resides in the Plume Project Directory you selected in the "Plume Project Preferences" option of the main menu.**
- **The file can be created automatically by the Plume Project Utilities or it can be hand-coded to contain a list of frequently used orbits/blocks (see next slide).**
- **If the file is not present or cannot be read, MINX will prompt the user with the format to use to create the file.**



1) **Select the type of level 1 radiance imagery you want to load. Always use Terrain-referenced data if the plume is over land – if over water, then it's OK to use Ellipsoid-referenced data.**
2) **Highlight an entry from this list - when you click "OK", nine MISR camera images for the selected orbit and block range will immediately be loaded and displayed without showing any other file selection dialogs.**
3) **Checking "Don't load first and last block" instructs MINX to load the block range for the selected orbit minus the first and last blocks. This is useful for reducing load time when you want to quickly inspect a scene.**

Process Plume Project - 2

- File PlumeProjOrbitList.txt can be created automatically by the Plume Project Utilities option (q.v.).
- If you create the file with a text editor, it must contain 3 lines of header plus a list of orbits to choose for processing. Do not create this file with an editor that inserts invisible formatting characters.
- The header lines are useful when you have multiple projects and want the input and output locations for each to be different and remain fixed. The header lines must be:
  1) One or two directory names where GRP_TERRAIN and GRP_ELLIPSOID files are located. Use two names in the order above if you need to use both files types AND if they are stored in different locations. Separate the names by at least one space character or tab.
  2) Version string for GRP_TERRAIN and/or GRP_ELLIPSOID files (F03_0024 as of 4/2015).
  3) Directory where MINX output data and images will be written.
- Each successive line contains information for one orbit in the following order in free format with items separated by space characters or tabs:

  OrbitNumber BeginBlock EndBlock Comments
- The comments field may contain spaces and is optional. Blank lines may be included in the orbit list.

```
1) /Users/dlnelson/MISRdata/GRP_TERRAIN  /Users/dlnelson/MISRdata/GRP_ELLIPSOID
2) F03_0024
3) /Users/dlnelson/MINX_output
    58978 105 107  southern Argentina isolated tiny cloud
    24298  37  37  Alaska smoke plume
    40123 104 104  Africa storm cloud
     5384 112 112  Australia smoke plume w/ red background
    43484  76  79  Bodele dust plume 2
    38671 150 152  Antarctic snow storm

    15204  60  63  Etna eruption over Mediterranean – use ellipsoid
    32555  42  43  Augustine ash plume
    61064 122 124  Puyehue eruption
```

Sample hand-coded PlumeProjOrbitList.txt file