4D Use Case: ASIFT Scratch Directory

## Overview

There is no code in this directory. Simply a “Scratch\_Directory\_Log.csv” file, and working directory subfolders containing the intermediate results (tiles, individual ASIFT results) for input files. The logfile and the contents of this folder are maintained completely by the “../PHASE\_1\_IMAGE\_PREPROCESSING/Scratch\_Directory\_Manager.py” script. See the README.md in the “PHASE\_1\_IMAGE\_PREPROCESSING” directory for usage.

## License

(TODO: Fill in the open-source license to be used here.)

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## Revisions:

1.0 – 2019.02.10 – Draft document by Mike MacFerrin