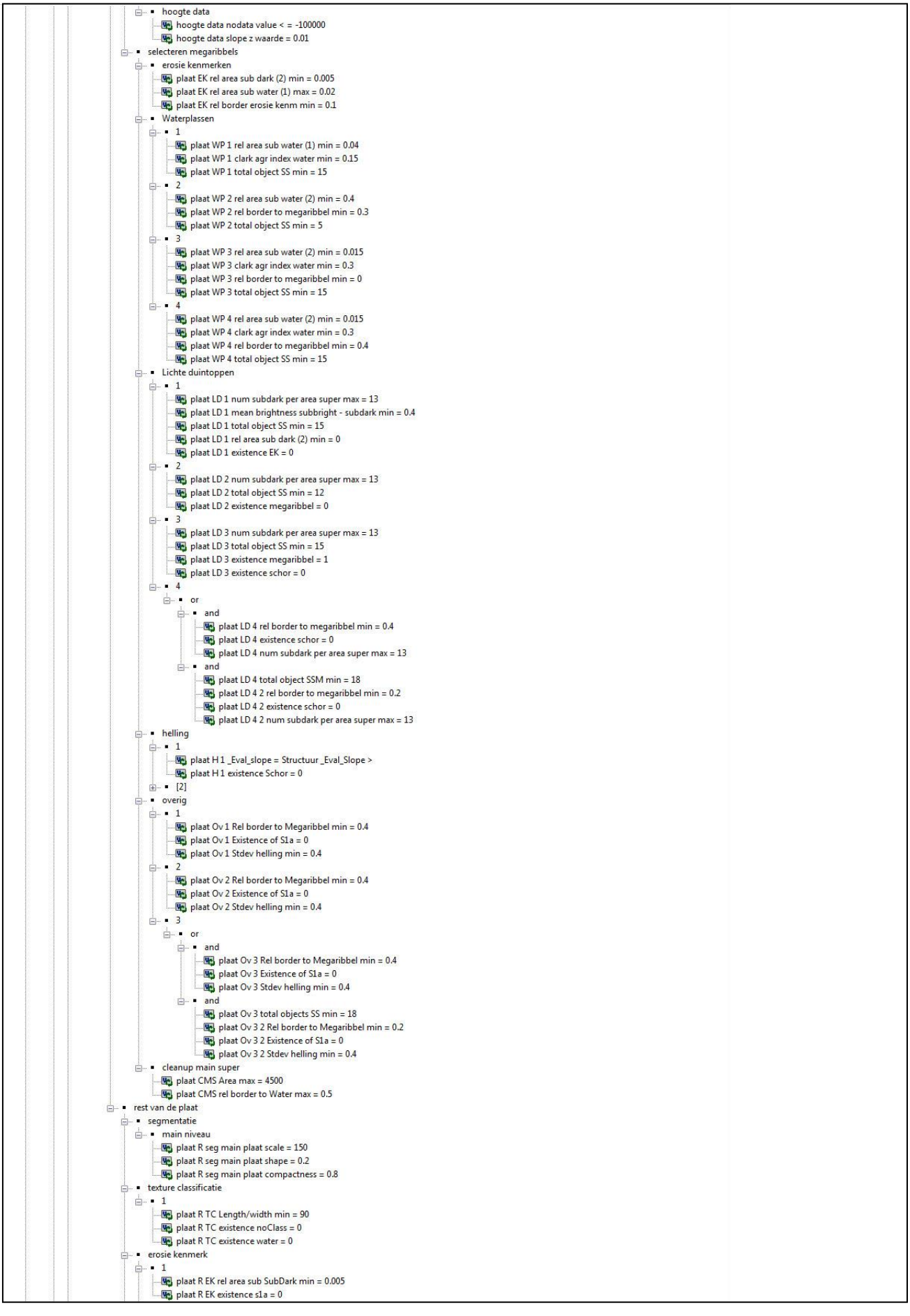
- Classification Westerschelde
  - if Mean of scene nir > 0
    - then
      - layer arithmetics (val "nir - 255", layer nir range [255,255] to layer DataTest[8Bit unsigned])
      - if Mean of scene DataTest > 0
        - then
          - Set Variables and Parameters

Variabels

            - Variables
              - Spectraal
                - water
                  - Water ndvi T = -0.08
                  - tweede optie
                    - Water ndvi T donker = -0.06
                    - Water brightness = 85
                - schor
                  - schor min hoogte = 70
                  - Schor ndvi T = 0.14
                  - cleanup geul candidaat > geul no veg
                    - schor geul no veg T ndvi = Schor ndvi T (naar variables?)
                  - open plek
                    - schor max ndvi value open plek = Schor ndvi T (naar variables?)
                  - cleanup classes
                    - schor min ndvi value geul candidate = 0
                    - schor min ndvi value open plek = 0
                - plaat
                  - ndvi T Plaat hoog = 0.15
                  - ndvi T Plaat laag = 0
                  - [brightness Donker = 60]
              - Reflectie, onder threshold
                - Objecten met lage reflectie
                - Reflectie Plaat Laag = 140
                - objecten tussen laag en midden
                - Reflectie Plaat Midden = Reflectie Plaat Laag
                - Objecten midden hoge reflectie
                - Reflectie Plaat Hoog = 145
                - objecten hoog
                - Reflectie Plaat Erg hoog = 150
                - Objecten met erg hoge reflectie
              - karteereenheid grootte
                - Karteer eenheid grootte = 400
                - schor min schor area (m2) = Karteer eenheid grootte

Parameters

            - parameters
              - Structuur
                - Structuur Hoog Stdev Brightness = 7.5
                - Structuur _Eval_Slope > = 0
                - Structuur _Eval_Slope_Mean_Slope > = 3
                - Structuur _Eval_Slope_Mean_Slope < = 12.5
                - Structuur _Eval_STD_Slope > = 2
                - Structuur _Eval_STD_Slope max = 4 (lineair between min and max. value 1 after slope 4)
              - water
                - segmentatie (?)
                  - water segmentation scale = 20
                  - water segmentation shape = 0.2
                  - water segmentation compactness = 0.5
              - antropogeen
                - segmentatie sub niveau (= schor sub niveau)
                  - antropogeen 1st seg scale = 5
                  - antropogeen 1st seg shape = 0.2
                  - antropogeen 1st seg compactness = 0.5
                - segmentatie super niveau
                  - antropogeen 2nd seg scale = 50
                  - antropogeen 2nd seg shape = 0.1
                  - antropogeen 2nd seg compactness = 0.5
                - parameters
                  - antropogeen rel sub area HS = 0.6
                  - antropogeen rel border to HS = 0.9
              - schor
                - vormen van objecten
                  - <0.001s nieuwe segmentatie
                    - schor seg scale = 100
                    - schor seg shape = 0.2
                    - schor seg compactness = 0.8
                - geul en begroeid strand
                  - geul candidaat
                    - schor geul width half (m) = 15
                  - begroeid strand
                    - schor begroeid strand afst tussen veg groeien (m) = 20
                    - schor begroeid strand afst tussen veg krimpen (m) = 15
                  - begroeid strand, object reshaping
                    - schor BS sub area begroeid strand MIN = 0.6
                    - schor BS pixel reshaping kernel size groeien = 5
                    - schor BS pixel reshaping kernel size krimpen = 11
                    - schor BS pixel reshaping rel class area in kernel = 0.5
              - plaat
                - megaribbel
                  - segmentatie
                    - sub niveau (zelfde sub voor rest van de plaat)
                      - plaat seg sub scale = 15
                      - plaat seg sub shape = 0.2
                      - plaat seg sub compactness = 0.5
                    - pixel based segmentation
                      - plaat seg pixel water = Water ndvi T (-0.23 used)
                      - plaat seg pixel dark = 85
                    - main niveau
                      - plaat seg main ribbel scale = 150
                      - plaat seg main ribbel shape = 0.6
                      - plaat seg main ribbel compactness = 0.5


hoogte data
hoogte data nodata value < = -100000
hoogte data slope z waarde = 0.01
selecteren megaribbels
erosie kenmerken
plaat EK rel area sub dark (2) min = 0.005
plaat EK rel area sub water (1) max = 0.02
plaat EK rel border erosie kenm min = 0.1
Waterplassen
1
plaat WP 1 rel area sub water (1) min = 0.04
plaat WP 1 clark agr index water min = 0.15
plaat WP 1 total object SS min = 15
2
plaat WP 2 rel area sub water (2) min = 0.4
plaat WP 2 rel border to megaribbel min = 0.3
plaat WP 2 total object SS min = 5
3
plaat WP 3 rel area sub water (2) min = 0.015
plaat WP 3 clark agr index water min = 0.3
plaat WP 3 rel border to megaribbel min = 0
plaat WP 3 total object SS min = 15
4
plaat WP 4 rel area sub water (2) min = 0.015
plaat WP 4 clark agr index water min = 0.3
plaat WP 4 rel border to megaribbel min = 0.4
plaat WP 4 total object SS min = 15
Lichte duintoppen
1
plaat LD 1 num subdark per area super max = 13
plaat LD 1 mean brightness subbright - subdark min = 0.4
plaat LD 1 total object SS min = 15
plaat LD 1 rel area sub dark (2) min = 0
plaat LD 1 existence EK = 0
2
plaat LD 2 num subdark per area super max = 13
plaat LD 2 total object SS min = 12
plaat LD 2 existence megaribbel = 0
3
plaat LD 3 num subdark per area super max = 13
plaat LD 3 total object SS min = 15
plaat LD 3 existence megaribbel = 1
plaat LD 3 existence schor = 0
4
or
and
plaat LD 4 rel border to megaribbel min = 0.4
plaat LD 4 existence schor = 0
plaat LD 4 num subdark per area super max = 13
and
plaat LD 4 total object SSM min = 18
plaat LD 4 2 rel border to megaribbel min = 0.2
plaat LD 4 2 existence schor = 0
plaat LD 4 2 num subdark per area super max = 13
helling
1
plaat H 1 _Eval_slope = Structuur _Eval_Slope >
plaat H 1 existence Schor = 0
[2]
overig
1
plaat Ov 1 Rel border to Megaribbel min = 0.4
plaat Ov 1 Existence of S1a = 0
plaat Ov 1 Stdev helling min = 0.4
2
plaat Ov 2 Rel border to Megaribbel min = 0.4
plaat Ov 2 Existence of S1a = 0
plaat Ov 2 Stdev helling min = 0.4
3
or
and
plaat Ov 3 Rel border to Megaribbel min = 0.4
plaat Ov 3 Existence of S1a = 0
plaat Ov 3 Stdev helling min = 0.4
and
plaat Ov 3 total objects SS min = 18
plaat Ov 3 2 Rel border to Megaribbel min = 0.2
plaat Ov 3 2 Existence of S1a = 0
plaat Ov 3 2 Stdev helling min = 0.4
cleanup main super
plaat CMS Area max = 4500
plaat CMS rel border to Water max = 0.5
rest van de plaat
segmentatie
main niveau
plaat R seg main plaat scale = 150
plaat R seg main plaat shape = 0.2
plaat R seg main plaat compactness = 0.8
texture classificatie
1
plaat R TC Length/width min = 90
plaat R TC existence noClass = 0
plaat R TC existence water = 0
erosie kenmerk
1
plaat R EK rel area sub SubDark min = 0.005
plaat R EK existence s1a = 0

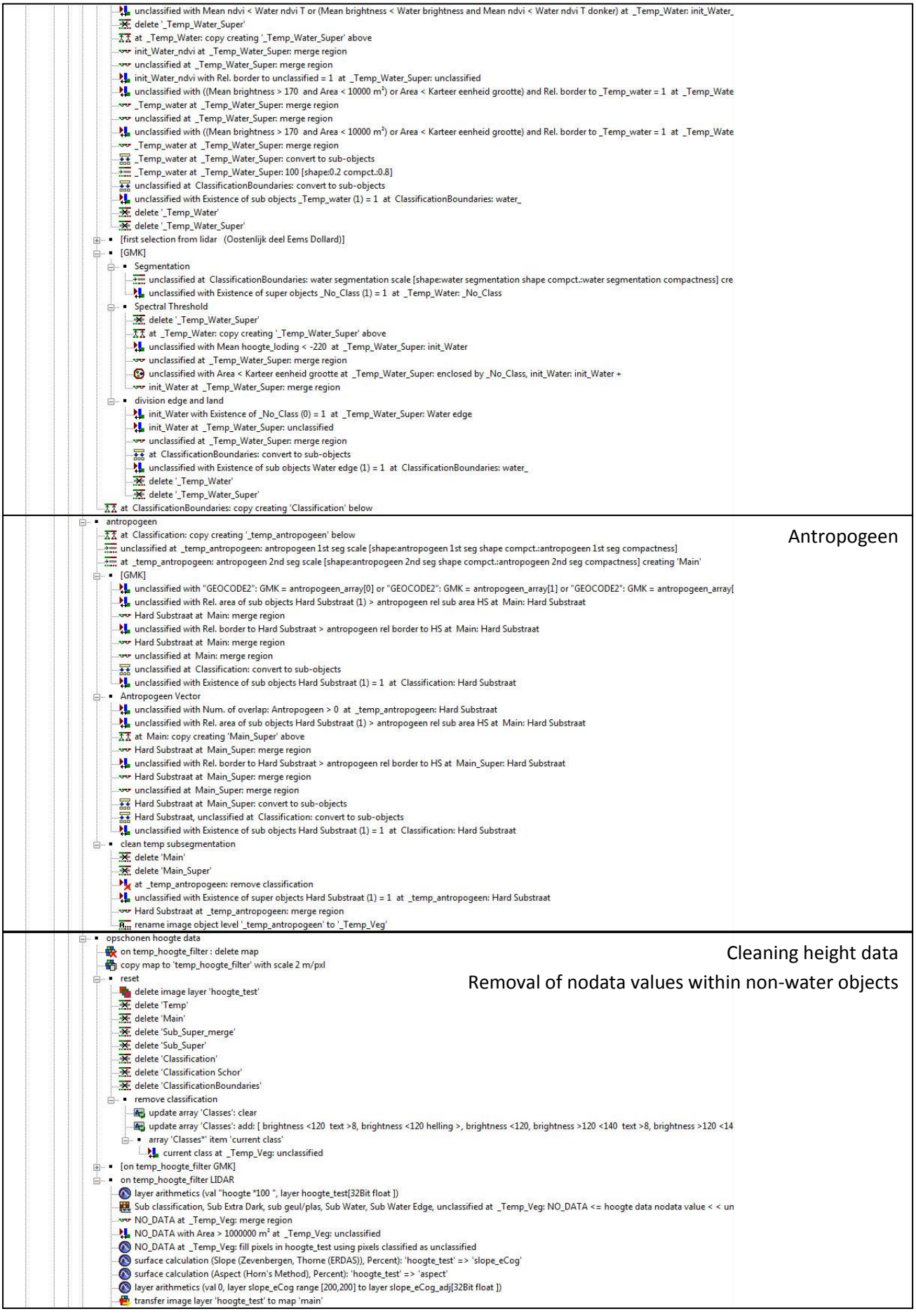
- 2
  - plaat R EK existence of erosie k = 1
  - plaat R EK existence of sub SubDark = 1
  - plaat R EK rel border to erosie k min = 0.1
- eerste indicatie laag energetisch
  - 1
  - 2
  - 3
    - plaat R LE 1st max shape index SSM min = 9
    - plaat R LE 1st existence of erosie k = 0
- eerste indicatie hoog vlak
  - 1
  - 2
    - plaat R HE 1st eval smooth = 1
    - plaat R HE 1st existence LE = 0
  - 3
    - plaat R HE 1st 3 eval smooth = 1
    - plaat R HE 1st 3 existence HE = 1
  - 4
    - plaat R HE 1st 4 existence of erosie k = 1
    - plaat R HE 1st 4 existence HE = 1
    - plaat R HE 1st rel border to HE = 0.015
    - plaat R HE 1st rel border to erosie k min = 0.015
- grens met erosie kenmerk
  - 1
    - plaat R GEK existence of EK = 1
    - plaat R GEK 2 existence of EK = 1
    - plaat R GEK 3 existence of EK = 1
- opschonen laag energetisch
  - bright ndvi
    - plaat R OLE bright ndvi rel border to LE min = 0.5
  - megaribbels
    - tussen laag energetisch
      - 1
        - plaat R OLE megaribbel 1 shape index min = 2.8
        - or
          - plaat R OLE megaribbel 1 existence of S2 = 1
          - plaat R OLE megaribbel 1 existence of S1a = 1
        - plaat R OLE megaribbel 1 rel border to LE min = 0
        - plaat R OLE megaribbel 1 rel border to SmallGeul min = 0
      - 2
        - plaat R OLE megaribbel 2 shape index min = 2.8
        - plaat R OLE megaribbel 2 rel border to LE min = 0.5
        - plaat R OLE megaribbel 2 rel border to SmallGeul min = 0
    - geulen
      - plaat R OLE megaribbel 3 shape index min = 8
      - plaat R OLE megaribbel 3 rel border to LE min = 0.2
  - tussen megaribbel
    - plaat R OLE tussen megaribbel Eval smooth = 0
    - plaat R OLE tussen megaribbel rel border to megaribbel min = 0.5
    - plaat R OLE tussen megaribbel rel border to S2 = 0
    - plaat R OLE tussen megaribbel rel border to S1a = 0
  - langs water
    - or
      - plaat R OLE langs water existence of noData = 1
      - plaat R OLE langs water existence of water = 1
    - plaat R OLE langs water max shape index SSM min = 10
    - plaat R OLE langs water existence of megaribbel = 1
- opschonen hoog energetisch vlak
  - plaat R OHE existence of plaat hoog vlak = 1
  - plaat R OHE existence of megaribbel = 1
- average brightness langs geul > laag energetisch
  - or
    - and
      - plaat R avg Brig. LG rel border to LE min = 0.4
      - plaat R avg Brig. LG rel border to SmallGeul min = 0.1 (Telt eigenlijk niet mee?)
    - and
      - plaat R avg Brig. 1 LG rel border to LE min = 0.4
      - plaat R avg Brig. 1 LG rel border to SmallGeul min = 0
    - plaat R avg Brig. 2 LG rel border to LE min = 0.75
- cleanup geul erosie
  - plaat R cleanup GE 1 rel border to LE min = 0.4
  - plaat R cleanup GE 2 rel border to HE min = 0.6
  - plaat R cleanup GE 3 rel border to HE min = 0.3
  - plaat R cleanup GE 4 rel border to LE min = 0.3
- final cleanup
  - plaat R final cleanup color threshold = 15

- First Steps
  - Add Thematic layers
    - create/modify project
    - create/modify project
    - [vector dissolve on layers '[GMK]' -> ClassificationBoundaries (To get the classification extent)]
  - Layer Creation
    - layer arithmetics (val "nir/(nir+red+green)", layer Nir-Ratio[32Bit float])
    - layer arithmetics (val "(nir-red)/(nir+red)", layer ndvi[32Bit float])
    - layer arithmetics (val "((nir-red)/(nir+red))*100", layer ndvi_seg[32Bit float])
    - layer arithmetics (val "(nir+red+green)/3", layer brightness[32Bit float])
    - [surface calculation (Aspect (Horn's Method), Percent): 'hoogte' => 'aspect']
  - Initiele Segmentatie
    - chess board: 9999999 creating 'ClassificationBoundaries'
    - unclassified with Num. of overlap: ClassificationBoundaries = 0 at ClassificationBoundaries: _No_Class
    - unclassified at ClassificationBoundaries: _No_Class <= 0 < unclassified on nir

Load thematic layers and calculate additional raster layers

- Classificatie
  - Water
    - ndvi
      - at ClassificationBoundaries: copy creating '_Temp_Water' below
      - unclassified at _Temp_Water: water segmentation scale [shape:water segmentation shape compct.:water segmentation compactness]

Water



Antropogeen

Cleaning height data

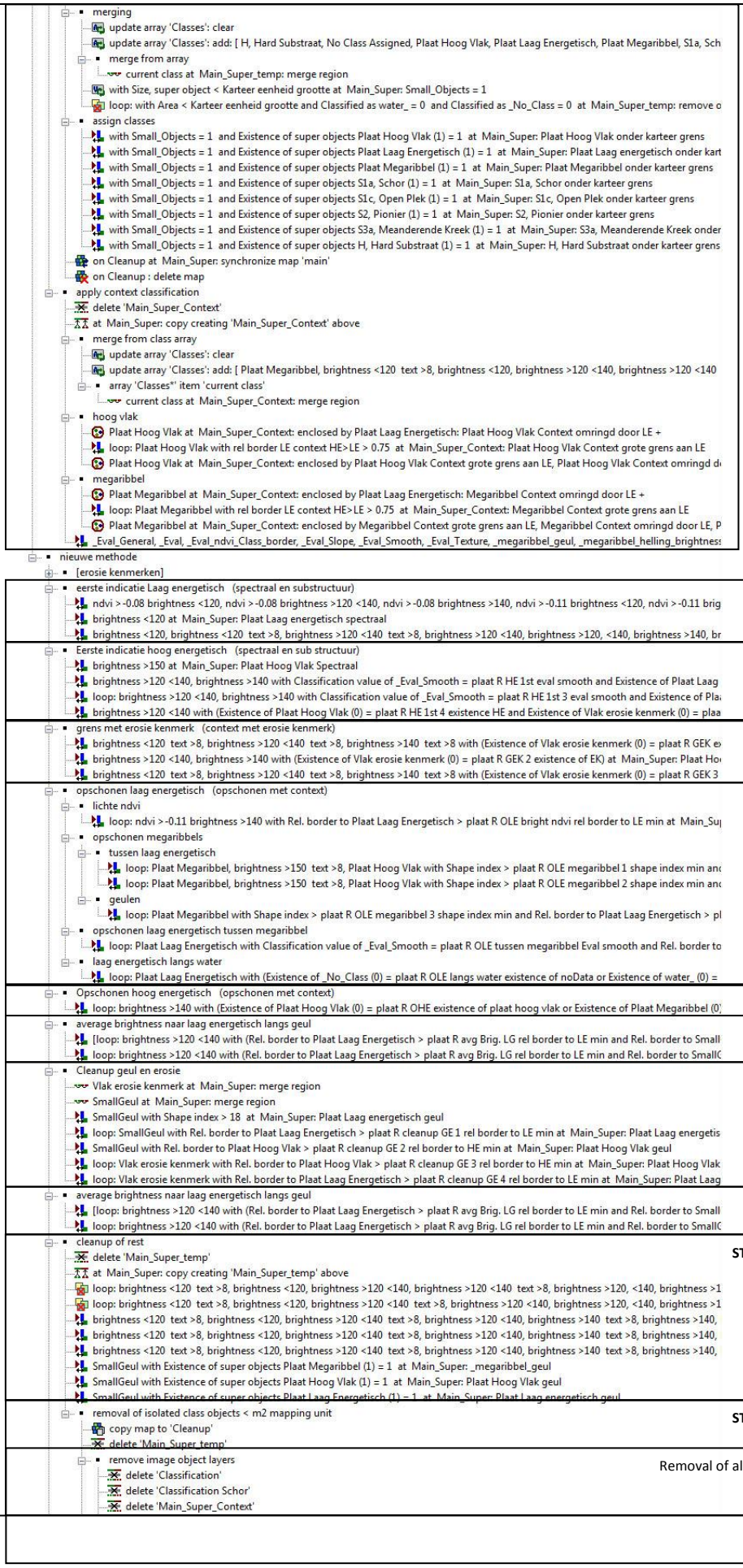
Removal of nodata values within non-water objects


transfer image layer 'slope_eCog_adj' to map 'main'
transfer image layer 'aspect' to map 'main'
on temp_hoogte_filter : delete map
Schor
[segmentatie]
schor_geul_begroeid
on schor map
with Existence of super objects _No_Class (1) = 1 at _Temp_Veg: _No_Class
with Existence of super objects water_ (1) = 1 at _Temp_Veg: water_
unclassified with Mean ndvi > Schor ndvi T and Mean hoogte_aangepast > schor min hoogte at _Temp_Veg: Vegetatie
[unclassified with Mean ndvi > Schor ndvi T at _Temp_Veg: Vegetatie]
creating super level
delete '_Temp_Veg_Super'
at _Temp_Veg: copy creating '_Temp_Veg_Super' above
merging and finding enclosed on super
unclassified at _Temp_Veg_Super: merge region
unclassified with Area < schor min schor area (m2) at _Temp_Veg_Super: enclosed by _No_Class, Vegetatie: Vegetatie +
Vegetatie at _Temp_Veg_Super: merge region
Vegetatie with Area > schor min schor area (m2) at _Temp_Veg_Super: schor_groot
Geul_Candidate, geul, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super: convert to sub-objects
geul
unclassified with Distance to Schor < schor geul width half (m) at _Temp_Veg_Super: Geul_Candidate
Geul_Candidate with Distance to unclassified < schor geul width half (m) at _Temp_Veg_Super: unclassified
Vegetatie, unclassified at _Temp_Veg_Super: enclosed by Geul_Candidate: Geul_Candidate +
begroeid strand
unclassified with Distance to Vegetatie < schor begroeid strand afst tussen veg groeien (m) at _Temp_Veg_Super: Begroeid_Strand
Begroeid_Strand with Distance to unclassified < schor begroeid strand afst tussen veg krimpen (m) at _Temp_Veg_Super: unclassified
unclassified at _Temp_Veg_Super: enclosed by Begroeid_Strand: Begroeid_Strand +
geul laag ndvi
Geul_Candidate with Mean ndvi < schor geul no veg T ndvi at _Temp_Veg_Super: geul_noVeg
geul_noVeg at _Temp_Veg_Super: merge region
Geul_Candidate with Number of geul_noVeg (0) >= 2 at _Temp_Veg_Super: geul_noVeg
geul_noVeg at _Temp_Veg_Super: merge region
Geul_Candidate, unclassified at _Temp_Veg_Super: enclosed by geul_noVeg: geul_noVeg +
geul_noVeg at _Temp_Veg_Super: merge region
geul_noVeg with Area < schor min schor area (m2) at _Temp_Veg_Super: Geul_Candidate
Geul_Candidate at _Temp_Veg_Super: merge region
Geul_Candidate with Area < schor min schor area (m2) at _Temp_Veg_Super: remove objects into geul_noVeg, schor_groot (merge by color)
Geul_Candidate, geul, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super: convert to sub-objects
nieuwe segmentatie
delete '_Temp_Veg_Super_NewSeg'
delete '_Temp_Veg_Super_Merge'
at _Temp_Veg_Super: copy creating '_Temp_Veg_Super_Merge' above
merge classes
at _Temp_Veg_Super_Merge: remove classification
merging
update array 'Classes': clear
update array 'Classes': add: [Begroeid_Strand, Geul_Candidate, geul_noVeg, geul_noVeg_aanvulling, schor_aanvulling_2, schor_aanvulling,
merge from array
current class at _Temp_Veg_Super_Merge: merge region
Begroeid_Strand, Geul_Candidate, geul_noVeg, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super_Merge: schor seg scale [shape:schor seg
bepalen pionier
unclassified with Sum rel. Area Vegetatie en Begroeid strand > schor BS sub area begr
compleet maken classificatie
Begroeid_Strand, geul, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super_Merge: c
unclassified with Existence of sub objects Begroeid_Strand (1) = 1 at _Temp_Veg_Super_M
Geul_Candidate with Area > Karteer eenheid grootte and Mean ndvi < schor min ndvi value open plek at _Temp_Veg_Super_Merge: enclosed by s
Geul_Candidate at _Temp_Veg_Super_Merge: enclosed by schor_groot: schor_groot +
Geul_Candidate with Shape index > 5 and Existence of Begroeid_Strand (0) = 1 at _Temp_Veg_Super_Merge: geul_noVeg_aanvulling
Geul_Candidate with Existence of Begroeid_Strand (0) = 1 at _Temp_Veg_Super_Merge: Begroeid_Strand
Geul_Candidate at _Temp_Veg_Super_Merge: schor_aanvulling
Begroeid_Strand, Geul_Candidate, geul, open plek, schor_aanvulling, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super_Merge: convert to
merging
update array 'Classes': clear
update array 'Classes': add: [Begroeid_Strand, Geul_Candidate, geul_noVeg, geul_noVeg_aanvulling, open plek, schor_aanvulling_2, schor_aar
merge from array
current class at _Temp_Veg_Super_Merge: merge region
Begroeid_Strand, Geul_Candidate with Area < schor min schor area (m2) at _Temp_Veg_Super_Merge: unclassified
unclassified at _Temp_Veg_Super_Merge: enclosed by Begroeid_Strand, schor_groot: Begroeid_Strand +
Begroeid_Strand, Geul_Candidate, geul, open plek, schor_groot, Vegetatie, unclassified at _Temp_Veg_Super_Merge: convert to sub-objects
geul_noVeg at _Temp_Veg_Super_Merge: enclosed by schor_groot: open plek +
Set final classes
schor S1a
schor_groot at _Temp_Veg_Super_Merge: S1a_hoofd
schor_aanvulling at _Temp_Veg_Super_Merge: S1a_aanvulling_1
schor_aanvulling_2 at _Temp_Veg_Super_Merge: S1a_aanvulling_2
geul S3a
geul_noVeg at _Temp_Veg_Super_Merge: S3a_hoofd
geul_noVeg_aanvulling at _Temp_Veg_Super_Merge: S3a_aanvulling
Begroeid_Strand at _Temp_Veg_Super_Merge: S2
open plek at _Temp_Veg_Super_Merge: S1c
unclassified at _Temp_Veg_Super_Merge: merge region
delete temporary levels
[on Schor : delete map]
on main : rename image object level '_Temp_Veg_Super_Merge' to 'Classification Schor'
delete '_Temp_Veg'
delete '_Temp_Veg_Super_NewSeg'
delete '_Temp_Veg_Super'
[Reset part of classification (Sections here can be set to active to reset part of the classification if only plaat/megaribbel needs to be rerun)]
plaat reset + megaribbel (when rerunning a processed tile for plaat+megaribbel)
delete 'Main_Super_Context'
delete 'Main_Super_temp'
delete 'Main_Super'
delete 'Main'
delete 'Sub_Super_merge'
delete 'Sub_Super'
[plaat reset rest (when rerunning a processed tile for only rest van plaat)]
Schor
Verschil tussen schor and pioneer
Groei, krimp geul
Pionier
Bepalen geul
Maken van hoofdsegmentatie
Omzetten van classificatie
naar hoofdsegmentatie
Tijdelijke klassen omzetten
naar eind klassen
Resetten van segmentatie niveaus
Opties om het alleen
plaat gedeelte opnieuw te runnen


delete 'Main_Super_Context'
delete 'Main_Super'
delete 'Sub_Super_merge'
delete 'Sub_Super'
remove classification
update array 'Classes': clear
update array 'Classes': add: [brightness <120 text >8, brightness <120 helling >, brightness <120 texture helling >, brightness <120, brightness >120
array 'Classes*' item 'current class'
current class at Main: unclassified
unclassified at Main: merge region
Plaat
Classification steps
Creating main megaribbel parts
segmentation
sub
delete 'Sub'
at Classification Schor: copy creating 'Sub' below
unclassified at Sub: plaat seg sub scale [shape:plaat seg sub shape compct.:plaat seg sub compactness]
water and dark at sub
unclassified at Sub: Sub Water <= Water ndvi T < unclassified on ndvi
[unclassified at Sub: Sub Extra Dark <= plaat seg pixel dark < unclassified on brightness]
main
delete 'Main'
at Classification Schor: copy creating 'Main' below
unclassified at Main: plaat seg main ribbel scale [shape:plaat seg main ribbel shape compct.:plaat seg main ribbel compactness]
merge sub super with brightness merging
delete 'Sub_Super'
at Sub: copy creating 'Sub_Super' above
remove classification
update array 'Classes': clear
update array 'Classes': add: [Plaat Megaribbel, brightness <120, brightness <120 text >8, brightness >120 <140, brightness >140 text >8, b
array 'Classes*' item 'current class'
current class at Sub_Super: unclassified
merge sub super
update variables
max_brightness_difference = 3
unclassified at Sub_Super: multiple object difference conditions-based fusion(0.0001,Mean brightness,max_brightness_difference,,0,,0,,0,,(
classify subobjects
unclassified with Ratio to super-object brightness (1) > 1 at Sub_Super: Sub_bright
unclassified with Ratio to super-object brightness (1) < 1 at Sub_Super: Sub_dark
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Sub Water]
array 'Classes*' item 'current class'
current class at Sub_Super: merge region
merge sub super
delete 'Sub_Super_merge'
at Sub_Super: copy creating 'Sub_Super_merge' above
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Sub Water, Sub_bright, Sub_dark]
array 'Classes*' item 'current class'
current class at Sub_Super_merge: merge region
assign class to megaribbels
zonder hoogte
remove classification
update array 'Classes': clear
update array 'Classes': add: [brightness <120 text >8, brightness <120 helling >, brightness <120, brightness >120 <140, brightness >120 <
array 'Classes*' item 'current class'
current class at Main: unclassified
initiele classificatie main
nvdi onderverdeling
unclassified with Mean ndvi > ndvi T Plaat hoog at Main: Plaat ndvi > -0.08
unclassified with Mean ndvi > ndvi T Plaat laag at Main: Plaat ndvi > -0.11
brightness onderverdeling
>150
Plaat ndvi > -0.08, Plaat ndvi > -0.11, unclassified with Mean brightness > Reflectie Plaat Erg hoog at Main: brightness >150
Ndvi
>140
Plaat ndvi > -0.08 with Mean brightness > Reflectie Plaat Hoog at Main: ndvi > -0.08 brightness >140
Plaat ndvi > -0.11 with Mean brightness > Reflectie Plaat Hoog at Main: ndvi > -0.11 brightness >140
>120 <140
Plaat ndvi > -0.08 with Mean brightness > Reflectie Plaat Midden at Main: ndvi > -0.08 brightness >120 <140
Plaat ndvi > -0.11 with Mean brightness > Reflectie Plaat Midden at Main: ndvi > -0.11 brightness >120 <140
<120
Plaat ndvi > -0.08 with Mean brightness <= Reflectie Plaat Laag at Main: ndvi > -0.08 brightness <120
Plaat ndvi > -0.11 with Mean brightness <= Reflectie Plaat Laag at Main: ndvi > -0.11 brightness <120
rest brightness
unclassified with Mean brightness > Reflectie Plaat Hoog at Main: brightness >140
unclassified with Mean brightness > Reflectie Plaat Midden at Main: brightness >120 <140
unclassified with Mean brightness < Reflectie Plaat Laag at Main: brightness <120
onderverdeling textuur
ndvi
ndvi > -0.08 brightness <120
ndvi > -0.08 brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 bright
ndvi > -0.11 brightness <120
ndvi > -0.11 brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 bright
ndvi > -0.08 brightness >140
ndvi > -0.08 brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 bright
ndvi > -0.11 brightness >140
ndvi > -0.11 brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 bright
ndvi > -0.08 brightness >140 <120
ndvi > -0.08 brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 b
ndvi > -0.11 brightness >140 <120
ndvi > -0.11 brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 b
rest
Plaat Megaribbel
Segmentatie main en sub levels
Classificatie van objecten in tijdelijke classes


>150
brightness >150 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >150 text >8
>140
brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >140 text >8
>120 <140
brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >120 <140 te
<120
brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness <120 text >8
[Textuur Hoogte]
Onderverdeling met hoogte hier inactief
ndvi
ndvi >-0.08 brightness <120
ndvi >-0.08 brightness <120 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.08 bright
ndvi >-0.11 brightness <120
ndvi >-0.11 brightness <120 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.11 bright
ndvi >-0.08 brightness >140
ndvi >-0.08 brightness >140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.08 bright
ndvi >-0.11 brightness >140
ndvi >-0.11 brightness >140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.11 bright
ndvi >-0.08 brightness >140 <120
ndvi >-0.08 brightness >120 <140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.08
ndvi >-0.11 brightness >140 <120
ndvi >-0.11 brightness >120 <140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: ndvi >-0.11
rest
>150
brightness >150 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: brightness >150 helling >
>140
brightness >140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: brightness >140 helling >
>120 <140
brightness >120 <140 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: brightness >120 <140 he
<120
brightness <120 with Classification value of _Eval_Slope > Structuur Hoog Stdev Helling at Main: brightness <120 helling >
at Main (set shape index for sub objects as object variable on main level)
Berekenen van gemiddelde
shape index in de sub niveaus
if shape index sub_dark SSM > shape index sub_dark SSM
then
max_shape_index_sub_objects_SSM = shape index sub_bright SSM
else
max_shape_index_sub_objects_SSM = shape index sub_dark SSM
if shape index sub_bright SS > shape index sub_dark SS
then
max_shape_index_sub_objects_SS = shape index sub_bright SS
else
max_shape_index_sub_objects_SS = shape index sub_dark SS
selecteren megaribbels (minder hoogte)
Stap 1
[erosie kenmerken]
Waterplassen
brightness <120 text >8, brightness <120 texture helling >, brightness >120 <140 text >8, brightness >120 <140 texture helling >, brigh
brightness <120 text >8, brightness <120 texture helling >, brightness >120 <140 text >8, brightness >120 <140 texture helling >, brigh
loop: brightness <120 text >8, brightness <120 texture helling >, brightness >120 <140 text >8, brightness >120 <140 texture helling >,
loop: brightness <120 text >8, brightness <120 texture helling >, brightness >120 <140 text >8, brightness >120 <140 texture helling >,
lichte duintoppen
brightness >120 <140 text >8, brightness >140 text >8, brightness >150 text >8 with Metric Number sub_dark / Area Super SS < plaat
loop: brightness >140 text >8, brightness >150 text >8 with Metric Number sub_dark / Area Super SS < plaat LD 2 num subdark per are
loop: brightness <120 text >8, brightness >120 <140 text >8 with Metric Number sub_dark / Area Super SS < plaat LD 3 num subdark p
loop: brightness <120 text >8, brightness >120 <140 text >8, brightness >140 text >8, brightness >150 text >8 with (Rel. border to Pla
[helling]
Stap 2
overig
[loop: ndvi >-0.11 brightness <120 helling >, ndvi >-0.11 brightness <120 text >8, ndvi >-0.11 brightness >120 <140 helling >, ndvi >-0
loop: brightness <120 helling >, brightness >120 <140 text >8, brightness >120 <140 helling >, brightness >140 text >8, brightness >14
loop: brightness <120 helling >, brightness >120 <140 text >8, brightness >120 <140 helling >, brightness >140 text >8, brightness >14
merge on main super
Weghalen kleine objecten
delete 'Main_Super'
at Main: copy creating 'Main_Super' above
Plaat Megaribbel with Existence of S2 (0) = 1 at Main_Super: unclassified
Plaat Megaribbel at Main_Super: merge region
cleanup main super
Plaat Megaribbel with Area < plaat CMS Area max and Rel. border to water_ < plaat CMS rel border to Water max at Main_Super: uncla
copy to main
Plaat Megaribbel, brightness <120, brightness <120 text >8, brightness >120 <140, brightness >140, brightness >140 text >8, brightnes
[met hoogte]
[selecteren megaribbels]
Reset van object niveaus en tijdelijke classificatie
weghalen classificatie
delete 'Main_Super'
delete 'Sub_Super_merge'
delete 'Sub_Super'
remove classification
update array 'Classes': clear
update array 'Classes': add: [brightness <120 text >8, brightness <120 helling >, brightness <120 texture helling >, brightness <120, bright
array 'Classes*' item 'current class'
current class at Main: unclassified
unclassified at Main: merge region
classify rest of surface
segmentation
Segmentatie main en sub levels
Rest van plaat
resegment unclassified
unclassified at Main: merge region
unclassified at Main: plaat R seg main plaat scale [shape:plaat R seg main plaat shape compct.:plaat R seg main plaat compactness]
merge sub super with brightness merging
delete 'Sub_Super'
at Sub: copy creating 'Sub_Super' above
remove classification
update array 'Classes': clear
update array 'Classes': add: [Plaat Megaribbel, brightness <120, brightness <120 text >8, brightness >120 <140, brightness >140 text >8, b
array 'Classes*' item 'current class'
current class at Sub_Super: unclassified
merge sub super
update variables
max_spectral_difference = 6
max_brightness_difference = 3


max_stdev_difference = 1
max_ndvi_difference = 0.1
max_depth_difference = 25
unclassified at Sub_Super: multiple object difference conditions-based fusion(0.0001,Mean brightness,max_brightness_difference,,0,,0,,0,,
classify subobjects
unclassified with Ratio to super-object brightness (1) > 1 at Sub_Super: Sub_bright
unclassified with Ratio to super-object brightness (1) < 1 at Sub_Super: Sub_dark
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Sub Water]
array 'Classes*' item 'current class'
current class at Sub_Super: merge region
merge sub super
delete 'Sub_Super_merge'
at Sub_Super: copy creating 'Sub_Super_merge' above
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Sub Water, Sub_bright, Sub_dark]
array 'Classes*' item 'current class'
current class at Sub_Super_merge: merge region
remove classification
update array 'Classes': clear
update array 'Classes': add: [brightness <120, brightness <120 text >8, brightness >120 <140 text >8, brightness >120 <140, brightness >140, bric
array 'Classes*' item 'current class'
current class at Main: unclassified
initiele classificatie main
nvdi onderverdeling
unclassified with Mean ndvi > ndvi T Plaat hoog at Main: Plaat ndvi > -0.08
unclassified with Mean ndvi > ndvi T Plaat laag at Main: Plaat ndvi > -0.11
brightness onderverdeling
>150
Plaat ndvi > -0.08, Plaat ndvi > -0.11, unclassified with Mean brightness > Reflectie Plaat Erg hoog at Main: brightness >150
Ndvi
>140
Plaat ndvi > -0.08 with Mean brightness > Reflectie Plaat Hoog at Main: ndvi > -0.08 brightness >140
Plaat ndvi > -0.11 with Mean brightness > Reflectie Plaat Hoog at Main: ndvi > -0.11 brightness >140
>120 <140
Plaat ndvi > -0.08 with Mean brightness > Reflectie Plaat Midden at Main: ndvi > -0.08 brightness >120 <140
Plaat ndvi > -0.11 with Mean brightness > Reflectie Plaat Midden at Main: ndvi > -0.11 brightness >120 <140
<120
Plaat ndvi > -0.08 with Mean brightness <= Reflectie Plaat Laag at Main: ndvi > -0.08 brightness <120
Plaat ndvi > -0.11 with Mean brightness <= Reflectie Plaat Laag at Main: ndvi > -0.11 brightness <120
rest brightness
unclassified with Mean brightness > Reflectie Plaat Hoog at Main: brightness >140
unclassified with Mean brightness > Reflectie Plaat Midden at Main: brightness >120 <140
unclassified with Mean brightness < Reflectie Plaat Laag at Main: brightness <120
onderverdeling textuur
ndvi
ndvi > -0.08 brightness <120
ndvi > -0.08 brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 brightness <1
ndvi > -0.11 brightness <120
ndvi > -0.11 brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 brightness <1
ndvi > -0.08 brightness >140
ndvi > -0.08 brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 brightness >1
ndvi > -0.11 brightness >140
ndvi > -0.11 brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 brightness >1
ndvi > -0.08 brightness >140 <120
ndvi > -0.08 brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.08 brightne
ndvi > -0.11 brightness >140 <120
ndvi > -0.11 brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: ndvi > -0.11 brightne
rest
>150
brightness >150 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >150 text >8
>140
brightness >140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >140 text >8
>120 <140
brightness >120 <140 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness >120 <140 text >8
<120
brightness <120 with Standard deviation brightness > Structuur Hoog Stdev Brightness at Main: brightness <120 text >8
texture classificatie geul
brightness <120 text >8, brightness <120, brightness >120 <140, brightness >120 <140 text >8, brightness >140 text >8, ndvi > -0.08 brightness <
at Main (Again shape index to object variables)
if shape index sub_dark SSM > shape index sub_dark SSM
then
max_shape_index_sub_objects_SSM = shape index sub_bright SSM
else
max_shape_index_sub_objects_SSM = shape index sub_dark SSM
if shape index sub_bright SS > shape index sub_dark SS
then
max_shape_index_sub_objects_SS = shape index sub_bright SS
else
max_shape_index_sub_objects_SS = shape index sub_dark SS
Copy to Main_Super
delete 'Main_Super'
at Main: copy creating 'Main_Super' above
energetische classes
[laag energetisch classificatie Dollard]
unclassified at Main_Super: Plaat Laag energetisch alles LE
at Main_Super: copy creating 'Main_Super_temp' above
removal of isolated class objects < m2 mapping unit
copy map to 'Cleanup'
delete 'Main_Super_temp'
remove image object layers
delete 'ClassificationBoundaries'
delete 'Classification'
delete 'Classification Schor'
delete 'Main_Super_Context'
Classificatie van objecten in tijdelijke classes
Berekenen van gemiddelde shape index in de sub niveaus
Alternatieve methode alle objecten naar laag energetisch en weghalen objecten <400m2


merging
update array 'Classes': clear
update array 'Classes': add: [H, Hard Substraat, No Class Assigned, Plaat Hoog Vlak, Plaat Laag Energetisch, Plaat Megaribbel, S1a, Sch
merge from array
current class at Main_Super_temp: merge region
with Size, super object < Karteer eenheid grootte at Main_Super: Small_Objects = 1
loop: with Area < Karteer eenheid grootte and Classified as water_ = 0 and Classified as _No_Class = 0 at Main_Super_temp: remove o
assign classes
with Small_Objects = 1 and Existence of super objects Plaat Hoog Vlak (1) = 1 at Main_Super: Plaat Hoog Vlak onder karteer grens
with Small_Objects = 1 and Existence of super objects Plaat Laag Energetisch (1) = 1 at Main_Super: Plaat Laag energetisch onder kart
with Small_Objects = 1 and Existence of super objects Plaat Megaribbel (1) = 1 at Main_Super: Plaat Megaribbel onder karteer grens
with Small_Objects = 1 and Existence of super objects S1a, Schor (1) = 1 at Main_Super: S1a, Schor onder karteer grens
with Small_Objects = 1 and Existence of super objects S1c, Open Plek (1) = 1 at Main_Super: S1c, Open Plek onder karteer grens
with Small_Objects = 1 and Existence of super objects S2, Pionier (1) = 1 at Main_Super: S2, Pionier onder karteer grens
with Small_Objects = 1 and Existence of super objects S3a, Meanderende Kreek (1) = 1 at Main_Super: S3a, Meanderende Kreek onder
with Small_Objects = 1 and Existence of super objects H, Hard Substraat (1) = 1 at Main_Super: H, Hard Substraat onder karteer grens
on Cleanup at Main_Super: synchronize map 'main'
on Cleanup : delete map
apply context classification
delete 'Main_Super_Context'
at Main_Super: copy creating 'Main_Super_Context' above
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Plaat Megaribbel, brightness <120 text >8, brightness <120, brightness >120 <140, brightness >120 <140
array 'Classes*' item 'current class'
current class at Main_Super_Context: merge region
hoog vlak
Plaat Hoog Vlak at Main_Super_Context: enclosed by Plaat Laag Energetisch: Plaat Hoog Vlak Context omringd door LE +
loop: Plaat Hoog Vlak with rel border LE context HE>LE > 0.75 at Main_Super_Context: Plaat Hoog Vlak Context grote grens aan LE
Plaat Hoog Vlak at Main_Super_Context: enclosed by Plaat Hoog Vlak Context grote grens aan LE, Plaat Hoog Vlak Context omringd d
megaribbel
Plaat Megaribbel at Main_Super_Context: enclosed by Plaat Laag Energetisch: Megaribbel Context omringd door LE +
loop: Plaat Megaribbel with rel border LE context HE>LE > 0.75 at Main_Super_Context: Megaribbel Context grote grens aan LE
Plaat Megaribbel at Main_Super_Context: enclosed by Megaribbel Context grote grens aan LE, Megaribbel Context omringd door LE, P
_Eval_General, _Eval, _Eval_ndvi_Class_border, _Eval_Slope, _Eval_Smooth, _Eval_Texture, _megaribbel_geul, _megaribbel_helling_brightness
nieuwe methode
[erosie kenmerken]
eerste indicatie Laag energetisch (spectraal en substructuur)
ndvi >-0.08 brightness <120, ndvi >-0.08 brightness >120 <140, ndvi >-0.08 brightness >140, ndvi >-0.11 brightness <120, ndvi >-0.11 brig
brightness <120 at Main_Super: Plaat Laag energetisch spectraal
brightness <120, brightness <120 text >8, brightness >120 <140 text >8, brightness >120 <140, brightness >120, <140, brightness >140, br
STAP 1 LE
Eerste indicatie hoog energetisch (spectraal en sub structuur)
brightness >150 at Main_Super: Plaat Hoog Vlak Spectraal
brightness >120 <140, brightness >140 with Classification value of _Eval_Smooth = plaat R HE 1st eval smooth and Existence of Plaat Laag
loop: brightness >120 <140, brightness >140 with Classification value of _Eval_Smooth = plaat R HE 1st 3 eval smooth and Existence of Pla
brightness >120 <140 with (Existence of Plaat Hoog Vlak (0) = plaat R HE 1st 4 existence HE and Existence of Vlak erosie kenmerk (0) = plaa
STAP 1 HE
grens met erosie kenmerk (context met erosie kenmerk)
brightness <120 text >8, brightness >120 <140 text >8, brightness >140 text >8 with (Existence of Vlak erosie kenmerk (0) = plaat R GEK ex
brightness >120 <140, brightness >140 with (Existence of Vlak erosie kenmerk (0) = plaat R GEK 2 existence of EK) at Main_Super: Plaat Ho
brightness <120 text >8, brightness >120 <140 text >8, brightness >140 text >8 with (Existence of Vlak erosie kenmerk (0) = plaat R GEK 3
STAP 2 HE
opschonen laag energetisch (opschonen met context)
lichte ndvi
loop: ndvi >-0.11 brightness >140 with Rel. border to Plaat Laag Energetisch > plaat R OLE bright ndvi rel border to LE min at Main_Su
opschonen megaribbels
tussen laag energetisch
loop: Plaat Megaribbel, brightness >150 text >8, Plaat Hoog Vlak with Shape index > plaat R OLE megaribbel 1 shape index min an
loop: Plaat Megaribbel, brightness >150 text >8, Plaat Hoog Vlak with Shape index > plaat R OLE megaribbel 2 shape index min an
geulen
loop: Plaat Megaribbel with Shape index > plaat R OLE megaribbel 3 shape index min and Rel. border to Plaat Laag Energetisch > pl
opschonen laag energetisch tussen megaribbel
loop: Plaat Laag Energetisch with Classification value of _Eval_Smooth = plaat R OLE tussen megaribbel Eval smooth and Rel. border to
laag energetisch langs water
loop: Plaat Laag Energetisch with (Existence of _No_Class (0) = plaat R OLE langs water existence of noData or Existence of water_ (0) =
STAP 2 LE
Opschonen hoog energetisch (opschonen met context)
loop: brightness >140 with (Existence of Plaat Hoog Vlak (0) = plaat R OHE existence of plaat hoog vlak or Existence of Plaat Megaribbel (0)
STAP 2 HE
average brightness naar laag energetisch langs geul
[loop: brightness >120 <140 with (Rel. border to Plaat Laag Energetisch > plaat R avg Brig. LG rel border to LE min and Rel. border to Small
loop: brightness >120 <140 with (Rel. border to Plaat Laag Energetisch > plaat R avg Brig. LG rel border to LE min and Rel. border to SmallG
STAP 2 LE
Cleanup geul en erosie
Vlak erosie kenmerk at Main_Super: merge region
SmallGeul at Main_Super: merge region
SmallGeul with Shape index > 18 at Main_Super: Plaat Laag energetisch geul
loop: SmallGeul with Rel. border to Plaat Laag Energetisch > plaat R cleanup GE 1 rel border to LE min at Main_Super: Plaat Laag energetis
SmallGeul with Rel. border to Plaat Hoog Vlak > plaat R cleanup GE 2 rel border to HE min at Main_Super: Plaat Hoog Vlak geul
loop: Vlak erosie kenmerk with Rel. border to Plaat Hoog Vlak > plaat R cleanup GE 3 rel border to HE min at Main_Super: Plaat Hoog Vlak
loop: Vlak erosie kenmerk with Rel. border to Plaat Laag Energetisch > plaat R cleanup GE 4 rel border to LE min at Main_Super: Plaat Laag
STAP 2 LE+HE
average brightness naar laag energetisch langs geul
[loop: brightness >120 <140 with (Rel. border to Plaat Laag Energetisch > plaat R avg Brig. LG rel border to LE min and Rel. border to Small
loop: brightness >120 <140 with (Rel. border to Plaat Laag Energetisch > plaat R avg Brig. LG rel border to LE min and Rel. border to SmallG
STAP 2 LE
cleanup of rest
delete 'Main_Super_temp'
at Main_Super: copy creating 'Main_Super_temp' above
loop: brightness <120 text >8, brightness <120, brightness >120 <140, brightness >120 <140 text >8, brightness >120, <140, brightness >1
loop: brightness <120 text >8, brightness <120, brightness >120 <140 text >8, brightness >120 <140, brightness >120, <140, brightness >1
brightness <120 text >8, brightness <120, brightness >120 <140 text >8, brightness >120 <140, brightness >140 text >8, brightness >140,
brightness <120 text >8, brightness <120, brightness >120 <140 text >8, brightness >120 <140, brightness >140 text >8, brightness >140,
brightness <120 text >8, brightness <120, brightness >120 <140 text >8, brightness >120 <140, brightness >140 text >8, brightness >140,
SmallGeul with Existence of super objects Plaat Megaribbel (1) = 1 at Main_Super: _megaribbel_geul
SmallGeul with Existence of super objects Plaat Hoog Vlak (1) = 1 at Main_Super: Plaat Hoog Vlak geul
SmallGeul with Existence of super objects Plaat Laag Energetisch (1) = 1 at Main_Super: Plaat Laag energetisch geul
STAP 3 LE+HE+MR
removal of isolated class objects < m2 mapping unit
copy map to 'Cleanup'
delete 'Main_Super_temp'
STAP 3 LE+HE+MR
remove image object layers
delete 'Classification'
delete 'Classification Schor'
delete 'Main_Super_Context'
Removal of all objects <400m2


delete 'ClassificationBoundaries'
merging
update array 'Classes': clear
update array 'Classes': add: [H, Hard Substraat, No Class Assigned, Plaat Hoog Vlak, Plaat Laag Energetisch, Plaat Megaribbel, S1a,
merge from array
current class at Main_Super_temp: merge region
with Size, super object < Karteer eenheid grootte at Main_Super: Small_Objects = 1
loop: with Area < Karteer eenheid grootte and Classified as water_ = 0 and Classified as _No_Class = 0 at Main_Super_temp: remo
assign classes
with Small_Objects = 1 and Existence of super objects Plaat Hoog Vlak (1) = 1 at Main_Super: Plaat Hoog Vlak onder karteer grens
with Small_Objects = 1 and Existence of super objects Plaat Laag Energetisch (1) = 1 at Main_Super: Plaat Laag energetisch onder
with Small_Objects = 1 and Existence of super objects Plaat Megaribbel (1) = 1 at Main_Super: Plaat Megaribbel onder karteer gre
with Small_Objects = 1 and Existence of super objects S1a, Schor (1) = 1 at Main_Super: S1a, Schor onder karteer grens
with Small_Objects = 1 and Existence of super objects S1c, Open Plek (1) = 1 at Main_Super: S1c, Open Plek onder karteer grens
with Small_Objects = 1 and Existence of super objects S2, Pionier (1) = 1 at Main_Super: S2, Pionier onder karteer grens
with Small_Objects = 1 and Existence of super objects S3a, Meanderende Kreek (1) = 1 at Main_Super: S3a, Meanderende Kreek or
with Small_Objects = 1 and Existence of super objects H, Hard Substraat (1) = 1 at Main_Super: H, Hard Substraat onder karteer gr
on Cleanup at Main_Super: synchronize map 'main'
on Cleanup : delete map
Removal of all objects <400m2
apply context classification
delete 'Main_Super_Context'
at Main_Super: copy creating 'Main_Super_Context' above
merge from class array
update array 'Classes': clear
update array 'Classes': add: [Plaat Megaribbel, brightness <120 text >8, brightness <120, brightness >120 <140, brightness >120 <140
array 'Classes*' item 'current class'
current class at Main_Super_Context: merge region
hoog vlak
Plaat Hoog Vlak at Main_Super_Context: enclosed by Plaat Laag Energetisch: Plaat Hoog Vlak Context omringd door LE +
loop: Plaat Hoog Vlak with rel border LE context HE>LE > 0.75 at Main_Super_Context: Plaat Hoog Vlak Context grote grens aan LE
Plaat Hoog Vlak at Main_Super_Context: enclosed by Plaat Hoog Vlak Context grote grens aan LE, Plaat Hoog Vlak Context omringd d
megaribbel
Plaat Megaribbel at Main_Super_Context: enclosed by Plaat Laag Energetisch: Megaribbel Context omringd door LE +
loop: Plaat Megaribbel with rel border LE context HE>LE > 0.75 at Main_Super_Context: Megaribbel Context grote grens aan LE
Plaat Megaribbel at Main_Super_Context: enclosed by Megaribbel Context grote grens aan LE, Megaribbel Context omringd door LE, P
_Eval_General, _Eval, _Eval_ndvi_Class_border, _Eval_Slope, _Eval_Smooth, _Eval_Texture, _megaribbel_geul, _megaribbel_helling_brightness
Context stap
Export
[merging]
update array 'Classes': clear
update array 'Classes': add: [Plaat Megaribbel, brightness <120, brightness <120 text >8, brightness >120 <140 text >8, brightness >120 <140, brightness >1
merge from array
current class at Main_Super: merge region
No Classification
_Temp_schor, _Temp_water, _TempSchor, Begroeid_Strand, brightness <120 text >8, brightness <120 helling >, brightness <120, brightness <120 texture hel
export classification shapefile
_megaribbel_geul, _megaribbel_helling_brightness, _megaribbel_helling_ndvi, _megaribbel_hoofd, _megaribbel_lichte_toppen, _megaribbel_onzeker, _mega
export classification shapefile with variables
[_megaribbel_geul, _megaribbel_helling_brightness, _megaribbel_helling_ndvi, _megaribbel_hoofd, _megaribbel_lichte_toppen, _megaribbel_onzeker, _mega
remove extra computed layers
delete image layer 'ndvi'
delete image layer 'aspect'
delete image layer 'Nir-Ratio'
delete image layer 'DataTest'
delete image layer 'brightness'
delete image layer 'ndvi_seg'
delete image layer 'DataTest'
delete image layer 'hoogte_aangepast'
delete image layer 'slope_eCog'
export view to Quickview_WS_2016 (no geo)
[Hard Substraat, Plaat Hoog Vlak, Plaat Laag Energetisch, Plaat Megaribbel, SmallGeul, S1a, Schor, S1c, S2, S3a, Meanderende Kreek, Vlak erosie kenmerk, water_
Export
else
delete image layer 'DataTest'
[export view to Quickview_WS_2016 (no geo)]
else
[export view to Quickview_WS_2016 (no geo)]