

qmos

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A tool for visualizing image footprints for a mosaic.

Basic World View | Map File | Project Files | Control Networks | Mosaic Grid

Map Grid Tool



Superimpose a map grid over the area of displayed footprints in the 'mosaic scene'

Overview

- The Map Grid Tool is activated by selecting the 'cross-hatch' icon or typing 'g' at the keyboard. *below the menu bar*
- The parameter options are displayed in the configuration dialog. Hitting the 'Options' button will open the dialog. *Grid*
- Checking 'Auto Grid' will draw a grid based on the open cubes. Hitting 'Show Grid' will display or hide the grid.
- The map grid is defined by the loaded Map File (just as the footprints and image data are), the opened cubes, or the grid tool parameters.
- If a Map File has not been selected, the default Equirectangular projection will be used. The resulting grid lines in the default 'Equi' map file will be drawn for the full global range (latitude range = -90,90; longitude range = 0,360) at the default latitude and longitude increment values.
- If the grid lines are not immediately visible, try to 'zoom out' in the 'mosaic scene' window and modify the Latitude and Longitude Increment parameters.

Close

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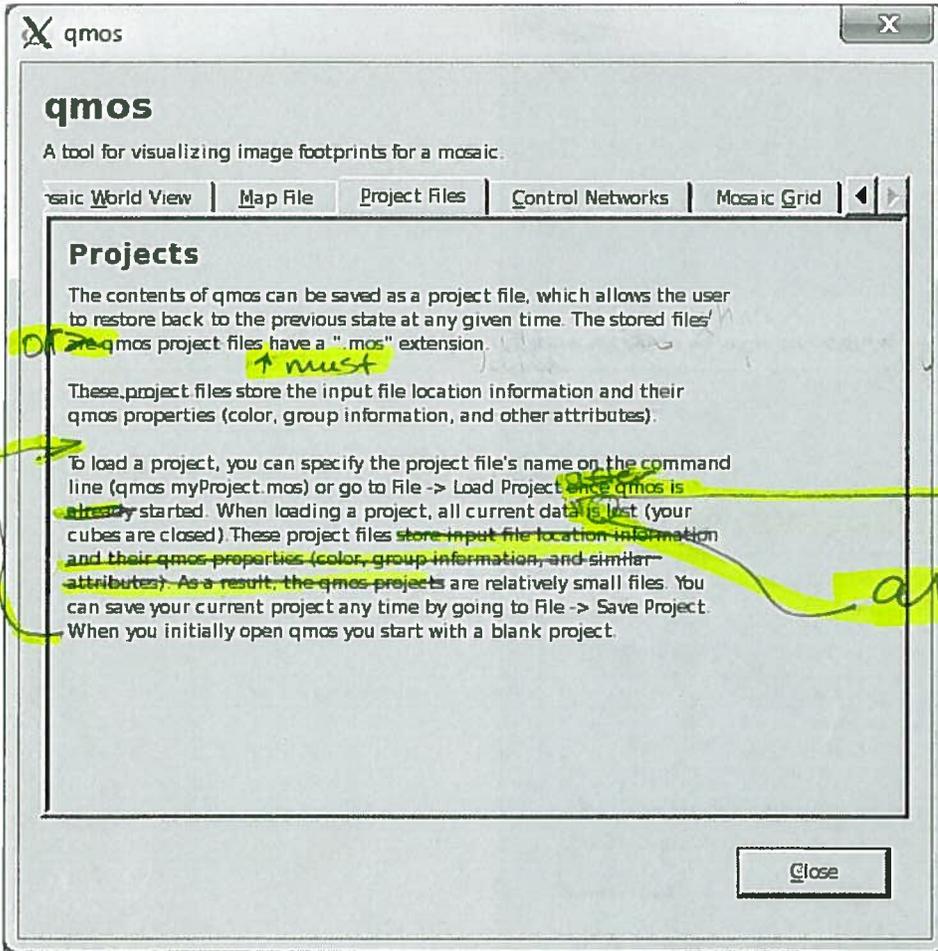
Options:

- The 'Show Grid' option draws (checked) or clears (unchecked) the grid.
- The 'Auto Grid' option draws a grid with extents and increments *determined by the selected extent types*. The values displayed in the dialog will reflect those used to draw the grid. *box*
- The expected units for each entry are displayed on the right of the dialog *box*.
- The 'Extent Type' combo boxes allow you to pick the source of the grid extents (from the projection, from the open cubes, or manually entered).
- The 'Auto Apply' checkbox allows you to see real time updates in the grid when you change the parameters.
- Depending on the projection, the grid may not behave as expected. For instance, with a polarstereographic projection, the pole will not be included in the 'Auto Grid' if it is not in the cube region. In this case the 'Manual' option for latitude extents allows you to force the grid to the pole.

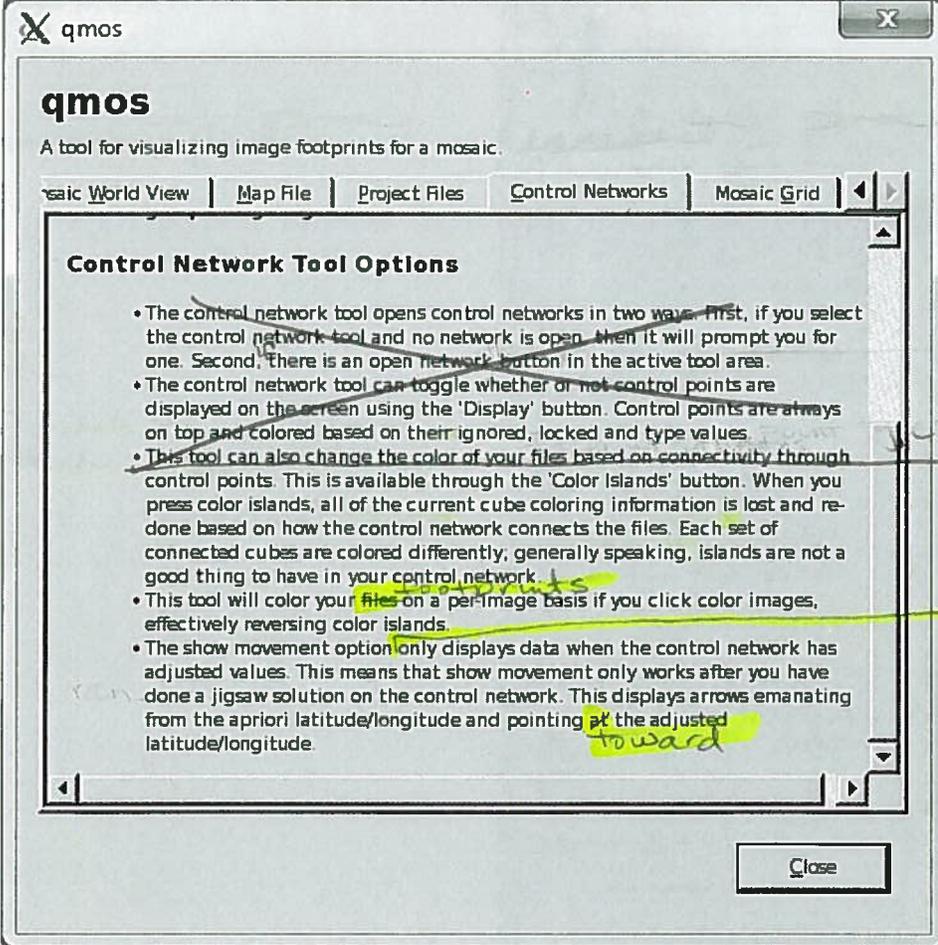
Close

Modify the Grid/Options dialog box

Computed from the set of images that are opened.



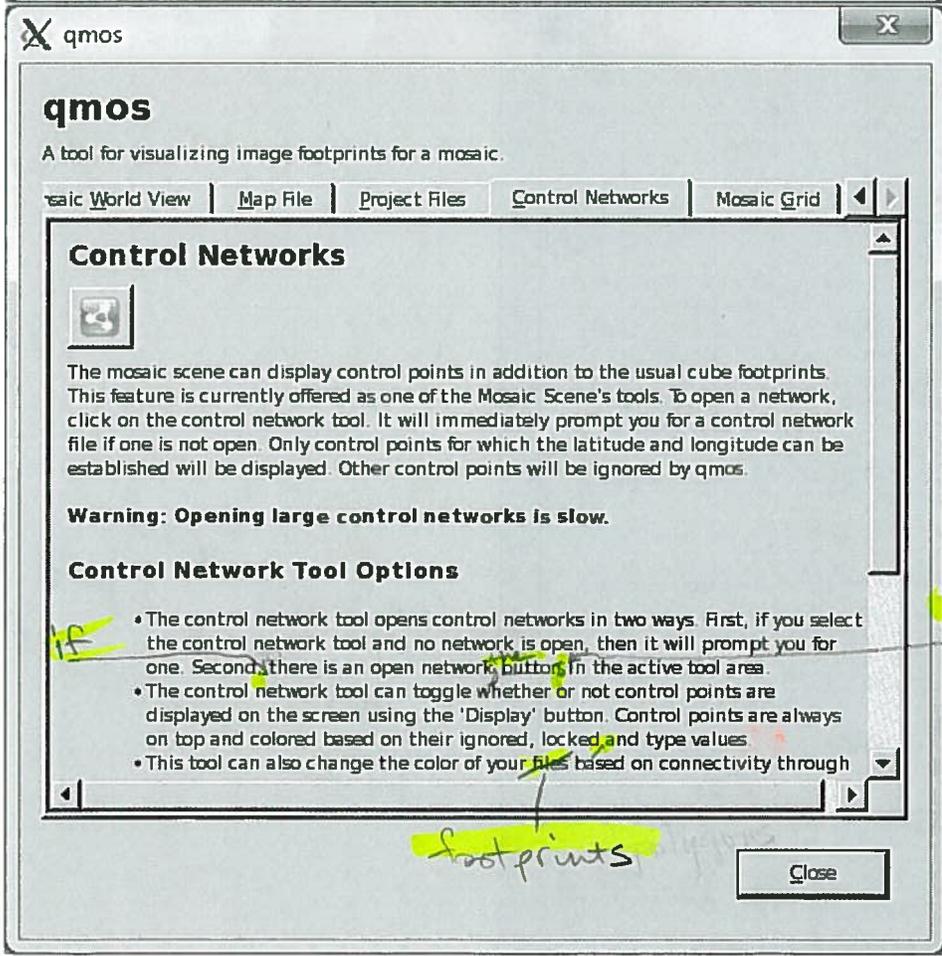
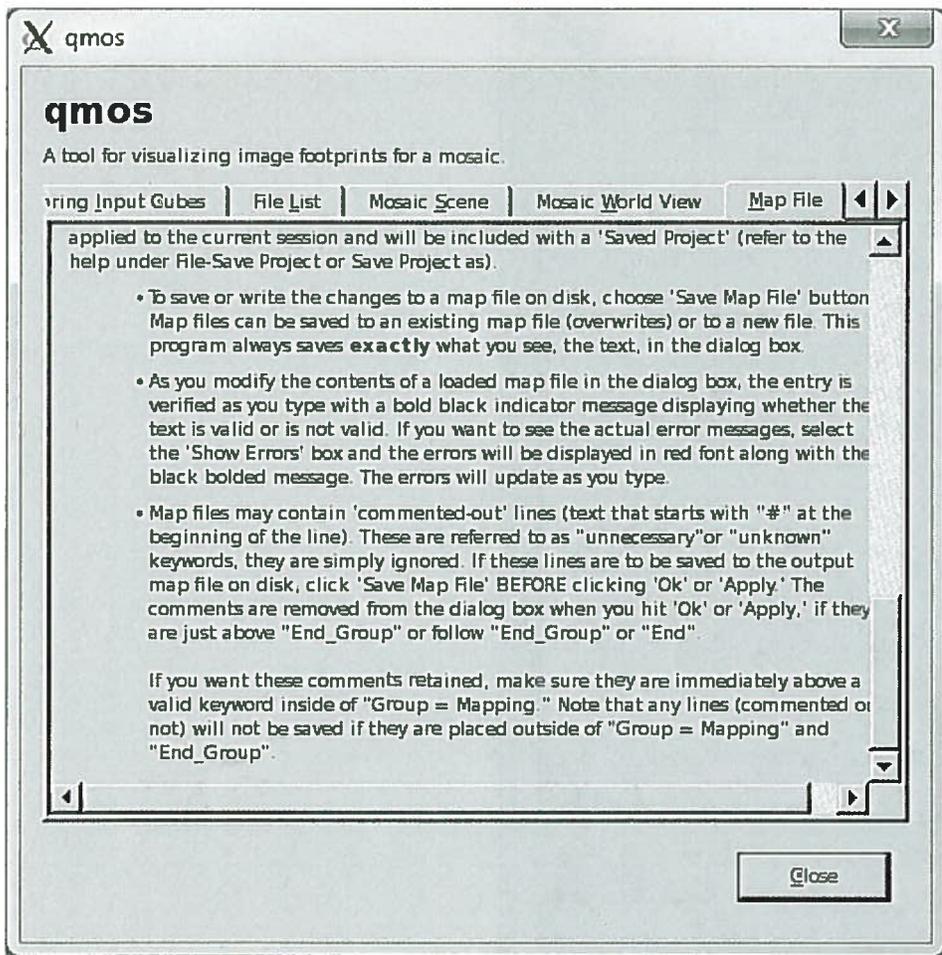
in the qmos window



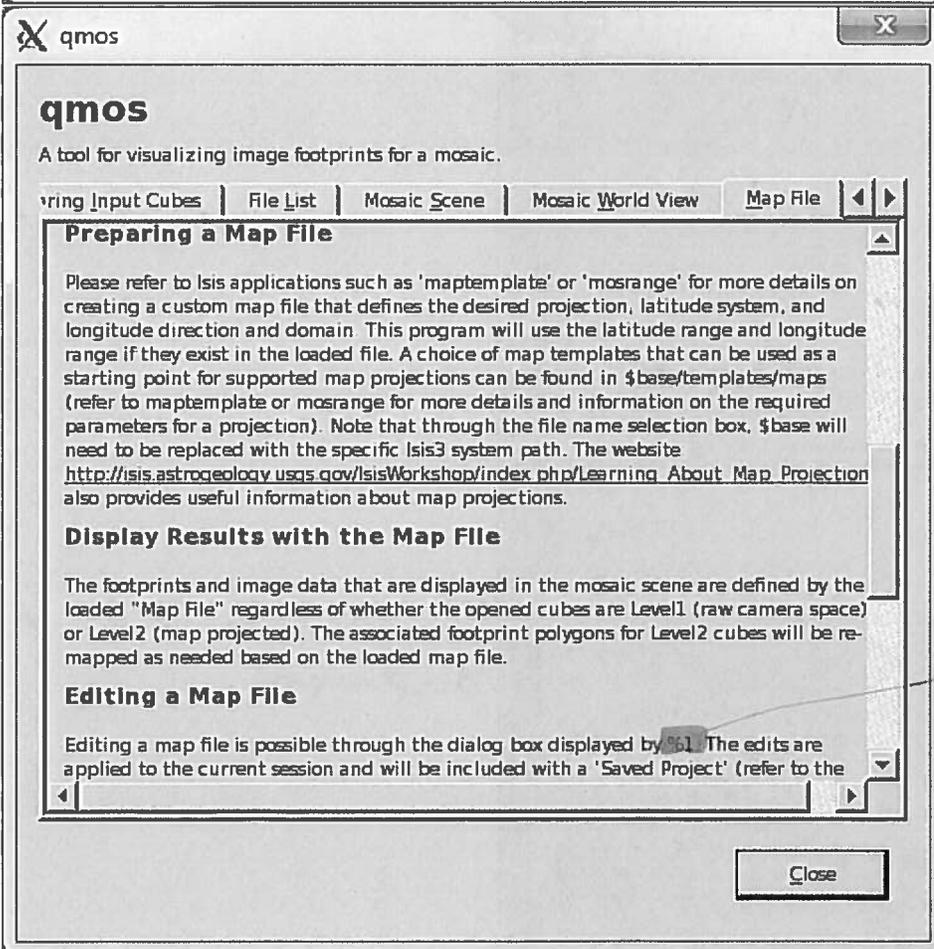
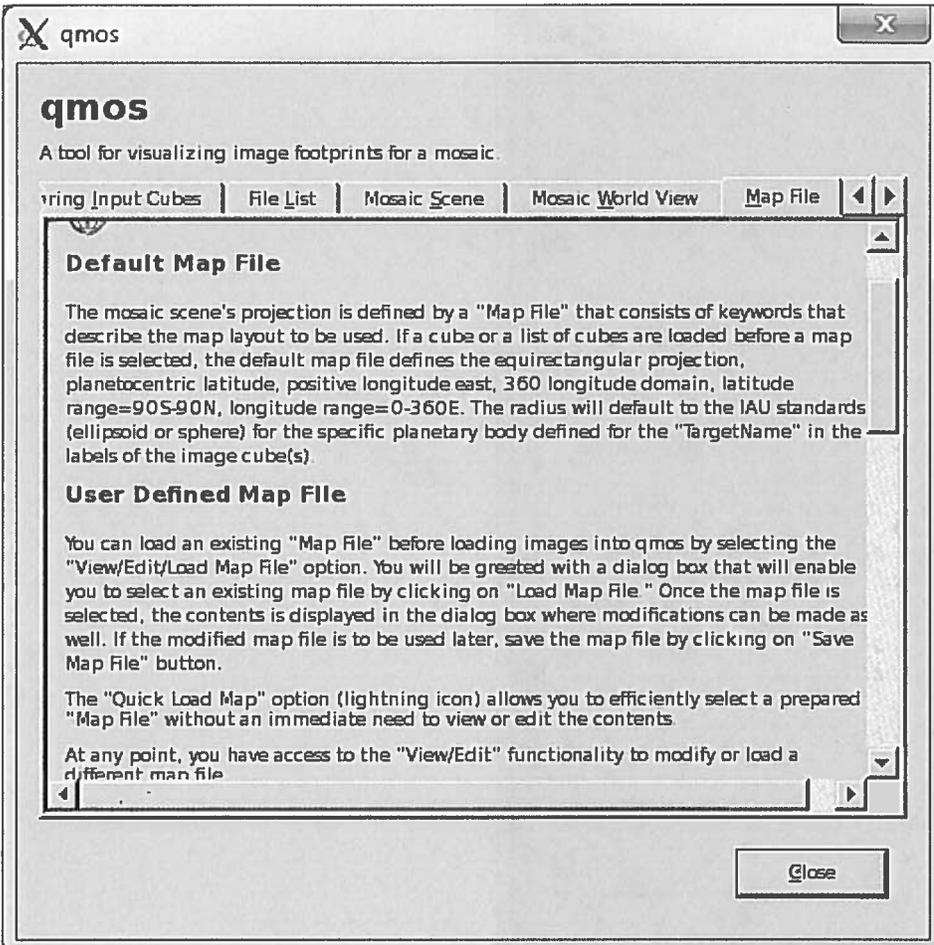
Accidentally placed in wrong spot should be above top snapshot

for the available options are displayed

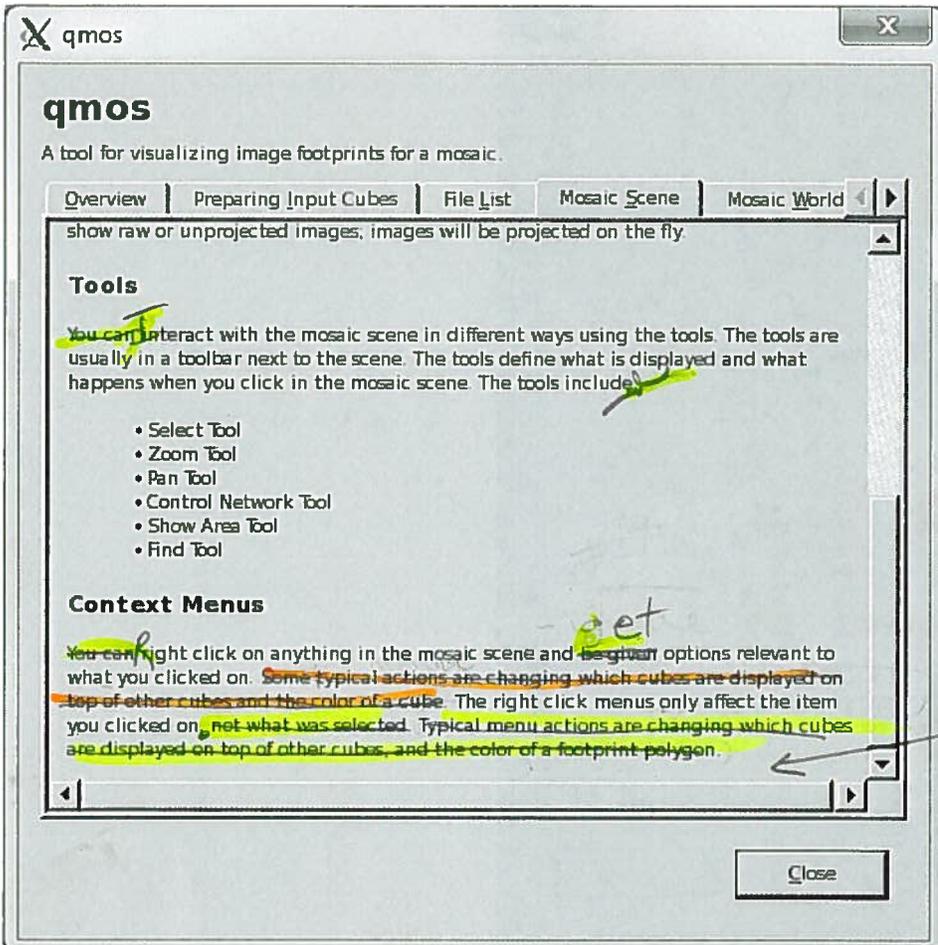
under "Configure Movement Display"



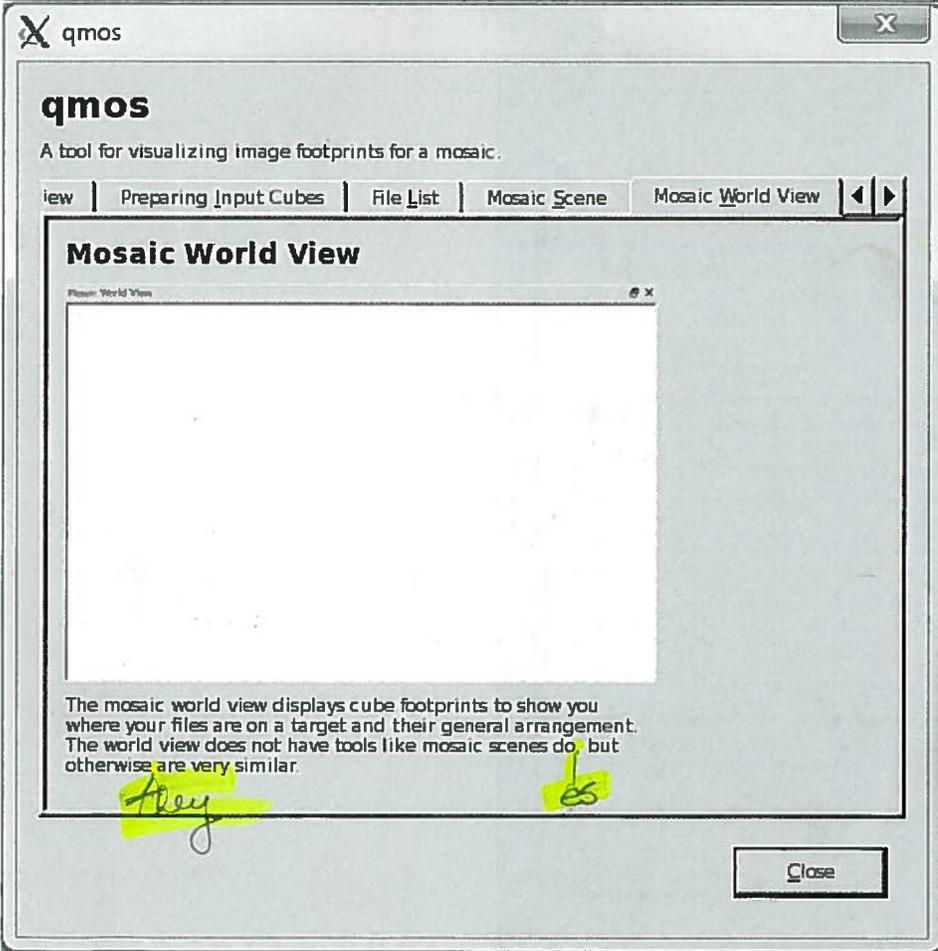
For the available options are displayed

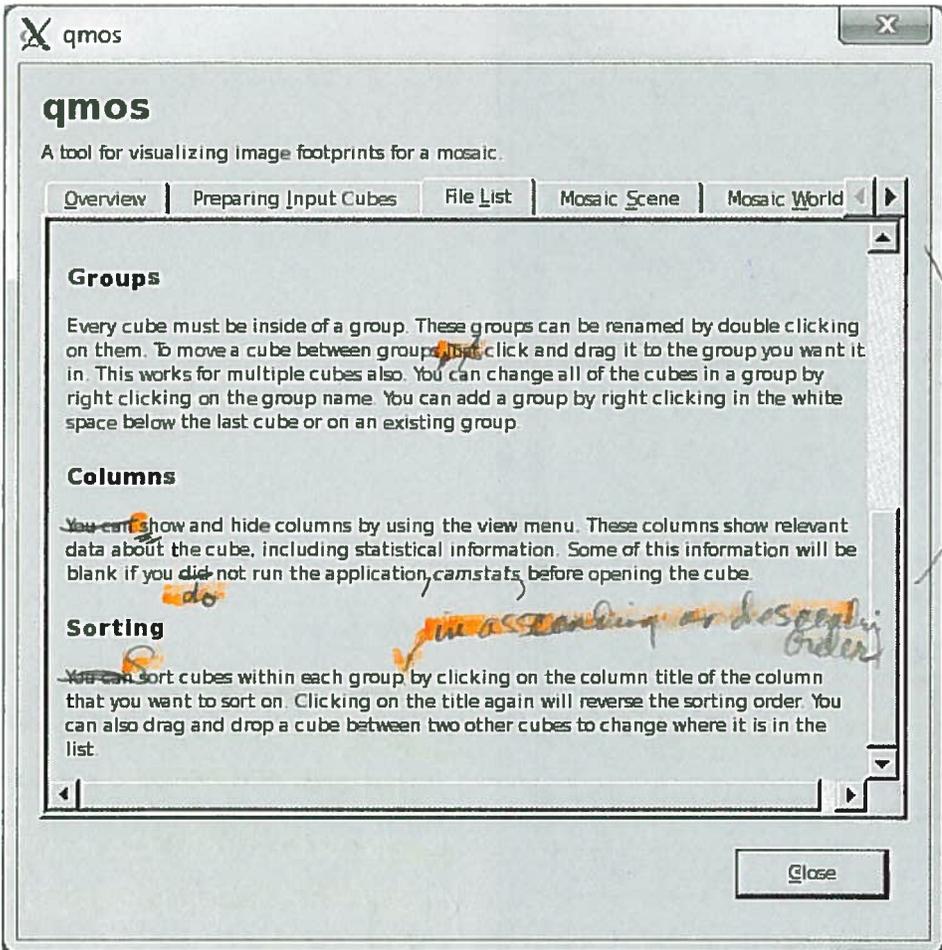


clicking on "View/Edit/Load Map File" icon/button.

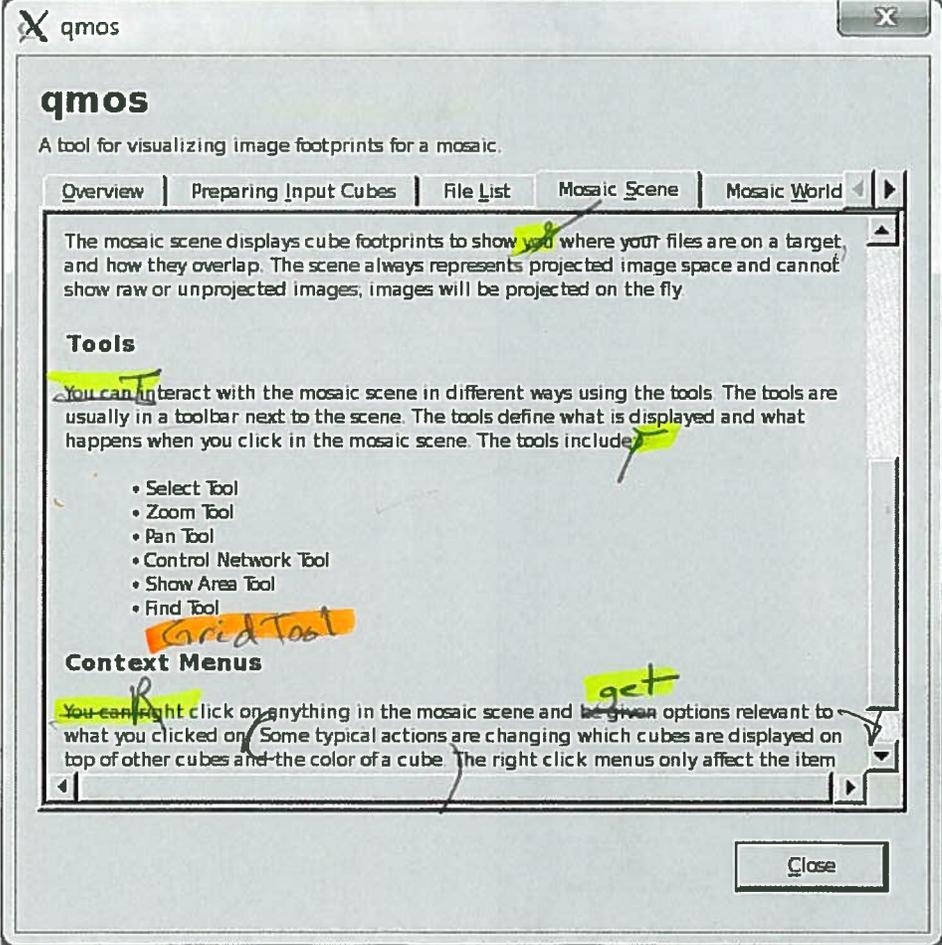


Add this
 to the right click menus, which is accessed by rightclicking, provides a list of actions or provides information about the item you have clicked on.



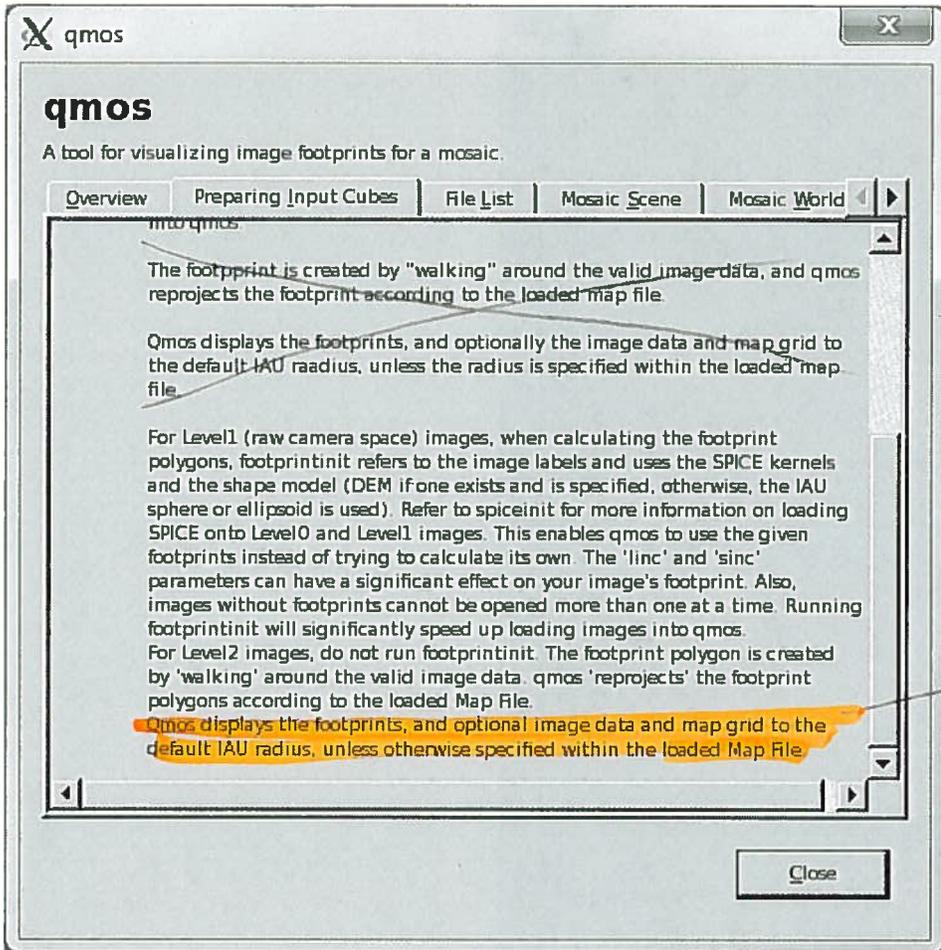


on previous page



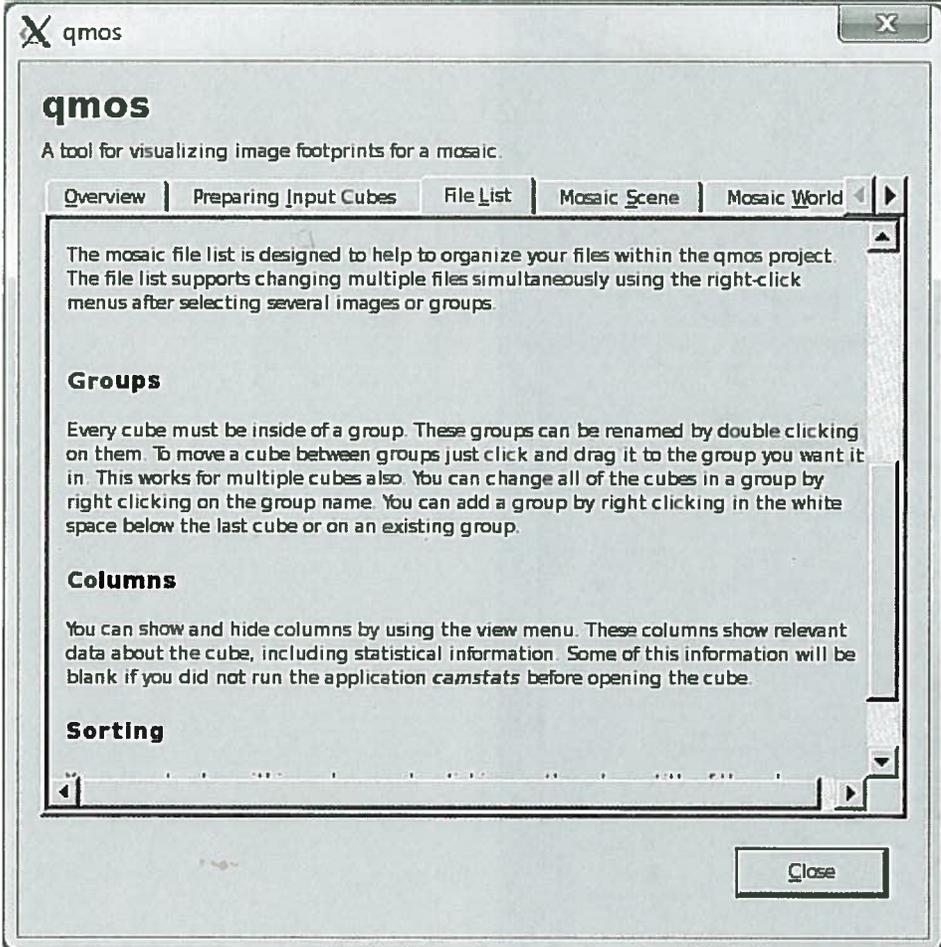
add Grid tool

2



on previous page

delete already stated above



See page 3

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Overview | Preparing Input Cubes | File List | Mosaic Scene | Mosaic World

Purpose

qmos is designed specifically for visualizing large amounts of images, how images overlap, where control points lie on the images, and how jigsaw has moved control points

Known Issues

The known shortcomings of qmos include:

- All input files are read-only, you cannot edit your input data
- Large control networks are slow and memory intensive **to load**
- Show cube DN data is extremely slow
- Warnings are not displayed graphically
- Zooming in too far causes you to pan off of your data

Close

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Before Using qmos

qmos only supports files which have latitude and longitude information associated with them. Global projections are also not supported. If your files meet these requirements, it is beneficial to run a couple of lsis programs on your files before loading them into qmos. The programs you should run are:

- `camstats from=future_input_to_qmos cub attach=true sinc=... linc=...`
This enables qmos to give you the emission angle, incidence angle, phase angle, and resolution in the **File List**
- `footprintinit from=future_input_to_qmos cub sinc=... linc=...`
Running **footprintinit** beforehand will significantly speed up loading images into qmos.

The **footprint** is created by "walking" around the valid image data, and qmos reprojects the footprint according to the loaded map file.

Qmos displays the footprints, and optionally the image data and map grid to the default IAU **radius**, unless the radius is specified within the loaded map file.

For Level1 (raw camera space) images, when calculating the footprint columns `footprintinit` refers to the image labels and uses the SPICE kernels

Close