

GDAL



# Contents



## Chapter 1

# GDAL - Geospatial Data Abstraction Library

**Select language:** [English] [Russian] [Portuguese] [French/Francais]

GDAL is a translator library for raster geospatial data formats that is released under an X/MIT style Open Source license by the Open Source Geospatial Foundation. As a library, it presents a **single abstract data model** (p. ??) to the calling application for all supported formats. It also comes with a variety of useful **commandline utilities** (p. ??) for data translation and processing. The NEWS page describes the November 2009 GDAL/OGR 1.6.3 release.

The related OGR library (which lives within the GDAL source tree) provides a similar capability for simple features vector data.

Master: <http://www.gdal.org>

Download: [ftp at remotesensing.org](ftp://remotesensing.org), [http at download.osgeo.org](http://download.osgeo.org)

### 1.1 User Oriented Documentation

- Wiki - Various user and developer contributed documentation and hints
- Downloads - Ready to use binaries (executables)
- Supported Formats : GeoTIFF, Erdas Imagine, SDTS, ECW, MrSID, JPEG2000, DTED, NITF, ...
- GDAL Utility Programs : `gdalinfo`, `gdal_translate`, `gdaladdo`, `gdalwarp`, ...
- GDAL FAQ
- GDAL Data Model
- GDAL/OGR Governance and Community Participation

- [GDAL Service Provider Listings \(not vetted\)](#)
- [Sponsors, Acknowledgements and Credits](#)
- [Software Using GDAL](#)

## 1.2 Developer Oriented Documentation

- [Building GDAL From Source](#)
- [Downloads - source code](#)
- [API Reference Documentation](#)
- [GDAL API Tutorial](#)
- [GDAL Driver Implementation Tutorial](#)
- [GDAL Warp API Tutorial](#)
- [OGRSpatialReference Tutorial](#)
- [GDAL C API](#)
- [GDAL Algorithms C API](#)
- [GDALDataset C++ API](#)
- [GDALRasterBand C++ API](#)
- [GDAL for Windows CE](#)

## 1.3 Conference

## 1.4 Mailing List

A [gdal-announce mailing list subscription](#) is a low volume way of keeping track of major developments with the GDAL/OGR project.

The [gdal-dev@lists.osgeo.org](mailto:gdal-dev@lists.osgeo.org) mailing list can be used for discussion of development and user issues related to GDAL and related technologies. Subscriptions can be done, and archives reviewed [on the web](#). The mailing list is also available in read-only format by NNTP at <news://news.gmane.org/gmane.comp.gis.gdal.devel> and by HTTP at <http://news.gmane.org/gmane.comp.gis.gdal.devel>.

Some GDAL/OGR users and developers can also often be found in the [#gdal](#) IRC channel on [irc.freenode.net](http://irc.freenode.net).

## 1.5 Bug Reporting

GDAL bugs can be reported, and can be listed using [Trac](#).

## 1.6 GDAL In Other Languages

The following bindings of GDAL in other languages are available:

- Perl
- Python
- VB6 Bindings (not using SWIG)
- GDAL Bindings into R by Timothy H. Keitt.
- Ruby
- Java
- C# / .Net





## Chapter 2

# GDAL Virtual Format Tutorial

### 2.1 Introduction

The VRT driver is a format driver for GDAL that allows a virtual GDAL dataset to be composed from other GDAL datasets with repositioning, and algorithms potentially applied as well as various kinds of metadata altered or added. VRT descriptions of datasets can be saved in an XML format normally given the extension .vrt.

An example of a simple .vrt file referring to a 512x512 dataset with one band loaded from utm.tif might look like this:

```
<VRTDataset rasterXSize="512" rasterYSize="512">
  <GeoTransform>440720.0, 60.0, 0.0, 3751320.0, 0.0, -60.0</GeoTransform>
  <VRTRasterBand dataType="Byte" band="1">
    <ColorInterp>Gray</ColorInterp>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
      <SourceBand>1</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
      <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
    </SimpleSource>
  </VRTRasterBand>
</VRTDataset>
```

Many aspects of the VRT file are a direct XML encoding of the GDAL Data Model which should be reviewed for understanding of the semantics of various elements.

VRT files can be produced by translating to VRT format. The resulting file can then be edited to modify mappings, add metadata or other purposes. VRT files can also be produced programmatically by various means.

This tutorial will cover the .vrt file format (suitable for users editing .vrt files), and how .vrt files may be created and manipulated programmatically for developers.

## 2.2 .vrt Format

Virtual files stored on disk are kept in an XML format with the following elements.

**VRTDataset** (p. ??): This is the root element for the whole GDAL dataset. It must have the attributes `rasterXSize` and `rasterYSize` describing the width and height of the dataset in pixels. It may have `SRS`, `GeoTransform`, `GCPLList`, `Metadata`, and **VRTRasterBand** (p. ??) subelements.

```
<VRTDataset rasterXSize="512" rasterYSize="512">
```

The allowed subelements for **VRTDataset** (p. ??) are :

- **SRS**: This element contains the spatial reference system (coordinate system) in OGC WKT format. Note that this must be appropriately escaped for XML, so items like quotes will have the ampersand escape sequences substituted. As well WKT, and valid input to the `SetFromUserInput()` method (such as well known GEOGCS names, and PROJ.4 format) is also allowed in the SRS element.

```
<SRS>PROJCS[&quot;NAD27 / UTM zone 11N&quot;;GEOGCS[&quot;NAD27&quot;;DATUM[&quot;North_American_Datum_1927&quot;;SPHEROID[&quot;Clarke 1866&quot;;6378206.4,294.9786982139006,AUTHORITY[&quot;EPSG&quot;;&quot;7008&quot;]],AUTHORITY[&quot;EPSG&quot;;&quot;6267&quot;]],PRIMEM[&quot;Greenwich&quot;;0],UNIT[&quot;degree&quot;;0.0174532925199433],AUTHORITY[&quot;EPSG&quot;;&quot;4267&quot;]],PROJECTION[&quot;Transverse_Mercator&quot;],PARAMETER[&quot;latitude_of_origin&quot;;0],PARAMETER[&quot;central_meridian&quot;;-117],PARAMETER[&quot;scale_factor&quot;;0.9996],PARAMETER[&quot;false_easting&quot;;500000],PARAMETER[&quot;false_northing&quot;;0],UNIT[&quot;metre&quot;;1,AUTHORITY[&quot;EPSG&quot;;&quot;9001&quot;]],AUTHORITY[&quot;EPSG&quot;;&quot;26711&quot;]]</SRS>
```

- **GeoTransform**: This element contains a six value affine geotransformation for the dataset, mapping between pixel/line coordinates and georeferenced coordinates.

```
<GeoTransform>440720.0, 60, 0.0, 3751320.0, 0.0, -60.0</GeoTransform>
```

- **Metadata**: This element contains a list of metadata name/value pairs associated with the **VRTDataset** (p. ??) as a whole, or a **VRTRasterBand** (p. ??). It has **<MDI>** (metadata item) subelements which have a "key" attribute and the value as the data of the element.

```
<Metadata>
  <MDI key="md_key">Metadata value</MDI>
</Metadata>
```

- **VRTRasterBand** (p. ??): This represents one band of a dataset. It will have a `dataType` attribute with the type of the pixel data associated with this band (use names `Byte`, `UInt16`, `Int16`, `UInt32`, `Int32`, `Float32`, `Float64`, `CInt16`, `CInt32`, `CFloat32` or `CFloat64`) and the band this element represents (1 based). This element may have `Metadata`, `ColorInterp`, `NoDataValue`, `HideNoDataValue`, `ColorTable`, and `Description` subelements as well as the various kinds of source elements such as `SimpleSource`. A raster band may have many "sources" indicating

where the actual raster data should be fetched from, and how it should be mapped into the raster bands pixel space.

The allowed subelements for **VRTRasterBand** (p. ??) are :

- **ColorInterp**: The data of this element should be the name of a color interpretation type. One of Gray, Palette, Red, Green, Blue, Alpha, Hue, Saturation, Lightness, Cyan, Magenta, Yellow, Black, or Unknown.

```
<ColorInterp>Gray</ColorInterp>:
```

- **NoDataValue**: If this element exists a raster band has a nodata value associated with, of the value given as data in the element.

```
<NoDataValue>-100.0</NoDataValue>
```

- **HideNoDataValue**: If this value is 1, the nodata value will not be reported. Essentially, the caller will not be aware of a nodata pixel when it reads one. Any datasets copied/translated from this will not have a nodata value. This is useful when you want to specify a fixed background value for the dataset. The background will be the value specified by the NoDataValue element. Default value is 0 when this element is absent.

```
<HideNoDataValue>1</HideNoDataValue>
```

- **ColorTable**: This element is parent to a set of Entry elements defining the entries in a color table. Currently only RGBA color tables are supported with c1 being red, c2 being green, c3 being blue and c4 being alpha. The entries are ordered and will be assumed to start from color table entry 0.

```
<ColorTable>
  <Entry c1="0" c2="0" c3="0" c4="255"/>
  <Entry c1="145" c2="78" c3="224" c4="255"/>
</ColorTable>
```

- **Description**: This element contains the optional description of a raster band as it's text value.

```
<Description>Crop Classification Layer</Description>
```

- **UnitType**: This optional element contains the vertical units for elevation band data. One of "m" for meters or "ft" for feet. Default assumption is meters.

```
<UnitType>ft</UnitType>
```

- **Offset**: This optional element contains the offset that should be applied when computing "real" pixel values from scaled pixel values on a raster band. The default is 0.0.

```
<Offset>0.0</Offset>
```

- **Scale**: This optional element contains the scale that should be applied when computing "real" pixel values from scaled pixel values on a raster band. The default is 1.0.

```
<Scale>0.0</Scale>
```

- **CategoryNames:** This optional element contains a list of Category subelements with the names of the categories for classified raster band.

```
<CategoryNames>
  <Category>Missing</Category>
  <Category>Non-Crop</Category>
  <Category>Wheat</Category>
  <Category>Corn</Category>
  <Category>Soybeans</Category>
</CategoryNames>
```

- **SimpleSource:** The SimpleSource indicates that raster data should be read from a separate dataset, indicating the dataset, and band to be read from, and how the data should map into this bands raster space. The SimpleSource may have the SourceFilename, SourceBand, SrcRect, and DstRect subelements. The SrcRect element will indicate what rectangle on the indicated source file should be read, and the DstRect element indicates how that rectangle of source data should be mapped into the VRTRasterBands space.

The relativeToVRT attribute on the SourceFilename indicates whether the filename should be interpreted as relative to the .vrt file (value is 1) or not relative to the .vrt file (value is 0). The default is 0.

Some characteristics of the source band can be specified in the optional SourceProperties tag to enable the VRT driver to differ the opening of the source dataset until it really needs to read data from it. This is particularly useful when building VRTs with a big number of source datasets. The needed parameters are the raster dimensions, the size of the blocks and the data type. If the SourceProperties tag is not present, the source dataset will be opened at the same time as the VRT itself.

```
<SimpleSource>
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <SourceProperties RasterXSize="512" RasterYSize="512" DataType="Byte" Block
    XSize="128" BlockYSize="128"/>
  <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
  <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
</SimpleSource>
```

- **AveragedSource:** The AveragedSource is derived from the SimpleSource and shares the same properties except that it uses an averaging resampling instead of a nearest neighbour algorithm as in SimpleSource, when the size of the destination rectangle is not the same as the size of the source rectangle
- **ComplexSource:** The ComplexSource is derived from the SimpleSource (so it shares the SourceFilename, SourceBand, SrcRect and DestRect elements), but it provides support to rescale and offset the range of the source values. Certain regions of the source can be masked by specifying the NO-DATA value.

The ComplexSource supports adding a custom lookup table to transform the source values to the destination. The LUT can be specified using the following form:

```
<LUT>[src value 1]:[dest value 1],[src value 2]:[dest value 2],...</LUT>
```

The intermediary values are calculated using a linear interpolation between the bounding destination values of the corresponding range.

The `ComplexSource` supports fetching a color component from a source raster band that has a color table. The `ColorTableComponent` value is the index of the color component to extract : 1 for the red band, 2 for the green band, 3 for the blue band or 4 for the alpha band.

When transforming the source values the operations are executed in the following order:

1. Nodata masking
2. Color table expansion
3. Applying the scale ratio
4. Applying the scale offset
5. Table lookup

```
<ComplexSource>
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <ScaleOffset>0</ScaleOffset>
  <ScaleRatio>1</ScaleRatio>
  <ColorTableComponent>1</ColorTableComponent>
  <LUT>0:0,2345.12:64,56789.5:128,2364753.02:255</LUT>
  <NODATA>0</NODATA>
  <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
  <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
</ComplexSource>
```

- **KernelFilteredSource:** This is a pixel source derived from the Simple Source (so it shares the `SourceFilename`, `SourceBand`, `SrcRect` and `DestRect` elements, but it also passes the data through a simple filtering kernel specified with the `Kernel` element. The `Kernel` element should have two child elements, `Size` and `Coefs` and optionally the boolean attribute `normalized` (defaults to `false=0`). The size must always be an odd number, and the `Coefs` must have `Size * Size` entries separated by spaces.

```
<KernelFilteredSource>
  <SourceFilename>/debian/home/warmerda/openerv/utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <Kernel normalized="1">
    <Size>3</Size>
    <Coefs>0.11111111 0.11111111 0.11111111 0.11111111 0.11111111 0.11111111
0.11111111 0.11111111 0.11111111</Coefs>
  </Kernel>
</KernelFilteredSource>
```

## 2.3 .vrt Descriptions for Raw Files

So far we have described how to derive new virtual datasets from existing files supports by GDAL. However, it is also common to need to utilize raw binary raster files for which the regular layout of the data is known but for which no format specific driver exists. This can be accomplished by writing a .vrt file describing the raw file.

For example, the following .vrt describes a raw raster file containing floating point complex pixels in a file called *l2p3hssso.img*. The image data starts from the first byte

(ImageOffset=0). The byte offset between pixels is 8 (PixelOffset=8), the size of a CFloat32. The byte offset from the start of one line to the start of the next is 9376 bytes (LineOffset=9376) which is the width (1172) times the size of a pixel (8).

```
<VRTDataset rasterXSize="1172" rasterYSize="1864">
  <VRTRasterBand dataType="CFloat32" band="1" subClass="VRTRawRasterBand">
    <SourceFilename relativetoVRT="1">l2p3hhss0.img</SourceFilename>
    <ImageOffset>0</ImageOffset>
    <PixelOffset>8</PixelOffset>
    <LineOffset>9376</LineOffset>
    <ByteOrder>MSB</ByteOrder>
  </VRTRasterBand>
</VRTDataset>
```

Some things to note are that the **VRTRasterBand** (p. ??) has a subClass specifier of "VRTRawRasterBand". Also, the **VRTRawRasterBand** (p. ??) contains a number of previously unseen elements but no "source" information. VRTRawRasterBands may never have sources (ie. SimpleSource), but should contain the following elements in addition to all the normal "metadata" elements previously described which are still supported.

- **SourceFilename:** The name of the raw file containing the data for this band. The relativeToVRT attribute can be used to indicate if the SourceFilename is relative to the .vrt file (1) or not (0).
- **ImageOffset:** The offset in bytes to the beginning of the first pixel of data of this image band. Defaults to zero.
- **PixelOffset:** The offset in bytes from the beginning of one pixel and the next on the same line. In packed single band data this will be the size of the **dataType** in bytes.
- **LineOffset:** The offset in bytes from the beginning of one scanline of data and the next scanline of data. In packed single band data this will be PixelOffset \* rasterXSize.
- **ByteOrder:** Defines the byte order of the data on disk. Either LSB (Least Significant Byte first) such as the natural byte order on Intel x86 systems or MSB (Most Significant Byte first) such as the natural byte order on Motorola or Sparc systems. Defaults to being the local machine order.

A few other notes:

- The image data on disk is assumed to be of the same data type as the band **dataType** of the **VRTRawRasterBand** (p. ??).
- All the non-source attributes of the **VRTRasterBand** (p. ??) are supported, including color tables, metadata, nodata values, and color interpretation.
- The **VRTRawRasterBand** (p. ??) supports in place update of the raster, whereas the source based **VRTRasterBand** (p. ??) is always read-only.
- The OpenEV tool includes a File menu option to input parameters describing a raw raster file in a GUI and create the corresponding .vrt file.

- Multiple bands in the one .vrt file can come from the same raw file. Just ensure that the ImageOffset, PixelOffset, and LineOffset definition for each band is appropriate for the pixels of that particular band.

Another example, in this case a 400x300 RGB pixel interleaved image.

```
<VRTDataset rasterXSize="400" rasterYSize="300">
  <VRTRasterBand dataType="Byte" band="1" subClass="VRTRawRasterBand">
    <ColorInterp>Red</ColorInterp>
    <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
    <ImageOffset>0</ImageOffset>
    <PixelOffset>3</PixelOffset>
    <LineOffset>1200</LineOffset>
  </VRTRasterBand>
  <VRTRasterBand dataType="Byte" band="2" subClass="VRTRawRasterBand">
    <ColorInterp>Green</ColorInterp>
    <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
    <ImageOffset>1</ImageOffset>
    <PixelOffset>3</PixelOffset>
    <LineOffset>1200</LineOffset>
  </VRTRasterBand>
  <VRTRasterBand dataType="Byte" band="3" subClass="VRTRawRasterBand">
    <ColorInterp>Blue</ColorInterp>
    <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
    <ImageOffset>2</ImageOffset>
    <PixelOffset>3</PixelOffset>
    <LineOffset>1200</LineOffset>
  </VRTRasterBand>
</VRTDataset>
```

## 2.4 Programatic Creation of VRT Datasets

The VRT driver supports several methods of creating VRT datasets. As of GDAL 1.2.0 the **vrtdataset.h** (p. ??) include file should be installed with the core GDAL include files, allowing direct access to the VRT classes. However, even without that most capabilities remain available through standard GDAL interfaces.

To create a VRT dataset that is a clone of an existing dataset use the **CreateCopy()** method. For example to clone utm.tif into a wrk.vrt file in C++ the following could be used:

```
GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poSrcDS, *poVRTDS;

poSrcDS = (GDALDataset *) GDALOpenShared( "utm.tif", GA_ReadOnly );

poVRTDS = poDriver->CreateCopy( "wrk.vrt", poSrcDS, FALSE, NULL, NULL, NULL );

GDALClose((GDALDatasetH) poVRTDS);
GDALClose((GDALDatasetH) poSrcDS);
```

Note the use of **GDALOpenShared()** (p. ??) when opening the source dataset. It is advised to use **GDALOpenShared()** (p. ??) in this situation so that you are able to release the explicit reference to it before closing the VRT dataset itself. In other words,

in the previous example, you could also invert the 2 last lines, whereas if you open the source dataset with **GDALOpen()** (p. ??), you'd need to close the VRT dataset before closing the source dataset.

To create a virtual copy of a dataset with some attributes added or changed such as metadata or coordinate system that are often hard to change on other formats, you might do the following. In this case, the virtual dataset is created "in memory" only by virtual of creating it with an empty filename, and then used as a modified source to pass to a **CreateCopy()** written out in TIFF format.

```
poVRTDS = poDriver->CreateCopy( "", poSrcDS, FALSE, NULL, NULL, NULL );

poVRTDS->SetMetadataItem( "SourceAgency", "United States Geological Survey");
poVRTDS->SetMetadataItem( "SourceDate", "July 21, 2003" );

poVRTDS->GetRasterBand( 1 )->SetNoDataValue( -999.0 );

GDALDriver *poTIFFDriver = (GDALDriver *) GDALGetDriverByName( "GTiff" );
GDALDataset *poTiffDS;

poTiffDS = poTIFFDriver->CreateCopy( "wrk.tif", poVRTDS, FALSE, NULL, NULL, NULL );

GDALClose((GDALDatasetH) poTiffDS);
```

In the above example the nodata value is set as -999. You can set the **HideNoDataValue** element in the VRT dataset's band using **SetMetadataItem()** on that band.

```
poVRTDS->GetRasterBand( 1 )->SetMetadataItem( "HideNoDataValue" , "1" );
```

In this example a virtual dataset is created with the **Create()** method, and adding bands and sources programmatically, but still via the "generic" API. A special attribute of VRT datasets is that sources can be added to the **VRTRasterBand** (p. ??) (but not to **VRTRawRasterBand** (p. ??)) by passing the XML describing the source into **SetMetadata()** on the special domain target "new\_vrt\_sources". The domain target "vrt\_sources" may also be used, in which case any existing sources will be discarded before adding the new ones. In this example we construct a simple averaging filter source instead of using the simple source.

```
// construct XML for simple 3x3 average filter kernel source.
const char *pszFilterSourceXML =
"<KernelFilteredSource>"
"  <SourceFilename>utm.tif</SourceFilename><SourceBand>1</SourceBand>"
"  <Kernel>"
"    <Size>3</Size>"
"    <Coefs>0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111</Coefs>"
"  </Kernel>"
"</KernelFilteredSource>";

// Create the virtual dataset.
poVRTDS = poDriver->Create( "", 512, 512, 1, GDT_Byte, NULL );
poVRTDS->GetRasterBand(1)->SetMetadataItem("source_0",pszFilterSourceXML,
                                           "new_vrt_sources");
```

A more general form of this that will produce a 3x3 average filtered clone of any input datasource might look like the following. In this case we deliberately set the filtered



datasource as in the "vrt\_sources" domain to override the SimpleSource created by the CreateCopy() method. The fact that we used CreateCopy() ensures that all the other metadata, georeferencing and so forth is preserved from the source dataset ... the only thing we are changing is the data source for each band.

```
int    nBand;
GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poSrcDS, *poVRTDS;

poSrcDS = (GDALDataset *) GDALOpenShared( pszSourceFilename, GA_ReadOnly );

poVRTDS = poDriver->CreateCopy( "", poSrcDS, FALSE, NULL, NULL, NULL );

for( nBand = 1; nBand <= poVRTDS->GetRasterCount(); nBand++ )
{
    char szFilterSourceXML[10000];

    GDALRasterBand *poBand = poVRTDS->GetRasterBand( nBand );

    sprintf( szFilterSourceXML,
        "<KernelFilteredSource>"
        "  <SourceFilename>%s</SourceFilename><SourceBand>%d</SourceBand>"
        "  <Kernel>"
        "    <Size>3</Size>"
        "    <Coefs>0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111</Coefs>"
        "  </Kernel>"
        "</KernelFilteredSource>",
        pszSourceFilename, nBand );

    poBand->SetMetadataItem( "source_0", szFilterSourceXML, "vrt_sources" );
}
```

The **VRTDataset** (p. ??) class is one of the few dataset implementations that supports the AddBand() method. The options passed to the AddBand() method can be used to control the type of the band created (**VRTRasterBand** (p. ??), **VRTRawRasterBand** (p. ??), **VRTDerivedRasterBand** (p. ??)), and in the case of the **VRTRawRasterBand** (p. ??) to set its various parameters. For standard **VRTRasterBand** (p. ??), sources should be specified with the above SetMetadata() / SetMetadataItem() examples.

```
GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poVRTDS;

poVRTDS = poDriver->Create( "out.vrt", 512, 512, 0, GDT_Byte, NULL );
char** papszOptions = NULL;
papszOptions = CSLAddNameValue(papszOptions, "subclass", "VRTRawRasterBand"); /
/ if not specified, default to VRTRasterBand
papszOptions = CSLAddNameValue(papszOptions, "SourceFilename", "src.tif"); // mandatory
papszOptions = CSLAddNameValue(papszOptions, "ImageOffset", "156"); // optionnal. default = 0
papszOptions = CSLAddNameValue(papszOptions, "PixelOffset", "2"); // optionnal. default = size of band type
papszOptions = CSLAddNameValue(papszOptions, "LineOffset", "1024"); // optionnal. default = size of band type * width
papszOptions = CSLAddNameValue(papszOptions, "ByteOrder", "LSB"); // optionnal. default = machine order
papszOptions = CSLAddNameValue(papszOptions, "RelativeToVRT", "true"); // optionnal. default = false
```

```
poVRTDS->AddBand(GDT_Byte, papszOptions);
CSLDestroy(papszOptions);

delete poVRTDS;
```

## Using Derived Bands

A specialized type of band is a 'derived' band which derives its pixel information from its source bands. With this type of band you must also specify a pixel function, which has the responsibility of generating the output raster. Pixel functions are created by an application and then registered with GDAL using a unique key.

Using derived bands you can create VRT datasets that manipulate bands on the fly without having to create new band files on disk. For example, you might want to generate a band using four source bands from a nine band input dataset (x0, x3, x4, and x8):

```
band_value = sqrt((x3*x3+x4*x4)/(x0*x8));
```

You could write the pixel function to compute this value and then register it with GDAL with the name "MyFirstFunction". Then, the following VRT XML could be used to display this derived band:

```
<VRTDataset rasterXSize="1000" rasterYSize="1000">
  <VRTRasterBand dataType="Float32" band="1" subClass="VRTDerivedRasterBand">
    <Description>Magnitude</Description>
    <PixelFunctionType>MyFirstFunction</PixelFunctionType>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
      <SourceBand>1</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
      <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
    </SimpleSource>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
      <SourceBand>4</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
      <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
    </SimpleSource>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
      <SourceBand>5</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
      <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
    </SimpleSource>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
      <SourceBand>9</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
      <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
    </SimpleSource>
  </VRTRasterBand>
</VRTDataset>
```

In addition to the subclass specification (**VRTDerivedRasterBand** (p. ??)) and the **PixelFunctionType** value, there is another new parameter that can come in handy: **Source-**

TransferType. Typically the source rasters are obtained using the data type of the derived band. There might be times, however, when you want the pixel function to have access to higher resolution source data than the data type being generated. For example, you might have a derived band of type "Float", which takes a single source of type "CFloat32" or "CFloat64", and returns the imaginary portion. To accomplish this, set the SourceTransferType to "CFloat64". Otherwise the source would be converted to "Float" prior to calling the pixel function, and the imaginary portion would be lost.

```
<VRTDataset rasterXSize="1000" rasterYSize="1000">
  <VRTRasterBand dataType="Float32" band="1" subClass="VRTDerivedRasterBand">
    <Description>Magnitude</Description>
    <PixelFunctionType>MyFirstFunction</PixelFunctionType>
    <SourceTransferType>"CFloat64"</SourceTransferType>
    ...
  </VRTRasterBand>
</VRTDataset>
```

### Writing Pixel Functions

To register this function with GDAL (prior to accessing any VRT datasets with derived bands that use this function), an application calls GDALAddDerivedBandPixelFunc with a key and a GDALDerivedPixelFunc:

```
GDALAddDerivedBandPixelFunc("MyFirstFunction", TestFunction);
```

A good time to do this is at the beginning of an application when the GDAL drivers are registered.

GDALDerivedPixelFunc is defined with a signature similar to IRasterIO:

### Parameters

<i>papoSources</i>	A pointer to packed rasters; one per source. The datatype of all will be the same, specified in the eSrcType parameter.
<i>nSources</i>	The number of source rasters.
<i>pData</i>	The buffer into which the data should be read, or from which it should be written. This buffer must contain at least nBufXSize * nBufYSize words of type eBufType. It is organized in left to right, top to bottom pixel order. Spacing is controlled by the nPixelSpace, and nLineSpace parameters.
<i>nBufXSize</i>	The width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	The height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eSrcType</i>	The type of the pixel values in the papoSources raster array.
<i>eBufType</i>	The type of the pixel values that the pixel function must generate in the pData data buffer.
<i>nPixelSpace</i>	The byte offset from the start of one pixel value in pData to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype eBufType is used.
<i>nLineSpace</i>	The byte offset from the start of one scanline in pData to the start of the next.

**Returns**

CE\_Failure on failure, otherwise CE\_None.

```
typedef CPLErr
(*GDALDerivedPixelFunc) (void **papoSources, int nSources, void *pData,
                        int nXSize, int nYSize,
                        GDALDataType eSrcType, GDALDataType eBufType,
                        int nPixelSpace, int nLineSpace);
```

The following is an implementation of the pixel function:

```
#include "gdal.h"

CPLErr TestFunction(void **papoSources, int nSources, void *pData,
                    int nXSize, int nYSize,
                    GDALDataType eSrcType, GDALDataType eBufType,
                    int nPixelSpace, int nLineSpace)
{
    int ii, iLine, iCol;
    double pix_val;
    double x0, x3, x4, x8;

    // ---- Init ----
    if (nSources != 4) return CE_Failure;

    // ---- Set pixels ----
    for( iLine = 0; iLine < nYSize; iLine++ )
    {
        for( iCol = 0; iCol < nXSize; iCol++ )
        {
            ii = iLine * nXSize + iCol;
            /* Source raster pixels may be obtained with SRCVAL macro */
            x0 = SRCVAL(papoSources[0], eSrcType, ii);
            x3 = SRCVAL(papoSources[1], eSrcType, ii);
            x4 = SRCVAL(papoSources[2], eSrcType, ii);
            x8 = SRCVAL(papoSources[3], eSrcType, ii);

            pix_val = sqrt((x3*x3+x4*x4)/(x0*x8));

            GDALCopyWords(&pix_val, GDT_Float64, 0,
                          ((GByte *)pData) + nLineSpace * iLine + iCol * nPixelSpace,
                          eBufType, nPixelSpace, 1);
        }
    }

    // ---- Return success ----
    return CE_None;
}
```

**2.5 Multi-threading issues**

When using VRT datasets in a multi-threading environment, you should be careful to open the VRT dataset by the thread that will use it afterwards. The reason for that is that the VRT dataset uses GDALOpenShared when opening the underlying datasets. So, if you open twice the same VRT dataset by the same thread, both VRT datasets will share the same handles to the underlying datasets.

## Chapter 3

# Sponsors, Acknowledgements and Credits

There are too many people who have helped since GDAL/OGR was launched in late 1998 for me to thank them all. I have received moral support, financial support, code contributions, sample datasets, and bug reports from literally hundreds of people. However, below I would like to single out a few people and organizations who have supported GDAL over the years. Forgive me for all those I left out.

*Frank Warmerdam*

### 3.1 Sponsorship

Sponsors help fund maintenance, development and promotion of GDAL/OGR. If your organization depends on GDAL/OGR consider `becoming a sponsor`.

#### 3.1.1 Silver Sponsors

#### 3.1.2 Other Sponsors

- `MicroImages Inc.`

### 3.2 Personal

- **Andrey Kiselev:** my right hand man on GDAL for several years. He is primarily responsible for the HDF, MrSID, L1B, and PCIDSK drivers. He has also relieved me of most libtiff maintenance work.
- **Daniel Morissette:** for his key contributions to CPL library, and development of the Mapinfo TAB translator.

- **Howard Butler**: for substantial improvements to the python bindings.
- **Ken Shih**: for the bulk of the implementation of the OLE DB provider.
- **Markus Neteler**: for various contributions to GDAL documentation and general supportiveness.
- **Silke Reimer**: for work on Debian, and RPM packaging as well as the GDAL man pages.
- **Alessandro Amici**: for work on configuration and build system, and for the initial Debian packaging.
- **Stephane Villeneuve**: for development of the Mapinfo MIF translator.
- **Marin Byrne**: for producing the current GDAL icon set (based on the earlier version by Martin Daly).
- **Darek Krawczyk**: for producing design of the GDAL Team Member t-shirt (based on Marin's and Martin's graphics).

### 3.3 Corporate

- **Applied Coherent Technologies**: Supported implementation of the GDAL contour generator, as well as various improvements to HDF drivers.
- **Atlantis Scientific**: Supported the development of the CEOS, and a variety of other radar oriented format drivers as well as development of OpenEV, my day-to-day GDAL image viewer.
- **A.U.G. Signals**: Supported work on the HDF, NITF and ODBC drivers.
- **Avenza Systems**: Supported development of `dgnlib`, the basis of OGR dgn support, as well as preliminary work on image warping in GDAL.
- **Cadcorp**: Supported development of the Virtual Warped Raster capability.
- **DM Solutions Group**: Supported the development of the DGN driver, the OGR Arc/Info Binary Coverage driver, OGR WCTS (Web Coordinate Transformation Server), OGR VRT driver, ODBC driver, MySQL driver, SQLite driver, OGR JOIN and OGR C API.
- **ERMapper**: provided primary sponsorship for GDAL from February 2005 to November 2006 to support work on GDAL improvement efforts not focused on any particular client project.
- **Geological Survey of Canada, Natural Resources Canada**: Supported the initial development of the ArcSDE raster driver.
- **OSGIS and the Geo-Information and ICT Department of the Ministry of Transport, Public Works and Water Management**: Funded the DWG/DXF writing driver in OGR.

- Geosoft: Supported improvements to libtiff (RGBA Strip/Tile access), and the Arc/Info Binary Grid driver.
- Geospace Inc, Supported the development of write functionality for the OGR ArcSDE driver.
- GeoTango: Supported OGR Memory driver, Virtual Raster Filtering, and NITF RPC capabilities.
- i-cubed: Supported the MrSID driver.
- Intergraph: Supported development of the Erdas Imagine driver.
- Keyhole: Supported development of Erdas Imagine driver, and the GDAL Warp API.
- OPeNDAP: Supported development of the OGR OPeNDAP Driver.
- PCI Geomatics: Supported development of the JPEG2000 (JP2KAK) driver.
- Pixia: Supported NITF/JPEG2000 read support.
- UN FAO: Supported development of the IDA (WinDisp) driver, and GDAL VB6 bindings.
- SoftMap: Supported initial development of OGR as well as the OGR MapInfo integration.
- SRC: Supported development of the OGR OCI (Oracle Spatial) driver.
- Safe Software: Supported development of the OGR OLE DB provider, TIGER/-Line driver, S-57 driver, DTED driver, FMEObjects driver, SDTS driver and NTF driver.
- Yukon Department of the Environment: Supported development of CEDED / USGS DEM Writer.





## Chapter 4

# GDAL Downloads

This page has been moved to the wiki with a topic on downloading `binaries` (pre-built executables) and a topic on downloading `source`.



## Chapter 5

# Simple C Example: gdalinfo.c

```
/*
 * $Id: gdalinfo.c 18576 2010-01-17 22:32:24Z rouault $
 *
 * Project: GDAL Utilities
 * Purpose: Commandline application to list info about a file.
 * Author: Frank Warmerdam, warmerdam@pobox.com
 *
 * *****
 * Copyright (c) 1998, Frank Warmerdam
 *
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 * FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER
 * DEALINGS IN THE SOFTWARE.
 */

#include "gdal.h"
#include "gdal_alg.h"
#include "ogr_srs_api.h"
#include "cpl_string.h"
#include "cpl_conv.h"
#include "cpl_multiproc.h"

CPL_CVSID("$Id: gdalinfo.c 18576 2010-01-17 22:32:24Z rouault $");

static int
GDALInfoReportCorner( GDALDatasetH hDataset,
                     OGRCoordinateTransformationH hTransform,
                     const char * corner_name,
```

```

        double x, double y );

/*****
/*                                     Usage()                                     */
*****/

void Usage()

{
    printf( "Usage: gdalinfo [--help-general] [-mm] [-stats] [-hist] [-nogcp] [-n
        omd]\n"
           "
           [-norat] [-noct] [-checksum] [-mdd domain]* datasetn
           ame\n" );
    exit( 1 );
}

/*****
/*                                     main()                                     */
*****/

int main( int argc, char ** argv )

{
    GDALDatasetH      hDataset;
    GDALRasterBandH   hBand;
    int               i, iBand;
    double             adfGeoTransform[6];
    GDALDriverH        hDriver;
    char               **papszMetadata;
    int                bComputeMinMax = FALSE, bSample = FALSE;
    int                bShowGCPs = TRUE, bShowMetadata = TRUE, bShowRAT=TRUE;
    int                bStats = FALSE, bApproxStats = TRUE, iMDD;
    int                bShowColorTable = TRUE, bComputeChecksum = FALSE;
    int                bReportHistograms = FALSE;
    const char         *pszFilename = NULL;
    char               **papszExtraMDDomains = NULL, **papszFileList;
    const char         *pszProjection = NULL;
    OGRCoordinateTransformationH hTransform = NULL;

    /* Check that we are running against at least GDAL 1.5 */
    /* Note to developers : if we use newer API, please change the requirement */

    if (atoi(GDALVersionInfo("VERSION_NUM")) < 1500)
    {
        fprintf(stderr, "At least, GDAL >= 1.5.0 is required for this version of
            %s, "
            "which was compiled against GDAL %s\n", argv[0], GDAL_RELEASE_NAME);
        exit(1);
    }

    /* Must process GDAL_SKIP before GDALAllRegister(), but we can't call */
    /* GDALGeneralCmdLineProcessor before it needs the drivers to be registered */
    /* for the --format or --formats options */
    for( i = 1; i < argc; i++ )
    {
        if( EQUAL(argv[i], "--config") && i + 2 < argc && EQUAL(argv[i + 1], "GDAL
            _SKIP") )
        {
            CPLSetConfigOption( argv[i+1], argv[i+2] );

```

---

```

        i += 2;
    }
}

GDALAllRegister();

argc = GDALGeneralCmdLineProcessor( argc, &argv, 0 );
if( argc < 1 )
    exit( -argc );

/* ----- */
/* Parse arguments. */
/* ----- */
for( i = 1; i < argc; i++ )
{
    if( EQUAL(argv[i], "--utility_version") )
    {
        printf("%s was compiled against GDAL %s and is running against GDAL %s\n",
            argv[0], GDAL_RELEASE_NAME, GDALVersionInfo("RELEASE_NAME"));
        return 0;
    }
    else if( EQUAL(argv[i], "-mm") )
        bComputeMinMax = TRUE;
    else if( EQUAL(argv[i], "-hist") )
        bReportHistograms = TRUE;
    else if( EQUAL(argv[i], "-stats") )
    {
        bStats = TRUE;
        bApproxStats = FALSE;
    }
    else if( EQUAL(argv[i], "-approx_stats") )
    {
        bStats = TRUE;
        bApproxStats = TRUE;
    }
    else if( EQUAL(argv[i], "-sample") )
        bSample = TRUE;
    else if( EQUAL(argv[i], "-checksum") )
        bComputeChecksum = TRUE;
    else if( EQUAL(argv[i], "-nogcp") )
        bShowGCPs = FALSE;
    else if( EQUAL(argv[i], "-nomd") )
        bShowMetadata = FALSE;
    else if( EQUAL(argv[i], "-norat") )
        bShowRAT = FALSE;
    else if( EQUAL(argv[i], "-noct") )
        bShowColorTable = FALSE;
    else if( EQUAL(argv[i], "-mdd") && i < argc-1 )
        papszExtraMDDomains = CSLAddString( papszExtraMDDomains,
            argv[++i] );
    else if( argv[i][0] == '-' )
        Usage();
    else if( pszFilename == NULL )
        pszFilename = argv[i];
    else
        Usage();
}

if( pszFilename == NULL )
    Usage();

```

---

```

/* ----- */
/*      Open dataset.                                */
/* ----- */
hDataset = GDALOpen( pszFilename, GA_ReadOnly );

if( hDataset == NULL )
{
    fprintf( stderr,
             "gdalinfo failed - unable to open '%s'.\n",
             pszFilename );

    CSLDestroy( argv );

    GDALDumpOpenDatasets( stderr );

    GDALDestroyDriverManager();

    CPLDumpSharedList( NULL );

    exit( 1 );
}

/* ----- */
/*      Report general info.                          */
/* ----- */
hDriver = GDALGetDatasetDriver( hDataset );
printf( "Driver: %s/%s\n",
        GDALGetDriverShortName( hDriver ),
        GDALGetDriverLongName( hDriver ) );

papszFileList = GDALGetFileList( hDataset );
if( CSLCount(papszFileList) == 0 )
{
    printf( "Files: none associated\n" );
}
else
{
    printf( "Files: %s\n", papszFileList[0] );
    for( i = 1; papszFileList[i] != NULL; i++ )
        printf( "      %s\n", papszFileList[i] );
}
CSLDestroy( papszFileList );

printf( "Size is %d, %d\n",
        GDALGetRasterXSize( hDataset ),
        GDALGetRasterYSize( hDataset ) );

/* ----- */
/*      Report projection.                            */
/* ----- */
if( GDALGetProjectionRef( hDataset ) != NULL )
{
    OGRSpatialReferenceH hSRS;
    char                  *pszProjection;

    pszProjection = (char *) GDALGetProjectionRef( hDataset );

    hSRS = OSRNewSpatialReference( NULL );
    if( OSRImportFromWkt( hSRS, &pszProjection ) == CE_None )
    {
        char                  *pszPrettyWkt = NULL;

```

---

```

        OSRExportToPrettyWkt( hSRS, &pszPrettyWkt, FALSE );
        printf( "Coordinate System is:\n%s\n", pszPrettyWkt );
        CPLFree( pszPrettyWkt );
    }
    else
        printf( "Coordinate System is '%s'\n",
                GDALGetProjectionRef( hDataset ) );

    OSRDestroySpatialReference( hSRS );
}

/* ----- */
/*      Report Geotransform.                      */
/* ----- */
if( GDALGetGeoTransform( hDataset, adfGeoTransform ) == CE_None )
{
    if( adfGeoTransform[2] == 0.0 && adfGeoTransform[4] == 0.0 )
    {
        printf( "Origin = (%.15f,%.15f)\n",
                adfGeoTransform[0], adfGeoTransform[3] );

        printf( "Pixel Size = (%.15f,%.15f)\n",
                adfGeoTransform[1], adfGeoTransform[5] );
    }
    else
        printf( "GeoTransform =\n"
                "  %.16g, %.16g, %.16g\n"
                "  %.16g, %.16g, %.16g\n",
                adfGeoTransform[0],
                adfGeoTransform[1],
                adfGeoTransform[2],
                adfGeoTransform[3],
                adfGeoTransform[4],
                adfGeoTransform[5] );
}

/* ----- */
/*      Report GCPs.                              */
/* ----- */
if( bShowGCPs && GDALGetGCPCount( hDataset ) > 0 )
{
    if( GDALGetGCPProjection( hDataset ) != NULL )
    {
        OGRSpatialReferenceH hSRS;
        char *pszProjection;

        pszProjection = (char *) GDALGetGCPProjection( hDataset );

        hSRS = OSRNewSpatialReference( NULL );
        if( OSRImportFromWkt( hSRS, &pszProjection ) == CE_None )
        {
            char *pszPrettyWkt = NULL;

            OSRExportToPrettyWkt( hSRS, &pszPrettyWkt, FALSE );
            printf( "GCP Projection = \n%s\n", pszPrettyWkt );
            CPLFree( pszPrettyWkt );
        }
        else
            printf( "GCP Projection = %s\n",
                    GDALGetGCPProjection( hDataset ) );
    }
}

```

---

```

        OSRDestroySpatialReference( hSRS );
    }

    for( i = 0; i < GDALGetGCPCount(hDataset); i++ )
    {
        const GDAL_GCP      *psGCP;

        psGCP = GDALGetGCPs( hDataset ) + i;

        printf( "GCP[%3d]: Id=%s, Info=%s\n"
                "          (%.15g,%.15g) -> (%.15g,%.15g,%.15g)\n",
                i, psGCP->pszId, psGCP->pszInfo,
                psGCP->dfGCPPixel, psGCP->dfGCPLine,
                psGCP->dfGCPX, psGCP->dfGCPY, psGCP->dfGCPZ );
    }
}

/* ----- */
/*      Report metadata.                                */
/* ----- */
papszMetadata = (bShowMetadata) ? GDALGetMetadata( hDataset, NULL ) : NULL;
if( bShowMetadata && CSLCount(papszMetadata) > 0 )
{
    printf( "Metadata:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {
        printf( "  %s\n", papszMetadata[i] );
    }
}

for( iMDD = 0; bShowMetadata && iMDD < CSLCount(papszExtraMDDomains); iMDD++ )
{
    papszMetadata = GDALGetMetadata( hDataset, papszExtraMDDomains[iMDD] );
    if( CSLCount(papszMetadata) > 0 )
    {
        printf( "Metadata (%s):\n", papszExtraMDDomains[iMDD]);
        for( i = 0; papszMetadata[i] != NULL; i++ )
        {
            printf( "  %s\n", papszMetadata[i] );
        }
    }
}

/* ----- */
/*      Report "IMAGE_STRUCTURE" metadata.              */
/* ----- */
papszMetadata = (bShowMetadata) ? GDALGetMetadata( hDataset, "IMAGE_STRUCTURE" ) : NULL;
if( bShowMetadata && CSLCount(papszMetadata) > 0 )
{
    printf( "Image Structure Metadata:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {
        printf( "  %s\n", papszMetadata[i] );
    }
}

/* ----- */
/*      Report subdatasets.                              */
/* ----- */
papszMetadata = GDALGetMetadata( hDataset, "SUBDATASETS" );

```



---

```

    if( CSLCount(papszMetadata) > 0 )
    {
        printf( "Subdatasets:\n" );
        for( i = 0; papszMetadata[i] != NULL; i++ )
        {
            printf( "  %s\n", papszMetadata[i] );
        }
    }

/* ----- */
/*      Report geolocation.                        */
/* ----- */
papszMetadata = (bShowMetadata) ? GDALGetMetadata( hDataset, "GEOLOCATION" )
: NULL;
if( bShowMetadata && CSLCount(papszMetadata) > 0 )
{
    printf( "Geolocation:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {
        printf( "  %s\n", papszMetadata[i] );
    }
}

/* ----- */
/*      Report RPCs                                */
/* ----- */
papszMetadata = (bShowMetadata) ? GDALGetMetadata( hDataset, "RPC" ) : NULL;
if( bShowMetadata && CSLCount(papszMetadata) > 0 )
{
    printf( "RPC Metadata:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {
        printf( "  %s\n", papszMetadata[i] );
    }
}

/* ----- */
/*      Setup projected to lat/long transform if appropriate.  */
/* ----- */
if( GDALGetGeoTransform( hDataset, adfGeoTransform ) == CE_None )
    pszProjection = GDALGetProjectionRef(hDataset);

if( pszProjection != NULL && strlen(pszProjection) > 0 )
{
    OGRSpatialReferenceH hProj, hLatLong = NULL;

    hProj = OSRNewSpatialReference( pszProjection );
    if( hProj != NULL )
        hLatLong = OSRCloneGeogCS( hProj );

    if( hLatLong != NULL )
    {
        CPLPushErrorHandler( CPLQuietErrorHandler );
        hTransform = OCTNewCoordinateTransformation( hProj, hLatLong );
        CPLPopErrorHandler();

        OSRDestroySpatialReference( hLatLong );
    }

    if( hProj != NULL )
        OSRDestroySpatialReference( hProj );
}

```

---

```

/* ----- */
/*      Report corners.                                */
/* ----- */
printf( "Corner Coordinates:\n" );
GDALInfoReportCorner( hDataset, hTransform, "Upper Left",
                      0.0, 0.0 );
GDALInfoReportCorner( hDataset, hTransform, "Lower Left",
                      0.0, GDALGetRasterYSize(hDataset));
GDALInfoReportCorner( hDataset, hTransform, "Upper Right",
                      GDALGetRasterXSize(hDataset), 0.0 );
GDALInfoReportCorner( hDataset, hTransform, "Lower Right",
                      GDALGetRasterXSize(hDataset),
                      GDALGetRasterYSize(hDataset) );
GDALInfoReportCorner( hDataset, hTransform, "Center",
                      GDALGetRasterXSize(hDataset)/2.0,
                      GDALGetRasterYSize(hDataset)/2.0 );

if( hTransform != NULL )
{
    OCTDestroyCoordinateTransformation( hTransform );
    hTransform = NULL;
}

/* ===== */
/*      Loop over bands.                                */
/* ===== */
for( iBand = 0; iBand < GDALGetRasterCount( hDataset ); iBand++ )
{
    double      dfMin, dfMax, adfCMinMax[2], dfNoData;
    int         bGotMin, bGotMax, bGotNodata, bSuccess;
    int         nBlockXSize, nBlockYSize, nMaskFlags;
    double      dfMean, dfStdDev;
    GDALColorTableH hTable;
    CPLErr      eErr;

    hBand = GDALGetRasterBand( hDataset, iBand+1 );

    if( bSample )
    {
        float afSample[10000];
        int    nCount;

        nCount = GDALGetRandomRasterSample( hBand, 10000, afSample );
        printf( "Got %d samples.\n", nCount );
    }

    GDALGetBlockSize( hBand, &nBlockXSize, &nBlockYSize );
    printf( "Band %d Block=%dx%d Type=%s, ColorInterp=%s\n", iBand+1,
            nBlockXSize, nBlockYSize,
            GDALGetDataTypeName(
                GDALGetRasterDataType( hBand ) ),
            GDALGetColorInterpretationName(
                GDALGetRasterColorInterpretation( hBand ) ) );

    if( GDALGetDescription( hBand ) != NULL
        && strlen( GDALGetDescription( hBand ) ) > 0 )
        printf( "  Description = %s\n", GDALGetDescription( hBand ) );

    dfMin = GDALGetRasterMinimum( hBand, &bGotMin );
    dfMax = GDALGetRasterMaximum( hBand, &bGotMax );
    if( bGotMin || bGotMax || bComputeMinMax )

```

---

```

{
    printf( "  " );
    if( bGotMin )
        printf( "Min=%.3f ", dfMin );
    if( bGotMax )
        printf( "Max=%.3f ", dfMax );

    if( bComputeMinMax )
    {
        CPLErrorReset();
        GDALComputeRasterMinMax( hBand, FALSE, adfCMinMax );
        if (CPLGetLastErrorType() == CE_None)
        {
            printf( "  Computed Min/Max=%.3f,%.3f",
                    adfCMinMax[0], adfCMinMax[1] );
        }
    }

    printf( "\n" );
}

eErr = GDALGetRasterStatistics( hBand, bApproxStats, bStats,
                                &dfMin, &dfMax, &dfMean, &dfStdDev );
if( eErr == CE_None )
{
    printf( "  Minimum=%.3f, Maximum=%.3f, Mean=%.3f, StdDev=%.3f\n",
            dfMin, dfMax, dfMean, dfStdDev );
}

if( bReportHistograms )
{
    int nBucketCount, *panHistogram = NULL;

    eErr = GDALGetDefaultHistogram( hBand, &dfMin, &dfMax,
                                    &nBucketCount, &panHistogram,
                                    TRUE, GDALTermProgress, NULL );

    if( eErr == CE_None )
    {
        int iBucket;

        printf( "  %d buckets from %g to %g:\n  ",
                nBucketCount, dfMin, dfMax );
        for( iBucket = 0; iBucket < nBucketCount; iBucket++ )
            printf( "%d ", panHistogram[iBucket] );
        printf( "\n" );
        CPLFree( panHistogram );
    }
}

if ( bComputeChecksum)
{
    printf( "  Checksum=%d\n",
            GDALChecksumImage(hBand, 0, 0,
                                GDALGetRasterXSize(hDataset),
                                GDALGetRasterYSize(hDataset)));
}

dfNoData = GDALGetRasterNoDataValue( hBand, &bGotNodata );
if( bGotNodata )
{
    printf( "  NoData Value=%.18g\n", dfNoData );
}

```

```

if( GDALGetOverviewCount(hBand) > 0 )
{
    int            iOverview;

    printf( " Overviews: " );
    for( iOverview = 0;
        iOverview < GDALGetOverviewCount(hBand);
        iOverview++ )
    {
        GDALRasterBandH hOverview;
        const char *pszResampling = NULL;

        if( iOverview != 0 )
            printf( ", " );

        hOverview = GDALGetOverview( hBand, iOverview );
        printf( "%dx%d",
            GDALGetRasterBandXSize( hOverview ),
            GDALGetRasterBandYSize( hOverview ) );

        pszResampling =
            GDALGetMetadataItem( hOverview, "RESAMPLING", "" );

        if( pszResampling != NULL
            && EQUALN(pszResampling,"AVERAGE_BIT2",12) )
            printf( "*" );
    }
    printf( "\n" );

    if ( bComputeChecksum)
    {
        printf( " Overviews checksum: " );
        for( iOverview = 0;
            iOverview < GDALGetOverviewCount(hBand);
            iOverview++ )
        {
            GDALRasterBandH hOverview;

            if( iOverview != 0 )
                printf( ", " );

            hOverview = GDALGetOverview( hBand, iOverview );
            printf( "%d",
                GDALChecksumImage(hOverview, 0, 0,
                    GDALGetRasterBandXSize(hOverview),
                    GDALGetRasterBandYSize(hOverview)));
        }
        printf( "\n" );
    }
}

if( GDALHasArbitraryOverviews( hBand ) )
{
    printf( " Overviews: arbitrary\n" );
}

nMaskFlags = GDALGetMaskFlags( hBand );
if( (nMaskFlags & (GMF_NODATA|GMF_ALL_VALID)) == 0 )
{
    GDALRasterBandH hMaskBand = GDALGetMaskBand(hBand) ;
}

```

---

```

printf( " Mask Flags: " );
if( nMaskFlags & GMF_PER_DATASET )
    printf( "PER_DATASET " );
if( nMaskFlags & GMF_ALPHA )
    printf( "ALPHA " );
if( nMaskFlags & GMF_NODATA )
    printf( "NODATA " );
if( nMaskFlags & GMF_ALL_VALID )
    printf( "ALL_VALID " );
printf( "\n" );

if( hMaskBand != NULL &&
    GDALGetOverviewCount( hMaskBand ) > 0 )
{
    int                iOverview;

    printf( " Overviews of mask band: " );
    for( iOverview = 0;
        iOverview < GDALGetOverviewCount( hMaskBand );
        iOverview++ )
    {
        GDALRasterBandH    hOverview;

        if( iOverview != 0 )
            printf( ", " );

        hOverview = GDALGetOverview( hMaskBand, iOverview );
        printf( "%dx%d",
            GDALGetRasterBandXSize( hOverview ),
            GDALGetRasterBandYSize( hOverview ) );
    }
    printf( "\n" );
}

if( strlen( GDALGetRasterUnitType( hBand ) ) > 0 )
{
    printf( " Unit Type: %s\n", GDALGetRasterUnitType( hBand ) );
}

if( GDALGetRasterCategoryNames( hBand ) != NULL )
{
    char **papszCategories = GDALGetRasterCategoryNames( hBand );
    int i;

    printf( " Categories:\n" );
    for( i = 0; papszCategories[i] != NULL; i++ )
        printf( "    %3d: %s\n", i, papszCategories[i] );
}

if( GDALGetRasterScale( hBand, &bSuccess ) != 1.0
    || GDALGetRasterOffset( hBand, &bSuccess ) != 0.0 )
    printf( " Offset: %.15g, Scale: %.15g\n",
        GDALGetRasterOffset( hBand, &bSuccess ),
        GDALGetRasterScale( hBand, &bSuccess ) );

papszMetadata = ( bShowMetadata ) ? GDALGetMetadata( hBand, NULL ) : NULL;
if( bShowMetadata && CSLCount( papszMetadata ) > 0 )
{
    printf( " Metadata:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {

```

```

        printf( "    %s\n", papszMetadata[i] );
    }
}

papszMetadata = (bShowMetadata) ? GDALGetMetadata( hBand, "IMAGE_STRUCTURE" ) : NULL;
if( bShowMetadata && CSLCount( papszMetadata ) > 0 )
{
    printf( "  Image Structure Metadata:\n" );
    for( i = 0; papszMetadata[i] != NULL; i++ )
    {
        printf( "    %s\n", papszMetadata[i] );
    }
}

if( GDALGetRasterColorInterpretation(hBand) == GCI_PaletteIndex
    && (hTable = GDALGetRasterColorTable( hBand )) != NULL )
{
    int i;

    printf( "  Color Table (%s with %d entries)\n",
        GDALGetPaletteInterpretationName(
            GDALGetPaletteInterpretation( hTable )),
        GDALGetColorEntryCount( hTable ) );

    if (bShowColorTable)
    {
        for( i = 0; i < GDALGetColorEntryCount( hTable ); i++ )
        {
            GDALColorEntry sEntry;

            GDALGetColorEntryAsRGB( hTable, i, &sEntry );
            printf( "    %3d: %d,%d,%d,%d\n",
                i,
                sEntry.c1,
                sEntry.c2,
                sEntry.c3,
                sEntry.c4 );
        }
    }
}

if( bShowRAT && GDALGetDefaultRAT( hBand ) != NULL )
{
    GDALRasterAttributeTableH hRAT = GDALGetDefaultRAT( hBand );

    GDALRATDumpReadable( hRAT, NULL );
}
}

GDALClose( hDataset );

CSLDestroy( papszExtraMDDomains );
CSLDestroy( argv );

GDALDumpOpenDatasets( stderr );

GDALDestroyDriverManager();

CPLDumpSharedList( NULL );
CPLCleanupTLS();

```

---

```

    exit( 0 );
}

/*****
/*          GDALInfoReportCorner()          */
*****/

static int
GDALInfoReportCorner( GDALDatasetH hDataset,
                      OGRCoordinateTransformationH hTransform,
                      const char * corner_name,
                      double x, double y )

{
    double      dfGeoX, dfGeoY;
    double      adfGeoTransform[6];

    printf( "%-11s ", corner_name );

/* ----- */
/*      Transform the point into georeferenced coordinates.      */
/* ----- */
    if( GDALGetGeoTransform( hDataset, adfGeoTransform ) == CE_None )
    {
        dfGeoX = adfGeoTransform[0] + adfGeoTransform[1] * x
                + adfGeoTransform[2] * y;
        dfGeoY = adfGeoTransform[3] + adfGeoTransform[4] * x
                + adfGeoTransform[5] * y;
    }
    else
    {
        printf( "(%7.1f,%7.1f)\n", x, y );
        return FALSE;
    }

/* ----- */
/*      Report the georeferenced coordinates.      */
/* ----- */
    if( ABS(dfGeoX) < 181 && ABS(dfGeoY) < 91 )
    {
        printf( "%12.7f,%12.7f ", dfGeoX, dfGeoY );
    }
    else
    {
        printf( "%12.3f,%12.3f ", dfGeoX, dfGeoY );
    }

/* ----- */
/*      Transform to latlong and report.      */
/* ----- */
    if( hTransform != NULL
        && OCTTransform(hTransform,1,&dfGeoX,&dfGeoY,NULL) )
    {
        printf( "(%s,", GDALDecToDMS( dfGeoX, "Long", 2 ) );
        printf( "%s)", GDALDecToDMS( dfGeoY, "Lat", 2 ) );
    }

    printf( "\n" );
}

```

---

```
    return TRUE;  
}
```



## Chapter 6

# Standard Driver Registration: gdalallregister.cpp

```
/* *****  
 * $Id: gdalallregister.cpp 18207 2009-12-07 21:37:49Z rouault $  
 *  
 * Project: GDAL Core  
 * Purpose: Implementation of GDALAllRegister(), primary format registration.  
 * Author: Frank Warmerdam, warmerdam@pobox.com  
 *  
 * *****  
 * Copyright (c) 1998, Frank Warmerdam  
 *  
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 * FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER  
 * DEALINGS IN THE SOFTWARE.  
 * *****  
 */  
  
#include "gdal_priv.h"  
#include "gdal_frmts.h"  
  
CPL_CVSID("$Id: gdalallregister.cpp 18207 2009-12-07 21:37:49Z rouault $");  
  
#ifndef notdef  
// we may have a use for this some day  
static char *szConfiguredFormats = "GDAL_FORMATS";  
#endif
```

```

/*****
/*          GDALAllRegister()          */
/*          */                          */
/*      Register all identifiably supported formats.      */
/*****/

void CPL_STDCALL GDALAllRegister()

{
    GetGDALDriverManager()->AutoLoadDrivers();

#ifdef FRMT_vrt
    GDALRegister_VRT();
#endif

#ifdef FRMT_gdb
    GDALRegister_GDB();
#endif

#ifdef FRMT_gtiff
    GDALRegister_GTiff();
#endif

#ifdef FRMT_nitf
    GDALRegister_NITF();
    GDALRegister_RPFTOC();
#endif

#ifdef FRMT_hfa
    GDALRegister_HFA();
#endif

#ifdef FRMT_ceos2
    GDALRegister_SAR_CEOS();
#endif

#ifdef FRMT_ceos
    GDALRegister_CEOS();
#endif

#ifdef FRMT_jaxapalsar
    GDALRegister_PALSARJaxa();
#endif

#ifdef FRMT_gff
    GDALRegister_GFF();
#endif

#ifdef FRMT_elas
    GDALRegister_ELAS();
#endif

#ifdef FRMT_aigrid
    // GDALRegister_AIGrid2();
    GDALRegister_AIGrid();
#endif

#ifdef FRMT_aaigrid
    GDALRegister_AAIGrid();
#endif

#ifdef FRMT_sdt

```

---

```
    GDALRegister_SDTS();
#endif

#ifdef FRMT_ogdi
    GDALRegister_OGDI();
#endif

#ifdef FRMT_dted
    GDALRegister_DTED();
#endif

#ifdef FRMT_png
    GDALRegister_PNG();
#endif

#ifdef FRMT_jpeg
    GDALRegister_JPEG();
#endif

#ifdef FRMT_mem
    GDALRegister_MEM();
#endif

#ifdef FRMT_jdem
    GDALRegister_JDEM();
#endif

#ifdef FRMT_gif
    GDALRegister_GIF();
    GDALRegister_BIGGIF();
#endif

#ifdef FRMT_envisat
    GDALRegister_Envisat();
#endif

#ifdef FRMT_fits
    GDALRegister_FITS();
#endif

#ifdef FRMT_bsb
    GDALRegister_BSB();
#endif

#ifdef FRMT_xpm
    GDALRegister_XPM();
#endif

#ifdef FRMT_bmp
    GDALRegister_BMP();
#endif

#ifdef FRMT_dimap
    GDALRegister_DIMAP();
#endif

#ifdef FRMT_airsar
    GDALRegister_AirSAR();
#endif

#ifdef FRMT_rs2
    GDALRegister_RS2();
```

```
#endif

#ifdef FRMT_pcidsk
    GDALRegister_PCIDSK();
#endif

#ifdef FRMT_pcraster
    GDALRegister_PCRaster();
#endif

#ifdef FRMT_ilwis
    GDALRegister_ILWIS();
#endif

#ifdef FRMT_sgi
    GDALRegister_SGI();
#endif

#ifdef FRMT_srtmhgt
    GDALRegister_SRTMHGT();
#endif

#ifdef FRMT_leveller
    GDALRegister_Leveller();
#endif

#ifdef FRMT_terrigen
    GDALRegister_Terrigen();
#endif

#ifdef FRMT_netcdf
    GDALRegister_GMT();
    GDALRegister_netCDF();
#endif

#ifdef FRMT_hdf4
    GDALRegister_HDF4();
    GDALRegister_HDF4Image();
#endif

#ifdef FRMT_pds
    GDALRegister_ISIS3();
    GDALRegister_ISIS2();
    GDALRegister_PDS();
#endif

#ifdef FRMT_til
    GDALRegister_TIL();
#endif

#ifdef FRMT_ers
    GDALRegister_ERS();
#endif

#ifdef FRMT_jp2kak
    // JPEG2000 support using Kakadu toolkit
    GDALRegister_JP2KAK();
#endif

#ifdef FRMT_ecw
    GDALRegister_ECW();
    GDALRegister_JP2ECW();
#endif
```

```
#endif

#ifdef FRMT_jpeg2000
// JPEG2000 support using JasPer toolkit
// This one should always be placed after other JasPer supported formats,
// such as BMP or PNM. In other case we will get bad side effects.
    GDALRegister_JPEG2000();
#endif

#ifdef FRMT_llb
    GDALRegister_LLb();
#endif

#ifdef FRMT_fit
    GDALRegister_FIT();
#endif

#ifdef FRMT_grib
    GDALRegister_GRIB();
#endif

#ifdef FRMT_mrsid
    GDALRegister_MrSID();
#endif

#ifdef FRMT_rmf
    GDALRegister_RMF();
#endif

#ifdef FRMT_wcs
    GDALRegister_WCS();
#endif

#ifdef FRMT_wms
    GDALRegister_WMS();
#endif

#ifdef FRMT_sde
    GDALRegister_SDE();
#endif

#ifdef FRMT_msgn
    GDALRegister_MSGN();
#endif

#ifdef FRMT_msg
    GDALRegister_MSG();
#endif

#ifdef FRMT_idrasi
    GDALRegister_IDRISI();
#endif

#ifdef FRMT_ingr
    GDALRegister_INGR();
#endif

#ifdef FRMT_gsg
    GDALRegister_GSAG();
    GDALRegister_GSBG();
    GDALRegister_GS7BG();
#endif
```

```
#ifdef FRMT_cosar
    GDALRegister_COSAR();
#endif

#ifdef FRMT_tsx
    GDALRegister_TSX();
#endif

#ifdef FRMT_coasp
    GDALRegister_COASP();
#endif

#ifdef FRMT_tms
    GDALRegister_TMS();
#endif

#ifdef FRMT_r
    GDALRegister_R();
#endif

/* ----- */
/*      Put raw formats at the end of the list. These drivers support */
/*      various ASCII-header labeled formats, so the driver could be */
/*      confused if you have files in some of above formats and such */
/*      ASCII-header in the same directory. */
/* ----- */

#ifdef FRMT_raw
    GDALRegister_PNM();
    GDALRegister_DOQ1();
    GDALRegister_DOQ2();
    GDALRegister_ENVI();
    GDALRegister_EHdr();
    GDALRegister_GenBin();
    GDALRegister_PAux();
    GDALRegister_MFF();
    GDALRegister_HKV();
    GDALRegister_FujiBAS();
    GDALRegister_GSC();
    GDALRegister_FAST();
    GDALRegister_BT();
    GDALRegister_LAN();
    GDALRegister_CPG();
    GDALRegister_IDA();
    GDALRegister_NDF();
    GDALRegister_EIR();
    GDALRegister_DIPEX();
    GDALRegister_LCP();
#endif

/* ----- */
/*      Our test for the following is weak or expensive so we try */
/*      them last. */
/* ----- */

#ifdef FRMT_rik
    GDALRegister_RIK();
#endif

#ifdef FRMT_usgsdem
    GDALRegister_USGSDEM();
#endif
```

```
#endif

#ifdef FRMT_gxf
    GDALRegister_GXF();
#endif

#ifdef FRMT_grass
    GDALRegister_GRASS();
#endif

#ifdef FRMT_dods
    GDALRegister_DODS();
#endif

#ifdef FRMT_wcs
    GDALRegister_HTTP();
#endif

#ifdef FRMT_hdf5
    GDALRegister_BAG();
    GDALRegister_HDF5();
    GDALRegister_HDF5Image();
#endif

#ifdef FRMT_northwood
    GDALRegister_NWT_GRD();
    GDALRegister_NWT_GRC();
#endif

#ifdef FRMT_adrg
    GDALRegister_ADRG();
    GDALRegister_SRP();
#endif

#ifdef FRMT_blx
    GDALRegister_BLX();
#endif

#ifdef FRMT_pgchip
    GDALRegister_PGCHIP();
#endif

#ifdef FRMT_georaster
    GDALRegister_GEOR();
#endif

#ifdef FRMT_rasterlite
    GDALRegister_Rasterlite();
#endif

#ifdef FRMT_epsilon
    GDALRegister_EPSILON();
#endif

#ifdef FRMT_wktraster
    GDALRegister_WKTRaster();
#endif

#ifdef FRMT_saga
    GDALRegister_SAGA();
#endif
#endif
/* ----- */
```

```
/*      Deregister any drivers explicitly marked as suppressed by the      */  
/*      GDAL_SKIP environment variable.                                   */  
/* ----- */  
    GetGDALDriverManager()->AutoSkipDrivers();  
}
```



## Chapter 7

# Sample Driver: jdemdataset.cpp

```
/*
 * $Id: jdemdataset.cpp 16706 2009-04-02 03:44:07Z warmerdam $
 *
 * Project: JDEM Reader
 * Purpose: All code for Japanese DEM Reader
 * Author: Frank Warmerdam, warmerdam@pobox.com
 *
 * Copyright (c) 2000, Frank Warmerdam <warmerdam@pobox.com>
 *
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 * DEALINGS IN THE SOFTWARE.
 */

#include "gdal_pam.h"

CPL_CVSID("$Id: jdemdataset.cpp 16706 2009-04-02 03:44:07Z warmerdam $");

CPL_C_START
void GDALRegister_JDEM(void);
CPL_C_END

/*
 * JDEMGetField()
 */
static int JDEMGetField( char *pszField, int nWidth )
```

```

{
    char        szWork[32];

    CPLAssert( nWidth < (int) sizeof(szWork) );

    strncpy( szWork, pszField, nWidth );
    szWork[nWidth] = '\0';

    return atoi(szWork);
}

/*****
/*                      JDEMGetAngle()                      */
*****/

static double JDEMGetAngle( char *pszField )

{
    int          nAngle = JDEMGetField( pszField, 7 );
    int          nDegree, nMin, nSec;

    // Note, this isn't very general purpose, but it would appear
    // from the field widths that angles are never negative. Nice
    // to be a country in the "first quadrant".

    nDegree = nAngle / 10000;
    nMin = (nAngle / 100) % 100;
    nSec = nAngle % 100;

    return nDegree + nMin / 60.0 + nSec / 3600.0;
}

/*****
/* ===== */
/*                      JDEMDataset                      */
/* ===== */
*****/

class JDEMRasterBand;

class JDEMDataset : public GDALPamDataset
{
    friend class JDEMRasterBand;

    FILE          *fp;
    GByte          abyHeader[1012];

public:
    ~JDEMDataset();

    static GDALDataset *Open( GDALOpenInfo * );

    CPLErr      GetGeoTransform( double * padfTransform );
    const char *GetProjectionRef();
};

/*****
/* ===== */
/*                      JDEMRasterBand                      */
/* ===== */
*****/

```

---

```

class JDEMRasterBand : public GDALPamRasterBand
{
    friend class JDEMDataset;

    int          nRecordSize;
    char*        pszRecord;

public:
    JDEMRasterBand( JDEMDataset *, int );
    ~JDEMRasterBand();

    virtual CPLErr IReadBlock( int, int, void * );
};

/*****
/*          JDEMRasterBand()          */
*****/

JDEMRasterBand::JDEMRasterBand( JDEMDataset *poDS, int nBand )
{
    this->poDS = poDS;
    this->nBand = nBand;

    eDataType = GDT_Float32;

    nBlockXSize = poDS->GetRasterXSize();
    nBlockYSize = 1;

    /* Cannot overflow as nBlockXSize <= 999 */
    nRecordSize = nBlockXSize*5 + 9 + 2;
    pszRecord = NULL;
}

/*****
/*          ~JDEMRasterBand()          */
*****/

JDEMRasterBand::~JDEMRasterBand()
{
    VSIFree( pszRecord );
}

/*****
/*          IReadBlock()          */
*****/

CPLErr JDEMRasterBand::IReadBlock( int nBlockXOff, int nBlockYOff,
                                   void * pImage )
{
    JDEMDataset *poGDS = (JDEMDataset *) poDS;
    int          i;

    if (pszRecord == NULL)
    {
        if (nRecordSize < 0)
            return CE_Failure;
    }
}

```

```

        pszRecord = (char *) VSIMalloc(nRecordSize);
        if (pszRecord == NULL)
        {
            CPLError(CE_Failure, CPLE_OutOfMemory,
                    "Cannot allocate scanline buffer");
            nRecordSize = -1;
            return CE_Failure;
        }
    }

    VSIFSeekL( poGDS->fp, 1011 + nRecordSize*nBlockYOff, SEEK_SET );

    VSIFReadL( pszRecord, 1, nRecordSize, poGDS->fp );

    if( !EQUALN((char *) poGDS->abyHeader,pszRecord,6) )
    {
        CPLError( CE_Failure, CPLE_AppDefined,
            "JDEM Scanline corrupt. Perhaps file was not transferred\n"
            "in binary mode?" );
        return CE_Failure;
    }

    if( JDEMGetField( pszRecord + 6, 3 ) != nBlockYOff + 1 )
    {
        CPLError( CE_Failure, CPLE_AppDefined,
            "JDEM scanline out of order, JDEM driver does not\n"
            "currently support partial datasets." );
        return CE_Failure;
    }

    for( i = 0; i < nBlockXSize; i++ )
        ((float *) pImage)[i] = (float)
            (JDEMGetField( pszRecord + 9 + 5 * i, 5 ) * 0.1);

    return CE_None;
}

/*****
/* ===== */
/*                               JDEMDataset                               */
/* ===== */
*****/

/*****
/*                               ~JDEMDataset()                               */
*****/

JDEMDataset::~JDEMDataset()
{
    FlushCache();
    if( fp != NULL )
        VSIFCloseL( fp );
}

/*****
/*                               GetGeoTransform()                               */
*****/

CPLErr JDEMDataset::GetGeoTransform( double * pafTransform )
{

```

---

```

double      dfLLLat, dfLLLong, dfURLat, dfURLong;

dfLLLat = JDEMGetAngle( (char *) abyHeader + 29 );
dfLLLong = JDEMGetAngle( (char *) abyHeader + 36 );
dfURLat = JDEMGetAngle( (char *) abyHeader + 43 );
dfURLong = JDEMGetAngle( (char *) abyHeader + 50 );

padfTransform[0] = dfLLLong;
padfTransform[3] = dfURLat;
padfTransform[1] = (dfURLong - dfLLLong) / GetRasterXSize();
padfTransform[2] = 0.0;

padfTransform[4] = 0.0;
padfTransform[5] = -1 * (dfURLat - dfLLLat) / GetRasterYSize();

return CE_None;
}

/*****
/*                               GetProjectionRef()                               */
*****/

const char *JDEMDataset::GetProjectionRef()

{
    return( "GEOGCS[\"Tokyo\",DATUM[\"Tokyo\",SPHEROID[\"Bessel 1841\",6377397.15
        5,299.1528128,AUTHORITY[\"EPSG\",7004]],TOWGS84[-148,507,685,0,0,0,0],AUTHORITY[\"
        \"EPSG\",6301]],PRIMEM[\"Greenwich\",0,AUTHORITY[\"EPSG\",8901]],UNIT[\"DMSH\",0.0
        174532925199433,AUTHORITY[\"EPSG\",9108]],AUTHORITY[\"EPSG\",4301]]\" );
}

/*****
/*                               Open()                               */
*****/

GDALDataset *JDEMDataset::Open( GDALOpenInfo * poOpenInfo )

{
    /* ----- */
    /* Confirm that the header has what appears to be dates in the      */
    /* expected locations.  Sadly this is a relatively weak test.        */
    /* ----- */
    if( poOpenInfo->nHeaderBytes < 50 )
        return NULL;

    /* check if century values seem reasonable */
    if( (!EQUALN((char *)poOpenInfo->pabyHeader+11,\"19\",2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+11,\"20\",2))
        || (!EQUALN((char *)poOpenInfo->pabyHeader+15,\"19\",2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+15,\"20\",2))
        || (!EQUALN((char *)poOpenInfo->pabyHeader+19,\"19\",2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+19,\"20\",2)) )
    {
        return NULL;
    }

    /* ----- */
    /* Confirm the requested access is supported.                        */
    /* ----- */
    if( poOpenInfo->eAccess == GA_Update )
    {

```

---

```

        CPLError( CE_Failure, CPLE_NotSupported,
                  "The JDEM driver does not support update access to existing"
                  " datasets.\n" );
        return NULL;
    }

    /* ----- */
    /*      Create a corresponding GDALDataset.      */
    /* ----- */
    JDEMDataset      *poDS;

    poDS = new JDEMDataset();

    poDS->fp = VSIFOpenL( poOpenInfo->pszFilename, "rb" );

    /* ----- */
    /*      Read the header.      */
    /* ----- */
    VSIFReadL( poDS->abyHeader, 1, 1012, poDS->fp );

    poDS->nRasterXSize = JDEMGetField( (char *) poDS->abyHeader + 23, 3 );
    poDS->nRasterYSize = JDEMGetField( (char *) poDS->abyHeader + 26, 3 );
    if (poDS->nRasterXSize <= 0 || poDS->nRasterYSize <= 0 )
    {
        CPLError( CE_Failure, CPLE_AppDefined,
                  "Invalid dimensions : %d x %d",
                  poDS->nRasterXSize, poDS->nRasterYSize);
        delete poDS;
        return NULL;
    }

    /* ----- */
    /*      Create band information objects.      */
    /* ----- */
    poDS->SetBand( 1, new JDEMRasterBand( poDS, 1 ));

    /* ----- */
    /*      Initialize any PAM information.      */
    /* ----- */
    poDS->SetDescription( poOpenInfo->pszFilename );
    poDS->TryLoadXML();

    /* ----- */
    /*      Check for overviews.      */
    /* ----- */
    poDS->oovManager.Initialize( poDS, poOpenInfo->pszFilename );

    return( poDS );
}

/*****
/*      GDALRegister_JDEM()
*****/

void GDALRegister_JDEM()

{
    GDALDriver  *poDriver;

    if( GDALGetDriverByName( "JDEM" ) == NULL )
    {
        poDriver = new GDALDriver();

```

```
poDriver->SetDescription( "JDEM" );
poDriver->SetMetadataItem( GDAL_DMD_LONGNAME,
                           "Japanese DEM (.mem)" );
poDriver->SetMetadataItem( GDAL_DMD_HELPTOPIC,
                           "frmt_various.html#JDEM" );
poDriver->SetMetadataItem( GDAL_DMD_EXTENSION, "mem" );

poDriver->pfnOpen = JDEMDataset::Open;

GetGDALDriverManager()->RegisterDriver( poDriver );
}
```





## **Chapter 8**

# **NEWS**



## Chapter 9

# Building GDAL From Source

This topic is now lives in the wiki at: <http://trac.osgeo.org/gdal/wiki/BuildHints>



## Chapter 10

# GDAL Data Model

This document attempts to describe the GDAL data model. That is the types of information that a GDAL data store can contain, and their semantics.

### 10.1 Dataset

A dataset (represented by the **GDALDataset** (p. ??) class) is an assembly of related raster bands and some information common to them all. In particular the dataset has a concept of the raster size (in pixels and lines) that applies to all the bands. The dataset is also responsible for the georeferencing transform and coordinate system definition of all bands. The dataset itself can also have associated metadata, a list of name/value pairs in string form.

Note that the GDAL dataset, and raster band data model is loosely based on the OpenGIS Grid Coverages specification.

#### 10.1.1 Coordinate System

Dataset coordinate systems are represented as OpenGIS Well Known Text strings. This can contain:

- An overall coordinate system name.
- A geographic coordinate system name.
- A datum identifier.
- An ellipsoid name, semi-major axis, and inverse flattening.
- A prime meridian name and offset from Greenwich.
- A projection method type (ie. Transverse Mercator).
- A list of projection parameters (ie. central\_meridian).

- A units name, and conversion factor to meters or radians.
- Names and ordering for the axes.
- Codes for most of the above in terms of predefined coordinate systems from authorities such as EPSG.

For more information on OpenGIS WKT coordinate system definitions, and mechanisms to manipulate them, refer to the `osr_tutorial` document and/or the `OGRSpatialReference` class documentation.

The coordinate system returned by **GDALDataset::GetProjectionRef()** (p. ??) describes the georeferenced coordinates implied by the affine georeferencing transform returned by **GDALDataset::GetGeoTransform()** (p. ??). The coordinate system returned by **GDALDataset::GetGCPProjection()** (p. ??) describes the georeferenced coordinates of the GCPs returned by **GDALDataset::GetGCPs()** (p. ??).

Note that a returned coordinate system strings of "" indicates nothing is known about the georeferencing coordinate system.

### 10.1.2 Affine GeoTransform

GDAL datasets have two ways of describing the relationship between raster positions (in pixel/line coordinates) and georeferenced coordinates. The first, and most commonly used is the affine transform (the other is GCPs).

The affine transform consists of six coefficients returned by **GDALDataset::GetGeoTransform()** (p. ??) which map pixel/line coordinates into georeferenced space using the following relationship:

$$\begin{aligned} X_{\text{geo}} &= GT(0) + X_{\text{pixel}} * GT(1) + Y_{\text{line}} * GT(2) \\ Y_{\text{geo}} &= GT(3) + X_{\text{pixel}} * GT(4) + Y_{\text{line}} * GT(5) \end{aligned}$$

In case of north up images, the GT(2) and GT(4) coefficients are zero, and the GT(1) is pixel width, and GT(5) is pixel height. The (GT(0),GT(3)) position is the top left corner of the top left pixel of the raster.

Note that the pixel/line coordinates in the above are from (0.0,0.0) at the top left corner of the top left pixel to (width\_in\_pixels,height\_in\_pixels) at the bottom right corner of the bottom right pixel. The pixel/line location of the center of the top left pixel would therefore be (0.5,0.5).

### 10.1.3 GCPs

A dataset can have a set of control points relating one or more positions on the raster to georeferenced coordinates. All GCPs share a georeferencing coordinate system (returned by **GDALDataset::GetGCPProjection()** (p. ??)). Each GCP (represented as the **GDAL\_GCP** (p. ??) class) contains the following:

```
typedef struct
```

```

{
    char *pszId;
    char *pszInfo;
    double dfGCPPixel;
    double dfGCPLine;
    double dfGCPX;
    double dfGCPY;
    double dfGCPZ;
} GDAL_GCP (p. ??);

```

The pszId string is intended to be a unique (and often, but not always numerical) identifier for the GCP within the set of GCPs on this dataset. The pszInfo is usually an empty string, but can contain any user defined text associated with the GCP. Potentially this can also contain machine parsable information on GCP status though that isn't done at this time.

The (Pixel,Line) position is the GCP location on the raster. The (X,Y,Z) position is the associated georeferenced location with the Z often being zero.

The GDAL data model does not imply a transformation mechanism that must be generated from the GCPs ... this is left to the application. However 1st to 5th order polynomials are common.

Normally a dataset will contain either an affine geotransform, GCPs or neither. It is uncommon to have both, and it is undefined which is authoritative.

#### 10.1.4 Metadata

GDAL metadata is auxiliary format and application specific textual data kept as a list of name/value pairs. The names are required to be well behaved tokens (no spaces, or odd characters). The values can be of any length, and contain anything except an embedded null (ASCII zero).

The metadata handling system is not well tuned to handling very large bodies of metadata. Handling of more than 100K of metadata for a dataset is likely to lead to performance degradation.

Some formats will support generic (user defined) metadata, while other format drivers will map specific format fields to metadata names. For instance the TIFF driver returns a few information tags as metadata including the date/time field which is returned as:

```
TIFFTAG_DATETIME=1999:05:11 11:29:56
```

Metadata is split into named groups called domains, with the default domain having no name (NULL or ""). Some specific domains exist for special purposes. Note that currently there is no way to enumerate all the domains available for a given object, but applications can "test" for any domains they know how to interpret.

The following metadata items have well defined semantics in the default domain:

- **AREA\_OR\_POINT**: May be either "Area" (the default) or "Point". Indicates whether a pixel value should be assumed to represent a sampling over the region of the

pixel or a point sample at the center of the pixel. This is not intended to influence interpretation of georeferencing which remains area oriented.

- **NODATA\_VALUES:** The value is a list of space separated pixel values matching the number of bands in the dataset that can be collectively used to identify pixels that are nodata in the dataset. With this style of nodata a pixel is considered nodata in all bands if and only if all bands match the corresponding value in the NODATA\_VALUES tuple. This metadata is not widely honoured by GDAL drivers, algorithms or utilities at this time.
- **MATRIX\_REPRESENTATION:** This value, used for Polarimetric SAR datasets, contains the matrix representation that this data is provided in. The following are acceptable values:
  - SCATTERING
  - SYMMETRIZED\_SCATTERING
  - COVARIANCE
  - SYMMETRIZED\_COVARIANCE
  - COHERENCY
  - SYMMETRIZED\_COHERENCY
  - KENNAUGH
  - SYMMETRIZED\_KENNAUGH
- **POLARMETRIC\_INTERP:** This metadata item is defined for Raster Bands for polarimetric SAR data. This indicates which entry in the specified matrix representation of the data this band represents. For a dataset provided as a scattering matrix, for example, acceptable values for this metadata item are HH, HV, VH, VV. When the dataset is a covariance matrix, for example, this metadata item will be one of Covariance\_11, Covariance\_22, Covariance\_33, Covariance\_12, Covariance\_13, Covariance\_23 (since the matrix itself is a hermitian matrix, that is all the data that is required to describe the matrix).

#### 10.1.4.1 SUBDATASETS Domain

The SUBDATASETS domain holds a list of child datasets. Normally this is used to provide pointers to a list of images stored within a single multi image file (such as HDF or NITF). For instance, an NITF with four images might have the following subdataset list.

```
SUBDATASET_1_NAME=NITF_IM:0:multi_1b.ntf
SUBDATASET_1_DESC=Image 1 of multi_1b.ntf
SUBDATASET_2_NAME=NITF_IM:1:multi_1b.ntf
SUBDATASET_2_DESC=Image 2 of multi_1b.ntf
SUBDATASET_3_NAME=NITF_IM:2:multi_1b.ntf
SUBDATASET_3_DESC=Image 3 of multi_1b.ntf
SUBDATASET_4_NAME=NITF_IM:3:multi_1b.ntf
SUBDATASET_4_DESC=Image 4 of multi_1b.ntf
SUBDATASET_5_NAME=NITF_IM:4:multi_1b.ntf
SUBDATASET_5_DESC=Image 5 of multi_1b.ntf
```



The value of the `_NAME` is the string that can be passed to `GDALOpen()` (p. ??) to access the file. The `_DESC` value is intended to be a more user friendly string that can be displayed to the user in a selector.

#### 10.1.4.2 IMAGE\_STRUCTURE Domain

Metadata in the default domain is intended to be related to the image, and not particularly related to the way the image is stored on disk. That is, it is suitable for copying with the dataset when it is copied to a new format. Some information of interest is closely tied to a particular file format and storage mechanism. In order to prevent this getting copied along with datasets it is placed in a special domain called `IMAGE_STRUCTURE` that should not normally be copied to new formats.

Currently the following items are defined by RFC 14 as having specific semantics in the `IMAGE_STRUCTURE` domain.

- **COMPRESSION:** The compression type used for this dataset or band. There is no fixed catalog of compression type names, but where a given format includes a `COMPRESSION` creation option, the same list of values should be used here as there.
- **NBITS:** The actual number of bits used for this band, or the bands of this dataset. Normally only present when the number of bits is non-standard for the datatype, such as when a 1 bit TIFF is represented through GDAL as `GDT_Byte`.
- **INTERLEAVE:** This only applies on datasets, and the value should be one of `PIXEL`, `LINE` or `BAND`. It can be used as a data access hint.
- **PIXELTYPE:** This may appear on a `GDT_Byte` band (or the corresponding dataset) and have the value `SIGNEDBYTE` to indicate the unsigned byte values between 128 and 255 should be interpreted as being values between -128 and -1 for applications that recognise the `SIGNEDBYTE` type.

#### 10.1.4.3 RPC Domain

The RPC metadata domain holds metadata describing the Rational Polynomial Coefficient geometry model for the image if present. This geometry model can be used to transform between pixel/line and georeferenced locations. The items defining the model are:

- **ERR\_BIAS:** Error - Bias. The RMS bias error in meters per horizontal axis of all points in the image (-1.0 if unknown)
- **ERR\_RAND:** Error - Random. RMS random error in meters per horizontal axis of each point in the image (-1.0 if unknown)
- **LINE\_OFF:** Line Offset
- **SAMP\_OFF:** Sample Offset
- **LAT\_OFF:** Geodetic Latitude Offset

- LONG\_OFF: Geodetic Longitude Offset
- HEIGHT\_OFF: Geodetic Height Offset
- LINE\_SCALE: Line Scale
- SAMP\_SCALE: Sample Scale
- LAT\_SCALE: Geodetic Latitude Scale
- LONG\_SCALE: Geodetic Longitude Scale
- HEIGHT\_SCALE: Geodetic Height Scale
- LINE\_NUM\_COEFF (1-20): Line Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the rn equation. (space separated)
- LINE\_DEN\_COEFF (1-20): Line Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the rn equation. (space separated)
- SAMP\_NUM\_COEFF (1-20): Sample Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the cn equation. (space separated)
- SAMP\_DEN\_COEFF (1-20): Sample Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the cn equation. (space separated)

These fields are directly derived from the document prospective GeoTIFF RPC document ([http://geotiff.maptools.org/rpc\\_prop.html](http://geotiff.maptools.org/rpc_prop.html)) which in turn is closely modelled on the NITF RPC00B definition.

#### 10.1.4.4 xml: Domains

Any domain name prefixed with "xml:" is not normal name/value metadata. It is a single XML document stored in one big string.

## 10.2 Raster Band

A raster band is represented in GDAL with the **GDALRasterBand** (p. ??) class. It represents a single raster band/channel/layer. It does not necessarily represent a whole image. For instance, a 24bit RGB image would normally be represented as a dataset with three bands, one for red, one for green and one for blue.

A raster band has the following properties:

- A width and height in pixels and lines. This is the same as that defined for the dataset, if this is a full resolution band.
- A datatype (GDALDataType). One of Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, and the complex types CInt16, CInt32, CFloat32, and CFloat64.

- A block size. This is a preferred (efficient) access chunk size. For tiled images this will be one tile. For scanline oriented images this will normally be one scanline.
- A list of name/value pair metadata in the same format as the dataset, but of information that is potentially specific to this band.
- An optional description string.
- An optional single nodata pixel value (see also NODATA\_VALUES metadata on the dataset for multi-band style nodata values).
- An optional nodata mask band marking pixels as nodata or in some cases transparency as discussed in RFC 15: Band Masks.
- An optional list of category names (effectively class names in a thematic image).
- An optional minimum and maximum value.
- An optional offset and scale for transforming raster values into meaning full values (ie translate height to meters)
- An optional raster unit name. For instance, this might indicate linear units for elevation data.
- A color interpretation for the band. This is one of:
  - GCI\_Undefined: the default, nothing is known.
  - GCI\_GrayIndex: this is an independent grayscale image
  - GCI\_PalettIndex: this raster acts as an index into a color table
  - GCI\_RedBand: this raster is the red portion of an RGB or RGBA image
  - GCI\_GreenBand: this raster is the green portion of an RGB or RGBA image
  - GCI\_BlueBand: this raster is the blue portion of an RGB or RGBA image
  - GCI\_AlphaBand: this raster is the alpha portion of an RGBA image
  - GCI\_HueBand: this raster is the hue of an HLS image
  - GCI\_SaturationBand: this raster is the saturation of an HLS image
  - GCI\_LightnessBand: this raster is the hue of an HLS image
  - GCI\_CyanBand: this band is the cyan portion of a CMY or CMYK image
  - GCI\_MagentaBand: this band is the magenta portion of a CMY or CMYK image
  - GCI\_YellowBand: this band is the yellow portion of a CMY or CMYK image
  - GCI\_BlackBand: this band is the black portion of a CMYK image.
- A color table, described in more detail later.
- Knowledge of reduced resolution overviews (pyramids) if available.

### 10.3 Color Table

A color table consists of zero or more color entries described in C by the following structure:

```
typedef struct
{
    /*- gray, red, cyan or hue -/
    short      c1;

    /*- green, magenta, or lightness -/
    short      c2;

    /*- blue, yellow, or saturation -/
    short      c3;

    /*- alpha or blackband -/
    short      c4;
} GDALColorEntry (p. ??);
```

The color table also has a palette interpretation value (`GDALPaletteInterp`) which is one of the following values, and indicates how the `c1/c2/c3/c4` values of a color entry should be interpreted.

- `GPI_Gray`: Use `c1` as grayscale value.
- `GPI_RGB`: Use `c1` as red, `c2` as green, `c3` as blue and `c4` as alpha.
- `GPI_CMYK`: Use `c1` as cyan, `c2` as magenta, `c3` as yellow and `c4` as black.
- `GPI_HLS`: Use `c1` as hue, `c2` as lightness, and `c3` as saturation.

To associate a color with a raster pixel, the pixel value is used as a subscript into the color table. That means that the colors are always applied starting at zero and ascending. There is no provision for indicating a prescaling mechanism before looking up in the color table.

### 10.4 Overviews

A band may have zero or more overviews. Each overview is represented as a "free standing" **GDALRasterBand** (p. ??). The size (in pixels and lines) of the overview will be different than the underlying raster, but the geographic region covered by overviews is the same as the full resolution band.

The overviews are used to display reduced resolution overviews more quickly than could be done by reading all the full resolution data and downsampling.

Bands also have a `HasArbitraryOverviews` property which is `TRUE` if the raster can be read at any resolution efficiently but with no distinct overview levels. This applies to some FFT encoded images, or images pulled through gateways (like OGDl) where downsampling can be done efficiently at the remote point.

## Chapter 11

# GDAL Driver Implementation Tutorial

### 11.1 Overall Approach

In general new formats are added to GDAL by implementing format specific drivers as subclasses of **GDALDataset** (p. ??), and band accessors as subclasses of **GDALRasterBand** (p. ??). As well, a **GDALDriver** (p. ??) instance is created for the format, and registered with the **GDALDriverManager** (p. ??), to ensure that the system *knows* about the format.

This tutorial will start with implementing a simple read-only driver (based on the JDEM driver), and then proceed to utilizing the RawRasterBand helper class, implementing creatable and updatable formats, and some esoteric issues.

It is strongly advised that the `GDAL Data Model` description be reviewed and understood before attempting to implement a GDAL driver.

### 11.2 Contents

1. **Implementing the Dataset** (p. ??)
2. **Implementing the RasterBand** (p. ??)
3. **The Driver** (p. ??)
4. **Adding Driver to GDAL Tree** (p. ??)
5. **Adding Georeferencing** (p. ??)
6. **Overviews** (p. ??)
7. **File Creation** (p. ??)
8. **RawDataset/RawRasterBand Helper Classes** (p. ??)
9. **Metadata, and Other Exotic Extensions** (p. ??)

### 11.3 Implementing the Dataset

We will start showing minimal implementation of a read-only driver for the Japanese DEM format (`jdemdataset.cpp`). First we declare a format specific dataset class, `JDEMDataset` in this case.

```
class JDEMDataset : public GDALPamDataset
{
    friend class JDEMRasterBand;

    FILE          *fp;
    GByte          abyHeader[1012];

public:
    ~JDEMDataset();

    static GDALDataset *Open( GDALOpenInfo * );

    CPLErr      GetGeoTransform( double * padfTransform );
    const char *GetProjectionRef();
};
```

In general we provide capabilities for a driver, by overriding the various virtual methods on the **GDALDataset** (p. ??) base class. However, the `Open()` method is special. This is not a virtual method on the base class, and we will need a freestanding function for this operation, so we declare it static. Implementing it as a method in the `JDEMDataset` class is convenient because we have privileged access to modify the contents of the database object.

The open method itself may look something like this:

```
GDALDataset *JDEMDataset::Open( GDALOpenInfo * poOpenInfo )
{
    // ----- //
    // Confirm that the header has what appears to be dates in the //
    // expected locations. Sadly this is a relatively weak test. //
    // ----- //
    if( poOpenInfo->nHeaderBytes < 50 )
        return NULL;

    // check if century values seem reasonable //
    if( (!EQUALN((char *)poOpenInfo->pabyHeader+11, "19", 2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+11, "20", 2))
        || (!EQUALN((char *)poOpenInfo->pabyHeader+15, "19", 2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+15, "20", 2))
        || (!EQUALN((char *)poOpenInfo->pabyHeader+19, "19", 2)
        && !EQUALN((char *)poOpenInfo->pabyHeader+19, "20", 2)) )
    {
        return NULL;
    }

    // ----- //
    // Confirm the requested access is supported. //
    // ----- //
    if( poOpenInfo->eAccess == GA_Update )
    {
        CPLError( CE_Failure, CPLE_NotSupported,
```

```

        "The JDEM driver does not support update access to existing"
        " datasets.\n" );
    return NULL;
}

// ----- //
//      Create a corresponding GDALDataset.      //
// ----- //
JDEMDataset *poDS;

poDS = new JDEMDataset();

poDS->fp = VSIFOpenL( poOpenInfo->pszFilename, "rb" );

// ----- //
//      Read the header.      //
// ----- //
VSIFReadL( poDS->abyHeader, 1, 1012, poDS->fp );

poDS->nRasterXSize = JDEMGetField( (char *) poDS->abyHeader + 23, 3 );
poDS->nRasterYSize = JDEMGetField( (char *) poDS->abyHeader + 26, 3 );
if (poDS->nRasterXSize <= 0 || poDS->nRasterYSize <= 0 )
{
    CPLError( CE_Failure, CPLE_AppDefined,
              "Invalid dimensions : %d x %d",
              poDS->nRasterXSize, poDS->nRasterYSize);
    delete poDS;
    return NULL;
}

// ----- //
//      Create band information objects.      //
// ----- //
poDS->SetBand( 1, new JDEMRasterBand( poDS, 1 ));

// ----- //
//      Initialize any PAM information.      //
// ----- //
poDS->SetDescription( poOpenInfo->pszFilename );
poDS->TryLoadXML();

// ----- //
//      Initialize default overviews.      //
// ----- //
poDS->oOvManager.Initialize( poDS, poOpenInfo->pszFilename );
return( poDS );
}

```

The first step in any database Open function is to verify that the file being passed is in fact of the type this driver is for. It is important to realize that each driver's Open function is called in turn till one succeeds. Drivers must quietly return NULL if the passed file is not of their format. They should only produce an error if the file does appear to be of their supported format, but is for some reason unsupported or corrupt.

The information on the file to be opened is passed in contained in a **GDALOpenInfo** (p. ??) object. The **GDALOpenInfo** (p. ??) includes the following public data members:

```

char      *pszFilename;
char      **papszSiblingFiles;

```

```

GDALAccess  eAccess; // GA_ReadOnly or GA_Update

int          bStatOK;
int          bIsDirectory;

FILE         *fp;

int          nHeaderBytes;
GByte       *pabyHeader;

```

The driver can inspect these to establish if the file is supported. If the `pszFilename` refers to an object in the file system, the **bStatOK** flag will be set to TRUE. As well, if the file was successfully opened, the first kilobyte or so is read in, and put in **pabyHeader**, with the exact size in **nHeaderBytes**.

In this typical testing example it is verified that the file was successfully opened, that we have at least enough header information to perform our test, and that various parts of the header are as expected for this format. In this case, there are no *magic* numbers for JDEM format so we check various date fields to ensure they have reasonable century values. If the test fails, we quietly return NULL indicating this file isn't of our supported format.

```

if( poOpenInfo->nHeaderBytes < 50 )
    return NULL;

/* check if century values seem reasonable */
if( (!EQUALN((char *)poOpenInfo->pabyHeader+11, "19", 2)
    && !EQUALN((char *)poOpenInfo->pabyHeader+11, "20", 2))
    || (!EQUALN((char *)poOpenInfo->pabyHeader+15, "19", 2)
    && !EQUALN((char *)poOpenInfo->pabyHeader+15, "20", 2))
    || (!EQUALN((char *)poOpenInfo->pabyHeader+19, "19", 2)
    && !EQUALN((char *)poOpenInfo->pabyHeader+19, "20", 2)) )
{
    return NULL;
}

```

It is important to make the *is this my format* test as stringent as possible. In this particular case the test is weak, and a file that happened to have 19s or 20s at a few locations could be erroneously recognized as JDEM format, causing it to not be handled properly.

Once we are satisfied that the file is of our format, we can do any other tests that are necessary to validate the file is usable, and in particular that we can provide the level of access desired. Since the JDEM driver

```

if( poOpenInfo->eAccess == GA_Update )
{
    CPLError( CE_Failure, CPLE_NotSupported,
        "The JDEM driver does not support update access to existing"
        " datasets.\n" );
    return NULL;
}

```

Next we need to create an instance of the database class in which we will set various information of interest.

```

JDEMDataset      *poDS;

```



```
poDS = new JDEMDataset();

poDS->fp = VSIFOpenL( poOpenInfo->pszFilename, "rb" );
```

At this point we open the file, to acquire a file handle for the dataset. Whenever possible, we try to use the VSI\**L* GDAL API to access files on disk. This virtualized POSIX-style API allows some special capabilities like supporting large files, in-memory files and zipped files.

Next the X and Y size are extracted from the header. The `nRasterXSize` and `nRasterYSize` are data fields inherited from the **GDALDataset** (p. ??) base class, and must be set by the `Open()` method.

```
VSIFReadL( poDS->abyHeader, 1, 1012, poDS->fp );

poDS->nRasterXSize = JDEMGetField( (char *) poDS->abyHeader + 23, 3 );
poDS->nRasterYSize = JDEMGetField( (char *) poDS->abyHeader + 26, 3 );

if (poDS->nRasterXSize <= 0 || poDS->nRasterYSize <= 0 )
{
    CPLError( CE_Failure, CPLE_AppDefined,
              "Invalid dimensions : %d x %d",
              poDS->nRasterXSize, poDS->nRasterYSize);
    delete poDS;
    return NULL;
}
```

All the bands related to this dataset must be created and attached using the `SetBand()` method. We will explore the `JDEMRasterBand()` class shortly.

```
// ----- //
//      Create band information objects.      //
// ----- //
poDS->SetBand( 1, new JDEMRasterBand( poDS, 1 ) );
```

Finally we assign a name to the dataset object, and call the **GDALPamDataset** (p. ??) `TryLoadXML()` method which can initialize auxiliary information from an `.aux.xml` file if available. For more details on these services review the **GDALPamDataset** (p. ??) and related classes.

```
// ----- //
//      Initialize any PAM information.      //
// ----- //
poDS->SetDescription( poOpenInfo->pszFilename );
poDS->TryLoadXML();

return( poDS );
}
```

## 11.4 Implementing the RasterBand

Similar to the customized `JDEMDataset` class subclassed from **GDALDataset** (p. ??), we also need to declare and implement a customized `JDEMRasterBand` derived from

**GDALRasterBand** (p. ??) for access to the band(s) of the JDEM file. For JDEMRasterBand the declaration looks like this:

```
class JDEMRasterBand : public GDALPamRasterBand
{
    public:
        JDEMRasterBand( JDEMDataset *, int );
        virtual CPLErr IReadBlock( int, int, void * );
};
```

The constructor may have any signature, and is only called from the Open() method. Other virtual methods, such as IReadBlock() must be exactly matched to the method signature in **gdal\_priv.h** (p. ??).

The constructor implementation looks like this:

```
JDEMRasterBand::JDEMRasterBand( JDEMDataset *poDS, int nBand )
{
    this->poDS = poDS;
    this->nBand = nBand;

    eDataType = GDT_Float32;

    nBlockXSize = poDS->GetRasterXSize();
    nBlockYSize = 1;
}
```

The following data members are inherited from **GDALRasterBand** (p. ??), and should generally be set in the band constructor.

- **poDS**: Pointer to the parent **GDALDataset** (p. ??).
- **nBand**: The band number within the dataset.
- **eDataType**: The data type of pixels in this band.
- **nBlockXSize**: The width of one block in this band.
- **nBlockYSize**: The height of one block in this band.

The full set of possible GDALDataType values are declared in **gdal.h** (p. ??), and include GDT\_Byte, GDT\_UInt16, GDT\_Int16, and GDT\_Float32. The block size is used to establish a *natural* or efficient block size to access the data with. For tiled datasets this will be the size of a tile, while for most other datasets it will be one scanline, as in this case.

Next we see the implementation of the code that actually reads the image data, IReadBlock().

```
CPLErr JDEMRasterBand::IReadBlock( int nBlockXOff, int nBlockYOff,
                                   void * pImage )
{
    JDEMDataset *poGDS = (JDEMDataset *) poDS;
```

```

char          *pszRecord;
int           nRecordSize = nBlockXSize*5 + 9 + 2;
int           i;

VSIFSeekL( poGDS->fp, 1011 + nRecordSize*nBlockYOff, SEEK_SET );

pszRecord = (char *) CPLMalloc(nRecordSize);
VSIFReadL( pszRecord, 1, nRecordSize, poGDS->fp );

if( !EQUALN((char *) poGDS->abyHeader,pszRecord,6) )
{
    CPLFree( pszRecord );

    CPLError( CE_Failure, CPLE_AppDefined,
              "JDEM Scanline corrupt. Perhaps file was not transferred\n"
              "in binary mode?" );
    return CE_Failure;
}

if( JDEMGetField( pszRecord + 6, 3 ) != nBlockYOff + 1 )
{
    CPLFree( pszRecord );

    CPLError( CE_Failure, CPLE_AppDefined,
              "JDEM scanline out of order, JDEM driver does not\n"
              "currently support partial datasets." );
    return CE_Failure;
}

for( i = 0; i < nBlockXSize; i++ )
    ((float *) pImage)[i] = JDEMGetField( pszRecord + 9 + 5 * i, 5 ) * 0.1;

return CE_None;
}

```

Key items to note are:

- It is typical to cast the GDALRasterBand::poDS member to the derived type of the owning dataset. If your RasterBand class will need privileged access to the owning dataset object, ensure it is declared as a friend (omitted above for brevity).
- If an error occurs, report it with **CPLError()** (p. ??), and return CE\_Failure. Otherwise return CE\_None.
- The pImage buffer should be filled with one block of data. The block is the size declared in nBlockXSize and nBlockYSize for the raster band. The type of the data within pImage should match the type declared in eDataType in the raster band object.
- The nBlockXOff and nBlockYOff are block offsets, so with 128x128 tiled datasets values of 1 and 1 would indicate the block going from (128,128) to (255,255) should be loaded.

## 11.5 The Driver

While the `JDEMDataset` and `JDEMRasterBand` are now ready to use to read image data, it still isn't clear how the GDAL system knows about the new driver. This is accomplished via the **GDALDriverManager** (p. ??). To register our format we implement a registration function:

```
CPL_C_START
void CPL_DLL GDALRegister_JDEM(void);
CPL_C_END

...

void GDALRegister_JDEM()
{
    GDALDriver *poDriver;

    if (! GDAL_CHECK_VERSION("JDEM"))
        return;

    if( GDALGetDriverByName( "JDEM" ) == NULL )
    {
        poDriver = new GDALDriver();

        poDriver->SetDescription( "JDEM" );
        poDriver->SetMetadataItem( GDAL_DMD_LONGNAME,
                                   "Japanese DEM (.mem)" );
        poDriver->SetMetadataItem( GDAL_DMD_HELPTOPIC,
                                   "frmt_various.html#JDEM" );
        poDriver->SetMetadataItem( GDAL_DMD_EXTENSION, "mem" );

        poDriver->pfnOpen = JDEMDataset::Open;

        GetGDALDriverManager()->RegisterDriver( poDriver );
    }
}
```

Note the use of `GDAL_CHECK_VERSION` macro (starting with GDAL 1.5.0). This is an optional macro for drivers inside GDAL tree that don't depend on external libraries, but that can be very usefull if you compile your driver as a plugin (that is to say, an out-of-tree driver). As the GDAL C++ ABI may, and will, change between GDAL releases (for example from GDAL 1.5.0 to 1.6.0), it may be necessary to recompile your driver against the header files of the GDAL version with which you want to make it work. The `GDAL_CHECK_VERSION` macro will check that the GDAL version with which the driver was compiled and the version against which it is running are compatible.

The registration function will create an instance of a **GDALDriver** (p. ??) object when first called, and register it with the **GDALDriverManager** (p. ??). The following fields can be set in the driver before registering it with the `GDALDriverManager()`.

- The description is the short name for the format. This is a unique name for this format, often used to identity the driver in scripts and commandline programs. Normally 3-5 characters in length, and matching the prefix of the format classes. (mandatory)

- `GDAL_DMD_LONGNAME`: A longer descriptive name for the file format, but still no longer than 50-60 characters. (mandatory)
- `GDAL_DMD_HELPTOPIC`: The name of a help topic to display for this driver, if any. In this case JDEM format is contained within the various format web page held in `gdal/html`. (optional)
- `GDAL_DMD_EXTENSION`: The extension used for files of this type. If more than one pick the primary extension, or none at all. (optional)
- `GDAL_DMD_MIMETYPE`: The standard mime type for this file format, such as "image/png". (optional)
- `GDAL_DMD_CREATIONOPTIONLIST`: There is evolving work on mechanisms to describe creation options. See the geotiff driver for an example of this. (optional)
- `GDAL_DMD_CREATIONDATATYPES`: A list of space separated data types supported by this create when creating new datasets. If a `Create()` method exists, these will be will supported. If a `CreateCopy()` method exists, this will be a list of types that can be losslessly exported but it may include weaker data types than the type eventually written. For instance, a format with a `CreateCopy()` method, and that always writes `Float32` might also list `Byte`, `Int16`, and `UInt16` since they can losslessly translated to `Float32`. An example value might be "Byte Int16 UInt16". (required - if creation supported)
- `pfnOpen`: The function to call to try opening files of this format. (optional)
- `pfnCreate`: The function to call to create new updatable datasets of this format. (optional)
- `pfnCreateCopy`: The function to call to create a new dataset of this format copied from another source, but not necessary updatable. (optional)
- `pfnDelete`: The function to call to delete a dataset of this format. (optional)
- `pfnUnloadDriver`: A function called only when the driver is destroyed. Could be used to cleanup data at the driver level. Rarely used. (optional)

## 11.6 Adding Driver to GDAL Tree

Note that the `GDALRegister_JDEM()` method must be called by the higher level program in order to have access to the JDEM driver. Normal practice when writing new drivers is to:

1. Add a driver directory under `gdal/frmts`, with the directory name the same as the short name.
2. Add a `GNUmakefile` and `makefile.vc` in that directory modelled on those from other similar directories (ie. the `jdem` directory).
3. Add the module with the dataset, and rasterband implementation. Generally this is called `<short_name>dataset.cpp`, with all the GDAL specific code in one file, though that is not required.

4. Add the registration entry point declaration (ie. `GDALRegister_JDEM()`) to `gdal/gcore/gdal_frmts.h`.
5. Add a call to the registration function to `frmts/gdalallregister.c`, protected by an appropriate `#ifdef`.
6. Add the format short name to the `GDAL_FORMATS` macro in `GDALmake.opt.in` (and to `GDALmake.opt`).
7. Add a format specific item to the `EXTRAFLAGS` macro in `frmts/makefile.vc`.

Once this is all done, it should be possible to rebuild GDAL, and have the new format available in all the utilities. The `gdalinfo` utility can be used to test that opening and reporting on the format is working, and the `gdal_translate` utility can be used to test image reading.

## 11.7 Adding Georeferencing

Now we will take the example a step forward, adding georeferencing support. We add the following two virtual method overrides to `JDEMDataset`, taking care to exactly match the signature of the method on the `GDALRasterDataset` base class.

```
CPLErr      GetGeoTransform( double * padfTransform );
const char *GetProjectionRef();
```

The implementation of `GetGeoTransform()` just copies the usual geotransform matrix into the supplied buffer. Note that `GetGeoTransform()` may be called a lot, so it isn't generally wise to do a lot of computation in it. In many cases the `Open()` will collect the geotransform, and this method will just copy it over. Also note that the geotransform return is based on an anchor point at the top left corner of the top left pixel, not the center of pixel approach used in some packages.

```
CPLErr JDEMDataset::GetGeoTransform( double * padfTransform )
{
    double      dfLLLat, dfLLLong, dfURLat, dfURLong;

    dfLLLat = JDEMGetAngle( (char *) abyHeader + 29 );
    dfLLLong = JDEMGetAngle( (char *) abyHeader + 36 );
    dfURLat = JDEMGetAngle( (char *) abyHeader + 43 );
    dfURLong = JDEMGetAngle( (char *) abyHeader + 50 );

    padfTransform[0] = dfLLLong;
    padfTransform[3] = dfURLat;
    padfTransform[1] = (dfURLong - dfLLLong) / GetRasterXSize();
    padfTransform[2] = 0.0;

    padfTransform[4] = 0.0;
    padfTransform[5] = -1 * (dfURLat - dfLLLat) / GetRasterYSize();

    return CE_None;
}
```

The `GetProjectionRef()` method returns a pointer to an internal string containing a coordinate system definition in OGC WKT format. In this case the coordinate system is fixed for all files of this format, but in more complex cases a definition may need to be composed on the fly, in which case it may be helpful to use the `OGRSpatialReference` class to help build the definition.

```
const char *JDEMDataSet::GetProjectionRef()
{
    return( "GEOGCS[\"Tokyo\",DATUM[\"Tokyo\",SPHEROID[\"Bessel 1841\", \"
        \"6377397.155,299.1528128,AUTHORITY[\"EPSG\",7004]],TOWGS84[-148,\"
        \"507,685,0,0,0,0],AUTHORITY[\"EPSG\",6301]],PRIMEM[\"Greenwich\", \"
        \"0,AUTHORITY[\"EPSG\",8901]],UNIT[\"DMSH\",0.0174532925199433,\"
        \"AUTHORITY[\"EPSG\",9108]],AXIS[\"Lat\",NORTH],AXIS[\"Long\",EAST], \"
        \"AUTHORITY[\"EPSG\",4301]]\" );
}
```

This completes explanation of the features of the JDEM driver. The full source for `jdemdataset.cpp` can be reviewed as needed.

## 11.8 Overviews

GDAL allows file formats to make pre-built overviews available to applications via the **GDALRasterBand::GetOverview()** (p. ??) and related methods. However, implementing this is pretty involved, and goes beyond the scope of this document for now. The GeoTIFF driver (`gdal/frmts/geoTIFF/geoTIFF.cpp`) and related source can be reviewed for an example of a file format implementing overview reporting and creation support.

Formats can also report that they have arbitrary overviews, by overriding the `HasArbitraryOverviews()` method on the **GDALRasterBand** (p. ??), returning `TRUE`. In this case the raster band object is expected to override the `RasterIO()` method itself, to implement efficient access to imagery with resampling. This is also involved, and there are a lot of requirements for correct implementation of the `RasterIO()` method. An example of this can be found in the OGD and ECW formats.

However, by far the most common approach to implementing overviews is to use the default support in GDAL for external overviews stored in TIFF files with the same name as the dataset, but the extension `.ovr` appended. In order to enable reading and creation of this style of overviews it is necessary for the **GDALDataset** (p. ??) to initialize the `oOvManager` object within itself. This is typically accomplished with a call like the following near the end of the `Open()` method (after the `PAM TryLoadXML()`).

```
poDS->oOvManager.Initialize( poDS, poOpenInfo->pszFilename );
```

This will enable default implementations for reading and creating overviews for the format. It is advised that this be enabled for all simple file system based formats unless there is a custom overview mechanism to be tied into.

## 11.9 File Creation

There are two approaches to file creation. The first method is called the `CreateCopy()` method, and involves implementing a function that can write a file in the output format, pulling all imagery and other information needed from a source **GDALDataset** (p. ??). The second method, the dynamic creation method, involves implementing a `Create` method to create the shell of the file, and then the application writes various information by calls to set methods.

The benefits of the first method are that all the information is available at the point the output file is being created. This can be especially important when implementing file formats using external libraries which require information like colormaps, and georeferencing information at the point the file is created. The other advantage of this method is that the `CreateCopy()` method can read some kinds of information, such as min/max, scaling, description and GCPs for which there are no equivalent set methods.

The benefits of the second method are that applications can create an empty new file, and write results to it as they become available. A complete image of the desired data does not have to be available in advance.

For very important formats both methods may be implemented, otherwise do whichever is simpler, or provides the required capabilities.

### 11.9.1 CreateCopy

The **GDALDriver::CreateCopy()** (p. ??) method call is passed through directly, so that method should be consulted for details of arguments. However, some things to keep in mind are:

- If the `bStrict` flag is `FALSE` the driver should try to do something reasonable when it cannot exactly represent the source dataset, transforming data types on the fly, dropping georeferencing and so forth.
- Implementing progress reporting correctly is somewhat involved. The return result of the progress function needs always to be checked for cancellation, and progress should be reported at reasonable intervals. The `JPEGCreateCopy()` method demonstrates good handling of the progress function.
- Special creation options should be documented in the online help. If the options take the format "NAME=VALUE" the `papszOptions` list can be manipulated with `CPLFetchNameValue()` as demonstrated in the handling of the `QUALITY` and `PROGRESSIVE` flags for `JPEGCreateCopy()`.
- The returned **GDALDataset** (p. ??) handle can be in `ReadOnly` or `Update` mode. Return it in `Update` mode if practical, otherwise in `ReadOnly` mode is fine.

The full implementation of the `CreateCopy` function for JPEG (which is assigned to `pfnCreateCopy` in the **GDALDriver** (p. ??) object) is here.

```
static GDALDataset *
JPEGCreateCopy( const char * pszFilename, GDALDataset *poSrcDS,
```



```

        int bStrict, char ** papszOptions,
        GDALProgressFunc pfnProgress, void * pProgressData )

{
    int  nBands = poSrcDS->GetRasterCount();
    int  nXSize = poSrcDS->GetRasterXSize();
    int  nYSize = poSrcDS->GetRasterYSize();
    int  nQuality = 75;
    int  bProgressive = FALSE;

    // -----
    //      Some some rudimentary checks
    // -----
    if( nBands != 1 && nBands != 3 )
    {
        CPLError( CE_Failure, CPLE_NotSupported,
                  "JPEG driver doesn't support %d bands.  Must be 1 (grey) "
                  "or 3 (RGB) bands.\n", nBands );

        return NULL;
    }

    if( poSrcDS->GetRasterBand(1)->GetRasterDataType() != GDT_Byte && bStrict )
    {
        CPLError( CE_Failure, CPLE_NotSupported,
                  "JPEG driver doesn't support data type %s. "
                  "Only eight bit byte bands supported.\n",
                  GDALGetDataTypeName(
                      poSrcDS->GetRasterBand(1)->GetRasterDataType() ) );

        return NULL;
    }

    // -----
    //      What options has the user selected?
    // -----
    if( CSLFetchNameValue(papszOptions,"QUALITY") != NULL )
    {
        nQuality = atoi(CSLFetchNameValue(papszOptions,"QUALITY"));
        if( nQuality < 10 || nQuality > 100 )
        {
            CPLError( CE_Failure, CPLE_IllegalArg,
                      "QUALITY=%s is not a legal value in the range 10-100.",
                      CSLFetchNameValue(papszOptions,"QUALITY") );
            return NULL;
        }
    }

    if( CSLFetchNameValue(papszOptions,"PROGRESSIVE") != NULL )
    {
        bProgressive = TRUE;
    }

    // -----
    //      Create the dataset.
    // -----
    FILE *fpImage;

    fpImage = VSIFOpen( pszFilename, "wb" );
    if( fpImage == NULL )
    {
        CPLError( CE_Failure, CPLE_OpenFailed,

```

```

        "Unable to create jpeg file %s.\n",
        pszFilename );
    return NULL;
}

// -----
//      Initialize JPG access to the file.
// -----
struct jpeg_compress_struct sCInfo;
struct jpeg_error_mgr sJErr;

sCInfo.err = jpeg_std_error( &sJErr );
jpeg_create_compress( &sCInfo );

jpeg_stdio_dest( &sCInfo, fpImage );

sCInfo.image_width = nXSize;
sCInfo.image_height = nYSize;
sCInfo.input_components = nBands;

if( nBands == 1 )
{
    sCInfo.in_color_space = JCS_GRAYSCALE;
}
else
{
    sCInfo.in_color_space = JCS_RGB;
}

jpeg_set_defaults( &sCInfo );

jpeg_set_quality( &sCInfo, nQuality, TRUE );

if( bProgressive )
    jpeg_simple_progression( &sCInfo );

jpeg_start_compress( &sCInfo, TRUE );

// -----
//      Loop over image, copying image data.
// -----
GByte *pabyScanline;
CPLErr eErr;

pabyScanline = (GByte *) CPLMalloc( nBands * nXSize );

for( int iLine = 0; iLine < nYSize; iLine++ )
{
    JSAMPLE *ppSamples;

    for( int iBand = 0; iBand < nBands; iBand++ )
    {
        GDALRasterBand * poBand = poSrcDS->GetRasterBand( iBand+1 );
        eErr = poBand->RasterIO( GF_Read, 0, iLine, nXSize, 1,
                                pabyScanline + iBand * nXSize, 1, GDT_Byte,
                                nBands, nBands * nXSize );
    }

    ppSamples = pabyScanline;
    jpeg_write_scanlines( &sCInfo, &ppSamples, 1 );
}

```

```

    CPLFree( pabyScanline );

    jpeg_finish_compress( &sCInfo );
    jpeg_destroy_compress( &sCInfo );

    VSIFClose( fpImage );

    return (GDALDataset *) GDALOpen( pszFilename, GA_ReadOnly );
}

```

### 11.9.2 Dynamic Creation

In the case of dynamic creation, there is no source dataset. Instead the size, number of bands, and pixel data type of the desired file is provided but other information (such as georeferencing, and imagery data) would be supplied later via other method calls on the resulting **GDALDataset** (p. ??).

The following sample implement PCI .aux labelled raw raster creation. It follows a common approach of creating a blank, but valid file using non-GDAL calls, and then calling `GDALOpen(,GA_Update)` at the end to return a writable file handle. This avoids having to duplicate the various setup actions in the `Open()` function.

```

GDALDataset *PAuxDataset::Create( const char * pszFilename,
                                   int nXSize, int nYSize, int nBands,
                                   GDALDataType eType,
                                   char ** // papszParmList )

{
    char *pszAuxFilename;

    // -----
    //      Verify input options.
    // -----
    if( eType != GDT_Byte && eType != GDT_Float32 && eType != GDT_UInt16
        && eType != GDT_Int16 )
    {
        CPLError( CE_Failure, CPLE_AppDefined,
                  "Attempt to create PCI .Aux labelled dataset with an illegal\n"
                  "data type (%s).\n",
                  GDALGetDataTypeName(eType) );

        return NULL;
    }

    // -----
    //      Try to create the file.
    // -----
    FILE *fp;

    fp = VSIFOpen( pszFilename, "w" );

    if( fp == NULL )
    {
        CPLError( CE_Failure, CPLE_OpenFailed,
                  "Attempt to create file '%s' failed.\n",
                  pszFilename );
        return NULL;
    }
}

```

```

// -----
//      Just write out a couple of bytes to establish the binary
//      file, and then close it.
// -----
VSIFWrite( (void *) "\0\0", 2, 1, fp );
VSIFClose( fp );

// -----
//      Create the aux filename.
// -----
pszAuxFilename = (char *) CPLMalloc(strlen(pszFilename)+5);
strcpy( pszAuxFilename, pszFilename );

for( int i = strlen(pszAuxFilename)-1; i > 0; i-- )
{
    if( pszAuxFilename[i] == '.' )
    {
        pszAuxFilename[i] = '\0';
        break;
    }
}

strcat( pszAuxFilename, ".aux" );

// -----
//      Open the file.
// -----
fp = VSIFOpen( pszAuxFilename, "wt" );
if( fp == NULL )
{
    CPLError( CE_Failure, CPLE_OpenFailed,
              "Attempt to create file '%s' failed.\n",
              pszAuxFilename );
    return NULL;
}

// -----
//      We need to write out the original filename but without any
//      path components in the AuxiliaryTarget line.  Do so now.
// -----
int iStart;

iStart = strlen(pszFilename)-1;
while( iStart > 0 && pszFilename[iStart-1] != '/'
      && pszFilename[iStart-1] != '\\ ' )
    iStart--;

VSIFPrintf( fp, "AuxiliaryTarget: %s\n", pszFilename + iStart );

// -----
//      Write out the raw definition for the dataset as a whole.
// -----
VSIFPrintf( fp, "RawDefinition: %d %d %d\n",
            nXSize, nYSize, nBands );

// -----
//      Write out a definition for each band.  We always write band
//      sequential files for now as these are pretty efficiently
//      handled by GDAL.
// -----
int nImgOffset = 0;

```

```

for( int iBand = 0; iBand < nBands; iBand++ )
{
    const char * pszTypeName;
    int         nPixelOffset;
    int         nLineOffset;

    nPixelOffset = GDALGetDataTypeInfo(eType)/8;
    nLineOffset = nXSize * nPixelOffset;

    if( eType == GDT_Float32 )
        pszTypeName = "32R";
    else if( eType == GDT_Int16 )
        pszTypeName = "16S";
    else if( eType == GDT_UInt16 )
        pszTypeName = "16U";
    else
        pszTypeName = "8U";

    VSIFPrintf( fp, "ChanDefinition-%d: %s %d %d %d %s\n",
                iBand+1, pszTypeName,
                nImgOffset, nPixelOffset, nLineOffset,
#ifdef CPL_LSB
                "Swapped"
#else
                "Unswapped"
#endif
                );

    nImgOffset += nYSize * nLineOffset;
}

// -----
//      Cleanup
// -----
VSIFClose( fp );

return (GDALDataset *) GDALOpen( pszFilename, GA_Update );
}

```

File formats supporting dynamic creation, or even just update-in-place access also need to implement an `IWriteBlock()` method on the raster band class. It has semantics similar to `IReadBlock()`. As well, for various esoteric reasons, it is critical that a `FlushCache()` method be implemented in the raster band destructor. This is to ensure that any write cache blocks for the band be flushed out before the destructor is called.

## 11.10 RawDataset/RawRasterBand Helper Classes

Many file formats have the actual imagery data stored in a regular, binary, scanline oriented format. Rather than re-implement the access semantics for this for each format, there are provided `RawDataset` and `RawRasterBand` classes declared in `gdal/frmts/raw` that can be utilized to implement efficient and convenient access.

In these cases the format specific band class may not be required, or if required it can be derived from `RawRasterBand`. The dataset class should be derived from `RawDataset`.

The `Open()` method for the dataset then instantiates raster bands passing all the layout

information to the constructor. For instance, the PNM driver uses the following calls to create its raster bands.

```
if( poOpenInfo->pabyHeader[1] == '5' )
{
    poDS->SetBand(
        1, new RawRasterBand( poDS, 1, poDS->fpImage,
                               iIn, 1, nWidth, GDT_Byte, TRUE ));
}
else
{
    poDS->SetBand(
        1, new RawRasterBand( poDS, 1, poDS->fpImage,
                               iIn, 3, nWidth*3, GDT_Byte, TRUE ));
    poDS->SetBand(
        2, new RawRasterBand( poDS, 2, poDS->fpImage,
                               iIn+1, 3, nWidth*3, GDT_Byte, TRUE ));
    poDS->SetBand(
        3, new RawRasterBand( poDS, 3, poDS->fpImage,
                               iIn+2, 3, nWidth*3, GDT_Byte, TRUE ));
}
```

The `RawRasterBand` takes the following arguments.

- **poDS**: The **GDALDataset** (p. ??) this band will be a child of. This dataset must be of a class derived from `RawRasterDataset`.
- **nBand**: The band it is on that dataset, 1 based.
- **fpRaw**: The FILE \* handle to the file containing the raster data.
- **nImgOffset**: The byte offset to the first pixel of raster data for the first scanline.
- **nPixelOffset**: The byte offset from the start of one pixel to the start of the next within the scanline.
- **nLineOffset**: The byte offset from the start of one scanline to the start of the next.
- **eDataType**: The `GDALDataType` code for the type of the data on disk.
- **bNativeOrder**: FALSE if the data is not in the same endianness as the machine GDAL is running on. The data will be automatically byte swapped.

Simple file formats utilizing the Raw services are normally placed all within one file in the `gdal/frmts/raw` directory. There are numerous examples there of format implementation.

## 11.11 Metadata, and Other Exotic Extensions

There are various other items in the GDAL data model, for which virtual methods exist on the **GDALDataset** (p. ??) and **GDALRasterBand** (p. ??). They include:

- **Metadata**: Name/value text values about a dataset or band. The **GDALMajorObject** (p. ??) (base class for **GDALRasterBand** (p. ??) and **GDALDataset**

(p. ??)) has built-in support for holding metadata, so for read access it only needs to be set with calls to `SetMetadataItem()` during the `Open()`. The `SAR_CEOS` (`frmts/ceos2/sar_ceosdataset.cpp`) and `GeoTIFF` drivers are examples of drivers implementing readable metadata.

- **ColorTables:** `GDT_Byte` raster bands can have color tables associated with them. The `frmts/png/pngdataset.cpp` driver contains an example of a format that supports colortables.
- **ColorInterpretation:** The `PNG` driver contains an example of a driver that returns an indication of whether a band should be treated as a Red, Green, Blue, Alpha or Greyscale band.
- **GCPs:** `GDALDatasets` can have a set of ground control points associated with them (as opposed to an explicit affine transform returned by `GetGeotransform()`) relating the raster to georeferenced coordinates. The `MFF2` (`gdal/frmts/raw/hkv-dataset.cpp`) format is a simple example of a format supporting GCPs.
- **NoDataValue:** Bands with known "nodata" values can implement the `GetNoDataValue()` method. See the `PAux` (`frmts/raw/pauxdataset.cpp`) for an example of this.
- **Category Names:** Classified images with names for each class can return them using the `GetCategoryNames()` method though no formats currently implement this.





## Chapter 12

# gdal\_polygonize.py

produces a polygon feature layer from a raster

### 12.1 SYNOPSIS

```
gdal_polygonize.py [-o name=value] [-nomask] [-mask filename] raster_file [-b band]
                  [-q] [-f ogr_format] out_file [layer] [fieldname]
```

### 12.2 DESCRIPTION

This utility creates vector polygons for all connected regions of pixels in the raster sharing a common pixel value. Each polygon is created with an attribute indicating the pixel value of that polygon. A raster mask may also be provided to determine which pixels are eligible for processing.

The utility will create the output vector datasource if it does not already exist, defaulting to GML format.

The utility is based on the **GDALPolygonize()** (p.??) function which has additional details on the algorithm.

**-nomask:** Do not use the default validity mask for the input band (such as nodata, or alpha masks).

**-mask filename:** Use the first band of the specified file as a validity mask (zero is invalid, non-zero is valid).

**raster\_file** The source raster file from which polygons are derived.

**-b band:** The band on *raster\_file* to build the polygons from.

**-f ogr\_format** Select the output format of the file to be created. Default is GML.

**out\_file** The destination vector file to which the polygons will be written.

**layer** The name of the layer created to hold the polygon features.

**fieldname** The name of the field to create (defaults to "DN").

**-o name=value:** Specify a special argument to the algorithm. Currently none are supported.

**-q:** The script runs in quiet mode. The progress monitor is suppressed and routine messages are not displayed.

## Chapter 13

# gdal\_proximity.py

produces a raster proximity map

### 13.1 SYNOPSIS

```
gdal_proximity.py srcfile dstfile [-srcband n] [-dstband n]
                             [-of format] [-co name=value]*
                             [-ot Byte/Int16/Int32/Float32/etc]
                             [-values n,n,n] [-distunits PIXEL/GEO]
                             [-maxdist n] [-nodata n] [-fixed-buf-val n]
```

### 13.2 DESCRIPTION

The `gdal_proximity.py` script generates a raster proximity map indicating the distance from the center of each pixel to the center of the nearest pixel identified as a target pixel. Target pixels are those in the source raster for which the raster pixel value is in the set of target pixel values.

**srcfile** The source raster file used to identify target pixels.

**dstfile** The destination raster file to which the proximity map will be written. It may be a pre-existing file of the same size as `srcfile`. If it does not exist it will be created.

**-srcband *n*** Identifies the band in the source file to use (default is 1).

**-dstband *n*** Identifies the band in the destination file to use (default is 1).

**-of *format***: Select the output format. The default is GeoTIFF (GTiff). Use the short format name.

**-co "*NAME=VALUE*"**: passes a creation option to the output format driver. Multiple **-co** options may be listed. See format specific documentation for legal creation options for each format.

- ot *datatype*:** Force the output image bands to have a specific type. Use type names (ie. Byte, Int16,...)
- values *n,n,n*:** A list of target pixel values in the source image to be considered target pixels. If not specified, all non-zero pixels will be considered target pixels.
- distunits *PIXEL/GEO*:** Indicate whether distances generated should be in pixel or georeferenced coordinates (default PIXEL).
- maxdist *n*:** The maximum distance to be generated. All pixels beyond this distance will be assigned either the nodata value, or 65535. Distance is interpreted in pixels unless -distunits GEO is specified.
- nodata *n*:** Specify a nodata value to use for the destination proximity raster.
- fixed-buf-val *n*:** Specify a value to be applied to all pixels that are within the -maxdist of target pixels (including the target pixels) instead of a distance value.

## Chapter 14

# GDAL API Tutorial

### 14.1 Opening the File

Before opening a GDAL supported raster datastore it is necessary to register drivers. There is a driver for each supported format. Normally this is accomplished with the **GDALAllRegister()** (p. ??) function which attempts to register all known drivers, including those auto-loaded from .so files using **GDALDriverManager::AutoLoadDrivers()** (p. ??). If for some applications it is necessary to limit the set of drivers it may be helpful to review the code from `gdalallregister.cpp`.

Once the drivers are registered, the application should call the free standing **GDALOpen()** (p. ??) function to open a dataset, passing the name of the dataset and the access desired (GA\_ReadOnly or GA\_Update).

In C++:

```
#include "gdal_priv.h"

int main()
{
    GDALDataset *poDataset;

    GDALAllRegister();

    poDataset = (GDALDataset *) GDALOpen( pszFilename, GA_ReadOnly );
    if( poDataset == NULL )
    {
        ...;
    }
}
```

In C:

```
#include "gdal.h"

int main()
{
    GDALDatasetH hDataset;

    GDALAllRegister();
}
```

```

hDataset = GDALOpen( pszFilename, GA_ReadOnly );
if( hDataset == NULL )
{
    ...;
}

```

In Python:

```

import gdal
from gdalconst import *

dataset = gdal.Open( filename, GA_ReadOnly )
if dataset is None:
    ...

```

Note that if **GDALOpen()** (p. ??) returns NULL it means the open failed, and that an error messages will already have been emitted via **CPLEError()** (p. ??). If you want to control how errors are reported to the user review the **CPLEError()** (p. ??) documentation. Generally speaking all of GDAL uses **CPLEError()** (p. ??) for error reporting. Also, note that pszFilename need not actually be the name of a physical file (though it usually is). It's interpretation is driver dependent, and it might be an URL, a filename with additional parameters added at the end controlling the open or almost anything. Please try not to limit GDAL file selection dialogs to only selecting physical files.

## 14.2 Getting Dataset Information

As described in the GDAL Data Model, a **GDALDataset** (p. ??) contains a list of raster bands, all pertaining to the same area, and having the same resolution. It also has metadata, a coordinate system, a georeferencing transform, size of raster and various other information.

```

adfGeoTransform[0] /* top left x */
adfGeoTransform[1] /* w-e pixel resolution */
adfGeoTransform[2] /* rotation, 0 if image is "north up" */
adfGeoTransform[3] /* top left y */
adfGeoTransform[4] /* rotation, 0 if image is "north up" */
adfGeoTransform[5] /* n-s pixel resolution */

```

If we wanted to print some general information about the dataset we might do the following:

In C++:

```

double          adfGeoTransform[6];

printf( "Driver: %s/%s\n",
        poDataset->GetDriver()->GetDescription(),
        poDataset->GetDriver()->GetMetadataItem( GDAL_DMD_LONGNAME ) );

printf( "Size is %dx%dx%d\n",
        poDataset->GetRasterXSize(), poDataset->GetRasterYSize(),
        poDataset->GetRasterCount() );

```

```

if( poDataset->GetProjectionRef() != NULL )
    printf( "Projection is '%s'\n", poDataset->GetProjectionRef() );

if( poDataset->GetGeoTransform( adfGeoTransform ) == CE_None )
{
    printf( "Origin = (%.6f,%.6f)\n",
            adfGeoTransform[0], adfGeoTransform[3] );

    printf( "Pixel Size = (%.6f,%.6f)\n",
            adfGeoTransform[1], adfGeoTransform[5] );
}

```

In C:

```

GDALDriverH    hDriver;
double         adfGeoTransform[6];

hDriver = GDALGetDatasetDriver( hDataset );
printf( "Driver: %s/%s\n",
        GDALGetDriverShortName( hDriver ),
        GDALGetDriverLongName( hDriver ) );

printf( "Size is %dx%dx%d\n",
        GDALGetRasterXSize( hDataset ),
        GDALGetRasterYSize( hDataset ),
        GDALGetRasterCount( hDataset ) );

if( GDALGetProjectionRef( hDataset ) != NULL )
    printf( "Projection is '%s'\n", GDALGetProjectionRef( hDataset ) );

if( GDALGetGeoTransform( hDataset, adfGeoTransform ) == CE_None )
{
    printf( "Origin = (%.6f,%.6f)\n",
            adfGeoTransform[0], adfGeoTransform[3] );

    printf( "Pixel Size = (%.6f,%.6f)\n",
            adfGeoTransform[1], adfGeoTransform[5] );
}

```

In Python:

```

print 'Driver: ', dataset.GetDriver().ShortName, '/', \
      dataset.GetDriver().LongName
print 'Size is ', dataset.RasterXSize, 'x', dataset.RasterYSize, \
      'x', dataset.RasterCount
print 'Projection is ', dataset.GetProjection()

geotransform = dataset.GetGeoTransform()
if not geotransform is None:
    print 'Origin = (', geotransform[0], ', ', geotransform[3], ')'
    print 'Pixel Size = (', geotransform[1], ', ', geotransform[5], ')'

```

## 14.3 Fetching a Raster Band

At this time access to raster data via GDAL is done one band at a time. Also, there is metadata, block sizes, color tables, and various other information available on a band by band basis. The following codes fetches a **GDALRasterBand** (p. ??) object from the

dataset (numbered 1 through `GetRasterCount()`) and displays a little information about it.

In C++:

```
GDALRasterBand *poBand;
int             nBlockXSize, nBlockYSize;
int             bGotMin, bGotMax;
double         adfMinMax[2];

poBand = poDataset->GetRasterBand( 1 );
poBand->GetBlockSize( &nBlockXSize, &nBlockYSize );
printf( "Block=%dx%d Type=%s, ColorInterp=%s\n",
        nBlockXSize, nBlockYSize,
        GDALGetDataTypeName(poBand->GetRasterDataType()),
        GDALGetColorInterpretationName(
            poBand->GetColorInterpretation()) );

adfMinMax[0] = poBand->GetMinimum( &bGotMin );
adfMinMax[1] = poBand->GetMaximum( &bGotMax );
if( ! (bGotMin && bGotMax) )
    GDALComputeRasterMinMax( (GDALRasterBandH)poBand, TRUE, adfMinMax);

printf( "Min=%.3fd, Max=%.3f\n", adfMinMax[0], adfMinMax[1] );

if( poBand->GetOverviewCount() > 0 )
    printf( "Band has %d overviews.\n", poBand->GetOverviewCount() );

if( poBand->GetColorTable() != NULL )
    printf( "Band has a color table with %d entries.\n",
            poBand->GetColorTable()->GetColorEntryCount() );
```

In C:

```
GDALRasterBandH hBand;
int             nBlockXSize, nBlockYSize;
int             bGotMin, bGotMax;
double         adfMinMax[2];

hBand = GDALGetRasterBand( hDataset, 1 );
GDALGetBlockSize( hBand, &nBlockXSize, &nBlockYSize );
printf( "Block=%dx%d Type=%s, ColorInterp=%s\n",
        nBlockXSize, nBlockYSize,
        GDALGetDataTypeName(GDALGetRasterDataType(hBand)),
        GDALGetColorInterpretationName(
            GDALGetRasterColorInterpretation(hBand)) );

adfMinMax[0] = GDALGetRasterMinimum( hBand, &bGotMin );
adfMinMax[1] = GDALGetRasterMaximum( hBand, &bGotMax );
if( ! (bGotMin && bGotMax) )
    GDALComputeRasterMinMax( hBand, TRUE, adfMinMax );

printf( "Min=%.3fd, Max=%.3f\n", adfMinMax[0], adfMinMax[1] );

if( GDALGetOverviewCount(hBand) > 0 )
    printf( "Band has %d overviews.\n", GDALGetOverviewCount(hBand));

if( GDALGetRasterColorTable( hBand ) != NULL )
    printf( "Band has a color table with %d entries.\n",
            GDALGetRasterColorEntryCount(
                GDALGetRasterColorTable( hBand ) ) );
```



In Python (note several bindings are missing):

```
band = dataset.GetRasterBand(1)

print 'Band Type=', gdal.GetDataTypeName(band.DataType)

min = band.GetMinimum()
max = band.GetMaximum()
if min is None or max is None:
    (min,max) = band.ComputeRasterMinMax(1)
print 'Min=%.3f, Max=%.3f' % (min,max)

if band.GetOverviewCount() > 0:
    print 'Band has ', band.GetOverviewCount(), ' overviews.'

if not band.GetRasterColorTable() is None:
    print 'Band has a color table with ', \
        band.GetRasterColorTable().GetCount(), ' entries.'
```

## 14.4 Reading Raster Data

There are a few ways to read raster data, but the most common is via the **GDALRasterBand::RasterIO()** (p. ??) method. This method will automatically take care of data type conversion, up/down sampling and windowing. The following code will read the first scanline of data into a similarly sized buffer, converting it to floating point as part of the operation.

In C++:

```
float *pafScanline;
int nXSize = poBand->GetXSize();

pafScanline = (float *) CPLMalloc(sizeof(float)*nXSize);
poBand->RasterIO( GF_Read, 0, 0, nXSize, 1,
                pafScanline, nXSize, 1, GDT_Float32,
                0, 0 );
```

In C:

```
float *pafScanline;
int nXSize = GDALGetRasterBandXSize( hBand );

pafScanline = (float *) CPLMalloc(sizeof(float)*nXSize);
GDALRasterIO( hBand, GF_Read, 0, 0, nXSize, 1,
                pafScanline, nXSize, 1, GDT_Float32,
                0, 0 );
```

In Python:

```
scanline = band.ReadRaster( 0, 0, band.XSize, 1, \
                            band.XSize, 1, GDT_Float32 )
```

Note that the returned scanline is of type string, and contains `xsize*4` bytes of raw binary floating point data. This can be converted to Python values using the **struct** module from the standard library:

```
import struct

tuple_of_floats = struct.unpack('f' * b2.XSize, scanline)
```

The `RasterIO` call takes the following arguments.

```
CPLERR GDALRasterBand::RasterIO( GDALRWFlag eRWFlag,
                                int nXOff, int nYOff, int nXSize, int nYSize,
                                void * pData, int nBufXSize, int nBufYSize,
                                GDALDataType eBufType,
                                int nPixelSpace,
                                int nLineSpace )
```

Note that the same `RasterIO()` call is used to read, or write based on the setting of `eRWFlag` (either `GF_Read` or `GF_Write`). The `nXOff`, `nYOff`, `nXSize`, `nYSize` argument describe the window of raster data on disk to read (or write). It doesn't have to fall on tile boundaries though access may be more efficient if it does.

The `pData` is the memory buffer the data is read into, or written from. Its real type must be whatever is passed as `eBufType`, such as `GDT_Float32`, or `GDT_Byte`. The `RasterIO()` call will take care of converting between the buffer's data type and the data type of the band. Note that when converting floating point data to integer `RasterIO()` rounds down, and when converting source values outside the legal range of the output the nearest legal value is used. This implies, for instance, that 16bit data read into a `GDT_Byte` buffer will map all values greater than 255 to 255, **the data is not scaled!**

The `nBufXSize` and `nBufYSize` values describe the size of the buffer. When loading data at full resolution this would be the same as the window size. However, to load a reduced resolution overview this could be set to smaller than the window on disk. In this case the `RasterIO()` will utilize overviews to do the IO more efficiently if the overviews are suitable.

The `nPixelSpace`, and `nLineSpace` are normally zero indicating that default values should be used. However, they can be used to control access to the memory data buffer, allowing reading into a buffer containing other pixel interleaved data for instance.

## 14.5 Closing the Dataset

Please keep in mind that **GDALRasterBand** (p. ??) objects are *owned* by their dataset, and they should never be destroyed with the C++ delete operator. **GDALDataset**'s can be closed by calling **GDALClose()** (p. ??) (it is NOT recommended to use the delete operator on a **GDALDataset** (p. ??) for Windows users because of known issues when allocating and freeing memory across module boundaries. See the relevant [topic](#) on the FAQ). Calling `GDALClose` will result in proper cleanup, and flushing of any pending writes. Forgetting to call `GDALClose` on a dataset opened in update mode in a popular format like `GTiff` will likely result in being unable to open it afterwards.

## 14.6 Techniques for Creating Files

New files in GDAL supported formats may be created if the format driver supports creation. There are two general techniques for creating files, using `CreateCopy()` and `Create()`. The `CreateCopy` method involves calling the `CreateCopy()` method on the format driver, and passing in a source dataset that should be copied. The `Create` method involves calling the `Create()` method on the driver, and then explicitly writing all the metadata, and raster data with separate calls. All drivers that support creating new files support the `CreateCopy()` method, but only a few support the `Create()` method.

To determine if a particular format supports `Create` or `CreateCopy` it is possible to check the `DCAP_CREATE` and `DCAP_CREATECOPY` metadata on the format driver object. Ensure that **GDALAllRegister()** (p. ??) has been called before calling `GetDriverByName()`. In this example we fetch a driver, and determine whether it supports `Create()` and/or `CreateCopy()`.

In C++:

```
#include "cpl_string.h"
...
const char *pszFormat = "GTiff";
GDALDriver *poDriver;
char **papszMetadata;

poDriver = GetGDALDriverManager()->GetDriverByName(pszFormat);

if( poDriver == NULL )
    exit( 1 );

papszMetadata = poDriver->GetMetadata();
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATE, FALSE ) )
    printf( "Driver %s supports Create() method.\n", pszFormat );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATECOPY, FALSE ) )
    printf( "Driver %s supports CreateCopy() method.\n", pszFormat );
```

In C:

```
#include "cpl_string.h"
...
const char *pszFormat = "GTiff";
GDALDriverH hDriver = GDALGetDriverByName( pszFormat );
char **papszMetadata;

if( hDriver == NULL )
    exit( 1 );

papszMetadata = GDALGetMetadata( hDriver, NULL );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATE, FALSE ) )
    printf( "Driver %s supports Create() method.\n", pszFormat );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATECOPY, FALSE ) )
    printf( "Driver %s supports CreateCopy() method.\n", pszFormat );
```

In Python:

```
format = "GTiff"
driver = gdal.GetDriverByName( format )
metadata = driver.GetMetadata()
```

```

if metadata.has_key(gdal.DCAP_CREATE) \
    and metadata[gdal.DCAP_CREATE] == 'YES':
    print 'Driver %s supports Create() method.' % format
if metadata.has_key(gdal.DCAP_CREATECOPY) \
    and metadata[gdal.DCAP_CREATECOPY] == 'YES':
    print 'Driver %s supports CreateCopy() method.' % format

```

Note that a number of drivers are read-only and won't support `Create()` or `CreateCopy()`.

## 14.7 Using CreateCopy()

The **GDALDriver::CreateCopy()** (p. ??) method can be used fairly simply as most information is collected from the source dataset. However, it includes options for passing format specific creation options, and for reporting progress to the user as a long dataset copy takes place. A simple copy from the a file named `pszSrcFilename`, to a new file named `pszDstFilename` using default options on a format whose driver was previously fetched might look like this:

In C++:

```

GDALDataset *poSrcDS =
    (GDALDataset *) GDALOpen( pszSrcFilename, GA_ReadOnly );
GDALDataset *poDstDS;

poDstDS = poDriver->CreateCopy( pszDstFilename, poSrcDS, FALSE,
                                NULL, NULL, NULL );

/* Once we're done, close properly the dataset */
if( poDstDS != NULL )
    GDALClose( (GDALDatasetH) poDstDS );
GDALClose( (GDALDatasetH) poSrcDS );

```

In C:

```

GDALDatasetH hSrcDS = GDALOpen( pszSrcFilename, GA_ReadOnly );
GDALDatasetH hDstDS;

hDstDS = GDALCreateCopy( hDriver, pszDstFilename, hSrcDS, FALSE,
                        NULL, NULL, NULL );

/* Once we're done, close properly the dataset */
if( hDstDS != NULL )
    GDALClose( hDstDS );
GDALClose( hSrcDS );

```

In Python:

```

src_ds = gdal.Open( src_filename )
dst_ds = driver.CreateCopy( dst_filename, src_ds, 0 )

# Once we're done, close properly the dataset
dst_ds = None
src_ds = None

```

Note that the `CreateCopy()` method returns a writeable dataset, and that it must be closed properly to complete writing and flushing the dataset to disk. In the Python case

this occurs automatically when "dst\_ds" goes out of scope. The FALSE (or 0) value used for the bStrict option just after the destination filename in the CreateCopy() call indicates that the CreateCopy() call should proceed without a fatal error even if the destination dataset cannot be created to exactly match the input dataset. This might be because the output format does not support the pixel datatype of the input dataset, or because the destination cannot support writing georeferencing for instance.

A more complex case might involve passing creation options, and using a predefined progress monitor like this:

In C++:

```
#include "cpl_string.h"
...
char **papszOptions = NULL;

papszOptions = CSLSetNameValue( papszOptions, "TILED", "YES" );
papszOptions = CSLSetNameValue( papszOptions, "COMPRESS", "PACKBITS" );
poDstDS = poDriver->CreateCopy( pszDstFilename, poSrcDS, FALSE,
                                papszOptions, GDALTermProgress, NULL );

/* Once we're done, close properly the dataset */
if( poDstDS != NULL )
    GDALClose( (GDALDatasetH) poDstDS );
CSLDestroy( papszOptions );
```

In C:

```
#include "cpl_string.h"
...
char **papszOptions = NULL;

papszOptions = CSLSetNameValue( papszOptions, "TILED", "YES" );
papszOptions = CSLSetNameValue( papszOptions, "COMPRESS", "PACKBITS" );
hDstDS = GDALCreateCopy( hDriver, pszDstFilename, hSrcDS, FALSE,
                          papszOptions, GDALTermProgres, NULL );

/* Once we're done, close properly the dataset */
if( hDstDS != NULL )
    GDALClose( hDstDS );
CSLDestroy( papszOptions );
```

In Python:

```
src_ds = gdal.Open( src_filename )
dst_ds = driver.CreateCopy( dst_filename, src_ds, 0,
                           [ 'TILED=YES', 'COMPRESS=PACKBITS' ] )

# Once we're done, close properly the dataset
dst_ds = None
src_ds = None
```

## 14.8 Using Create()

For situations in which you are not just exporting an existing file to a new file, it is generally necessary to use the **GDALDriver::Create()** (p. ??) method (though some

interesting options are possible through use of virtual files or in-memory files). The `Create()` method takes an options list much like `CreateCopy()`, but the image size, number of bands and band type must be provided explicitly.

In C++:

```
GDALDataset *poDstDS;
char **papszOptions = NULL;

poDstDS = poDriver->Create( pszDstFilename, 512, 512, 1, GDT_Byte,
                           papszOptions );
```

In C:

```
GDALDatasetH hDstDS;
char **papszOptions = NULL;

hDstDS = GDALCreate( hDriver, pszDstFilename, 512, 512, 1, GDT_Byte,
                    papszOptions );
```

In Python:

```
dst_ds = driver.Create( dst_filename, 512, 512, 1, gdal.GDT_Byte )
```

Once the dataset is successfully created, all appropriate metadata and raster data must be written to the file. What this is will vary according to usage, but a simple case with a projection, geotransform and raster data is covered here.

In C++:

```
double adfGeoTransform[6] = { 444720, 30, 0, 3751320, 0, -30 };
OGRSpatialReference oSRS;
char *pszSRS_WKT = NULL;
GDALRasterBand *poBand;
GByte abyRaster[512*512];

poDstDS->SetGeoTransform( adfGeoTransform );

oSRS.SetUTM( 11, TRUE );
oSRS.SetWellKnownGeogCS( "NAD27" );
oSRS.exportToWkt( &pszSRS_WKT );
poDstDS->SetProjection( pszSRS_WKT );
CPLFree( pszSRS_WKT );

poBand = poDstDS->GetRasterBand(1);
poBand->RasterIO( GF_Write, 0, 0, 512, 512,
                 abyRaster, 512, 512, GDT_Byte, 0, 0 );

/* Once we're done, close properly the dataset */
GDALClose( (GDALDatasetH) poDstDS );
```

In C:

```
double adfGeoTransform[6] = { 444720, 30, 0, 3751320, 0, -30 };
OGRSpatialReferenceH hSRS;
char *pszSRS_WKT = NULL;
GDALRasterBandH hBand;
GByte abyRaster[512*512];
```

```
GDALSetGeoTransform( hDstDS, adfGeoTransform );

hSRS = OSRNewSpatialReference( NULL );
OSRSetUTM( hSRS, 11, TRUE );
OSRSetWellKnownGeogCS( hSRS, "NAD27" );
OSRExportToWkt( hSRS, &pszSRS_WKT );
OSRDestroySpatialReference( hSRS );

GDALSetProjection( hDstDS, pszSRS_WKT );
CPLFree( pszSRS_WKT );

hBand = GDALGetRasterBand( hDstDS, 1 );
GDALRasterIO( hBand, GF_Write, 0, 0, 512, 512,
              abyRaster, 512, 512, GDT_Byte, 0, 0 );

/* Once we're done, close properly the dataset */
GDALClose( hDstDS );
```

#### In Python:

```
import osr
import numpy

dst_ds.SetGeoTransform( [ 444720, 30, 0, 3751320, 0, -30 ] )

srs = osr.SpatialReference()
srs.SetUTM( 11, 1 )
srs.SetWellKnownGeogCS( 'NAD27' )
dst_ds.SetProjection( srs.ExportToWkt() )

raster = numpy.zeros( (512, 512), dtype=numpy.uint8 )
dst_ds.GetRasterBand(1).WriteArray( raster )

# Once we're done, close properly the dataset
dst_ds = None
```





## Chapter 15

# GDAL Grid Tutorial

### 15.1 Introduction to Gridding

Gridding is a process of creating a regular grid (or call it a raster image) from the scattered data. Typically you have a set of arbitrary scattered over the region of survey measurements and you would like to convert them into the regular grid for further processing and combining with other grids.

Figure 15.1: Scattered data gridding

This problem can be solved using data interpolation or approximation algorithms. But you are not limited by interpolation here. Sometimes you don't need to interpolate your data but rather compute some statistics or data metrics over the region. Statistics is valuable itself or could be used for better choosing the interpolation algorithm and parameters.

That is what GDAL Grid API is about. It helps you to interpolate your data (see **Interpolation of the Scattered Data** (p. ??)) or compute data metrics (see **Data Metrics Computation** (p. ??)).

There are two ways of using this interface. Programmatically it is available through the **GDALGridCreate** (p. ??) C function; for end users there is a **gdal\_grid** (p. ??) utility. The rest of this document discusses details on algorithms and their parameters implemented in GDAL Grid API.

### 15.2 Interpolation of the Scattered Data

### 15.2.1 Inverse Distance to a Power

The Inverse Distance to a Power gridding method is a weighted average interpolator. You should supply the input arrays with the scattered data values including coordinates of every data point and output grid geometry. The function will compute interpolated value for the given position in output grid.

For every grid node the resulting value  $Z$  will be calculated using formula:

$$Z = \frac{\sum_{i=1}^n \frac{Z_i}{r_i^p}}{\sum_{i=1}^n \frac{1}{r_i^p}}$$

where

- $Z_i$  is a known value at point  $i$ ,
- $r$  is a distance from the grid node to point  $i$ ,
- $p$  is a weighting power,
- $n$  is a number of points in **search** (p. ??) ellipse".

In this method the weighting factor  $w$  is

$$w = \frac{1}{r^p}$$

See **GDALGridInverseDistanceToAPowerOptions** (p. ??) for the list of **GDALGridCreate** (p. ??) parameters and **invdist** (p. ??) for the list of **gdal\_grid** (p. ??) options.

### 15.2.2 Moving Average

The Moving Average is a simple data averaging algorithm. It uses a moving window of elliptic form to search values and averages all data points within the window. **Search ellipse** (p. ??) can be rotated by specified angle, the center of ellipse located at the grid node. Also the minimum number of data points to average can be set, if there are not enough points in window, the grid node considered empty and will be filled with specified NODATA value.

Mathematically it can be expressed with the formula:

$$Z = \frac{\sum_{i=1}^n Z_i}{n}$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in search **search ellipse** (p. ??).

See **GDALGridMovingAverageOptions** (p. ??) for the list of **GDALGridCreate** (p. ??) parameters and **average** (p. ??) for the list of **gdal\_grid** (p. ??) options.

### 15.2.3 Nearest Neighbor

The Nearest Neighbor method doesn't perform any interpolation or smoothing, it just takes the value of nearest point found in grid node search ellipse and returns it as a result. If there are no points found, the specified NODATA value will be returned.

See **GDALGridNearestNeighborOptions** (p. ??) for the list of **GDALGridCreate** (p. ??) parameters and **nearest** (p. ??) for the list of **gdal\_grid** (p. ??) options.

## 15.3 Data Metrics Computation

All the metrics have the same set controlling options. See the **GDALGridDataMetricsOptions** (p. ??).

### 15.3.1 Minimum Data Value

Minimum value found in grid node **search ellipse** (p. ??). If there are no points found, the specified NODATA value will be returned.

$$Z = \min(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in **search** (p. ??) ellipse".

### 15.3.2 Maximum Data Value

Maximum value found in grid node **search ellipse** (p. ??). If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in **search** (p. ??) ellipse".

### 15.3.3 Data Range

A difference between the minimum and maximum values found in grid node **search ellipse** (p. ??). If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n) - \min(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in **search** (p. ??) ellipse".

## 15.4 Search Ellipse

Search window in gridding algorithms specified in the form of rotated ellipse. It is described by the three parameters:

- $radius_1$  is the first radius (  $x$  axis if rotation angle is 0),
- $radius_2$  is the second radius (  $y$  axis if rotation angle is 0),
- $angle$  is a search ellipse rotation angle (rotated counter clockwise).

Figure 15.2: Search ellipse

Only points located inside the search ellipse (including its border line) will be used for computation.

## Chapter 16

# Sponsoring GDAL/OGR

Development and maintenance of GDAL/OGR is supported by organizations contracting developers, organizations contributing improvements, users contributing improvements, and volunteers. Generally speaking this works well, and GDAL/OGR has improved substantially over the years.

However, there are still many tasks which do not receive the attention they should. Processing bug reports, writing documentation, writing test scripts, evaluating test script failures and user support often receive less attention than would be desired. Some new features of broad interest are not implemented because they aren't important enough to any one person or organization.

In order to provide sustained funding to support the maintenance, improvement and promotion of the GDAL/OGR project, the project seeks project sponsors to provide financial support. Sponsorship would be accomplished via the `OSGeo Project Sponsorship` program. Funds are held by OSGeo for disposition on behalf of the project, and dispersed at the discretion of the GDAL/OGR Project Steering Committee.

### 16.1 Sponsorship Uses

The primary intended use of the sponsorship funds is to hire a maintainer on a contract basis. The responsibilities would include:

- Addressing bug reports - reproducing then fixing or passing on to another developer.
- Extending, and running the test suite.
- Improving documentation.
- Other improvements to the software.
- General user support on the mailing list.

Sponsorship funds may also be used to contract for specific improvements to GDAL, provision of resources such as web hosting, funding code sprints, or funding project

promotion. Decisions on spending of sponsorship funds will be made by the GDAL/OGR Project Steering Committee.

## 16.2 Sponsorship Benefits

Sponsoring GDAL/OGR provides the following benefits:

1. Ensures the sustainability and health of the GDAL/OGR project.
2. All sponsors will be listed on the project `Credits` page, ordered by contribution class (Platinum, Gold, Silver) with a link back to the sponsor. Silver sponsors and above may include a logo. Platinum sponsors may also have a logo appearing on the OSGeo main page.
3. Sponsors will be permitted to indicate they are project sponsors in web and other promotional materials, and use the GDAL/OGR logo.
4. Sponsor input on project focus and direction will be solicited via a survey.
5. Sponsors will received a degree of priority in processing of bug reports by any maintainer hired with sponsorship funds.
6. Sponsors will receive a detailed report annually on the use of sponsorship funds.

## 16.3 Sponsorship Process

Sponsors can sponsor GDAL for any amount of money of at least \$500 USD. At or above the following levels a sponsor will be designated as being one of the following class:

1. \$27000+ USD: Platinum Sponsor
2. \$9000+ USD: Gold Sponsor
3. \$3000+ USD: Silver Sponsor

Sponsorships last one year, after which they may be continuing with a new payment, or allowed to lapse. OSGeo is planning to be US 501(c)3 charity and sponsorships will be eligible as a charitable contribution for US taxpayers. Appropriate receipts can be issued when needed.

Organizations or individuals interested in sponsoring the GDAL/OGR project should contact Frank Warmerdam ([warmerdam@pobox.com](mailto:warmerdam@pobox.com), +1 613 754 2041) with questions, or to make arrangements.

## Chapter 17

# GDAL VB6 Bindings Tutorial

### 17.1 Introduction

A partial set of Visual Basic 6 bindings have been build for GDAL. Internally these bindings use Declare based calls into the GDAL DLL C API but a set of shadow classes are also provided to provide object oriented access to GDAL services in VB6 similar to those provided in C++.

Note that the VB6 bindings are nowhere near comprehensive, nor are they documented. However, in combination with the corresponding C++ class documentation, and the following docs, it should be possible to use GDAL to accomplish a variety of operations. It is not believed that the VB6 bindings will be of any utility with earlier version of VB nor with VB.Net.

The classes for which access has been implemented includes **GDALDriver** (p. ??), **GDALDataset** (p. ??), **GDALRasterBand** (p. ??), **GDALColorTable** (p. ??), OGRSpatialReference and OGRCoordinateTransformation.

A mailing list specifically on VB6 GDAL topics has been setup at <http://groups.yahoo.com/group/gdal-vb6-ap>.

### 17.2 Using GDAL VB6 Classes

To use VB6 GDAL bindings it is necessary to ensure that GDAL has been built with appropriate C entry points exported using the "stdcall" calling convention. This is the current default, but was not as recently as GDAL 1.2.6. So ensure you get a version more recent than 1.2.6.

Then add the GDAL VB6 class and module files to your VB6 project. These come from the `gdal/vb6` directory and include the following key files:

- GDAL.bas - The main user visible module.
- GDALCore.bas - This module is for internal use.

- GDALDriver.cls - The **GDALDriver** (p. ??) class.
- GDALDataset.cls - The **GDALDataset** (p. ??) class.
- GDALRasterBand.cls - The **GDALRasterBand** (p. ??) class.
- GDALColorTable.cls - The **GDALColorTable** (p. ??) class.
- OGRSpatialReference.cls - The OGRSpatialReference class.
- OGRCoordinateTransformation.cls - The OGRCoordinateTransformation class.

You may need to edit GDALCore.bas, and change occurrences of gdal12.dll to match what your GDAL DLL is called. You can include a full path to the DLL if it can't be guaranteed to be in the current working directory of the application (or the windows system32 directory).

You should also be able to load the "test" project from the gdal\vb6\test directory. The test project has test menu items roughly corresponding to the tasks in the following tutorial topics.

### 17.3 Tutorial - Read Dataset

This brief tutorial will demonstrate open a GDAL file, and fetching out some information, about the dataset, and the individual bands. The results are printed to the default from in the following example for simplicity.

Before opening the file we need to register the GDAL format drivers. Normally we will just register all the drivers with **GDALAllRegister()** (p. ??).

```
Call GDAL.AllRegister()
```

Then we need to try and open the dataset. The GDAL.OpenDS() function returns a **GDALDataset** (p. ??) object, so we dimension an appropriate object for this. GDAL.OpenDS() is the VB6 equivalent of the **GDALDataset::GDALOpen()** (p. ??) function.

```
Dim ds As GDALDataset

Set ds = GDAL.OpenDS( "utm.tif", GDAL.GA_ReadOnly )
```

Then we need to check if the open succeeded, and if not report an error.

```
If not ds.IsValid() Then
    Call MsgBox( "Open failed: " & GDAL.GetLastErrorMsg() )
    Exit Sub
End If
```

If things succeeded, we query width of the image in pixels (XSize), Height of the image in pixels (YSize) and number of bands (BandCount) from the dataset properties.

```
Print "Size: " & ds.XSize & "x" & ds.YSize & "x" & ds.BandCount
```



Next we read metadata from the dataset using the VB6 equivalent of the **GDALMajorObject::GetMetadata()** (p. ??) method, and report it to the user. Metadata is returned as an array of strings of "name=value" items. Array indices start at zero in the returned array. The domain argument should normally be vbNullString though in specialized circumstances other domains might apply.

```
Dim MD As Variant
MD = ds.GetMetadata(vbNullString)
If (UBound(MD) > 0) Then
    Print "Metadata:"
    For i = 1 To UBound(MD)
        Print "  " & MD(i)
    Next i
End If
```

Parsing the "name=value" strings from GetMetadata() can be a bit of a bother, so if we were looking for specific values we could use GetMetadataItem() and provide a specific item we want to extract. This would extract just the value if it is found, or an empty string otherwise. The GetMetadataItem() is an analog of the C++ **GDALMajorObject::GetMetadataItem()** (p. ??) method.

```
Dim MDValue As String

MDValue = ds.GetMetadataItem( "TIFF_DATETIME", vbNullString )
if MDValue <> "" Then
    Print "Creation Date: " & MDValue
End If
```

The **GDALDataset::GetGeoTransform()** (p. ??) method is used to get fetch the affine transformation used to relate pixel/line locations on the image to georeferenced locations in the current coordinate system. In the most common case (image is not rotated or sheared) you can just report the origin (upper left corner) and pixel size from these values. The method returns 0 on success or an error class if it fails, so we only use the return result (placed into the Geotransform array) on success.

```
Dim Geotransform(6) As Double

If ds.GetGeoTransform( Geotransform ) = 0 Then
    If Geotransform(2) = 0 and Geotransform(4) = 0 Then
        Print "Origin: " & Geotransform(0) & ", " & Geotransform(3)
        Print "Pixel Size: " & Geotransform(1) & "x" & (-1 * Geotransform(5))
    End If
End If
```

The coordinate system can be fetched using the **GDALDataset::GetProjectionRef()** (p. ??) analog, GDALDataset.GetProjection(). The returned string is in OpenGIS Well Known Text format. A later example will show how to use an OGRSpatialReference object to reformat the WKT into more readable format and make other use of it.

```
Dim WKT As String

WKT = ds.GetProjection()
If Len(WKT) > 0 Then
    Print "Projection: " & WKT
End If
```

**GDALDataset** (p. ??) objects have one or more raster bands associated with them. **GDALRasterBand** (p. ??) objects can have metadata (accessed the same as on the **GDALDataset** (p. ??)) as well as an array of pixel values, and various specialized metadata items like data type, color interpretation, offset/scale. Here we report a few of the items.

First we loop over all the bands, fetching a band object for each band and report the band number, and block size.

```
For i = 1 To ds.BandCount
    Dim band As GDALRasterBand

    Set band = ds.GetRasterBand(i)
    Print "Band " & i & " BlockSize: " & band.BlockXSize & "x" & band.BlockYSize
```

The **GDALRasterBand** (p. ??) has a **DataType** property which has the value returned by the C++ method **GDALRasterBand::GetRasterDataType()** (p. ??). The returned value is an integer, but may be compared to the predefined constants **GDAL.GDT\_Byte**, **GDAL.GDT\_UInt16**, **GDAL.GDT\_Int16**, **GDAL.GDT\_UInt32**, **GDAL.GDT\_Int32**, **GDAL.GDT\_Float32**, **GDAL.GDT\_Float64**, **GDAL.GDT\_CInt16**, **GDAL.GDT\_CInt32**, **GDAL.GDT\_CFloat32** and **GDAL.GDT\_CFloat64**. In this case we use the **GDAL.GetDataTypeName()** method to convert the data type into a name we can show the user.

```
Print "      DataType=" & GDAL.GetDataTypeName(band.DataType) _
```

We also report the offset, scale, minimum and maximum for the band.

```
Print " Offset=" & band.GetOffset() & " Scale=" & band.GetScale() _
      & " Min=" & band.GetMinimum() & " Max=" & band.GetMaximum()
```

**GDALRasterBands** can also have **GDALColorTable** (p. ??) objects associated with them. They are read with the **GDALRasterBand::GetColorTable()** (p. ??) analog in VB6. Individual RGBA entries should be read into a 4 Integer array.

```
Dim ct As GDALColorTable
Set ct = band.GetColorTable()
If ct.IsValid() Then
    Dim CEntry(4) As Integer
    Print "      Has Color Table, " & ct.EntryCount & " entries"
    For iColor = 0 To ct.EntryCount - 1
        Call ct.GetColorEntryAsRGB(iColor, CEntry)
        Print "          " & iColor & ": " & CEntry(0) & ", " & CEntry(1) & ", " & CEntry(2) & ", " & CEntry(3)
    Next iColor
End If
```

But of course, the most important contents of a GDAL file is the raster pixel values themselves. The C++ **GDALRasterBand::RasterIO()** (p. ??) method is provided in a somewhat simplified form. A predimensioned 1D or 2D array of type **Byte**, **Int**, **Long**, **Float** or **Double** is passed to the **RasterIO()** method along with the band and window to be read. Internally the "buffer size" and datatype is extracted from the dimensions of the passed in buffer.

This example dimensions the `RawData` array to be the size of one scanline of data (`XSize x 1`) and reads the first whole scanline of data from the file, but only prints out the second and tenth values (since the buffer indexes are zero based).

```
Dim err As Long
Dim RawData() As Double
ReDim RawData(ds.XSize) As Double

err = band.RasterIO(GDAL.GF_Read, 0, 0, ds.XSize, 1, RawData)
if err = 0 Then
    Print "    Data: " & RawData(1) & " " & RawData(9)
End If
```

Finally, when done accessing a **GDALDataset** (p. ??) we can explicitly close it using the `CloseDS()` method, or just let it fall out of scope in which case it will be closed automatically.

```
Call ds.CloseDS()
```

## 17.4 Tutorial - Creating Files

Next we address creating a new file from an existing file. To create a new file, you have to select a **GDALDriver** (p. ??) to do the creating. The **GDALDriver** (p. ??) is essentially an object representing a file format. We fetch it with the `GetDriverByName()` call from the GDAL module using the driver name.

```
Dim Drv As GDALDriver

Call GDAL.AllRegister
Drv = GDALCore.GetDriverByName( "GTiff" )
If Not Drv.IsValid() Then
    Call MsgBox( "GTiff driver not found " )
    Exit Sub
End If
```

You could get a list of registered drivers, and identify which support creation something like this:

```
drvCount = GDAL.GetDriverCount
For drvIndex = 0 To drvCount - 1
    Set Drv = GDAL.GetDriver(drvIndex)
    If Drv.GetMetadataItem(GDAL.DCAP_CREATE, "") = "YES" _
        Or Drv.GetMetadataItem(GDAL.DCAP_CREATECOPY, "") = "YES" Then
        xMsg = " (Read/Write) "
    Else
        xMsg = " (ReadOnly) "
    End If

    Print Drv.GetShortName() & ": " & Drv.GetMetadataItem(GDAL.DMD_LONGNAME,
        "") & xMsg
Next drvIndex
```

Once we have the driver object, the simplest way of creating a new file is to use `CreateCopy()`. This tries to create a copy of the input file in the new format. A complete segment (without any error checking) would look like the following. The `CreateCopy()` method corresponds to the C++ method **GDALDriver::CreateCopy()** (p. ??). The VB6 implementation does not support the use of progress callbacks.

```
Dim Drv As GDALDriver
Dim SrcDS As GDALDataset, DstDS As GDALDataset

Call GDAL.AllRegister
Set Drv = GDALCore.GetDriverByName( "GTiff" )

Set SrcDS = GDAL.Open( "in.tif", GDAL.GA_ReadOnly )
Set DstDS = Drv.CreateCopy( "out.tif", SrcDS, True, Nothing )
```

This is nice and simple, but sometimes we need to create a file with more detailed control. So, next we show how to create a file and then copy pieces of data to it "manually". The **GDALDriver::Create()** (p. ??) analog is `Create()`.

```
Set DstDS = Drv.Create("out.tif", SrcDS.XSize, SrcDS.YSize, _
    SrcDS.BandCount, GDAL.GDT_Byte, Nothing)
```

In some cases we may want to provide some creation options, which is demonstrated here. Creation options (like metadata set through the `SetMetadata()` method) are arrays of Strings.

```
Dim CreateOptions(1) As String

CreateOptions(1) = "PHOTOMETRIC=MINISWHITE"
Set DstDS = Drv.Create("out.tif", SrcDS.XSize, SrcDS.YSize, _
    SrcDS.BandCount, GDAL.GDT_Byte, CreateOptions)
```

When copying the `GeoTransform`, we take care to check that reading the `geotransform` actually worked. Most methods which return `CPLerr` in C++ also return it in VB6. A return value of 0 will indicate success, and non-zero is failure.

```
Dim err As Long
Dim gt(6) As Double

err = SrcDS.GetGeoTransform(gt)
If err = 0 Then
    Call DstDS.SetGeoTransform(gt)
End If
```

Copy the projection. Even if `GetProjection()` fails we get an empty string which is safe enough to set on the target. Similarly for metadata.

```
Call DstDS.SetProjection(SrcDS.GetProjection())
Call DstDS.SetMetadata(SrcDS.GetMetadata(""), "")
```

Next we loop, processing bands, and copy some common data items.

```

For iBand = 1 To SrcDS.BandCount
    Dim SrcBand As GDALRasterBand, DstBand As GDALRasterBand

    Set SrcBand = SrcDS.GetRasterBand(iBand)
    Set DstBand = DstDS.GetRasterBand(iBand)

    Call DstBand.SetMetadata(SrcBand.GetMetadata(""), "")
    Call DstBand.SetOffset(SrcBand.GetOffset())
    Call DstBand.SetScale(SrcBand.GetScale())

    Dim NoDataValue As Double, Success As Long

    NoDataValue = SrcBand.GetNoDataValue(Success)
    If Success <> 0 Then
        Call DstBand.SetNoDataValue(NoDataValue)
    End If

```

Then, if one is available, we copy the palette.

```

Dim ct As GDALColorTable
Set ct = SrcBand.GetColorTable()
If ct.IsValid() Then
    err = DstBand.SetColorTable(ct)
End If

```

Finally, the meat and potatoes. We copy the image data. We do this one scanline at a time so that we can support very large images without require large amounts of RAM. Here we use a Double buffer for the scanline, but if we knew in advance the type of the image, we could dimension a buffer of the appropriate type. The RasterIO() method internally knows how to convert pixel data types, so using Double ensures all data types (except for complex) are properly preserved, though at the cost of some extra data conversion internally.

```

Dim Scanline() As Double, iLine As Long
ReDim Scanline(SrcDS.XSize) As Double

' Copy band raster data.
For iLine = 0 To SrcDS.YSize - 1
    Call SrcBand.RasterIO(GDAL.GF_Read, 0, iLine, SrcDS.XSize, 1, _
        Scanline)
    Call DstBand.RasterIO(GDAL.GF_Write, 0, iLine, SrcDS.XSize, 1, _
        Scanline)
Next iLine

```

## 17.5 Tutorial - Coordinate Systems and Reprojection

The GDAL VB6 bindings also include limited support for use of the OGRSpatialReference and OGRCoordinateTransformation classes. The OGRSpatialReference represents a coordinate system and can be used to parse, manipulate and form WKT strings, such as those returned by the GDALDataset.GetProjection() method. The OGRCoordinateTransformation class provides a way of reprojecting between two coordinate systems.

The following example shows how to report the corners of an image in georeferenced and geographic (lat/long) coordinates. First, we open the file, and read the geotransform.

```
Dim ds As GDALDataset

Call GDALCore.GDALAllRegister
Set ds = GDAL.OpenDS(FileDlg.FileName, GDAL.GA_ReadOnly)

If ds.IsValid() Then
    Dim Geotransform(6) As Double

    Call ds.GetGeoTransform(Geotransform)
```

Next, we fetch the coordinate system, and if it is non-empty we try to instantiate an OGRSpatialReference from it.

```
' report projection in pretty format.
Dim WKT As String
Dim srs As New OGRSpatialReference
Dim latlong_srs As OGRSpatialReference
Dim ct As New OGRCoordinateTransformation

WKT = ds.GetProjection()
If Len(WKT) > 0 Then
    Print "Projection: "
    Call srs.SetFromUserInput(WKT)
```

If the coordinate system is projected it will have a PROJECTION node. In that case we build a new coordinate system which is the corresponding geographic coordinate system. So for instance if the "srs" was UTM 11 WGS84 then it's corresponding geographic coordinate system would just be WGS84. Once we have these two coordinate systems, we build a transformer to convert between them.

```
If srs.GetAttrValue("PROJECTION", 0) <> "" Then
    Set latlong_srs = srs.CloneGeogCS()
    Set ct = GDAL.CreateCoordinateTransformation(srs, latlong_srs)
End If
End If
```

Next we call a helper function to report each corner, and the center. We pass in the name of the corner, the pixel/line location at the corner, and the geotransform and transformer object.

```
Call ReportCorner("Top Left", 0, 0, _
    Geotransform, ct)
Call ReportCorner("Top Right", ds.XSize, 0, _
    Geotransform, ct)
Call ReportCorner("Bottom Left", 0, ds.YSize, _
    Geotransform, ct)
Call ReportCorner("Bottom Right", ds.XSize, ds.YSize, _
    Geotransform, ct)
Call ReportCorner("Center", ds.XSize / 2#, ds.YSize / 2#, _
    Geotransform, ct)
```

The ReportCorner subroutine starts by computing the corresponding georeferenced x and y location using the pixel/line coordinates and the geotransform.

```
Private Sub ReportCorner(CornerName As String, pixel As Double, line As Double, _  
                        gt() As Double, ct As OGRCoordinateTransformation)  
  
    Dim geox As Double, geoy As Double  
  
    geox = gt(0) + pixel * gt(1) + line * gt(2)  
    geoy = gt(3) + pixel * gt(4) + line * gt(5)
```

Next, if we have a transformer, we use it to compute a corresponding latitude and longitude.

```
Dim longitude As Double, latitude As Double, Z As Double  
Dim latlong_valid As Boolean  
  
latlong_valid = False  
  
If ct.IsValid() Then  
    Z = 0  
    longitude = geox  
    latitude = geoy  
    latlong_valid = ct.TransformOne(longitude, latitude, Z)  
End If
```

Then we report the corner location in georeferenced, and if we have it geographic coordinates.

```
If latlong_valid Then  
    Print CornerName & geox & "," & geoy & "      " & longitude & "," & latitude  
Else  
    Print CornerName & geox & "," & geoy  
End If  
End Sub
```





## Chapter 18

# GDAL Warp API Tutorial

### 18.1 Overview

The GDAL Warp API (declared in **gdalwarper.h** (p. ??)) provides services for high performance image warping using application provided geometric transformation functions (**GDALTransformerFunc**), a variety of resampling kernels, and various masking options. Files much larger than can be held in memory can be warped.

This tutorial demonstrates how to implement an application using the Warp API. It assumes implementation in C++ as C and Python bindings are incomplete for the Warp API. It also assumes familiarity with the `GDAL Data Model`, and the general GDAL API.

Applications normally perform a warp by initializing a **GDALWarpOptions** (p. ??) structure with the options to be utilized, instantiating a **GDALWarpOperation** (p. ??) based on these options, and then invoking the **GDALWarpOperation::ChunkAndWarpImage()** (p. ??) method to perform the warp options internally using the **GDALWarpKernel** (p. ??) class.

### 18.2 A Simple Reprojection Case

First we will construct a relatively simple example for reprojecting an image, assuming an appropriate output file already exists, and with minimal error checking.

```
#include "gdalwarper.h"

int main()
{
    GDALDatasetH hSrcDS, hDstDS;

    // Open input and output files.

    GDALAllRegister();

    hSrcDS = GDALOpen( "in.tif", GA_ReadOnly );
```

```

hDstDS = GDALOpen( "out.tif", GA_Update );

// Setup warp options.

GDALWarpOptions *psWarpOptions = GDALCreateWarpOptions();

psWarpOptions->hSrcDS = hSrcDS;
psWarpOptions->hDstDS = hDstDS;

psWarpOptions->nBandCount = 1;
psWarpOptions->panSrcBands =
    (int *) CPLMalloc(sizeof(int) * psWarpOptions->nBandCount );
psWarpOptions->panSrcBands[0] = 1;
psWarpOptions->panDstBands =
    (int *) CPLMalloc(sizeof(int) * psWarpOptions->nBandCount );
psWarpOptions->panDstBands[0] = 1;

psWarpOptions->pfnProgress = GDALTermProgress;

// Establish reprojection transformer.

psWarpOptions->pTransformerArg =
    GDALCreateGenImgProjTransformer( hSrcDS,
                                     GDALGetProjectionRef(hSrcDS),
                                     hDstDS,
                                     GDALGetProjectionRef(hDstDS),
                                     FALSE, 0.0, 1 );
psWarpOptions->pfnTransformer = GDALGenImgProjTransform;

// Initialize and execute the warp operation.

GDALWarpOperation oOperation;

oOperation.Initialize( psWarpOptions );
oOperation.ChunkAndWarpImage( 0, 0,
                             GDALGetRasterXSize( hDstDS ),
                             GDALGetRasterYSize( hDstDS ) );

GDALDestroyGenImgProjTransformer( psWarpOptions->pTransformerArg );
GDALDestroyWarpOptions( psWarpOptions );

GDALClose( hDstDS );
GDALClose( hSrcDS );

return 0;
}

```

This example opens the existing input and output files (in.tif and out.tif). A **GDALWarpOptions** (p. ??) structure is allocated (GDALCreateWarpOptions() sets lots of sensible defaults for stuff, always use it for defaulting things), and the input and output file handles, and band lists are set. The panSrcBands and panDstBands lists are dynamically allocated here and will be free automatically by GDALDestroyWarpOptions(). The simple terminal output progress monitor (GDALTermProgress) is installed for reporting completion progress to the user.

**GDALCreateGenImgProjTransformer()** (p. ??) is used to initialize the reprojection transformation between the source and destination images. We assume that they already have reasonable bounds and coordinate systems set. Use of GCPs is disabled.

Once the options structure is ready, a **GDALWarpOperation** (p. ??) is instantiated using them, and the warp actually performed with **GDALWarpOperation::ChunkAndWarpImage()** (p. ??). Then the transformer, warp options and datasets are cleaned up.

Normally error check would be needed after opening files, setting up the reprojection transformer (returns NULL on failure), and initializing the warp.

## 18.3 Other Warping Options

The **GDALWarpOptions** (p. ??) structures contains a number of items that can be set to control warping behavior. A few of particular interest are:

1. **GDALWarpOptions::dfWarpMemoryLimit** (p. ??) - Set the maximum amount of memory to be used by the **GDALWarpOperation** (p. ??) when selecting a size of image chunk to operate on. The value is in bytes, and the default is likely to be conservative (small). Increasing the chunk size can help substantially in some situations but care should be taken to ensure that this size, plus the GDAL cache size plus the working set of GDAL, your application and the operating system are less than the size of RAM or else excessive swapping is likely to interfere with performance. On a system with 256MB of RAM, a value of at least 64MB (roughly 64000000 bytes) is reasonable. Note that this value does **not** include the memory used by GDAL for low level block caching.
2. **GDALWarpOptions::eResampleAlg** - One of GRA\_NearestNeighbour (the default, and fastest), GRA\_Bilinear (2x2 bilinear resampling) or GRA\_Cubic. The GRA\_NearestNeighbour type should generally be used for thematic or colormapped images. The other resampling types may give better results for thematic images, especially when substantially changing resolution.
3. **GDALWarpOptions::padfSrcNoDataReal** (p. ??) - This array (one entry per band being processed) may be setup with a "nodata" value for each band if you wish to avoid having pixels of some background value copied to the destination image.
4. **GDALWarpOptions::papszWarpOptions** (p. ??) - This is a string list of NAME=VALUE options passed to the warper. See the **GDALWarpOptions::papszWarpOptions** (p. ??) docs for all options. Supported values include:
  - **INIT\_DEST=[value] or INIT\_DEST=NO\_DATA**: This option forces the destination image to be initialized to the indicated value (for all bands) or indicates that it should be initialized to the NO\_DATA value in padfDstNoDataReal/padfDstNoDataImag. If this value isn't set the destination image will be read and the source warp overlayed on it.
  - **WRITE\_FLUSH=YES/NO**: This option forces a flush to disk of data after each chunk is processed. In some cases this helps ensure a serial writing of the output data otherwise a block of data may be written to disk each time a block of data is read for the input buffer resulting in a lot of extra seeking around the disk, and reduced IO throughput. The default at this time is NO.

## 18.4 Creating the Output File

In the previous case an appropriate output file was already assumed to exist. Now we will go through a case where a new file with appropriate bounds in a new coordinate system is created. This operation doesn't relate specifically to the warp API. It is just using the transformation API.

```
#include "gdalwarper.h"
#include "ogr_spatialref.h"

...

GDALDriverH hDriver;
GDALDataType eDT;
GDALDatasetH hDstDS;
GDALDatasetH hSrcDS;

// Open the source file.

hSrcDS = GDALOpen( "in.tif", GA_ReadOnly );
CPLAssert( hSrcDS != NULL );

// Create output with same datatype as first input band.

eDT = GDALGetRasterDataType( GDALGetRasterBand( hSrcDS, 1 ) );

// Get output driver (GeoTIFF format)

hDriver = GDALGetDriverByName( "GTiff" );
CPLAssert( hDriver != NULL );

// Get Source coordinate system.

const char *pszSrcWKT, *pszDstWKT = NULL;

pszSrcWKT = GDALGetProjectionRef( hSrcDS );
CPLAssert( pszSrcWKT != NULL && strlen( pszSrcWKT ) > 0 );

// Setup output coordinate system that is UTM 11 WGS84.

OGRSpatialReference oSRS;

oSRS.SetUTM( 11, TRUE );
oSRS.SetWellKnownGeogCS( "WGS84" );

oSRS.exportToWkt( &pszDstWKT );

// Create a transformer that maps from source pixel/line coordinates
// to destination georeferenced coordinates (not destination
// pixel line). We do that by omitting the destination dataset
// handle (setting it to NULL).

void *hTransformArg;

hTransformArg =
    GDALCreateGenImgProjTransformer( hSrcDS, pszSrcWKT, NULL, pszDstWKT,
                                     FALSE, 0, 1 );
CPLAssert( hTransformArg != NULL );

// Get approximate output georeferenced bounds and resolution for file.
```

```

double adfDstGeoTransform[6];
int nPixels=0, nLines=0;
CPLErr eErr;

eErr = GDALSuggestedWarpOutput( hSrcDS,
                                GDALGenImgProjTransform, hTransformArg,
                                adfDstGeoTransform, &nPixels, &nLines );
CPLAssert( eErr == CE_None );

GDALDestroyGenImgProjTransformer( hTransformArg );

// Create the output file.

hDstDS = GDALCreate( hDriver, "out.tif", nPixels, nLines,
                    GDALGetRasterCount(hSrcDS), eDT, NULL );

CPLAssert( hDstDS != NULL );

// Write out the projection definition.

GDALSetProjection( hDstDS, pszDstWKT );
GDALSetGeoTransform( hDstDS, adfDstGeoTransform );

// Copy the color table, if required.

GDALColorTableH hCT;

hCT = GDALGetRasterColorTable( GDALGetRasterBand(hSrcDS,1) );
if( hCT != NULL )
    GDALSetRasterColorTable( GDALGetRasterBand(hDstDS,1), hCT );

... proceed with warp as before ...

```

Some notes on this logic:

- We need to create the transformer to output coordinates such that the output of the transformer is georeferenced, not pixel line coordinates since we use the transformer to map pixels around the source image into destination georeferenced coordinates.
- The **GDALSuggestedWarpOutput()** (p. ??) function will return an adfDstGeoTransform, nPixels and nLines that describes an output image size and georeferenced extents that should hold all pixels from the source image. The resolution is intended to be comparable to the source, but the output pixels are always square regardless of the shape of input pixels.
- The warper requires an output file in a format that can be "randomly" written to. This generally limits things to uncompressed formats that have an implementation of the Create() method (as opposed to CreateCopy()). To warp to compressed formats, or CreateCopy() style formats it is necessary to produce a full temporary copy of the image in a better behaved format, and then CreateCopy() it to the desired final format.
- The Warp API copies only pixels. All colormaps, georeferencing and other meta-data must be copied to the destination by the application.

## 18.5 Performance Optimization

There are a number of things that can be done to optimize the performance of the warp API.

1. Increase the amount of memory available for the Warp API chunking so that larger chunks can be operated on at a time. This is the **GDALWarpOptions::dfWarpMemoryLimit** (p. ??) parameter. In theory the larger the chunk size operated on the more efficient the I/O strategy, and the more efficient the approximated transformation will be. However, the sum of the warp memory and the GDAL cache should be less than RAM size, likely around 2/3 of RAM size.
2. Increase the amount of memory for GDAL caching. This is especially important when working with very large input and output images that are scanline oriented. If all the input or output scanlines have to be re-read for each chunk they intersect performance may degrade greatly. Use **GDALSetCacheMax()** (p. ??) to control the amount of memory available for caching within GDAL.
3. Use an approximated transformation instead of exact reprojection for each pixel to be transformed. This code illustrates how an approximated transformation could be created based on a reprojection transformation, but with a given error threshold (dfErrorThreshold in output pixels).

```
hTransformArg =
    GDALCreateApproxTransformer( GDALGenImgProjTransform,
                                hGenImgProjArg, dfErrorThreshold );
pfnTransformer = GDALApproxTransform;
```

4. When writing to a blank output file, use the INIT\_DEST option in the **GDALWarpOptions::papszWarpOptions** (p. ??) to cause the output chunks to be initialized to a fixed value, instead of being read from the output. This can substantially reduce unnecessary IO work.
5. Use tiled input and output formats. Tiled formats allow a given chunk of source and destination imagery to be accessed without having to touch a great deal of extra image data. Large scanline oriented files can result in a great deal of wasted extra IO.
6. Process all bands in one call. This ensures the transformation calculations don't have to be performed for each band.
7. Use the **GDALWarpOperation::ChunkAndWarpMulti()** (p. ??) method instead of **GDALWarpOperation::ChunkAndWarpImage()** (p. ??). It uses a separate thread for the IO and the actual image warp operation allowing more effective use of CPU and IO bandwidth. For this to work GDAL needs to have been built with multi-threading support (default on Win32, --with-pthreads on Unix).
8. The resampling kernels vary in work required from nearest neighbour being least, then bilinear then cubic. Don't use a more complex resampling kernel than needed.
9. Avoid use of esoteric masking options so that special simplified logic case be used for common special cases. For instance, nearest neighbour resampling with no masking on 8bit data is highly optimized compared to the general case.

## 18.6 Other Masking Options

The **GDALWarpOptions** (p. ??) include a bunch of esoteric masking capabilities, for validity masks, and density masks on input and output. Some of these are not yet implemented and others are implemented but poorly tested. Other than per-band validity masks it is advised that these features be used with caution at this time.





## Chapter 19

# GDAL for Windows CE

**Overview** (p. ??)

**Features** (p. ??)

**Supported Platforms** (p. ??)

**Content of 'wince' directory** (p. ??)

**Building GDAL for Windows CE using Microsoft Visual C++ 2005** (p. ??)

**Enable PROJ.4 support** (p. ??)

wince\_building\_geos

**How can I help?** (p. ??)

### Warning

\*\*\* Currently, GDAL port for Windows CE platform is not actively maintained. If you are interested in providing patches or taking over this project, please write to [gdal-dev@lists.maptools.org](mailto:gdal-dev@lists.maptools.org) mailing list. \*\*\*

## 19.1 Overview

This document is devoted to give some overview of the GDAL port for Windows CE operating system.

## 19.2 Features

Currently, from version 1.4.0, GDAL includes following features for Windows CE platform:

- CPL library
- GDAL and OGR core API

- GDAL drivers:
  - AAIGrid
  - DTED
  - GeoTIFF
- OGR drivers:
  - Generic
  - CSV
  - MITAB
  - ESRI Shapefile
- Unit Test suite (gdalautotest/cpp)
- Optional PROJ.4 support
- Optional GEOS support

## 19.3 Supported Platforms

GDAL for Windows CE has been tested on following versions of Windows CE:

- Windows CE 3.x
  - Pocket PC 2002
- Windows CE 4.x
  - Windows Mobile 2003
- Windows CE 5.x
  - Windows Mobile 5
  - customized versions of Windows CE 5.0

Supported compilers for Windows CE operating system:

- Microsoft Visual C++ 2005 Standard, Professional or Team Suite Edition
- Microsoft eMbedded Visual C++ 4.0

### **Note**

Currently, no project files provided for eVC++ 4.0 IDE

## 19.4 Content of 'wince' directory

### Note

Due to problems with removing directories from CVS and missed synchronization of RC branch, the 'wince' directory includes a few deprecated project files (see below).

Please **DON'T USE** them, unless you want to fix them yourself.

Active content:

- **msvc80** - project for Visual C++ 2005 to build GDAL DLL for Windows CE
- README - the file you're currently reading
- TODO - planned and requested features

### Deprecated

Following directories and projects are deprecated. **DON'T USE THEM!**

- evc4\_gdalce\_dll
- evc4\_gdalce\_dll\_test
- evc4\_gdalce\_lib
- evc4\_gdalce\_lib\_test
- msvc8\_gdalce\_lib
- msvc8\_gdalce\_lib\_test
- wce\_test\_dll
- wce\_test\_lib
- wcelibcex

## 19.5 Building GDAL for Windows CE using Microsoft Visual C++ 2005

### 1. Requirements

- You need to have installed Visual C++ 2005 Standard, Professional or Team Suite Edition.
- You also need to have installed at least one SDK for Windows CE platform:
  - Windows Mobile 2003 Pocket PC SDK
  - Windows Mobile 2003 SmartphoneSDK
  - Windows Mobile 5.0 Pocket PC SDK

- Windows Mobile 5.0 Smartphone SDK
- Last requirement is the Run-time Type Information library for the Pocket PC 2003 SDK.

## 2. External dependencies

There is only one external dependency required to build GDAL for Windows CE. This dependency is WCELIBCEX library available to download from:

<http://sourceforge.net/projects/wcelibcex>

You can download latest release - `wcelibcex-1.0` - or checkout sources directly from SVN. In both cases, you will be provided with project file for Visual C++ 2005.

### Note

WCELIBCEX is built to Static Library. For details, check README.txt file from the package.

## 3. Download GDAL 1.4.0 release or directly from CVS

Go to <http://www.gdal.org/download.html> and download ZIP package with GDAL 1.4.0. You can also checkout sources directly from SVN.

For this guidelines, I assume following directories structure:

```
C:\dev\gdal-1.4.0
C:\dev\wcelibcex-1.0
```

## 4. Projects configuration

### (a) Open `gdalce_dll.sln` project in Visual C++ 2005 IDE

According to the paths presented in step 3, you should load following file:

```
C:\dev\gdal-1.4.0\wince\msvc80\gdalce_dll\gdalce_dll.sln
```

### (b) Add WCELIBCEX project to `gdalce_dll.sln` solution

Go to File -> Add -> Existing Project, navigage and open following file:

```
C:\dev\wcelibcex-1.0\msvc80\wcelibcex_lib.vcproj
```

### (c) Configure path to WCELIBCEX source:

- Go to View -> Property Manager to open property manager window
- Expand tree below `gdalce_dll` -> Debug -> `gdalce_common`
- Right-click on `gdalce_common` and select Properties
- In Property Pages dialog, under Common Properties, go to User Macros
- In macros list, double-click on macro named as `WCELIBCEX_DIR`
- According paths assumed in step 3, change the macro value to:  
`C:\dev\wcelibcex-1.0\src`
- Click OK to apply changes and close the dialog

### (d) Configure `wcelibcex_lib.vcproj` as a dependency for `gdalce_dll.vcproj`

- Select `gdalce_dll` project in Solution Explorer
- Go to Project -> Project Dependencies

- In the 'Depends on:' pane, select checkbox next to wcelibcex\_lib
- Click OK to apply and close

#### 5. Ready to build GDAL for Windows CE

Go to Build and select Build Solution

After a few minutes, you should see GDAL DLL ready to use. For example, when Pocket PC 2003 SDK is used and Debug configuration requested, all output files are located under this path:

```
C:\dev\gdal-1.4.0\wince\msvc80\gdalce_dll\Pocket PC 2003 (ARMV4)\Debug
```

There, you will find following binaries:

- **gdalce.dll** - dynamic-link library
- **gdalce\_i.lib** - import library

### 19.5.1 Enable PROJ.4 support

PROJ.4 support is optional.

In the CVS repository of PROJ.4, there are available project files for Visual C++ 2005 for Windows CE.

It is recommended to read *README.txt* file from *wince\msvc80* directory in PROJ.4 sources tree. There, you will find instructions how to build PROJ.4 without attaching its project to *gdalce\_dll.sln*. Then you can just add *proj.dll* and *proj\_i.lib* to linker settings of *gdalce\_dll.vcproj* project.

Below, you can find instructions how to add *projce\_dll.vcproj* project directly to *gdalce\_dll.sln* and build everything together.

1. Go to <http://proj.maptools.org> and learn how to checkout PROJ.4 source from the CVS
2. Checkout sources to preferred location, for example:

```
C:\dev\proj
```

3. Add *projce\_dll.vcproj* project to *gdalce\_dll.sln* solution

Go to File -> Add -> Existing Project, navigate and open following file:

```
C:\dev\proj\wince\msvc80\projce_dll\projce_dll.vcproj
```

4. Open Property Manager as described [here](#), open Property Page for *gdalce\_common*, and edit macro named as *PROJ\_DIR*.  
Change value of the *PROJ\_DIR* macro to:

```
C:\dev\proj
```

Don't close the Property Manager yet.

5. Configure path to WCELIBCEX source:

- Go to View -> Property Manager to open property manager window
- Expand tree below projce\_dll -> Debug -> projce\_common
- Right-click on projce\_common and select Properties
- In Property Pages dialog, under Common Properties, go to User Macros
- In macros list, double-click on macro named as WCELIBCEX\_DIR
- According paths assumed in step 3, change the macro value to:

```
C:\dev\wcelibcex-1.0\src
```

- Click OK to apply changes and close the dialog

6. Follow instructions explained [here](#) and add projce\_dll.vcproj as a dependency for gdalce\_dll.vcproj

7. Update proj\_config.h file:

Go to `C:\dev\proj\src` and rename `proj_config.h.wince` to `proj_config.h`.

8. Ready to build GDAL for Windows CE

Go to Build and select Build Solution

Similarly to explanation above in step 5 for GDAL, binaries for PROJ.4 for Windows CE can be found here:

```
C:\dev\proj\wince\msvc80\projce_dll\Pocket PC 2003 (ARMV4)\Debug
```

There, you can find following binaries:

- **proj.dll** - dynamic-link library
- **proj\_i.lib** - import library

**Note**

PROJ.4 binaries for Windows CE do not include 'ce' in names. This is due the fact GDAL uses fixed proj.dll name to find and link dynamically with PROJ.4 DLL.

9. After all, put proj.dll to the same directory on device where you copied gdalce.dll and your application which uses GDAL.

## 19.6 How can I help?

I'd like to encourage everyone interested in using GDAL on Windows CE devices to help in its development. Here is a list of what you can do as a contribution to the project:

- You can build GDAL for Windows CE and report problems if you will meet any
- You can try to build new OGR drivers

- You can test GDAL/OGR on different Windows CE devices
- You can write sample applications using GDAL/OGR and announce them on the GDAL mailing list
- If you have found a bug or something is not working on the Windows CE, please report it on the GDAL's Bugzilla

There is also *wince\TODO* file where you can find list of things we are going to do.

If you have any comments or questions, please sent them to [gdal-dev@lists.maptools.org](mailto:gdal-dev@lists.maptools.org) mailing list.





## Chapter 20

# GDAL Utilities

The following utility programs are distributed with GDAL.

- **gdalinfo** (p. ??) - report information about a file.
- **gdal\_translate** (p. ??) - Copy a raster file, with control of output format.
- **gdaladdo** (p. ??) - Add overviews to a file.
- **gdalwarp** (p. ??) - Warp an image into a new coordinate system.
- **gdaltindex** (p. ??) - Build a MapServer raster tileindex.
- **gdalbuildvrt** (p. ??) - Build a VRT from a list of datasets.
- **gdal\_contour** (p. ??) - Contours from DEM.
- **gdaldem** (p. ??) - Tools to analyze and visualize DEMs.
- **rgb2pct.py** (p. ??) - Convert a 24bit RGB image to 8bit paletted.
- **pct2rgb.py** (p. ??) - Convert an 8bit paletted image to 24bit RGB.
- **gdal\_merge.py** (p. ??) - Build a quick mosaic from a set of images.
- **gdal2tiles.py** (p. ??) - Create a TMS tile structure, KML and simple web viewer.
- **gdal\_rasterize** (p. ??) - Rasterize vectors into raster file.
- **gdaltransform** (p. ??) - Transform coordinates.
- **nearblack** (p. ??) - Convert nearly black/white borders to exact value.
- **gdal\_retile.py** (p. ??) - Retiles a set of tiles and/or build tiled pyramid levels.
- **gdal\_grid** (p. ??) - Create raster from the scattered data.
- **gdal\_proximity.py** (p. ??) - Compute a raster proximity map.
- **gdal\_polygonize.py** (p. ??) - Generate polygons from raster.

- **gdal\_sieve.py** (p. ??) - Raster Sieve filter.
- **gdal\_fillnodata.py** (p. ??) - Interpolate in nodata regions.
- **gdal-config** (p. ??) - Get options required to build software using GDAL.

## 20.1 Creating New Files

Access an existing file to read it is generally quite simple. Just indicate the name of the file or dataset on the commandline. However, creating a file is more complicated. It may be necessary to indicate the the format to create, various creation options affecting how it will be created and perhaps a coordinate system to be assigned. Many of these options are handled similarly by different GDAL utilities, and are introduced here.

**-of format** Select the format to create the new file as. The formats are assigned short names such as GTiff (for GeoTIFF) or HFA (for Erdas Imagine). The list of all format codes can be listed with the **--formats** switch. Only formats list as "(rw)" (read-write) can be written.

Many utilities default to creating GeoTIFF files if a format is not specified. File extensions are not used to guess output format, nor are extensions generally added by GDAL if not indicated in the filename by the user.

**-co NAME=VALUE** Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the **--format <format>** commandline option but the web page for the format is the definitive source of information on driver creation options.

**-a\_srs SRS** Several utilities, (gdal\_translate and gdalwarp) include the ability to specify coordinate systems with commandline options like **-a\_srs** (assign SRS to output), **-s\_srs** (source SRS) and **-t\_srs** (target SRS).

These utilities allow the coordinate system (SRS = spatial reference system) to be assigned in a variety of formats.

- **NAD27/NAD83/WGS84/WGS72**: These common geographic (lat/long) coordinate systems can be used directly by these names.
- **EPSG:n**: Coordinate systems (projected or geographic) can be selected based on their EPSG codes, for instance EPSG:27700 is the British National Grid. A list of EPSG coordinate systems can be found in the GDAL data files gcs.csv and pcs.csv.
- **PROJ.4 Definitions**: A PROJ.4 definition string can be used as a coordinate system. For instance "+proj=utm +zone=11 +datum=WGS84". Take care to keep the proj.4 string together as a single argument to the command (usually by double quoting).

- *OpenGIS Well Known Text*: The Open GIS Consortium has defined a textual format for describing coordinate systems as part of the Simple Features specifications. This format is the internal working format for coordinate systems used in GDAL. The name of a file containing a WKT coordinate system definition may be used as a coordinate system argument, or the entire coordinate system itself may be used as a commandline option (though escaping all the quotes in WKT is quite challenging).
- *ESRI Well Known Text*: ESRI uses a slight variation on OGC WKT format in their ArcGIS product (ArcGIS .prj files), and these may be used in a similar manner to WKT files, but the filename should be prefixed with **ESRI::**. For example **"ESRI::NAD 1927 StatePlane Wyoming West FIPS 4904.prj"**.
- *Spatial References from URLs*: For example `http://spatialreference.org/ref/user/north-pac`
- *filename*: The name of a file containing WKT, PROJ.4 strings, or XML/GML coordinate system definitions can be provided.

## 20.2 General Command Line Switches

All GDAL command line utility programs support the following "general" options.

**--version** Report the version of GDAL and exit.

**--formats** List all raster formats supported by this GDAL build (read-only and read-write) and exit. The format support is indicated as follows: 'ro' is read-only driver; 'rw' is read or write (ie. supports CreateCopy); 'rw+' is read, write and update (ie. supports Create). A 'v' is appended for formats supporting virtual IO (/vsimem, /vsizip, etc).

**--format *format*** List detailed information about a single format driver. The *format* should be the short name reported in the **--formats** list, such as GTiff.

**--optfile *file*** Read the named file and substitute the contents into the commandline options list. Lines beginning with # will be ignored. Multi-word arguments may be kept together with double quotes.

**--config *key value*** Sets the named configuration keyword to the given value, as opposed to setting them as environment variables. Some common configuration keywords are GDAL\_CACHEMAX (memory used internally for caching in megabytes) and GDAL\_DATA (path of the GDAL "data" directory). Individual drivers may be influenced by other configuration options.

**--debug *value*** Control what debugging messages are emitted. A value of *ON* will enable all debug messages. A value of *OFF* will disable all debug messages. Another value will select only debug messages containing that string in the debug prefix code.

**--help-general** Gives a brief usage message for the generic GDAL commandline options and exit.



## Chapter 21

# gdalinfo

lists information about a raster dataset

### 21.1 SYNOPSIS

```
gdalinfo [--help-general] [-mm] [-stats] [-nogcp] [-nomd]  
          [-noct] [-checksum] [-mdd domain]* datasetname
```

### 21.2 DESCRIPTION

The gdalinfo program lists various information about a GDAL supported raster dataset.

- mm** Force computation of the actual min/max values for each band in the dataset.
- stats** Read and display image statistics. Force computation if no statistics are stored in an image.
- nogcp** Suppress ground control points list printing. It may be useful for datasets with huge amount of GCPs, such as L1B AVHRR or HDF4 MODIS which contain thousands of the ones.
- nomd** Suppress metadata printing. Some datasets may contain a lot of metadata strings.
- noct** Suppress printing of color table.
- checksum** Force computation of the checksum for each band in the dataset.
- mdd domain** Report metadata for the specified domain

The gdalinfo will report all of the following (if known):

- The format driver used to access the file.

- Raster size (in pixels and lines).
- The coordinate system for the file (in OGC WKT).
- The geotransform associated with the file (rotational coefficients are currently not reported).
- Corner coordinates in georeferenced, and if possible lat/long based on the full geotransform (but not GCPs).
- Ground control points.
- File wide (including subdatasets) metadata.
- Band data types.
- Band color interpretations.
- Band block size.
- Band descriptions.
- Band min/max values (internally known and possibly computed).
- Band checksum (if computation asked).
- Band NODATA value.
- Band overview resolutions available.
- Band unit type (i.e.. "meters" or "feet" for elevation bands).
- Band pseudo-color tables.

## 21.3 EXAMPLE

```
gdalinfo ~/openev/utm.tif
Driver: GTiff/GeoTIFF
Size is 512, 512
Coordinate System is:
PROJCS["NAD27 / UTM zone 11N",
  GEOGCS["NAD27",
    DATUM["North_American_Datum_1927",
      SPHEROID["Clarke 1866",6378206.4,294.978698213901]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",-117],
  PARAMETER["scale_factor",0.9996],
  PARAMETER["false_easting",500000],
  PARAMETER["false_northing",0],
  UNIT["metre",1]]
Origin = (440720.000000,3751320.000000)
Pixel Size = (60.000000,-60.000000)
Corner Coordinates:
Upper Left  ( 440720.000, 3751320.000) (117d38'28.21"W, 33d54'8.47"N)
Lower Left  ( 440720.000, 3720600.000) (117d38'20.79"W, 33d37'31.04"N)
```

```
Upper Right ( 471440.000, 3751320.000) (117d18'32.07"W, 33d54'13.08"N)
Lower Right ( 471440.000, 3720600.000) (117d18'28.50"W, 33d37'35.61"N)
Center      ( 456080.000, 3735960.000) (117d28'27.39"W, 33d45'52.46"N)
Band 1 Block=512x16 Type=Byte, ColorInterp=Gray
```





## Chapter 22

# gdal\_translate

converts raster data between different formats

### 22.1 SYNOPSIS

```
gdal_translate [--help-general]
  [-ot {Byte/Int16/UInt16/UInt32/Int32/Float32/Float64/
        CInt16/CInt32/CFloat32/CFloat64}] [-strict]
  [-of format] [-b band] [-expand {gray|rgb|rgba}]
  [-outsize xsize[%] ysize[%]]
  [-unscale] [-scale [src_min src_max [dst_min dst_max]]]
  [-srcwin xoff yoff xsize ysize] [-projwin ulx uly lrx lry]
  [-a_srs srs_def] [-a_ullr ulx uly lrx lry] [-a_nodata value]
  [-gcp pixel line easting northing [elevation]]*
  [-mo "META-TAG=VALUE"]* [-q] [-sds]
  [-co "NAME=VALUE"]*
  src_dataset dst_dataset
```

### 22.2 DESCRIPTION

The `gdal_translate` utility can be used to convert raster data between different formats, potentially performing some operations like subsettings, resampling, and rescaling pixels in the process.

- ot: *type*** For the output bands to be of the indicated data type.
- strict:** Do not be forgiving of mismatches and lost data when translating to the output format.
- of *format*:** Select the output format. The default is GeoTIFF (GTiff). Use the short format name.
- b *band*:** Select an input band *band* for output. Bands are numbered from 1 Multiple **-b** switches may be used to select a set of input bands to write to the output file, or to reorder bands.

- expand *gray|rgb|rgba*:** (From GDAL 1.6.0) To expose a dataset with 1 band with a color table as a dataset with 3 (RGB) or 4 (RGBA) bands. Usefull for output drivers such as JPEG, JPEG2000, MrSID, ECW that don't support color indexed datasets. The 'gray' value (from GDAL 1.7.0) enables to expand a dataset with a color table that only contains gray levels to a gray indexed dataset.
- outsize *xsize[%] ysize[%]*:** Set the size of the output file. Outsize is in pixels and lines unless '%' is attached in which case it is as a fraction of the input image size.
- scale [*src\_min src\_max [dst\_min dst\_max]*]:** Rescale the input pixels values from the range *src\_min* to *src\_max* to the range *dst\_min* to *dst\_max*. If omitted the output range is 0 to 255. If omitted the input range is automatically computed from the source data.
- unscale:** Apply the scale/offset metadata for the bands to convert scaled values to unscaled values. It is also often necessary to reset the output datatype with the **-ot** switch.
- srcwin *xoff yoff xsize ysize*:** Selects a subwindow from the source image for copying based on pixel/line location.
- projwin *ulx uly lrx lry*:** Selects a subwindow from the source image for copying (like **-srcwin**) but with the corners given in georeferenced coordinates.
- a\_srs *srs\_def*:** Override the projection for the output file. The *srs\_def* may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT.
- a\_ullr *ulx uly lrx lry*:** Assign/override the georeferenced bounds of the output file. This assigns georeferenced bounds to the output file, ignoring what would have been derived from the source file.
- a\_nodata *value*:** Assign a specified nodata value to output bands.
- mo "META-TAG=VALUE":** Passes a metadata key and value to set on the output dataset if possible.
- co "NAME=VALUE":** Passes a creation option to the output format driver. Multiple **-co** options may be listed. See format specific documentation for legal creation options for each format.
- gcp *pixel line easting northing elevation*:** Add the indicated ground control point to the output dataset. This option may be provided multiple times to provide a set of GCPs.
- q:** Suppress progress monitor and other non-error output.
- sds:** Copy all subdatasets of this file to individual output files. Use with formats like HDF or OGDl that have subdatasets.
- src\_dataset:** The source dataset name. It can be either file name, URL of data source or subdataset name for multi-dataset files.
- dst\_dataset:** The destination file name.

## **22.3 EXAMPLE**

```
gdal_translate -of GTiff -co "TILED=YES" utm.tif utm_tiled.tif
```



## Chapter 23

# gdaladdo

builds or rebuilds overview images

### 23.1 SYNOPSIS

```
gdaladdo [-r {nearest,average,gauss,cubic,average_mp,average_magphase,mode}]  
          [-ro] [-clean] [--help-general] filename levels
```

### 23.2 DESCRIPTION

The `gdaladdo` utility can be used to build or rebuild overview images for most supported file formats with one over several downsampling algorithms.

**-r {nearest (default),average,gauss,cubic,average\_mp,average\_magphase,mode}:**  
Select a resampling algorithm.

**-ro:** (available from GDAL 1.6.0) open the dataset in read-only mode, in order to generate external overview (for GeoTIFF especially).

**-clean:** (available from GDAL 1.7.0) remove all overviews.

**filename:** The file to build overviews for (or whose overviews must be removed).

**levels:** A list of integral overview levels to build. Ignored with `-clean` option.

*Mode* (available from GDAL 1.6.0) selects the value which appears most often of all the sampled points. *average\_mp* is unsuitable for use. *Average\_magphase* averages complex data in mag/phase space. *Nearest* and *average* are applicable to normal image data. *Nearest* applies a nearest neighbour (simple sampling) resampler, while *average* computes the average of all non-NODATA contributing pixels. *Cubic* resampling (available from GDAL 1.7.0) applies a 4x4 approximate cubic convolution kernel. *Gauss* resampling (available from GDAL 1.6.0) applies a Gaussian kernel before computing the

overview, which can lead to better results than simple averaging in e.g case of sharp edges with high contrast or noisy patterns. The advised level values should be 2, 4, 8, ... so that a 3x3 resampling Gaussian kernel is selected.

gdaladdo will honour properly NODATA\_VALUES tuples (special dataset metadata) so that only a given RGB triplet (in case of a RGB image) will be considered as the nodata value and not each value of the triplet independantly per band.

Selecting a level value like 2 causes an overview level that is 1/2 the resolution (in each dimension) of the base layer to be computed. If the file has existing overview levels at a level selected, those levels will be recomputed and rewritten in place.

Some format drivers do not support overviews at all. Many format drivers store overviews in a secondary file with the extension .ovr that is actually in TIFF format. By default, the GeoTIFF driver stores overviews internally to the file operated on (if it is writable), unless the -ro flag is specified.

External overviews created in TIFF format may be compressed using the COMPRESS\_ - OVERVIEW configuration option. All compression methods, supported by the GeoTIFF driver, available here. (eg --config COMPRESS\_OVERVIEW DEFLATE). The photometric interpretation can be set with --config PHOTOMETRIC\_OVERVIEW {RGB,YCBCR,...}, and the interleaving with --config INTERLEAVE\_OVERVIEW {PIXEL|BAND}.

To produce the smallest possible JPEG-In-TIFF overviews, you should use :

```
--config COMPRESS_OVERVIEW JPEG --config PHOTOMETRIC_OVERVIEW YCBCR --config INTERLEAVE_OVERVIEW
```

Starting with GDAL 1.7.0, external overviews can be created in the BigTIFF format by using the BIGTIFF\_OVERVIEW configuration option : --config BIGTIFF\_OVERVIEW {IF\_NEEDED|IF\_SAFER|YES|NO}. The default value is IF\_NEEDED. The behaviour of this option is exactly the same as the BIGTIFF creation option documented in the GeoTIFF driver documentation.

- YES forces BigTIFF.
- NO forces classic TIFF.
- IF\_NEEDED will only create a BigTIFF if it is clearly needed (uncompressed, and overviews larger than 4GB).
- IF\_SAFER will create BigTIFF if the resulting file *\*might\** exceed 4GB.

Most drivers also support an alternate overview format using Erdas Imagine format. To trigger this use the USE\_RRD=YES configuration option. This will place the overviews in an associated .aux file suitable for direct use with Imagine or ArcGIS as well as GDAL applications. (eg --config USE\_RRD YES)

## 23.3 EXAMPLE

Create overviews, embedded in the supplied TIFF file :

```
gdaladdo -r average abc.tif 2 4 8 16
```

Create an external compressed GeoTIFF overview file from the ERDAS .IMG file:

```
gdaladdo -ro --config COMPRESS_OVERVIEW DEFLATE erdas.img 2 4 8 16
```

Create an external JPEG-compressed GeoTIFF overview file from a 3-band RGB dataset (if the dataset is a writable GeoTIFF, you also need to add the -ro option to force the generation of external overview):

```
gdaladdo --config COMPRESS_OVERVIEW JPEG --config PHOTOMETRIC_OVERVIEW YCBCR  
--config INTERLEAVE_OVERVIEW PIXEL rgb_dataset.ext 2 4 8 16
```

Create an Erdas Imagine format overviews for the indicated JPEG file:

```
gdaladdo --config USE_RRD YES airphoto.jpg 3 9 27 81
```





## Chapter 24

# gdaltindex

builds a shapefile as a raster tileindex

### 24.1 SYNOPSIS

```
gdaltindex [-tileindex field_name] [-write_absolute_path] [-skip_different_projection] index_file [gdal_
```

### 24.2 DESCRIPTION

This program builds a shapefile with a record for each input raster file, an attribute containing the filename, and a polygon geometry outlining the raster. This output is suitable for use with `MapServer` as a raster tileindex.

- The shapefile (index\_file) will be created if it doesn't already exist, otherwise it will append to the existing file.
- The default tile index field is 'location'.
- Raster filenames will be put in the file exactly as they are specified on the commandline unless the option `-write_absolute_path` is used.
- If `-skip_different_projection` is specified, only files with same projection ref as files already inserted in the tileindex will be inserted.
- Simple rectangular polygons are generated in the same coordinate system as the rasters.

### 24.3 EXAMPLE

```
gdaltindex doq_index.shp doq/*.tif
```



## Chapter 25

# gdalbuildvrt

Builds a VRT from a list of datasets. (compiled by default since GDAL 1.6.1)

### 25.1 SYNOPSIS

```
gdalbuildvrt [-tileindex field_name] [-resolution {highest|lowest|average|user}]
              [-tr xres yres] [-separate] [-allow_projection_difference] [-q]
              [-te xmin ymin xmax ymax] [-addalpha] [-hiddenodata]
              [-srcnodata "value [value...]" ] [-vrtnodata "value [value...]" ]
              [-input_file_list my_liste.txt] output.vrt [gdalfile]*
```

### 25.2 DESCRIPTION

This program builds a VRT (Virtual Dataset) that is a mosaic of the list of input gdal datasets. The list of input gdal datasets can be specified at the end of the command line, or put in a text file (one filename per line) for very long lists, or it can be a MapServer tileindex (see **gdaltindex** (p. ??) utility). In the later case, all entries in the tile index will be added to the VRT.

With `-separate`, each files goes into a separate *stacked* band in the VRT band. Otherwise, the files are considered as tiles of a larger mosaic and the VRT file has as many bands as one of the input files.

If one GDAL dataset is made of several subdatasets and has 0 raster bands, all the subdatasets will be added to the VRT rather than the dataset itself.

gdalbuildvrt does some amount of checks to assure that all files that will be put in the resulting VRT have similar characteristics : number of bands, projection, color interpretation... If not, files that do not match the common characteristics will be skipped. (This is only true in the default mode, and not when using the `-separate` option)

If there is some amount of spatial overlapping between files, the order may depend on the order they are inserted in the VRT file, but this behaviour should not be relied on.

This utility is somehow equivalent to the `gdal_vrtmerge.py` utility and is build by default

in GDAL 1.6.1.

**-tileindex:** Use the specified value as the tile index field, instead of the default value with is 'location'.

**-resolution {highest|lowest|average|user}:** In case the resolution of all input files is not the same, the -resolution flag enables the user to control the way the output resolution is computed. 'average' is the default. 'highest' will pick the smallest values of pixel dimensions within the set of source rasters. 'lowest' will pick the largest values of pixel dimensions within the set of source rasters. 'average' will compute an average of pixel dimensions within the set of source rasters. 'user' is new in GDAL 1.7.0 and must be used in combination with the -tr option to specify the target resolution.

**-tr xres yres :** (starting with GDAL 1.7.0) set target resolution. The values must be expressed in georeferenced units. Both must be positive values. Specifying those values is of course incompatible with highest|lowest|average values for -resolution option.

**-te xmin ymin xmax ymax :** (starting with GDAL 1.7.0) set georeferenced extents of VRT file. The values must be expressed in georeferenced units. If not specified, the extent of the VRT is the minimum bounding box of the set of source rasters.

**-addalpha:** (starting with GDAL 1.7.0) Adds an alpha mask band to the VRT when the source raster have none. Mainly useful for RGB sources (or grey-level sources). The alpha band is filled on-the-fly with the value 0 in areas without any source raster, and with value 255 in areas with source raster. The effect is that a RGBA viewer will render the areas without source rasters as transparent and areas with source rasters as opaque. This option is not compatible with -separate.

**-hidenodata:** (starting with GDAL 1.7.0) Even if any band contains nodata value, giving this option makes the VRT band not report the NoData. Useful when you want to control the background color of the dataset. By using along with the -addalpha option, you can prepare a dataset which doesn't report nodata value but is transparent in areas with no data.

**-srcnodata value [value...]:** (starting with GDAL 1.7.0) Set nodata values for input bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. If the option is not specified, the intrinsic nodata settings on the source datasets will be used (if they exist). The value set by this option is written in the NODATA element of each ComplexSource element. Use a value of `None` to ignore intrinsic nodata settings on the source datasets.

**-vrtnodata value [value...]:** (starting with GDAL 1.7.0) Set nodata values at the VRT band level (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. If the option is not specified, intrinsic nodata settings on the first dataset will be used (if they exist). The value set by this option is written in the NoDataValue element of each **VRTRasterBand** (p. ??) element. Use a value of `None` to ignore intrinsic nodata settings on the source datasets.

- separate:** (starting with GDAL 1.7.0) Place each input file into a separate *stacked* band. In that case, only the first band of each dataset will be placed into a new band. Contrary to the default mode, it is not required that all bands have the same datatype.
- allow\_projection\_difference:** (starting with GDAL 1.7.0) When this option is specified, the utility will accept to make a VRT even if the input datasets have not the same projection. Note: this does not mean that they will be reprojected. Their projection will just be ignored.
- input\_file\_list:** To specify a text file with an input filename on each line
- q:** (starting with GDAL 1.7.0) To disable the progress bar on the console

## 25.3 EXAMPLE

```
gdalbuildvrt doq_index.vrt doq/*.tif
gdalbuildvrt -input_file_list my_liste.txt doq_index.vrt
gdalbuildvrt -separate rgb.vrt red.tif green.tif blue.tif
```



## Chapter 26

# gdal\_contour

builds vector contour lines from a raster elevation model

### 26.1 SYNOPSIS

```
Usage: gdal_contour [-b <band>] [-a <attribute_name>] [-3d] [-inodata]
                  [-snodata n] [-f <formatname>] [-i <interval>]
                  [-off <offset>] [-fl <level> <level>...]
                  [-nln <outlayername>]
                  <src_filename> <dst_filename>
```

### 26.2 DESCRIPTION

This program generates a vector contour file from the input raster elevation model (DEM).

Starting from version 1.7 the contour line-strings will be oriented consistently. The high side will be on the right, i.e. a line string goes clockwise around a top.

- b *band*:** picks a particular band to get the DEM from. Defaults to band 1.
- a *name*:** provides a name for the attribute in which to put the elevation. If not provided no elevation attribute is attached.
- 3d:** Force production of 3D vectors instead of 2D. Includes elevation at every vertex.
- inodata:** Ignore any nodata value implied in the dataset - treat all values as valid.
- snodata *value*:** Input pixel value to treat as "nodata".
- f *format*:** create output in a particular format, default is shapefiles.
- i *interval*:** elevation interval between contours.
- off *offset*:** Offset from zero relative to which to interpret intervals.

**-fl *level*:** Name one or more "fixed levels" to extract.

**-nln *outlayername*:** Provide a name for the output vector layer. Defaults to "contour".

## 26.3 EXAMPLE

This would create 10meter contours from the DEM data in dem.tif and produce a shape-file in contour.shp/shx/dbf with the contour elevations in the "elev" attribute.

```
gdal_contour -a elev dem.tif contour.shp -i 10.0
```



## Chapter 27

# gdal\_rasterize

burns vector geometries into a raster

### 27.1 SYNOPSIS

```
Usage: gdal_rasterize [-b band] [-i] [-at]
        [-burn value] | [-a attribute_name] [-3d]
        [-l layername]* [-where expression] [-sql select_statement]
        <src_datasource> <dst_filename>
```

### 27.2 DESCRIPTION

This program burns vector geometries (points, lines and polygons) into the raster band(s) of a raster image. Vectors are read from OGR supported vector formats.

Note that the vector data must in the same coordinate system as the raster data, on the fly reprojection is not provided.

- b *band*:** The band(s) to burn values into. Multiple -b arguments may be used to burn into a list of bands. The default is to burn into band 1.
- i:** Invert rasterization. Burn the fixed burn value, or the burn value associated with the first feature into all parts of the image *not* inside the provided a polygon.
- at:** Enables the ALL\_TOUCHED rasterization option so that all pixels touched by lines or polygons will be updated not just those one the line render path, or whose center point is within the polygon. Defaults to disabled for normal rendering rules.
- burn *value*:** A fixed value to burn into a band for all objects. A list of -burn options can be supplied, one per band being written to.
- a *attribute\_name*:** Identifies an attribute field on the features to be used for a burn in value. The value will be burned into all output bands.

- 3d:** Indicates that a burn value should be extracted from the "Z" values of the feature. These values are adjusted by the burn value given by "-burn value" or "-a attribute\_name" if provided. As of now, only points and lines are drawn in 3D.
- l *layername*:** Indicates the layer(s) from the datasource that will be used for input features. May be specified multiple times, but at least one layer name or a -sql option must be specified.
- where *expression*:** An optional SQL WHERE style query expression to be applied to select features to burn in from the input layer(s).
- sql *select\_statement*:** An SQL statement to be evaluated against the datasource to produce a virtual layer of features to be burned in.
- src\_datasource:** Any OGR supported readable datasource.
- dst\_filename:** The GDAL supported output file. Must support update mode access. Currently gdal\_rasterize cannot create new output files though that may be added eventually.

## 27.3 EXAMPLE

The following would burn all polygons from mask.shp into the RGB TIFF file work.tif with the color red (RGB = 255,0,0).

```
gdal_rasterize -b 1 -b 2 -b 3 -burn 255 -burn 0 -burn 0 -l mask mask.shp work.tif
```

The following would burn all "class A" buildings into the output elevation file, pulling the top elevation from the ROOF\_H attribute.

```
gdal_rasterize -a ROOF_H -where 'class="A"' -l footprints footprints.shp city_dem.tif
```

## Chapter 28

# rgb2pct.py

Convert a 24bit RGB image to 8bit paletted

### 28.1 SYNOPSIS

```
rgb2pct.py [-n colors | -pct palette_file] [-of format] source_file dest_file
```

### 28.2 DESCRIPTION

This utility will compute an optimal pseudo-color table for a given RGB image using a median cut algorithm on a downsampled RGB histogram. Then it converts the image into a pseudo-colored image using the color table. This conversion utilizes Floyd-Steinberg dithering (error diffusion) to maximize output image visual quality.

**-n colors:** Select the number of colors in the generated color table. Defaults to 256. Must be between 2 and 256.

**-pct *palette\_file*:** Extract the color table from *palette\_file* instead of computing it. Can be used to have a constant color table for multiple files.

**-of *format*:** Format to generated (defaults to GeoTIFF). Same semantics as the **-of** flag for `gdal_translate`. Only output formats supporting pseudocolor tables should be used.

***source\_file*:** The input RGB file.

***dest\_file*:** The output pseudo-colored file that will be created.

NOTE: `rgb2pct.py` is a Python script, and will only work if GDAL was built with Python support.



## Chapter 29

# pct2rgb.py

Convert an 8bit paletted image to 24bit RGB

### 29.1 SYNOPSIS

```
pct2rgb.py [-of format] [-b band] source_file dest_file
```

### 29.2 DESCRIPTION

This utility will convert a pseudocolor band on the input file into an output RGB file of the desired format.

**-of *format*:** Format to generated (defaults to GeoTIFF).

**-b *band*:** Band to convert to RGB, defaults to 1.

***source\_file*:** The input file.

***dest\_file*:** The output RGB file that will be created.

NOTE: pct2rgb.py is a Python script, and will only work if GDAL was built with Python support.

The new '-expand rgb|rgba' option of gdal\_translate obsoletes that utility.



## Chapter 30

# gdaltransform

transforms coordinates

### 30.1 SYNOPSIS

```
gdaltransform [--help-general]
  [-i] [-s_srs srs_def] [-t_srs srs_def] [-to "NAME=VALUE"]
  [-order n] [-tps] [-rpc] [-geoloc]
  [-gcp pixel line easting northing [elevation]]*
  [srcfile [dstfile]]
```

### 30.2 DESCRIPTION

The gdaltransform utility reprojects a list of coordinates into any supported projection, including GCP-based transformations.

- s\_srs srs\_def:** source spatial reference set. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSES (ie. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prf file containing well known text.
- t\_srs srs\_def:** target spatial reference set. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSES (ie. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prf file containing well known text.
- to NAME=VALUE:** set a transformer option suitable to pass to `GDALCreateGenImgProjTransformer2()` (p. ??).
- order n:** order of polynomial used for warping (1 to 3). The default is to select a polynomial order based on the number of GCPs.
- tps:** Force use of thin plate spline transformer based on available GCPs.

**-rpc:** Force use of RPCs.

**-geoloc:** Force use of Geolocation Arrays.

**-i** Inverse transformation: from destination to source.

**-gcppixel line easting northing [elevation]:** Provide a GCP to be used for transformation (generally three or more are required)

**srcfile:** File with source projection definition or GCP's. If not given, source projection is read from the command-line **-s\_srs** or **-gcp** parameters

**dstfile:** File with destination projection definition.

Coordinates are read as pairs (or triples) of numbers per line from standard input, transformed, and written out to standard output in the same way. All transformations offered by **gdalwarp** are handled, including **gcp**-based ones.

Note that input and output must always be in decimal form. There is currently no support for DMS input or output.

If an input image file is provided, input is in pixel/line coordinates on that image. If an output file is provided, output is in pixel/line coordinates on that image.

### 30.3 Reprojection Example

Simple reprojection from one projected coordinate system to another:

```
gdaltransform -s_srs EPSG:28992 -t_srs EPSG:31370
177502 311865
```

Produces the following output in meters in the "Belge 1972 / Belgian Lambert 72" projection:

```
244510.77404604 166154.532871342 -1046.79270555763
```

### 30.4 Image RPC Example

The following command requests an RPC based transformation using the RPC model associated with the named file. Because the **-i** (inverse) flag is used, the transformation is from output georeferenced (WGS84) coordinates back to image coordinates.

```
gdaltransform -i -rpc 06OCT20025052-P2AS-005553965230_01_P001.TIF
125.67206 39.85307 50
```

Produces this output measured in pixels and lines on the image:

```
3499.49282422381 2910.83892848414 50
```



## Chapter 31

# nearblack

convert nearly black/white borders to black

### 31.1 SYNOPSIS

```
nearblack [-white] [-near dist] [-nb non_black_pixels]  
          [-o outfile] infile
```

### 31.2 DESCRIPTION

This utility will scan an image and try to set all pixels that are nearly black (or nearly white) around the collar to exactly black (or white). This is often used to "fix up" lossy compressed airphotos so that color pixels can be treated as transparent when mosaicing.

**-o *outfile*:** The name of the output file to be created. Newly created files are currently always created with the HFA driver (Erdas Imagine - .img)

**-white:** Search for nearly white (255) pixels instead of nearly black pixels.

**-near *dist*:** Select how far from black (or white) the pixel values can be and still considered near black (white). Defaults to 15.

**-nb *non\_black\_pixels*:** number of non-black pixels that can be encountered before the giving up search inwards. Defaults to 2.

***infile*:** The input file. Any GDAL supported format, any number of bands, normally 8bit Byte bands.

The algorithm processes the image one scanline at a time. A scan "in" is done from either end setting pixels to black (white) until at least "non\_black\_pixels" pixels that are more than "dist" gray levels away from black (white) have been encountered at which

point the scan stops. The nearly black (white) pixels are set to black (white). The algorithm also scans from top to bottom and from bottom to top to identify indentations in the top or bottom.

The processing is all done in 8bit (Bytes).

If the output file is omitted, the processed results will be written back to the input file - which must support update.

## Chapter 32

# gdal\_merge.py

mosaics a set of images

### 32.1 SYNOPSIS

```
gdal_merge.py [-o out_filename] [-of out_format] [-co NAME=VALUE]*  
               [-ps pixelsize_x pixelsize_y] [-separate] [-v] [-pct]  
               [-ul_lr ulx uly lrx lry] [-n nodata_value] [-init "value [value...]" ]  
               [-ot datatype] [-createonly] input_files
```

### 32.2 DESCRIPTION

This utility will automatically mosaic a set of images. All the images must be in the same coordinate system and have a matching number of bands, but they may be overlapping, and at different resolutions. In areas of overlap, the last image will be copied over earlier ones.

- o *out\_filename*:** The name of the output file, which will be created if it does not already exist (defaults to "out.tif").
- of *format*:** Output format, defaults to GeoTIFF (GTiff).
- co *NAME=VALUE*:** Creation option for output file. Multiple options can be specified.
- ot *datatype*:** Force the output image bands to have a specific type. Use type names (ie. Byte, Int16,...)
- ps *pixelsize\_x pixelsize\_y*:** Pixel size to be used for the output file. If not specified the resolution of the first input file will be used.
- ul\_lr *ulx uly lrx lry*:** The extents of the output file. If not specified the aggregate extents of all input files will be used.

- v:** Generate verbose output of mosaicing operations as they are done.
- separate:** Place each input file into a separate *stacked* band.
- pct:** Grab a pseudocolor table from the first input image, and use it for the output. Merging pseudocolored images this way assumes that all input files use the same color table.
- n *nodata\_value*:** Ignore pixels from files being merged in with this pixel value.
- init *value*:** Pre-initialize the output image bands with these values. However, it is not marked as the nodata value in the output file. If only one value is given, the same value is used in all the bands.
- createonly:** The output file is created (and potentially pre-initialized) but no input image data is copied into it.

NOTE: gdal\_merge.py is a Python script, and will only work if GDAL was built with Python support.

## Chapter 33

# gdal2tiles.py

generates directory with TMS tiles, KMLs and simple web viewers

### 33.1 SYNOPSIS

```
gdal2tiles.py [-title "Title"] [-publishurl http://yourserver/dir/]  
              [-nogooglemaps] [-noopenlayers] [-nokml]  
              [-googlemapskey KEY] [-forcekml] [-v]  
              input_file [output_dir]
```

### 33.2 DESCRIPTION

This utility generates a directory with small tiles and metadata, following OSGeo Tile Map Service Specification. Simple web pages with viewers based on Google Maps and OpenLayers are generated as well - so anybody can comfortably explore your maps on-line and you do not need to install or configure any special software (like mapserver) and the map displays very fast in the webbrowser. You only need to upload generated directory into a web server.

GDAL2Tiles creates also necessary metadata for Google Earth (KML SuperOverlay), in case the supplied map uses EPSG:4326 projection.

World files and embedded georeference is used during tile generation, but you can publish a picture without proper georeference too.

**-title "Title":** Title used for generated metadata, web viewers and KML files.

**-publishurl http://yourserver/dir/:** Address of a directory into which you are going to upload the result. It should end with slash.

**-nogooglemaps:** Do not generate Google Maps based html page.

**-noopenlayers:** Do not generate OpenLayers based html page.

**-nokml:** Do not generate KML files for Google Earth.

**-googlemapskey *KEY*:** Key for your domain generated on Google Maps API web page (<http://www.google.com/apis/maps/signup.html>).

**-forcekml** Force generating of KML files. Input file must use EPSG:4326 coordinates!

**-v** Generate verbose output of tile generation.

NOTE: gdal2tiles.py is a Python script that needs to be run against "new generation" Python GDAL binding.

## Chapter 34

# gdal-config

determines various information about a GDAL installation

### 34.1 SYNOPSIS

```
gdal-config [OPTIONS]
Options:
    [--prefix[=DIR]]
    [--libs]
    [--cflags]
    [--version]
    [--ogr-enabled]
    [--formats]
```

### 34.2 DESCRIPTION

This utility script (available on Unix systems) can be used to determine various information about a GDAL installation. It is normally just used by configure scripts for applications using GDAL but can be queried by an end user.

**--prefix:** the top level directory for the GDAL installation.

**--libs:** The libraries and link directives required to use GDAL.

**--cflags:** The include and macro definition required to compile modules using GDAL.

**--version:** Reports the GDAL version.

**--ogr-enabled:** Reports "yes" or "no" to standard output depending on whether OGR is built into GDAL.

**--formats:** Reports which formats are configured into GDAL to stdout.





## Chapter 35

# gdal\_retile.py

gdal\_retile.py retiles a set of tiles and/or build tiled pyramid levels

```
gdal_retile.py [-v] [-co NAME=VALUE]* [-of out_format] [-ps pixelWidth pixelHeight]
               [-ot {Byte/Int16/UInt16/UInt32/Int32/Float32/Float64/
                   CInt16/CInt32/CFloat32/CFloat64}]]'
               [-tileIndex tileIndexName [-tileIndexField tileIndexFieldName]]
               [-csv fileName [-csvDelim delimiter]]
               [-s_srs srs_def] [-pyramidOnly]
               [-r {near/bilinear/cubic/cubicspline/lanczos}]
               -levels numberOflevels
               -targetDir TileDirectory input_files
```

This utility will retile a set of input tile(s). All the input tile(s) must be georeferenced in the same coordinate system and have a matching number of bands. Optionally pyramid levels are generated. It is possible to generate shape file(s) for the tiled output.

If your number of input tiles exhausts the command line buffer, use the general --optfile option

**-targetDir *directory*:** The Directory where the tile result is created. Pyramids are stored in subdirs numbered from 1. Created tile names have a numbering schema and contain the name of the source tiles(s)

**-of *format*:** Output format, defaults to GeoTIFF (GTiff).

**-co *NAME=VALUE*:** Creation option for output file. Multiple options can be specified.

**-ot *datatype*:** Force the output image bands to have a specific type. Use type names (ie. Byte, Int16,...)

**-ps *pixelsize\_x pixelsize\_y*:** Pixel size to be used for the output file. If not specified, 256 x 256 is the default

**-levels *numberOfLevels*:** Number of pyramids levels to build.

**-v:** Generate verbose output of tile operations as they are done.

- pyramidOnly:** No retiling, build only the pyramids
- r *algorithm*:** Resampling algorithm, default is near
- s\_srs *srs\_def*:** Source spatial reference to use. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSES (ie.EPSG:4296), PROJ.4 declarations (as above), or the name of a .prf file containing well known text. If no *srs\_def* is given, the *srs\_def* of the source tiles is used (if there is any). The *srs\_def* will be propagated to created tiles (if possible) and to the optional shape file(s)
- tileIndex *tileIndexName*:** The name of shape file containing the result tile(s) index
- tileIndexField *tileIndexFieldName*:** The name of the attribute containing the tile name
- csv *csvFileName*:** The name of the csv file containing the tile(s) georeferencing information. The file contains 5 columns: *tilename,minx,maxx,miny,maxy*
- csvDelim *column delimiter*:** The column delimiter used in the csv file, default value is a semicolon ";"

NOTE: `gdal_merge.py` is a Python script, and will only work if GDAL was built with Python support.

## Chapter 36

# gdal\_grid

creates regular grid from the scattered data

### 36.1 SYNOPSIS

```
Usage: gdal_grid [--help-general] [--formats]
      [-ot {Byte/Int16/UInt16/UInt32/Int32/Float32/Float64/
            CInt16/CInt32/CFloat32/CFloat64}]
      [-of format] [-co "NAME=VALUE"]
      [-zfield field_name]
      [-a_srs srs_def] [-spat xmin ymin xmax ymax]
      [-l layername]* [-where expression] [-sql select_statement]
      [-txe xmin xmax] [-tye ymin ymax] [-outsize xsize ysize]
      [-a algorithm[:parameter1=value1]*] [-q]
      <src_datasource> <dst_filename>
```

### 36.2 DESCRIPTION

This program creates regular grid (raster) from the scattered data read from the OGR datasource. Input data will be interpolated to fill grid nodes with values, you can choose from various interpolation methods.

- ot type:** For the output bands to be of the indicated data type.
- of format:** Select the output format. The default is GeoTIFF (GTiff). Use the short format name.
- txe xmin xmax:** Set georeferenced X extents of output file to be created.
- tye ymin ymax:** Set georeferenced Y extents of output file to be created.
- outsize xsize ysize:** Set the size of the output file in pixels and lines.
- a\_srs srs\_def:** Override the projection for the output file. The *srs\_def* may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT.

**-zfield *field\_name*:** Identifies an attribute field on the features to be used to get a Z value from. This value overrides Z value read from feature geometry record (naturally, if you have a Z value in geometry, otherwise you have no choice and should specify a field name containing Z value).

**-a [*algorithm*[:*parameter1=value1*][:*parameter2=value2*]...]:** Set the interpolation algorithm or data metric name and (optionally) its parameters. See **INTERPOLATION ALGORITHMS** (p. ??) and **DATA METRICS** (p. ??) sections for further discussion of available options.

**-spat *xmin ymin xmax ymax*:** Adds a spatial filter to select only features contained within the bounding box described by (xmin, ymin) - (xmax, ymax).

**-clipsrc[*xmin ymin xmax ymax*] *WKT* *datasource* | *spat\_extent*:** Adds a spatial filter to select only features contained within the specified bounding box (expressed in source SRS), WKT geometry (POLYGON or MULTIPOLYGON), from a datasource or to the spatial extent of the **-spat** option if you use the *spat\_extent* keyword. When specifying a datasource, you will generally want to use it in combination of the **-clipsrclayer**, **-clipsrcwhere** or **-clipsrcsql** options.

**-clipsrcsql *sql\_statement*:** Select desired geometries using an SQL query instead.

**-clipsrclayer *layername*:** Select the named layer from the source clip datasource.

**-clipsrcwhere *expression*:** Restrict desired geometries based on attribute query.

**-l *layername*:** Indicates the layer(s) from the datasource that will be used for input features. May be specified multiple times, but at least one layer name or a **-sql** option must be specified.

**-where *expression*:** An optional SQL WHERE style query expression to be applied to select features to process from the input layer(s).

**-sql *select\_statement*:** An SQL statement to be evaluated against the datasource to produce a virtual layer of features to be processed.

**-co "*NAME=VALUE*":** Passes a creation option to the output format driver. Multiple **-co** options may be listed. See format specific documentation for legal creation options for each format.

**-q:** Suppress progress monitor and other non-error output.

**src\_datasource:** Any OGR supported readable datasource.

**dst\_filename:** The GDAL supported output file.

## 36.3 INTERPOLATION ALGORITHMS

There are number of interpolation algorithms to choose from.

### 36.3.1 invdist

Inverse distance to a power. This is default algorithm. It has following parameters:

**power:** Weighting power (default 2.0).

**smoothing:** Smoothing parameter (default 0.0).

**radius1:** The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**radius2:** The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**angle:** Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).

**max\_points:** Maximum number of data points to use. Do not search for more points than this number. This is only used if search ellipse is set (both radiuses are non-zero). Zero means that all found points should be used. Default is 0.

**min\_points:** Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. This is only used if search ellipse is set (both radiuses are non-zero). Default is 0.

**nodata:** NODATA marker to fill empty points (default 0.0).

### 36.3.2 average

Moving average algorithm. It has following parameters:

**radius1:** The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**radius2:** The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**angle:** Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).

**min\_points:** Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. Default is 0.

**nodata:** NODATA marker to fill empty points (default 0.0).

Note, that it is essential to set search ellipse for moving average method. It is a window that will be averaged when computing grid nodes values.

### 36.3.3 nearest

Nearest neighbor algorithm. It has following parameters:

**radius1:** The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**radius2:** The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**angle:** Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).

**nodata:** NODATA marker to fill empty points (default 0.0).

## 36.4 DATA METRICS

Besides the interpolation functionality **gdal\_grid** (p. ??) can be used to compute some data metrics using the specified window and output grid geometry. These metrics are:

**minimum:** Minimum value found in grid node search ellipse.

**maximum:** Maximum value found in grid node search ellipse.

**range:** A difference between the minimum and maximum values found in grid node search ellipse.

**count:** A number of data points found in grid node search ellipse.

**average\_distance:** An average distance between the grid node (center of the search ellipse) and all of the data points found in grid node search ellipse.

**average\_distance\_pts:** An average distance between the data points found in grid node search ellipse. The distance between each pair of points within ellipse is calculated and average of all distances is set as a grid node value.

All the metrics have the same set of options:

**radius1:** The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**radius2:** The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.

**angle:** Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).

**min\_points:** Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. This is only used if search ellipse is set (both radiuses are non-zero). Default is 0.

**nodata:** NODATA marker to fill empty points (default 0.0).

## 36.5 READING COMMA SEPARATED VALUES

Often you have a text file with a list of comma separated XYZ values to work with (so called CSV file). You can easily use that kind of data source in **gdal\_grid** (p. ??). All you need is create a virtual dataset header (VRT) for you CSV file and use it as input datasource for **gdal\_grid** (p. ??). You can find details on VRT format at [Virtual Format description page](#).

Here is a small example. Let we have a CSV file called *dem.csv* containing

```
Easting,Northing,Elevation
86943.4,891957,139.13
87124.3,892075,135.01
86962.4,892321,182.04
87077.6,891995,135.01
...
```

For above data we will create *dem.vrt* header with the following content:

```
<OGRVRTDataSource>
  <OGRVRTLayer name="dem">
    <SrcDataSource>dem.csv</SrcDataSource>
  <GeometryType>wkbPoint</GeometryType>
  <GeometryField encoding="PointFromColumns" x="Easting" y="Northing" z="Elevation"/>
</OGRVRTLayer>
</OGRVRTDataSource>
```

This description specifies so called 2.5D geometry with three coordinates X, Y and Z. Z value will be used for interpolation. Now you can use *dem.vrt* with all OGR programs (start with **ogrinfo** (p. ??) to test that everything works fine). The datasource will contain single layer called "dem" filled with point features constructed from values in CSV file. Using this technique you can handle CSV files with more than three columns, switch columns, etc.

If your CSV file does not contain column headers then it can be handled in the following way:

```
<GeometryField encoding="PointFromColumns" x="field_1" y="field_2" z="field_3"/>
```

Comma Separated Value [description page](#) contains details on CSV format supported by GDAL/OGR.

## 36.6 EXAMPLE

The following would create raster TIFF file from VRT datasource described in **READING COMMA SEPARATED VALUES** (p. ??) section using the inverse distance to a power method. Values to interpolate will be read from Z value of geometry record.

```
gdal_grid -a invdist:power=2.0:smoothing=1.0 -txe 85000 89000 -tye 894000 890000 -outsize 400 400 -of GT
```

The next command does the same thing as the previous one, but reads values to interpolate from the attribute field specified with **-zfield** option instead of geometry record. So in this case X and Y coordinates are being taken from geometry and Z is being taken from the *"Elevation"* field.

```
gdal_grid -zfield "Elevation" -a invdist:power=2.0:smoothing=1.0 -txe 85000 89000 -tye 894000
```



## Chapter 37

# gdaldem

Tools to analyze and visualize DEMs. (since GDAL 1.7.0)

### 37.1 SYNOPSIS

- To generate a shaded relief map from any GDAL-supported elevation raster :  

```
gdaldem hillshade input_dem output_hillshade  
    [-z ZFactor (default=1)] [-s scale* (default=1)]"  
    [-az Azimuth (default=315)] [-alt Altitude (default=45)]  
    [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```
- To generate a slope map from any GDAL-supported elevation raster :  

```
gdaldem slope input_dem output_slope_map"  
    [-p use percent slope (default=degrees)] [-s scale* (default=1)]  
    [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```
- To generate an aspect map from any GDAL-supported elevation raster  
Outputs a 32-bit float raster with pixel values from 0-360 indicating azimuth :  

```
gdaldem aspect input_dem output_aspect_map"  
    [-trigonometric] [-zero_for_flat]  
    [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```
- To generate a color relief map from any GDAL-supported elevation raster  

```
gdaldem color-relief input_dem color_text_file output_color_relief_map  
    [-alpha] [-exact_color_entry | -nearest_color_entry]  
    [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```

where color\_text\_file contains lines of the format "elevation\_value red green blue"
- To generate a Terrain Ruggedness Index (TRI) map from any GDAL-supported elevation raster:  

```
gdaldem TRI input_dem output_TRI_map  
    [-b Band (default=1)] [-of format] [-q]
```
- To generate a Topographic Position Index (TPI) map from any GDAL-supported elevation raster:  

```
gdaldem TPI input_dem output_TPI_map  
    [-b Band (default=1)] [-of format] [-q]
```
- To generate a roughness map from any GDAL-supported elevation raster:  

```
gdaldem roughness input_dem output_roughness_map  
    [-b Band (default=1)] [-of format] [-q]
```

Notes :

Scale is the ratio of vertical units to horizontal  
for Feet:Latlong use scale=370400, for Meters:LatLong use scale=111120)

This utility has 7 different modes :

**hillshade** (p. ??) to generate a shaded relief map from any GDAL-supported elevation raster

**slope** (p. ??) to generate a slope map from any GDAL-supported elevation raster

**aspect** (p. ??) to generate an aspect map from any GDAL-supported elevation raster

**color-relief** (p. ??) to generate a color relief map from any GDAL-supported elevation raster

**TRI** (p. ??) to generate a map of Terrain Ruggedness Index from any GDAL-supported elevation raster

**TPI** (p. ??) to generate a map of Topographic Position Index from any GDAL-supported elevation raster

**roughness** (p. ??) to generate a map of roughness from any GDAL-supported elevation raster

The following general options are available :

**input\_dem**: The input DEM raster to be processed

**output\_xxx\_map**: The output raster produced

**-of format**: Select the output format. The default is GeoTIFF (GTiff). Use the short format name.

**-b band**: Select an input *band* to be processed. Bands are numbered from 1.

**-co "NAME=VALUE"**: Passes a creation option to the output format driver. Multiple **-co** options may be listed. See format specific documentation for legal creation options for each format.

**-q**: Suppress progress monitor and other non-error output.

## 37.2 Modes

### 37.2.1 hillshade

This command outputs an 8-bit raster with a nice shaded relief effect. It's very useful for visualizing the terrain. You can optionally specify the azimuth and altitude of the light source, a vertical exaggeration factor and a scaling factor to account for differences between vertical and horizontal units.

The following specific options are available :

- z *zFactor*:** vertical exaggeration used to pre-multiply the elevations
- s *scale*:** ratio of vertical units to horizontal. If the horizontal unit of the source DEM is degrees (e.g Lat/Long WGS84 projection), you can use `scale=111120` if the vertical units are meters (or `scale=370400` if they are in feet)
- az *azimuth*:** azimuth of the light, in degrees. 0 if it comes from the top of the raster, 90 from the east, ... The default value, 315, should rarely be changed as it is the value generally used to generate shaded maps.
- alt *altitude*:** altitude of the light, in degrees. 90 if the light comes from above the DEM, 0 if it is raking light.

### 37.2.2 slope

This command will take a DEM raster and output a 32-bit float raster with slope values. You have the option of specifying the type of slope value you want: degrees or percent slope. In cases where the horizontal units differ from the vertical units, you can also supply a scaling factor.

The following specific options are available :

- p :** if specified, the slope will be expressed as percent slope. Otherwise, it is expressed as degrees
- s *scale*:** ratio of vertical units to horizontal. If the horizontal unit of the source DEM is degrees (e.g Lat/Long WGS84 projection), you can use `scale=111120` if the vertical units are meters (or `scale=370400` if they are in feet)

### 37.2.3 aspect

This command outputs a 32-bit float raster with values between 0° and 360° representing the azimuth that slopes are facing. The definition of the azimuth is such that : 0° means that the slope is facing the North, 90° it's facing the East, 180° it's facing the South and 270° it's facing the West (provided that the top of your input raster is north oriented). The aspect value -9999 is used as the nodata value to indicate undefined aspect in flat areas with slope=0.

The following specific options are available :

- trigonometric:** return trigonometric angle instead of azimuth. Thus 0° means East, 90° North, 180° West, 270° South
- zero\_for\_flat:** return 0 for flat areas with slope=0, instead of -9999

By using those 2 options, the aspect returned by `gdaldem aspect` should be identical to the one of GRASS `r.slope.aspect`. Otherwise, it's identical to the one of Matthew Perry's `aspect.cpp` utility.

### 37.2.4 color-relief

This command outputs a 3-band (RGB) or 4-band (RGBA) raster with values are computed from the elevation and a text-based color configuration file, containing the association between various elevation values and the corresponding wished color. By default, the colors between the given elevation values are blended smoothly and the result is a nice colorized DEM. The `-exact_color_entry` or `-nearest_color_entry` options can be used to avoid that linear interpolation for values that don't match an index of the color configuration file.

The following specifics options are available :

**color\_text\_file**: text-based color configuration file

**-alpha** : add an alpha channel to the output raster

**-exact\_color\_entry** : use strict matching when searching in the color configuration file.  
If none matching color entry is found, the "0,0,0,0" RGBA quadruplet will be used

**-nearest\_color\_entry** : use the RGBA quadruplet corresponding to the closest entry in the color configuration file.

The color-relief mode is the only mode that supports VRT as output format. In that case, it will translate the color configuration file into appropriate <LUT> elements. Note that elevations specified as percentage will be translated as absolute values, which must be taken into account when the statistics of the source raster differ from the one that was used when building the VRT.

The text-based color configuration file generally contains 4 columns per line : the elevation value and the corresponding Red, Green, Blue component (between 0 and 255). The elevation value can be any floating point value, or the `nv` keyword for the nodata value.. The elevation can also be expressed as a percentage : 0% being the minimum value found in the raster, 100% the maximum value.

An extra column can be optionnaly added for the alpha component. If it is not specified, full opacity (255) is assumed.

Various field separators are accepted : comma, tabulation, spaces, '':.

Common colors used by GRASS can also be specified by using their name, instead of the RGB triplet. The supported list is : white, black, red, green, blue, yellow, magenta, cyan, aqua, grey/gray, orange, brown, purple/violet and indigo.

Note: the syntax of the color configuration file is derived from the one supported by GRASS `r.colors` utility. ESRI HDR color table files (`.clr`) also match that syntax. The alpha component and the support of tabulations and comma as separators are GDAL specific extensions.

For example :

```
3500  white
2500  235:220:175
50%   190 185 135
700   240 250 150
0      50 180 50
nv     0  0  0  0
```

### 37.2.5 TRI

This command outputs a single-band raster with values computed from the elevation. TRI stands for Terrain Ruggedness Index, which is defined as the mean difference between a central pixel and its surrounding cells (see Wilson et al 2007, Marine Geodesy 30:3-35).

There are no specific options.

### 37.2.6 TPI

This command outputs a single-band raster with values computed from the elevation. TPI stands for Topographic Position Index, which is defined as the difference between a central pixel and the mean of its surrounding cells (see Wilson et al 2007, Marine Geodesy 30:3-35).

There are no specific options.

### 37.2.7 roughness

This command outputs a single-band raster with values computed from the elevation. Roughness is the the largest inter-cell difference of a central pixel and its surrounding cell, as defined in Wilson et al (2007, Marine Geodesy 30:3-35).

There are no specific options.

## 37.3 AUTHORS

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Derived from code by Michael Shapiro, Olga Waupotitsch, Marjorie Larson, Jim Westervelt : U.S. Army CERL, 1993. GRASS 4.1 Reference Manual. U.S. Army Corps of Engineers, Construction Engineering Research Laboratories, Champaign, Illinois, 1-425.

## 37.4 See also

Documentation of related GRASS utilities :

[http://grass.osgeo.org/grass64/manuals/html64\\_user/r.slope.aspect.html](http://grass.osgeo.org/grass64/manuals/html64_user/r.slope.aspect.html)

[http://grass.osgeo.org/grass64/manuals/html64\\_user/r.shaded.relief.html](http://grass.osgeo.org/grass64/manuals/html64_user/r.shaded.relief.html)

[http://grass.osgeo.org/grass64/manuals/html64\\_user/r.colors.html](http://grass.osgeo.org/grass64/manuals/html64_user/r.colors.html)



## Chapter 38

# gdalwarp

image reprojection and warping utility

### 38.1 SYNOPSIS

```
gdalwarp [--help-general] [--formats]
  [-s_srs srs_def] [-t_srs srs_def] [-to "NAME=VALUE"]
  [-order n] [-tps] [-rpc] [-geoloc] [-et err_threshold]
  [-te xmin ymin xmax ymax] [-tr xres yres] [-ts width height]
  [-wo "NAME=VALUE"] [-ot Byte/Int16/...] [-wt Byte/Int16]
  [-srcnodata "value [value...]"] [-dstnodata "value [value...]"] -dstalpha
  [-r resampling_method] [-wm memory_in_mb] [-multi] [-q]
  [-cutline datasource] [-cl layer] [-cwhere expression]
  [-csql statement] [-cblend dist_in_pixels]
  [-of format] [-co "NAME=VALUE"]*
  srcfile* dstfile
```

### 38.2 DESCRIPTION

The gdalwarp utility is an image mosaicing, reprojection and warping utility. The program can reproject to any supported projection, and can also apply GCPs stored with the image if the image is "raw" with control information.

**-s\_srs srs\_def:** source spatial reference set. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSes (ie. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prf file containing well known text.

**-t\_srs srs\_def:** target spatial reference set. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSes (ie. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prf file containing well known text.

- to **NAME=VALUE**: set a transformer option suitable to pass to **GDALCreateGenImg-ProjTransformer2()** (p. ??).
- order **n**: order of polynomial used for warping (1 to 3). The default is to select a polynomial order based on the number of GCPs.
- tps: Force use of thin plate spline transformer based on available GCPs.
- rpc: Force use of RPCs.
- geoloc: Force use of Geolocation Arrays.
- et **err\_threshold**: error threshold for transformation approximation (in pixel units - defaults to 0.125).
- te **xmin ymin xmax ymax**: set georeferenced extents of output file to be created (in target SRS).
- tr **xres yres**: set output file resolution (in target georeferenced units)
- ts **width height**: set output file size in pixels and lines. If width or height is set to 0, the other dimension will be guessed from the computed resolution. Note that -ts cannot be used with -tr
- wo **"NAME=VALUE"**: Set a warp options. The **GDALWarpOptions::papszWarpOptions** (p. ??) docs show all options. Multiple -wo options may be listed.
- ot **type**: For the output bands to be of the indicated data type.
- wt **type**: Working pixel data type. The data type of pixels in the source image and destination image buffers.
- r **resampling\_method**: Resampling method to use. Available methods are:
  - near**: nearest neighbour resampling (default, fastest algorithm, worst interpolation quality).
  - bilinear**: bilinear resampling.
  - cubic**: cubic resampling.
  - cubicspline**: cubic spline resampling.
  - lanczos**: Lanczos windowed sinc resampling.
- srcnodata **value [value...]**: Set nodata masking values for input bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. Masked values will not be used in interpolation. Use a value of `None` to ignore intrinsic nodata settings on the source dataset.
- dstnodata **value [value...]**: Set nodata values for output bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. New files will be initialized to this value and if possible the nodata value will be recorded in the output file.
- dstalpha: Create an output alpha band to identify nodata (unset/transparent) pixels.



- wm *memory\_in\_mb***: Set the amount of memory (in megabytes) that the warp API is allowed to use for caching.
- multi**: Use multithreaded warping implementation. Multiple threads will be used to process chunks of image and perform input/output operation simultaneously.
- q**: Be quiet.
- of *format***: Select the output format. The default is GeoTIFF (GTiff). Use the short format name.
- co "*NAME=VALUE*"**: passes a creation option to the output format driver. Multiple **-co** options may be listed. See format specific documentation for legal creation options for each format.
- cutline *datasource***: Enable use of a blend cutline from the name OGR support data-source.
- cl *layername***: Select the named layer from the cutline datasource.
- cwhere *expression***: Restrict desired cutline features based on attribute query.
- csql *query***: Select cutline features using an SQL query instead of from a layer with **-cl**.
- cblend *distance***: Set a blend distance to use to blend over cutlines (in pixels).
- srcfile**: The source file name(s).
- dstfile**: The destination file name.

Mosaicing into an existing output file is supported if the output file already exists. The spatial extent of the existing file will not be modified to accomodate new data, so you may have to remove it in that case.

Polygon cutlines may be used to restrict the the area of the destination file that may be updated, including blending. Cutline features must be in the georeferenced units of the destination file.

## 38.3 EXAMPLE

For instance, an eight bit spot scene stored in GeoTIFF with control points mapping the corners to lat/long could be warped to a UTM projection with a command like this:

```
gdalwarp -t_srs '+proj=utm +zone=11 +datum=WGS84' raw_spot.tif utm11.tif
```

For instance, the second channel of an ASTER image stored in HDF with control points mapping the corners to lat/long could be warped to a UTM projection with a command like this:

```
gdalwarp HDF4_SDS:ASTER_L1B:"pg-PR1B0000-2002031402_100_001":2 pg-PR1B0000-2002031402_100_001_2.tif
```



## Chapter 39

# OGR Utility Programs

The following utilities are distributed as part of the OGR Simple Features toolkit:

- **ogrinfo** (p. ??) - Lists information about an OGR supported data source
- **ogr2ogr** (p. ??) - Converts simple features data between file formats
- **ogrindex** (p. ??) - Creates a tileindex



## Chapter 40

# ogrinfo

lists information about an OGR supported data source

```
ogrinfo [--help-general] [-ro] [-q] [-where restricted_where]
        [-spat xmin ymin xmax ymax] [-fid fid]
        [-sql statement] [-al] [-so] [-fields={YES/NO}]
        [-geom={YES/NO/SUMMARY}] [--formats]
        datasource_name [layer [layer ...]]
```

The ogrinfo program lists various information about an OGR supported data source to stdout (the terminal).

- ro:** Open the data source in read-only mode.
- al:** List all features of all layers (used instead of having to give layer names as arguments).
- so:** Summary Only: suppress listing of features, show only the summary information like projection, schema, feature count and extents.
- q:** Quiet verbose reporting of various information, including coordinate system, layer schema, extents, and feature count.
- where *restricted\_where*:** An attribute query in a restricted form of the queries used in the SQL WHERE statement. Only features matching the attribute query will be reported.
- sql *statement*:** Execute the indicated SQL statement and return the result.
- spat *xmin ymin xmax ymax*:** The area of interest. Only features within the rectangle will be reported.
- fid *fid*:** If provided, only the feature with this feature id will be reported. Operates exclusive of the spatial or attribute queries. Note: if you want to select several features based on their feature id, you can also use the fact the 'fid' is a special field recognized by OGR SQL. So, '-where "fid in (1,3,5)"' would select features 1, 3 and 5.

**-fields={YES/NO}:** (starting with GDAL 1.6.0) If set to NO, the feature dump will not display field values. Default value is YES.

**-geom={YES/NO/SUMMARY}:** (starting with GDAL 1.6.0) If set to NO, the feature dump will not display the geometry. If set to SUMMARY, only a summary of the geometry will be displayed. If set to YES, the geometry will be reported in full OGC WKT format. Default value is YES.

**--formats:** List the format drivers that are enabled.

**datasource\_name:** The data source to open. May be a filename, directory or other virtual name. See the OGR Vector Formats list for supported datasources.

**layer:** One or more layer names may be reported.

If no layer names are passed then ogrinfo will report a list of available layers (and their layerwide geometry type). If layer name(s) are given then their extents, coordinate system, feature count, geometry type, schema and all features matching query parameters will be reported to the terminal. If no query parameters are provided, all features are reported.

Geometries are reported in OGC WKT format.

Example reporting all layers in an NTF file:

```
% ogrinfo wrk/SKETLAND_ISLANDS.NTF
INFO: Open of 'wrk/SKETLAND_ISLANDS.NTF'
using driver 'UK .NTF' successful.
1: BL2000_LINK (Line String)
2: BL2000_POLY (None)
3: BL2000_COLLECTIONS (None)
4: FEATURE_CLASSES (None)
```

Example using an attribute query is used to restrict the output of the features in a layer:

```
% ogrinfo -ro -where 'GLOBAL_LINK_ID=185878' wrk/SKETLAND_ISLANDS.NTF BL2000_LINK
INFO: Open of 'wrk/SKETLAND_ISLANDS.NTF'
using driver 'UK .NTF' successful.

Layer name: BL2000_LINK
Geometry: Line String
Feature Count: 1
Extent: (419794.100000, 1069031.000000) - (419927.900000, 1069153.500000)
Layer SRS WKT:
PROJCS["OSGB 1936 / British National Grid",
  GEOGCS["OSGB 1936",
    DATUM["OSGB_1936",
      SPHEROID["Airy 1830",6377563.396,299.3249646]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",49],
  PARAMETER["central_meridian",-2],
  PARAMETER["scale_factor",0.999601272],
  PARAMETER["false_easting",400000],
  PARAMETER["false_northing",-100000],
  UNIT["metre",1]]
LINE_ID: Integer (6.0)
```

---

```
GEOM_ID: Integer (6.0)
FEAT_CODE: String (4.0)
GLOBAL_LINK_ID: Integer (10.0)
TILE_REF: String (10.0)
OGRFeature(BL2000_LINK):2
  LINE_ID (Integer) = 2
  GEOM_ID (Integer) = 2
  FEAT_CODE (String) = (null)
  GLOBAL_LINK_ID (Integer) = 185878
  TILE_REF (String) = SHETLAND I
  LINESTRING (419832.100 1069046.300,419820.100 1069043.800,419808.300
1069048.800,419805.100 1069046.000,419805.000 1069040.600,419809.400
1069037.400,419827.400 1069035.600,419842 1069031,419859.000
1069032.800,419879.500 1069049.500,419886.700 1069061.400,419890.100
1069070.500,419890.900 1069081.800,419896.500 1069086.800,419898.400
1069092.900,419896.700 1069094.800,419892.500 1069094.300,419878.100
1069085.600,419875.400 1069087.300,419875.100 1069091.100,419872.200
1069094.600,419890.400 1069106.400,419907.600 1069112.800,419924.600
1069133.800,419927.900 1069146.300,419927.600 1069152.400,419922.600
1069153.500,419917.100 1069153.500,419911.500 1069153.000,419908.700
1069152.500,419903.400 1069150.800,419898.800 1069149.400,419894.800
1069149.300,419890.700 1069149.400,419890.600 1069149.400,419880.800
1069149.800,419876.900 1069148.900,419873.100 1069147.500,419870.200
1069146.400,419862.100 1069143.000,419860 1069142,419854.900
1069138.600,419850 1069135,419848.800 1069134.100,419843
1069130,419836.200 1069127.600,419824.600 1069123.800,419820.200
1069126.900,419815.500 1069126.900,419808.200 1069116.500,419798.700
1069117.600,419794.100 1069115.100,419796.300 1069109.100,419801.800
1069106.800,419805.000 1069107.300)
```





## Chapter 41

# ogr2ogr

converts simple features data between file formats

```
Usage: ogr2ogr [--help-general] [--skipfailures] [--append] [--update] [--gt n]
              [--select field_list] [--where restricted_where]
              [--progress] [--sql <sql statement>] [--dialect dialect]
              [--preserve_fid] [--fid FID]
              [--spat xmin ymin xmax ymax] [--wrapdateline]
              [--clipsrc [xmin ymin xmax ymax]|WKT|datasource|spat_extent]
              [--clipsrcsql sql_statement] [--clipsrclayer layer]
              [--clipsrcwhere expression]
              [--clipdst [xmin ymin xmax ymax]|WKT|datasource]
              [--clipdstsql sql_statement] [--clipdstlayer layer]
              [--clipdstwhere expression]
              [--a_srs srs_def] [--t_srs srs_def] [--s_srs srs_def]
              [--f format_name] [--overwrite] [[--dsco NAME=VALUE] ...]
              [--segmentize max_dist] [--fieldTypeToString All|(type1[,type2]*)]
              dst_datasource_name src_datasource_name
              [--lco NAME=VALUE] [--nln name] [--nlt type] [layer [layer ...]]
```

This program can be used to convert simple features data between file formats performing various operations during the process such as spatial or attribute selections, reducing the set of attributes, setting the output coordinate system or even reprojecting the features during translation.

**-f format\_name:** output file format name (default is ESRI Shapefile), some possible values are:

```
-f "ESRI Shapefile"
-f "TIGER"
-f "MapInfo File"
-f "GML"
-f "PostgreSQL"
```

**-append:** Append to existing layer instead of creating new

**-overwrite:** Delete the output layer and recreate it empty

**-update:** Open existing output datasource in update mode rather than trying to create a new one

- selectfield\_list**: Comma-delimited list of fields from input layer to copy to the new layer. A field is skipped if mentioned previously in the list even if the input layer has duplicate field names. (Defaults to all; any field is skipped if a subsequent field with same name is found.)
- progress**: (starting with GDAL 1.7.0) Display progress on terminal. Only works if input layers have the "fast feature count" capability.
- sql sql\_statement**: SQL statement to execute. The resulting table/layer will be saved to the output.
- dialect dialect**: SQL dialect. In some cases can be used to use (unoptimized) OGR SQL instead of the native SQL of an RDBMS by passing OGRSQL.
- wrapdateline**: (starting with GDAL 1.7.0) split geometries crossing the dateline meridian (long. = +/- 180deg)
- whererestricted\_where**: Attribute query (like SQL WHERE)
- skipfailures**: Continue after a failure, skipping the failed feature.
- gt n**: group *n* features per transaction (default 200)
- spatxmin ymin xmax ymax**: spatial query extents. Only features whose geometry intersects the extents will be selected. The geometries will not be clipped unless -clipsrc is specified
- clipsrc[xmin ymin xmax ymax] WKT|datasource|spat\_extent**: (starting with GDAL 1.7.0) clip geometries to the specified bounding box (expressed in source SRS), WKT geometry (POLYGON or MULTIPOLYGON), from a datasource or to the spatial extent of the -spat option if you use the *spat\_extent* keyword. When specifying a datasource, you will generally want to use it in combination of the -clipsrclayer, -clipsrcwhere or -clipsrcsql options
- clipsrcsql sql\_statement**: Select desired geometries using an SQL query instead.
- clipsrclayer layername**: Select the named layer from the source clip datasource.
- clipsrcwhere expression**: Restrict desired geometries based on attribute query.
- clipdstxmin ymin xmax ymax**: (starting with GDAL 1.7.0) clip geometries after re-projection to the specified bounding box (expressed in dest SRS), WKT geometry (POLYGON or MULTIPOLYGON) or from a datasource. When specifying a datasource, you will generally want to use it in combination of the -clipdstlayer, -clipdstwhere or -clipdstsql options
- clipdstsql sql\_statement**: Select desired geometries using an SQL query instead.
- clipdstlayer layername**: Select the named layer from the destination clip datasource.
- clipdstwhere expression**: Restrict desired geometries based on attribute query.
- dsc NAME=VALUE**: Dataset creation option (format specific)
- lco NAME=VALUE**: Layer creation option (format specific)

- nlname:** Assign an alternate name to the new layer
- nltype:** Define the geometry type for the created layer. One of NONE, GEOMETRY, POINT, LINESTRING, POLYGON, GEOMETRYCOLLECTION, MULTIPOINT, MULTIPOLYGON or MULTILINESTRING. Add "25D" to the name to get 2.5D versions.
- a\_srs\_srs\_def:** Assign an output SRS
- t\_srs\_srs\_def:** Reproject/transform to this SRS on output
- s\_srs\_srs\_def:** Override source SRS
- fid fid:** If provided, only the feature with this feature id will be reported. Operates exclusive of the spatial or attribute queries. Note: if you want to select several features based on their feature id, you can also use the fact the 'fid' is a special field recognized by OGR SQL. So, '-where "fid in (1,3,5)"' would select features 1, 3 and 5.
- segmentizemax\_dist:** (starting with GDAL 1.6.0) maximum distance between 2 nodes. Used to create intermediate pointsspatial query extents
- fieldTypeToStringtype1, ...:** (starting with GDAL 1.7.0) converts any field of the specified type to a field of type string in the destination layer. Valid types are : Integer, Real, String, Date, Time, DateTime, Binary, IntegerList, RealList, StringList. Special value **All** can be used to convert all fields to strings. This is an alternate way to using the CAST operator of OGR SQL, that may avoid typing a long SQL query.

Srs\_def can be a full WKT definition (hard to escape properly), or a well known definition (ie. EPSG:4326) or a file with a WKT definition.

Example appending to an existing layer (both flags need to be used):

```
% ogr2ogr -update -append -f PostgreSQL PG:dbname=warmerda abc.tab
```

Example reprojecting from ETRS\_1989\_LAEA\_52N\_10E to EPSG:4326 and clipping to a bounding box

```
% ogr2ogr -wrapdateline -t_srs EPSG:4326 -clipdst -5 40 15 55 france_4326.shp europe_laea.shp
```

More examples are given in the individual format pages.



## Chapter 42

# ogrindex

creates a tileindex

```
ogrindex [-lnum n]... [-lname name]... [-f output_format]
         [-write_absolute_path] [-skip_different_projection]
         output_dataset src_dataset...
```

The ogrindex program can be used to create a tileindex - a file containing a list of the identities of a bunch of other files along with there spatial extents. This is primarily intended to be used with MapServer for tiled access to layers using the OGR connection type.

**-lnum *n*:** Add layer number 'n' from each source file in the tile index.

**-lname *name*:** Add the layer named 'name' from each source file in the tile index.

**-f *output\_format*:** Select an output format name. The default is to create a shapefile.

**-tileindex *field\_name*:** The name to use for the dataset name. Defaults to LOCATION.

**-write\_absolute\_path:** Filenames are written with absolute paths

**-skip\_different\_projection:** Only layers with same projection ref as layers already inserted in the tileindex will be inserted.

If no -lnum or -lname arguments are given it is assumed that all layers in source datasets should be added to the tile index as independent records.

If the tile index already exists it will be appended to, otherwise it will be created.

It is a flaw of the current ogrindex program that no attempt is made to copy the coordinate system definition from the source datasets to the tile index (as is expected by MapServer when PROJECTION AUTO is in use).

This example would create a shapefile (tindex.shp) containing a tile index of the BL2000\_LINK layers in all the NTF files in the wrk directory:

```
% ogrindex tindex.shp wrk/*.NTF
```



## Chapter 43

# gdal\_fillnodata.py

fill raster regions by interpolation from edges

### 43.1 SYNOPSIS

```
gdal_nodatafill.py [-q] [-md max_distance] [-si smooth_iterations]
                  [-o name=value] [-b band]
                  srcfile [-nomask] [-mask filename] [-of format] [dstfile]
```

### 43.2 DESCRIPTION

The `gdal_nodatafill.py` script fills selection regions (usually nodata areas) by interpolating from valid pixels around the edges of the area.

Additional details on the algorithm are available in the **GDALFillNodata()** (p. ??) docs.

**-q:** The script runs in quiet mode. The progress monitor is suppressed and routine messages are not displayed.

**-md *max\_distance*:** The maximum distance (in pixels) that the algorithm will search out for values to interpolate.

**-si *smooth\_iterations*:** The number of 3x3 average filter smoothing iterations to run after the interpolation to dampen artifacts. The default is zero smoothing iterations.

**-o *name=value*:** Specify a special argument to the algorithm. Currently none are supported.

**-b *band*:** The band to operate on, by default the first band is operated on.

***srcfile*** The source raster file used to identify target pixels. Only one band is used.

**-nomask:** Do not use the default validity mask for the input band (such as nodata, or alpha masks).

**-mask *filename*:** Use the first band of the specified file as a validity mask (zero is invalid, non-zero is valid).

***dstfile*** The new file to create with the interpolated result. If not provided, the source band is updated in place.

**-of *format*:** Select the output format. The default is GeoTIFF (GTiff). Use the short format name.



## Chapter 44

# gdal\_sieve.py

removes small raster polygons

### 44.1 SYNOPSIS

```
gdal_sieve.py [-q] [-st threshold] [-4] [-8] [-o name=value]  
               srcfile [-nomask] [-mask filename] [-of format] [dstfile]
```

### 44.2 DESCRIPTION

The `gdal_sieve.py` script removes raster polygons smaller than a provided threshold size (in pixels) and replaces them with the pixel value of the largest neighbour polygon. The result can be written back to the existing raster band, or copied into a new file.

Additional details on the algorithm are available in the **GDALSieveFilter()** (p. ??) docs.

- q:** The script runs in quiet mode. The progress monitor is suppressed and routine messages are not displayed.
- st *threshold*:** Set the size threshold in pixels. Only raster polygons smaller than this size will be removed.
- o *name=value*:** Specify a special argument to the algorithm. Currently none are supported.
- 4:** Four connectedness should be used when determining polygons. That is diagonal pixels are not considered directly connected. This is the default.
- 8:** Eight connectedness should be used when determining polygons. That is diagonal pixels are considered directly connected.
- srcfile** The source raster file used to identify target pixels. Only the first band is used.

**-nomask:** Do not use the default validity mask for the input band (such as nodata, or alpha masks).

**-mask *filename*:** Use the first band of the specified file as a validity mask (zero is invalid, non-zero is valid).

***dstfile*** The new file to create with the filtered result. If not provided, the source band is updated in place.

**-of *format*:** Select the output format. The default is GeoTIFF (GTiff). Use the short format name.

## Chapter 45

# Deprecated List

**Page GDAL for Windows CE (p. ??)** Following directories and projects are deprecated.  
**DON'T USE THEM!**



## Chapter 46

# Class Index

### 46.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

_CPLHashSet . . . . .	??
_CPLList . . . . .	??
_CPLQuadTree . . . . .	??
_GDALProxyPoolCacheEntry . . . . .	??
_QuadTreeNode . . . . .	??
ApproxTransformInfo . . . . .	??
BandProperty . . . . .	??
ColorAssociation . . . . .	??
colorbox . . . . .	??
Control_Points . . . . .	??
CPLErrorContext . . . . .	??
CPLHTTPResult . . . . .	??
CPLKeywordParser . . . . .	??
CPLLocaleC . . . . .	??
CPLMimePart . . . . .	??
CPLMutexHolder . . . . .	??
CPLODBCDriverInstaller . . . . .	??
CPLODBCSession . . . . .	??
CPLODBCStatement . . . . .	??
CPLRectObj . . . . .	??
CPLSharedFileInfo . . . . .	??
CPLStdCallThreadInfo . . . . .	??
CPLString . . . . .	??
CPLXMLNode . . . . .	??
ctb . . . . .	??
CutlineTransformer . . . . .	??
DatasetCtxt . . . . .	??
DatasetProperty . . . . .	??
DefaultCSVFileNameTLS . . . . .	??

EnhanceCBInfo . . . . .	??
errHandler . . . . .	??
file_in_zip_read_info_s . . . . .	??
FindFileTLS . . . . .	??
GCPTransformInfo . . . . .	??
GDAL_GCP . . . . .	??
GDALAspectAlgData . . . . .	??
GDALColorEntry . . . . .	??
GDALColorTable . . . . .	??
GDALContourGenerator . . . . .	??
GDALContourItem . . . . .	??
GDALContourLevel . . . . .	??
GDALDatasetPamInfo . . . . .	??
GDALDatasetPool . . . . .	??
GDALDefaultOverviews . . . . .	??
GDALGenImgProjTransformInfo . . . . .	??
GDALGeoLocTransformInfo . . . . .	??
GDALGridDataMetricsOptions . . . . .	??
GDALGridInverseDistanceToAPowerOptions . . . . .	??
GDALGridMovingAverageOptions . . . . .	??
GDALGridNearestNeighborOptions . . . . .	??
GDALHillshadeAlgData . . . . .	??
GDALJP2Box . . . . .	??
GDALJP2Metadata . . . . .	??
GDALMajorObject . . . . .	??
GDALDataset . . . . .	??
GDALColorReliefDataset . . . . .	??
GDALGeneric3x3Dataset . . . . .	??
GDALPamDataset . . . . .	??
GDALProxyDataset . . . . .	??
GDALProxyPoolDataset . . . . .	??
VRTDataset . . . . .	??
VRTWarpedDataset . . . . .	??
GDALDriver . . . . .	??
VRTDriver . . . . .	??
GDALDriverManager . . . . .	??
GDALRasterBand . . . . .	??
GDALAllValidMaskBand . . . . .	??
GDALColorReliefRasterBand . . . . .	??
GDALGeneric3x3RasterBand . . . . .	??
GDALNoDataMaskBand . . . . .	??
GDALNoDataValuesMaskBand . . . . .	??
GDALPamRasterBand . . . . .	??
GDALProxyRasterBand . . . . .	??
GDALProxyPoolRasterBand . . . . .	??
GDALProxyPoolMaskBand . . . . .	??
GDALProxyPoolOverviewRasterBand . . . . .	??
VRTRasterBand . . . . .	??
VRTRawRasterBand . . . . .	??

VRTSourcedRasterBand . . . . .	??
VRTDerivedRasterBand . . . . .	??
VRTWarpedRasterBand . . . . .	??
GDALMultiDomainMetadata . . . . .	??
GDALOpenInfo . . . . .	??
GDALPamProxyDB . . . . .	??
GDALRasterAttributeField . . . . .	??
GDALRasterAttributeTable . . . . .	??
GDALRasterBandPamInfo . . . . .	??
GDALRasterBlock . . . . .	??
GDALRasterizeInfo . . . . .	??
GDALRasterPolygonEnumerator . . . . .	??
GDALReprojectionTransformInfo . . . . .	??
GDALRPCInfo . . . . .	??
GDALRPCTransformInfo . . . . .	??
GDALScaledProgressInfo . . . . .	??
GDALSlopeAlgData . . . . .	??
GDALTransformerInfo . . . . .	??
GDALWarpKernel . . . . .	??
GDALWarpOperation . . . . .	??
GDALWarpOptions . . . . .	??
GetMetadataElt . . . . .	??
GetMetadataItemElt . . . . .	??
GWKResampleWrkStruct . . . . .	??
GZipSnapshot . . . . .	??
MATRIX . . . . .	??
NamedColor . . . . .	??
OGRContourWriterInfo . . . . .	??
ParseContext . . . . .	??
RPolygon . . . . .	??
SharedDatasetCtxt . . . . .	??
StackContext . . . . .	??
tm_unz_s . . . . .	??
TPSTransformInfo . . . . .	??
unz_file_info_internal_s . . . . .	??
unz_file_info_s . . . . .	??
unz_file_pos_s . . . . .	??
unz_global_info_s . . . . .	??
unz_s . . . . .	??
VizGeorefSpline2D . . . . .	??
VRTSource . . . . .	??
VRTFuncSource . . . . .	??
VRTSimpleSource . . . . .	??
VRTAveragedSource . . . . .	??
VRTComplexSource . . . . .	??
VRTFilteredSource . . . . .	??
VRTKernelFilteredSource . . . . .	??
VRTAverageFilteredSource . . . . .	??
VSIFFileManager . . . . .	??

VSIFileSystemHandler . . . . .	??
VSIZipFileSystemHandler . . . . .	??
VSIMemFileSystemHandler . . . . .	??
VSIStdoutFileSystemHandler . . . . .	??
VSISubFileFileSystemHandler . . . . .	??
VSIUnixStdioFileSystemHandler . . . . .	??
VSIZipFileSystemHandler . . . . .	??
VSIMemFile . . . . .	??
VSVirtualHandle . . . . .	??
VSIZipHandle . . . . .	??
VSIZipWriteHandle . . . . .	??
VSIMemHandle . . . . .	??
VSIStdoutHandle . . . . .	??
VSISubFileHandle . . . . .	??
VSIUnixStdioHandle . . . . .	??
VWOTInfo . . . . .	??
WarpChunk . . . . .	??
ZIPContent . . . . .	??
ZIPEntry . . . . .	??
zlib_filefunc_def_s . . . . .	??



## Chapter 47

# Class Index

### 47.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>_CPLHashSet</b>	??
<b>_CPLList</b> (List element structure )	??
<b>_CPLQuadTree</b>	??
<b>_GDALProxyPoolCacheEntry</b>	??
<b>_QuadTreeNode</b>	??
<b>ApproxTransformInfo</b>	??
<b>BandProperty</b>	??
<b>ColorAssociation</b>	??
<b>colorbox</b>	??
<b>Control_Points</b>	??
<b>CPLErrorContext</b>	??
<b>CPLHTTPResult</b>	??
<b>CPLKeywordParser</b>	??
<b>CPLLocaleC</b>	??
<b>CPLMimePart</b>	??
<b>CPLMutexHolder</b>	??
<b>CPLODBCDriverInstaller</b> (A class providing functions to install or remove ODBC driver )	??
<b>CPLODBCSession</b> (A class representing an ODBC database session )	??
<b>CPLODBCStatement</b> (Abstraction for statement, and resultset )	??
<b>CPLRectObj</b>	??
<b>CPLSharedFileInfo</b>	??
<b>CPLStdCallThreadInfo</b>	??
<b>CPLString</b>	??
<b>CPLXMLNode</b> (Document node structure )	??
<b>ctb</b>	??
<b>CutlineTransformer</b>	??
<b>DatasetCtxt</b>	??
<b>DatasetProperty</b>	??

<b>DefaultCSVFileNameTLS</b>	??
<b>EnhanceCBInfo</b>	??
<b>errHandler</b>	??
<b>file_in_zip_read_info_s</b>	??
<b>FindFileTLS</b>	??
<b>GCPTransformInfo</b>	??
<b>GDAL_GCP</b> (Ground Control Point)	??
<b>GDALAllValidMaskBand</b>	??
<b>GDALAspectAlgData</b>	??
<b>GDALColorEntry</b> (Color tuple)	??
<b>GDALColorReliefDataset</b>	??
<b>GDALColorReliefRasterBand</b>	??
<b>GDALColorTable</b>	??
<b>GDALContourGenerator</b>	??
<b>GDALContourItem</b>	??
<b>GDALContourLevel</b>	??
<b>GDALDataset</b> (A set of associated raster bands, usually from one file)	??
<b>GDALDatasetPamInfo</b>	??
<b>GDALDatasetPool</b>	??
<b>GDALDefaultOverviews</b>	??
<b>GDALDriver</b> (Format specific driver)	??
<b>GDALDriverManager</b> (Class for managing the registration of file format drivers)	??
<b>GDALGeneric3x3Dataset</b>	??
<b>GDALGeneric3x3RasterBand</b>	??
<b>GDALGenImgProjTransformInfo</b>	??
<b>GDALGeoLocTransformInfo</b>	??
<b>GDALGridDataMetricsOptions</b> (Data metrics method control options)	??
<b>GDALGridInverseDistanceToAPowerOptions</b> (Inverse distance to a power method control options)	??
<b>GDALGridMovingAverageOptions</b> (Moving average method control options)	??
<b>GDALGridNearestNeighborOptions</b> (Nearest neighbor method control options)	??
<b>GDALHillshadeAlgData</b>	??
<b>GDALJP2Box</b>	??
<b>GDALJP2Metadata</b>	??
<b>GDALMajorObject</b> (Object with metadata)	??
<b>GDALMultiDomainMetadata</b>	??
<b>GDALNoDataMaskBand</b>	??
<b>GDALNoDataValuesMaskBand</b>	??
<b>GDALOpenInfo</b>	??
<b>GDALPamDataset</b> (A subclass of <b>GDALDataset</b> (p. ??) which introduces the ability to save and restore auxiliary information (coordinate system, gcps, metadata, etc) not supported by a file format via an "auxiliary metadata" file with the .aux.xml extension)	??
<b>GDALPamProxyDB</b>	??
<b>GDALPamRasterBand</b>	??
<b>GDALProxyDataset</b>	??
<b>GDALProxyPoolDataset</b>	??
<b>GDALProxyPoolMaskBand</b>	??

<b>GDALProxyPoolOverviewRasterBand</b>	??
<b>GDALProxyPoolRasterBand</b>	??
<b>GDALProxyRasterBand</b>	??
<b>GDALRasterAttributeField</b>	??
<b>GDALRasterAttributeTable</b> (Raster Attribute Table container )	??
<b>GDALRasterBand</b> (A single raster band (or channel) )	??
<b>GDALRasterBandPamInfo</b>	??
<b>GDALRasterBlock</b> (A single raster block in the block cache )	??
<b>GDALRasterizeInfo</b>	??
<b>GDALRasterPolygonEnumerator</b>	??
<b>GDALReprojectionTransformInfo</b>	??
<b>GDALRPCInfo</b>	??
<b>GDALRPCTransformInfo</b>	??
<b>GDALScaledProgressInfo</b>	??
<b>GDALSlopeAlgData</b>	??
<b>GDALTransformerInfo</b>	??
<b>GDALWarpKernel</b> (Low level image warping class )	??
<b>GDALWarpOperation</b> (High level image warping class )	??
<b>GDALWarpOptions</b> (Warp control options for use with <b>GDALWarpOperation::Initialize()</b> (p. ??) )	??
<b>GetMetadataElt</b>	??
<b>GetMetadataItemElt</b>	??
<b>GWKResampleWrkStruct</b>	??
<b>GZipSnapshot</b>	??
<b>MATRIX</b>	??
<b>NamedColor</b>	??
<b>OGRContourWriterInfo</b>	??
<b>ParseContext</b>	??
<b>RPolygon</b>	??
<b>SharedDatasetCtxt</b>	??
<b>StackContext</b>	??
<b>tm_unz_s</b>	??
<b>TPSTransformInfo</b>	??
<b>unz_file_info_internal_s</b>	??
<b>unz_file_info_s</b>	??
<b>unz_file_pos_s</b>	??
<b>unz_global_info_s</b>	??
<b>unz_s</b>	??
<b>VizGeorefSpline2D</b>	??
<b>VRTAveragedSource</b>	??
<b>VRTAverageFilteredSource</b>	??
<b>VRTComplexSource</b>	??
<b>VRTDataset</b>	??
<b>VRTDerivedRasterBand</b>	??
<b>VRTDriver</b>	??
<b>VRTFilteredSource</b>	??
<b>VRTFuncSource</b>	??
<b>VRTKernelFilteredSource</b>	??
<b>VRTRasterBand</b>	??
<b>VRTRawRasterBand</b>	??

VRTSimpleSource . . . . .	??
VRTSource . . . . .	??
VRTSourcedRasterBand . . . . .	??
VRTWarpedDataset . . . . .	??
VRTWarpedRasterBand . . . . .	??
VSIFileManager . . . . .	??
VSIFilesystemHandler . . . . .	??
VSIGZipFilesystemHandler . . . . .	??
VSIGZipHandle . . . . .	??
VSIGZipWriteHandle . . . . .	??
VSIMemFile . . . . .	??
VSIMemFilesystemHandler . . . . .	??
VSIMemHandle . . . . .	??
VSIStdoutFilesystemHandler . . . . .	??
VSIStdoutHandle . . . . .	??
VISubFileFilesystemHandler . . . . .	??
VISubFileHandle . . . . .	??
VSIUnixStdioFilesystemHandler . . . . .	??
VSIUnixStdioHandle . . . . .	??
VSVirtualHandle . . . . .	??
VSIZipFilesystemHandler . . . . .	??
VWOTInfo . . . . .	??
WarpChunk . . . . .	??
ZIPContent . . . . .	??
ZIPEntry . . . . .	??
zlib_filefunc_def_s . . . . .	??

## Chapter 48

# File Index

### 48.1 File List

Here is a list of all documented files with brief descriptions:

<b>cpl_atomic_ops.h</b>	??
<b>cpl_config.h</b>	??
<b>cpl_config_extras.h</b>	??
<b>cpl_conv.h</b> (Various convenience functions for CPL )	??
<b>cpl_csv.h</b>	??
<b>cpl_error.h</b> (CPL error handling services )	??
<b>cpl_hash_set.h</b> (Hash set implementation )	??
<b>cpl_http.h</b> (Interface for downloading HTTP, FTP documents )	??
<b>cpl_list.h</b> (Simplest list implementation )	??
<b>cpl_minixml.h</b> (Definitions for CPL mini XML Parser/Serializer )	??
<b>cpl_minizip_ioapi.h</b>	??
<b>cpl_minizip_unzip.h</b>	??
<b>cpl_multiproc.h</b>	??
<b>cpl_odbc.h</b> (ODBC Abstraction Layer (C++) )	??
<b>cpl_port.h</b> (Core portability definitions for CPL )	??
<b>cpl_quad_tree.h</b> (Quad tree implementation )	??
<b>cpl_string.h</b> (Various convenience functions for working with strings and string lists )	??
<b>cpl_time.h</b>	??
<b>cpl_vsi.h</b> (Standard C Covers )	??
<b>cpl_vsi_virtual.h</b>	??
<b>cpl_win32ce_api.h</b>	??
<b>cpl_wince.h</b>	??
<b>cplkeywordparser.h</b>	??
<b>gdal.h</b> (Public (C callable) GDAL entry points )	??
<b>gdal_alg.h</b> (Public (C callable) GDAL algorithm entry points, and definitions )	??
<b>gdal_alg_priv.h</b>	??
<b>gdal_frmts.h</b>	??
<b>gdal_pam.h</b>	??

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<b>gdal_priv.h</b>	??
<b>gdal_proxy.h</b>	??
<b>gdal_rat.h</b>	??
<b>gdal_version.h</b>	??
<b>gdal_vrt.h</b> (Public (C callable) entry points for virtual GDAL dataset objects )	??
<b>gdalgrid.h</b> (GDAL gridder related entry points and definitions )	??
<b>gdaljp2metadata.h</b>	??
<b>gdalwarper.h</b> (GDAL warper related entry points and definitions )	??
<b>gvgefit.h</b>	??
<b>thinplatespline.h</b>	??
<b>vrtdataset.h</b>	??

## Chapter 49

# Class Documentation

### 49.1 `_CPLHashSet` Struct Reference

#### Public Attributes

- `CPLHashSetHashFunc` **fnHashFunc**
- `CPLHashSetEqualFunc` **fnEqualFunc**
- `CPLHashSetFreeEltFunc` **fnFreeEltFunc**
- **`CPLList` \*\* `tabList`**
- `int` **`nSize`**
- `int` **`nIndiceAllocatedSize`**
- `int` **`nAllocatedSize`**

The documentation for this struct was generated from the following file:

- `cpl_hash_set.cpp`

### 49.2 `_CPLList` Struct Reference

List element structure.

```
#include <cpl_list.h>
```

#### Public Attributes

- `void *` **`pData`**
- `struct _CPLList *` **`psNext`**

#### 49.2.1 Detailed Description

List element structure.

## 49.2.2 Member Data Documentation

### 49.2.2.1 void\* **\_CPLList::pData**

Pointer to the data object. Should be allocated and freed by the caller.

Referenced by CPLHashSetDestroy(), CPLHashSetForeach(), CPLHashSetRemove(), CPLListAppend(), CPLListGetData(), and CPLListInsert().

### 49.2.2.2 struct **\_CPLList\* \_CPLList::psNext**

Pointer to the next element in list. NULL, if current element is the last one

Referenced by CPLHashSetDestroy(), CPLHashSetForeach(), CPLHashSetRemove(), CPLListAppend(), CPLListCount(), CPLListDestroy(), CPLListGet(), CPLListGetLast(), CPLListGetNext(), CPLListInsert(), and CPLListRemove().

The documentation for this struct was generated from the following file:

- **cpl\_list.h**

## 49.3 **\_CPLQuadTree Struct Reference**

### Public Attributes

- **QuadTreeNode \* psRoot**
- **CPLQuadTreeGetBoundsFunc pfnGetBounds**
- **int nFeatures**
- **int nMaxDepth**
- **int nBucketCapacity**
- **double dfSplitRatio**

The documentation for this struct was generated from the following file:

- **cpl\_quad\_tree.cpp**

## 49.4 **\_GDALProxyPoolCacheEntry Struct Reference**

### Public Attributes

- **GIntBig responsiblePID**
- **char \* pszFileName**
- **GDALDataset \* poDS**
- **int refCount**
- **GDALProxyPoolCacheEntry \* prev**



- **GDALProxyPoolCacheEntry \* next**

The documentation for this struct was generated from the following file:

- `gdalproxypool.cpp`

## 49.5 `_QuadTreeNode` Struct Reference

### Public Attributes

- **CPLRectObj rect**
- **int nFeatures**
- **void \*\* pahFeatures**
- **int nNumSubNodes**
- **QuadTreeNode \* apSubNode** [MAX\_SUBNODES]

The documentation for this struct was generated from the following file:

- `cpl_quad_tree.cpp`

## 49.6 `ApproxTransformInfo` Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- **GDALTransformerFunc pfnBaseTransformer**
- **void \* pBaseCBData**
- **double dfMaxError**
- **int bOwnSubtransformer**

The documentation for this struct was generated from the following file:

- `gdaltransformer.cpp`

## 49.7 `BandProperty` Struct Reference

### Public Attributes

- **GDALColorInterp colorInterpretation**
- **GDALDataType dataType**
- **GDALColorTableH colorTable**
- **int bHasNoData**

- double **noDataValue**

The documentation for this struct was generated from the following file:

- gdalbuildvrt.cpp

## 49.8 ColorAssociation Struct Reference

### Public Attributes

- double **dfVal**
- int **nR**
- int **nG**
- int **nB**
- int **nA**

The documentation for this struct was generated from the following file:

- gdaldem.cpp

## 49.9 colorbox Struct Reference

### Public Attributes

- struct **colorbox** \* **next**
- struct **colorbox** \* **prev**
- int **rmin**
- int **rmax**
- int **gmin**
- int **gmax**
- int **bmin**
- int **bmax**
- int **total**

The documentation for this struct was generated from the following file:

- gdalmediancut.cpp

## 49.10 Control\_Points Struct Reference

### Public Attributes

- int **count**

- double \* **e1**
- double \* **n1**
- double \* **e2**
- double \* **n2**
- int \* **status**

The documentation for this struct was generated from the following file:

- gdal\_crs.c

## 49.11 CPLErrorContext Struct Reference

### Public Attributes

- int **nLastErrNo**
- CPLErr **eLastErrType**
- **CPLErrorHandlerNode** \* **psHandlerStack**
- int **nLastErrMsgMax**
- char **szLastErrMsg** [DEFAULT\_LAST\_ERR\_MSG\_SIZE]

The documentation for this struct was generated from the following file:

- cpl\_error.cpp

## 49.12 CPLHTTPResult Struct Reference

```
#include <cpl_http.h>
```

### Public Attributes

- int **nStatus**
- char \* **pszContentType**
- char \* **pszErrBuf**
- int **nDataLen**
- int **nDataAlloc**
- GByte \* **pabyData**
- int **nMimePartCount**
- **CPLMimePart** \* **pasMimePart**

### 49.12.1 Detailed Description

Describe the result of a **CPLHTTPFetch()** (p. ??) call

## 49.12.2 Member Data Documentation

### 49.12.2.1 int **CPLHTTPResult::nDataLen**

Length of the pabyData buffer

Referenced by CPLHTTPParseMultipartMime().

### 49.12.2.2 int **CPLHTTPResult::nMimePartCount**

Number of parts in a multipart message

Referenced by CPLHTTPParseMultipartMime().

### 49.12.2.3 int **CPLHTTPResult::nStatus**

HTTP status code : 200=success, value < 0 if request failed

Referenced by CPLHTTPFetch().

### 49.12.2.4 GByte\* **CPLHTTPResult::pabyData**

Buffer with downloaded data

Referenced by CPLHTTPDestroyResult(), and CPLHTTPParseMultipartMime().

### 49.12.2.5 CPLMimePart\* **CPLHTTPResult::pasMimePart**

Array of parts (resolved by **CPLHTTPParseMultipartMime()** (p. ??))

Referenced by CPLHTTPParseMultipartMime().

### 49.12.2.6 char\* **CPLHTTPResult::pszContentType**

Content-Type of the response

Referenced by CPLHTTPDestroyResult(), CPLHTTPFetch(), and CPLHTTPParseMultipartMime().

### 49.12.2.7 char\* **CPLHTTPResult::pszErrMsgBuf**

Error message from curl, or NULL

Referenced by CPLHTTPDestroyResult(), and CPLHTTPFetch().

The documentation for this struct was generated from the following file:

- **cpl\_http.h**

## 49.13 CPLKeywordParser Class Reference

### Public Member Functions

- int **Ingest** (FILE \*fp)
- const char \* **GetKeyword** (const char \*pszPath, const char \*pszDefault=NULL)
- char \*\* **GetAllKeywords** ()

The documentation for this class was generated from the following files:

- cplkeywordparser.h
- cplkeywordparser.cpp

## 49.14 CPLLocaleC Class Reference

The documentation for this class was generated from the following files:

- cpl\_conv.h
- cpl\_conv.cpp

## 49.15 CPLMimePart Struct Reference

```
#include <cpl_http.h>
```

### Public Attributes

- char \*\* **papszHeaders**
- GByte \* **pabyData**
- int **nDataLen**

### 49.15.1 Detailed Description

Describe a part of a multipart message

### 49.15.2 Member Data Documentation

#### 49.15.2.1 int CPLMimePart::nDataLen

Buffer length

Referenced by CPLHTTPParseMultipartMime().

#### 49.15.2.2 GByte\* CPLMimePart::pabyData

Buffer with data of the part

Referenced by CPLHTTPParseMultipartMime().

#### 49.15.2.3 char\*\* CPLMimePart::papszHeaders

NULL terminated array of headers

Referenced by CPLHTTPParseMultipartMime().

The documentation for this struct was generated from the following file:

- `cpl_http.h`

## 49.16 CPLMutexHolder Class Reference

### Public Member Functions

- **CPLMutexHolder** (void \*\*phMutex, double dfWaitInSeconds=1000.0, const char \*pszFile=\_\_FILE\_\_, int nLine=\_\_LINE\_\_)

The documentation for this class was generated from the following files:

- `cpl_multiproc.h`
- `cpl_multiproc.cpp`

## 49.17 CPLODBCDriverInstaller Class Reference

A class providing functions to install or remove ODBC driver.

```
#include <cpl_odbc.h>
```

### Public Member Functions

- int **InstallDriver** (const char \*pszDriver, const char \*pszPathIn, WORD fRequest=ODBC\_INSTALL\_COMPLETE)  
*Installs ODBC driver or updates definition of already installed driver.*
- int **RemoveDriver** (const char \*pszDriverName, int fRemoveDSN=FALSE)  
*Removes or changes information about the driver from the Odbcinst.ini entry in the system information.*
- int **GetUsageCount** () const
- const char \* **GetPathOut** () const
- const char \* **GetLastError** () const
- DWORD **GetLastErrorCode** () const

### 49.17.1 Detailed Description

A class providing functions to install or remove ODBC driver.

### 49.17.2 Member Function Documentation

**49.17.2.1** `int CPLODBCDriverInstaller::InstallDriver ( const char * pszDriver, const char * pszPathIn, WORD fRequest = ODBC_INSTALL_COMPLETE )`

Installs ODBC driver or updates definition of already installed driver.

Interanally, it calls ODBC's SQLInstallDriverEx function.

#### Parameters

<i>pszDriver</i>	- The driver definition as a list of keyword-value pairs describing the driver (See ODBC API Reference).
<i>pszPathIn</i>	- Full path of the target directory of the installation, or a null pointer (for unixODBC, NULL is passed).
<i>fRequest</i>	- The <i>fRequest</i> argument must contain one of the following values: ODBC_INSTALL_COMPLETE - (default) complete the installation request ODBC_INSTALL_INQUIRY - inquire about where a driver can be installed

#### Returns

TRUE indicates success, FALSE if it fails.

**49.17.2.2** `int CPLODBCDriverInstaller::RemoveDriver ( const char * pszDriverName, int fRemoveDSN = FALSE )`

Removes or changes information about the driver from the Odbcinst.ini entry in the system information.

#### Parameters

<i>pszDriverName</i>	- The name of the driver as registered in the Odbcinst.ini key of the system information.
<i>fRemoveDSN</i>	- TRUE: Remove DSNs associated with the driver specified in <i>lpszDriver</i> . FALSE: Do not remove DSNs associated with the driver specified in <i>lpszDriver</i> .

#### Returns

The function returns TRUE if it is successful, FALSE if it fails. If no entry exists in the system information when this function is called, the function returns FALSE. In order to obtain usage count value, call `GetUsageCount()`.

The documentation for this class was generated from the following files:

- `cpl_odbc.h`

- cpl\_odbc.cpp

## 49.18 CPLODBCSession Class Reference

A class representing an ODBC database session.

```
#include <cpl_odbc.h>
```

### Public Member Functions

- int **EstablishSession** (const char \*pszDSN, const char \*pszUserid, const char \*pszPassword)  
*Connect to database and logon.*
- const char \* **GetLastError** ()  
*Returns the last ODBC error message.*
- int **CloseSession** ()
- int **Failed** (int, HSTMT=NULL)
- HDBC **GetConnection** ()
- HENV **GetEnvironment** ()

### 49.18.1 Detailed Description

A class representing an ODBC database session.

Includes error collection services.

### 49.18.2 Member Function Documentation

**49.18.2.1** int CPLODBCSession::EstablishSession ( const char \* *pszDSN*, const char \* *pszUserid*, const char \* *pszPassword* )

Connect to database and logon.

#### Parameters

<i>pszDSN</i>	The name of the DSN being used to connect. This is not optional.
<i>pszUserid</i>	the userid to logon as, may be NULL if not not required, or provided by the DSN.
<i>pszPassword</i>	the password to logon with. May be NULL if not required or provided by the DSN.

#### Returns

TRUE on success or FALSE on failure. Call **GetLastError()** (p. ??) to get details on failure.

References [GetLastError\(\)](#).



## 49.18.2.2 const char \* CPODBCSession::GetLastError ( )

Returns the last ODBC error message.

**Returns**

pointer to an internal buffer with the error message in it. Do not free or alter. Will be an empty (but not NULL) string if there is no pending error info.

Referenced by EstablishSession(), and CPODBCStatement::Fetch().

The documentation for this class was generated from the following files:

- **cpl\_odbc.h**
- **cpl\_odbc.cpp**

## 49.19 CPODBCStatement Class Reference

Abstraction for statement, and resultset.

```
#include <cpl_odbc.h>
```

**Public Member Functions**

- **CPODBCStatement (CPODBCSession \*)**
- **HSTMT GetStatement ()**
- **void Clear ()**  
*Clear internal command text and result set definitions.*
- **void AppendEscaped (const char \*)**  
*Append text to internal command.*
- **void Append (const char \*)**  
*Append text to internal command.*
- **void Append (int)**  
*Append to internal command.*
- **void Append (double)**  
*Append to internal command.*
- **int Appendf (const char \*,...)**  
*Append to internal command.*
- **const char \* GetCommand ()**
- **int ExecuteSQL (const char \*=NULL)**  
*Execute an SQL statement.*
- **int Fetch (int nOrientation=SQL\_FETCH\_NEXT, int nOffset=0)**  
*Fetch a new record.*
- **void ClearColumnData ()**
- **int GetColCount ()**

- Fetch the resultset column count.*

  - const char \* **GetColName** (int)

*Fetch a column name.*
- short **GetColType** (int)

*Fetch a column data type.*
- const char \* **GetColTypeName** (int)

*Fetch a column data type name.*
- short **GetColSize** (int)

*Fetch the column width.*
- short **GetColPrecision** (int)

*Fetch the column precision.*
- short **GetColNullable** (int)

*Fetch the column nullability.*
- int **GetColId** (const char \*)

*Fetch column index.*
- const char \* **GetColData** (int, const char \*=NULL)

*Fetch column data.*
- const char \* **GetColData** (const char \*, const char \*=NULL)

*Fetch column data.*
- int **GetColDataLength** (int)
- int **GetColumns** (const char \*pszTable, const char \*pszCatalog=NULL, const char \*pszSchema=NULL)

*Fetch column definitions for a table.*
- int **GetPrimaryKeys** (const char \*pszTable, const char \*pszCatalog=NULL, const char \*pszSchema=NULL)

*Fetch primary keys for a table.*
- int **GetTables** (const char \*pszCatalog=NULL, const char \*pszSchema=NULL)

*Fetch tables in database.*
- void **DumpResult** (FILE \*fp, int bShowSchema=FALSE)

*Dump resultset to file.*
- int **CollectResultsInfo** ()

### Static Public Member Functions

- static **CPLString GetTypeNames** (int)

*Get name for SQL column type.*
- static **SQLSMALLINT GetTypeMapping** (SQLSMALLINT)

*Get appropriate C data type for SQL column type.*

### 49.19.1 Detailed Description

Abstraction for statement, and resultset.

Includes methods for executing an SQL statement, and for accessing the resultset from that statement. Also provides for executing other ODBC requests that produce results sets such as SQLColumns() and SQLTables() requests.

## 49.19.2 Member Function Documentation

### 49.19.2.1 void CPODBCStatement::Append ( const char \* *pszText* )

Append text to internal command.

The passed text is appended to the internal SQL command text.

#### Parameters

<i>pszText</i>	text to append.
----------------	-----------------

Referenced by Append(), AppendEscaped(), Appendf(), and ExecuteSQL().

### 49.19.2.2 void CPODBCStatement::Append ( int *nValue* )

Append to internal command.

The passed value is formatted and appended to the internal SQL command text.

#### Parameters

<i>nValue</i>	value to append to the command.
---------------	---------------------------------

References Append().

### 49.19.2.3 void CPODBCStatement::Append ( double *dfValue* )

Append to internal command.

The passed value is formatted and appended to the internal SQL command text.

#### Parameters

<i>dfValue</i>	value to append to the command.
----------------	---------------------------------

References Append().

### 49.19.2.4 void CPODBCStatement::AppendEscaped ( const char \* *pszText* )

Append text to internal command.

The passed text is appended to the internal SQL command text after escaping any special characters so it can be used as a character string in an SQL statement.

#### Parameters

<i>pszText</i>	text to append.
----------------	-----------------

References Append().

#### 49.19.2.5 int CPODBCStatement::Appendf ( const char \* *pszFormat*, ... )

Append to internal command.

The passed format is used to format other arguments and the result is appended to the internal command text. Long results may not be formatted properly, and should be appended with the direct **Append()** (p. ??) methods.

##### Parameters

<i>pszFormat</i>	printf() style format string.
------------------	-------------------------------

##### Returns

FALSE if formatting fails due to result being too large.

References [Append\(\)](#).

#### 49.19.2.6 void CPODBCStatement::DumpResult ( FILE \* *fp*, int *bShowSchema* = FALSE )

Dump resultset to file.

The contents of the current resultset are dumped in a simply formatted form to the provided file. If requested, the schema definition will be written first.

##### Parameters

<i>fp</i>	the file to write to. stdout or stderr are acceptable.
<i>bShowSchema</i>	TRUE to force writing schema information for the rowset before the rowset data itself. Default is FALSE.

References [Fetch\(\)](#), [GetColCount\(\)](#), [GetColData\(\)](#), [GetColName\(\)](#), [GetColNullable\(\)](#), [GetColPrecision\(\)](#), [GetColSize\(\)](#), [GetColType\(\)](#), and [GetTypeNames\(\)](#).

#### 49.19.2.7 int CPODBCStatement::ExecuteSQL ( const char \* *pszStatement* = NULL )

Execute an SQL statement.

This method will execute the passed (or stored) SQL statement, and initialize information about the resultset if there is one. If a NULL statement is passed, the internal stored statement that has been previously set via **Append()** (p. ??) or **Appendf()** (p. ??) calls will be used.

##### Parameters

<i>pszStatement</i>	the SQL statement to execute, or NULL if the internally saved one should be used.
---------------------	---

##### Returns

TRUE on success or FALSE if there is an error. Error details can be fetched with [OGRODBCSession::GetLastError\(\)](#).

References Append(), and Clear().

**49.19.2.8** `int CPODBCStatement::Fetch ( int nOrientation = SQL_FETCH_NEXT, int nOffset = 0 )`

Fetch a new record.

Requests the next row in the current resultset using the SQLFetchScroll() call. Note that many ODBC drivers only support the default forward fetching one record at a time. Only SQL\_FETCH\_NEXT (the default) should be considered reliable on all drivers.

Currently it isn't clear how to determine whether an error or a normal out of data condition has occurred if **Fetch()** (p. ??) fails.

#### Parameters

<i>nOrientation</i>	One of SQL_FETCH_NEXT, SQL_FETCH_LAST, SQL_FETCH_PRIOR, SQL_FETCH_ABSOLUTE, or SQL_FETCH_RELATIVE (default is SQL_FETCH_NEXT).
<i>nOffset</i>	the offset (number of records), ignored for some orientations.

#### Returns

TRUE if a new row is successfully fetched, or FALSE if not.

References CPODBCSession::GetLastError(), and GetTypeMapping().

Referenced by DumpResult().

**49.19.2.9** `int CPODBCStatement::GetColCount ( )`

Fetch the resultset column count.

#### Returns

the column count, or zero if there is no resultset.

Referenced by DumpResult().

**49.19.2.10** `const char * CPODBCStatement::GetColData ( const char * pszColName, const char * pszDefault = NULL )`

Fetch column data.

Fetches the data contents of the requested column for the currently loaded row. The result is returned as a string regardless of the column type. NULL is returned if an illegal column is given, or if the actual column is "NULL".

#### Parameters

<i>pszColName</i>	the name of the column requested.
<i>pszDefault</i>	the value to return if the column does not exist, or is NULL. Defaults to NULL.

**Returns**

pointer to internal column data or NULL on failure.

References GetColData(), and GetColId().

**49.19.2.11** `const char * CPODBCStatement::GetColData ( int iCol, const char * pszDefault = NULL )`

Fetch column data.

Fetches the data contents of the requested column for the currently loaded row. The result is returned as a string regardless of the column type. NULL is returned if an illegal column is given, or if the actual column is "NULL".

**Parameters**

<i>iCol</i>	the zero based column to fetch.
<i>pszDefault</i>	the value to return if the column does not exist, or is NULL. Defaults to NULL.

**Returns**

pointer to internal column data or NULL on failure.

Referenced by DumpResult(), and GetColData().

**49.19.2.12** `int CPODBCStatement::GetColId ( const char * pszColName )`

Fetch column index.

Gets the column index corresponding with the passed name. The name comparisons are case insensitive.

**Parameters**

<i>pszColName</i>	the name to search for.
-------------------	-------------------------

**Returns**

the column index, or -1 if not found.

Referenced by GetColData().

**49.19.2.13** `const char * CPODBCStatement::GetColName ( int iCol )`

Fetch a column name.

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

NULL on failure (out of bounds column), or a pointer to an internal copy of the column name.

Referenced by DumpResult().

**49.19.2.14 short CPODBCStatement::GetColNullable ( int *iCol* )**

Fetch the column nullability.

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

TRUE if the column may contains or FALSE otherwise.

Referenced by DumpResult().

**49.19.2.15 short CPODBCStatement::GetColPrecision ( int *iCol* )**

Fetch the column precision.

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

column precision, may be zero or the same as column size for columns to which it does not apply.

Referenced by DumpResult().

**49.19.2.16 short CPODBCStatement::GetColSize ( int *iCol* )**

Fetch the column width.

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

column width, zero for unknown width columns.

Referenced by DumpResult().

**49.19.2.17 short CPODBCStatement::GetColType ( int *iCol* )**

Fetch a column data type.

The return type code is a an ODBC SQL\_ code, one of SQL\_UNKNOWN\_TYPE, SQL\_CHAR, SQL\_NUMERIC, SQL\_DECIMAL, SQL\_INTEGER, SQL\_SMALLINT, SQL\_FLOAT, SQL\_REAL, SQL\_DOUBLE, SQL\_DATETIME, SQL\_VARCHAR, SQL\_TYPE\_DATE, SQL\_TYPE\_TIME, SQL\_TYPE\_TIMESTAMP.

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

type code or -1 if the column is illegal.

Referenced by DumpResult().

**49.19.2.18 const char \* CPODBCStatement::GetColTypeName ( int *iCol* )**

Fetch a column data type name.

Returns data source-dependent data type name; for example, "CHAR", "VARCHAR", "MONEY", "LONG VARBINAR", or "CHAR ( ) FOR BIT DATA".

**Parameters**

<i>iCol</i>	the zero based column index.
-------------	------------------------------

**Returns**

NULL on failure (out of bounds column), or a pointer to an internal copy of the column dat type name.

**49.19.2.19 int CPODBCStatement::GetColumns ( const char \* *pszTable*, const char \* *pszCatalog* = NULL, const char \* *pszSchema* = NULL )**

Fetch column definitions for a table.

The SQLColumn() method is used to fetch the definitions for the columns of a table (or other queriable object such as a view). The column definitions are digested and used to populate the **CPODBCStatement** (p. ??) column definitions essentially as if a "SELECT \* FROM tablename" had been done; however, no resultset will be available.

**Parameters**

<i>pszTable</i>	the name of the table to query information on. This should not be empty.
<i>pszCatalog</i>	the catalog to find the table in, use NULL (the default) if no catalog is available.
<i>pszSchema</i>	the schema to find the table in, use NULL (the default) if no schema is available.



**Returns**

TRUE on success or FALSE on failure.

49.19.2.20 `int CPODBCStatement::GetPrimaryKeys ( const char * pszTable, const char * pszCatalog = NULL, const char * pszSchema = NULL )`

Fetch primary keys for a table.

The SQLPrimaryKeys() function is used to fetch a list of fields forming the primary key. The result is returned as a result set matching the SQLPrimaryKeys() function result set. The 4th column in the result set is the column name of the key, and if the result set contains only one record then that single field will be the complete primary key.

**Parameters**

<i>pszTable</i>	the name of the table to query information on. This should not be empty.
<i>pszCatalog</i>	the catalog to find the table in, use NULL (the default) if no catalog is available.
<i>pszSchema</i>	the schema to find the table in, use NULL (the default) if no schema is available.

**Returns**

TRUE on success or FALSE on failure.

49.19.2.21 `int CPODBCStatement::GetTables ( const char * pszCatalog = NULL, const char * pszSchema = NULL )`

Fetch tables in database.

The SQLTables() function is used to fetch a list tables in the database. The result is returned as a result set matching the SQLTables() function result set. The 3rd column in the result set is the table name. Only tables of type "TABLE" are returned.

**Parameters**

<i>pszCatalog</i>	the catalog to find the table in, use NULL (the default) if no catalog is available.
<i>pszSchema</i>	the schema to find the table in, use NULL (the default) if no schema is available.

**Returns**

TRUE on success or FALSE on failure.

#### 49.19.2.22 `SQLSMALLINT CPLODBCStatement::GetTypeMapping ( SQLSMALLINT nTypeCode )` [static]

Get appropriate C data type for SQL column type.

Returns a C data type code, corresponding to the indicated SQL data type code (as returned from **CPLODBCStatement::GetColType()** (p. ??)).

##### Parameters

<i>nTypeCode</i>	the SQL_ code, such as SQL_CHAR.
------------------	----------------------------------

##### Returns

data type code. The valid code is always returned. If SQL code is not recognised, SQL\_C\_BINARY will be returned.

Referenced by Fetch().

#### 49.19.2.23 `CPLString CPLODBCStatement::GetTypeName ( int nTypeCode )` [static]

Get name for SQL column type.

Returns a string name for the indicated type code (as returned from **CPLODBCStatement::GetColType()** (p. ??)).

##### Parameters

<i>nTypeCode</i>	the SQL_ code, such as SQL_CHAR.
------------------	----------------------------------

##### Returns

internal string, "UNKNOWN" if code not recognised.

Referenced by DumpResult().

The documentation for this class was generated from the following files:

- **cpl\_odbc.h**
- **cpl\_odbc.cpp**

## 49.20 CPLRectObj Struct Reference

### Public Attributes

- double **minx**
- double **miny**
- double **maxx**
- double **maxy**

The documentation for this struct was generated from the following file:

- `cpl_quad_tree.h`

## 49.21 CPLSharedFileInfo Struct Reference

### Public Attributes

- `FILE * fp`
- `int nRefCount`
- `int bLarge`
- `char * pszFilename`
- `char * pszAccess`

The documentation for this struct was generated from the following file:

- `cpl_conv.h`

## 49.22 CPLStdCallThreadInfo Struct Reference

### Public Attributes

- `void * pAppData`
- `CPLThreadFunc pfnMain`
- `pthread_t hThread`

The documentation for this struct was generated from the following file:

- `cpl_multiproc.cpp`

## 49.23 CPLString Class Reference

### Public Member Functions

- **CPLString** (const std::string &oStr)
- **CPLString** (const char \*pszStr)
- **operator const char \*** (void) const
- **char & operator[]** (std::string::size\_type i)
- **const char & operator[]** (std::string::size\_type i) const
- **char & operator[]** (int i)
- **const char & operator[]** (int i) const
- **void Clear** ()

- **CPLString & Printf** (const char \*pszFormat,...)
- **CPLString & vPrintf** (const char \*pszFormat, va\_list args)
- **CPLString & FormatC** (double dfValue, const char \*pszFormat=NULL)  
*Format double in C locale.*
- **CPLString & Trim** ()  
*Trim white space.*

### 49.23.1 Member Function Documentation

#### 49.23.1.1 CPLString & CPLString::FormatC ( double dfValue, const char \* pszFormat = NULL )

Format double in C locale.

The passed value is formatted using the C locale (period as decimal separator) and appended to the target **CPLString** (p. ??).

##### Parameters

<i>dfValue</i>	the value to format.
<i>pszFormat</i>	the sprintf() style format to use or omit for default. Note that this format string should only include one substitution argument and it must be for a double (f or g).

##### Returns

a reference to the **CPLString** (p. ??).

#### 49.23.1.2 CPLString & CPLString::Trim ( )

Trim white space.

Trims white space off the left and right of the string. White space is any of a space, a tab, a newline ('

') or a carriage control (").

##### Returns

a reference to the **CPLString** (p. ??).

Referenced by GDALLoadWorldFile().

The documentation for this class was generated from the following files:

- **cpl\_string.h**
- **cplstring.cpp**

## 49.24 CPLXMLNode Struct Reference

Document node structure.

```
#include <cpl_minixml.h>
```

### Public Attributes

- **CPLXMLNodeType eType**  
*Node type.*
- **char \* pszValue**  
*Node value.*
- **struct CPLXMLNode \* psNext**  
*Next sibling.*
- **struct CPLXMLNode \* psChild**  
*Child node.*

### 49.24.1 Detailed Description

Document node structure.

This C structure is used to hold a single text fragment representing a component of the document when parsed. It should be allocated with the appropriate CPL function, and freed with **CPLDestroyXMLNode()** (p. ??). The structure contents should not normally be altered by application code, but may be freely examined by application code.

Using the psChild and psNext pointers, a heirarchical tree structure for a document can be represented as a tree of **CPLXMLNode** (p. ??) structures.

### 49.24.2 Member Data Documentation

#### 49.24.2.1 CPLXMLNodeType CPLXMLNode::eType

Node type.

One of CXT\_Element, CXT\_Text, CXT\_Attribute, CXT\_Comment, or CXT\_Literal.

Referenced by CPLAddXMLChild(), CPLCloneXMLTree(), CPLCreateXMLNode(), CPLGetXMLNode(), CPLGetXMLValue(), CPLSearchXMLNode(), CPLSetXMLValue(), CPLStripXMLNamespace(), VRTRasterBand::GetDefaultHistogram(), and GDALPamRasterBand::GetDefaultHistogram().

#### 49.24.2.2 struct CPLXMLNode\* CPLXMLNode::psChild

Child node.

Pointer to first child node, if any. Only CXT\_Element and CXT\_Attribute nodes should have children. For CXT\_Attribute it should be a single CXT\_Text value node, while

CXT\_Element can have any kind of child. The full list of children for a node are identified by walking the psNext's starting with the psChild node.

Referenced by CPLAddXMLChild(), CPLCloneXMLTree(), CPLCreateXMLNode(), CPLDestroyXMLNode(), CPLGetXMLNode(), CPLGetXMLValue(), CPLRemoveXMLChild(), CPLSearchXMLNode(), CPLSetXMLValue(), CPLStripXMLNamespace(), GDALValidateCreationOptions(), VRTRasterBand::GetDefaultHistogram(), GDALPamRasterBand::GetDefaultHistogram(), VRTRasterBand::SetDefaultHistogram(), and GDALPamRasterBand::SetDefaultHistogram().

#### 49.24.2.3 struct CPLXMLNode\* CPLXMLNode::psNext

Next sibling.

Pointer to next sibling, that is the next node appearing after this one that has the same parent as this node. NULL if this node is the last child of the parent element.

Referenced by CPLAddXMLChild(), CPLAddXMLSibling(), CPLCloneXMLTree(), CPLCreateXMLNode(), CPLDestroyXMLNode(), CPLGetXMLNode(), CPLGetXMLValue(), CPLRemoveXMLChild(), CPLSearchXMLNode(), CPLSerializeXMLTree(), CPLSetXMLValue(), CPLStripXMLNamespace(), GDALValidateCreationOptions(), VRTRasterBand::GetDefaultHistogram(), GDALPamRasterBand::GetDefaultHistogram(), VRTRasterBand::SetDefaultHistogram(), and GDALPamRasterBand::SetDefaultHistogram().

#### 49.24.2.4 char\* CPLXMLNode::pszValue

Node value.

For CXT\_Element this is the name of the element, without the angle brackets. Note there is a single CXT\_Element even when the document contains a start and end element tag. The node represents the pair. All text or other elements between the start and end tag will appear as children nodes of this CXT\_Element node.

For CXT\_Attribute the pszValue is the attribute name. The value of the attribute will be a CXT\_Text child.

For CXT\_Text this is the text itself (value of an attribute, or a text fragment between an element start and end tags).

For CXT\_Literal it is all the literal text. Currently this is just used for !DOCTYPE lines, and the value would be the entire line.

For CXT\_Comment the value is all the literal text within the comment, but not including the comment start/end indicators ("<!--" and "-->").

Referenced by CPLCloneXMLTree(), CPLCreateXMLNode(), CPLDestroyXMLNode(), CPLGetXMLNode(), CPLGetXMLValue(), CPLParseXMLString(), CPLSearchXMLNode(), CPLSetXMLValue(), CPLStripXMLNamespace(), GDALValidateCreationOptions(), VRTRasterBand::GetDefaultHistogram(), and GDALPamRasterBand::GetDefaultHistogram().

The documentation for this struct was generated from the following file:

- `cpl_minixml.h`

## 49.25 ctb Struct Reference

### Public Attributes

- FILE \* **fp**
- struct **ctb** \* **psNext**
- char \* **pszFilename**
- char \*\* **papszFieldNames**
- char \*\* **papszRecFields**
- int **iLastLine**
- int **bNonUniqueKey**
- int **nLineCount**
- char \*\* **papszLines**
- int \* **panLineIndex**
- char \* **pszRawData**

The documentation for this struct was generated from the following file:

- cpl\_csv.cpp

## 49.26 OutlineTransformer Class Reference

### Public Member Functions

- virtual OGRSpatialReference \* **GetSourceCS** ()
- virtual OGRSpatialReference \* **GetTargetCS** ()
- virtual int **Transform** (int nCount, double \*x, double \*y, double \*z=NULL)
- virtual int **TransformEx** (int nCount, double \*x, double \*y, double \*z=NULL, int \*pabSuccess=NULL)

### Public Attributes

- void \* **hSrcImageTransformer**

The documentation for this class was generated from the following file:

- gdalwarp.cpp

## 49.27 DatasetCtxt Struct Reference

### Public Attributes

- GDALDataset \* **poDS**

- GIntBig **nPIDCreatorForShared**

The documentation for this struct was generated from the following file:

- gdaldataset.cpp

## 49.28 DatasetProperty Struct Reference

### Public Attributes

- int **isFileOK**
- int **nRasterXSize**
- int **nRasterYSize**
- double **adfGeoTransform** [6]
- int **nBlockXSize**
- int **nBlockYSize**
- **GDALDataType** **firstBandType**
- int \* **panHasNoData**
- double \* **padfNoDataValues**

The documentation for this struct was generated from the following file:

- gdalbuildvrt.cpp

## 49.29 DefaultCSVFileNameTLS Struct Reference

### Public Attributes

- char **szPath** [512]
- int **bCSVFinderInitialized**

The documentation for this struct was generated from the following file:

- cpl\_csv.cpp

## 49.30 EnhanceCBInfo Struct Reference

### Public Attributes

- **GDALRasterBand** \* **poSrcBand**
- **GDALDataType** **eWrkType**
- double **dfScaleMin**



- double **dfScaleMax**
- int **nLUTBins**
- const int \* **panLUT**

The documentation for this struct was generated from the following file:

- gdalenhance.cpp

## 49.31 errHandler Struct Reference

### Public Attributes

- struct **errHandler** \* **psNext**
- CPLErrorHandler **pfnHandler**

The documentation for this struct was generated from the following file:

- cpl\_error.cpp

## 49.32 file\_in\_zip\_read\_info\_s Struct Reference

### Public Attributes

- char \* **read\_buffer**
- z\_stream **stream**
- uLong64 **pos\_in\_zipfile**
- uLong **stream\_initialised**
- uLong64 **offset\_local\_extrafield**
- uInt **size\_local\_extrafield**
- uLong64 **pos\_local\_extrafield**
- uLong **crc32**
- uLong **crc32\_wait**
- uLong64 **rest\_read\_compressed**
- uLong64 **rest\_read\_uncompressed**
- **zlib\_filefunc\_def** **z\_filefunc**
- voidpf **filestream**
- uLong **compression\_method**
- uLong64 **byte\_before\_the\_zipfile**
- int **raw**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.cpp

## 49.33 FindFileTLS Struct Reference

### Public Attributes

- int **bFinderInitialized**
- int **nFileFinders**
- CPLFileFinder \* **papfnFinders**
- char \*\* **papszFinderLocations**

The documentation for this struct was generated from the following file:

- cpl\_findfile.cpp

## 49.34 GCPTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- double **adfToGeoX** [20]
- double **adfToGeoY** [20]
- double **adfFromGeoX** [20]
- double **adfFromGeoY** [20]
- int **nOrder**
- int **bReversed**
- int **nGCPCount**
- **GDAL\_GCP** \* **pasGCPList**

The documentation for this struct was generated from the following files:

- gdal\_crs.c
- gdal\_nrgcrs.c

## 49.35 GDAL\_GCP Struct Reference

Ground Control Point.

```
#include <gdal.h>
```

### Public Attributes

- char \* **pszId**  
*Unique identifier, often numeric.*
- char \* **pszInfo**

- *Informational message or "".*
- double **dfGCPPixel**  
*Pixel (x) location of GCP on raster.*
- double **dfGCPLine**  
*Line (y) location of GCP on raster.*
- double **dfGCPX**  
*X position of GCP in georeferenced space.*
- double **dfGCPY**  
*Y position of GCP in georeferenced space.*
- double **dfGCPZ**  
*Elevation of GCP, or zero if not known.*

### 49.35.1 Detailed Description

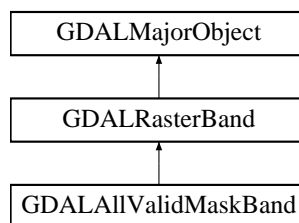
Ground Control Point.

The documentation for this struct was generated from the following file:

- **gdal.h**

## 49.36 GDALAllValidMaskBand Class Reference

Inheritance diagram for GDALAllValidMaskBand:



### Public Member Functions

- **GDALAllValidMaskBand (GDALRasterBand \*)**
- virtual **GDALRasterBand \* GetMaskBand ()**  
*Return the mask band associated with the band.*
- virtual int **GetMaskFlags ()**  
*Return the status flags of the mask band associated with the band.*

### Protected Member Functions

- virtual **CPLerr IReadBlock (int, int, void \*)**

### 49.36.1 Member Function Documentation

#### 49.36.1.1 `GDALRasterBand * GDALAllValidMaskBand::GetMaskBand ( )` [virtual]

Return the mask band associated with the band.

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a NODATA\_VALUES metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA | GMF\_PER\_DATASET.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new **GDALNodataMaskRasterBand** class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type GDT\_Byte then that alpha band will be returned, and the flags GMF\_PER\_DATASET and GMF\_ALPHA will be returned in the flags.
- If neither of the above apply, an instance of the new **GDALAllValidRasterBand** class will be returned that has 255 values for all pixels. The null flags will return GMF\_ALL\_VALID.

Note that the **GetMaskBand()** (p. ??) should always return a **GDALRasterBand** (p. ??) mask, even if it is only an all 255 mask with the flags indicating GMF\_ALL\_VALID.

#### Returns

a valid mask band.

#### Since

GDAL 1.5.0

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.36.1.2 `int GDALAllValidMaskBand::GetMaskFlags ( )` [virtual]

Return the status flags of the mask band associated with the band.

The **GetMaskFlags()** (p. ??) method returns an bitwise OR-ed set of status flags with the following available definitions that may be extended in the future:

- **GMF\_ALL\_VALID**(0x01): There are no invalid pixels, all mask values will be 255. When used this will normally be the only flag set.
- **GMF\_PER\_DATASET**(0x02): The mask band is shared between all bands on the dataset.
- **GMF\_ALPHA**(0x04): The mask band is actually an alpha band and may have values other than 0 and 255.
- **GMF\_NODATA**(0x08): Indicates the mask is actually being generated from no-data values. (mutually exclusive of **GMF\_ALPHA**)

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a **NODATA\_VALUES** metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return **GMF\_NODATA** | **GMF\_PER\_DATASET**.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new **GDALNodataMaskRasterBand** class will be returned. **GetMaskFlags()** (p. ??) will return **GMF\_NODATA**.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type **GDT\_Byte** then that alpha band will be returned, and the flags **GMF\_PER\_DATASET** and **GMF\_ALPHA** will be returned in the flags.
- If neither of the above apply, an instance of the new **GDALAllValidRasterBand** class will be returned that has 255 values for all pixels. The null flags will return **GMF\_ALL\_VALID**.

#### Since

GDAL 1.5.0

#### Returns

a valid mask band.

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalallvalidmaskband.cpp

## 49.37 GDALAspectAlgData Struct Reference

### Public Attributes

- int **bAngleAsAzimuth**

The documentation for this struct was generated from the following file:

- gdaldem.cpp

## 49.38 GDALColorEntry Struct Reference

Color tuple.

```
#include <gdal.h>
```

### Public Attributes

- short **c1**
- short **c2**
- short **c3**
- short **c4**

### 49.38.1 Detailed Description

Color tuple.

### 49.38.2 Member Data Documentation

#### 49.38.2.1 short GDALColorEntry::c1

gray, red, cyan or hue

Referenced by GDALColorTable::CreateColorRamp(), GDALComputeMedianCutPCT(), GDALDitherRGB2PCT(), GDALRasterBand::GetIndexColorTranslationTo(), GDALRasterAttributeTable::InitializeFromColorTable(), GDALColorTable::SetColorEntry(), and GDALRasterAttributeTable::TranslateToColorTable().

#### 49.38.2.2 short GDALColorEntry::c2

green, magenta, or lightness

Referenced by GDALColorTable::CreateColorRamp(), GDALComputeMedianCutPCT(), GDALDitherRGB2PCT(), GDALRasterBand::GetIndexColorTranslationTo(), GDALRasterAttributeTable::InitializeFromColorTable(), GDALColorTable::SetColorEntry(), and GDALRasterAttributeTable::TranslateToColorTable().

## 49.38.2.3 short GDALColorEntry::c3

blue, yellow, or saturation

Referenced by GDALColorTable::CreateColorRamp(), GDALComputeMedianCutPCT(), GDALDitherRGB2PCT(), GDALRasterBand::GetIndexColorTranslationTo(), GDALRasterAttributeTable::InitializeFromColorTable(), GDALColorTable::SetColorEntry(), and GDALRasterAttributeTable::TranslateToColorTable().

## 49.38.2.4 short GDALColorEntry::c4

alpha or blackband

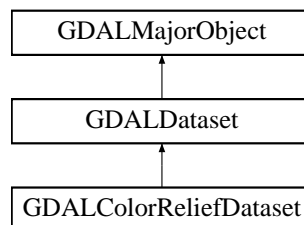
Referenced by GDALColorTable::CreateColorRamp(), GDALComputeMedianCutPCT(), GDALRasterAttributeTable::InitializeFromColorTable(), GDALColorTable::SetColorEntry(), and GDALRasterAttributeTable::TranslateToColorTable().

The documentation for this struct was generated from the following file:

- **gdal.h**

## 49.39 GDALColorReliefDataset Class Reference

Inheritance diagram for GDALColorReliefDataset:



## Public Member Functions

- **GDALColorReliefDataset** (**GDALDatasetH** hSrcDS, **GDALRasterBandH** hSrcBand, const char \*pszColorFilename, ColorSelectionMode eColorSelectionMode, int bAlpha)
- **CPLerr GetGeoTransform** (double \*padfGeoTransform)  
*Fetch the affine transformation coefficients.*
- const char \* **GetProjectionRef** ()  
*Fetch the projection definition string for this dataset.*

## Friends

- class **GDALColorReliefRasterBand**

### 49.39.1 Member Function Documentation

#### 49.39.1.1 CPLErr GDALColorReliefDataset::GetGeoTransform ( double \* *padfTransform* ) [virtual]

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).

The default transform is (0,1,0,0,0,1) and should be returned even when a `CE_Failure` error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

#### Returns

`CE_None` on success, or `CE_Failure` if no transform can be fetched.

Reimplemented from **GDALDataset** (p. ??).

References `GDALGetGeoTransform()`.

#### 49.39.1.2 const char \* GDALColorReliefDataset::GetProjectionRef ( void ) [virtual]

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the `OGRSpatialReference` class.

When a projection definition is not available an empty (but not `NULL`) string is returned.

#### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.



**See also**

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALDataset** (p. ??).

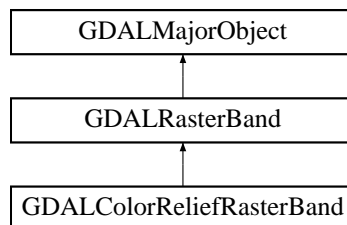
References GDALGetProjectionRef().

The documentation for this class was generated from the following file:

- gdaldem.cpp

**49.40 GDALColorReliefRasterBand Class Reference**

Inheritance diagram for GDALColorReliefRasterBand:

**Public Member Functions**

- **GDALColorReliefRasterBand** (**GDALColorReliefDataset** \*, int)
- virtual **CPL**Err **IReadBlock** (int, int, void \*)
- virtual **GDALColorInterp** **GetColorInterpretation** ()

*How should this band be interpreted as color?*

**Friends**

- class **GDALColorReliefDataset**

**49.40.1 Member Function Documentation****49.40.1.1 GDALColorInterp GDALColorReliefRasterBand::GetColorInterpretation ( )**  
[virtual]

How should this band be interpreted as color?

GCI\_Unknown is returned when the format doesn't know anything about the color interpretation.

This method is the same as the C function **GDALGetRasterColorInterpretation()** (p. ??).

**Returns**

color interpretation value for band.

Reimplemented from **GDALRasterBand** (p. ??).

References GCI\_RedBand.

The documentation for this class was generated from the following file:

- gdaldem.cpp

**49.41 GDALColorTable Class Reference**

```
#include <gdal_priv.h>
```

**Public Member Functions**

- **GDALColorTable** (**GDALPaletteInterp**=GPI\_RGB)  
*Construct a new color table.*
- **~GDALColorTable** ()  
*Destructor.*
- **GDALColorTable \* Clone** () const  
*Make a copy of a color table.*
- **GDALPaletteInterp GetPaletteInterpretation** () const  
*Fetch palette interpretation.*
- **int GetColorEntryCount** () const  
*Get number of color entries in table.*
- **const GDALColorEntry \* GetColorEntry** (int) const  
*Fetch a color entry from table.*
- **int GetColorEntryAsRGB** (int, **GDALColorEntry \***) const  
*Fetch a table entry in RGB format.*
- **void SetColorEntry** (int, const **GDALColorEntry \***)  
*Set entry in color table.*
- **int CreateColorRamp** (int, const **GDALColorEntry \***, int, const **GDALColorEntry \***)  
*Create color ramp.*

**49.41.1 Detailed Description**

A color table / palette.

## 49.41.2 Constructor & Destructor Documentation

### 49.41.2.1 GDALColorTable::GDALColorTable ( GDALPaletteInterp *eInterpIn* = GPI\_RGB )

Construct a new color table.

This constructor is the same as the C **GDALCreateColorTable()** (p. ??) function.

#### Parameters

<i>eInterpIn</i>	the interpretation to be applied to <b>GDALColorEntry</b> (p. ??) values.
------------------	---

Referenced by Clone().

### 49.41.2.2 GDALColorTable::~~GDALColorTable ( )

Destructor.

This destructor is the same as the C **GDALDestroyColorTable()** (p. ??) function.

## 49.41.3 Member Function Documentation

### 49.41.3.1 GDALColorTable \* GDALColorTable::Clone ( ) const

Make a copy of a color table.

This method is the same as the C function **GDALCloneColorTable()** (p. ??).

References GDALColorTable().

Referenced by GDALProxyPoolRasterBand::GetColorTable(), VRTRasterBand::SetColorTable(), and GDALPamRasterBand::SetColorTable().

### 49.41.3.2 int GDALColorTable::CreateColorRamp ( int *nStartIndex*, const GDALColorEntry \* *psStartColor*, int *nEndIndex*, const GDALColorEntry \* *psEndColor* )

Create color ramp.

Automatically creates a color ramp from one color entry to another. It can be called several times to create multiples ramps in the same color table.

This function is the same as the C function **GDALCreateColorRamp()** (p. ??).

#### Parameters

<i>nStartIndex</i>	index to start the ramp on the color table [0..255]
<i>psStartColor</i>	a color entry value to start the ramp
<i>nEndIndex</i>	index to end the ramp on the color table [0..255]
<i>psEndColor</i>	a color entry value to end the ramp

**Returns**

total number of entries, -1 to report error

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GDALColorEntry::c4, GetColorEntryCount(), and SetColorEntry().

**49.41.3.3 const GDALColorEntry \* GDALColorTable::GetColorEntry ( int *i* ) const**

Fetch a color entry from table.

This method is the same as the C function **GDALGetColorEntry()** (p. ??).

**Parameters**

<i>i</i>	entry offset from zero to <b>GetColorEntryCount()</b> (p. ??)-1.
----------	--

**Returns**

pointer to internal color entry, or NULL if index is out of range.

Referenced by GDALRasterBand::GetIndexColorTranslationTo().

**49.41.3.4 int GDALColorTable::GetColorEntryAsRGB ( int *i*, GDALColorEntry \* *poEntry* ) const**

Fetch a table entry in RGB format.

In theory this method should support translation of color palettes in non-RGB color spaces into RGB on the fly, but currently it only works on RGB color tables.

This method is the same as the C function **GDALGetColorEntryAsRGB()** (p. ??).

**Parameters**

<i>i</i>	entry offset from zero to <b>GetColorEntryCount()</b> (p. ??)-1.
<i>poEntry</i>	the existing <b>GDALColorEntry</b> (p. ??) to be overwritten with the RGB values.

**Returns**

TRUE on success, or FALSE if the conversion isn't supported.

References GPI\_RGB.

Referenced by GDALRasterAttributeTable::InitializeFromColorTable().

**49.41.3.5 int GDALColorTable::GetColorEntryCount ( ) const**

Get number of color entries in table.

This method is the same as the function **GDALGetColorEntryCount()** (p. ??).

**Returns**

the number of color entries.

Referenced by `CreateColorRamp()`, `GDALRasterBand::GetIndexColorTranslationTo()`, and `GDALRasterAttributeTable::InitializeFromColorTable()`.

**49.41.3.6 GDALPaletteInterp GDALColorTable::GetPaletteInterpretation ( ) const**

Fetch palette interpretation.

The returned value is used to interpret the values in the **GDALColorEntry** (p. ??).

This method is the same as the C function **GDALGetPaletteInterpretation()** (p. ??).

**Returns**

palette interpretation enumeration value, usually `GPI_RGB`.

Referenced by `GDALRegenerateOverviews()`.

**49.41.3.7 void GDALColorTable::SetColorEntry ( int *i*, const GDALColorEntry \* *poEntry* )**

Set entry in color table.

Note that the passed in color entry is copied, and no internal reference to it is maintained. Also, the passed in entry must match the color interpretation of the table to which it is being assigned.

The table is grown as needed to hold the supplied offset.

This function is the same as the C function **GDALSetColorEntry()** (p. ??).

**Parameters**

<i>i</i>	entry offset from zero to <b>GetColorEntryCount()</b> (p. ??)-1.
<i>poEntry</i>	value to assign to table.

References `GDALColorEntry::c1`, `GDALColorEntry::c2`, `GDALColorEntry::c3`, and `GDALColorEntry::c4`.

Referenced by `CreateColorRamp()`, and `GDALRasterAttributeTable::TranslateToColorTable()`.

The documentation for this class was generated from the following files:

- `gdal_priv.h`
- `gdalcolortable.cpp`

**49.42 GDALContourGenerator Class Reference**

### Public Member Functions

- **GDALContourGenerator** (int nWidth, int nHeight, GDALContourWriter pfnWriter, void \*pWriterCBData)
- void **SetNoData** (double dfNoDataValue)
- void **SetContourLevels** (double dfContourInterval, double dfContourOffset=0.0)
- void **SetFixedLevels** (int, double \*)
- CPLErr **FeedLine** (double \*padfScanline)
- CPLErr **EjectContours** (int bOnlyUnused=FALSE)

### Public Attributes

- GDALContourWriter **pfnWriter**
- void \* **pWriterCBData**

The documentation for this class was generated from the following file:

- contour.cpp

## 49.43 GDALContourItem Class Reference

### Public Member Functions

- **GDALContourItem** (double dfLevel)
- int **AddSegment** (double dfXStart, double dfYStart, double dfXEnd, double dfYEnd, int bLeftsHigh)
- void **MakeRoomFor** (int)
- int **Merge** (GDALContourItem \*)
- void **PrepareEjection** ()

### Public Attributes

- int **bRecentlyAccessed**
- double **dfLevel**
- int **nPoints**
- int **nMaxPoints**
- double \* **padfX**
- double \* **padfY**
- int **bLeftsHigh**
- double **dfTailX**

The documentation for this class was generated from the following file:

- contour.cpp

## 49.44 GDALContourLevel Class Reference

### Public Member Functions

- **GDALContourLevel** (double)
- double **GetLevel** ()
- int **GetContourCount** ()
- **GDALContourItem** \* **GetContour** (int i)
- void **AdjustContour** (int)
- void **RemoveContour** (int)
- int **FindContour** (double dfX, double dfY)
- int **InsertContour** (**GDALContourItem** \*)

The documentation for this class was generated from the following file:

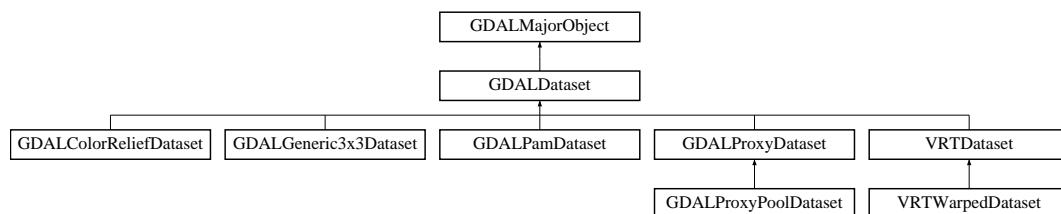
- contour.cpp

## 49.45 GDALDataset Class Reference

A set of associated raster bands, usually from one file.

```
#include <gdal_priv.h>
```

Inheritance diagram for GDALDataset:



### Public Member Functions

- virtual **~GDALDataset** ()  
*Destroy an open **GDALDataset** (p. ??).*
- int **GetRasterXSize** (void)  
*Fetch raster width in pixels.*
- int **GetRasterYSize** (void)  
*Fetch raster height in pixels.*
- int **GetRasterCount** (void)  
*Fetch the number of raster bands on this dataset.*
- **GDALRasterBand** \* **GetRasterBand** (int)  
*Fetch a band object for a dataset.*

- virtual void **FlushCache** (void)  
*Flush all write cached data to disk.*
- virtual const char \* **GetProjectionRef** (void)  
*Fetch the projection definition string for this dataset.*
- virtual CPLerr **SetProjection** (const char \*)  
*Set the projection reference string for this dataset.*
- virtual CPLerr **GetGeoTransform** (double \*)  
*Fetch the affine transformation coefficients.*
- virtual CPLerr **SetGeoTransform** (double \*)  
*Set the affine transformation coefficients.*
- virtual CPLerr **AddBand** (GDALDataType eType, char \*\*papszOptions=NULL)  
  
*Add a band to a dataset.*
- virtual void \* **GetInternalHandle** (const char \*)  
*Fetch a format specific internally meaningful handle.*
- virtual GDALDriver \* **GetDriver** (void)  
*Fetch the driver to which this dataset relates.*
- virtual char \*\* **GetFileList** (void)  
*Fetch files forming dataset.*
- virtual int **GetGCPCount** ()  
*Get number of GCPs.*
- virtual const char \* **GetGCPProjection** ()  
*Get output projection for GCPs.*
- virtual const GDAL\_GCP \* **GetGCPs** ()  
*Fetch GCPs.*
- virtual CPLerr **SetGCPs** (int nGCPCount, const GDAL\_GCP \*pasGCPList, const char \*pszGCPProjection)  
*Assign GCPs.*
- virtual CPLerr **AdviseRead** (int nXOff, int nYOff, int nXSize, int nYSize, int nBufXSize, int nBufYSize, GDALDataType eDT, int nBandCount, int \*panBandList, char \*\*papszOptions)  
*Advise driver of upcoming read requests.*
- virtual CPLerr **CreateMaskBand** (int nFlags)  
*Adds a mask band to the dataset.*
- CPLerr **RasterIO** (GDALRWFlag, int, int, int, int, void \*, int, int, GDALDataType, int, int \*, int, int, int)  
*Read/write a region of image data from multiple bands.*
- int **Reference** ()  
*Add one to dataset reference count.*
- int **Dereference** ()  
*Subtract one from dataset reference count.*
- GDALAccess **GetAccess** ()
- int **GetShared** ()  
*Returns shared flag.*



- void **MarkAsShared** ()  
*Mark this dataset as available for sharing.*
- CPLerr **BuildOverviews** (const char \*, int, int \*, int, int \*, **GDALProgressFunc**, void \*)  
*Build raster overview(s)*

### Static Public Member Functions

- static **GDALDataset \*\* GetOpenDatasets** (int \*pnDatasetCount)  
*Fetch all open GDAL dataset handles.*

### Protected Member Functions

- void **RasterInitialize** (int, int)
- void **SetBand** (int, **GDALRasterBand** \*)
- virtual CPLerr **IBuildOverviews** (const char \*, int, int \*, int, int \*, **GDALProgressFunc**, void \*)
- virtual CPLerr **IRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int \*, int, int, int)
- CPLerr **BlockBasedRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int \*, int, int, int)
- void **BlockBasedFlushCache** ()

### Protected Attributes

- **GDALDriver** \* poDriver
- **GDALAccess** eAccess
- int nRasterXSize
- int nRasterYSize
- int nBands
- **GDALRasterBand** \*\* papoBands
- int bForceCachedIO
- int nRefCount
- int bShared
- **GDALDefaultOverviews** oOvManager

### Friends

- class **GDALDriver**
- class **GDALDefaultOverviews**
- class **GDALProxyDataset**
- class **GDALRasterBand**
- **GDALDatasetH GDALOpen** (const char \*, **GDALAccess**)  
*Open a raster file as a **GDALDataset** (p. ??).*
- **GDALDatasetH GDALOpenShared** (const char \*, **GDALAccess**)  
*Open a raster file as a **GDALDataset** (p. ??).*

### 49.45.1 Detailed Description

A set of associated raster bands, usually from one file.

A dataset encapsulating one or more raster bands.

Details are further discussed in the `GDAL Data Model`.

Use **GDALOpen()** (p. ??) or **GDALOpenShared()** (p. ??) to create a **GDALDataset** (p. ??) for a named file, or **GDALDriver::Create()** (p. ??) or **GDALDriver::CreateCopy()** (p. ??) to create a new dataset.

### 49.45.2 Constructor & Destructor Documentation

#### 49.45.2.1 **GDALDataset::~GDALDataset** ( ) [virtual]

Destroy an open **GDALDataset** (p. ??).

This is the accepted method of closing a GDAL dataset and deallocating all resources associated with it.

Equivalent of the C callable **GDALClose()** (p. ??). Except that **GDALClose()** (p. ??) first decrements the reference count, and then closes only if it has dropped to zero.

For Windows users, it is not recommended using the delete operator on the dataset object because of known issues when allocating and freeing memory across module boundaries. Calling **GDALClose()** (p. ??) is then a better option.

References `GDALMajorObject::GetDescription()`.

### 49.45.3 Member Function Documentation

#### 49.45.3.1 **CPLErr GDALDataset::AddBand** ( **GDALDataType** *eType*, **char \*\*** *papszOptions* = **NULL** ) [virtual]

Add a band to a dataset.

This method will add a new band to the dataset if the underlying format supports this action. Most formats do not.

Note that the new **GDALRasterBand** (p. ??) is not returned. It may be fetched after successful completion of the method by calling **GDALDataset::GetRasterBand** (p. ??)(**GDALDataset::GetRasterCount()** (p. ??)-1) as the newest band will always be the last band.

#### Parameters

<i>eType</i>	the data type of the pixels in the new band.
<i>papszOptions</i>	a list of NAME=VALUE option strings. The supported options are format specific. NULL may be passed by default.

#### Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented in **VRTDataset** (p. ??), and **VRTWarpedDataset** (p. ??).

**49.45.3.2** `CPLErr GDALDataset::AdviseRead ( int nXOff, int nYOff, int nXSize, int nYSize,  
int nBufXSize, int nBufYSize, GDALDataType eDT, int nBandCount, int *  
panBandMap, char ** papszOptions )` [virtual]

Advise driver of upcoming read requests.

Some GDAL drivers operate more efficiently if they know in advance what set of upcoming read requests will be made. The **AdviseRead()** (p. ??) method allows an application to notify the driver of the region and bands of interest, and at what resolution the region will be read.

Many drivers just ignore the **AdviseRead()** (p. ??) call, but it can dramatically accelerate access via some drivers.

#### Parameters

<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.
<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the pData data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>nBandCount</i>	the number of bands being read or written.
<i>panBandMap</i>	the list of nBandCount band numbers being read/written. Note band numbers are 1 based. This may be NULL to select the first nBandCount bands.
<i>papszOptions</i>	a list of name=value strings with special control options. Normally this is NULL.

#### Returns

CE\_Failure if the request is invalid and CE\_None if it works or is ignored.

Reimplemented in **GDALProxyDataset** (p. ??).

References **GDALRasterBand::AdviseRead()**, and **GetRasterBand()**.

**49.45.3.3** `CPLErr GDALDataset::BuildOverviews ( const char * pszResampling, int nOverviews,  
int * panOverviewList, int nListBands, int * panBandList, GDALProgressFunc  
pfnProgress, void * pProgressData )`

Build raster overview(s)

If the operation is unsupported for the indicated dataset, then `CE_Failure` is returned, and **`CPLGetLastErrorNo()`** (p. ??) will return `CPLE_NotSupported`.

This method is the same as the C function **`GDALBuildOverviews()`** (p. ??).

#### Parameters

<i>pszResampling</i>	one of "NEAREST", "GAUSS", "CUBIC", "AVERAGE", "MODE", "AVERAGE_MAGPHASE" or "NONE" controlling the downsampling method applied.
<i>nOverviews</i>	number of overviews to build.
<i>panOverviewList</i>	the list of overview decimation factors to build.
<i>nBand</i>	number of bands to build overviews for in <i>panBandList</i> . Build for all bands if this is 0.
<i>panBandList</i>	list of band numbers.
<i>pfnProgress</i>	a function to call to report progress, or NULL.
<i>pProgressData</i>	application data to pass to the progress function.

#### Returns

`CE_None` on success or `CE_Failure` if the operation doesn't work.

For example, to build overview level 2, 4 and 8 on all bands the following call could be made:

```
int          anOverviewList[3] = { 2, 4, 8 };

poDataset->BuildOverviews( "NEAREST", 3, anOverviewList, 0, NULL,
                           GDALDummyProgress, NULL );
```

#### See also

**`GDALRegenerateOverviews()`** (p. ??)

References `GDALDummyProgress()`, and `GetRasterCount()`.

#### 49.45.3.4 CPLErr GDALDataset::CreateMaskBand ( int nFlags ) [virtual]

Adds a mask band to the dataset.

The default implementation of the **`CreateMaskBand()`** (p. ??) method is implemented based on similar rules to the `.ovr` handling implemented using the **`GDALDefaultOverviews`** (p. ??) object. A TIFF file with the extension `.msk` will be created with the same base-name as the original file, and it will have one band. The mask images will be deflate compressed tiled images with the same block size as the original image if possible.

#### Since

GDAL 1.5.0

**Parameters**

<i>nFlags</i>	ignored. GMF_PER_DATASET will be assumed.
---------------	---

**Returns**

CE\_None on success or CE\_Failure on an error.

**See also**

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented in **GDALProxyDataset** (p. ??).

**49.45.3.5 int GDALDataset::Dereference ( )**

Subtract one from dataset reference count.

The reference is one after instantiation. Generally when the reference count has dropped to zero the dataset may be safely deleted (closed).

This method is the same as the C **GDALDereferenceDataset()** (p. ??) function.

**Returns**

the post-decrement reference count.

Referenced by GDALClose().

**49.45.3.6 void GDALDataset::FlushCache ( void ) [virtual]**

Flush all write cached data to disk.

Any raster (or other GDAL) data written via GDAL calls, but buffered internally will be written to disk.

Using this method does not prevent use from calling **GDALClose()** (p. ??) to properly close a dataset and ensure that important data not addressed by **FlushCache()** (p. ??) is written in the file.

This method is the same as the C function **GDALFlushCache()** (p. ??).

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), and **VRT-Dataset** (p. ??).

References GDALRasterBand::FlushCache().

Referenced by GDALProxyDataset::FlushCache().

**49.45.3.7 GDALDriver \* GDALDataset::GetDriver ( void ) [virtual]**

Fetch the driver to which this dataset relates.

This method is the same as the C **GDALGetDatasetDriver()** (p. ??) function.

**Returns**

the driver on which the dataset was created with **GDALOpen()** (p. ??) or **GDALCreate()** (p. ??).

Reimplemented in **GDALProxyDataset** (p. ??).

**49.45.3.8 char\*\* GDALDataset::GetFileList( void ) [virtual]**

Fetch files forming dataset.

Returns a list of files believed to be part of this dataset. If it returns an empty list of files it means there is believed to be no local file system files associated with the dataset (for instance a virtual dataset). The returned file list is owned by the caller and should be deallocated with **CSLDestroy()** (p. ??).

The returned filenames will normally be relative or absolute paths depending on the path used to originally open the dataset.

This method is the same as the C **GDALGetFileList()** (p. ??) function.

**Returns**

NULL or a NULL terminated array of file names.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **VRTDataset** (p. ??), and **VRTWarpedDataset** (p. ??).

References **CPLGetExtension()**, **CPLResetExtension()**, **GDALMajorObject::GetDescription()**, **GetFileList()**, and **VSISatL()**.

Referenced by **GetFileList()**.

**49.45.3.9 int GDALDataset::GetGCPCount( ) [virtual]**

Get number of GCPs.

This method is the same as the C function **GDALGetGCPCount()** (p. ??).

**Returns**

number of GCPs for this dataset. Zero if there are none.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), and **VRTDataset** (p. ??).

Referenced by **GDALProxyPoolDataset::GetGCPs()**.

**49.45.3.10 const char\* GDALDataset::GetGCPProjection( ) [virtual]**

Get output projection for GCPs.

This method is the same as the C function **GDALGetGCPProjection()** (p. ??).

The projection string follows the normal rules from **GetProjectionRef()** (p. ??).

### Returns

internal projection string or "" if there are no GCPs.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDAL-ProxyPoolDataset** (p. ??), and **VRTDataset** (p. ??).

Referenced by **GDALProxyPoolDataset::GetGCPProjection()**.

**49.45.3.11** `const GDAL_GCP * GDALDataset::GetGCPs ( ) [virtual]`

Fetch GCPs.

This method is the same as the C function **GDALGetGCPs()** (p. ??).

### Returns

pointer to internal GCP structure list. It should not be modified, and may change on the next GDAL call.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDAL-ProxyPoolDataset** (p. ??), and **VRTDataset** (p. ??).

Referenced by **GDALProxyPoolDataset::GetGCPs()**.

**49.45.3.12** `CPLErr GDALDataset::GetGeoTransform ( double * padfTransform ) [virtual]`

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).

The default transform is (0,1,0,0,0,1) and should be returned even when a `CE_Failure` error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

### Parameters

<i>pdfTransform</i>	an existing six double buffer into which the transformation will be placed.
---------------------	---

**Returns**

CE\_None on success, or CE\_Failure if no transform can be fetched.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDALProxyPoolDataset** (p. ??), **VRTDataset** (p. ??), **GDALColorReliefDataset** (p. ??), and **GDALGeneric3x3Dataset** (p. ??).

**49.45.3.13** `void * GDALDataset::GetInternalHandle ( const char * )` [virtual]

Fetch a format specific internally meaningful handle.

This method is the same as the C **GDALGetInternalHandle()** (p. ??) method.

**Parameters**

<i>pszHandleName</i>	the handle name desired. The meaningful names will be specific to the file format.
----------------------	--

**Returns**

the desired handle value, or NULL if not recognised/supported.

Reimplemented in **GDALProxyDataset** (p. ??), and **GDALProxyPoolDataset** (p. ??).

**49.45.3.14** `GDALDataset ** GDALDataset::GetOpenDatasets ( int * pnCount )`  
[static]

Fetch all open GDAL dataset handles.

This method is the same as the C function **GDALGetOpenDatasets()** (p. ??).

NOTE: This method is not thread safe. The returned list may changed at any time.

**Parameters**

<i>pnCount</i>	integer into which to place the count of dataset pointers being returned.
----------------	---

**Returns**

a pointer to an array of dataset handles.

Referenced by **GDALGetOpenDatasets()**.

**49.45.3.15** `const char * GDALDataset::GetProjectionRef ( void )` [virtual]

Fetch the projection definition string for this dataset.



Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the `OGRSpatialReference` class.

When a projection definition is not available an empty (but not NULL) string is returned.

### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

### See also

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDALProxyPoolDataset** (p. ??), **VRTDataset** (p. ??), **GDALColorReliefDataset** (p. ??), and **GDALGeneric3x3Dataset** (p. ??).

#### 49.45.3.16 GDALRasterBand \* GDALDataset::GetRasterBand ( int *nBandId* )

Fetch a band object for a dataset.

Equivalent of the C function **GDALGetRasterBand()** (p. ??).

### Parameters

<i>nBandId</i>	the index number of the band to fetch, from 1 to <b>GetRasterCount()</b> (p. ??).
----------------	---

### Returns

the *nBandId* th band object

Referenced by `AdviseRead()`, `GDALCreateWarpedVRT()`, `GDALRasterizeGeometries()`, `GDALRasterizeLayers()`, `GDALRasterBand::GetMaskBand()`, `VRTWarpedRasterBand::GetOverview()`, and `RasterIO()`.

#### 49.45.3.17 int GDALDataset::GetRasterCount ( void )

Fetch the number of raster bands on this dataset.

Same as the C function **GDALGetRasterCount()** (p. ??).

### Returns

the number of raster bands.

Referenced by `VRTWarpedDataset::AddBand()`, `VRTDataset::AddBand()`, `BuildOverviews()`, `GDALRasterBand::GetMaskBand()`, and `RasterIO()`.

#### 49.45.3.18 int GDALDataset::GetRasterXSize ( void )

Fetch raster width in pixels.

Equivalent of the C function **GDALGetRasterXSize()** (p. ??).

##### Returns

the width in pixels of raster bands in this **GDALDataset** (p. ??).

Referenced by **VRTDataset::AddBand()**, **GDALRasterizeGeometries()**, and **GDALRasterizeLayers()**.

#### 49.45.3.19 int GDALDataset::GetRasterYSize ( void )

Fetch raster height in pixels.

Equivalent of the C function **GDALGetRasterYSize()** (p. ??).

##### Returns

the height in pixels of raster bands in this **GDALDataset** (p. ??).

Referenced by **VRTDataset::AddBand()**, **GDALRasterizeGeometries()**, and **GDALRasterizeLayers()**.

#### 49.45.3.20 int GDALDataset::GetShared ( )

Returns shared flag.

##### Returns

TRUE if the **GDALDataset** (p. ??) is available for sharing, or FALSE if not.

Referenced by **GDALClose()**.

#### 49.45.3.21 CPLerr GDALDataset::RasterIO ( GDALRWFlag *eRWFlag*, int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, void \* *pData*, int *nBufXSize*, int *nBufYSize*, GDALDataType *eBufType*, int *nBandCount*, int \* *panBandMap*, int *nPixelSpace*, int *nLineSpace*, int *nBandSpace* )

Read/write a region of image data from multiple bands.

This method allows reading a region of one or more **GDALRasterBands** from this dataset into a buffer, or writing data from a buffer into a region of the **GDALRasterBands**. It automatically takes care of data type translation if the data type (*eBufType*) of the buffer is different than that of the **GDALRasterBand** (p. ??). The method also takes care of image decimation / replication if the buffer size (*nBufXSize* x *nBufYSize*) is different than the size of the region being accessed (*nXSize* x *nYSize*).

The `nPixelSpace`, `nLineSpace` and `nBandSpace` parameters allow reading into or writing from various organization of buffers.

For highest performance full resolution data access, read and write on "block boundaries" as returned by `GetBlockSize()`, or use the `ReadBlock()` and `WriteBlock()` methods.

This method is the same as the C `GDALDatasetRasterIO()` (p. ??) function.

#### Parameters

<i>eRWFlag</i>	Either <code>GF_Read</code> to read a region of data, or <code>GF_Write</code> to write a region of data.
<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.
<i>pData</i>	The buffer into which the data should be read, or from which it should be written. This buffer must contain at least <code>nBufXSize * nBufYSize * nBandCount</code> words of type <code>eBufType</code> . It is organized in left to right, top to bottom pixel order. Spacing is controlled by the <code>nPixelSpace</code> , and <code>nLineSpace</code> parameters.
<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the <code>pData</code> data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>nBandCount</i>	the number of bands being read or written.
<i>pan-BandMap</i>	the list of <code>nBandCount</code> band numbers being read/written. Note band numbers are 1 based. This may be <code>NULL</code> to select the first <code>nBandCount</code> bands.
<i>nPixelSpace</i>	The byte offset from the start of one pixel value in <code>pData</code> to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype <code>eBufType</code> is used.
<i>nLineSpace</i>	The byte offset from the start of one scanline in <code>pData</code> to the start of the next. If defaulted (0) the size of the datatype <code>eBufType * nBufXSize</code> is used.
<i>nBandSpace</i>	the byte offset from the start of one bands data to the start of the next. If defaulted (0) the value will be <code>nLineSpace * nBufYSize</code> implying band sequential organization of the data buffer.

#### Returns

`CE_Failure` if the access fails, otherwise `CE_None`.

References `GDALGetDataTypeSize()`, `GetRasterBand()`, `GetRasterCount()`, `GF_Read`, `GF_Write`, and `VSIAlloc2()`.

Referenced by `GDALDatasetRasterIO()`, `GDALRasterizeGeometries()`, and `GDALRasterizeLayers()`.

#### 49.45.3.22 int GDALDataset::Reference ( )

Add one to dataset reference count.

The reference is one after instantiation.

This method is the same as the C **GDALReferenceDataset()** (p. ??) function.

#### Returns

the post-increment reference count.

Referenced by GDALOpenShared().

#### 49.45.3.23 CPLerr GDALDataset::SetGCPs ( int *nGCPCount*, const GDAL\_GCP \* *pasGCPList*, const char \* *pszGCPProjection* ) [virtual]

Assign GCPs.

This method is the same as the C function **GDALSetGCPs()** (p. ??).

This method assigns the passed set of GCPs to this dataset, as well as setting their coordinate system. Internally copies are made of the coordinate system and list of points, so the caller remains responsible for deallocating these arguments if appropriate.

Most formats do not support setting of GCPs, even formats that can handle GCPs. These formats will return CE\_Failure.

#### Parameters

<i>nGCPCount</i>	number of GCPs being assigned.
<i>pasGCPList</i>	array of GCP structures being assign ( <i>nGCPCount</i> in array).
<i>pszGCPProjection</i>	the new OGC WKT coordinate system to assign for the GCP output coordinates. This parameter should be "" if no output coordinate system is known.

#### Returns

CE\_None on success, CE\_Failure on failure (including if action is not supported for this format).

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), and **VRTDataset** (p. ??).

#### 49.45.3.24 CPLerr GDALDataset::SetGeoTransform ( double \* ) [virtual]

Set the affine transformation coefficients.

See **GetGeoTransform()** (p. ??) for details on the meaning of the *padfTransform* coefficients.

This method does the same thing as the C **GDALSetGeoTransform()** (p. ??) function.

**Parameters**

<i>padfTransform</i>	a six double buffer containing the transformation coefficients to be written with the dataset.
----------------------	--

**Returns**

CE\_None on success, or CE\_Failure if this transform cannot be written.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDAL-ProxyPoolDataset** (p. ??), and **VRTDataset** (p. ??).

#### 49.45.3.25 CPLErr GDALDataset::SetProjection ( const char \* ) [virtual]

Set the projection reference string for this dataset.

The string should be in OGC WKT or PROJ.4 format. An error may occur because of incorrectly specified projection strings, because the dataset is not writable, or because the dataset does not support the indicated projection. Many formats do not support writing projections.

This method is the same as the C **GDALSetProjection()** (p. ??) function.

**Parameters**

<i>pszProjection</i>	projection reference string.
----------------------	------------------------------

**Returns**

CE\_Failure if an error occurs, otherwise CE\_None.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDAL-ProxyPoolDataset** (p. ??), and **VRTDataset** (p. ??).

### 49.45.4 Friends And Related Function Documentation

#### 49.45.4.1 GDALDatasetH GDALOpen ( const char \* *pszFilename*, GDALAccess *eAccess* ) [friend]

Open a raster file as a **GDALDataset** (p. ??).

This function will try to open the passed file, or virtual dataset name by invoking the Open method of each registered **GDALDriver** (p. ??) in turn. The first successful open will result in a returned dataset. If all drivers fail then NULL is returned.

Several recommendations :

- If you open a dataset object with GA\_Update access, it is not recommended to open a new dataset on the same underlying file.
- The returned dataset should only be accessed by one thread at a time. If you want to use it from different threads, you must add all necessary code (mutexes,

etc.) to avoid concurrent use of the object. (Some drivers, such as GeoTIFF, maintain internal state variables that are updated each time a new block is read, thus preventing concurrent use.)

#### See also

**GDALOpenShared()** (p. ??)

#### Parameters

<i>pszFilename</i>	the name of the file to access. In the case of exotic drivers this may not refer to a physical file, but instead contain information for the driver on how to access a dataset.
<i>eAccess</i>	the desired access, either GA_Update or GA_ReadOnly. Many drivers support only read only access.

#### Returns

A GDALDatasetH handle or NULL on failure. For C++ applications this handle can be cast to a **GDALDataset** (p. ??) \*.

Referenced by GDALDriver::CopyFiles(), GDALDriver::Delete(), and GDALDriver::Rename().

49.45.4.2 **GDALDatasetH GDALOpenShared** ( const char \* *pszFilename*, **GDALAccess** *eAccess* ) [friend]

Open a raster file as a **GDALDataset** (p. ??).

This function works the same as **GDALOpen()** (p. ??), but allows the sharing of **GDALDataset** (p. ??) handles for a dataset with other callers to **GDALOpenShared()** (p. ??).

In particular, **GDALOpenShared()** (p. ??) will first consult it's list of currently open and shared GDALDataset's, and if the **GetDescription()** (p. ??) name for one exactly matches the pszFilename passed to **GDALOpenShared()** (p. ??) it will be referenced and returned.

Starting with GDAL 1.6.0, if **GDALOpenShared()** (p. ??) is called on the same pszFilename from two different threads, a different **GDALDataset** (p. ??) object will be returned as it is not safe to use the same dataset from different threads, unless the user does explicitly use mutexes in its code.

#### See also

**GDALOpen()** (p. ??)

#### Parameters

<i>pszFilename</i>	the name of the file to access. In the case of exotic drivers this may not refer to a physical file, but instead contain information for the driver on how to access a dataset.
<i>eAccess</i>	the desired access, either GA_Update or GA_ReadOnly. Many drivers support only read only access.

### Returns

A GDALDatasetH handle or NULL on failure. For C++ applications this handle can be cast to a **GDALDataset** (p. ??) \*.

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdaldataset.cpp

## 49.46 GDALDatasetPamInfo Class Reference

### Public Attributes

- char \* **pszPamFilename**
- char \* **pszProjection**
- int **bHaveGeoTransform**
- double **adfGeoTransform** [6]
- int **nGCPCount**
- **GDAL\_GCP** \* **pasGCPList**
- char \* **pszGCPProjection**
- **CPLString** **osPhysicalFilename**
- **CPLString** **osSubdatasetName**

The documentation for this class was generated from the following file:

- gdal\_pam.h

## 49.47 GDALDatasetPool Class Reference

### Static Public Member Functions

- static void **Ref** ()
- static void **Unref** ()
- static **GDALProxyPoolCacheEntry** \* **RefDataset** (const char \*pszFileName, **GDALAccess** eAccess)
- static void **UnrefDataset** (**GDALProxyPoolCacheEntry** \*cacheEntry)

The documentation for this class was generated from the following file:

- gdalproxypool.cpp

## 49.48 GDALDefaultOverviews Class Reference

### Public Member Functions

- void **Initialize** (**GDALDataset** \*poDS, const char \*pszName=NULL, char \*\*papszSiblingFiles=NULL, int bNameIsOVR=FALSE)
- int **IsInitialized** ()
- int **GetOverviewCount** (int)
- **GDALRasterBand** \* **GetOverview** (int, int)
- CPLErr **BuildOverviews** (const char \*pszBasename, const char \*pszResampling, int nOverviews, int \*panOverviewList, int nBands, int \*panBandList, **GDALProgressFunc** pfnProgress, void \*pProgressData)
- CPLErr **BuildOverviewsSubDataset** (const char \*pszPhysicalFile, const char \*pszResampling, int nOverviews, int \*panOverviewList, int nBands, int \*panBandList, **GDALProgressFunc** pfnProgress, void \*pProgressData)
- CPLErr **CleanOverviews** ()
- CPLErr **CreateMaskBand** (int nFlags, int nBand=-1)
- **GDALRasterBand** \* **GetMaskBand** (int nBand)
- int **GetMaskFlags** (int nBand)
- int **HaveMaskFile** (char \*\*papszSiblings=NULL, const char \*pszBasename=NULL)

### Friends

- class **GDALDataset**

The documentation for this class was generated from the following files:

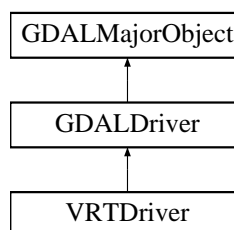
- gdal\_priv.h
- gdaldefaultoverviews.cpp

## 49.49 GDALDriver Class Reference

Format specific driver.

```
#include <gdal_priv.h>
```

Inheritance diagram for GDALDriver:





## Public Member Functions

- **GDALDataset \* Create** (const char \*pszName, int nXSize, int nYSize, int nBands, **GDALDataType** eType, char \*\*papszOptions)  
*Create a new dataset with this driver.*
- **CPLerr Delete** (const char \*pszName)  
*Delete named dataset.*
- **CPLerr Rename** (const char \*pszNewName, const char \*pszOldName)  
*Rename a dataset.*
- **CPLerr CopyFiles** (const char \*pszNewName, const char \*pszOldName)  
*Copy the files of a dataset.*
- **GDALDataset \* CreateCopy** (const char \*, **GDALDataset** \*, int, char \*\*, **GDALProgressFunc** pfnProgress, void \*pProgressData)  
*Create a copy of a dataset.*
- **GDALDataset \* DefaultCreateCopy** (const char \*, **GDALDataset** \*, int, char \*\*, **GDALProgressFunc** pfnProgress, void \*pProgressData)

## Static Public Member Functions

- static **CPLerr DefaultCopyMasks** (**GDALDataset** \*poSrcDS, **GDALDataset** \*poDstDS, int bStrict)
- static **CPLerr QuietDelete** (const char \*pszName)  
*Delete dataset if found.*

## Public Attributes

- **GDALDataset \*(\* pfnOpen )**(**GDALOpenInfo** \*)
- **GDALDataset \*(\* pfnCreate )**(const char \*pszName, int nXSize, int nYSize, int nBands, **GDALDataType** eType, char \*\*papszOptions)
- **CPLerr(\* pfnDelete )**(const char \*pszName)
- **GDALDataset \*(\* pfnCreateCopy )**(const char \*, **GDALDataset** \*, int, char \*\*, **GDALProgressFunc** pfnProgress, void \*pProgressData)
- void \* **pDriverData**
- void(\* **pfnUnloadDriver** )(**GDALDriver** \*)
- int(\* **pfnIdentify** )(**GDALOpenInfo** \*)
- **CPLerr(\* pfnRename )**(const char \*pszNewName, const char \*pszOldName)
- **CPLerr(\* pfnCopyFiles )**(const char \*pszNewName, const char \*pszOldName)

### 49.49.1 Detailed Description

Format specific driver.

An instance of this class is created for each supported format, and manages information about the format.

This roughly corresponds to a file format, though some drivers may be gateways to many formats through a secondary multi-library.

## 49.49.2 Member Function Documentation

### 49.49.2.1 CPLErr GDALDriver::CopyFiles ( const char \* *pszNewName*, const char \* *pszOldName* )

Copy the files of a dataset.

Copy all the files associated with a dataset.

Equivalent of the C function **GDALCopyDatasetFiles()** (p. ??).

#### Parameters

<i>pszNewName</i>	new name for the dataset.
<i>pszOldName</i>	old name for the dataset.

#### Returns

CE\_None on success, or CE\_Failure if the operation fails.

References CPLCorrespondingPaths(), GA\_ReadOnly, GDALClose(), GDALGetFileList(), GDALDataset::GDALOpen, and VSIUnlink().

### 49.49.2.2 GDALDataset \* GDALDriver::Create ( const char \* *pszFilename*, int *nXSize*, int *nYSize*, int *nBands*, GDALDataType *eType*, char \*\* *papszParmList* )

Create a new dataset with this driver.

What argument values are legal for particular drivers is driver specific, and there is no way to query in advance to establish legal values.

That function will try to validate the creation option list passed to the driver with the **GDALValidateCreationOptions()** (p. ??) method. This check can be disabled by defining the configuration option GDAL\_VALIDATE\_CREATION\_OPTIONS=NO.

After you have finished working with the returned dataset, it is **required** to close it with **GDALClose()** (p. ??). This does not only close the file handle, but also ensures that all the data and metadata has been written to the dataset (**GDALFlushCache()** (p. ??) is not sufficient for that purpose).

Equivalent of the C function **GDALCreate()** (p. ??).

#### Parameters

<i>pszFilename</i>	the name of the dataset to create.
<i>nXSize</i>	width of created raster in pixels.
<i>nYSize</i>	height of created raster in pixels.
<i>nBands</i>	number of bands.
<i>eType</i>	type of raster.
<i>papszParmList</i>	list of driver specific control parameters.

**Returns**

NULL on failure, or a new **GDALDataset** (p. ??).

References **GDALGetDataTypeName()**, **GDALValidateCreationOptions()**, **GDALMajorObject::GetDescription()**, **QuietDelete()**, and **GDALMajorObject::SetDescription()**.

**49.49.2.3 GDALDataset \* GDALDriver::CreateCopy ( const char \* *pszFilename*,  
GDALDataset \* *poSrcDS*, int *bStrict*, char \*\* *papszOptions*,  
GDALProgressFunc *pfnProgress*, void \* *pProgressData* )**

Create a copy of a dataset.

This method will attempt to create a copy of a raster dataset with the indicated filename, and in this drivers format. Band number, size, type, projection, geotransform and so forth are all to be copied from the provided template dataset.

Note that many sequential write once formats (such as JPEG and PNG) don't implement the **Create()** (p. ??) method but do implement this **CreateCopy()** (p. ??) method. If the driver doesn't implement **CreateCopy()** (p. ??), but does implement **Create()** (p. ??) then the default **CreateCopy()** (p. ??) mechanism built on calling **Create()** (p. ??) will be used.

It is intended that **CreateCopy()** (p. ??) will often be used with a source dataset which is a virtual dataset allowing configuration of band types, and other information without actually duplicating raster data (see the VRT driver). This is what is done by the **gdal\_translate** utility for example.

That function will try to validate the creation option list passed to the driver with the **GDALValidateCreationOptions()** (p. ??) method. This check can be disabled by defining the configuration option **GDAL\_VALIDATE\_CREATION\_OPTIONS=NO**.

After you have finished working with the returned dataset, it is **required** to close it with **GDALClose()** (p. ??). This does not only close the file handle, but also ensures that all the data and metadata has been written to the dataset (**GDALFlushCache()** (p. ??) is not sufficient for that purpose).

**Parameters**

<i>pszFilename</i>	the name for the new dataset.
<i>poSrcDS</i>	the dataset being duplicated.
<i>bStrict</i>	TRUE if the copy must be strictly equivalent, or more normally FALSE indicating that the copy may adapt as needed for the output format.
<i>papszOptions</i>	additional format dependent options controlling creation of the output file.
<i>pfnProgress</i>	a function to be used to report progress of the copy.
<i>pProgressData</i>	application data passed into progress function.

**Returns**

a pointer to the newly created dataset (may be read-only access).

References GDALDummyProgress(), GDALValidateCreationOptions(), GDALMajorObject::GetDescription(), QuietDelete(), and GDALMajorObject::SetDescription().

#### 49.49.2.4 CPLErr GDALDriver::Delete ( const char \* *pszFilename* )

Delete named dataset.

The driver will attempt to delete the named dataset in a driver specific fashion. Full featured drivers will delete all associated files, database objects, or whatever is appropriate. The default behaviour when no driver specific behaviour is provided is to attempt to delete the passed name as a single file.

It is unwise to have open dataset handles on this dataset when it is deleted.

Equivalent of the C function **GDALDeleteDataset()** (p. ??).

##### Parameters

<i>pszFilename</i>	name of dataset to delete.
--------------------	----------------------------

##### Returns

CE\_None on success, or CE\_Failure if the operation fails.

References GA\_ReadOnly, GDALClose(), GDALGetFileList(), GDALDataset::GDALOpen, and VSIUnlink().

Referenced by QuietDelete().

#### 49.49.2.5 CPLErr GDALDriver::QuietDelete ( const char \* *pszName* ) [static]

Delete dataset if found.

This is a helper method primarily used by **Create()** (p. ??) and **CreateCopy()** (p. ??) to predelete any dataset of the name soon to be created. It will attempt to delete the named dataset if one is found, otherwise it does nothing. An error is only returned if the dataset is found but the delete fails.

This is a static method and it doesn't matter what driver instance it is invoked on. It will attempt to discover the correct driver using Identify().

##### Parameters

<i>pszName</i>	the dataset name to try and delete.
----------------	-------------------------------------

##### Returns

CE\_None if the dataset does not exist, or is deleted without issues.

References Delete(), and GDALIdentifyDriver().

Referenced by Create(), and CreateCopy().

49.49.2.6 CPLErr GDALDriver::Rename ( const char \* *pszNewName*, const char \* *pszOldName* )

Rename a dataset.

Rename a dataset. This may including moving the dataset to a new directory or even a new filesystem.

It is unwise to have open dataset handles on this dataset when it is being renamed.

Equivalent of the C function **GDALRenameDataset()** (p. ??).

#### Parameters

<i>pszNew-Name</i>	new name for the dataset.
<i>pszOld-Name</i>	old name for the dataset.

#### Returns

CE\_None on success, or CE\_Failure if the operation fails.

References CPLCorrespondingPaths(), GA\_ReadOnly, GDALClose(), GDALGetFileList(), and GDALDataset::GDALOpen.

The documentation for this class was generated from the following files:

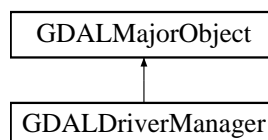
- gdal\_priv.h
- gdaldriver.cpp

## 49.50 GDALDriverManager Class Reference

Class for managing the registration of file format drivers.

```
#include <gdal_priv.h>
```

Inheritance diagram for GDALDriverManager:



#### Public Member Functions

- int **GetDriverCount** (void)  
*Fetch the number of registered drivers.*
- **GDALDriver \*** **GetDriver** (int)

*Fetch driver by index.*

- **GDALDriver \* GetDriverByName** (const char \*)

*Fetch a driver based on the short name.*

- int **RegisterDriver** (GDALDriver \*)

*Register a driver for use.*

- void **MoveDriver** (GDALDriver \*, int)
- void **DeregisterDriver** (GDALDriver \*)

*Deregister the passed driver.*

- void **AutoLoadDrivers** ()

*Auto-load GDAL drivers from shared libraries.*

- void **AutoSkipDrivers** ()

*This method unload undesirable drivers.*

- const char \* **GetHome** ()
- void **SetHome** (const char \*)

### 49.50.1 Detailed Description

Class for managing the registration of file format drivers.

Use GetGDALDriverManager() to fetch the global singleton instance of this class.

### 49.50.2 Member Function Documentation

#### 49.50.2.1 void GDALDriverManager::AutoLoadDrivers ( )

Auto-load GDAL drivers from shared libraries.

This function will automatically load drivers from shared libraries. It searches the "driver path" for .so (or .dll) files that start with the prefix "gdal\_X.so". It then tries to load them and then tries to call a function within them called GDALRegister\_X() where the 'X' is the same as the remainder of the shared library basename ('X' is case sensitive), or failing that to call GDALRegisterMe().

There are a few rules for the driver path. If the GDAL\_DRIVER\_PATH environment variable is set, it is taken to be a list of directories to search separated by colons on UNIX, or semi-colons on Windows. Otherwise the /usr/local/lib/gdalplugins directory, and (if known) the lib/gdalplugins subdirectory of the gdal home directory are searched on UNIX and on Windows.

References CPLFormFilename(), CPLGetBasename(), CPLGetDirname(), CPLGetExecPath(), CPLGetExtension(), and CPLGetSymbol().

Referenced by GDALAllRegister().

#### 49.50.2.2 void GDALDriverManager::AutoSkipDrivers ( )

This method unload undesirable drivers.

All drivers specified in the space delimited list in the GDAL\_SKIP environment variable will be deregistered and destroyed. This method should normally be called after registration of standard drivers to allow the user a way of unloading undesired drivers. The **GDALAllRegister()** (p. ??) function already invokes **AutoSkipDrivers()** (p. ??) at the end, so if that function is called, it should not be necessary to call this method from application code.

References DeregisterDriver(), and GetDriverByName().

Referenced by GDALAllRegister().

#### 49.50.2.3 void GDALDriverManager::DeregisterDriver ( GDALDriver \* *poDriver* )

Deregister the passed driver.

If the driver isn't found no change is made.

The C analog is **GDALDeregisterDriver()** (p. ??).

##### Parameters

<i>poDriver</i>	the driver to deregister.
-----------------	---------------------------

Referenced by AutoSkipDrivers(), and GDALDeregisterDriver().

#### 49.50.2.4 GDALDriver \* GDALDriverManager::GetDriver ( int *iDriver* )

Fetch driver by index.

This C analog to this is **GDALGetDriver()** (p. ??).

##### Parameters

<i>iDriver</i>	the driver index from 0 to <b>GetDriverCount()</b> (p. ??)-1.
----------------	---

##### Returns

the driver identified by the index or NULL if the index is invalid

Referenced by GDALGetDriver(), GDALIdentifyDriver(), and GDALOpen().

#### 49.50.2.5 GDALDriver \* GDALDriverManager::GetDriverByName ( const char \* *pszName* )

Fetch a driver based on the short name.

The C analog is the **GDALGetDriverByName()** (p. ??) function.

##### Parameters

<i>pszName</i>	the short name, such as GTiff, being searched for.
----------------	--

**Returns**

the identified driver, or NULL if no match is found.

References GDALMajorObject::GetDescription().

Referenced by AutoSkipDrivers(), and RegisterDriver().

**49.50.2.6 int GDALDriverManager::GetDriverCount ( void )**

Fetch the number of registered drivers.

This C analog to this is **GDALGetDriverCount()** (p. ??).

**Returns**

the number of registered drivers.

Referenced by GDALGetDriverCount(), GDALIdentifyDriver(), and GDALOpen().

**49.50.2.7 int GDALDriverManager::RegisterDriver ( GDALDriver \* poDriver )**

Register a driver for use.

The C analog is **GDALRegisterDriver()** (p. ??).

Normally this method is used by format specific C callable registration entry points such as GDALRegister\_GTIff() rather than being called directly by application level code.

If this driver (based on the object pointer, not short name) is already registered, then no change is made, and the index of the existing driver is returned. Otherwise the driver list is extended, and the new driver is added at the end.

**Parameters**

<i>poDriver</i>	the driver to register.
-----------------	-------------------------

**Returns**

the index of the new installed driver.

References GDALMajorObject::GetDescription(), GetDriverByName(), and GDALMajorObject::SetMetadataItem().

Referenced by GDALRegisterDriver().

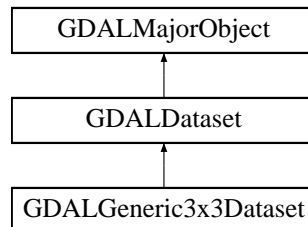
The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdaldrivermanager.cpp



## 49.51 GDALGeneric3x3Dataset Class Reference

Inheritance diagram for GDALGeneric3x3Dataset:



### Public Member Functions

- **GDALGeneric3x3Dataset** (**GDALDatasetH** hSrcDS, **GDALRasterBandH** hSrcBand, **GDALDataType** eDstDataType, int bDstHasNoData, double dfDstNoDataValue, **GDALGeneric3x3ProcessingAlg** pfnAlg, void \*pAlgData)
- **CPL**Err **GetGeoTransform** (double \*padfGeoTransform)  
*Fetch the affine transformation coefficients.*
- const char \* **GetProjectionRef** ()  
*Fetch the projection definition string for this dataset.*

### Friends

- class **GDALGeneric3x3RasterBand**

### 49.51.1 Member Function Documentation

49.51.1.1 **CPL**Err **GDALGeneric3x3Dataset::GetGeoTransform** ( double \* *padfTransform* )  
[virtual]

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```

Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];

```

In a north up image, padfTransform[1] is the pixel width, and padfTransform[5] is the pixel height. The upper left corner of the upper left pixel is at position (padfTransform[0],padfTransform[3]).

The default transform is (0,1,0,0,0,1) and should be returned even when a CE\_Failure error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

#### Returns

CE\_None on success, or CE\_Failure if no transform can be fetched.

Reimplemented from **GDALDataset** (p. ??).

References GDALGetGeoTransform().

49.51.1.2 `const char * GDALGeneric3x3Dataset::GetProjectionRef ( void ) [virtual]`

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the OGRSpatialReference class.

When a projection definition is not available an empty (but not NULL) string is returned.

#### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

#### See also

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALDataset** (p. ??).

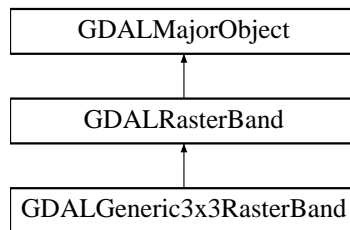
References GDALGetProjectionRef().

The documentation for this class was generated from the following file:

- gdaldem.cpp

## 49.52 GDALGeneric3x3RasterBand Class Reference

Inheritance diagram for GDALGeneric3x3RasterBand:



## Public Member Functions

- **GDALGeneric3x3RasterBand** (**GDALGeneric3x3Dataset** \*poDS, **GDALDataType** eDstDataType)
- virtual **CPL**Err **IReadBlock** (int, int, void \*)
- virtual double **GetNoDataValue** (int \*pbHasNoData)

*Fetch the no data value for this band.*

## Friends

- class **GDALGeneric3x3Dataset**

## 49.52.1 Member Function Documentation

**49.52.1.1** double **GDALGeneric3x3RasterBand::GetNoDataValue** ( int \* *pbSuccess* )  
[virtual]

Fetch the no data value for this band.

If there is no out of data value, an out of range value will generally be returned. The no data value for a band is generally a special marker value used to mark pixels that are not valid data. Such pixels should generally not be displayed, nor contribute to analysis operations.

This method is the same as the C function **GDALGetRasterNoDataValue()** (p. ??).

### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if a value is actually associated with this layer. May be NULL (default).
------------------	---

### Returns

the nodata value for this band.

Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following file:

- gdaldem.cpp

## 49.53 GDALGenImgProjTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- double **adfSrcGeoTransform** [6]
- double **adfSrcInvGeoTransform** [6]
- void \* **pSrcGCPTransformArg**
- void \* **pSrcRPCTransformArg**
- void \* **pSrcTPSTransformArg**
- void \* **pSrcGeoLocTransformArg**
- void \* **pReprojectArg**
- double **adfDstGeoTransform** [6]
- double **adfDstInvGeoTransform** [6]
- void \* **pDstGCPTransformArg**

The documentation for this struct was generated from the following file:

- gdaltransformer.cpp

## 49.54 GDALGeoLocTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- int **bReversed**
- int **nBackMapWidth**
- int **nBackMapHeight**
- double **adfBackMapGeoTransform** [6]
- float \* **pafBackMapX**
- float \* **pafBackMapY**
- **GDALDatasetH hDS\_X**
- **GDALRasterBandH hBand\_X**
- **GDALDatasetH hDS\_Y**
- **GDALRasterBandH hBand\_Y**
- int **nGeoLocXSize**
- int **nGeoLocYSize**
- double \* **padfGeoLocX**
- double \* **padfGeoLocY**
- double **dfNoDataX**
- double **dfNoDataY**
- double **dfPIXEL\_OFFSET**
- double **dfPIXEL\_STEP**
- double **dfLINE\_OFFSET**
- double **dfLINE\_STEP**

- char \*\* **papszGeolocationInfo**

The documentation for this struct was generated from the following file:

- gdalgeoloc.cpp

## 49.55 GDALGridDataMetricsOptions Struct Reference

Data metrics method control options.

```
#include <gdal_alg.h>
```

### Public Attributes

- double **dfRadius1**
- double **dfRadius2**
- double **dfAngle**
- GUInt32 **nMinPoints**
- double **dfNoDataValue**

### 49.55.1 Detailed Description

Data metrics method control options.

### 49.55.2 Member Data Documentation

#### 49.55.2.1 double GDALGridDataMetricsOptions::dfAngle

Angle of ellipse rotation in degrees.

Ellipse rotated counter clockwise.

#### 49.55.2.2 double GDALGridDataMetricsOptions::dfNoDataValue

No data marker to fill empty points.

#### 49.55.2.3 double GDALGridDataMetricsOptions::dfRadius1

The first radius (X axis if rotation angle is 0) of search ellipse.

#### 49.55.2.4 double GDALGridDataMetricsOptions::dfRadius2

The second radius (Y axis if rotation angle is 0) of search ellipse.

#### 49.55.2.5 GUInt32 GDALGridDataMetricsOptions::nMinPoints

Minimum number of data points to average.

If less amount of points found the grid node considered empty and will be filled with NODATA marker.

The documentation for this struct was generated from the following file:

- `gdal_alg.h`

### 49.56 GDALGridInverseDistanceToAPowerOptions Struct Reference

Inverse distance to a power method control options.

```
#include <gdal_alg.h>
```

#### Public Attributes

- double **dfPower**
- double **dfSmoothing**
- double **dfAnisotropyRatio**
- double **dfAnisotropyAngle**
- double **dfRadius1**
- double **dfRadius2**
- double **dfAngle**
- GUInt32 **nMaxPoints**
- GUInt32 **nMinPoints**
- double **dfNoDataValue**

#### 49.56.1 Detailed Description

Inverse distance to a power method control options.

#### 49.56.2 Member Data Documentation

##### 49.56.2.1 double GDALGridInverseDistanceToAPowerOptions::dfAngle

Angle of ellipse rotation in degrees.

Ellipse rotated counter clockwise.

##### 49.56.2.2 double GDALGridInverseDistanceToAPowerOptions::dfAnisotropyAngle

Reserved for future use.

**49.56.2.3 double GDALGridInverseDistanceToAPowerOptions::dfAnisotropyRatio**

Reserved for future use.

**49.56.2.4 double GDALGridInverseDistanceToAPowerOptions::dfNoDataValue**

No data marker to fill empty points.

**49.56.2.5 double GDALGridInverseDistanceToAPowerOptions::dfPower**

Weighting power.

**49.56.2.6 double GDALGridInverseDistanceToAPowerOptions::dfRadius1**

The first radius (X axis if rotation angle is 0) of search ellipse.

**49.56.2.7 double GDALGridInverseDistanceToAPowerOptions::dfRadius2**

The second radius (Y axis if rotation angle is 0) of search ellipse.

**49.56.2.8 double GDALGridInverseDistanceToAPowerOptions::dfSmoothing**

Smoothing parameter.

**49.56.2.9 GUInt32 GDALGridInverseDistanceToAPowerOptions::nMaxPoints**

Maximum number of data points to use.

Do not search for more points than this number. If less amount of points found the grid node considered empty and will be filled with NODATA marker.

**49.56.2.10 GUInt32 GDALGridInverseDistanceToAPowerOptions::nMinPoints**

Minimum number of data points to use.

If less amount of points found the grid node considered empty and will be filled with NODATA marker.

The documentation for this struct was generated from the following file:

- **gdal\_alg.h**

## 49.57 GDALGridMovingAverageOptions Struct Reference

Moving average method control options.

```
#include <gdal_alg.h>
```

### Public Attributes

- double **dfRadius1**
- double **dfRadius2**
- double **dfAngle**
- GUInt32 **nMinPoints**
- double **dfNoDataValue**

### 49.57.1 Detailed Description

Moving average method control options.

### 49.57.2 Member Data Documentation

#### 49.57.2.1 double GDALGridMovingAverageOptions::dfAngle

Angle of ellipse rotation in degrees.

Ellipse rotated counter clockwise.

#### 49.57.2.2 double GDALGridMovingAverageOptions::dfNoDataValue

No data marker to fill empty points.

#### 49.57.2.3 double GDALGridMovingAverageOptions::dfRadius1

The first radius (X axis if rotation angle is 0) of search ellipse.

#### 49.57.2.4 double GDALGridMovingAverageOptions::dfRadius2

The second radius (Y axis if rotation angle is 0) of search ellipse.

#### 49.57.2.5 GUInt32 GDALGridMovingAverageOptions::nMinPoints

Minimum number of data points to average.

If less amount of points found the grid node considered empty and will be filled with NODATA marker.

The documentation for this struct was generated from the following file:



- `gdal_alg.h`

## 49.58 GDALGridNearestNeighborOptions Struct Reference

Nearest neighbor method control options.

```
#include <gdal_alg.h>
```

### Public Attributes

- double **dfRadius1**
- double **dfRadius2**
- double **dfAngle**
- double **dfNoDataValue**

#### 49.58.1 Detailed Description

Nearest neighbor method control options.

#### 49.58.2 Member Data Documentation

##### 49.58.2.1 double GDALGridNearestNeighborOptions::dfAngle

Angle of ellipse rotation in degrees.

Ellipse rotated counter clockwise.

##### 49.58.2.2 double GDALGridNearestNeighborOptions::dfNoDataValue

No data marker to fill empty points.

##### 49.58.2.3 double GDALGridNearestNeighborOptions::dfRadius1

The first radius (X axis if rotation angle is 0) of search ellipse.

##### 49.58.2.4 double GDALGridNearestNeighborOptions::dfRadius2

The second radius (Y axis if rotation angle is 0) of search ellipse.

The documentation for this struct was generated from the following file:

- `gdal_alg.h`

## 49.59 GDALHillshadeAlgData Struct Reference

### Public Attributes

- double **nsres**
- double **ewres**
- double **sin\_altRadians**
- double **cos\_altRadians\_mul\_z\_scale\_factor**
- double **azRadians**
- double **square\_z\_scale\_factor**

The documentation for this struct was generated from the following file:

- gdaldem.cpp

## 49.60 GDALJP2Box Class Reference

### Public Member Functions

- **GDALJP2Box** (FILE \*pFile) (FILE \*pFile)
- int **SetOffset** (GIntBig nNewOffset)
- int **ReadBox** ()
- int **ReadFirst** ()
- int **ReadNext** ()
- int **ReadFirstChild** (GDALJP2Box \*poSuperBox)
- int **ReadNextChild** (GDALJP2Box \*poSuperBox)
- GIntBig **GetDataLength** ()
- const char \* **GetType** ()
- GByte \* **ReadBoxData** ()
- int **IsSuperBox** ()
- int **DumpReadable** (FILE \*pFile)
- FILE \* **GetFILE** ()
- const GByte \* **GetUUID** ()
- void **SetType** (const char \*pszType)
- void **SetWritableData** (int nLength, const GByte \*pabyData)
- const GByte \* **GetWritableData** ()

### Static Public Member Functions

- static **GDALJP2Box \* CreateAsocBox** (int nCount, **GDALJP2Box \*\***papoBoxes)
- static **GDALJP2Box \* CreateLbIBox** (const char \*pszLabel)
- static **GDALJP2Box \* CreateLabelledXMLAssoc** (const char \*pszLabel, const char \*pszXML)
- static **GDALJP2Box \* CreateUUIDBox** (const GByte \*pabyUUID, int nDataSize, GByte \*pabyData)

The documentation for this class was generated from the following files:

- gdaljp2metadata.h
- gdaljp2box.cpp

## 49.61 GDALJP2Metadata Class Reference

### Public Member Functions

- int **ReadBoxes** (FILE \*fpVSIL)
- int **ParseJP2GeoTIFF** ()
- int **ParseMSIG** ()
- int **ParseGMLCoverageDesc** ()
- int **ReadAndParse** (const char \*pszFilename)
- void **SetProjection** (const char \*pszWKT)
- void **SetGeoTransform** (double \*)
- void **SetGCPs** (int, const GDAL\_GCP \*)
- GDALJP2Box \* **CreateJP2GeoTIFF** ()
- GDALJP2Box \* **CreateGMLJP2** (int nXSize, int nYSize)

### Public Attributes

- char \*\* **papszGMLMetadata**
- int **bHaveGeoTransform**
- double **adfGeoTransform** [6]
- char \* **pszProjection**
- int **nGCPCount**
- GDAL\_GCP \* **pasGCPList**

The documentation for this class was generated from the following files:

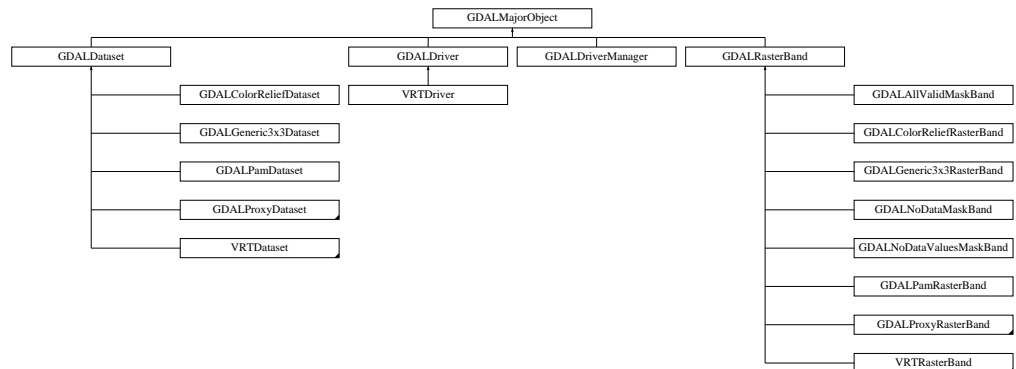
- gdaljp2metadata.h
- gdaljp2metadata.cpp

## 49.62 GDALMajorObject Class Reference

Object with metadata.

```
#include <gdal_priv.h>
```

Inheritance diagram for GDALMajorObject:



## Public Member Functions

- **int GetMOFlags ()**
- **void SetMOFlags** (int nFlags)
- **virtual const char \* GetDescription () const**  
*Fetch object description.*
- **virtual void SetDescription** (const char \*)  
*Set object description.*
- **virtual char \*\* GetMetadata** (const char \*pszDomain="")  
*Fetch metadata.*
- **virtual CPLErr SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")  
*Set metadata.*
- **virtual const char \* GetMetadataItem** (const char \*pszName, const char \*pszDomain="")  
*Fetch single metadata item.*
- **virtual CPLErr SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")  
*Set single metadata item.*

## Protected Attributes

- **int nFlags**
- **CPLString sDescription**
- **GDALMultiDomainMetadata oMDMD**

## 49.62.1 Detailed Description

Object with metadata.

## 49.62.2 Member Function Documentation

**49.62.2.1** `const char * GDALMajorObject::GetDescription ( ) const [virtual]`

Fetch object description.

The semantics of the returned description are specific to the derived type. For GDAL-Datasets it is the dataset name. For GDALRasterBands it is actually a description (if supported) or "".

This method is the same as the C function **GDALGetDescription()** (p. ??).

### Returns

pointer to internal description string.

Referenced by `GDALDriver::Create()`, `GDALDriver::CreateCopy()`, `VRTDataset::FlushCache()`, `GDALOpen()`, `GDALOpenShared()`, `GDALValidateCreationOptions()`, `GDALDriverManager::GetDriverByName()`, `GDALDataset::GetFileList()`, `GDALRasterBand::GetLockedBlockRef()`, `GDALPamDataset::GetMetadataItem()`, `GDALDataset::MarkAsShared()`, `GDALDriverManager::RegisterDriver()`, `GDALDataset::~GDALDataset()`, and `GDALRasterBand::~GDALRasterBand()`.

**49.62.2.2** `char ** GDALMajorObject::GetMetadata ( const char * pszDomain = " " ) [virtual]`

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as `CSLFetchNameValue()` to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

### Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

### Returns

NULL or a string list.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDALProxyRasterBand** (p. ??), **GDALProxyPoolDataset** (p. ??), **GDALProxyPoolRasterBand** (p. ??), **VRTSourcedRasterBand** (p. ??), and **VRTDriver** (p. ??).

Referenced by `GDALProxyPoolRasterBand::GetMetadata()`, and `GDALProxyPoolDataset::GetMetadata()`.

**49.62.2.3** `const char * GDALMajorObject::GetMetadataItem ( const char * pszName, const char * pszDomain = " " ) [virtual]`

Fetch single metadata item.

The C function **GDALGetMetadataItem()** (p. ??) does the same thing as this method.

#### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

#### Returns

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.

Reimplemented in **GDALPamDataset** (p. ??), **GDALProxyDataset** (p. ??), **GDALProxyRasterBand** (p. ??), **GDALProxyPoolDataset** (p. ??), and **GDALProxyPoolRasterBand** (p. ??).

Referenced by **GDALProxyRasterBand::ComputeRasterMinMax()**, **GDALRasterBand::ComputeStatistics()**, **GDALRasterBand::GetDefaultHistogram()**, **GDALRasterBand::GetHistogram()**, **GDALRasterBand::GetMaskBand()**, **GDALRasterBand::GetMaximum()**, **GDALProxyPoolRasterBand::GetMetadataItem()**, **GDALProxyPoolDataset::GetMetadataItem()**, **GDALRasterBand::GetMinimum()**, and **GDALRasterBand::GetStatistics()**.

#### 49.62.2.4 void GDALMajorObject::SetDescription ( const char \* *pszNewDesc* ) [virtual]

Set object description.

The semantics of the description are specific to the derived type. For **GDALDatasets** it is the dataset name. For **GDALRasterBands** it is actually a description (if supported) or "".

Normally application code should not set the "description" for **GDALDatasets**. It is handled internally.

This method is the same as the C function **GDALSetDescription()** (p. ??).

Reimplemented in **VRTRasterBand** (p. ??).

Referenced by **GDALDriver::Create()**, **GDALDriver::CreateCopy()**, and **GDALOpen()**.

#### 49.62.2.5 CPLerr GDALMajorObject::SetMetadata ( char \*\* *papszMetadataIn*, const char \* *pszDomain* = " " ) [virtual]

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

#### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

**Returns**

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented in **GDALPamDataset** (p. ??), **GDALPamRasterBand** (p. ??), **GDAL-ProxyDataset** (p. ??), **GDALProxyRasterBand** (p. ??), **VRTDataset** (p. ??), **VRTRasterBand** (p. ??), **VRTSourcedRasterBand** (p. ??), and **VRTDriver** (p. ??).

49.62.2.6 **CPL**Err GDALMajorObject::SetMetadataltem ( const char \* *pszName*, const char \* *pszValue*, const char \* *pszDomain* = " " ) [virtual]

Set single metadata item.

The C function **GDALSetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented in **GDALPamDataset** (p. ??), **GDALPamRasterBand** (p. ??), **GDAL-ProxyDataset** (p. ??), **GDALProxyRasterBand** (p. ??), **VRTDataset** (p. ??), **VRTRasterBand** (p. ??), and **VRTSourcedRasterBand** (p. ??).

Referenced by GDALDriverManager::RegisterDriver(), and GDALRasterBand::SetStatistics().

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalmajorobject.cpp

**49.63 GDALMultiDomainMetadata Class Reference****Public Member Functions**

- int **XMLInit** (CPLXMLNode \*psMetadata, int bMerge)
- CPLXMLNode \* **Serialize** ()
- char \*\* **GetDomainList** ()
- char \*\* **GetMetadata** (const char \*pszDomain="")
- CPLErr **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")
- const char \* **GetMetadataltem** (const char \*pszName, const char \*pszDomain="")
- CPLErr **SetMetadataltem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")

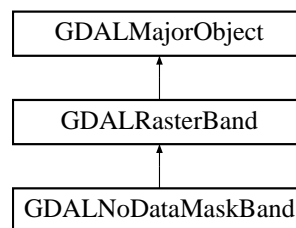
- void **Clear** ()

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalmultidomainmetadata.cpp

## 49.64 GDALNoDataMaskBand Class Reference

Inheritance diagram for GDALNoDataMaskBand:



### Public Member Functions

- **GDALNoDataMaskBand** (GDALRasterBand \*)

### Protected Member Functions

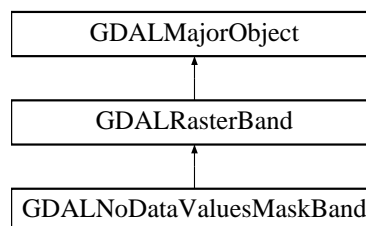
- virtual CPLErr **IReadBlock** (int, int, void \*)

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalnodatamaskband.cpp

## 49.65 GDALNoDataValuesMaskBand Class Reference

Inheritance diagram for GDALNoDataValuesMaskBand:





### Public Member Functions

- **GDALNoDataValuesMaskBand** (**GDALDataset** \*)

### Protected Member Functions

- virtual **CPL**Err **IReadBlock** (int, int, void \*)

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalnodatavaluesmaskband.cpp

## 49.66 GDALOpenInfo Class Reference

### Public Member Functions

- **GDALOpenInfo** (const char \*pszFile, **GDALAccess** eAccessIn, char \*\*papszSiblingFiles=NULL)

### Public Attributes

- char \* **pszFilename**
- char \*\* **papszSiblingFiles**
- **GDALAccess** **eAccess**
- int **bStatOK**
- int **bIsDirectory**
- FILE \* **fp**
- int **nHeaderBytes**
- GByte \* **pabyHeader**

The documentation for this class was generated from the following files:

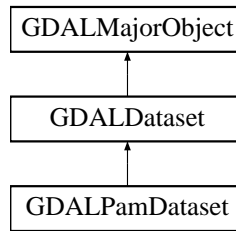
- gdal\_priv.h
- gdalopeninfo.cpp

## 49.67 GDALPamDataset Class Reference

A subclass of **GDALDataset** (p. ??) which introduces the ability to save and restore auxiliary information (coordinate system, gcps, metadata, etc) not supported by a file format via an "auxiliary metadata" file with the .aux.xml extension.

```
#include "gdal_pam.h"
```

Inheritance diagram for GDALPamDataset:



### Public Member Functions

- virtual void **FlushCache** (void)  
*Flush all write cached data to disk.*
- virtual const char \* **GetProjectionRef** (void)  
*Fetch the projection definition string for this dataset.*
- virtual CPLerr **SetProjection** (const char \*)  
*Set the projection reference string for this dataset.*
- virtual CPLerr **GetGeoTransform** (double \*)  
*Fetch the affine transformation coefficients.*
- virtual CPLerr **SetGeoTransform** (double \*)  
*Set the affine transformation coefficients.*
- virtual int **GetGCPCount** ()  
*Get number of GCPs.*
- virtual const char \* **GetGCPProjection** ()  
*Get output projection for GCPs.*
- virtual const **GDAL\_GCP** \* **GetGCPs** ()  
*Fetch GCPs.*
- virtual CPLerr **SetGCPs** (int nGCPCount, const **GDAL\_GCP** \*pasGCPList, const char \*pszGCPProjection)  
*Assign GCPs.*
- virtual CPLerr **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")  
*Set metadata.*
- virtual CPLerr **SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")  
*Set single metadata item.*
- virtual char \*\* **GetMetadata** (const char \*pszDomain="")  
*Fetch metadata.*
- virtual const char \* **GetMetadataItem** (const char \*pszName, const char \*pszDomain="")  
*Fetch single metadata item.*
- virtual char \*\* **GetFileList** (void)  
*Fetch files forming dataset.*
- virtual CPLerr **CloneInfo** (**GDALDataset** \*poSrcDS, int nCloneInfoFlags)

- virtual CPLErr **IBuildOverviews** (const char \*pszResampling, int nOverviews, int \*panOverviewList, int nListBands, int \*panBandList, **GDALProgressFunc** pfnProgress, void \*pProgressData)
- void **MarkPamDirty** ()
- **GDALDatasetPamInfo** \* **GetPamInfo** ()
- int **GetPamFlags** ()
- void **SetPamFlags** (int nValue)

### Protected Member Functions

- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*)
- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual CPLErr **TryLoadXML** ()
- virtual CPLErr **TrySaveXML** ()
- CPLErr **TryLoadAux** ()
- CPLErr **TrySaveAux** ()
- virtual const char \* **BuildPamFilename** ()
- void **PamInitialize** ()
- void **PamClear** ()
- void **SetPhysicalFilename** (const char \*)
- const char \* **GetPhysicalFilename** ()
- void **SetSubdatasetName** (const char \*)
- const char \* **GetSubdatasetName** ()

### Protected Attributes

- int **nPamFlags**
- **GDALDatasetPamInfo** \* **psPam**

### Friends

- class **GDALPamRasterBand**

#### 49.67.1 Detailed Description

A subclass of **GDALDataset** (p. ??) which introduces the ability to save and restore auxiliary information (coordinate system, gcps, metadata, etc) not supported by a file format via an "auxiliary metadata" file with the .aux.xml extension.

#### Enabling PAM

PAM support can be enabled in GDAL by setting the **GDAL\_PAM\_ENABLED** configuration option (via **CPLSetConfigOption**() (p. ??), or the environment) to the value of YES.

### PAM Proxy Files

In order to be able to record auxiliary information about files on read-only media such as CDROMs or in directories where the user does not have write permissions, it is possible to enable the "PAM Proxy Database". When enabled the .aux.xml files are kept in a different directory, writable by the user.

To enable this, set the GDAL\_PAM\_PROXY\_DIR configuration open to be the name of the directory where the proxies should be kept.

### Adding PAM to Drivers

Drivers for physical file formats that wish to support persistent auxiliary metadata in addition to that for the format itself should derive their dataset class from **GDALPamDataset** (p. ??) instead of directly from **GDALDataset** (p. ??). The raster band classes should also be derived from **GDALPamRasterBand** (p. ??).

They should also call something like this near the end of the Open() method:

```
poDS->SetDescription( poOpenInfo->pszFilename );
poDS->TryLoadXML();
```

The **SetDescription()** (p. ??) is necessary so that the dataset will have a valid file-name set as the description before TryLoadXML() is called. TryLoadXML() will look for an .aux.xml file with the same basename as the dataset and in the same directory. If found the contents will be loaded and kept track of in the **GDALPamDataset** (p. ??) and **GDALPamRasterBand** (p. ??) objects. When a call like **GetProjectionRef()** (p. ??) is not implemented by the format specific class, it will fall through to the PAM implementation which will return information if it was in the .aux.xml file.

Drivers should also try to call the GDALPamDataset/GDALPamRasterBand methods as a fallback if their implementation does not find information. This allows using the .aux.xml for variations that can't be stored in the format. For instance, the GeoTIFF driver **GetProjectionRef()** (p. ??) looks like this:

```
if( EQUAL(pszProjection,"") )
    return GDALPamDataset::GetProjectionRef();
else
    return( pszProjection );
```

So if the geotiff header is missing, the .aux.xml file will be consulted.

Similarly, if **SetProjection()** (p. ??) were called with a coordinate system not supported by GeoTIFF, the **SetProjection()** (p. ??) method should pass it on to the **GDALPamDataset::SetProjection()** (p. ??) method after issuing a warning that the information can't be represented within the file itself.

Drivers for subdataset based formats will also need to declare the name of the physical file they are related to, and the name of their subdataset before calling TryLoadXML().

```
poDS->SetDescription( poOpenInfo->pszFilename );
poDS->SetPhysicalFilename( poDS->pszFilename );
poDS->SetSubdatasetName( osSubdatasetName );

poDS->TryLoadXML();
```

## 49.67.2 Member Function Documentation

### 49.67.2.1 void GDALPamDataset::FlushCache ( void ) [virtual]

Flush all write cached data to disk.

Any raster (or other GDAL) data written via GDAL calls, but buffered internally will be written to disk.

Using this method does not prevent use from calling **GDALClose()** (p. ??) to properly close a dataset and ensure that important data not addressed by **FlushCache()** (p. ??) is written in the file.

This method is the same as the C function **GDALFlushCache()** (p. ??).

Reimplemented from **GDALDataset** (p. ??).

### 49.67.2.2 char \*\* GDALPamDataset::GetFileList ( void ) [virtual]

Fetch files forming dataset.

Returns a list of files believed to be part of this dataset. If it returns an empty list of files it means there is believed to be no local file system files associated with the dataset (for instance a virtual dataset). The returned file list is owned by the caller and should be deallocated with **CSLDestroy()** (p. ??).

The returned filenames will normally be relative or absolute paths depending on the path used to originally open the dataset.

This method is the same as the C **GDALGetFileList()** (p. ??) function.

#### Returns

NULL or a NULL terminated array of file names.

Reimplemented from **GDALDataset** (p. ??).

References VSISatL().

### 49.67.2.3 int GDALPamDataset::GetGCPCount ( ) [virtual]

Get number of GCPs.

This method is the same as the C function **GDALGetGCPCount()** (p. ??).

#### Returns

number of GCPs for this dataset. Zero if there are none.

Reimplemented from **GDALDataset** (p. ??).

#### 49.67.2.4 `const char * GDALPamDataset::GetGCPProjection ( )` [virtual]

Get output projection for GCPs.

This method is the same as the C function **GDALGetGCPProjection()** (p. ??).

The projection string follows the normal rules from **GetProjectionRef()** (p. ??).

#### Returns

internal projection string or "" if there are no GCPs.

Reimplemented from **GDALDataset** (p. ??).

#### 49.67.2.5 `const GDAL_GCP * GDALPamDataset::GetGCPs ( )` [virtual]

Fetch GCPs.

This method is the same as the C function **GDALGetGCPs()** (p. ??).

#### Returns

pointer to internal GCP structure list. It should not be modified, and may change on the next GDAL call.

Reimplemented from **GDALDataset** (p. ??).

#### 49.67.2.6 `CPLerr GDALPamDataset::GetGeoTransform ( double * padfTransform )` [virtual]

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).

The default transform is (0,1,0,0,0,1) and should be returned even when a `CE_Failure` error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

### Returns

CE\_None on success, or CE\_Failure if no transform can be fetched.

Reimplemented from **GDALDataset** (p. ??).

**49.67.2.7** `char ** GDALPamDataset::GetMetadata ( const char * pszDomain = " " )`  
[virtual]

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

### Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

### Returns

NULL or a string list.

Reimplemented from **GDALMajorObject** (p. ??).

**49.67.2.8** `const char * GDALPamDataset::GetMetadataltem ( const char * pszName, const char * pszDomain = " " )` [virtual]

Fetch single metadata item.

The C function **GDALGetMetadataltem()** (p. ??) does the same thing as this method.

### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

### Returns

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.

Reimplemented from **GDALMajorObject** (p. ??).

References CPLFormFilename(), CPLGetPath(), GDALMajorObject::GetDescription(),

and `SetMetadataItem()`.

**49.67.2.9** `const char * GDALPamDataset::GetProjectionRef ( void )` [virtual]

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the `OGRSpatialReference` class.

When a projection definition is not available an empty (but not NULL) string is returned.

### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

### See also

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALDataset** (p. ??).

**49.67.2.10** `CPLerr GDALPamDataset::SetGCPs ( int nGCPCount, const GDAL_GCP * pasGCPList, const char * pszGCPProjection )` [virtual]

Assign GCPs.

This method is the same as the C function **GDALSetGCPs()** (p. ??).

This method assigns the passed set of GCPs to this dataset, as well as setting their coordinate system. Internally copies are made of the coordinate system and list of points, so the caller remains responsible for deallocating these arguments if appropriate.

Most formats do not support setting of GCPs, even formats that can handle GCPs. These formats will return `CE_Failure`.

### Parameters

<i>nGCPCount</i>	number of GCPs being assigned.
<i>pasGCPList</i>	array of GCP structures being assign ( <i>nGCPCount</i> in array).
<i>pszGCPProjection</i>	the new OGC WKT coordinate system to assign for the GCP output coordinates. This parameter should be "" if no output coordinate system is known.

### Returns

`CE_None` on success, `CE_Failure` on failure (including if action is not supported for this format).

Reimplemented from **GDALDataset** (p. ??).



#### 49.67.2.11 CPLErr GDALPamDataset::SetGeoTransform ( double \* ) [virtual]

Set the affine transformation coefficients.

See **GetGeoTransform()** (p. ??) for details on the meaning of the *pdfTransform* coefficients.

This method does the same thing as the C **GDALSetGeoTransform()** (p. ??) function.

##### Parameters

<i>pdfTransform</i>	a six double buffer containing the transformation coefficients to be written with the dataset.
---------------------	--

##### Returns

CE\_None on success, or CE\_Failure if this transform cannot be written.

Reimplemented from **GDALDataset** (p. ??).

#### 49.67.2.12 CPLErr GDALPamDataset::SetMetadata ( char \*\* *papszMetadataIn*, const char \* *pszDomain* = " " ) [virtual]

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

##### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

##### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

#### 49.67.2.13 CPLErr GDALPamDataset::SetMetadataItem ( const char \* *pszName*, const char \* *pszValue*, const char \* *pszDomain* = " " ) [virtual]

Set single metadata item.

The C function **GDALSetMetadataItem()** (p. ??) does the same thing as this method.

##### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

Referenced by GetMetadataItem().

**49.67.2.14 CPL Err GDALPamDataset::SetProjection ( const char \* ) [virtual]**

Set the projection reference string for this dataset.

The string should be in OGC WKT or PROJ.4 format. An error may occur because of incorrectly specified projection strings, because the dataset is not writable, or because the dataset does not support the indicated projection. Many formats do not support writing projections.

This method is the same as the C **GDALSetProjection()** (p. ??) function.

**Parameters**

<i>pszProjection</i>	projection reference string.
----------------------	------------------------------

**Returns**

CE\_Failure if an error occurs, otherwise CE\_None.

Reimplemented from **GDALDataset** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_pam.h
- gdalpamdataset.cpp

**49.68 GDALPamProxyDB Class Reference****Public Member Functions**

- void **CheckLoadDB** ()
- void **LoadDB** ()
- void **SaveDB** ()

**Public Attributes**

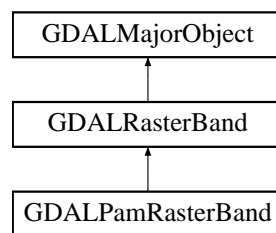
- **CPLString** **osProxyDBDir**
- int **nUpdateCounter**
- std::vector< **CPLString** > **aosOriginalFiles**
- std::vector< **CPLString** > **aosProxyFiles**

The documentation for this class was generated from the following file:

- gdalpamproxydb.cpp

## 49.69 GDALPamRasterBand Class Reference

Inheritance diagram for GDALPamRasterBand:



### Public Member Functions

- virtual CPLErr **SetNoDataValue** (double)  
*Set the no data value for this band.*
- virtual double **GetNoDataValue** (int \*pbSuccess=NULL)  
*Fetch the no data value for this band.*
- virtual CPLErr **SetColorTable** (GDALColorTable \*)  
*Set the raster color table.*
- virtual GDALColorTable \* **GetColorTable** ()  
*Fetch the color table associated with band.*
- virtual CPLErr **SetColorInterpretation** (GDALColorInterp)  
*Set color interpretation of a band.*
- virtual GDALColorInterp **GetColorInterpretation** ()  
*How should this band be interpreted as color?*
- virtual const char \* **GetUnitType** ()  
*Return raster unit type.*
- CPLErr **SetUnitType** (const char \*)  
*Set unit type.*
- virtual char \*\* **GetCategoryNames** ()  
*Fetch the list of category names for this raster.*
- virtual CPLErr **SetCategoryNames** (char \*\*)  
*Set the category names for this band.*
- virtual double **GetOffset** (int \*pbSuccess=NULL)  
*Fetch the raster value offset.*
- CPLErr **SetOffset** (double)  
*Set scaling offset.*

- virtual double **GetScale** (int \*pbSuccess=NULL)  
*Fetch the raster value scale.*
- CPLerr **SetScale** (double)  
*Set scaling ratio.*
- virtual CPLerr **GetHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram, int bIncludeOutOfRange, int bApproxOK, **GDALProgressFunc**, void \*pProgressData)  
*Compute raster histogram.*
- virtual CPLerr **GetDefaultHistogram** (double \*pdfMin, double \*pdfMax, int \*pnBuckets, int \*\*ppanHistogram, int bForce, **GDALProgressFunc**, void \*pProgressData)  
*Fetch default raster histogram.*
- virtual CPLerr **SetDefaultHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram)  
*Set default histogram.*
- virtual CPLerr **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")  
  
*Set metadata.*
- virtual CPLerr **SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")  
*Set single metadata item.*
- virtual const **GDALRasterAttributeTable** \* **GetDefaultRAT** ()  
*Fetch default Raster Attribute Table.*
- virtual CPLerr **SetDefaultRAT** (const **GDALRasterAttributeTable** \*)  
*Set default Raster Attribute Table.*
- virtual CPLerr **CloneInfo** (**GDALRasterBand** \*poSrcBand, int nCloneInfoFlags)
- **GDALRasterBandPamInfo** \* **GetPamInfo** ()

### Protected Member Functions

- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLerr **XMLInit** (**CPLXMLNode** \*, const char \*)
- void **PamInitialize** ()
- void **PamClear** ()

### Protected Attributes

- **GDALRasterBandPamInfo** \* **psPam**

### Friends

- class **GDALPamDataset**

### 49.69.1 Member Function Documentation

#### 49.69.1.1 `char ** GDALPamRasterBand::GetCategoryNames ( ) [virtual]`

Fetch the list of category names for this raster.

The return list is a "StringList" in the sense of the CPL functions. That is a NULL terminated array of strings. Raster values without associated names will have an empty string in the returned list. The first entry in the list is for raster values of zero, and so on.

The returned stringlist should not be altered or freed by the application. It may change on the next GDAL call, so please copy it if it is needed for any period of time.

#### Returns

list of names, or NULL if none.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.2 `GDALColorInterp GDALPamRasterBand::GetColorInterpretation ( ) [virtual]`

How should this band be interpreted as color?

GCI\_Undefined is returned when the format doesn't know anything about the color interpretation.

This method is the same as the C function **GDALGetRasterColorInterpretation()** (p. ??).

#### Returns

color interpretation value for band.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.3 `GDALColorTable * GDALPamRasterBand::GetColorTable ( ) [virtual]`

Fetch the color table associated with band.

If there is no associated color table, the return result is NULL. The returned color table remains owned by the **GDALRasterBand** (p. ??), and can't be depended on for long, nor should it ever be modified by the caller.

This method is the same as the C function **GDALGetRasterColorTable()** (p. ??).

#### Returns

internal color table, or NULL.

Reimplemented from **GDALRasterBand** (p. ??).

49.69.1.4 **CPL**Err GDALPamRasterBand::GetDefaultHistogram ( double \* *pdfMin*, double \* *pdfMax*, int \* *pnBuckets*, int \*\* *ppanHistogram*, int *bForce*, GDALProgressFunc *pfnProgress*, void \* *pProgressData* ) [virtual]

Fetch default raster histogram.

The default method in **GDALRasterBand** (p. ??) will compute a default histogram. This method is overridden by derived classes (such as **GDALPamRasterBand** (p. ??), **VRT-Dataset** (p. ??), **HFA**Dataset...) that may be able to fetch efficiently an already stored histogram.

#### Parameters

<i>pdfMin</i>	pointer to double value that will contain the lower bound of the histogram.
<i>pdfMax</i>	pointer to double value that will contain the upper bound of the histogram.
<i>pnBuckets</i>	pointer to int value that will contain the number of buckets in *ppanHistogram.
<i>ppanHistogram</i>	pointer to array into which the histogram totals are placed. To be freed with VSIFree
<i>bForce</i>	TRUE to force the computation. If FALSE and no default histogram is available, the method will return CE_Warning
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to pfnProgress.

#### Returns

CE\_None on success, CE\_Failure if something goes wrong, or CE\_Warning if no default histogram is available.

Reimplemented from **GDALRasterBand** (p. ??).

References CXT\_Element, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

49.69.1.5 **const** GDALRasterAttributeTable \* GDALPamRasterBand::GetDefaultRAT ( ) [virtual]

Fetch default Raster Attribute Table.

A RAT will be returned if there is a default one associated with the band, otherwise NULL is returned. The returned RAT is owned by the band and should not be deleted, or altered by the application.

#### Returns

NULL, or a pointer to an internal RAT owned by the band.

Reimplemented from **GDALRasterBand** (p. ??).

49.69.1.6 `CPLerr GDALPamRasterBand::GetHistogram ( double dfMin, double dfMax,  
int nBuckets, int * panHistogram, int bIncludeOutOfRange, int bApproxOK,  
GDALProgressFunc pfnProgress, void * pProgressData )` [virtual]

Compute raster histogram.

Note that the bucket size is  $(dfMax - dfMin) / nBuckets$ .

For example to compute a simple 256 entry histogram of eight bit data, the following would be suitable. The unusual bounds are to ensure that bucket boundaries don't fall right on integer values causing possible errors due to rounding after scaling.

```
int anHistogram[256];

poBand->GetHistogram( -0.5, 255.5, 256, anHistogram, FALSE, FALSE,
    GDALDummyProgress, NULL );
```

Note that setting *bApproxOK* will generally result in a subsampling of the file, and will utilize overviews if available. It should generally produce a representative histogram for the data that is suitable for use in generating histogram based luts for instance. Generally *bApproxOK* is much faster than an exactly computed histogram.

#### Parameters

<i>dfMin</i>	the lower bound of the histogram.
<i>dfMax</i>	the upper bound of the histogram.
<i>nBuckets</i>	the number of buckets in <i>panHistogram</i> .
<i>panHistogram</i>	array into which the histogram totals are placed.
<i>bIncludeOutOfRange</i>	if TRUE values below the histogram range will mapped into <i>panHistogram</i> [0], and values above will be mapped into <i>panHistogram</i> [ <i>nBuckets</i> -1] otherwise out of range values are discarded.
<i>bApproxOK</i>	TRUE if an approximate, or incomplete histogram OK.
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to <i>pfnProgress</i> .

#### Returns

CE\_None on success, or CE\_Failure if something goes wrong.

Reimplemented from **GDALRasterBand** (p. ??).

References CXT\_Element.

49.69.1.7 `double GDALPamRasterBand::GetNoDataValue ( int * pbSuccess = NULL )`  
[virtual]

Fetch the no data value for this band.

If there is no out of data value, an out of range value will generally be returned. The no data value for a band is generally a special marker value used to mark pixels that are

not valid data. Such pixels should generally not be displayed, nor contribute to analysis operations.

This method is the same as the C function **GDALGetRasterNoDataValue()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if a value is actually associated with this layer. May be NULL (default).
------------------	---

#### Returns

the nodata value for this band.

Reimplemented from **GDALRasterBand** (p. ??).

**49.69.1.8** `double GDALPamRasterBand::GetOffset ( int * pbSuccess = NULL )`  
[virtual]

Fetch the raster value offset.

This value (in combination with the **GetScale()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of zero is returned.

This method is the same as the C function **GDALGetRasterOffset()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

#### Returns

the raster offset.

Reimplemented from **GDALRasterBand** (p. ??).

**49.69.1.9** `double GDALPamRasterBand::GetScale ( int * pbSuccess = NULL )` [virtual]

Fetch the raster value scale.

This value (in combination with the **GetOffset()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of one is returned.

This method is the same as the C function **GDALGetRasterScale()** (p. ??).



**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

**Returns**

the raster scale.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.10 `const char * GDALPamRasterBand::GetUnitType ( ) [virtual]`

Return raster unit type.

Return a name for the units of this raster's values. For instance, it might be "m" for an elevation model in meters, or "ft" for feet. If no units are available, a value of "" will be returned. The returned string should not be modified, nor freed by the calling application.

This method is the same as the C function **GDALGetRasterUnitType()** (p. ??).

**Returns**

unit name string.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.11 `CPLerr GDALPamRasterBand::SetCategoryNames ( char ** ) [virtual]`

Set the category names for this band.

See the **GetCategoryNames()** (p. ??) method for more on the interpretation of category names.

This method is the same as the C function **GDALSetRasterCategoryNames()** (p. ??).

**Parameters**

<i>papsz-Names</i>	the NULL terminated StringList of category names. May be NULL to just clear the existing list.
--------------------	--

**Returns**

CE\_None on success of CE\_Failure on failure. If unsupported by the driver CE\_Failure is returned, but no error message is reported.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.12 CPL<sub>Err</sub> GDALPamRasterBand::SetColorInterpretation ( GDALColorInterp *eColorInterp* ) [virtual]

Set color interpretation of a band.

##### Parameters

<i>eColorInterp</i>	the new color interpretation to apply to this band.
---------------------	---

##### Returns

CE\_None on success or CE\_Failure if method is unsupported by format.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.69.1.13 CPL<sub>Err</sub> GDALPamRasterBand::SetColorTable ( GDALColorTable \* *poCT* ) [virtual]

Set the raster color table.

The driver will make a copy of all desired data in the colortable. It remains owned by the caller after the call.

This method is the same as the C function **GDALSetRasterColorTable()** (p. ??).

##### Parameters

<i>poCT</i>	the color table to apply. This may be NULL to clear the color table (where supported).
-------------	--

##### Returns

CE\_None on success, or CE\_Failure on failure. If the action is unsupported by the driver, a value of CE\_Failure is returned, but no error is issued.

Reimplemented from **GDALRasterBand** (p. ??).

References GDALColorTable::Clone(), and GCI\_PaletteIndex.

#### 49.69.1.14 CPL<sub>Err</sub> GDALPamRasterBand::SetDefaultRAT ( const GDALRasterAttributeTable \* *poRAT* ) [virtual]

Set default Raster Attribute Table.

Associates a default RAT with the band. If not implemented for the format a CPL<sub>E</sub>\_NotSupported error will be issued. If successful a copy of the RAT is made, the original remains owned by the caller.

##### Parameters

<i>poRAT</i>	the RAT to assign to the band.
--------------	--------------------------------

**Returns**

CE\_None on success or CE\_Failure if unsupported or otherwise failing.

Reimplemented from **GDALRasterBand** (p. ??).

References GDALRasterAttributeTable::Clone().

**49.69.1.15** `CPLerr GDALPamRasterBand::SetMetadata ( char ** papszMetadataIn, const char * pszDomain = " " ) [virtual]`

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

**Parameters**

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

**Returns**

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

**49.69.1.16** `CPLerr GDALPamRasterBand::SetMetadataItem ( const char * pszName, const char * pszValue, const char * pszDomain = " " ) [virtual]`

Set single metadata item.

The C function **GDALSetMetadataItem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

**49.69.1.17** `CPLerr GDALPamRasterBand::SetNoDataValue ( double ) [virtual]`

Set the no data value for this band.

To clear the nodata value, just set it with an "out of range" value. Complex band no data values must have an imagery component of zero.

This method is the same as the C function **GDALSetRasterNoDataValue()** (p. ??).

#### Parameters

<i>dfNoData</i>	the value to set.
-----------------	-------------------

#### Returns

CE\_None on success, or CE\_Failure on failure. If unsupported by the driver, CE\_Failure is returned by no error message will have been emitted.

Reimplemented from **GDALRasterBand** (p. ??).

**49.69.1.18 CPLerr GDALPamRasterBand::SetOffset ( double *dfNewOffset* ) [virtual]**

Set scaling offset.

Very few formats implement this method. When not implemented it will issue a CPLER\_NotSupported error and return CE\_Failure.

#### Parameters

<i>dfNewOffset</i>	the new offset.
--------------------	-----------------

#### Returns

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

**49.69.1.19 CPLerr GDALPamRasterBand::SetScale ( double *dfNewScale* ) [virtual]**

Set scaling ratio.

Very few formats implement this method. When not implemented it will issue a CPLER\_NotSupported error and return CE\_Failure.

#### Parameters

<i>dfNewScale</i>	the new scale.
-------------------	----------------

#### Returns

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

49.69.1.20 **CPL**Err GDALPamRasterBand::SetUnitType ( const char \* *pszNewValue* )  
[virtual]

Set unit type.

Set the unit type for a raster band. Values should be one of "" (the default indicating it is unknown), "m" indicating meters, or "ft" indicating feet, though other nonstandard values are allowed.

#### Parameters

<i>pszNewValue</i>	the new unit type value.
--------------------	--------------------------

#### Returns

CE\_None on success or CE\_Failure if not successful, or unsupported.

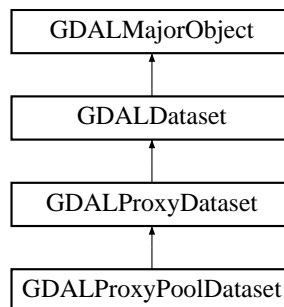
Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_pam.h
- gdalpamrasterband.cpp

## 49.70 GDALProxyDataset Class Reference

Inheritance diagram for GDALProxyDataset:



#### Public Member Functions

- virtual char \*\* **GetMetadata** (const char \*pszDomain)  
*Fetch metadata.*
- virtual CPL
Err **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain)  
*Set metadata.*- virtual const char \* **GetMetadataItem** (const char \*pszName, const char \*pszDomain)

*Fetch single metadata item.*

- virtual CPLErr **SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain)

*Set single metadata item.*

- virtual void **FlushCache** (void)

*Flush all write cached data to disk.*

- virtual const char \* **GetProjectionRef** (void)

*Fetch the projection definition string for this dataset.*

- virtual CPLErr **SetProjection** (const char \*)

*Set the projection reference string for this dataset.*

- virtual CPLErr **GetGeoTransform** (double \*)

*Fetch the affine transformation coefficients.*

- virtual CPLErr **SetGeoTransform** (double \*)

*Set the affine transformation coefficients.*

- virtual void \* **GetInternalHandle** (const char \*)

*Fetch a format specific internally meaningful handle.*

- virtual GDALDriver \* **GetDriver** (void)

*Fetch the driver to which this dataset relates.*

- virtual char \*\* **GetFileList** (void)

*Fetch files forming dataset.*

- virtual int **GetGCPCount** ()

*Get number of GCPs.*

- virtual const char \* **GetGCPProjection** ()

*Get output projection for GCPs.*

- virtual const GDAL\_GCP \* **GetGCPs** ()

*Fetch GCPs.*

- virtual CPLErr **SetGCPs** (int nGCPCount, const GDAL\_GCP \*pasGCPList, const char \*pszGCPProjection)

*Assign GCPs.*

- virtual CPLErr **AdviseRead** (int nXOff, int nYOff, int nXSize, int nYSize, int nBufXSize, int nBufYSize, GDALDataType eDT, int nBandCount, int \*panBandList, char \*\*papszOptions)

*Advise driver of upcoming read requests.*

- virtual CPLErr **CreateMaskBand** (int nFlags)

*Adds a mask band to the dataset.*

## Protected Member Functions

- virtual GDALDataset \* **RefUnderlyingDataset** ()=0
- virtual void **UnrefUnderlyingDataset** (GDALDataset \*poUnderlyingDataset)
- virtual CPLErr **IBuildOverviews** (const char \*, int, int \*, int, int \*, GDALProgressFunc, void \*)
- virtual CPLErr **IRasterIO** (GDALRWFlag, int, int, int, int, void \*, int, int, GDALDataType, int, int \*, int, int, int)

### 49.70.1 Member Function Documentation

49.70.1.1 virtual CPLErr GDALProxyDataset::AdviseRead ( int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, int *nBufXSize*, int *nBufYSize*, GDALDataType *eDT*, int *nBandCount*, int \* *panBandMap*, char \*\* *papszOptions* ) [virtual]

Advise driver of upcoming read requests.

Some GDAL drivers operate more efficiently if they know in advance what set of upcoming read requests will be made. The **AdviseRead()** (p. ??) method allows an application to notify the driver of the region and bands of interest, and at what resolution the region will be read.

Many drivers just ignore the **AdviseRead()** (p. ??) call, but it can dramatically accelerate access via some drivers.

#### Parameters

<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.
<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the pData data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>nBandCount</i>	the number of bands being read or written.
<i>panBandMap</i>	the list of nBandCount band numbers being read/written. Note band numbers are 1 based. This may be NULL to select the first nBandCount bands.
<i>papszOptions</i>	a list of name=value strings with special control options. Normally this is NULL.

#### Returns

CE\_Failure if the request is invalid and CE\_None if it works or is ignored.

Reimplemented from **GDALDataset** (p. ??).

49.70.1.2 virtual CPLErr GDALProxyDataset::CreateMaskBand ( int *nFlags* ) [virtual]

Adds a mask band to the dataset.

The default implementation of the **CreateMaskBand()** (p. ??) method is implemented based on similar rules to the .ovr handling implemented using the **GDALDefaultOverviews** (p. ??) object. A TIFF file with the extension .msk will be created with the same base-name as the original file, and it will have one band. The mask images will be deflate compressed tiled images with the same block size as the original image if possible.

**Since**

GDAL 1.5.0

**Parameters**

<i>nFlags</i>	ignored. GMF_PER_DATASET will be assumed.
---------------	---

**Returns**

CE\_None on success or CE\_Failure on an error.

**See also**[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)Reimplemented from **GDALDataset** (p. ??).

49.70.1.3 `const char int int int int GDALProgressFunc void pProgressData void  
GDALProxyDataset::FlushCache ( void ) [virtual]`

Flush all write cached data to disk.

Any raster (or other GDAL) data written via GDAL calls, but buffered internally will be written to disk.

Using this method does not prevent use from calling **GDALClose()** (p. ??) to properly close a dataset and ensure that important data not addressed by **FlushCache()** (p. ??) is written in the file.This method is the same as the C function **GDALFlushCache()** (p. ??).Reimplemented from **GDALDataset** (p. ??).

References GDALDataset::FlushCache().

49.70.1.4 `virtual GDALDriver* GDALProxyDataset::GetDriver ( void ) [virtual]`

Fetch the driver to which this dataset relates.

This method is the same as the C **GDALGetDatasetDriver()** (p. ??) function.**Returns**the driver on which the dataset was created with **GDALOpen()** (p. ??) or **GDALCreate()** (p. ??).Reimplemented from **GDALDataset** (p. ??).

49.70.1.5 `virtual char** GDALProxyDataset::GetFileList ( void ) [virtual]`

Fetch files forming dataset.



Returns a list of files believed to be part of this dataset. If it returns an empty list of files it means there is believed to be no local file system files associated with the dataset (for instance a virtual dataset). The returned file list is owned by the caller and should be deallocated with **CSLDestroy()** (p. ??).

The returned filenames will normally be relative or absolute paths depending on the path used to originally open the dataset.

This method is the same as the C **GDALGetFileList()** (p. ??) function.

### Returns

NULL or a NULL terminated array of file names.

Reimplemented from **GDALDataset** (p. ??).

#### 49.70.1.6 virtual int GDALProxyDataset::GetGCPCount ( ) [virtual]

Get number of GCPs.

This method is the same as the C function **GDALGetGCPCount()** (p. ??).

### Returns

number of GCPs for this dataset. Zero if there are none.

Reimplemented from **GDALDataset** (p. ??).

#### 49.70.1.7 virtual const char\* GDALProxyDataset::GetGCPProjection ( ) [virtual]

Get output projection for GCPs.

This method is the same as the C function **GDALGetGCPProjection()** (p. ??).

The projection string follows the normal rules from **GetProjectionRef()** (p. ??).

### Returns

internal projection string or "" if there are no GCPs.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

#### 49.70.1.8 virtual const GDAL\_GCP\* GDALProxyDataset::GetGCPs ( ) [virtual]

Fetch GCPs.

This method is the same as the C function **GDALGetGCPs()** (p. ??).

### Returns

pointer to internal GCP structure list. It should not be modified, and may change on the next GDAL call.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.9** `virtual CPLErr GDALProxyDataset::GetGeoTransform ( double * padfTransform )`  
`[virtual]`

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).

The default transform is (0,1,0,0,0,1) and should be returned even when a `CE_Failure` error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be deprecated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

#### Returns

`CE_None` on success, or `CE_Failure` if no transform can be fetched.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.10** `virtual void* GDALProxyDataset::GetInternalHandle ( const char * )`  
`[virtual]`

Fetch a format specific internally meaningful handle.

This method is the same as the C **GDALGetInternalHandle()** (p. ??) method.

#### Parameters

<i>pszHandleName</i>	the handle name desired. The meaningful names will be specific to the file format.
----------------------	--

**Returns**

the desired handle value, or NULL if not recognised/supported.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.11** `virtual char** GDALProxyDataset::GetMetadata ( const char * pszDomain )`  
[virtual]

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

**Parameters**

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

**Returns**

NULL or a string list.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.12** `virtual const char* GDALProxyDataset::GetMetadataltem ( const char * pszName, const char * pszDomain )` [virtual]

Fetch single metadata item.

The C function **GDALGetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

**Returns**

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.13** `virtual const char* GDALProxyDataset::GetProjectionRef( void ) [virtual]`

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the OGRSpatialReference class.

When a projection definition is not available an empty (but not NULL) string is returned.

### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

### See also

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

**49.70.1.14** `virtual CPLErr GDALProxyDataset::SetGCPs( int nGCPCount, const GDAL_GCP * pasGCPList, const char * pszGCPProjection ) [virtual]`

Assign GCPs.

This method is the same as the C function **GDALSetGCPs()** (p. ??).

This method assigns the passed set of GCPs to this dataset, as well as setting their coordinate system. Internally copies are made of the coordinate system and list of points, so the caller remains responsible for deallocating these arguments if appropriate.

Most formats do not support setting of GCPs, even formats that can handle GCPs. These formats will return CE\_Failure.

### Parameters

<i>nGCPCount</i>	number of GCPs being assigned.
<i>pasGCPList</i>	array of GCP structures being assign (nGCPCount in array).
<i>pszGCPProjection</i>	the new OGC WKT coordinate system to assign for the GCP output coordinates. This parameter should be "" if no output coordinate system is known.

### Returns

CE\_None on success, CE\_Failure on failure (including if action is not supported for this format).

Reimplemented from **GDALDataset** (p. ??).

49.70.1.15 `virtual CPLerr GDALProxyDataset::SetGeoTransform ( double * ) [virtual]`

Set the affine transformation coefficients.

See **GetGeoTransform()** (p. ??) for details on the meaning of the `padfTransform` coefficients.

This method does the same thing as the C **GDALSetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	a six double buffer containing the transformation coefficients to be written with the dataset.
----------------------	--

#### Returns

CE\_None on success, or CE\_Failure if this transform cannot be written.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **GDALProxyPoolDataset** (p. ??).

49.70.1.16 `virtual CPLerr GDALProxyDataset::SetMetadata ( char ** papszMetadataln, const char * pszDomain ) [virtual]`

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

#### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

#### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

49.70.1.17 `virtual CPLerr GDALProxyDataset::SetMetadataltem ( const char * pszName, const char * pszValue, const char * pszDomain ) [virtual]`

Set single metadata item.

The C function **GDALSetMetadataltem()** (p. ??) does the same thing as this method.

#### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
----------------	---

<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

49.70.1.18 `virtual CPLErr GDALProxyDataset::SetProjection( const char * ) [virtual]`

Set the projection reference string for this dataset.

The string should be in OGC WKT or PROJ.4 format. An error may occur because of incorrectly specified projection strings, because the dataset is not writable, or because the dataset does not support the indicated projection. Many formats do not support writing projections.

This method is the same as the C **GDALSetProjection()** (p. ??) function.

**Parameters**

<i>pszProjection</i>	projection reference string.
----------------------	------------------------------

**Returns**

CE\_Failure if an error occurs, otherwise CE\_None.

Reimplemented from **GDALDataset** (p. ??).

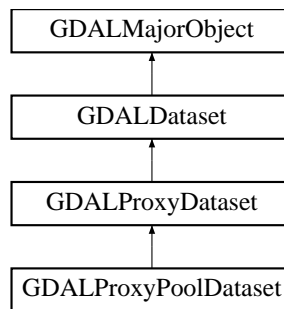
Reimplemented in **GDALProxyPoolDataset** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalproxydataset.cpp

**49.71 GDALProxyPoolDataset Class Reference**

Inheritance diagram for GDALProxyPoolDataset:



### Public Member Functions

- **GDALProxyPoolDataset** (const char \*pszSourceDatasetDescription, int nRasterXSize, int nRasterYSize, **GDALAccess** eAccess=GA\_ReadOnly, int bShared=FALSE, const char \*pszProjectionRef=NULL, double \*padfGeoTransform=NULL)
- void **AddSrcBandDescription** (**GDALDataType** eDataType, int nBlockXSize, int nBlockYSize)
- virtual const char \* **GetProjectionRef** (void)  
*Fetch the projection definition string for this dataset.*
- virtual CPLErr **SetProjection** (const char \*)  
*Set the projection reference string for this dataset.*
- virtual CPLErr **GetGeoTransform** (double \*)  
*Fetch the affine transformation coefficients.*
- virtual CPLErr **SetGeoTransform** (double \*)  
*Set the affine transformation coefficients.*
- virtual char \*\* **GetMetadata** (const char \*pszDomain)  
*Fetch metadata.*
- virtual const char \* **GetMetadataItem** (const char \*pszName, const char \*pszDomain)  
*Fetch single metadata item.*
- virtual void \* **GetInternalHandle** (const char \*pszRequest)  
*Fetch a format specific internally meaningful handle.*
- virtual const char \* **GetGCPProjection** ()  
*Get output projection for GCPs.*
- virtual const **GDAL\_GCP** \* **GetGCPs** ()  
*Fetch GCPs.*

### Protected Member Functions

- virtual **GDALDataset** \* **RefUnderlyingDataset** ()
- virtual void **UnrefUnderlyingDataset** (**GDALDataset** \*poUnderlyingDataset)

## Friends

- class **GDALProxyPoolRasterBand**

## 49.71.1 Member Function Documentation

### 49.71.1.1 `const char * GDALProxyPoolDataset::GetGCPProjection ( ) [virtual]`

Get output projection for GCPs.

This method is the same as the C function **GDALGetGCPProjection()** (p. ??).

The projection string follows the normal rules from **GetProjectionRef()** (p. ??).

#### Returns

internal projection string or "" if there are no GCPs.

Reimplemented from **GDALProxyDataset** (p. ??).

References **GDALDataset::GetGCPProjection()**.

### 49.71.1.2 `const GDAL_GCP * GDALProxyPoolDataset::GetGCPs ( ) [virtual]`

Fetch GCPs.

This method is the same as the C function **GDALGetGCPs()** (p. ??).

#### Returns

pointer to internal GCP structure list. It should not be modified, and may change on the next GDAL call.

Reimplemented from **GDALProxyDataset** (p. ??).

References **GDALDataset::GetGCPCount()**, and **GDALDataset::GetGCPs()**.

### 49.71.1.3 `CPLErr GDALProxyPoolDataset::GetGeoTransform ( double * padfTransform ) [virtual]`

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).



The default transform is (0,1,0,0,0,1) and should be returned even when a CE\_Failure error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

#### Returns

CE\_None on success, or CE\_Failure if no transform can be fetched.

Reimplemented from **GDALProxyDataset** (p. ??).

**49.71.1.4** void \* **GDALProxyPoolDataset::GetInternalHandle** ( const char \* ) [virtual]

Fetch a format specific internally meaningful handle.

This method is the same as the C **GDALGetInternalHandle()** (p. ??) method.

#### Parameters

<i>pszHandleName</i>	the handle name desired. The meaningful names will be specific to the file format.
----------------------	--

#### Returns

the desired handle value, or NULL if not recognised/supported.

Reimplemented from **GDALProxyDataset** (p. ??).

**49.71.1.5** char \*\* **GDALProxyPoolDataset::GetMetadata** ( const char \* *pszDomain* ) [virtual]

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

#### Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

**Returns**

NULL or a string list.

Reimplemented from **GDALProxyDataset** (p. ??).

References GDALMajorObject::GetMetadata().

**49.71.1.6** `const char * GDALProxyPoolDataset::GetMetadataltem ( const char * pszName,  
const char * pszDomain ) [virtual]`

Fetch single metadata item.

The C function **GDALGetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

**Returns**

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.

Reimplemented from **GDALProxyDataset** (p. ??).

References GDALMajorObject::GetMetadataltem().

**49.71.1.7** `const char * GDALProxyPoolDataset::GetProjectionRef ( void ) [virtual]`

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the OGRSpatialReference class.

When a projection definition is not available an empty (but not NULL) string is returned.

**Returns**

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

**See also**

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALProxyDataset** (p. ??).

**49.71.1.8** `CPLerr GDALProxyPoolDataset::SetGeoTransform ( double * ) [virtual]`

Set the affine transformation coefficients.

See **GetGeoTransform()** (p. ??) for details on the meaning of the `padfTransform` coefficients.

This method does the same thing as the C **GDALSetGeoTransform()** (p. ??) function.

#### Parameters

<i>padfTransform</i>	a six double buffer containing the transformation coefficients to be written with the dataset.
----------------------	--

#### Returns

CE\_None on success, or CE\_Failure if this transform cannot be written.

Reimplemented from **GDALProxyDataset** (p. ??).

#### 49.71.1.9 CPLerr GDALProxyPoolDataset::SetProjection ( const char \* ) [virtual]

Set the projection reference string for this dataset.

The string should be in OGC WKT or PROJ.4 format. An error may occur because of incorrectly specified projection strings, because the dataset is not writable, or because the dataset does not support the indicated projection. Many formats do not support writing projections.

This method is the same as the C **GDALSetProjection()** (p. ??) function.

#### Parameters

<i>pszProjection</i>	projection reference string.
----------------------	------------------------------

#### Returns

CE\_Failure if an error occurs, otherwise CE\_None.

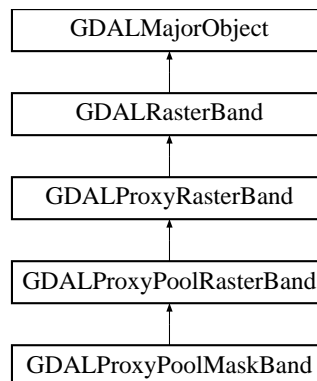
Reimplemented from **GDALProxyDataset** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalproxypool.cpp

## 49.72 GDALProxyPoolMaskBand Class Reference

Inheritance diagram for GDALProxyPoolMaskBand:



### Public Member Functions

- **GDALProxyPoolMaskBand** (**GDALProxyPoolDataset** \*poDS, **GDALRasterBand** \*poUnderlyingMaskBand, **GDALProxyPoolRasterBand** \*poMainBand)

### Protected Member Functions

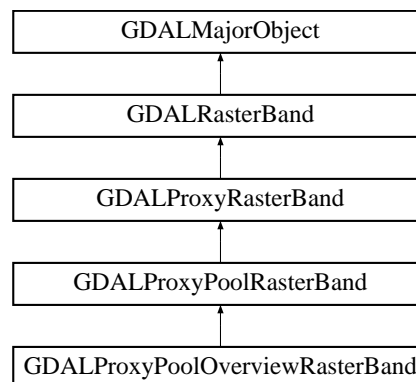
- virtual **GDALRasterBand** \* **RefUnderlyingRasterBand** ()
- virtual void **UnrefUnderlyingRasterBand** (**GDALRasterBand** \*poUnderlyingRasterBand)

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalproxypool.cpp

## 49.73 GDALProxyPoolOverviewRasterBand Class Reference

Inheritance diagram for GDALProxyPoolOverviewRasterBand:



### Public Member Functions

- **GDALProxyPoolOverviewRasterBand** (**GDALProxyPoolDataset** \*poDS, **GDALRasterBand** \*poUnderlyingOverviewBand, **GDALProxyPoolRasterBand** \*poMainBand, int nOverviewBand)

### Protected Member Functions

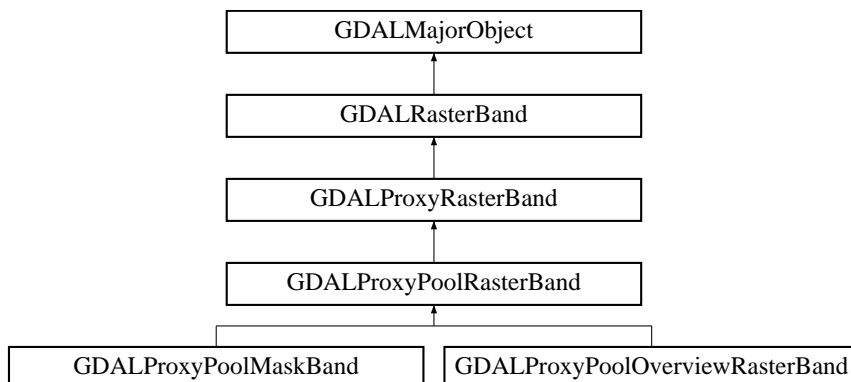
- virtual **GDALRasterBand** \* **RefUnderlyingRasterBand** ()
- virtual void **UnrefUnderlyingRasterBand** (**GDALRasterBand** \*poUnderlyingRasterBand)

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalproxypool.cpp

## 49.74 GDALProxyPoolRasterBand Class Reference

Inheritance diagram for GDALProxyPoolRasterBand:



### Public Member Functions

- **GDALProxyPoolRasterBand** (**GDALProxyPoolDataset** \*poDS, int nBand, **GDALDataType** eDataType, int nBlockXSize, int nBlockYSize)
- **GDALProxyPoolRasterBand** (**GDALProxyPoolDataset** \*poDS, **GDALRasterBand** \*poUnderlyingRasterBand)
- virtual char \*\* **GetMetadata** (const char \*pszDomain)  
*Fetch metadata.*
- virtual const char \* **GetMetadataItem** (const char \*pszName, const char \*pszDomain)

*Fetch single metadata item.*

- virtual char \*\* **GetCategoryNames** ()  
*Fetch the list of category names for this raster.*
- virtual const char \* **GetUnitType** ()  
*Return raster unit type.*
- virtual **GDALColorTable** \* **GetColorTable** ()  
*Fetch the color table associated with band.*
- virtual **GDALRasterBand** \* **GetOverview** (int)  
*Fetch overview raster band object.*
- virtual **GDALRasterBand** \* **GetRasterSampleOverview** (int nDesiredSamples)  
*Fetch best sampling overview.*
- virtual **GDALRasterBand** \* **GetMaskBand** ()  
*Return the mask band associated with the band.*

### Protected Member Functions

- virtual **GDALRasterBand** \* **RefUnderlyingRasterBand** ()
- virtual void **UnrefUnderlyingRasterBand** (**GDALRasterBand** \*poUnderlyingRasterBand)

### Friends

- class **GDALProxyPoolOverviewRasterBand**
- class **GDALProxyPoolMaskBand**

## 49.74.1 Member Function Documentation

### 49.74.1.1 char \*\* GDALProxyPoolRasterBand::GetCategoryNames ( ) [virtual]

Fetch the list of category names for this raster.

The return list is a "StringList" in the sense of the CPL functions. That is a NULL terminated array of strings. Raster values without associated names will have an empty string in the returned list. The first entry in the list is for raster values of zero, and so on.

The returned stringlist should not be altered or freed by the application. It may change on the next GDAL call, so please copy it if it is needed for any period of time.

### Returns

list of names, or NULL if none.

Reimplemented from **GDALProxyRasterBand** (p. ??).

References **GDALRasterBand::GetCategoryNames()**.

#### 49.74.1.2 GDALColorTable \* GDALProxyPoolRasterBand::GetColorTable ( ) [virtual]

Fetch the color table associated with band.

If there is no associated color table, the return result is NULL. The returned color table remains owned by the **GDALRasterBand** (p. ??), and can't be depended on for long, nor should it ever be modified by the caller.

This method is the same as the C function **GDALGetRasterColorTable()** (p. ??).

#### Returns

internal color table, or NULL.

Reimplemented from **GDALProxyRasterBand** (p. ??).

References **GDALColorTable::Clone()**, and **GDALRasterBand::GetColorTable()**.

#### 49.74.1.3 GDALRasterBand \* GDALProxyPoolRasterBand::GetMaskBand ( ) [virtual]

Return the mask band associated with the band.

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a NODATA\_VALUES metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA | GMF\_PER\_DATASET.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new **GDALNoDataMaskRasterBand** class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type GDT\_Byte then that alpha band will be returned, and the flags GMF\_PER\_DATASET and GMF\_ALPHA will be returned in the flags.
- If neither of the above apply, an instance of the new **GDALAllValidRasterBand** class will be returned that has 255 values for all pixels. The null flags will return GMF\_ALL\_VALID.

Note that the **GetMaskBand()** (p. ??) should always return a **GDALRasterBand** (p. ??) mask, even if it is only an all 255 mask with the flags indicating GMF\_ALL\_VALID.

#### Returns

a valid mask band.

**Since**

GDAL 1.5.0

**See also**[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatamask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatamask)Reimplemented from **GDALProxyRasterBand** (p. ??).

References GDALRasterBand::GetMaskBand().

**49.74.1.4** `char ** GDALProxyPoolRasterBand::GetMetadata ( const char * pszDomain )`  
`[virtual]`

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

**Parameters**

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

**Returns**

NULL or a string list.

Reimplemented from **GDALProxyRasterBand** (p. ??).

References GDALMajorObject::GetMetadata().

**49.74.1.5** `const char * GDALProxyPoolRasterBand::GetMetadataltem ( const char * pszName,  
const char * pszDomain )` `[virtual]`

Fetch single metadata item.

The C function **GDALGetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

**Returns**

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.



Reimplemented from **GDALProxyRasterBand** (p. ??).

References GDALMajorObject::GetMetadataItem().

**49.74.1.6 GDALRasterBand \* GDALProxyPoolRasterBand::GetOverview ( int *i* )**  
[virtual]

Fetch overview raster band object.

This method is the same as the C function **GDALGetOverview()** (p. ??).

#### Parameters

<i>i</i>	overview index between 0 and <b>GetOverviewCount()</b> (p. ??)-1.
----------	---

#### Returns

overview **GDALRasterBand** (p. ??).

Reimplemented from **GDALProxyRasterBand** (p. ??).

References GDALRasterBand::GetOverview().

**49.74.1.7 GDALRasterBand \* GDALProxyPoolRasterBand::GetRasterSampleOverview ( int *nDesiredSamples* )**  
[virtual]

Fetch best sampling overview.

Returns the most reduced overview of the given band that still satisfies the desired number of samples. This function can be used with zero as the number of desired samples to fetch the most reduced overview. The same band as was passed in will be returned if it has not overviews, or if none of the overviews have enough samples.

This method is the same as the C function **GDALGetRasterSampleOverview()** (p. ??).

#### Parameters

<i>nDesiredSamples</i>	the returned band will have at least this many pixels.
------------------------	--

#### Returns

optimal overview or the band itself.

Reimplemented from **GDALProxyRasterBand** (p. ??).

**49.74.1.8 const char \* GDALProxyPoolRasterBand::GetUnitType ( )** [virtual]

Return raster unit type.

Return a name for the units of this raster's values. For instance, it might be "m" for an elevation model in meters, or "ft" for feet. If no units are available, a value of ""

will be returned. The returned string should not be modified, nor freed by the calling application.

This method is the same as the C function **GDALGetRasterUnitType()** (p. ??).

### Returns

unit name string.

Reimplemented from **GDALProxyRasterBand** (p. ??).

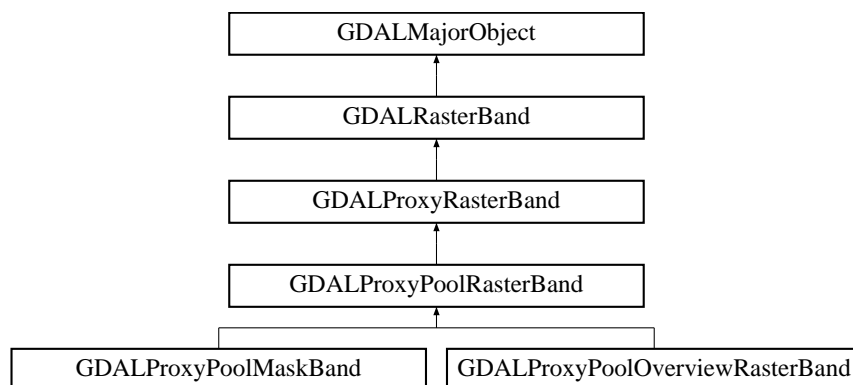
References GDALRasterBand::GetUnitType().

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalproxypool.cpp

## 49.75 GDALProxyRasterBand Class Reference

Inheritance diagram for GDALProxyRasterBand:



### Public Member Functions

- virtual char \*\* **GetMetadata** (const char \*pszDomain)  
*Fetch metadata.*
- virtual CPLErr **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain)  
*Set metadata.*
- virtual const char \* **GetMetadataltem** (const char \*pszName, const char \*pszDomain)  
*Fetch single metadata item.*
- virtual CPLErr **SetMetadataltem** (const char \*pszName, const char \*pszValue, const char \*pszDomain)  
*Set single metadata item.*

- virtual CPLErr **FlushCache** ()  
*Flush raster data cache.*
- virtual char \*\* **GetCategoryNames** ()  
*Fetch the list of category names for this raster.*
- virtual double **GetNoDataValue** (int \*pbSuccess=NULL)  
*Fetch the no data value for this band.*
- virtual double **GetMinimum** (int \*pbSuccess=NULL)  
*Fetch the minimum value for this band.*
- virtual double **GetMaximum** (int \*pbSuccess=NULL)  
*Fetch the maximum value for this band.*
- virtual double **GetOffset** (int \*pbSuccess=NULL)  
*Fetch the raster value offset.*
- virtual double **GetScale** (int \*pbSuccess=NULL)  
*Fetch the raster value scale.*
- virtual const char \* **GetUnitType** ()  
*Return raster unit type.*
- virtual **GDALColorInterp** **GetColorInterpretation** ()  
*How should this band be interpreted as color?*
- virtual **GDALColorTable** \* **GetColorTable** ()  
*Fetch the color table associated with band.*
- virtual CPLErr **Fill** (double dfRealValue, double dfImaginaryValue=0)  
*Fill this band with a constant value.*
- virtual CPLErr **SetCategoryNames** (char \*\*)  
*Set the category names for this band.*
- virtual CPLErr **SetNoDataValue** (double)  
*Set the no data value for this band.*
- virtual CPLErr **SetColorTable** (**GDALColorTable** \*)  
*Set the raster color table.*
- virtual CPLErr **SetColorInterpretation** (**GDALColorInterp**)  
*Set color interpretation of a band.*
- virtual CPLErr **SetOffset** (double)  
*Set scaling offset.*
- virtual CPLErr **SetScale** (double)  
*Set scaling ratio.*
- virtual CPLErr **SetUnitType** (const char \*)  
*Set unit type.*
- virtual CPLErr **GetStatistics** (int bApproxOK, int bForce, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev)  
*Fetch image statistics.*
- virtual CPLErr **ComputeStatistics** (int bApproxOK, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev, **GDALProgressFunc**, void \*pProgressData)  
*Compute image statistics.*

- virtual CPLErr **SetStatistics** (double dfMin, double dfMax, double dfMean, double dfStdDev)  
*Set statistics on band.*
- virtual CPLErr **ComputeRasterMinMax** (int, double \*)  
*Compute the min/max values for a band.*
- virtual int **HasArbitraryOverviews** ()  
*Check for arbitrary overviews.*
- virtual int **GetOverviewCount** ()  
*Return the number of overview layers available.*
- virtual **GDALRasterBand** \* **GetOverview** (int)  
*Fetch overview raster band object.*
- virtual **GDALRasterBand** \* **GetRasterSampleOverview** (int)  
*Fetch best sampling overview.*
- virtual CPLErr **BuildOverviews** (const char \*, int, int \*, **GDALProgressFunc**, void \*)  
*Build raster overview(s)*
- virtual CPLErr **AdviseRead** (int nXOff, int nYOff, int nXSize, int nYSize, int nBufXSize, int nBufYSize, **GDALDataType** eDT, char \*\*papszOptions)  
*Advise driver of upcoming read requests.*
- virtual CPLErr **GetHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram, int bIncludeOutOfRange, int bApproxOK, **GDALProgressFunc**, void \*pProgressData)  
*Compute raster histogram.*
- virtual CPLErr **GetDefaultHistogram** (double \*pdfMin, double \*pdfMax, int \*pnBuckets, int \*\*ppanHistogram, int bForce, **GDALProgressFunc**, void \*pProgressData)  
*Fetch default raster histogram.*
- virtual CPLErr **SetDefaultHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram)  
*Set default histogram.*
- virtual const **GDALRasterAttributeTable** \* **GetDefaultRAT** ()  
*Fetch default Raster Attribute Table.*
- virtual CPLErr **SetDefaultRAT** (const **GDALRasterAttributeTable** \*)  
*Set default Raster Attribute Table.*
- virtual **GDALRasterBand** \* **GetMaskBand** ()  
*Return the mask band associated with the band.*
- virtual int **GetMaskFlags** ()  
*Return the status flags of the mask band associated with the band.*
- virtual CPLErr **CreateMaskBand** (int nFlags)  
*Adds a mask band to the current band.*

## Protected Member Functions

- virtual **GDALRasterBand** \* **RefUnderlyingRasterBand** ()=0
- virtual void **UnrefUnderlyingRasterBand** (**GDALRasterBand** \*poUnderlyingRasterBand)
- virtual CPLErr **IReadBlock** (int, int, void \*)
- virtual CPLErr **IWriteBlock** (int, int, void \*)
- virtual CPLErr **IRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)

### 49.75.1 Member Function Documentation

49.75.1.1 virtual CPLErr GDALProxyRasterBand::AdviseRead ( int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, int *nBufXSize*, int *nBufYSize*, **GDALDataType** *eDT*, char \*\* *papszOptions* ) [virtual]

Advise driver of upcoming read requests.

Some GDAL drivers operate more efficiently if they know in advance what set of upcoming read requests will be made. The **AdviseRead()** (p. ??) method allows an application to notify the driver of the region of interest, and at what resolution the region will be read.

Many drivers just ignore the **AdviseRead()** (p. ??) call, but it can dramatically accelerate access via some drivers.

#### Parameters

<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.
<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the pData data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>papszOptions</i>	a list of name=value strings with special control options. Normally this is NULL.

#### Returns

CE\_Failure if the request is invalid and CE\_None if it works or is ignored.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.2 `virtual CPLErr GDALProxyRasterBand::BuildOverviews ( const char * pszResampling,  
int nOverviews, int * panOverviewList, GDALProgressFunc pfnProgress, void *  
pProgressData ) [virtual]`

Build raster overview(s)

If the operation is unsupported for the indicated dataset, then `CE_Failure` is returned, and **`CPLGetLastErrorNo()`** (p. ??) will return `CPLE_NotSupported`.

WARNING: It is not possible to build overviews for a single band in TIFF format, and thus this method does not work for TIFF format, or any formats that use the default overview building in TIFF format. Instead it is necessary to build overviews on the dataset as a whole using **`GDALDataset::BuildOverviews()`** (p. ??). That makes this method pretty useless from a practical point of view.

#### Parameters

<i>pszResampling</i>	one of "NEAREST", "GAUSS", "CUBIC", "AVERAGE", "MODE", "AVERAGE_MAGPHASE" or "NONE" controlling the downsampling method applied.
<i>nOverviews</i>	number of overviews to build.
<i>panOverviewList</i>	the list of overview decimation factors to build.
<i>pfnProgress</i>	a function to call to report progress, or NULL.
<i>pProgressData</i>	application data to pass to the progress function.

#### Returns

`CE_None` on success or `CE_Failure` if the operation doesn't work.

Reimplemented from **`GDALRasterBand`** (p. ??).

49.75.1.3 `CPLErr GDALRasterBand::ComputeRasterMinMax ( int, double * ) [virtual]`

Compute the min/max values for a band.

If `bApprox` is OK, then the band's **`GetMinimum()`** (p. ??)/**`GetMaximum()`** will be trusted. If it doesn't work, a subsample of blocks will be read to get an approximate min/max. If the band has a nodata value it will be excluded from the minimum and maximum.

If `bApprox` is FALSE, then all pixels will be read and used to compute an exact range.

This method is the same as the C function **`GDALComputeRasterMinMax()`** (p. ??).

#### Parameters

<i>bApproxOK</i>	TRUE if an approximate (faster) answer is OK, otherwise FALSE.
<i>adfMinMax</i>	the array in which the minimum ( <code>adfMinMax[0]</code> ) and the maximum ( <code>adfMinMax[1]</code> ) are returned.

## Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

References GDALGetDataTypeSize(), GDT\_Byte, GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt16, GDT\_CInt32, GDT\_Float32, GDT\_Float64, GDT\_Int16, GDT\_Int32, GDT\_UInt16, GDT\_UInt32, GDALRasterBand::GetLockedBlockRef(), GDALRasterBand::GetMaximum(), GDALMajorObject::GetMetadataItem(), GDALRasterBand::GetMinimum(), GDALRasterBand::GetNoDataValue(), GDALRasterBand::GetOverviewCount(), GDALRasterBand::GetRasterSampleOverview(), GDALRasterBand::GetXSize(), GDALRasterBand::GetYSize(), GF\_Read, and GDALRasterBand::HasArbitraryOverviews().

```
49.75.1.4 virtual CPLErr GDALProxyRasterBand::ComputeStatistics ( int bApproxOK,
double * pdfMin, double * pdfMax, double * pdfMean, double * pdfStdDev,
GDALProgressFunc pfnProgress, void * pProgressData ) [virtual]
```

Compute image statistics.

Returns the minimum, maximum, mean and standard deviation of all pixel values in this band. If approximate statistics are sufficient, the *bApproxOK* flag can be set to true in which case overviews, or a subset of image tiles may be used in computing the statistics.

Once computed, the statistics will generally be "set" back on the raster band using **SetStatistics()** (p. ??).

This method is the same as the C function **GDALComputeRasterStatistics()** (p. ??).

## Parameters

<i>bApproxOK</i>	If TRUE statistics may be computed based on overviews or a subset of all tiles.
<i>pdfMin</i>	Location into which to load image minimum (may be NULL).
<i>pdfMax</i>	Location into which to load image maximum (may be NULL).-
<i>pdfMean</i>	Location into which to load image mean (may be NULL).
<i>pdfStdDev</i>	Location into which to load image standard deviation (may be NULL).
<i>pfnProgress</i>	a function to call to report progress, or NULL.
<i>pProgressData</i>	application data to pass to the progress function.

## Returns

CE\_None on success, or CE\_Failure if an error occurs or processing is terminated by the user.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.5 `virtual CPLErr GDALProxyRasterBand::CreateMaskBand ( int nFlags )`  
`[virtual]`

Adds a mask band to the current band.

The default implementation of the **CreateMaskBand()** (p. ??) method is implemented based on similar rules to the .ovr handling implemented using the **GDALDefaultOverviews** (p. ??) object. A TIFF file with the extension .msk will be created with the same base-name as the original file, and it will have as many bands as the original image (or just one for GMF\_PER\_DATASET). The mask images will be deflate compressed tiled images with the same block size as the original image if possible.

#### Since

GDAL 1.5.0

#### Returns

CE\_None on success or CE\_Failure on an error.

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.6 `virtual CPLErr GDALProxyRasterBand::Fill ( double dfRealValue, double dfImaginaryValue = 0 )` `[virtual]`

Fill this band with a constant value.

GDAL makes no guarantees about what values pixels in newly created files are set to, so this method can be used to clear a band to a specified "default" value. The fill value is passed in as a double but this will be converted to the underlying type before writing to the file. An optional second argument allows the imaginary component of a complex constant value to be specified.

#### Parameters

<i>dfRealvalue</i>	Real component of fill value
<i>dfImaginary-Value</i>	Imaginary component of fill value, defaults to zero

#### Returns

CE\_Failure if the write fails, otherwise CE\_None

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.7 `virtual CPLErr GDALProxyRasterBand::FlushCache ( void )` `[virtual]`

Flush raster data cache.



This call will recover memory used to cache data blocks for this raster band, and ensure that new requests are referred to the underlying driver.

This method is the same as the C function **GDALFlushRasterCache()** (p. ??).

### Returns

CE\_None on success.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.8** `virtual char** GDALProxyRasterBand::GetCategoryNames ( ) [virtual]`

Fetch the list of category names for this raster.

The return list is a "StringList" in the sense of the CPL functions. That is a NULL terminated array of strings. Raster values without associated names will have an empty string in the returned list. The first entry in the list is for raster values of zero, and so on.

The returned stringlist should not be altered or freed by the application. It may change on the next GDAL call, so please copy it if it is needed for any period of time.

### Returns

list of names, or NULL if none.

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

**49.75.1.9** `virtual GDALColorInterp GDALProxyRasterBand::GetColorInterpretation ( ) [virtual]`

How should this band be interpreted as color?

GCI\_Undefined is returned when the format doesn't know anything about the color interpretation.

This method is the same as the C function **GDALGetRasterColorInterpretation()** (p. ??).

### Returns

color interpretation value for band.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.10** `virtual GDALColorTable* GDALProxyRasterBand::GetColorTable ( ) [virtual]`

Fetch the color table associated with band.

If there is no associated color table, the return result is NULL. The returned color table remains owned by the **GDALRasterBand** (p. ??), and can't be depended on for long, nor should it ever be modified by the caller.

This method is the same as the C function **GDALGetRasterColorTable()** (p. ??).

### Returns

internal color table, or NULL.

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

49.75.1.11 `virtual CPLErr GDALProxyRasterBand::GetDefaultHistogram ( double * pdfMin, double * pdfMax, int * pnBuckets, int ** ppanHistogram, int bForce, GDALProgressFunc pfnProgress, void * pProgressData ) [virtual]`

Fetch default raster histogram.

The default method in **GDALRasterBand** (p. ??) will compute a default histogram. This method is overridden by derived classes (such as **GDALPamRasterBand** (p. ??), **VRTDataset** (p. ??), **HFADataset**...) that may be able to fetch efficiently an already stored histogram.

### Parameters

<i>pdfMin</i>	pointer to double value that will contain the lower bound of the histogram.
<i>pdfMax</i>	pointer to double value that will contain the upper bound of the histogram.
<i>pnBuckets</i>	pointer to int value that will contain the number of buckets in *ppanHistogram.
<i>ppanHistogram</i>	pointer to array into which the histogram totals are placed. To be freed with VSIFree
<i>bForce</i>	TRUE to force the computation. If FALSE and no default histogram is available, the method will return CE_Warning
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to pfnProgress.

### Returns

CE\_None on success, CE\_Failure if something goes wrong, or CE\_Warning if no default histogram is available.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.12 `virtual const GDALRasterAttributeTable* GDALProxyRasterBand::GetDefaultRAT ( ) [virtual]`

Fetch default Raster Attribute Table.

A RAT will be returned if there is a default one associated with the band, otherwise NULL is returned. The returned RAT is owned by the band and should not be deleted, or altered by the application.

### Returns

NULL, or a pointer to an internal RAT owned by the band.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.13** `virtual CPLErr GDALProxyRasterBand::GetHistogram ( double dfMin, double dfMax,  
int nBuckets, int * panHistogram, int bIncludeOutOfRange, int bApproxOK,  
GDALProgressFunc pfnProgress, void * pProgressData ) [virtual]`

Compute raster histogram.

Note that the bucket size is  $(dfMax - dfMin) / nBuckets$ .

For example to compute a simple 256 entry histogram of eight bit data, the following would be suitable. The unusual bounds are to ensure that bucket boundaries don't fall right on integer values causing possible errors due to rounding after scaling.

```
int anHistogram[256];

poBand->GetHistogram( -0.5, 255.5, 256, anHistogram, FALSE, FALSE,
                     GDALDummyProgress, NULL );
```

Note that setting *bApproxOK* will generally result in a subsampling of the file, and will utilize overviews if available. It should generally produce a representative histogram for the data that is suitable for use in generating histogram based luts for instance. Generally *bApproxOK* is much faster than an exactly computed histogram.

### Parameters

<i>dfMin</i>	the lower bound of the histogram.
<i>dfMax</i>	the upper bound of the histogram.
<i>nBuckets</i>	the number of buckets in <i>panHistogram</i> .
<i>panHistogram</i>	array into which the histogram totals are placed.
<i>bIncludeOutOfRange</i>	if TRUE values below the histogram range will mapped into <i>panHistogram</i> [0], and values above will be mapped into <i>panHistogram</i> [ <i>nBuckets</i> -1] otherwise out of range values are discarded.
<i>bApproxOK</i>	TRUE if an approximate, or incomplete histogram OK.
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to <i>pfnProgress</i> .

### Returns

CE\_None on success, or CE\_Failure if something goes wrong.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.14 `virtual GDALRasterBand* GDALProxyRasterBand::GetMaskBand ( )`  
`[virtual]`

Return the mask band associated with the band.

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a NODATA\_VALUES metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA | GMF\_PER\_DATASET.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new GDALNodataMaskRasterBand class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type GDT\_Byte then that alpha band will be returned, and the flags GMF\_PER\_DATASET and GMF\_ALPHA will be returned in the flags.
- If neither of the above apply, an instance of the new GDALAllValidRasterBand class will be returned that has 255 values for all pixels. The null flags will return GMF\_ALL\_VALID.

Note that the **GetMaskBand()** (p. ??) should always return a **GDALRasterBand** (p. ??) mask, even if it is only an all 255 mask with the flags indicating GMF\_ALL\_VALID.

#### Returns

a valid mask band.

#### Since

GDAL 1.5.0

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

49.75.1.15 `virtual int GDALProxyRasterBand::GetMaskFlags ( ) [virtual]`

Return the status flags of the mask band associated with the band.

The **GetMaskFlags()** (p. ??) method returns an bitwise OR-ed set of status flags with the following available definitions that may be extended in the future:

- **GMF\_ALL\_VALID**(0x01): There are no invalid pixels, all mask values will be 255. When used this will normally be the only flag set.
- **GMF\_PER\_DATASET**(0x02): The mask band is shared between all bands on the dataset.
- **GMF\_ALPHA**(0x04): The mask band is actually an alpha band and may have values other than 0 and 255.
- **GMF\_NODATA**(0x08): Indicates the mask is actually being generated from no-data values. (mutually exclusive of **GMF\_ALPHA**)

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a **NODATA\_VALUES** metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return **GMF\_NODATA** | **GMF\_PER\_DATASET**.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new **GDALNodataMaskRasterBand** class will be returned. **GetMaskFlags()** (p. ??) will return **GMF\_NODATA**.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type **GDT\_Byte** then that alpha band will be returned, and the flags **GMF\_PER\_DATASET** and **GMF\_ALPHA** will be returned in the flags.
- If neither of the above apply, an instance of the new **GDALAllValidRasterBand** class will be returned that has 255 values for all pixels. The null flags will return **GMF\_ALL\_VALID**.

#### Since

GDAL 1.5.0

#### Returns

a valid mask band.

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.16** `virtual double GDALProxyRasterBand::GetMaximum ( int * pbSuccess = NULL )`  
`[virtual]`

Fetch the maximum value for this band.

For file formats that don't know this intrinsically, the maximum supported value for the data type will generally be returned.

This method is the same as the C function **GDALGetRasterMaximum()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is a tight maximum or not. May be NULL (default).
------------------	---

#### Returns

the maximum raster value (excluding no data pixels)

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.17** `virtual char** GDALProxyRasterBand::GetMetadata ( const char * pszDomain )`  
`[virtual]`

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

#### Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

#### Returns

NULL or a string list.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

**49.75.1.18** `virtual const char* GDALProxyRasterBand::GetMetadataltem ( const char * pszName, const char * pszDomain )`  
`[virtual]`

Fetch single metadata item.

The C function **GDALGetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszDomain</i>	the domain to fetch for, use NULL for the default domain.

**Returns**

NULL on failure to find the key, or a pointer to an internal copy of the value string on success.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

**49.75.1.19** `virtual double GDALProxyRasterBand::GetMinimum ( int * pbSuccess = NULL )`  
[virtual]

Fetch the minimum value for this band.

For file formats that don't know this intrinsically, the minimum supported value for the data type will generally be returned.

This method is the same as the C function **GDALGetRasterMinimum()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is a tight minimum or not. May be NULL (default).
------------------	---

**Returns**

the minimum raster value (excluding no data pixels)

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.20** `virtual double GDALProxyRasterBand::GetNoDataValue ( int * pbSuccess = NULL )`  
[virtual]

Fetch the no data value for this band.

If there is no out of data value, an out of range value will generally be returned. The no data value for a band is generally a special marker value used to mark pixels that are not valid data. Such pixels should generally not be displayed, nor contribute to analysis operations.

This method is the same as the C function **GDALGetRasterNoDataValue()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if a value is actually associated with this layer. May be NULL (default).
------------------	---

**Returns**

the nodata value for this band.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.21** `virtual double GDALProxyRasterBand::GetOffset ( int * pbSuccess = NULL )`  
`[virtual]`

Fetch the raster value offset.

This value (in combination with the **GetScale()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of zero is returned.

This method is the same as the C function **GDALGetRasterOffset()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

**Returns**

the raster offset.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.22** `virtual GDALRasterBand* GDALProxyRasterBand::GetOverview ( int i )`  
`[virtual]`

Fetch overview raster band object.

This method is the same as the C function **GDALGetOverview()** (p. ??).

**Parameters**

<i>i</i>	overview index between 0 and <b>GetOverviewCount()</b> (p. ??)-1.
----------	---

**Returns**

overview **GDALRasterBand** (p. ??).

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).



49.75.1.23 `virtual int GDALProxyRasterBand::GetOverviewCount ( ) [virtual]`

Return the number of overview layers available.

This method is the same as the C function **GDALGetOverviewCount()** (p. ??).

#### Returns

overview count, zero if none.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.24 `virtual GDALRasterBand* GDALProxyRasterBand::GetRasterSampleOverview ( int nDesiredSamples ) [virtual]`

Fetch best sampling overview.

Returns the most reduced overview of the given band that still satisfies the desired number of samples. This function can be used with zero as the number of desired samples to fetch the most reduced overview. The same band as was passed in will be returned if it has not overviews, or if none of the overviews have enough samples.

This method is the same as the C function **GDALGetRasterSampleOverview()** (p. ??).

#### Parameters

<i>nDesiredSamples</i>	the returned band will have at least this many pixels.
------------------------	--

#### Returns

optimal overview or the band itself.

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

49.75.1.25 `virtual double GDALProxyRasterBand::GetScale ( int * pbSuccess = NULL ) [virtual]`

Fetch the raster value scale.

This value (in combination with the **GetOffset()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of one is returned.

This method is the same as the C function **GDALGetRasterScale()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

### Returns

the raster scale.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.26** `virtual CPLErr GDALProxyRasterBand::GetStatistics ( int bApproxOK, int bForce, double * pdfMin, double * pdfMax, double * pdfMean, double * pdfStdDev )`  
[virtual]

Fetch image statistics.

Returns the minimum, maximum, mean and standard deviation of all pixel values in this band. If approximate statistics are sufficient, the *bApproxOK* flag can be set to true in which case overviews, or a subset of image tiles may be used in computing the statistics.

If *bForce* is FALSE results will only be returned if it can be done quickly (ie. without scanning the data). If *bForce* is FALSE and results cannot be returned efficiently, the method will return *CE\_Warning* but no warning will have been issued. This is a non-standard use of the *CE\_Warning* return value to indicate "nothing done".

Note that file formats using PAM (Persistent Auxiliary Metadata) services will generally cache statistics in the .pam file allowing fast fetch after the first request.

This method is the same as the C function **GDALGetRasterStatistics()** (p. ??).

### Parameters

<i>bApproxOK</i>	If TRUE statistics may be computed based on overviews or a subset of all tiles.
<i>bForce</i>	If FALSE statistics will only be returned if it can be done without rescanning the image.
<i>pdfMin</i>	Location into which to load image minimum (may be NULL).
<i>pdfMax</i>	Location into which to load image maximum (may be NULL).-
<i>pdfMean</i>	Location into which to load image mean (may be NULL).
<i>pdfStdDev</i>	Location into which to load image standard deviation (may be NULL).

### Returns

*CE\_None* on success, *CE\_Warning* if no values returned, *CE\_Failure* if an error occurs.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.27** `virtual const char* GDALProxyRasterBand::GetUnitType ( )` [virtual]

Return raster unit type.

Return a name for the units of this raster's values. For instance, it might be "m" for an elevation model in meters, or "ft" for feet. If no units are available, a value of "" will be returned. The returned string should not be modified, nor freed by the calling application.

This method is the same as the C function **GDALGetRasterUnitType()** (p. ??).

### Returns

unit name string.

Reimplemented from **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyPoolRasterBand** (p. ??).

**49.75.1.28** `virtual int GDALProxyRasterBand::HasArbitraryOverviews ( ) [virtual]`

Check for arbitrary overviews.

This returns TRUE if the underlying datastore can compute arbitrary overviews efficiently, such as is the case with OGD I over a network. Datastores with arbitrary overviews don't generally have any fixed overviews, but the **RasterIO()** (p. ??) method can be used in downsampling mode to get overview data efficiently.

This method is the same as the C function **GDALHasArbitraryOverviews()** (p. ??),

### Returns

TRUE if arbitrary overviews available (efficiently), otherwise FALSE.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.29** `virtual CPLErr GDALProxyRasterBand::SetCategoryNames ( char ** ) [virtual]`

Set the category names for this band.

See the **GetCategoryNames()** (p. ??) method for more on the interpretation of category names.

This method is the same as the C function **GDALSetRasterCategoryNames()** (p. ??).

### Parameters

<i>papsz-Names</i>	the NULL terminated StringList of category names. May be NULL to just clear the existing list.
--------------------	--

### Returns

CE\_None on success of CE\_Failure on failure. If unsupported by the driver CE\_Failure is returned, but no error message is reported.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.30 `virtual CPLErr GDALProxyRasterBand::SetColorInterpretation ( GDALColorInterp  
eColorInterp ) [virtual]`

Set color interpretation of a band.

#### Parameters

<i>eColorInterp</i>	the new color interpretation to apply to this band.
---------------------	---

#### Returns

CE\_None on success or CE\_Failure if method is unsupported by format.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.31 `virtual CPLErr GDALProxyRasterBand::SetColorTable ( GDALColorTable * poCT  
) [virtual]`

Set the raster color table.

The driver will make a copy of all desired data in the colortable. It remains owned by the caller after the call.

This method is the same as the C function **GDALSetRasterColorTable()** (p. ??).

#### Parameters

<i>poCT</i>	the color table to apply. This may be NULL to clear the color table (where supported).
-------------	--

#### Returns

CE\_None on success, or CE\_Failure on failure. If the action is unsupported by the driver, a value of CE\_Failure is returned, but no error is issued.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.32 `virtual CPLErr GDALProxyRasterBand::SetDefaultRAT ( const  
GDALRasterAttributeTable * poRAT ) [virtual]`

Set default Raster Attribute Table.

Associates a default RAT with the band. If not implemented for the format a CPLE\_NotSupported error will be issued. If successful a copy of the RAT is made, the original remains owned by the caller.

#### Parameters

<i>poRAT</i>	the RAT to assign to the band.
--------------	--------------------------------

**Returns**

CE\_None on success or CE\_Failure if unsupported or otherwise failing.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.33 `virtual CPLerr GDALProxyRasterBand::SetMetadata ( char ** papszMetadataIn,  
const char * pszDomain ) [virtual]`

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

**Parameters**

<i>papszMeta-data</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

**Returns**

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

49.75.1.34 `virtual CPLerr GDALProxyRasterBand::SetMetadataltem ( const char * pszName,  
const char * pszValue, const char * pszDomain ) [virtual]`

Set single metadata item.

The C function **GDALSetMetadataltem()** (p. ??) does the same thing as this method.

**Parameters**

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

49.75.1.35 `virtual CPLerr GDALProxyRasterBand::SetNoDataValue ( double ) [virtual]`

Set the no data value for this band.

To clear the nodata value, just set it with an "out of range" value. Complex band no data values must have an imagery component of zero.

This method is the same as the C function **GDALSetRasterNoDataValue()** (p. ??).

#### Parameters

<i>dfNoData</i>	the value to set.
-----------------	-------------------

#### Returns

CE\_None on success, or CE\_Failure on failure. If unsupported by the driver, CE\_Failure is returned by no error message will have been emitted.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.36** `virtual CPLErr GDALProxyRasterBand::SetOffset ( double dfNewOffset )`  
[virtual]

Set scaling offset.

Very few formats implement this method. When not implemented it will issue a CPLE\_NotSupported error and return CE\_Failure.

#### Parameters

<i>dfNewOffset</i>	the new offset.
--------------------	-----------------

#### Returns

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

**49.75.1.37** `virtual CPLErr GDALProxyRasterBand::SetScale ( double dfNewScale )`  
[virtual]

Set scaling ratio.

Very few formats implement this method. When not implemented it will issue a CPLE\_NotSupported error and return CE\_Failure.

#### Parameters

<i>dfNewScale</i>	the new scale.
-------------------	----------------

#### Returns

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.38 virtual CPLErr GDALProxyRasterBand::SetStatistics ( double *dfMin*, double *dfMax*, double *dfMean*, double *dfStdDev* ) [virtual]

Set statistics on band.

This method can be used to store min/max/mean/standard deviation statistics on a raster band.

The default implementation stores them as metadata, and will only work on formats that can save arbitrary metadata. This method cannot detect whether metadata will be properly saved and so may return CE\_None even if the statistics will never be saved.

This method is the same as the C function **GDALSetRasterStatistics()** (p. ??).

#### Parameters

<i>dfMin</i>	minimum pixel value.
<i>dfMax</i>	maximum pixel value.
<i>dfMean</i>	mean (average) of all pixel values.
<i>dfStdDev</i>	Standard deviation of all pixel values.

#### Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

49.75.1.39 virtual CPLErr GDALProxyRasterBand::SetUnitType ( const char \* *pszNewValue* ) [virtual]

Set unit type.

Set the unit type for a raster band. Values should be one of "" (the default indicating it is unknown), "m" indicating meters, or "ft" indicating feet, though other nonstandard values are allowed.

#### Parameters

<i>pszNewValue</i>	the new unit type value.
--------------------	--------------------------

#### Returns

CE\_None on success or CE\_Failure if not successful, or unsupported.

Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following files:

- gdal\_proxy.h
- gdalrasterband.cpp

## 49.76 GDALRasterAttributeField Class Reference

### Public Attributes

- **CPLString** **sName**
- **GDALRATFieldType** **eType**
- **GDALRATFieldUsage** **eUsage**
- `std::vector< GInt32 >` **anValues**
- `std::vector< double >` **adfValues**
- `std::vector< CPLString >` **aosValues**

The documentation for this class was generated from the following file:

- `gdal_rat.h`

## 49.77 GDALRasterAttributeTable Class Reference

Raster Attribute Table container.

```
#include <gdal_rat.h>
```

### Public Member Functions

- **GDALRasterAttributeTable** ()  
*Construct empty table.*
- **GDALRasterAttributeTable** (const **GDALRasterAttributeTable** &)  
*Copy constructor.*
- **GDALRasterAttributeTable \* Clone** () const  
*Copy Raster Attribute Table.*
- int **GetColumnCount** () const  
*Fetch table column count.*
- const char \* **GetNameOfCol** (int) const  
*Fetch name of indicated column.*
- **GDALRATFieldUsage** **GetUsageOfCol** (int) const  
*Fetch column usage value.*
- **GDALRATFieldType** **GetTypeOfCol** (int) const  
*Fetch column type.*
- int **GetColOfUsage** (**GDALRATFieldUsage**) const  
*Fetch column index for given usage.*
- int **GetRowCount** () const  
*Fetch row count.*
- const char \* **GetValueAsString** (int iRow, int iField) const  
*Fetch field value as a string.*



- int **GetValueAsInt** (int iRow, int iField) const  
*Fetch field value as a integer.*
- double **GetValueAsDouble** (int iRow, int iField) const  
*Fetch field value as a double.*
- void **SetValue** (int iRow, int iField, const char \*pszValue)  
*Set field value from string.*
- void **SetValue** (int iRow, int iField, double dfValue)  
*Set field value from double.*
- void **SetValue** (int iRow, int iField, int nValue)  
*Set field value from integer.*
- void **SetRowCount** (int iCount)  
*Set row count.*
- int **GetRowOfValue** (double dfValue) const  
*Get row for pixel value.*
- int **GetRowOfValue** (int nValue) const
- int **GetColorOfValue** (double dfValue, **GDALColorEntry** \*psEntry) const
- double **GetRowMin** (int iRow) const
- double **GetRowMax** (int iRow) const
- CPLErr **CreateColumn** (const char \*pszFieldName, **GDALRATFieldType** eFieldType, **GDALRATFieldUsage** eFieldUsage)  
*Create new column.*
- CPLErr **SetLinearBinning** (double dfRow0Min, double dfBinSize)  
*Set linear binning information.*
- int **GetLinearBinning** (double \*pdfRow0Min, double \*pdfBinSize) const  
*Get linear binning information.*
- **CPLXMLNode** \* **Serialize** () const
- CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- CPLErr **InitializeFromColorTable** (const **GDALColorTable** \*)  
*Initialize from color table.*
- **GDALColorTable** \* **TranslateToColorTable** (int nEntryCount=-1)  
*Translate to a color table.*
- void **DumpReadable** (FILE \*pFile=NULL)  
*Dump RAT in readable form.*

## Friends

- const char \* **GDALRATGetNameOfCol** (**GDALRasterAttributeTableH**, int)  
*Fetch name of indicated column.*
- const char \* **GDALRATGetValueAsString** (**GDALRasterAttributeTableH**, int, int)  
*Fetch field value as a string.*

### 49.77.1 Detailed Description

Raster Attribute Table container.

The **GDALRasterAttributeTable** (p. ??) (or RAT) class is used to encapsulate a table used to provide attribute information about pixel values.

Each row in the table applies to a range of pixel values (or a single value in some cases), and might have attributes such as the histogram count for that range, the color pixels of that range should be drawn names of classes or any other generic information.

Raster attribute tables can be used to represent histograms, color tables, and classification information.

Each column in a raster attribute table has a name, a type (integer, floating point or string), and a GDALRATFieldUsage. The usage distinguishes columns with particular understood purposes (such as color, histogram count, name) and columns that have specific purposes not understood by the library (long label, suitability\_for\_growing\_wheat, etc).

In the general case each row has a column indicating the minimum pixel values falling into that category, and a column indicating the maximum pixel value. These are indicated with usage values of GFU\_Min, and GFU\_Max. In other cases where each row is a discrete pixel value, one column of usage GFU\_MinMax can be used.

In other cases all the categories are of equal size and regularly spaced and the categorization information can be determine just by knowing the value at which the categories start, and the size of a category. This is called "Linear Binning" and the information is kept specially on the raster attribute table as a whole.

RATs are normally associated with GDALRasterBands and be be queried using the **GDALRasterBand::GetDefaultRAT()** (p. ??) method.

### 49.77.2 Member Function Documentation

#### 49.77.2.1 **GDALRasterAttributeTable \* GDALRasterAttributeTable::Clone ( ) const**

Copy Raster Attribute Table.

Creates a new copy of an existing raster attribute table. The new copy becomes the responsibility of the caller to destroy.

This method is the same as the C function **GDALRATClone()** (p. ??).

#### Returns

new copy of the RAT.

References GDALRasterAttributeTable().

Referenced by GDALPamRasterBand::SetDefaultRAT().

#### 49.77.2.2 CPLErr GDALRasterAttributeTable::CreateColumn ( const char \* *pszFieldName*, GDALRATFieldType *eFieldType*, GDALRATFieldUsage *eFieldUsage* )

Create new column.

If the table already has rows, all row values for the new column will be initialized to the default value ("", or zero). The new column is always created as the last column, can will be column (field) "GetColumnCount()-1" after **CreateColumn()** (p. ??) has completed successfully.

This method is the same as the C function **GDALRATCreateColumn()** (p. ??).

##### Parameters

<i>pszField-Name</i>	the name of the field to create.
<i>eFieldType</i>	the field type (integer, double or string).
<i>eFieldUsage</i>	the field usage, GFU_Generic if not known.

##### Returns

CE\_None on success or CE\_Failure if something goes wrong.

References GFT\_Integer, GFT\_Real, and GFT\_String.

Referenced by InitializeFromColorTable().

#### 49.77.2.3 void GDALRasterAttributeTable::DumpReadable ( FILE \* *fp* = NULL )

Dump RAT in readable form.

Currently the readable form is the XML encoding ... only barely readable.

This method is the same as the C function **GDALRATDumpReadable()** (p. ??).

##### Parameters

<i>fp</i>	file to dump to or NULL for stdout.
-----------	-------------------------------------

#### 49.77.2.4 int GDALRasterAttributeTable::GetColOfUsage ( GDALRATFieldUsage *eUsage* ) const

Fetch column index for given usage.

Returns the index of the first column of the requested usage type, or -1 if no match is found.

This method is the same as the C function **GDALRATGetUsageOfCol()** (p. ??).

##### Parameters

<i>eUsage</i>	usage type to search for.
---------------	---------------------------

**Returns**

column index, or -1 on failure.

Referenced by TranslateToColorTable().

**49.77.2.5 int GDALRasterAttributeTable::GetColumnCount ( ) const**

Fetch table column count.

This method is the same as the C function **GDALRATGetColumnCount()** (p. ??).

**Returns**

the number of columns.

Referenced by InitializeFromColorTable().

**49.77.2.6 int GDALRasterAttributeTable::GetLinearBinning ( double \* pdfRow0Min, double \* pdfBinSize ) const**

Get linear binning information.

Returns linear binning information if any is associated with the RAT.

This method is the same as the C function **GDALRATGetLinearBinning()** (p. ??).

**Parameters**

<i>pdfRow0Min</i>	(out) the lower bound (pixel value) of the first category.
<i>pdfBinSize</i>	(out) the width of each category (in pixel value units).

**Returns**

TRUE if linear binning information exists or FALSE if there is none.

**49.77.2.7 const char \* GDALRasterAttributeTable::GetNameOfCol ( int iCol ) const**

Fetch name of indicated column.

This method is the same as the C function **GDALRATGetNameOfCol()** (p. ??).

**Parameters**

<i>iCol</i>	the column index (zero based).
-------------	--------------------------------

**Returns**

the column name or an empty string for invalid column numbers.

**49.77.2.8** `int GDALRasterAttributeTable::GetRowCount ( ) const`

Fetch row count.

This method is the same as the C function **GDALRATGetRowCount()** (p. ??).

**Returns**

the number of rows.

Referenced by `InitializeFromColorTable()`.

**49.77.2.9** `int GDALRasterAttributeTable::GetRowOfValue ( double dfValue ) const`

Get row for pixel value.

Given a raw pixel value, the raster attribute table is scanned to determine which row in the table applies to the pixel value. The row index is returned.

This method is the same as the C function **GDALRATGetRowOfValue()** (p. ??).

**Parameters**

<i>dfValue</i>	the pixel value.
----------------	------------------

**Returns**

the row index or -1 if no row is appropriate.

References `GFT_Integer`, and `GFT_Real`.

Referenced by `TranslateToColorTable()`.

**49.77.2.10** `GDALRATFieldType GDALRasterAttributeTable::GetTypeOfCol ( int iCol ) const`

Fetch column type.

This method is the same as the C function **GDALRATGetTypeOfCol()** (p. ??).

**Parameters**

<i>iCol</i>	the column index (zero based).
-------------	--------------------------------

**Returns**

column type or `GFT_Integer` if the column index is illegal.

References `GFT_Integer`.

#### 49.77.2.11 GDALRasterAttributeTable::GetUsageOfCol ( int *iCol* ) const

Fetch column usage value.

This method is the same as the C function **GDALRATGetUsageOfCol()** (p. ??).

##### Parameters

<i>iCol</i>	the column index (zero based).
-------------	--------------------------------

##### Returns

the column usage, or GFU\_Generic for improper column numbers.

References GFU\_Generic.

#### 49.77.2.12 double GDALRasterAttributeTable::GetValueAsDouble ( int *iRow*, int *iField* ) const

Fetch field value as a double.

The value of the requested column in the requested row is returned as a double. Non double fields will be converted to double with the possibility of data loss.

This method is the same as the C function **GDALRATGetValueAsDouble()** (p. ??).

##### Parameters

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).

##### Returns

field value

References GFT\_Integer, GFT\_Real, and GFT\_String.

#### 49.77.2.13 int GDALRasterAttributeTable::GetValueAsInt ( int *iRow*, int *iField* ) const

Fetch field value as a integer.

The value of the requested column in the requested row is returned as an integer. Non-integer fields will be converted to integer with the possibility of data loss.

This method is the same as the C function **GDALRATGetValueAsInt()** (p. ??).

##### Parameters

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).

**Returns**

field value

References GFT\_Integer, GFT\_Real, and GFT\_String.

Referenced by TranslateToColorTable().

**49.77.2.14** `const char * GDALRasterAttributeTable::GetValueAsString ( int iRow, int iField )`  
`const`

Fetch field value as a string.

The value of the requested column in the requested row is returned as a string. If the field is numeric, it is formatted as a string using default rules, so some precision may be lost.

This method is the same as the C function **GDALRATGetValueAsString()** (p. ??).

**Parameters**

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).

**Returns**

field value

References GFT\_Integer, GFT\_Real, and GFT\_String.

Referenced by GDALRATGetValueAsString().

**49.77.2.15** `CPLerr GDALRasterAttributeTable::InitializeFromColorTable ( const GDALColorTable * poTable )`

Initialize from color table.

This method will setup a whole raster attribute table based on the contents of the passed color table. The Value (GFU\_MinMax), Red (GFU\_Red), Green (GFU\_Green), Blue (GFU\_Blue), and Alpha (GFU\_Alpha) fields are created, and a row is set for each entry in the color table.

The raster attribute table must be empty before calling **InitializeFromColorTable()** (p. ??).

The Value fields are set based on the implicit assumption with color tables that entry 0 applies to pixel value 0, 1 to 1, etc.

This method is the same as the C function **GDALRATInitializeFromColorTable()** (p. ??).

**Parameters**

<i>poTable</i>	the color table to copy from.
<i>CE_None</i>	on success or CE_Failure if something goes wrong.

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GDALColorEntry::c4, CreateColumn(), GDALColorTable::GetColorEntryAsRGB(), GDALColorTable::GetColorEntryCount(), GetColumnCount(), GetRowCount(), GFT\_Integer, GFU\_Alpha, GFU\_Blue, GFU\_Green, GFU\_MinMax, GFU\_Red, SetLinearBinning(), SetRowCount(), and SetValue().

**49.77.2.16** `CPLerr GDALRasterAttributeTable::SetLinearBinning ( double dfRow0MinIn, double dfBinSizeIn )`

Set linear binning information.

For RATs with equal sized categories (in pixel value space) that are evenly spaced, this method may be used to associate the linear binning information with the table.

This method is the same as the C function **GDALRATSetLinearBinning()** (p. ??).

#### Parameters

<i>dfRow0MinIn</i>	the lower bound (pixel value) of the first category.
<i>dfBinSizeIn</i>	the width of each category (in pixel value units).

#### Returns

CE\_None on success or CE\_Failure on failure.

Referenced by InitializeFromColorTable().

**49.77.2.17** `void GDALRasterAttributeTable::SetRowCount ( int nNewCount )`

Set row count.

Resizes the table to include the indicated number of rows. Newly created rows will be initialized to their default values - "" for strings, and zero for numeric fields.

This method is the same as the C function **GDALRATSetRowCount()** (p. ??).

#### Parameters

<i>nNewCount</i>	the new number of rows.
------------------	-------------------------

References GFT\_Integer, GFT\_Real, and GFT\_String.

Referenced by InitializeFromColorTable(), and SetValue().

**49.77.2.18** `void GDALRasterAttributeTable::SetValue ( int iRow, int iField, double dfValue )`

Set field value from double.

The indicated field (column) on the indicated row is set from the passed value. The value will be automatically converted for other field types, with a possible loss of precision.

This method is the same as the C function **GDALRATSetValueAsDouble()** (p. ??).



**Parameters**

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).
<i>dfValue</i>	the value to assign.

References GFT\_Integer, GFT\_Real, GFT\_String, and SetRowCount().

#### 49.77.2.19 void GDALRasterAttributeTable::SetValue ( int *iRow*, int *iField*, int *nValue* )

Set field value from integer.

The indicated field (column) on the indicated row is set from the passed value. The value will be automatically converted for other field types, with a possible loss of precision.

This method is the same as the C function GDALRATSetValueAsInteger().

**Parameters**

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).
<i>nValue</i>	the value to assign.

References GFT\_Integer, GFT\_Real, GFT\_String, and SetRowCount().

#### 49.77.2.20 void GDALRasterAttributeTable::SetValue ( int *iRow*, int *iField*, const char \* *pszValue* )

Set field value from string.

The indicated field (column) on the indicated row is set from the passed value. The value will be automatically converted for other field types, with a possible loss of precision.

This method is the same as the C function **GDALRATSetValueAsString()** (p. ??).

**Parameters**

<i>iRow</i>	row to fetch (zero based).
<i>iField</i>	column to fetch (zero based).
<i>pszValue</i>	the value to assign.

References GFT\_Integer, GFT\_Real, GFT\_String, and SetRowCount().

Referenced by InitializeFromColorTable().

#### 49.77.2.21 GDALColorTable \* GDALRasterAttributeTable::TranslateToColorTable ( int *nEntryCount* = -1 )

Translate to a color table.

This method will attempt to create a corresponding **GDALColorTable** (p. ??) from this

raster attribute table.

This method is the same as the C function **GDALRATTranslateToColorTable()** (p. ??).

#### Parameters

<i>nEntryCount</i>	The number of entries to produce (0 to nEntryCount-1), or -1 to auto-determine the number of entries.
--------------------	---

#### Returns

the generated color table or NULL on failure.

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GDALColorEntry::c4, GetColOfUsage(), GetRowOfValue(), GetValueAsInt(), GFU\_Alpha, GFU\_Blue, GFU\_Green, GFU\_Max, GFU\_MinMax, GFU\_Red, and GDALColorTable::SetColorEntry().

### 49.77.3 Friends And Related Function Documentation

**49.77.3.1** `const char* GDALRATGetNameOfCol ( GDALRasterAttributeTableH hRAT, int iCol ) [friend]`

Fetch name of indicated column.

This function is the same as the C++ method **GDALRasterAttributeTable::GetNameOfCol()** (p. ??)

**49.77.3.2** `const char* GDALRATGetValueAsString ( GDALRasterAttributeTableH hRAT, int iRow, int iField ) [friend]`

Fetch field value as a string.

This function is the same as the C++ method **GDALRasterAttributeTable::GetValueAsString()** (p. ??)

The documentation for this class was generated from the following files:

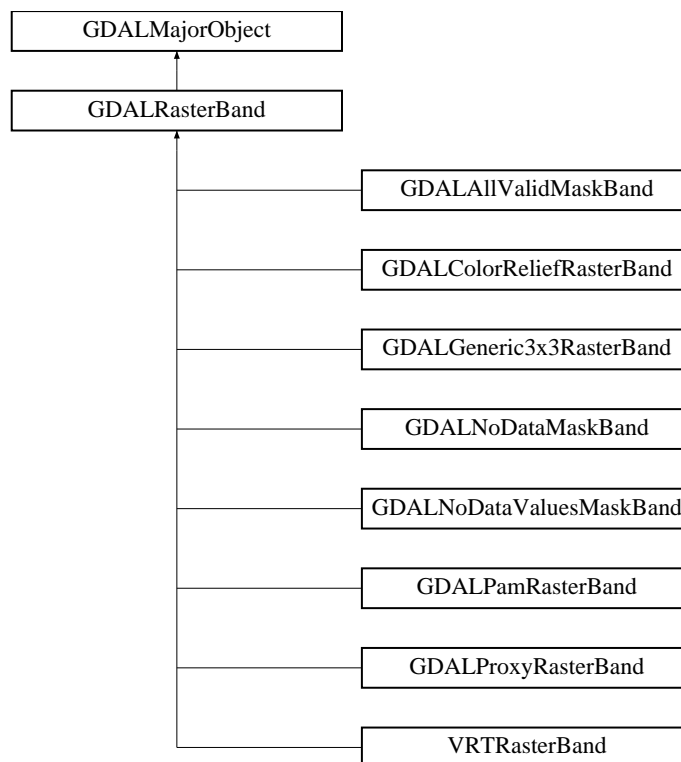
- gdal\_rat.h
- gdal\_rat.cpp

## 49.78 GDALRasterBand Class Reference

A single raster band (or channel).

```
#include <gdal_priv.h>
```

Inheritance diagram for GDALRasterBand:



### Public Member Functions

- **GDALRasterBand ()**
- virtual **~GDALRasterBand ()**
- int **GetXSize ()**  
*Fetch XSize of raster.*
- int **GetYSize ()**  
*Fetch YSize of raster.*
- int **GetBand ()**  
*Fetch the band number.*
- **GDALDataset \* GetDataset ()**  
*Fetch the owning dataset handle.*
- **GDALDataType GetRasterDataType (void)**  
*Fetch the pixel data type for this band.*
- void **GetBlockSize (int \*, int \*)**  
*Fetch the "natural" block size of this band.*
- **GDALAccess GetAccess ()**  
*Find out if we have update permission for this band.*
- CPLErr **RasterIO (GDALRWFlag, int, int, int, int, void \*, int, int, GDALDataType, int, int)**  
*Read/write a region of image data for this band.*

- CPLErr **ReadBlock** (int, int, void \*)  
*Read a block of image data efficiently.*
- CPLErr **WriteBlock** (int, int, void \*)  
*Write a block of image data efficiently.*
- **GDALRasterBlock \* GetLockedBlockRef** (int nXBlockOff, int nYBlockOff, int bJustInitialize=FALSE)  
*Fetch a pointer to an internally cached raster block.*
- CPLErr **FlushBlock** (int=-1, int=-1)
- unsigned char \* **GetIndexColorTranslationTo** (GDALRasterBand \*poReferenceBand, unsigned char \*pTranslationTable=NULL, int \*pApproximateMatching=NULL)  
*Compute translation table for color tables.*
- virtual CPLErr **FlushCache** ()  
*Flush raster data cache.*
- virtual char \*\* **GetCategoryNames** ()  
*Fetch the list of category names for this raster.*
- virtual double **GetNoDataValue** (int \*pbSuccess=NULL)  
*Fetch the no data value for this band.*
- virtual double **GetMinimum** (int \*pbSuccess=NULL)  
*Fetch the minimum value for this band.*
- virtual double **GetMaximum** (int \*pbSuccess=NULL)  
*Fetch the maximum value for this band.*
- virtual double **GetOffset** (int \*pbSuccess=NULL)  
*Fetch the raster value offset.*
- virtual double **GetScale** (int \*pbSuccess=NULL)  
*Fetch the raster value scale.*
- virtual const char \* **GetUnitType** ()  
*Return raster unit type.*
- virtual **GDALColorInterp GetColorInterpretation** ()  
*How should this band be interpreted as color?*
- virtual **GDALColorTable \* GetColorTable** ()  
*Fetch the color table associated with band.*
- virtual CPLErr **Fill** (double dfRealValue, double dfImaginaryValue=0)  
*Fill this band with a constant value.*
- virtual CPLErr **SetCategoryNames** (char \*\*)  
*Set the category names for this band.*
- virtual CPLErr **SetNoDataValue** (double)  
*Set the no data value for this band.*
- virtual CPLErr **SetColorTable** (GDALColorTable \*)  
*Set the raster color table.*
- virtual CPLErr **SetColorInterpretation** (GDALColorInterp)  
*Set color interpretation of a band.*
- virtual CPLErr **SetOffset** (double)  
*Set scaling offset.*

- virtual CPLErr **SetScale** (double)  
*Set scaling ratio.*
- virtual CPLErr **SetUnitType** (const char \*)  
*Set unit type.*
- virtual CPLErr **GetStatistics** (int bApproxOK, int bForce, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev)  
*Fetch image statistics.*
- virtual CPLErr **ComputeStatistics** (int bApproxOK, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev, **GDALProgressFunc**, void \*pProgressData)  
*Compute image statistics.*
- virtual CPLErr **SetStatistics** (double dfMin, double dfMax, double dfMean, double dfStdDev)  
*Set statistics on band.*
- virtual CPLErr **ComputeRasterMinMax** (int, double \*)
- virtual int **HasArbitraryOverviews** ()  
*Check for arbitrary overviews.*
- virtual int **GetOverviewCount** ()  
*Return the number of overview layers available.*
- virtual **GDALRasterBand** \* **GetOverview** (int)  
*Fetch overview raster band object.*
- virtual **GDALRasterBand** \* **GetRasterSampleOverview** (int)  
*Fetch best sampling overview.*
- virtual CPLErr **BuildOverviews** (const char \*, int, int \*, **GDALProgressFunc**, void \*)  
*Build raster overview(s)*
- virtual CPLErr **AdviseRead** (int nXOff, int nYOff, int nXSize, int nYSize, int nBufXSize, int nBufYSize, **GDALDataType** eDT, char \*\*papszOptions)  
*Advise driver of upcoming read requests.*
- virtual CPLErr **GetHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram, int bIncludeOutOfRange, int bApproxOK, **GDALProgressFunc**, void \*pProgressData)  
*Compute raster histogram.*
- virtual CPLErr **GetDefaultHistogram** (double \*pdfMin, double \*pdfMax, int \*pnBuckets, int \*\*ppanHistogram, int bForce, **GDALProgressFunc**, void \*pProgressData)  
*Fetch default raster histogram.*
- virtual CPLErr **SetDefaultHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram)  
*Set default histogram.*
- virtual const **GDALRasterAttributeTable** \* **GetDefaultRAT** ()  
*Fetch default Raster Attribute Table.*
- virtual CPLErr **SetDefaultRAT** (const **GDALRasterAttributeTable** \*)  
*Set default Raster Attribute Table.*
- virtual **GDALRasterBand** \* **GetMaskBand** ()

*Return the mask band associated with the band.*

- virtual int **GetMaskFlags** ()

*Return the status flags of the mask band associated with the band.*

- virtual CPLerr **CreateMaskBand** (int nFlags)

*Adds a mask band to the current band.*

## Protected Member Functions

- virtual CPLerr **IReadBlock** (int, int, void \*)=0
- virtual CPLerr **IWriteBlock** (int, int, void \*)
- virtual CPLerr **IRasterIO** (GDALRWFlag, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)
- CPLerr **OverviewRasterIO** (GDALRWFlag, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)
- int **InitBlockInfo** ()
- CPLerr **AdoptBlock** (int, int, **GDALRasterBlock** \*)
- **GDALRasterBlock** \* **TryGetLockedBlockRef** (int nXBlockOff, int nYBlockYOff)

*Try fetching block ref.*

## Protected Attributes

- **GDALDataset** \* poDS
- int nBand
- int nRasterXSize
- int nRasterYSize
- **GDALDataType** eDataType
- **GDALAccess** eAccess
- int nBlockXSize
- int nBlockYSize
- int nBlocksPerRow
- int nBlocksPerColumn
- int bSubBlockingActive
- int nSubBlocksPerRow
- int nSubBlocksPerColumn
- **GDALRasterBlock** \*\* papoBlocks
- int nBlockReads
- int bForceCachedIO
- **GDALRasterBand** \* poMask
- bool bOwnMask
- int nMaskFlags

## Friends

- class **GDALDataset**
- class **GDALRasterBlock**
- class **GDALProxyRasterBand**

### 49.78.1 Detailed Description

A single raster band (or channel).

### 49.78.2 Constructor & Destructor Documentation

#### 49.78.2.1 GDALRasterBand::GDALRasterBand ( )

Constructor. Applications should never create GDALRasterBands directly.

References `GA_ReadOnly`, and `GDT_Byte`.

#### 49.78.2.2 GDALRasterBand::~~GDALRasterBand ( ) [virtual]

Destructor. Applications should never destroy GDALRasterBands directly, instead destroy the **GDALDataset** (p. ??).

References `FlushCache()`, and `GDALMajorObject::GetDescription()`.

### 49.78.3 Member Function Documentation

#### 49.78.3.1 CPL\_ERR GDALRasterBand::AdviseRead ( int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, int *nBufXSize*, int *nBufYSize*, GDALDataType *eDT*, char \*\* *papszOptions* ) [virtual]

Advise driver of upcoming read requests.

Some GDAL drivers operate more efficiently if they know in advance what set of upcoming read requests will be made. The **AdviseRead()** (p. ??) method allows an application to notify the driver of the region of interest, and at what resolution the region will be read.

Many drivers just ignore the **AdviseRead()** (p. ??) call, but it can dramatically accelerate access via some drivers.

#### Parameters

<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.

<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the pData data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>papszOptions</i>	a list of name=value strings with special control options. Normally this is NULL.

### Returns

CE\_Failure if the request is invalid and CE\_None if it works or is ignored.

Reimplemented in **GDALProxyRasterBand** (p. ??).

Referenced by GDALDataset::AdviseRead(), and GDALRasterAdviseRead().

**49.78.3.2 CPLErr GDALRasterBand::BuildOverviews ( const char \* pszResampling, int nOverviews, int \* panOverviewList, GDALProgressFunc pfnProgress, void \* pProgressData ) [virtual]**

Build raster overview(s)

If the operation is unsupported for the indicated dataset, then CE\_Failure is returned, and **CPLGetLastErrorNo()** (p. ??) will return CPLE\_NotSupported.

WARNING: It is not possible to build overviews for a single band in TIFF format, and thus this method does not work for TIFF format, or any formats that use the default overview building in TIFF format. Instead it is necessary to build overviews on the dataset as a whole using **GDALDataset::BuildOverviews()** (p. ??). That makes this method pretty useless from a practical point of view.

### Parameters

<i>pszResampling</i>	one of "NEAREST", "GAUSS", "CUBIC", "AVERAGE", "MODE", "AVERAGE_MAGPHASE" or "NONE" controlling the downsampling method applied.
<i>nOverviews</i>	number of overviews to build.
<i>panOverviewList</i>	the list of overview decimation factors to build.
<i>pfnProgress</i>	a function to call to report progress, or NULL.
<i>pProgressData</i>	application data to pass to the progress function.

### Returns

CE\_None on success or CE\_Failure if the operation doesn't work.

Reimplemented in **GDALProxyRasterBand** (p. ??).



**49.78.3.3** `CPLerr GDALRasterBand::ComputeStatistics ( int bApproxOK, double * pdfMin, double * pdfMax, double * pdfMean, double * pdfStdDev, GDALProgressFunc pfnProgress, void * pProgressData ) [virtual]`

Compute image statistics.

Returns the minimum, maximum, mean and standard deviation of all pixel values in this band. If approximate statistics are sufficient, the `bApproxOK` flag can be set to true in which case overviews, or a subset of image tiles may be used in computing the statistics.

Once computed, the statistics will generally be "set" back on the raster band using **SetStatistics()** (p. ??).

This method is the same as the C function **GDALComputeRasterStatistics()** (p. ??).

#### Parameters

<i>bApproxOK</i>	If TRUE statistics may be computed based on overviews or a subset of all tiles.
<i>pdfMin</i>	Location into which to load image minimum (may be NULL).
<i>pdfMax</i>	Location into which to load image maximum (may be NULL).-
<i>pdfMean</i>	Location into which to load image mean (may be NULL).
<i>pdfStdDev</i>	Location into which to load image standard deviation (may be NULL).
<i>pfnProgress</i>	a function to call to report progress, or NULL.
<i>pProgressData</i>	application data to pass to the progress function.

#### Returns

CE\_None on success, or CE\_Failure if an error occurs or processing is terminated by the user.

Reimplemented in **GDALProxyRasterBand** (p. ??).

References `ComputeStatistics()`, `GDALDummyProgress()`, `GDALGetDataTypeInfo()`, `GDT_Byte`, `GDT_CFloat32`, `GDT_CFloat64`, `GDT_CInt16`, `GDT_CInt32`, `GDT_Float32`, `GDT_Float64`, `GDT_Int16`, `GDT_Int32`, `GDT_UInt16`, `GDT_UInt32`, `GetLockedBlockRef()`, `GDALMajorObject::GetMetadataItem()`, `GetNoDataValue()`, `GetOverviewCount()`, `GetRasterSampleOverview()`, `GetXSize()`, `GetYSize()`, `GF_Read`, `HasArbitraryOverviews()`, and `SetStatistics()`.

Referenced by `ComputeStatistics()`, `GDALComputeRasterStatistics()`, and `GetStatistics()`.

**49.78.3.4** `CPLerr GDALRasterBand::CreateMaskBand ( int nFlags ) [virtual]`

Adds a mask band to the current band.

The default implementation of the **CreateMaskBand()** (p. ??) method is implemented based on similar rules to the .ovr handling implemented using the **GDALDefaultOverviews** (p. ??) object. A TIFF file with the extension .msk will be created with the same base-name as the original file, and it will have as many bands as the original image (or just

one for GMF\_PER\_DATASET). The mask images will be deflate compressed tiled images with the same block size as the original image if possible.

#### Since

GDAL 1.5.0

#### Returns

CE\_None on success or CE\_Failure on an error.

#### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented in **GDALProxyRasterBand** (p. ??).

Referenced by GDALCreateMaskBand().

**49.78.3.5 CPLErr GDALRasterBand::Fill ( double *dfRealValue*, double *dfImaginaryValue* = 0 )**  
[virtual]

Fill this band with a constant value.

GDAL makes no guarantees about what values pixels in newly created files are set to, so this method can be used to clear a band to a specified "default" value. The fill value is passed in as a double but this will be converted to the underlying type before writing to the file. An optional second argument allows the imaginary component of a complex constant value to be specified.

#### Parameters

<i>dfRealvalue</i>	Real component of fill value
<i>dfImaginary-Value</i>	Imaginary component of fill value, defaults to zero

#### Returns

CE\_Failure if the write fails, otherwise CE\_None

Reimplemented in **GDALProxyRasterBand** (p. ??).

References GA\_ReadOnly, GDALGetDataTypeSize(), GDT\_CFloat64, GetLockedBlockRef(), and GDALRasterBlock::MarkDirty().

Referenced by GDALFillRaster().

**49.78.3.6 CPLErr GDALRasterBand::FlushCache ( void )** [virtual]

Flush raster data cache.

This call will recover memory used to cache data blocks for this raster band, and ensure that new requests are referred to the underlying driver.

This method is the same as the C function **GDALFlushRasterCache()** (p. ??).

### Returns

CE\_None on success.

Reimplemented in **GDALProxyRasterBand** (p. ??).

Referenced by **GDALDataset::FlushCache()**, **GDALRegenerateOverviews()**, and **~GDALRasterBand()**.

#### 49.78.3.7 **GDALAccess** **GDALRasterBand::GetAccess** ( )

Find out if we have update permission for this band.

This method is the same as the C function **GDALGetRasterAccess()** (p. ??).

### Returns

Either GA\_Update or GA\_ReadOnly.

Referenced by **GDALGetRasterAccess()**.

#### 49.78.3.8 **int** **GDALRasterBand::GetBand** ( )

Fetch the band number.

This method returns the band that this **GDALRasterBand** (p. ??) objects represents within it's dataset. This method may return a value of 0 to indicate **GDALRasterBand** (p. ??) objects without an apparently relationship to a dataset, such as **GDALRasterBands** serving as overviews.

This method is the same as the C function **GDALGetBandNumber()** (p. ??).

### Returns

band number (1+) or 0 if the band number isn't known.

Referenced by **GDALGetBandNumber()**.

#### 49.78.3.9 **void** **GDALRasterBand::GetBlockSize** ( **int** \* *pnXSize*, **int** \* *pnYSize* )

Fetch the "natural" block size of this band.

GDAL contains a concept of the natural block size of rasters so that applications can organized data access efficiently for some file formats. The natural block size is the block size that is most efficient for accessing the format. For many formats this is simple a whole scanline in which case \*pnXSize is set to **GetXSize()** (p. ??), and \*pnYSize is set to 1.

However, for tiled images this will typically be the tile size.

Note that the X and Y block sizes don't have to divide the image size evenly, meaning that right and bottom edge blocks may be incomplete. See **ReadBlock()** (p. ??) for an example of code dealing with these issues.

#### Parameters

<i>pnXSize</i>	integer to put the X block size into or NULL.
<i>pnYSize</i>	integer to put the Y block size into or NULL.

Referenced by GDALGetBlockSize(), GDALRasterBlock::GDALRasterBlock(), and GDALRegenerateOverviews().

#### 49.78.3.10 char \*\* GDALRasterBand::GetCategoryNames ( ) [virtual]

Fetch the list of category names for this raster.

The return list is a "StringList" in the sense of the CPL functions. That is a NULL terminated array of strings. Raster values without associated names will have an empty string in the returned list. The first entry in the list is for raster values of zero, and so on.

The returned stringlist should not be altered or freed by the application. It may change on the next GDAL call, so please copy it if it is needed for any period of time.

#### Returns

list of names, or NULL if none.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), **GDALProxyPoolRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALGetRasterCategoryNames(), and GDALProxyPoolRasterBand::GetCategoryNames().

#### 49.78.3.11 GDALColorInterp GDALRasterBand::GetColorInterpretation ( ) [virtual]

How should this band be interpreted as color?

GCI\_Unknown is returned when the format doesn't know anything about the color interpretation.

This method is the same as the C function **GDALGetRasterColorInterpretation()** (p. ??).

#### Returns

color interpretation value for band.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), **VRTRasterBand** (p. ??), and **GDALColorReliefRasterBand** (p. ??).

Referenced by GDALGetRasterColorInterpretation(), GDALRegenerateOverviews(), GetIndexColorTranslationTo(), and GetMaskBand().

#### 49.78.3.12 GDALColorTable \* GDALRasterBand::GetColorTable ( ) [virtual]

Fetch the color table associated with band.

If there is no associated color table, the return result is NULL. The returned color table remains owned by the **GDALRasterBand** (p. ??), and can't be depended on for long, nor should it ever be modified by the caller.

This method is the same as the C function **GDALGetRasterColorTable()** (p. ??).

#### Returns

internal color table, or NULL.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), **GDALProxyPoolRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by **GDALGetRasterColorTable()**, **GDALRegenerateOverviews()**, **GDALProxyPoolRasterBand::GetColorTable()**, and **GetIndexColorTranslationTo()**.

#### 49.78.3.13 GDALDataset \* GDALRasterBand::GetDataset ( )

Fetch the owning dataset handle.

Note that some GDALRasterBands are not considered to be a part of a dataset, such as overviews or other "freestanding" bands.

This method is the same as the C function **GDALGetBandDataset()** (p. ??)

#### Returns

the pointer to the **GDALDataset** (p. ??) to which this band belongs, or NULL if this cannot be determined.

Referenced by **GDALGetBandDataset()**, and **GetMaskBand()**.

#### 49.78.3.14 CPL\_ERR GDALRasterBand::GetDefaultHistogram ( double \* pdfMin, double \* pdfMax, int \* pnBuckets, int \*\* ppanHistogram, int bForce, GDALProgressFunc pfnProgress, void \* pProgressData ) [virtual]

Fetch default raster histogram.

The default method in **GDALRasterBand** (p. ??) will compute a default histogram. This method is overridden by derived classes (such as **GDALPamRasterBand** (p. ??), **VRTDataset** (p. ??), **HFADataset**...) that may be able to fetch efficiently an already stored histogram.

#### Parameters

<i>pdfMin</i>	pointer to double value that will contain the lower bound of the histogram.
<i>pdfMax</i>	pointer to double value that will contain the upper bound of the histogram.
<i>pnBuckets</i>	pointer to int value that will contain the number of buckets in *ppanHistogram.

<i>ppanHistogram</i>	pointer to array into which the histogram totals are placed. To be freed with VSIFree
<i>bForce</i>	TRUE to force the computation. If FALSE and no default histogram is available, the method will return CE_Warning
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to pfnProgress.

### Returns

CE\_None on success, CE\_Failure if something goes wrong, or CE\_Warning if no default histogram is available.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

References GDT\_Byte, GetHistogram(), GDALMajorObject::GetMetadataItem(), GetRasterDataType(), and GetStatistics().

Referenced by GDALGetDefaultHistogram().

**49.78.3.15** `const GDALRasterAttributeTable * GDALRasterBand::GetDefaultRAT ( )`  
[virtual]

Fetch default Raster Attribute Table.

A RAT will be returned if there is a default one associated with the band, otherwise NULL is returned. The returned RAT is owned by the band and should not be deleted, or altered by the application.

### Returns

NULL, or a pointer to an internal RAT owned by the band.

Reimplemented in **GDALPamRasterBand** (p. ??), and **GDALProxyRasterBand** (p. ??).

Referenced by GDALGetDefaultRAT().

**49.78.3.16** `CPLerr GDALRasterBand::GetHistogram ( double dfMin, double dfMax, int nBuckets, int * panHistogram, int bIncludeOutOfRange, int bApproxOK, GDALProgressFunc pfnProgress, void * pProgressData )` [virtual]

Compute raster histogram.

Note that the bucket size is (dfMax-dfMin) / nBuckets.

For example to compute a simple 256 entry histogram of eight bit data, the following would be suitable. The unusual bounds are to ensure that bucket boundaries don't fall right on integer values causing possible errors due to rounding after scaling.

```
int anHistogram[256];
```

```
poBand->GetHistogram( -0.5, 255.5, 256, anHistogram, FALSE, FALSE,
                      GDALDummyProgress, NULL );
```

Note that setting `bApproxOK` will generally result in a subsampling of the file, and will utilize overviews if available. It should generally produce a representative histogram for the data that is suitable for use in generating histogram based luts for instance. Generally `bApproxOK` is much faster than an exactly computed histogram.

#### Parameters

<i>dfMin</i>	the lower bound of the histogram.
<i>dfMax</i>	the upper bound of the histogram.
<i>nBuckets</i>	the number of buckets in panHistogram.
<i>panHistogram</i>	array into which the histogram totals are placed.
<i>bIncludeOutOfRange</i>	if TRUE values below the histogram range will mapped into <code>panHistogram[0]</code> , and values above will be mapped into <code>panHistogram[nBuckets-1]</code> otherwise out of range values are discarded.
<i>bApproxOK</i>	TRUE if an approximate, or incomplete histogram OK.
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to <code>pfnProgress</code> .

#### Returns

CE\_None on success, or CE\_Failure if something goes wrong.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

References `GDALDummyProgress()`, `GDALGetDataTypeSize()`, `GDT_Byte`, `GDT_CFloat32`, `GDT_CFloat64`, `GDT_CInt16`, `GDT_CInt32`, `GDT_Float32`, `GDT_Float64`, `GDT_Int16`, `GDT_Int32`, `GDT_UInt16`, `GDT_UInt32`, `GetHistogram()`, `GetLockedBlockRef()`, `GDALMajorObject::GetMetadataItem()`, `GetOverviewCount()`, `GetRasterSampleOverview()`, `GetXSize()`, `GetYSize()`, `GF_Read`, and `HasArbitraryOverviews()`.

Referenced by `GDALGetRasterHistogram()`, `GetDefaultHistogram()`, and `GetHistogram()`.

**49.78.3.17** `unsigned char * GDALRasterBand::GetIndexColorTranslationTo ( GDALRasterBand * poReferenceBand, unsigned char * pTranslationTable = NULL, int * pApproximateMatching = NULL )`

Compute translation table for color tables.

When the raster band has a palette index, it may be useful to compute the "translation" of this palette to the palette of another band. The translation tries to do exact matching first, and then approximate matching if no exact matching is possible. This method returns a table such that `table[i] = j` where `i` is an index of the 'this' rasterband and `j` the corresponding index for the reference rasterband.

This method is thought as internal to GDAL and is used for drivers like `RPFTOC`.

The implementation only supports 1-byte palette rasterbands.

#### Parameters

<i>poReferenceBand</i>	the raster band
<i>pTranslationTable</i>	an already allocated translation table (at least 256 bytes), or NULL to let the method allocate it
<i>poApproximateMatching</i>	a pointer to a flag that is set if the matching is approximate. May be NULL.

#### Returns

a translation table if the two bands are palette index and that they do not match or NULL in other cases. The table must be freed with CPLFree if NULL was passed for pTranslationTable.

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GCI\_PaletteIndex, GDT\_Byte, GDALColorTable::GetColorEntry(), GDALColorTable::GetColorEntryCount(), GetColorInterpretation(), GetColorTable(), GetNoDataValue(), and GetRasterDataType().

**49.78.3.18 GDALRasterBlock \* GDALRasterBand::GetLockedBlockRef ( int *nXBlockOff*, int *nYBlockOff*, int *bJustInitialize* = FALSE )**

Fetch a pointer to an internally cached raster block.

This method will returned the requested block (locked) if it is already in the block cache for the layer. If not, the block will be read from the driver, and placed in the layer block cached, then returned. If an error occurs reading the block from the driver, a NULL value will be returned.

If a non-NULL value is returned, then a lock for the block will have been acquired on behalf of the caller. It is absolutely imperative that the caller release this lock (with GDALRasterBlock::DropLock()) or else severe problems may result.

Note that calling **GetLockedBlockRef()** (p. ??) on a previously uncached band will enable caching.

#### Parameters

<i>nBlockXOff</i>	the horizontal block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>nYBlockOff</i>	the vertical block offset, with zero indicating the top most block, 1 the next block and so forth.
<i>bJustInitialize</i>	If TRUE the block will be allocated and initialized, but not actually read from the source. This is useful when it will just be completely set and written back.

#### Returns

pointer to the block object, or NULL on failure.



References GDALMajorObject::GetDescription(), GDALRasterBlock::Internalize(), and TryGetLockedBlockRef().

Referenced by GDALProxyRasterBand::ComputeRasterMinMax(), ComputeStatistics(), Fill(), and GetHistogram().

#### 49.78.3.19 GDALRasterBand \* GDALRasterBand::GetMaskBand ( ) [virtual]

Return the mask band associated with the band.

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a NODATA\_VALUES metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA | GMF\_PER\_DATASET.

##### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new GDALNodataMaskRasterBand class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type GDT\_Byte then that alpha band will be returned, and the flags GMF\_PER\_DATASET and GMF\_ALPHA will be returned in the flags.
- If neither of the above apply, an instance of the new GDALAllValidRasterBand class will be returned that has 255 values for all pixels. The null flags will return GMF\_ALL\_VALID.

Note that the **GetMaskBand()** (p. ??) should always return a **GDALRasterBand** (p. ??) mask, even if it is only an all 255 mask with the flags indicating GMF\_ALL\_VALID.

##### Returns

a valid mask band.

##### Since

GDAL 1.5.0

##### See also

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented in **GDALAllValidMaskBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **GDALProxyPoolRasterBand** (p. ??).

References GCI\_AlphaBand, GDT\_Byte, GDT\_Unknown, GetColorInterpretation(), GetDataset(), GDALMajorObject::GetMetadataItem(), GetNoDataValue(), GDALDataset::GetRasterBand(), GDALDataset::GetRasterCount(), and GetRasterDataType().

Referenced by GDALGetMaskBand(), GDALRegenerateOverviews(), GDALProxyPoolRasterBand::GetMaskBand(), and GetMaskFlags().

#### 49.78.3.20 int GDALRasterBand::GetMaskFlags ( ) [virtual]

Return the status flags of the mask band associated with the band.

The **GetMaskFlags()** (p. ??) method returns an bitwise OR-ed set of status flags with the following available definitions that may be extended in the future:

- GMF\_ALL\_VALID(0x01): There are no invalid pixels, all mask values will be 255. When used this will normally be the only flag set.
- GMF\_PER\_DATASET(0x02): The mask band is shared between all bands on the dataset.
- GMF\_ALPHA(0x04): The mask band is actually an alpha band and may have values other than 0 and 255.
- GMF\_NODATA(0x08): Indicates the mask is actually being generated from no-data values. (mutually exclusive of GMF\_ALPHA)

The **GDALRasterBand** (p. ??) class includes a default implementation of **GetMaskBand()** (p. ??) that returns one of four default implementations :

- If a corresponding .msk file exists it will be used for the mask band.
- If the dataset has a NODATA\_VALUES metadata item, an instance of the new **GDALNoDataValuesMaskBand** (p. ??) class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA | GMF\_PER\_DATASET.

#### Since

GDAL 1.6.0

- If the band has a nodata value set, an instance of the new GDALNodataMaskRasterBand class will be returned. **GetMaskFlags()** (p. ??) will return GMF\_NODATA.
- If there is no nodata value, but the dataset has an alpha band that seems to apply to this band (specific rules yet to be determined) and that is of type GDT\_Byte then that alpha band will be returned, and the flags GMF\_PER\_DATASET and GMF\_ALPHA will be returned in the flags.
- If neither of the above apply, an instance of the new GDALInvalidRasterBand class will be returned that has 255 values for all pixels. The null flags will return GMF\_ALL\_VALID.

#### Since

GDAL 1.5.0

**Returns**

a valid mask band.

**See also**

[http://trac.osgeo.org/gdal/wiki/rfc15\\_nodatabitmask](http://trac.osgeo.org/gdal/wiki/rfc15_nodatabitmask)

Reimplemented in **GDALAllValidMaskBand** (p. ??), and **GDALProxyRasterBand** (p. ??).

References `GetMaskBand()`.

Referenced by `GDALGetMaskFlags()`, and `GDALRegenerateOverviews()`.

**49.78.3.21** `double GDALRasterBand::GetMaximum ( int * pbSuccess = NULL )`  
`[virtual]`

Fetch the maximum value for this band.

For file formats that don't know this intrinsically, the maximum supported value for the data type will generally be returned.

This method is the same as the C function **GDALGetRasterMaximum()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is a tight maximum or not. May be NULL (default).
------------------	---

**Returns**

the maximum raster value (excluding no data pixels)

Reimplemented in **GDALProxyRasterBand** (p. ??).

References `CPLAtofM()`, `GDT_Byte`, `GDT_CFloat32`, `GDT_CFloat64`, `GDT_CInt16`, `GDT_CInt32`, `GDT_Float32`, `GDT_Float64`, `GDT_Int16`, `GDT_Int32`, `GDT_UInt16`, `GDT_UInt32`, and `GDALMajorObject::GetMetadataItem()`.

Referenced by `GDALProxyRasterBand::ComputeRasterMinMax()`, `GDALGetRasterMaximum()`, and `GetStatistics()`.

**49.78.3.22** `double GDALRasterBand::GetMinimum ( int * pbSuccess = NULL )`  
`[virtual]`

Fetch the minimum value for this band.

For file formats that don't know this intrinsically, the minimum supported value for the data type will generally be returned.

This method is the same as the C function **GDALGetRasterMinimum()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is a tight minimum or not. May be NULL (default).
------------------	---

**Returns**

the minimum raster value (excluding no data pixels)

Reimplemented in **GDALProxyRasterBand** (p. ??).

References CPLAtofM(), GDT\_Byte, GDT\_Float32, GDT\_Float64, GDT\_Int16, GDT\_Int32, GDT\_UInt16, GDT\_UInt32, and GDALMajorObject::GetMetadataItem().

Referenced by GDALProxyRasterBand::ComputeRasterMinMax(), GDALGetRasterMinimum(), and GetStatistics().

**49.78.3.23** `double GDALRasterBand::GetNoDataValue ( int * pbSuccess = NULL )`  
[virtual]

Fetch the no data value for this band.

If there is no out of data value, an out of range value will generally be returned. The no data value for a band is generally a special marker value used to mark pixels that are not valid data. Such pixels should generally not be displayed, nor contribute to analysis operations.

This method is the same as the C function **GDALGetRasterNoDataValue()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if a value is actually associated with this layer. May be NULL (default).
------------------	---

**Returns**

the nodata value for this band.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), **VRTRasterBand** (p. ??), and **GDALGeneric3x3RasterBand** (p. ??).

Referenced by GDALProxyRasterBand::ComputeRasterMinMax(), ComputeStatistics(), GDALGetRasterNoDataValue(), GDALRegenerateOverviews(), GetIndexColorTranslationTo(), and GetMaskBand().

**49.78.3.24** `double GDALRasterBand::GetOffset ( int * pbSuccess = NULL )` [virtual]

Fetch the raster value offset.

This value (in combination with the **GetScale()** (p. ??) value) is used to transform raw pixel values into the units returned by GetUnits(). For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of zero is returned.

This method is the same as the C function **GDALGetRasterOffset()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

**Returns**

the raster offset.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALGetRasterOffset().

#### 49.78.3.25 **GDALRasterBand \* GDALRasterBand::GetOverview ( int *i* )** [virtual]

Fetch overview raster band object.

This method is the same as the C function **GDALGetOverview()** (p. ??).

**Parameters**

<i>i</i>	overview index between 0 and <b>GetOverviewCount()</b> (p. ??)-1.
----------	---

**Returns**

overview **GDALRasterBand** (p. ??).

Reimplemented in **GDALProxyRasterBand** (p. ??), **GDALProxyPoolRasterBand** (p. ??), and **VRTWarpedRasterBand** (p. ??).

Referenced by GDALGetOverview(), GDALProxyPoolRasterBand::GetOverview(), and GetRasterSampleOverview().

#### 49.78.3.26 **int GDALRasterBand::GetOverviewCount ( )** [virtual]

Return the number of overview layers available.

This method is the same as the C function **GDALGetOverviewCount()** (p. ??).

**Returns**

overview count, zero if none.

Reimplemented in **GDALProxyRasterBand** (p. ??), and **VRTWarpedRasterBand** (p. ??).

Referenced by GDALProxyRasterBand::ComputeRasterMinMax(), ComputeStatistics(), GDALGetOverviewCount(), GetHistogram(), GetRasterSampleOverview(), and VRTDerive-  
dRasterBand::IRasterIO().

#### 49.78.3.27 **GDALDataType GDALRasterBand::GetRasterDataType ( void )**

Fetch the pixel data type for this band.

**Returns**

the data type of pixels for this band.

Referenced by GDALCreateWarpedVRT(), GDALGetRasterDataType(), GDALRasterBlock::GDALRasterBlock(), GDALRasterizeGeometries(), GDALRasterizeLayers(), GDALRegenerateOverviews(), GetDefaultHistogram(), GetIndexColorTranslationTo(), and GetMaskBand().

**49.78.3.28 GDALRasterBand \* GDALRasterBand::GetRasterSampleOverview ( int *nDesiredSamples* )** [virtual]

Fetch best sampling overview.

Returns the most reduced overview of the given band that still satisfies the desired number of samples. This function can be used with zero as the number of desired samples to fetch the most reduced overview. The same band as was passed in will be returned if it has not overviews, or if none of the overviews have enough samples.

This method is the same as the C function **GDALGetRasterSampleOverview()** (p. ??).

**Parameters**

<i>nDesired-Samples</i>	the returned band will have at least this many pixels.
-------------------------	--

**Returns**

optimal overview or the band itself.

Reimplemented in **GDALProxyRasterBand** (p. ??), and **GDALProxyPoolRasterBand** (p. ??).

References GetOverview(), GetOverviewCount(), GetXSize(), and GetYSize().

Referenced by GDALProxyRasterBand::ComputeRasterMinMax(), ComputeStatistics(), GDALGetRasterSampleOverview(), and GetHistogram().

**49.78.3.29 double GDALRasterBand::GetScale ( int \* *pbSuccess* = NULL )** [virtual]

Fetch the raster value scale.

This value (in combination with the **GetOffset()** (p. ??) value) is used to transform raw pixel values into the units returned by GetUnits(). For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of one is returned.

This method is the same as the C function **GDALGetRasterScale()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

**Returns**

the raster scale.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALGetRasterScale().

**49.78.3.30** `CPLerr GDALRasterBand::GetStatistics ( int bApproxOK, int bForce, double * pdfMin, double * pdfMax, double * pdfMean, double * pdfStdDev )`  
`[virtual]`

Fetch image statistics.

Returns the minimum, maximum, mean and standard deviation of all pixel values in this band. If approximate statistics are sufficient, the *bApproxOK* flag can be set to true in which case overviews, or a subset of image tiles may be used in computing the statistics.

If *bForce* is FALSE results will only be returned if it can be done quickly (ie. without scanning the data). If *bForce* is FALSE and results cannot be returned efficiently, the method will return CE\_Warning but no warning will have been issued. This is a non-standard use of the CE\_Warning return value to indicate "nothing done".

Note that file formats using PAM (Persistent Auxiliary Metadata) services will generally cache statistics in the .pam file allowing fast fetch after the first request.

This method is the same as the C function **GDALGetRasterStatistics()** (p. ??).

**Parameters**

<i>bApproxOK</i>	If TRUE statistics may be computed based on overviews or a subset of all tiles.
<i>bForce</i>	If FALSE statistics will only be returned if it can be done without rescanning the image.
<i>pdfMin</i>	Location into which to load image minimum (may be NULL).
<i>pdfMax</i>	Location into which to load image maximum (may be NULL).-
<i>pdfMean</i>	Location into which to load image mean (may be NULL).
<i>pdfStdDev</i>	Location into which to load image standard deviation (may be NULL).

**Returns**

CE\_None on success, CE\_Warning if no values returned, CE\_Failure if an error occurs.

Reimplemented in **GDALProxyRasterBand** (p. ??).

References `ComputeStatistics()`, `GDALDummyProgress()`, `GetMaximum()`, `GDALMajorObject::GetMetadataItem()`, and `GetMinimum()`.

Referenced by `GDALGetRasterStatistics()`, and `GetDefaultHistogram()`.

**49.78.3.31** `const char * GDALRasterBand::GetUnitType ( )` [virtual]

Return raster unit type.

Return a name for the units of this raster's values. For instance, it might be "m" for an elevation model in meters, or "ft" for feet. If no units are available, a value of "" will be returned. The returned string should not be modified, nor freed by the calling application.

This method is the same as the C function **GDALGetRasterUnitType()** (p. ??).

#### Returns

unit name string.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), **GDALProxyPoolRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by **GDALGetRasterUnitType()**, and **GDALProxyPoolRasterBand::GetUnitType()**.

**49.78.3.32** `int GDALRasterBand::GetXSize ( )`

Fetch XSize of raster.

This method is the same as the C function **GDALGetRasterBandXSize()** (p. ??).

#### Returns

the width in pixels of this band.

Referenced by **GDALProxyRasterBand::ComputeRasterMinMax()**, **ComputeStatistics()**, **GDALGetRasterBandXSize()**, **GDALRegenerateOverviews()**, **GetHistogram()**, and **GetRasterSampleOverview()**.

**49.78.3.33** `int GDALRasterBand::GetYSize ( )`

Fetch YSize of raster.

This method is the same as the C function **GDALGetRasterBandYSize()** (p. ??).

#### Returns

the height in pixels of this band.

Referenced by **GDALProxyRasterBand::ComputeRasterMinMax()**, **ComputeStatistics()**, **GDALGetRasterBandYSize()**, **GDALRegenerateOverviews()**, **GetHistogram()**, and **GetRasterSampleOverview()**.

**49.78.3.34** `int GDALRasterBand::HasArbitraryOverviews ( )` [virtual]

Check for arbitrary overviews.



This returns TRUE if the underlying datastore can compute arbitrary overviews efficiently, such as is the case with OGDl over a network. Datastores with arbitrary overviews don't generally have any fixed overviews, but the **RasterIO()** (p. ??) method can be used in downsampling mode to get overview data efficiently.

This method is the same as the C function **GDALHasArbitraryOverviews()** (p. ??),

### Returns

TRUE if arbitrary overviews available (efficiently), otherwise FALSE.

Reimplemented in **GDALProxyRasterBand** (p. ??).

Referenced by **GDALProxyRasterBand::ComputeRasterMinMax()**, **ComputeStatistics()**, **GDALHasArbitraryOverviews()**, and **GetHistogram()**.

**49.78.3.35 CPLErr GDALRasterBand::RasterIO ( GDALRWFlag eRWFlag, int nXOff, int nYOff, int nXSize, int nYSize, void \* pData, int nBufXSize, int nBufYSize, GDALDataType eBufType, int nPixelSpace, int nLineSpace )**

Read/write a region of image data for this band.

This method allows reading a region of a **GDALRasterBand** (p. ??) into a buffer, or writing data from a buffer into a region of a **GDALRasterBand** (p. ??). It automatically takes care of data type translation if the data type (**eBufType**) of the buffer is different than that of the **GDALRasterBand** (p. ??). The method also takes care of image decimation / replication if the buffer size (**nBufXSize** x **nBufYSize**) is different than the size of the region being accessed (**nXSize** x **nYSize**).

The **nPixelSpace** and **nLineSpace** parameters allow reading into or writing from unusually organized buffers. This is primarily used for buffers containing more than one bands raster data in interleaved format.

Some formats may efficiently implement decimation into a buffer by reading from lower resolution overview images.

For highest performance full resolution data access, read and write on "block boundaries" as returned by **GetBlockSize()** (p. ??), or use the **ReadBlock()** (p. ??) and **WriteBlock()** (p. ??) methods.

This method is the same as the C **GDALRasterIO()** (p. ??) function.

### Parameters

<i>eRWFlag</i>	Either <b>GF_Read</b> to read a region of data, or <b>GF_Write</b> to write a region of data.
<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.

<i>pData</i>	The buffer into which the data should be read, or from which it should be written. This buffer must contain at least <code>nBufXSize * nBufYSize</code> words of type <code>eBufType</code> . It is organized in left to right, top to bottom pixel order. Spacing is controlled by the <code>nPixelSpace</code> , and <code>nLineSpace</code> parameters.
<i>nBufXSize</i>	the width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	the height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	the type of the pixel values in the <code>pData</code> data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>nPixelSpace</i>	The byte offset from the start of one pixel value in <code>pData</code> to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype <code>eBufType</code> is used.
<i>nLineSpace</i>	The byte offset from the start of one scanline in <code>pData</code> to the start of the next. If defaulted (0) the size of the datatype <code>eBufType * nBufXSize</code> is used.

### Returns

CE\_Failure if the access fails, otherwise CE\_None.

References `GDALGetDataTypeSize()`, `GF_Read`, and `GF_Write`.

Referenced by `GDALRasterIO()`, and `GDALRegenerateOverviews()`.

**49.78.3.36** `CPLerr GDALRasterBand::ReadBlock ( int nXBlockOff, int nYBlockOff, void * pImage )`

Read a block of image data efficiently.

This method accesses a "natural" block from the raster band without resampling, or data type conversion. For a more generalized, but potentially less efficient access use **RasterIO()** (p. ??).

This method is the same as the C **GDALReadBlock()** (p. ??) function.

See the **GetLockedBlockRef()** (p. ??) method for a way of accessing internally cached block oriented data without an extra copy into an application buffer.

### Parameters

<i>nXBlockOff</i>	the horizontal block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>nYBlockOff</i>	the vertical block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>pImage</i>	the buffer into which the data will be read. The buffer must be large enough to hold <code>GetBlockXSize()*GetBlockYSize()</code> words of type <b>GetRasterDataType()</b> (p. ??).

**Returns**

CE\_None on success or CE\_Failure on an error.

The following code would efficiently compute a histogram of eight bit raster data. Note that the final block may be partial ... data beyond the edge of the underlying raster band in these edge blocks is of an undermined value.

```
CPLErr GetHistogram( GDALRasterBand *poBand, int *panHistogram )

{
    int          nXBlocks, nYBlocks, nXBlockSize, nYBlockSize;
    int          iXBlock, iYBlock;
    GByte        *pabyData;

    memset( panHistogram, 0, sizeof(int) * 256 );

    CPLAssert( poBand->GetRasterDataType() (p.??) == GDT_Byte );

    poBand->GetBlockSize( &nXBlockSize, &nYBlockSize );
    nXBlocks = (poBand->GetXSize() (p.??) + nXBlockSize - 1) / nXBlockSize;
    nYBlocks = (poBand->GetYSize() (p.??) + nYBlockSize - 1) / nYBlockSize;

    pabyData = (GByte *) CPLMalloc(nXBlockSize * nYBlockSize);

    for( iYBlock = 0; iYBlock < nYBlocks; iYBlock++ )
    {
        for( iXBlock = 0; iXBlock < nXBlocks; iXBlock++ )
        {
            int          nXValid, nYValid;

            poBand->ReadBlock( iXBlock, iYBlock, pabyData );

            // Compute the portion of the block that is valid
            // for partial edge blocks.
            if( (iXBlock+1) * nXBlockSize > poBand->GetXSize() (p.??) )
                nXValid = poBand->GetXSize() (p.??) - iXBlock * nXBlockSize;
            else
                nXValid = nXBlockSize;

            if( (iYBlock+1) * nYBlockSize > poBand->GetYSize() (p.??) )
                nYValid = poBand->GetYSize() (p.??) - iYBlock * nYBlockSize;
            else
                nYValid = nYBlockSize;

            // Collect the histogram counts.
            for( int iY = 0; iY < nYValid; iY++ )
            {
                for( int iX = 0; iX < nXValid; iX++ )
                {
```

```

        panHistogram[pabyData[iX + iY * nXBlockSize]] += 1;
    }
}
}
}
}
}

```

Referenced by GDALReadBlock().

#### 49.78.3.37 CPLErr GDALRasterBand::SetCategoryNames ( char \*\* ) [virtual]

Set the category names for this band.

See the **GetCategoryNames()** (p. ??) method for more on the interpretation of category names.

This method is the same as the C function **GDALSetRasterCategoryNames()** (p. ??).

##### Parameters

<i>papsz-Names</i>	the NULL terminated StringList of category names. May be NULL to just clear the existing list.
--------------------	--

##### Returns

CE\_None on success of CE\_Failure on failure. If unsupported by the driver CE\_Failure is returned, but no error message is reported.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterCategoryNames().

#### 49.78.3.38 CPLErr GDALRasterBand::SetColorInterpretation ( GDALColorInterp eColorInterp ) [virtual]

Set color interpretation of a band.

##### Parameters

<i>eColorInterp</i>	the new color interpretation to apply to this band.
---------------------	---

##### Returns

CE\_None on success or CE\_Failure if method is unsupported by format.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterColorInterpretation().

**49.78.3.39** `CPLerr GDALRasterBand::SetColorTable ( GDALColorTable * poCT )`  
`[virtual]`

Set the raster color table.

The driver will make a copy of all desired data in the colortable. It remains owned by the caller after the call.

This method is the same as the C function **GDALSetRasterColorTable()** (p. ??).

#### Parameters

<i>poCT</i>	the color table to apply. This may be NULL to clear the color table (where supported).
-------------	--

#### Returns

CE\_None on success, or CE\_Failure on failure. If the action is unsupported by the driver, a value of CE\_Failure is returned, but no error is issued.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterColorTable().

**49.78.3.40** `CPLerr GDALRasterBand::SetDefaultRAT ( const GDALRasterAttributeTable * poRAT )`  
`[virtual]`

Set default Raster Attribute Table.

Associates a default RAT with the band. If not implemented for the format a CPLE\_NotSupported error will be issued. If successful a copy of the RAT is made, the original remains owned by the caller.

#### Parameters

<i>poRAT</i>	the RAT to assign to the band.
--------------	--------------------------------

#### Returns

CE\_None on success or CE\_Failure if unsupported or otherwise failing.

Reimplemented in **GDALPamRasterBand** (p. ??), and **GDALProxyRasterBand** (p. ??).

Referenced by GDALSetDefaultRAT().

**49.78.3.41** `CPLerr GDALRasterBand::SetNoDataValue ( double )` `[virtual]`

Set the no data value for this band.

To clear the nodata value, just set it with an "out of range" value. Complex band no data values must have an imagery component of zero.

This method is the same as the C function **GDALSetRasterNoDataValue()** (p. ??).

**Parameters**

<i>dfNoData</i>	the value to set.
-----------------	-------------------

**Returns**

CE\_None on success, or CE\_Failure on failure. If unsupported by the driver, CE\_Failure is returned by no error message will have been emitted.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterNoDataValue().

#### 49.78.3.42 CPL Err GDALRasterBand::SetOffset ( double *dfNewOffset* ) [virtual]

Set scaling offset.

Very few formats implement this method. When not implemented it will issue a CPL\_E\_NotSupported error and return CE\_Failure.

**Parameters**

<i>dfNewOffset</i>	the new offset.
--------------------	-----------------

**Returns**

CE\_None or success or CE\_Failure on failure.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterOffset().

#### 49.78.3.43 CPL Err GDALRasterBand::SetScale ( double *dfNewScale* ) [virtual]

Set scaling ratio.

Very few formats implement this method. When not implemented it will issue a CPL\_E\_NotSupported error and return CE\_Failure.

**Parameters**

<i>dfNewScale</i>	the new scale.
-------------------	----------------

**Returns**

CE\_None or success or CE\_Failure on failure.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

Referenced by GDALSetRasterScale().

**49.78.3.44** `CPLerr GDALRasterBand::SetStatistics ( double dfMin, double dfMax, double dfMean, double dfStdDev )` [virtual]

Set statistics on band.

This method can be used to store min/max/mean/standard deviation statistics on a raster band.

The default implementation stores them as metadata, and will only work on formats that can save arbitrary metadata. This method cannot detect whether metadata will be properly saved and so may return CE\_None even if the statistics will never be saved.

This method is the same as the C function **GDALSetRasterStatistics()** (p. ??).

#### Parameters

<i>dfMin</i>	minimum pixel value.
<i>dfMax</i>	maximum pixel value.
<i>dfMean</i>	mean (average) of all pixel values.
<i>dfStdDev</i>	Standard deviation of all pixel values.

#### Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented in **GDALProxyRasterBand** (p. ??).

References `GDALMajorObject::SetMetadataItem()`.

Referenced by `ComputeStatistics()`, and `GDALSetRasterStatistics()`.

**49.78.3.45** `CPLerr GDALRasterBand::SetUnitType ( const char * pszNewValue )` [virtual]

Set unit type.

Set the unit type for a raster band. Values should be one of "" (the default indicating it is unknown), "m" indicating meters, or "ft" indicating feet, though other nonstandard values are allowed.

#### Parameters

<i>pszNewValue</i>	the new unit type value.
--------------------	--------------------------

#### Returns

CE\_None on success or CE\_Failure if not successful, or unsupported.

Reimplemented in **GDALPamRasterBand** (p. ??), **GDALProxyRasterBand** (p. ??), and **VRTRasterBand** (p. ??).

49.78.3.46 **GDALRasterBlock \*** GDALRasterBand::TryGetLockedBlockRef ( int *nBlockOff*,  
int *nYBlockOff* ) [protected]

Try fetching block ref.

This method will returned the requested block (locked) if it is already in the block cache for the layer. If not, NULL is returned.

If a non-NULL value is returned, then a lock for the block will have been acquired on behalf of the caller. It is absolutely imperative that the caller release this lock (with GDALRasterBlock::DropLock()) or else severe problems may result.

#### Parameters

<i>nBlockXOff</i>	the horizontal block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>nYBlockOff</i>	the vertical block offset, with zero indicating the top most block, 1 the next block and so forth.

#### Returns

NULL if block not available, or locked block pointer.

References GDALRasterBlock::SafeLockBlock().

Referenced by GetLockedBlockRef().

49.78.3.47 **CPLerr** GDALRasterBand::WriteBlock ( int *nBlockOff*, int *nYBlockOff*, void \*  
*pImage* )

Write a block of image data efficiently.

This method accesses a "natural" block from the raster band without resampling, or data type conversion. For a more generalized, but potentially less efficient access use **RasterIO()** (p. ??).

This method is the same as the C **GDALWriteBlock()** (p. ??) function.

See **ReadBlock()** (p. ??) for an example of block oriented data access.

#### Parameters

<i>nBlockXOff</i>	the horizontal block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>nYBlockOff</i>	the vertical block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>pImage</i>	the buffer from which the data will be written. The buffer must be large enough to hold GetBlockXSize()*GetBlockYSize() words of type <b>GetRasterDataType()</b> (p. ??).

#### Returns

CE\_None on success or CE\_Failure on an error.



References GA\_ReadOnly.

Referenced by GDALWriteBlock().

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalrasterband.cpp
- rasterio.cpp

## 49.79 GDALRasterBandPamInfo Struct Reference

### Public Attributes

- **GDALPamDataset \* poParentDS**
- int **bNoDataValueSet**
- double **dfNoDataValue**
- **GDALColorTable \* poColorTable**
- **GDALColorInterp eColorInterp**
- char \* **pszUnitType**
- char \*\* **papszCategoryNames**
- double **dfOffset**
- double **dfScale**
- int **bHaveMinMax**
- double **dfMin**
- double **dfMax**
- int **bHaveStats**
- double **dfMean**
- double **dfStdDev**
- **CPLXMLNode \* psSavedHistograms**
- **GDALRasterAttributeTable \* poDefaultRAT**

The documentation for this struct was generated from the following file:

- gdal\_pam.h

## 49.80 GDALRasterBlock Class Reference

A single raster block in the block cache.

```
#include <gdal_priv.h>
```

## Public Member Functions

- **GDALRasterBlock** (**GDALRasterBand** \*, int, int)  
***GDALRasterBlock** (p. ??) Constructor.*
- virtual ~**GDALRasterBlock** ()  
*Block destructor.*
- **CPL**Err **Internalize** (void)  
*Allocate memory for block.*
- void **Touch** (void)  
*Push block to top of LRU (least-recently used) list.*
- void **MarkDirty** (void)  
*Mark the block as modified.*
- void **MarkClean** (void)  
*Mark the block as unmodified.*
- void **AddLock** (void)
- void **DropLock** (void)
- void **Detach** ()  
*Remove block from cache.*
- **CPL**Err **Write** ()  
*Force writing of the current block, if dirty.*
- **GDALDataType** **GetDataType** ()
- int **GetXOff** ()
- int **GetYOff** ()
- int **GetXSize** ()
- int **GetYSize** ()
- int **GetDirty** ()
- int **GetLockCount** ()
- void \* **GetDataRef** (void)
- **GDALRasterBand** \* **GetBand** ()  
*Accessor to source **GDALRasterBand** (p. ??) object.*

## Static Public Member Functions

- static int **FlushCacheBlock** ()  
*Attempt to flush at least one block from the cache.*
- static void **Verify** ()  
*Confirms (via assertions) that the block cache linked list is in a consistent state.*
- static int **SafeLockBlock** (**GDALRasterBlock** \*\*)  
*Safely lock block.*

### 49.80.1 Detailed Description

A single raster block in the block cache.

**GDALRasterBlock** (p. ??) objects hold one block of raster data for one band that is currently stored in the GDAL raster cache.

The cache holds some blocks of raster data for zero or more **GDALRasterBand** (p. ??) objects across zero or more **GDALDataset** (p. ??) objects in a global raster cache with a least recently used (LRU) list and an upper cache limit (see **GDALSetCacheMax()** (p. ??)) under which the cache size is normally kept.

Some blocks in the cache may be modified relative to the state on disk (they are marked "Dirty") and must be flushed to disk before they can be discarded. Other (Clean) blocks may just be discarded if their memory needs to be recovered.

In normal situations applications do not interact directly with the **GDALRasterBlock** (p. ??) - instead it is utilized by the **RasterIO()** interfaces to implement caching.

Some driver classes are implemented in a fashion that completely avoids use of the GDAL raster cache (and **GDALRasterBlock** (p. ??)) though this is not very common.

### 49.80.2 Constructor & Destructor Documentation

49.80.2.1 **GDALRasterBlock::GDALRasterBlock** ( **GDALRasterBand** \* *poBandIn*, int *nXOffIn*, int *nYOffIn* )

**GDALRasterBlock** (p. ??) Constructor.

Normally only called from **GDALRasterBand::GetLockedBlockRef()** (p. ??).

#### Parameters

<i>poBandIn</i>	the raster band used as source of raster block being constructed.
<i>nXOffIn</i>	the horizontal block offset, with zero indicating the left most block, 1 the next block and so forth.
<i>nYOffIn</i>	the vertical block offset, with zero indicating the top most block, 1 the next block and so forth.

References **GDALRasterBand::GetBlockSize()**, and **GDALRasterBand::GetRasterDataType()**.

49.80.2.2 **GDALRasterBlock::~GDALRasterBlock** ( ) [virtual]

Block destructor.

Normally called from **GDALRasterBand::FlushBlock()**.

References **Detach()**, **GDALGetDataTypeSize()**, and **Verify()**.

### 49.80.3 Member Function Documentation

#### 49.80.3.1 void GDALRasterBlock::Detach ( )

Remove block from cache.

This method removes the current block from the linked list used to keep track of all cached blocks in order of age. It does not affect whether the block is referenced by a **GDALRasterBand** (p. ??) nor does it destroy or flush the block.

Referenced by FlushCacheBlock(), and ~GDALRasterBlock().

#### 49.80.3.2 int GDALRasterBlock::FlushCacheBlock ( ) [static]

Attempt to flush at least one block from the cache.

This static method is normally used to recover memory when a request for a new cache block would put cache memory use over the established limit.

C++ analog to the C function **GDALFlushCacheBlock()** (p. ??).

##### Returns

TRUE if successful or FALSE if no flushable block is found.

References Detach(), and GetBand().

Referenced by GDALFlushCacheBlock().

#### 49.80.3.3 GDALRasterBand\* GDALRasterBlock::GetBand ( ) [inline]

Accessor to source **GDALRasterBand** (p. ??) object.

##### Returns

source raster band of the raster block.

Referenced by FlushCacheBlock().

#### 49.80.3.4 CPLErr GDALRasterBlock::Internalize ( void )

Allocate memory for block.

This method allocates memory for the block, and attempts to flush other blocks, if necessary, to bring the total cache size back within the limits. The newly allocated block is touched and will be considered most recently used in the LRU list.

##### Returns

CE\_None on success or CE\_Failure if memory allocation fails.

References GDALFlushCacheBlock(), GDALGetCacheMax(), GDALGetDataTypeInfo(), and Touch().

Referenced by GDALRasterBand::GetLockedBlockRef().

**49.80.3.5 void GDALRasterBlock::MarkClean ( void )**

Mark the block as unmodified.

A dirty block is one that has been modified and will need to be written to disk before it can be flushed.

Referenced by Write().

**49.80.3.6 void GDALRasterBlock::MarkDirty ( void )**

Mark the block as modified.

A dirty block is one that has been modified and will need to be written to disk before it can be flushed.

Referenced by GDALRasterBand::Fill().

**49.80.3.7 int GDALRasterBlock::SafeLockBlock ( GDALRasterBlock \*\* ppBlock )**  
[static]

Safely lock block.

This method locks a **GDALRasterBlock** (p. ??) (and touches it) in a thread-safe manner. The global block cache mutex is held while locking the block, in order to avoid race conditions with other threads that might be trying to expire the block at the same time. The block pointer may be safely NULL, in which case this method does nothing.

**Parameters**

<i>ppBlock</i>	Pointer to the block pointer to try and lock/touch.
----------------	---

Referenced by GDALRasterBand::TryGetLockedBlockRef().

**49.80.3.8 void GDALRasterBlock::Touch ( void )**

Push block to top of LRU (least-recently used) list.

This method is normally called when a block is used to keep track that it has been recently used.

References Verify().

Referenced by Internalize().

**49.80.3.9 CPL Err GDALRasterBlock::Write ( )**

Force writing of the current block, if dirty.

The block is written using GDALRasterBand::IWriteBlock() on it's corresponding band object. Even if the write fails the block will be marked clean.

**Returns**

CE\_None otherwise the error returned by IWriteBlock().

References MarkClean().

The documentation for this class was generated from the following files:

- gdal\_priv.h
- gdalrasterblock.cpp

## 49.81 GDALRasterizeInfo Struct Reference

**Public Attributes**

- unsigned char \* **pabyChunkBuf**
- int **nXSize**
- int **nYSize**
- int **nBands**
- **GDALDataType** **eType**
- double \* **padfBurnValue**
- GDALBurnValueSrc **eBurnValueSource**

The documentation for this struct was generated from the following file:

- gdal\_alg\_priv.h

## 49.82 GDALRasterPolygonEnumerator Class Reference

**Public Member Functions**

- **GDALRasterPolygonEnumerator** (int nConnectedness=4)
- void **ProcessLine** (GInt32 \*panLastLineVal, GInt32 \*panThisLineVal, GInt32 \*panLastLineId, GInt32 \*panThisLineId, int nXSize)
- void **CompleteMerges** ()
- void **Clear** ()

**Public Attributes**

- GInt32 \* **panPolyIdMap**
- GInt32 \* **panPolyValue**
- int **nNextPolygonId**
- int **nPolyAlloc**
- int **nConnectedness**

The documentation for this class was generated from the following files:

- gdal\_alg\_priv.h
- gdalrasterpolygonenumerator.cpp

## 49.83 GDALReprojectionTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- OGRCoordinateTransformation \* **poForwardTransform**
- OGRCoordinateTransformation \* **poReverseTransform**

The documentation for this struct was generated from the following file:

- gdaltransformer.cpp

## 49.84 GDALRPCInfo Struct Reference

### Public Attributes

- double **dfLINE\_OFF**
- double **dfSAMP\_OFF**
- double **dfLAT\_OFF**
- double **dfLONG\_OFF**
- double **dfHEIGHT\_OFF**
- double **dfLINE\_SCALE**
- double **dfSAMP\_SCALE**
- double **dfLAT\_SCALE**
- double **dfLONG\_SCALE**
- double **dfHEIGHT\_SCALE**
- double **adfLINE\_NUM\_COEFF** [20]
- double **adfLINE\_DEN\_COEFF** [20]
- double **adfSAMP\_NUM\_COEFF** [20]
- double **adfSAMP\_DEN\_COEFF** [20]
- double **dfMIN\_LONG**
- double **dfMIN\_LAT**
- double **dfMAX\_LONG**
- double **dfMAX\_LAT**

The documentation for this struct was generated from the following file:

- **gdal.h**

## 49.85 GDALRPCTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- **GDALRPCInfo sRPC**
- double **adfPLToLatLongGeoTransform** [6]
- int **bReversed**
- double **dfPixErrThreshold**
- double **dfHeightOffset**

The documentation for this struct was generated from the following file:

- gdal\_rpc.cpp

## 49.86 GDALScaledProgressInfo Struct Reference

### Public Attributes

- **GDALProgressFunc pfnProgress**
- void \* **pData**
- double **dfMin**
- double **dfMax**

The documentation for this struct was generated from the following file:

- gdal\_misc.cpp

## 49.87 GDALSlopeAlgData Struct Reference

### Public Attributes

- double **nsres**
- double **ewres**
- double **scale**
- int **slopeFormat**

The documentation for this struct was generated from the following file:

- gdaldem.cpp



## 49.88 GDALTransformerInfo Struct Reference

### Public Attributes

- char **szSignature** [4]
- const char \* **pszClassName**
- **GDALTransformerFunc** **pfnTransform**
- void(\* **pfnCleanup** )(void \*)
- **CPLXMLNode** \*(**pfnSerialize** )(void \*)

The documentation for this struct was generated from the following file:

- **gdal\_alg.h**

## 49.89 GDALWarpKernel Class Reference

Low level image warping class.

```
#include "gdalwarper.h"
```

### Public Member Functions

- **CPLErr Validate** ()  
*Check the settings in the **GDALWarpKernel** (p. ??), and issue a **CPLError()** (p. ??) (and return **CE\_Failure**) if the configuration is considered to be invalid for some reason.*
- **CPLErr PerformWarp** ()  
*This method performs the warp described in the **GDALWarpKernel** (p. ??).*

### Public Attributes

- char \*\* **papszWarpOptions**
- **GDALResampleAlg** **eResample**  
*Resampling algorithm.*
- **GDALDataType** **eWorkingDataType**  
*Working pixel data type.*
- int **nBands**  
*Number of bands.*
- int **nSrcXSize**  
*Source image width in pixels.*
- int **nSrcYSize**  
*Source image height in pixels.*
- **GByte** \*\* **pabySrcImage**  
*Array of source image band data.*

- **GUInt32 \*\* papanBandSrcValid**  
*Per band validity mask for source pixels.*
- **GUInt32 \* panUnifiedSrcValid**  
*Per pixel validity mask for source pixels.*
- **float \* pafUnifiedSrcDensity**  
*Per pixel density mask for source pixels.*
- **int nDstXSize**  
*Width of destination image in pixels.*
- **int nDstYSize**  
*Height of destination image in pixels.*
- **GByte \*\* papabyDstImage**  
*Array of destination image band data.*
- **GUInt32 \* panDstValid**  
*Per pixel validity mask for destination pixels.*
- **float \* pafDstDensity**  
*Per pixel density mask for destination pixels.*
- **double dfXScale**
- **double dfYScale**
- **double dfXFilter**
- **double dfYFilter**
- **int nXRadius**
- **int nYRadius**
- **int nFiltInitX**
- **int nFiltInitY**
- **int nSrcXOff**  
*X offset to source pixel coordinates for transformation.*
- **int nSrcYOff**  
*Y offset to source pixel coordinates for transformation.*
- **int nDstXOff**  
*X offset to destination pixel coordinates for transformation.*
- **int nDstYOff**  
*Y offset to destination pixel coordinates for transformation.*
- **GDALTransformerFunc pfnTransformer**  
*Source/destination location transformer.*
- **void \* pTransformerArg**  
*Callback data for pfnTransformer.*
- **GDALProgressFunc pfnProgress**  
*The function to call to report progress of the algorithm, and to check for a requested termination of the operation.*
- **void \* pProgress**  
*Callback data for pfnProgress.*
- **double dfProgressBase**
- **double dfProgressScale**
- **double \* padfDstNoDataReal**

### 49.89.1 Detailed Description

Low level image warping class.

This class is responsible for low level image warping for one "chunk" of imagery. The class is essentially a structure with all data members public - primarily so that new special-case functions can be added without changing the class declaration.

Applications are normally intended to interactive with warping facilities through the **GDALWarpOperation** (p. ??) class, though the **GDALWarpKernel** (p. ??) can in theory be used directly if great care is taken in setting up the control data.

#### Design Issues

My intention is that **PerformWarp()** (p. ??) would analyse the setup in terms of the datatype, resampling type, and validity/density mask usage and pick one of many specific implementations of the warping algorithm over a continuum of optimization vs. generality. At one end there will be a reference general purpose implementation of the algorithm that supports any data type (working internally in double precision complex), all three resampling types, and any or all of the validity/density masks. At the other end would be highly optimized algorithms for common cases like nearest neighbour resampling on GDT\_Byte data with no masks.

The full set of optimized versions have not been decided but we should expect to have at least:

- One for each resampling algorithm for 8bit data with no masks.
- One for each resampling algorithm for float data with no masks.
- One for each resampling algorithm for float data with any/all masks (essentially the generic case for just float data).
- One for each resampling algorithm for 8bit data with support for input validity masks (per band or per pixel). This handles the common case of nodata masking.
- One for each resampling algorithm for float data with support for input validity masks (per band or per pixel). This handles the common case of nodata masking.

Some of the specializations would operate on all bands in one pass (especially the ones without masking would do this), while others might process each band individually to reduce code complexity.

#### Masking Semantics

A detailed explanation of the semantics of the validity and density masks, and their effects on resampling kernels is needed here.

### 49.89.2 Member Function Documentation

#### 49.89.2.1 CPLErr GDALWarpKernel::PerformWarp ( )

This method performs the warp described in the **GDALWarpKernel** (p. ??).

**Returns**

CE\_None on success or CE\_Failure if an error occurs.

References eResample, eWorkingDataType, GDT\_Byte, GDT\_Float32, GDT\_Int16, GDT\_UInt16, GRA\_Bilinear, GRA\_Cubic, GRA\_CubicSpline, GRA\_NearestNeighbour, nDstXSize, nDstYSize, nSrcXSize, nSrcYSize, pafDstDensity, pafUnifiedSrcDensity, panDstValid, panUnifiedSrcValid, papanBandSrcValid, pfnProgress, pProgress, and Validate().

**49.89.2.2 CPLErr GDALWarpKernel::Validate ( )**

Check the settings in the **GDALWarpKernel** (p. ??), and issue a **CPLERROR()** (p. ??) (and return CE\_Failure) if the configuration is considered to be invalid for some reason.

This method will also do some standard defaulting such as setting pfnProgress to **GDALDummyProgress()** (p. ??) if it is NULL.

**Returns**

CE\_None on success or CE\_Failure if an error is detected.

References eResample.

Referenced by PerformWarp().

**49.89.3 Member Data Documentation****49.89.3.1 GDALResampleAlg GDALWarpKernel::eResample**

Resampling algorithm.

The resampling algorithm to use. One of GRA\_NearestNeighbour, GRA\_Bilinear, or GRA\_Cubic.

This field is required. GDT\_NearestNeighbour may be used as a default value.

Referenced by PerformWarp(), Validate(), and GDALWarpOperation::WarpRegionToBuffer().

**49.89.3.2 GDALDataType GDALWarpKernel::eWorkingDataType**

Working pixel data type.

The datatype of pixels in the source image (papabySrcImage) and destination image (papabyDstImage) buffers. Note that operations on some data types (such as GDT\_Byte) may be much better optimized than other less common cases.

This field is required. It may not be GDT\_Unknown.

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.3 int GDALWarpKernel::nBands

Number of bands.

The number of bands (layers) of imagery being warped. Determines the number of entries in the `papabySrcImage`, `papanBandSrcValid`, and `papabyDstImage` arrays.

This field is required.

Referenced by `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.4 int GDALWarpKernel::nDstXOff

X offset to destination pixel coordinates for transformation.

See `pfnTransformer`.

This field is required.

Referenced by `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.5 int GDALWarpKernel::nDstXSize

Width of destination image in pixels.

This field is required.

Referenced by `PerformWarp()`, and `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.6 int GDALWarpKernel::nDstYOff

Y offset to destination pixel coordinates for transformation.

See `pfnTransformer`.

This field is required.

Referenced by `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.7 int GDALWarpKernel::nDstYSize

Height of destination image in pixels.

This field is required.

Referenced by `PerformWarp()`, and `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.8 int GDALWarpKernel::nSrcXOff

X offset to source pixel coordinates for transformation.

See `pfnTransformer`.

This field is required.

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.9 int GDALWarpKernel::nSrcXSize

Source image width in pixels.

This field is required.

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.10 int GDALWarpKernel::nSrcYOff

Y offset to source pixel coordinates for transformation.

See pfnTransformer.

This field is required.

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.11 int GDALWarpKernel::nSrcYSize

Source image height in pixels.

This field is required.

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.12 float \* GDALWarpKernel::pafDstDensity

Per pixel density mask for destination pixels.

A single density mask layer that applies to the pixels of all destination bands. It contains values between 0.0 and 1.0.

This pointer may be NULL indicating that all pixels have a density of 1.0.

The density for a pixel may be accessed like this:

```
float fDensity = 1.0;
int   nPixel = 3; // zero based
int   nLine = 4;  // zero based

assert( nPixel >= 0 && nPixel < poKern->nDstXSize );
assert( nLine >= 0 && nLine < poKern->nDstYSize );
if( poKern->pafDstDensity != NULL )
    fDensity = poKern->pafDstDensity[nPixel + nLine * poKern->nDstXSize];
```

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

**49.89.3.13 float \* GDALWarpKernel::pafUnifiedSrcDensity**

Per pixel density mask for source pixels.

A single density mask layer that applies to the pixels of all source bands. It contains values between 0.0 and 1.0 indicating the degree to which this pixel should be allowed to contribute to the output result.

This pointer may be NULL indicating that all pixels have a density of 1.0.

The density for a pixel may be accessed like this:

```
float fDensity = 1.0;
int   nPixel = 3; // zero based
int   nLine = 4;  // zero based

assert( nPixel >= 0 && nPixel < poKern->nSrcXSize );
assert( nLine >= 0 && nLine < poKern->nSrcYSize );
if( poKern->pafUnifiedSrcDensity != NULL )
    fDensity = poKern->pafUnifiedSrcDensity
                [nPixel + nLine * poKern->nSrcXSize];
```

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

**49.89.3.14 GUInt32 \* GDALWarpKernel::panDstValid**

Per pixel validity mask for destination pixels.

A single validity mask layer that applies to the pixels of all destination bands. It is accessed similarly to papanUnifiedSrcValid, but based on the size of the destination image.

This pointer may be NULL indicating that all pixels are valid.

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

**49.89.3.15 GUInt32 \* GDALWarpKernel::panUnifiedSrcValid**

Per pixel validity mask for source pixels.

A single validity mask layer that applies to the pixels of all source bands. It is accessed similarly to papanBandSrcValid, but without the extra level of band indirection.

This pointer may be NULL indicating that all pixels are valid.

Note that if both panUnifiedSrcValid, and papanBandSrcValid are available, the pixel isn't considered to be valid unless both arrays indicate it is valid.

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

**49.89.3.16 GByte \*\* GDALWarpKernel::papabyDstImage**

Array of destination image band data.

This is an array of pointers (of size **GDALWarpKernel::nBands** (p. ??)) pointers to image data. Each individual band of image data is organized as a single block of image data in left to right, then bottom to top order. The actual type of the image data is determined by **GDALWarpKernel::eWorkingDataType** (p. ??).

To access the the pixel value for the (x=3,y=4) pixel (zero based) of the second band with eWorkingDataType set to GDT\_Float32 use code like this:

```
float dfPixelValue;
int    nBand = 1; // band indexes are zero based.
int    nPixel = 3; // zero based
int    nLine = 4; // zero based

assert( nPixel >= 0 && nPixel < poKern->nDstXSize );
assert( nLine >= 0 && nLine < poKern->nDstYSize );
assert( nBand >= 0 && nBand < poKern->nBands );
dfPixelValue = ((float *) poKern->papabyDstImage[nBand-1])
               [nPixel + nLine * poKern->nSrcYSize];
```

This field is required.

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.17 int GDALWarpKernel::papabySrcImage

Array of source image band data.

This is an array of pointers (of size **GDALWarpKernel::nBands** (p. ??)) pointers to image data. Each individual band of image data is organized as a single block of image data in left to right, then bottom to top order. The actual type of the image data is determined by **GDALWarpKernel::eWorkingDataType** (p. ??).

To access the the pixel value for the (x=3,y=4) pixel (zero based) of the second band with eWorkingDataType set to GDT\_Float32 use code like this:

```
float dfPixelValue;
int    nBand = 1; // band indexes are zero based.
int    nPixel = 3; // zero based
int    nLine = 4; // zero based

assert( nPixel >= 0 && nPixel < poKern->nSrcXSize );
assert( nLine >= 0 && nLine < poKern->nSrcYSize );
assert( nBand >= 0 && nBand < poKern->nBands );
dfPixelValue = ((float *) poKern->papabySrcImage[nBand-1])
               [nPixel + nLine * poKern->nSrcXSize];
```

This field is required.

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.18 GUInt32\*\* GDALWarpKernel::papanBandSrcValid

Per band validity mask for source pixels.



Array of pixel validity mask layers for each source band. Each of the mask layers is the same size (in pixels) as the source image with one bit per pixel. Note that it is legal (and common) for this to be NULL indicating that none of the pixels are invalidated, or for some band validity masks to be NULL in which case all pixels of the band are valid. The following code can be used to test the validity of a particular pixel.

```
int    bIsValid = TRUE;
int    nBand = 1; // band indexes are zero based.
int    nPixel = 3; // zero based
int    nLine = 4; // zero based

assert( nPixel >= 0 && nPixel < poKern->nSrcXSize );
assert( nLine >= 0 && nLine < poKern->nSrcYSize );
assert( nBand >= 0 && nBand < poKern->nBands );

if( poKern->papanBandSrcValid != NULL
    && poKern->papanBandSrcValid[nBand] != NULL )
{
    GUInt32 *panBandMask = poKern->papanBandSrcValid[nBand];
    int      iPixelOffset = nPixel + nLine * poKern->nSrcXSize;

    bIsValid = panBandMask[iPixelOffset>>5]
               & (0x01 << (iPixelOffset & 0x1f));
}
```

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.19 GDALProgressFunc GDALWarpKernel::pfnProgress

The function to call to report progress of the algorithm, and to check for a requested termination of the operation.

It operates according to **GDALProgressFunc()** (p. ??) semantics.

Generally speaking the progress function will be invoked for each scanline of the destination buffer that has been processed.

This field may be NULL (internally set to **GDALDummyProgress()** (p. ??)).

Referenced by PerformWarp(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.89.3.20 GDALTransformerFunc GDALWarpKernel::pfnTransformer

Source/destination location transformer.

The function to call to transform coordinates between source image pixel/line coordinates and destination image pixel/line coordinates. See **GDALTransformerFunc()** (p. ??) for details of the semantics of this function.

The GDALWarpKern algorithm will only ever use this transformer in "destination to source" mode (bDstToSrc=TRUE), and will always pass partial or complete scanlines of points in the destination image as input. This means, among other things, that it is safe to the the approximating transform **GDALApproxTransform()** (p. ??) as the transformation function.

Source and destination images may be subsets of a larger overall image. The transformation algorithms will expect and return pixel/line coordinates in terms of this larger image, so coordinates need to be offset by the offsets specified in `nSrcXOff`, `nSrcYOff`, `nDstXOff`, and `nDstYOff` before passing to `pfnTransformer`, and after return from it.

The `GDALWarpKernel::pfnTransformerArg` value will be passed as the callback data to this function when it is called.

This field is required.

Referenced by `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.21 void \* GDALWarpKernel::pProgress

Callback data for `pfnProgress`.

This field may be NULL if not required for the `pfnProgress` being used.

Referenced by `PerformWarp()`, and `GDALWarpOperation::WarpRegionToBuffer()`.

#### 49.89.3.22 void \* GDALWarpKernel::pTransformerArg

Callback data for `pfnTransformer`.

This field may be NULL if not required for the `pfnTransformer` being used.

Referenced by `GDALWarpOperation::WarpRegionToBuffer()`.

The documentation for this class was generated from the following files:

- `gdalwarper.h`
- `gdalwarpkernel.cpp`

## 49.90 GDALWarpOperation Class Reference

High level image warping class.

```
#include "gdalwarper.h"
```

### Public Member Functions

- **CPLerr Initialize** (const **GDALWarpOptions** \*psNewOptions)  
*This method initializes the GDALWarpOperation's concept of the warp options in effect.*
- const **GDALWarpOptions** \* **GetOptions** ()
- **CPLerr ChunkAndWarpImage** (int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize)  
*This method does a complete warp of the source image to the destination image for the indicated region with the current warp options in effect.*
- **CPLerr ChunkAndWarpMulti** (int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize)

*This method does a complete warp of the source image to the destination image for the indicated region with the current warp options in effect.*

- CPLErr **WarpRegion** (int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize, int nSrcXOff=0, int nSrcYOff=0, int nSrcXSize=0, int nSrcYSize=0)

*This method requests the indicated region of the output file be generated.*

- CPLErr **WarpRegionToBuffer** (int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize, void \*pDataBuf, **GDALDataType** eBufDataType, int nSrcXOff=0, int nSrcYOff=0, int nSrcXSize=0, int nSrcYSize=0)

*This method requests that a particular window of the output dataset be warped and the result put into the provided data buffer.*

### 49.90.1 Detailed Description

High level image warping class.

#### Warper Design

The overall GDAL high performance image warper is split into a few components.

- The transformation between input and output file coordinates is handled via **GDALTransformerFunc()** (p. ??) implementations such as the one returned by **GDALCreateGenImgProjTransformer()** (p. ??). The transformers are ultimately responsible for translating pixel/line locations on the destination image to pixel/line locations on the source image.
- In order to handle images too large to hold in RAM, the warper needs to segment large images. This is the responsibility of the **GDALWarpOperation** (p. ??) class. The **GDALWarpOperation::ChunkAndWarpImage()** (p. ??) invokes **GDALWarpOperation::WarpRegion()** (p. ??) on chunks of output and input image that are small enough to hold in the amount of memory allowed by the application. This process is described in greater detail in the **Image Chunking** section.
- The **GDALWarpOperation::WarpRegion()** (p. ??) function creates and loads an output image buffer, and then calls **WarpRegionToBuffer()** (p. ??).
- **GDALWarpOperation::WarpRegionToBuffer()** (p. ??) is responsible for loading the source imagery corresponding to a particular output region, and generating masks and density masks from the source and destination imagery using the generator functions found in the **GDALWarpOptions** (p. ??) structure. Binds this all into an instance of **GDALWarpKernel** (p. ??) on which the **GDALWarpKernel::PerformWarp()** (p. ??) method is called.
- **GDALWarpKernel** (p. ??) does the actual image warping, but is given an input image and an output image to operate on. The **GDALWarpKernel** (p. ??) does no IO, and in fact knows nothing about GDAL. It invokes the transformation function to get sample locations, builds output values based on the resampling algorithm in use. It also takes any validity and density masks into account during this operation.

### Chunk Size Selection

The **GDALWarpOptions** (p. ??) **ChunkAndWarpImage()** (p. ??) method is responsible for invoking the **WarpRegion()** (p. ??) method on appropriate sized output chunks such that the memory required for the output image buffer, input image buffer and any required density and validity buffers is less than or equal to the application defined maximum memory available for use.

It checks the memory required by walking the edges of the output region, transforming the locations back into source pixel/line coordinates and establishing a bounding rectangle of source imagery that would be required for the output area. This is actually accomplished by the private **GDALWarpOperation::ComputeSourceWindow()** method.

Then memory requirements are used by totaling the memory required for all output bands, input bands, validity masks and density masks. If this is greater than the **GDALWarpOptions::dfWarpMemoryLimit** (p. ??) then the destination region is divided in two (splitting the longest dimension), and **ChunkAndWarpImage()** (p. ??) recursively invoked on each destination subregion.

### Validity and Density Masks Generation

Fill in ways in which the validity and density masks may be generated here. Note that detailed semantics of the masks should be found in **GDALWarpKernel** (p. ??).

## 49.90.2 Member Function Documentation

### 49.90.2.1 CPLErr GDALWarpOperation::ChunkAndWarpImage ( int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize* )

This method does a complete warp of the source image to the destination image for the indicated region with the current warp options in effect.

Progress is reported to the installed progress monitor, if any.

This function will subdivide the region and recursively call itself until the total memory required to process a region chunk will all fit in the memory pool defined by **GDALWarpOptions::dfWarpMemoryLimit** (p. ??).

Once an appropriate region is selected **GDALWarpOperation::WarpRegion()** (p. ??) is invoked to do the actual work.

### Parameters

<i>nDstXOff</i>	X offset to window of destination data to be produced.
<i>nDstYOff</i>	Y offset to window of destination data to be produced.
<i>nDstXSize</i>	Width of output window on destination file to be produced.
<i>nDstYSize</i>	Height of output window on destination file to be produced.

### Returns

CE\_None on success or CE\_Failure if an error occurs.

References **GDALWarpOptions::pfnProgress**, **GDALWarpOptions::pProgressArg**, and **WarpRe-**

gion().

Referenced by GDALReprojectImage().

**49.90.2.2 CPLErr GDALWarpOperation::ChunkAndWarpMulti ( int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize* )**

This method does a complete warp of the source image to the destination image for the indicated region with the current warp options in effect.

Progress is reported to the installed progress monitor, if any.

Externally this method operates the same as **ChunkAndWarpImage()** (p. ??), but internally this method uses multiple threads to interleave input/output for one region while the processing is being done for another.

#### Parameters

<i>nDstXOff</i>	X offset to window of destination data to be produced.
<i>nDstYOff</i>	Y offset to window of destination data to be produced.
<i>nDstXSize</i>	Width of output window on destination file to be produced.
<i>nDstYSize</i>	Height of output window on destination file to be produced.

#### Returns

CE\_None on success or CE\_Failure if an error occurs.

**49.90.2.3 CPLErr GDALWarpOperation::Initialize ( const GDALWarpOptions \* *psNewOptions* )**

This method initializes the GDALWarpOperation's concept of the warp options in effect.

It creates an internal copy of the **GDALWarpOptions** (p. ??) structure and defaults a variety of additional fields in the internal copy if not set in the provides warp options.

Defaulting operations include:

- If the *nBandCount* is 0, it will be set to the number of bands in the source image (which must match the output image) and the *panSrcBands* and *panDstBands* will be populated.

#### Parameters

<i>psNewOptions</i>	input set of warp options. These are copied and may be destroyed after this call by the application.
---------------------	--

#### Returns

CE\_None on success or CE\_Failure if an error occurs.

References GDALWarpOptions::dfCutlineBlendDist, GDALWarpOptions::dfWarpMemoryLimit, GDALWarpOptions::eWorkingDataType, GDALDataTypesComplex(), GDALDataType-

Union(), GDALGetRasterBand(), GDALGetRasterCount(), GDALGetRasterDataType(), GDT\_Byte, GDT\_Int16, GDT\_Int32, GDT\_UInt16, GDT\_UInt32, GDT\_Unknown, GDALWarpOptions::hCutline, GDALWarpOptions::hDstDS, GDALWarpOptions::hSrcDS, GDALWarpOptions::nBandCount, GDALWarpOptions::padfSrcNoDataImag, GDALWarpOptions::padfSrcNoDataReal, GDALWarpOptions::panDstBands, GDALWarpOptions::panSrcBands, and GDALWarpOptions::papszWarpOptions.

Referenced by GDALCreateWarpOperation(), and GDALReprojectImage().

**49.90.2.4 CPLErr GDALWarpOperation::WarpRegion ( int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize*, int *nSrcXOff* = 0, int *nSrcYOff* = 0, int *nSrcXSize* = 0, int *nSrcYSize* = 0 )**

This method requests the indicated region of the output file be generated.

Note that **WarpRegion()** (p. ??) will produce the requested area in one low level warp operation without verifying that this does not exceed the stated memory limits for the warp operation. Applications should take care not to call **WarpRegion()** (p. ??) on too large a region! This function is normally called by **ChunkAndWarpImage()** (p. ??), the normal entry point for applications. Use it instead if staying within memory constraints is desired.

Progress is reported from 0.0 to 1.0 for the indicated region.

#### Parameters

<i>nDstXOff</i>	X offset to window of destination data to be produced.
<i>nDstYOff</i>	Y offset to window of destination data to be produced.
<i>nDstXSize</i>	Width of output window on destination file to be produced.
<i>nDstYSize</i>	Height of output window on destination file to be produced.
<i>nSrcXOff</i>	source window X offset (computed if window all zero)
<i>nSrcYOff</i>	source window Y offset (computed if window all zero)
<i>nSrcXSize</i>	source window X size (computed if window all zero)
<i>nSrcYSize</i>	source window Y size (computed if window all zero)

#### Returns

CE\_None on success or CE\_Failure if an error occurs.

References GDALWarpOptions::eWorkingDataType, GDALDatasetRasterIO(), GDALFlushCache(), GDALGetDataTypeInfo(), GDT\_Byte, GDT\_CFloat64, GDT\_Float64, GF\_Read, GF\_Write, GDALWarpOptions::hDstDS, GDALWarpOptions::nBandCount, GDALWarpOptions::padfDstNoDataImag, GDALWarpOptions::padfDstNoDataReal, GDALWarpOptions::panDstBands, GDALWarpOptions::papszWarpOptions, and WarpRegionToBuffer().

Referenced by ChunkAndWarpImage().

49.90.2.5 `CPLerr GDALWarpOperation::WarpRegionToBuffer ( int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize, void * pDataBuf, GDALDataType eBufDataType, int nSrcXOff = 0, int nSrcYOff = 0, int nSrcXSize = 0, int nSrcYSize = 0 )`

This method requests that a particular window of the output dataset be warped and the result put into the provided data buffer.

The output dataset doesn't even really have to exist to use this method as long as the transformation function in the **GDALWarpOptions** (p. ??) is setup to map to a virtual pixel/line space.

This method will do the whole region in one chunk, so be wary of the amount of memory that might be used.

#### Parameters

<i>nDstXOff</i>	X offset to window of destination data to be produced.
<i>nDstYOff</i>	Y offset to window of destination data to be produced.
<i>nDstXSize</i>	Width of output window on destination file to be produced.
<i>nDstYSize</i>	Height of output window on destination file to be produced.
<i>pDataBuf</i>	the data buffer to place result in, of type <b>eBufDataType</b> .
<i>eBuf- DataType</i>	the type of the output data buffer. For now this must match <b>GDALWarpOptions::eWorkingDataType</b> (p. ??).
<i>nSrcXOff</i>	source window X offset (computed if window all zero)
<i>nSrcYOff</i>	source window Y offset (computed if window all zero)
<i>nSrcXSize</i>	source window X size (computed if window all zero)
<i>nSrcYSize</i>	source window Y size (computed if window all zero)

#### Returns

CE\_None on success or CE\_Failure if an error occurs.

References **GDALWarpKernel::eResample**, **GDALWarpOptions::eResampleAlg**, **GDALWarpKernel::eWorkingDataType**, **GDALWarpOptions::eWorkingDataType**, **GDALDatasetRasterIO()**, **GDALGetDataTypeSize()**, **GF\_Read**, **GDALWarpOptions::hOutline**, **GDALWarpOptions::hSrcDS**, **GDALWarpOptions::nBandCount**, **GDALWarpKernel::nBands**, **GDALWarpOptions::nDstAlphaBand**, **GDALWarpKernel::nDstXOff**, **GDALWarpKernel::nDstXSize**, **GDALWarpKernel::nDstYOff**, **GDALWarpKernel::nDstYSize**, **GDALWarpOptions::nSrcAlphaBand**, **GDALWarpKernel::nSrcXOff**, **GDALWarpKernel::nSrcXSize**, **GDALWarpKernel::nSrcYOff**, **GDALWarpKernel::nSrcYSize**, **GDALWarpOptions::padfDstNoDataImag**, **GDALWarpOptions::padfDstNoDataReal**, **GDALWarpOptions::padfSrcNoDataImag**, **GDALWarpOptions::padfSrcNoDataReal**, **GDALWarpKernel::pafDstDensity**, **GDALWarpKernel::pafUnifiedSrcDensity**, **GDALWarpKernel::panDstValid**, **GDALWarpOptions::panSrcBands**, **GDALWarpKernel::panUnifiedSrcValid**, **GDALWarpKernel::papabyDstImage**, **GDALWarpKernel::papabySrcImage**, **GDALWarpKernel::papanBandSrcValid**, **GDALWarpOptions::papszWarpOptions**, **GDALWarpOptions::pfnProgress**, **GDALWarpKernel::pfnProgress**, **GDALWarpOptions::pfnTransformer**, **GDALWarpKernel::pfnTransformer**, **GDALWarpKernel::pProgress**, **GDALWarpOptions::pProgressArg**, **GDALWarpOptions::pTransformerArg**, and **GDALWarpKernel::pTransformerArg**.

Referenced by **WarpRegion()**.

The documentation for this class was generated from the following files:

- **gdalwarper.h**
- **gdalwarpoperation.cpp**

## 49.91 GDALWarpOptions Struct Reference

Warp control options for use with **GDALWarpOperation::Initialize()** (p. ??)

```
#include <gdalwarper.h>
```

### Public Attributes

- **char \*\* papszWarpOptions**  
*A string list of additional options controlling the warp operation in name=value format.*
- **double dfWarpMemoryLimit**
- **GDALResampleAlg eResampleAlg**
- **GDALDataType eWorkingDataType**
- **GDALDatasetH hSrcDS**
- **GDALDatasetH hDstDS**
- **int nBandCount**
- **int \* panSrcBands**
- **int \* panDstBands**
- **int nSrcAlphaBand**
- **int nDstAlphaBand**
- **double \* padfSrcNoDataReal**
- **double \* padfSrcNoDataImag**
- **double \* padfDstNoDataReal**
- **double \* padfDstNoDataImag**
- **GDALProgressFunc pfnProgress**
- **void \* pProgressArg**
- **GDALTransformerFunc pfnTransformer**
- **void \* pTransformerArg**
- **GDALMaskFunc \* papfnSrcPerBandValidityMaskFunc**
- **void \*\* papSrcPerBandValidityMaskFuncArg**
- **GDALMaskFunc pfnSrcValidityMaskFunc**
- **void \* pSrcValidityMaskFuncArg**
- **GDALMaskFunc pfnSrcDensityMaskFunc**
- **void \* pSrcDensityMaskFuncArg**
- **GDALMaskFunc pfnDstDensityMaskFunc**
- **void \* pDstDensityMaskFuncArg**
- **GDALMaskFunc pfnDstValidityMaskFunc**
- **void \* pDstValidityMaskFuncArg**
- **CPLErr(\* pfnPreWarpChunkProcessor )(void \*pKern, void \*pArg)**
- **void \* pPreWarpProcessorArg**
- **CPLErr(\* pfnPostWarpChunkProcessor )(void \*pKern, void \*pArg)**
- **void \* pPostWarpProcessorArg**
- **void \* hCutline**
- **double dfCutlineBlendDist**



### 49.91.1 Detailed Description

Warp control options for use with **GDALWarpOperation::Initialize()** (p. ??)

### 49.91.2 Member Data Documentation

#### 49.91.2.1 double GDALWarpOptions::dfCutlineBlendDist

Optional blending distance to apply across cutline in pixels, default is zero.

Referenced by **GDALWarpOperation::Initialize()**.

#### 49.91.2.2 double GDALWarpOptions::dfWarpMemoryLimit

In bytes, 0.0 for internal default

Referenced by **GDALWarpOperation::Initialize()**.

#### 49.91.2.3 GDALResampleAlg GDALWarpOptions::eResampleAlg

Resampling algorithm to use

Referenced by **GDALAutoCreateWarpedVRT()**, **GDALReprojectImage()**, and **GDALWarpOperation::WarpRegionToBuffer()**.

#### 49.91.2.4 GDALDataType GDALWarpOptions::eWorkingDataType

data type to use during warp operation, GDT\_Unknown lets the algorithm select the type

Referenced by **GDALWarpOperation::Initialize()**, **GDALWarpOperation::WarpRegion()**, and **GDALWarpOperation::WarpRegionToBuffer()**.

#### 49.91.2.5 void\* GDALWarpOptions::hCutline

Optional OGRPolygonH for a masking cutline.

Referenced by **GDALWarpOperation::Initialize()**, and **GDALWarpOperation::WarpRegionToBuffer()**.

#### 49.91.2.6 GDALDatasetH GDALWarpOptions::hDstDS

Destination image dataset - may be NULL if only using **GDALWarpOperation::WarpRegionToBuffer()** (p. ??).

Referenced by **GDALCreateWarpedVRT()**, **GDALReprojectImage()**, **GDALWarpOperation::Initialize()**, and **GDALWarpOperation::WarpRegion()**.

#### 49.91.2.7 GDALDatasetH GDALWarpOptions::hSrcDS

Source image dataset.

Referenced by GDALAutoCreateWarpedVRT(), GDALReprojectImage(), VRTWarped-Dataset::GetFileList(), GDALWarpOperation::Initialize(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.8 int GDALWarpOptions::nBandCount

Number of bands to process, may be 0 to select all bands.

Referenced by GDALAutoCreateWarpedVRT(), GDALCreateWarpedVRT(), GDALReprojectImage(), GDALWarpOperation::Initialize(), GDALWarpOperation::WarpRegion(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.9 int GDALWarpOptions::nDstAlphaBand

The dest. band so use as an alpha (transparency) value, 0=disabled

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.10 int GDALWarpOptions::nSrcAlphaBand

The source band so use as an alpha (transparency) value, 0=disabled

Referenced by GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.11 double\* GDALWarpOptions::padfDstNoDataImag

The "nodata" value imaginary component - may be NULL even if real component is provided.

Referenced by GDALWarpOperation::WarpRegion(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.12 double\* GDALWarpOptions::padfDstNoDataReal

The "nodata" value real component for each output band, if NULL there isn't one

Referenced by GDALWarpOperation::WarpRegion(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.13 double\* GDALWarpOptions::padfSrcNoDataImag

The "nodata" value imaginary component - may be NULL even if real component is provided.

Referenced by GDALReprojectImage(), GDALWarpOperation::Initialize(), and GDALWarpOperation::WarpRegionToBuffer().

**49.91.2.14 double\* GDALWarpOptions::padfSrcNoDataReal**

The "nodata" value real component for each input band, if NULL there isn't one

Referenced by GDALReprojectImage(), GDALWarpOperation::Initialize(), and GDALWarpOperation::WarpRegionToBuffer().

**49.91.2.15 int\* GDALWarpOptions::panDstBands**

The band numbers for the destination bands to process (1 based)

Referenced by GDALAutoCreateWarpedVRT(), GDALReprojectImage(), GDALWarpOperation::Initialize(), and GDALWarpOperation::WarpRegion().

**49.91.2.16 int\* GDALWarpOptions::panSrcBands**

The band numbers for the source bands to process (1 based)

Referenced by GDALAutoCreateWarpedVRT(), GDALReprojectImage(), GDALWarpOperation::Initialize(), and GDALWarpOperation::WarpRegionToBuffer().

**49.91.2.17 char \*\* GDALWarpOptions::papszWarpOptions**

A string list of additional options controlling the warp operation in name=value format.

A suitable string list can be prepared with **CSLSetNameValue()** (p. ??).

The following values are currently supported:

- **INIT\_DEST=[value] or INIT\_DEST=NO\_DATA**: This option forces the destination image to be initialized to the indicated value (for all bands) or indicates that it should be initialized to the NO\_DATA value in padfDstNoDataReal/padfDstNoDataImag. If this value isn't set the destination image will be read and overlaid.
- **WRITE\_FLUSH=YES/NO**: This option forces a flush to disk of data after each chunk is processed. In some cases this helps ensure a serial writing of the output data otherwise a block of data may be written to disk each time a block of data is read for the input buffer resulting in a lot of extra seeking around the disk, and reduced IO throughput. The default at this time is NO.
- **SKIP\_NOSOURCE=YES/NO**: Skip all processing for chunks for which there is no corresponding input data. This will disable initializing the destination (INIT\_DEST) and all other processing, and so should be used carefully. Mostly useful to short circuit a lot of extra work in mosaicing situations.
- **UNIFIED\_SRC\_NODATA=YES/[NO]**: By default nodata masking values considered independently for each band. However, sometimes it is desired to treat all bands as nodata if and only if, all bands match the corresponding nodata values. To get this behavior set this option to YES.

Normally when computing the source raster data to load to generate a particular output area, the warper samples transforms 21 points along each edge of the destination region back onto the source file, and uses this to compute a bounding window on the source image that is sufficient. Depending on the transformation in effect, the source window may be a bit too small, or even missing large areas. Problem situations are those where the transformation is very non-linear or "inside out". Examples are transforming from WGS84 to Polar Stereographic for areas around the pole, or transformations where some of the image is untransformable. The following options provide some additional control to deal with errors in computing the source window:

- **SAMPLE\_GRID=YES/NO**: Setting this option to YES will force the sampling to include internal points as well as edge points which can be important if the transformation is esoteric inside out, or if large sections of the destination image are not transformable into the source coordinate system.
- **SAMPLE\_STEPS**: Modifies the density of the sampling grid. The default number of steps is 21. Increasing this can increase the computational cost, but improves the accuracy with which the source region is computed.
- **SOURCE\_EXTRA**: This is a number of extra pixels added around the source window for a given request, and by default it is 1 to take care of rounding error. Setting this larger will increase the amount of data that needs to be read, but can avoid missing source data.
- **CUTLINE**: This may contain the WKT geometry for a cutline. It will be converted into a geometry by **GDALWarpOperation::Initialize()** (p. ??) and assigned to the **GDALWarpOptions** (p. ??) **hCutline** field.
- **CUTLINE\_BLEND\_DIST**: This may be set with a distance in pixels which will be assigned to the **dfCutlineBlendDist** field in the **GDALWarpOptions** (p. ??).
- **CUTLINE\_ALL\_TOUCHED**: This defaults to FALSE, but may be set to TRUE to enable ALL\_TOUCHED mode when rasterizing cutline polygons. This is useful to ensure that that all pixels overlapping the cutline polygon will be selected, not just those whose center point falls within the polygon.
- **OPTIMIZE\_SIZE**: This defaults to FALSE, but may be set to TRUE when outputting typically to a compressed dataset (GeoTIFF with COMPRESSED creation option set for example) for achieving a smaller file size. This is achieved by writing at once data aligned on full blocks of the target dataset, which avoids partial writes of compressed blocks and lost space when they are rewritten at the end of the file. However sticking to target block size may cause major processing slowdown for some particular reprojections.

Referenced by **GDALWarpOperation::Initialize()**, **GDALWarpOperation::WarpRegion()**, and **GDALWarpOperation::WarpRegionToBuffer()**.

#### 49.91.2.18 GDALProgressFunc GDALWarpOptions::pfnProgress

**GDALProgressFunc()** (p. ??) compatible progress reporting function, or NULL if there isn't one.

Referenced by GDALWarpOperation::ChunkAndWarpImage(), GDALReprojectImage(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.19 GDALTransformerFunc GDALWarpOptions::pfnTransformer

Type of spatial point transformer function

Referenced by GDALAutoCreateWarpedVRT(), GDALReprojectImage(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.20 void\* GDALWarpOptions::pProgressArg

Callback argument to be passed to pfnProgress.

Referenced by GDALWarpOperation::ChunkAndWarpImage(), GDALReprojectImage(), and GDALWarpOperation::WarpRegionToBuffer().

#### 49.91.2.21 void\* GDALWarpOptions::pTransformerArg

Handle to image transformer setup structure

Referenced by GDALAutoCreateWarpedVRT(), GDALReprojectImage(), and GDALWarpOperation::WarpRegionToBuffer().

The documentation for this struct was generated from the following files:

- **gdalwarper.h**
- **gdalwarper.cpp**

## 49.92 GetMetadataElt Struct Reference

### Public Attributes

- char \* **pszDomain**
- char \*\* **papszMetadata**

The documentation for this struct was generated from the following file:

- **gdalproxypool.cpp**

## 49.93 GetMetadataltemElt Struct Reference

### Public Attributes

- char \* **pszName**
- char \* **pszDomain**
- char \* **pszMetadataltem**

The documentation for this struct was generated from the following file:

- gdalproxypool.cpp

## 49.94 GWKResampleWrkStruct Struct Reference

### Public Attributes

- double \* **padfWeightsX**
- char \* **panCalcX**
- double \* **padfRowDensity**
- double \* **padfRowReal**
- double \* **padfRowImag**

The documentation for this struct was generated from the following file:

- gdalwarpkernel.cpp

## 49.95 GZipSnapshot Struct Reference

### Public Attributes

- vsi\_l\_offset **uncompressed\_pos**
- z\_stream **stream**
- uLong **crc**
- int **transparent**
- vsi\_l\_offset **in**
- vsi\_l\_offset **out**

The documentation for this struct was generated from the following file:

- cpl\_vsil\_gzip.cpp

## 49.96 MATRIX Struct Reference

### Public Attributes

- int **n**
- double \* **v**

The documentation for this struct was generated from the following file:

- gdal\_crs.c

## 49.97 NamedColor Struct Reference

### Public Attributes

- const char \* **name**
- float **r**
- float **g**
- float **b**

The documentation for this struct was generated from the following file:

- gdaldem.cpp

## 49.98 OGRContourWriterInfo Struct Reference

### Public Attributes

- void \* **hLayer**
- double **adfGeoTransform** [6]
- int **nElevField**
- int **nIDField**
- int **nNextID**

The documentation for this struct was generated from the following file:

- gdal\_alg.h

## 49.99 ParseContext Struct Reference

### Public Attributes

- const char \* **pszInput**

- int **nInputOffset**
- int **nInputLine**
- int **blnElement**
- XMLTokenType **eTokenType**
- char \* **pszToken**
- size\_t **nTokenMaxSize**
- size\_t **nTokenSize**
- int **nStackMaxSize**
- int **nStackSize**
- StackContext \* **papsStack**
- CPLXMLNode \* **psFirstNode**
- CPLXMLNode \* **psLastNode**

The documentation for this struct was generated from the following file:

- cpl\_minixml.cpp

## 49.100 RPolygon Class Reference

### Public Member Functions

- **RPolygon** (int nValue)
- void **AddSegment** (int x1, int y1, int x2, int y2)
- void **Dump** ()
- void **Coalesce** ()
- void **Merge** (int iBaseString, int iSrcString, int iDirection)

### Public Attributes

- int **nPolyValue**
- int **nLastLineUpdated**
- std::vector< std::vector< int > > **aanXY**

The documentation for this class was generated from the following file:

- polygonize.cpp

## 49.101 SharedDatasetCtxt Struct Reference

### Public Attributes

- GIntBig **nPID**
- char \* **pszDescription**



- **GDALAccess eAccess**
- **GDALDataset \* poDS**

The documentation for this struct was generated from the following file:

- gdaldataset.cpp

## 49.102 StackContext Struct Reference

### Public Attributes

- **CPLXMLNode \* psFirstNode**
- **CPLXMLNode \* psLastChild**

The documentation for this struct was generated from the following file:

- cpl\_minixml.cpp

## 49.103 tm\_unz\_s Struct Reference

### Public Attributes

- **uint tm\_sec**
- **uint tm\_min**
- **uint tm\_hour**
- **uint tm\_mday**
- **uint tm\_mon**
- **uint tm\_year**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.h

## 49.104 TPSTransformInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo sTI**
- **VizGeorefSpline2D \* poForward**
- **VizGeorefSpline2D \* poReverse**
- **int bReversed**
- **int nGCPCount**

- **GDAL\_GCP \* pasGCPList**

The documentation for this struct was generated from the following file:

- gdal\_tps.cpp

## 49.105 unz\_file\_info\_internal\_s Struct Reference

### Public Attributes

- uLong64 **offset\_curfile**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.cpp

## 49.106 unz\_file\_info\_s Struct Reference

### Public Attributes

- uLong **version**
- uLong **version\_needed**
- uLong **flag**
- uLong **compression\_method**
- uLong **dosDate**
- uLong **crc**
- uLong64 **compressed\_size**
- uLong64 **uncompressed\_size**
- uLong **size\_filename**
- uLong **size\_file\_extra**
- uLong **size\_file\_comment**
- uLong **disk\_num\_start**
- uLong **internal\_fa**
- uLong **external\_fa**
- **tm\_unz** **tmu\_date**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.h

## 49.107 unz\_file\_pos\_s Struct Reference

### Public Attributes

- uLong64 **pos\_in\_zip\_directory**
- uLong64 **num\_of\_file**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.h

## 49.108 unz\_global\_info\_s Struct Reference

### Public Attributes

- uLong64 **number\_entry**
- uLong **size\_comment**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.h

## 49.109 unz\_s Struct Reference

### Public Attributes

- **zlib\_filefunc\_def** **z\_filefunc**
- voidpf **filestream**
- **unz\_global\_info** **gi**
- uLong64 **byte\_before\_the\_zipfile**
- uLong64 **num\_file**
- uLong64 **pos\_in\_central\_dir**
- uLong64 **current\_file\_ok**
- uLong64 **central\_pos**
- uLong64 **size\_central\_dir**
- uLong64 **offset\_central\_dir**
- **unz\_file\_info** **cur\_file\_info**
- **unz\_file\_info\_internal** **cur\_file\_info\_internal**
- **file\_in\_zip\_read\_info\_s** \* **pfile\_in\_zip\_read**
- int **encrypted**
- int **isZip64**

The documentation for this struct was generated from the following file:

- cpl\_minizip\_unzip.cpp

## 49.110 VizGeorefSpline2D Class Reference

### Public Member Functions

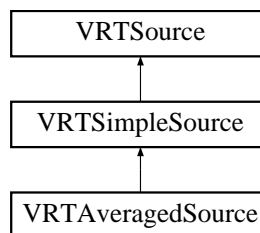
- **VizGeorefSpline2D** (int nof\_vars=1)
- int **get\_nof\_points** ()
- void **set\_tol** (double tx, double ty)
- void **get\_tol** (double &tx, double &ty)
- vizGeorefInterType **get\_interpolation\_type** ()
- void **dump\_data\_points** ()
- int **delete\_list** ()
- void **grow\_points** ()
- int **add\_point** (const double Px, const double Py, const double \*Pvars)
- int **delete\_point** (const double Px, const double Py)
- int **get\_point** (const double Px, const double Py, double \*Pvars)
- bool **get\_xy** (int index, double &x, double &y)
- bool **change\_point** (int index, double x, double y, double \*Pvars)
- void **reset** (void)
- int **solve** (void)

The documentation for this class was generated from the following files:

- thinplatespline.h
- thinplatespline.cpp

## 49.111 VRTAveragedSource Class Reference

Inheritance diagram for VRTAveragedSource:



### Public Member Functions

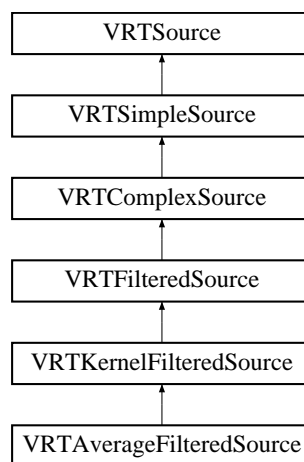
- virtual CPLErr **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsources.cpp

## 49.112 VRTAverageFilteredSource Class Reference

Inheritance diagram for VRTAverageFilteredSource:



### Public Member Functions

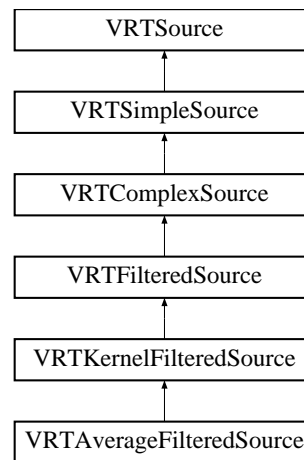
- **VRTAverageFilteredSource** (int nKernelSize)
- virtual **CPL**Err **XMLInit** (**CPLXMLNode** \*psTree, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)

The documentation for this class was generated from the following file:

- vrtdataset.h

## 49.113 VRTComplexSource Class Reference

Inheritance diagram for VRTComplexSource:



### Public Member Functions

- virtual CPLErr **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- double **LookupValue** (double dfInput)

### Public Attributes

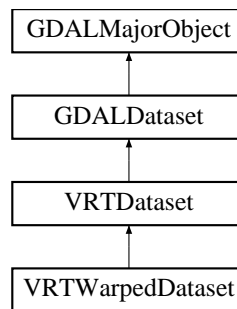
- int **bDoScaling**
- double **dfScaleOff**
- double **dfScaleRatio**
- double \* **padfLUTInputs**
- double \* **padfLUTOutputs**
- int **nLUTItemCount**
- int **nColorTableComponent**

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsources.cpp

## 49.114 VRTDataset Class Reference

Inheritance diagram for VRTDataset:



### Public Member Functions

- **VRTDataset** (int nXSize, int nYSize)
- void **SetNeedsFlush** ()
- virtual void **FlushCache** ()  
*Flush all write cached data to disk.*
- void **SetWritable** (int bWritable)
- virtual const char \* **GetProjectionRef** (void)  
*Fetch the projection definition string for this dataset.*
- virtual CPLerr **SetProjection** (const char \*)  
*Set the projection reference string for this dataset.*
- virtual CPLerr **GetGeoTransform** (double \*)  
*Fetch the affine transformation coefficients.*
- virtual CPLerr **SetGeoTransform** (double \*)  
*Set the affine transformation coefficients.*
- virtual CPLerr **SetMetadata** (char \*\*papszMD, const char \*pszDomain="")  
*Set metadata.*
- virtual CPLerr **SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")  
*Set single metadata item.*
- virtual int **GetGCPCount** ()  
*Get number of GCPs.*
- virtual const char \* **GetGCPProjection** ()  
*Get output projection for GCPs.*
- virtual const **GDAL\_GCP** \* **GetGCPs** ()  
*Fetch GCPs.*
- virtual CPLerr **SetGCPs** (int nGCPCount, const **GDAL\_GCP** \*pasGCPList, const char \*pszGCPProjection)  
*Assign GCPs.*
- virtual CPLerr **AddBand** (**GDALDataType** eType, char \*\*papszOptions=NULL)  
*Add a band to a dataset.*
- virtual char \*\* **GetFileList** ()

*Fetch files forming dataset.*

- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)

## Static Public Member Functions

- static int **Identify** (**GDALOpenInfo** \*)
- static **GDALDataset** \* **Open** (**GDALOpenInfo** \*)
- static **GDALDataset** \* **OpenXML** (const char \*, const char \*=NULL, **GDALAccess** eAccess=GA\_ReadOnly)
- static **GDALDataset** \* **Create** (const char \*pszName, int nXSize, int nYSize, int nBands, **GDALDataType** eType, char \*\*papszOptions)
- static CPLErr **Delete** (const char \*pszFilename)

## 49.114.1 Member Function Documentation

49.114.1.1 **CPLErr VRTDataset::AddBand** ( **GDALDataType** *eType*, char \*\* *papszOptions* = NULL ) [virtual]

Add a band to a dataset.

This method will add a new band to the dataset if the underlying format supports this action. Most formats do not.

Note that the new **GDALRasterBand** (p. ??) is not returned. It may be fetched after successful completion of the method by calling **GDALDataset::GetRasterBand** (p. ??)(**GDALDataset::GetRasterCount**() (p. ??)-1) as the newest band will always be the last band.

### Parameters

<i>eType</i>	the data type of the pixels in the new band.
<i>papszOptions</i>	a list of NAME=VALUE option strings. The supported options are format specific. NULL may be passed by default.

### Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **VRTWarpedDataset** (p. ??).

References **GDALGetDataTypeSize**(), **GDALDataset::GetRasterCount**(), **GDALDataset::GetRasterXSize**(), and **GDALDataset::GetRasterYSize**().

49.114.1.2 **void VRTDataset::FlushCache** ( void ) [virtual]

Flush all write cached data to disk.



Any raster (or other GDAL) data written via GDAL calls, but buffered internally will be written to disk.

Using this method does not prevent use from calling **GDALClose()** (p. ??) to properly close a dataset and ensure that important data not addressed by **FlushCache()** (p. ??) is written in the file.

This method is the same as the C function **GDALFlushCache()** (p. ??).

Reimplemented from **GDALDataset** (p. ??).

References **CPLGetPath()**, **GDALMajorObject::GetDescription()**, **VSIFCloseL()**, **VSIFOpenL()**, and **VSIFWriteL()**.

#### 49.114.1.3 `char ** VRTDataset::GetFileList( void ) [virtual]`

Fetch files forming dataset.

Returns a list of files believed to be part of this dataset. If it returns an empty list of files it means there is believed to be no local file system files associated with the dataset (for instance a virtual dataset). The returned file list is owned by the caller and should be deallocated with **CSLDestroy()** (p. ??).

The returned filenames will normally be relative or absolute paths depending on the path used to originally open the dataset.

This method is the same as the C **GDALGetFileList()** (p. ??) function.

#### Returns

NULL or a NULL terminated array of file names.

Reimplemented from **GDALDataset** (p. ??).

Reimplemented in **VRTWarpedDataset** (p. ??).

#### 49.114.1.4 `int VRTDataset::GetGCPCount( ) [virtual]`

Get number of GCPs.

This method is the same as the C function **GDALGetGCPCount()** (p. ??).

#### Returns

number of GCPs for this dataset. Zero if there are none.

Reimplemented from **GDALDataset** (p. ??).

#### 49.114.1.5 `const char * VRTDataset::GetGCPProjection( ) [virtual]`

Get output projection for GCPs.

This method is the same as the C function **GDALGetGCPProjection()** (p. ??).

The projection string follows the normal rules from **GetProjectionRef()** (p. ??).

**Returns**

internal projection string or "" if there are no GCPs.

Reimplemented from **GDALDataset** (p. ??).

49.114.1.6 **const GDAL\_GCP \*VRTDataset::GetGCPs( )** [virtual]

Fetch GCPs.

This method is the same as the C function **GDALGetGCPs()** (p. ??).

**Returns**

pointer to internal GCP structure list. It should not be modified, and may change on the next GDAL call.

Reimplemented from **GDALDataset** (p. ??).

49.114.1.7 **CPLerr VRTDataset::GetGeoTransform( double \* *padfTransform* )** [virtual]

Fetch the affine transformation coefficients.

Fetches the coefficients for transforming between pixel/line (P,L) raster space, and projection coordinates (Xp,Yp) space.

```
Xp = padfTransform[0] + P*padfTransform[1] + L*padfTransform[2];
Yp = padfTransform[3] + P*padfTransform[4] + L*padfTransform[5];
```

In a north up image, `padfTransform[1]` is the pixel width, and `padfTransform[5]` is the pixel height. The upper left corner of the upper left pixel is at position (`padfTransform[0]`,`padfTransform[3]`).

The default transform is (0,1,0,0,0,1) and should be returned even when a `CE_Failure` error is returned, such as for formats that don't support transformation to projection coordinates.

NOTE: **GetGeoTransform()** (p. ??) isn't expressive enough to handle the variety of OGC Grid Coverages pixel/line to projection transformation schemes. Eventually this method will be depreciated in favour of a more general scheme.

This method does the same thing as the C **GDALGetGeoTransform()** (p. ??) function.

**Parameters**

<i>padfTransform</i>	an existing six double buffer into which the transformation will be placed.
----------------------	---

**Returns**

`CE_None` on success, or `CE_Failure` if no transform can be fetched.

Reimplemented from **GDALDataset** (p. ??).

**49.114.1.8** `const char * VRTDataset::GetProjectionRef ( void )` [virtual]

Fetch the projection definition string for this dataset.

Same as the C function **GDALGetProjectionRef()** (p. ??).

The returned string defines the projection coordinate system of the image in OpenGIS WKT format. It should be suitable for use with the **OGRSpatialReference** class.

When a projection definition is not available an empty (but not NULL) string is returned.

### Returns

a pointer to an internal projection reference string. It should not be altered, freed or expected to last for long.

### See also

[http://www.gdal.org/ogr/osr\\_tutorial.html](http://www.gdal.org/ogr/osr_tutorial.html)

Reimplemented from **GDALDataset** (p. ??).

**49.114.1.9** `CPLErr VRTDataset::SetGCPs ( int nGCPCount, const GDAL_GCP * pasGCPList, const char * pszGCPProjection )` [virtual]

Assign GCPs.

This method is the same as the C function **GDALSetGCPs()** (p. ??).

This method assigns the passed set of GCPs to this dataset, as well as setting their coordinate system. Internally copies are made of the coordinate system and list of points, so the caller remains responsible for deallocating these arguments if appropriate.

Most formats do not support setting of GCPs, even formats that can handle GCPs. These formats will return **CE\_Failure**.

### Parameters

<i>nGCPCount</i>	number of GCPs being assigned.
<i>pasGCPList</i>	array of GCP structures being assign (nGCPCount in array).
<i>pszGCPProjection</i>	the new OGC WKT coordinate system to assign for the GCP output coordinates. This parameter should be "" if no output coordinate system is known.

### Returns

**CE\_None** on success, **CE\_Failure** on failure (including if action is not supported for this format).

Reimplemented from **GDALDataset** (p. ??).

#### 49.114.1.10 CPL Err VRTDataset::SetGeoTransform ( double \* ) [virtual]

Set the affine transformation coefficients.

See **GetGeoTransform()** (p. ??) for details on the meaning of the padfTransform coefficients.

This method does the same thing as the C **GDALSetGeoTransform()** (p. ??) function.

##### Parameters

<i>padfTransform</i>	a six double buffer containing the transformation coefficients to be written with the dataset.
----------------------	--

##### Returns

CE\_None on success, or CE\_Failure if this transform cannot be written.

Reimplemented from **GDALDataset** (p. ??).

Referenced by GDALCreateWarpedVRT().

#### 49.114.1.11 CPL Err VRTDataset::SetMetadata ( char \*\* papszMetadataIn, const char \* pszDomain = " " ) [virtual]

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

##### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

##### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

#### 49.114.1.12 CPL Err VRTDataset::SetMetadataItem ( const char \* pszName, const char \* pszValue, const char \* pszDomain = " " ) [virtual]

Set single metadata item.

The C function **GDALSetMetadataItem()** (p. ??) does the same thing as this method.

##### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
----------------	---

<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

**Returns**

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

**49.114.1.13 CPLErr VRTDataset::SetProjection ( const char \* ) [virtual]**

Set the projection reference string for this dataset.

The string should be in OGC WKT or PROJ.4 format. An error may occur because of incorrectly specified projection strings, because the dataset is not writable, or because the dataset does not support the indicated projection. Many formats do not support writing projections.

This method is the same as the C **GDALSetProjection()** (p. ??) function.

**Parameters**

<i>pszProjection</i>	projection reference string.
----------------------	------------------------------

**Returns**

CE\_Failure if an error occurs, otherwise CE\_None.

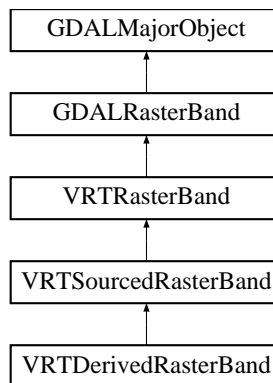
Reimplemented from **GDALDataset** (p. ??).

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtdataset.cpp

**49.115 VRTDerivedRasterBand Class Reference**

Inheritance diagram for VRTDerivedRasterBand:



### Public Member Functions

- **VRTDerivedRasterBand** (**GDALDataset** \*poDS, int nBand)
- **VRTDerivedRasterBand** (**GDALDataset** \*poDS, int nBand, **GDALDataType** eType, int nXSize, int nYSize)
- virtual **CPL**Err **IRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)  
*Read/write a region of image data for this band.*
- void **SetPixelFunctionName** (const char \*pszFuncName)  
*Set the pixel function name to be applied to this derived band.*
- void **SetSourceTransferType** (**GDALDataType** eDataType)  
*Set the transfer type to be used to obtain pixel information from all of the sources.*
- virtual **CPL**Err **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)

### Static Public Member Functions

- static **CPL**Err **AddPixelFunction** (const char \*pszFuncName, **GDALDerivedPixelFunc** pfnPixelFunc)  
*This adds a pixel function to the global list of available pixel functions for derived bands.*
- static **GDALDerivedPixelFunc** **GetPixelFunction** (const char \*pszFuncName)  
*Get a pixel function previously registered using the global AddPixelFunction.*

### Public Attributes

- char \* **pszFuncName**
- **GDALDataType** **eSourceTransferType**

### 49.115.1 Member Function Documentation

49.115.1.1 `CPLerr VRTDerivedRasterBand::AddPixelFunction ( const char * pszFuncName,  
GDALDerivedPixelFunc pfnNewFunction ) [static]`

This adds a pixel function to the global list of available pixel functions for derived bands.

This is the same as the c function **GDALAddDerivedBandPixelFunc()** (p. ??)

#### Parameters

<i>pszFunc-Name</i>	Name used to access pixel function
<i>pfnNew-Function</i>	Pixel function associated with name. An existing pixel function registered with the same name will be replaced with the new one.

#### Returns

CE\_None, invalid (NULL) parameters are currently ignored.

References GDALAddDerivedBandPixelFunc().

49.115.1.2 `GDALDerivedPixelFunc VRTDerivedRasterBand::GetPixelFunction ( const char *  
pszFuncName ) [static]`

Get a pixel function previously registered using the global AddPixelFunction.

#### Parameters

<i>pszFunc-Name</i>	The name associated with the pixel function.
---------------------	--

#### Returns

A derived band pixel function, or NULL if none have been registered for pszFunc-Name.

Referenced by IRasterIO().

49.115.1.3 `CPLerr VRTDerivedRasterBand::IRasterIO ( GDALRWFlag eRWFlag, int nXOff,  
int nYOff, int nXSize, int nYSize, void * pData, int nBufXSize, int nBufYSize,  
GDALDataType eBufType, int nPixelSpace, int nLineSpace ) [virtual]`

Read/write a region of image data for this band.

Each of the sources for this derived band will be read and passed to the derived band pixel function. The pixel function is responsible for applying whatever algorithm is necessary to generate this band's pixels from the sources.

The sources will be read using the transfer type specified for sources using **SetSource-TransferType()** (p. ??). If no transfer type has been set for this derived band, the band's data type will be used as the transfer type.

**See also**

gdalrasterband

**Parameters**

<i>eRWFlag</i>	Either GF_Read to read a region of data, or GT_Write to write a region of data.
<i>nXOff</i>	The pixel offset to the top left corner of the region of the band to be accessed. This would be zero to start from the left side.
<i>nYOff</i>	The line offset to the top left corner of the region of the band to be accessed. This would be zero to start from the top.
<i>nXSize</i>	The width of the region of the band to be accessed in pixels.
<i>nYSize</i>	The height of the region of the band to be accessed in lines.
<i>pData</i>	The buffer into which the data should be read, or from which it should be written. This buffer must contain at least nBufXSize * nBufYSize words of type eBufType. It is organized in left to right, top to bottom pixel order. Spacing is controlled by the nPixelSpace, and nLineSpace parameters.
<i>nBufXSize</i>	The width of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>nBufYSize</i>	The height of the buffer image into which the desired region is to be read, or from which it is to be written.
<i>eBufType</i>	The type of the pixel values in the pData data buffer. The pixel values will automatically be translated to/from the <b>GDALRasterBand</b> (p. ??) data type as needed.
<i>nPixelSpace</i>	The byte offset from the start of one pixel value in pData to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype eBufType is used.
<i>nLineSpace</i>	The byte offset from the start of one scanline in pData to the start of the next. If defaulted the size of the datatype eBufType * nBufXSize is used.

**Returns**

CE\_Failure if the access fails, otherwise CE\_None.

Reimplemented from **VRTSourcedRasterBand** (p. ??).

References GDALGetDataTypeInfo(), GDT\_Float64, GDT\_Unknown, GDALRasterBand::GetOverviewCount(), GetPixelFunction(), and GF\_Write.

**49.115.1.4 void VRTDerivedRasterBand::SetPixelFunctionName ( const char \* pszFuncName )**

Set the pixel function name to be applied to this derived band.

The name should match a pixel function registered using AddPixelFunction.

**Parameters**

<i>pszFuncName</i>	Name of pixel function to be applied to this derived band.
--------------------	--



49.115.1.5 void VRTDerivedRasterBand::SetSourceTransferType ( GDALDataType *eDataType* )

Set the transfer type to be used to obtain pixel information from all of the sources.

If unset, the transfer type used will be the same as the derived band data type. This makes it possible, for example, to pass CFloat32 source pixels to the pixel function, even if the pixel function generates a raster for a derived band that is of type Byte.

#### Parameters

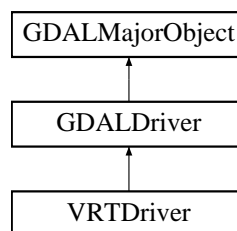
<i>eDataType</i>	Data type to use to obtain pixel information from the sources to be passed to the derived band pixel function.
------------------	--

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtderivedrasterband.cpp

## 49.116 VRTDriver Class Reference

Inheritance diagram for VRTDriver:



#### Public Member Functions

- virtual char \*\* **GetMetadata** (const char \*pszDomain="")  
*Fetch metadata.*
- virtual CPLErr **SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")  
*Set metadata.*
- **VRTSource** \* **ParseSource** (CPLXMLNode \*psSrc, const char \*pszVRTPath)
- void **AddSourceParser** (const char \*pszElementName, VRTSourceParser pfnParser)

#### Public Attributes

- char \*\* **papszSourceParsers**

### 49.116.1 Member Function Documentation

49.116.1.1 `char **VRTDriver::GetMetadata ( const char * pszDomain = " " ) [virtual]`

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

#### Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

#### Returns

NULL or a string list.

Reimplemented from **GDALMajorObject** (p. ??).

49.116.1.2 `CPLerr VRTDriver::SetMetadata ( char ** papszMetadataIn, const char * pszDomain = " " ) [virtual]`

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

#### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

#### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

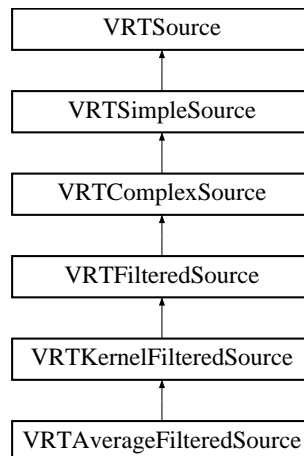
Reimplemented from **GDALMajorObject** (p. ??).

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtdriver.cpp

## 49.117 VRTFilteredSource Class Reference

Inheritance diagram for VRTFilteredSource:



### Public Member Functions

- void **SetExtraEdgePixels** (int)
- void **SetFilteringDataTypesSupported** (int, **GDALDataType** \*)
- virtual CPLErr **FilterData** (int nXSize, int nYSize, **GDALDataType** eType, GByte \*pabySrcData, GByte \*pabyDstData)=0
- virtual CPLErr **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)

### Protected Attributes

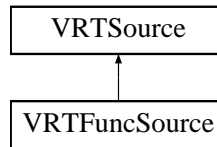
- int **nSupportedTypesCount**
- **GDALDataType** **aeSupportedTypes** [20]
- int **nExtraEdgePixels**

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtfilters.cpp

## 49.118 VRTFuncSource Class Reference

Inheritance diagram for VRTFuncSource:



### Public Member Functions

- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)

### Public Attributes

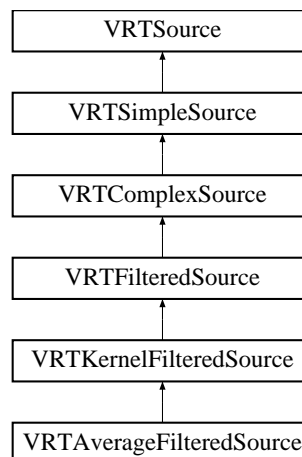
- VRTImageReadFunc **pfnReadFunc**
- void \* **pCBData**
- **GDALDataType** **eType**
- float **fNoDataValue**

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsources.cpp

## 49.119 VRTKernelFilteredSource Class Reference

Inheritance diagram for VRTKernelFilteredSource:



### Public Member Functions

- virtual CPLErr **XMLInit** (**CPLXMLNode** \*psTree, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **FilterData** (int nXSize, int nYSize, **GDALDataType** eType, GByte \*pabySrcData, GByte \*pabyDstData)
- CPLErr **SetKernel** (int nKernelSize, double \*padfCoefs)
- void **SetNormalized** (int)

### Protected Attributes

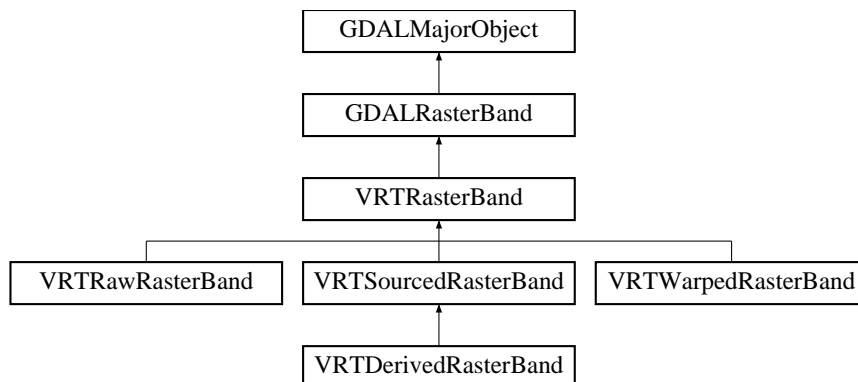
- int **nKernelSize**
- double \* **padfKernelCoefs**
- int **bNormalized**

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtfilters.cpp

## 49.120 VRTRasterBand Class Reference

Inheritance diagram for VRTRasterBand:



### Public Member Functions

- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **SetNoDataValue** (double)  
*Set the no data value for this band.*
- virtual double **GetNoDataValue** (int \*pbSuccess=NULL)

- Fetch the no data value for this band.*

  - virtual CPLErr **SetColorTable** (GDALColorTable \*)

*Set the raster color table.*

  - virtual GDALColorTable \* **GetColorTable** ()

*Fetch the color table associated with band.*

  - virtual CPLErr **SetColorInterpretation** (GDALColorInterp)

*Set color interpretation of a band.*

  - virtual GDALColorInterp **GetColorInterpretation** ()

*How should this band be interpreted as color?*

  - virtual const char \* **GetUnitType** ()

*Return raster unit type.*

  - CPLErr **SetUnitType** (const char \*)

*Set unit type.*

  - virtual char \*\* **GetCategoryNames** ()

*Fetch the list of category names for this raster.*

  - virtual CPLErr **SetCategoryNames** (char \*\*)

*Set the category names for this band.*

  - virtual CPLErr **SetMetadata** (char \*\*papszMD, const char \*pszDomain="")

*Set metadata.*

  - virtual CPLErr **SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")

*Set single metadata item.*

  - virtual double **GetOffset** (int \*pbSuccess=NULL)

*Fetch the raster value offset.*

  - CPLErr **SetOffset** (double)

*Set scaling offset.*

  - virtual double **GetScale** (int \*pbSuccess=NULL)

*Fetch the raster value scale.*

  - CPLErr **SetScale** (double)

*Set scaling ratio.*

  - virtual CPLErr **GetHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram, int bIncludeOutOfRange, int bApproxOK, GDALProgressFunc, void \*pProgressData)

*Compute raster histogram.*

  - virtual CPLErr **GetDefaultHistogram** (double \*pdfMin, double \*pdfMax, int \*pnBuckets, int \*\*ppanHistogram, int bForce, GDALProgressFunc, void \*pProgressData)

*Fetch default raster histogram.*

  - virtual CPLErr **SetDefaultHistogram** (double dfMin, double dfMax, int nBuckets, int \*panHistogram)

*Set default histogram.*

  - CPLErr **CopyCommonInfoFrom** (GDALRasterBand \*)
  - virtual void **GetFileList** (char \*\*\*ppapszFileList, int \*pnSize, int \*pnMaxSize, CPLHashSet \*hSetFiles)
  - virtual void **SetDescription** (const char \*)

*Set object description.*

## Protected Member Functions

- void **Initialize** (int nXSize, int nYSize)

## Protected Attributes

- int **bNoDataValueSet**
- int **bHideNoDataValue**
- double **dfNoDataValue**
- **GDALColorTable** \* **poColorTable**
- **GDALColorInterp** **eColorInterp**
- char \* **pszUnitType**
- char \*\* **papszCategoryNames**
- double **dfOffset**
- double **dfScale**
- **CPLXMLNode** \* **psSavedHistograms**

### 49.120.1 Member Function Documentation

#### 49.120.1.1 char \*\* VRTRasterBand::GetCategoryNames ( ) [virtual]

Fetch the list of category names for this raster.

The return list is a "StringList" in the sense of the CPL functions. That is a NULL terminated array of strings. Raster values without associated names will have an empty string in the returned list. The first entry in the list is for raster values of zero, and so on.

The returned stringlist should not be altered or freed by the application. It may change on the next GDAL call, so please copy it if it is needed for any period of time.

#### Returns

list of names, or NULL if none.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.120.1.2 GDALColorInterp VRTRasterBand::GetColorInterpretation ( ) [virtual]

How should this band be interpreted as color?

GCI\_Unknown is returned when the format doesn't know anything about the color interpretation.

This method is the same as the C function **GDALGetRasterColorInterpretation()** (p. ??).

#### Returns

color interpretation value for band.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.120.1.3 GDALColorTable \* VRTRasterBand::GetColorTable ( ) [virtual]

Fetch the color table associated with band.

If there is no associated color table, the return result is NULL. The returned color table remains owned by the **GDALRasterBand** (p. ??), and can't be depended on for long, nor should it ever be modified by the caller.

This method is the same as the C function **GDALGetRasterColorTable()** (p. ??).

#### Returns

internal color table, or NULL.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.120.1.4 CPLErr VRTRasterBand::GetDefaultHistogram ( double \* pdfMin, double \* pdfMax, int \* pnBuckets, int \*\* ppanHistogram, int bForce, GDALProgressFunc pfnProgress, void \* pProgressData ) [virtual]

Fetch default raster histogram.

The default method in **GDALRasterBand** (p. ??) will compute a default histogram. This method is overridden by derived classes (such as **GDALPamRasterBand** (p. ??), **VRTDataset** (p. ??), **HFADataset**...) that may be able to fetch efficiently an already stored histogram.

#### Parameters

<i>pdfMin</i>	pointer to double value that will contain the lower bound of the histogram.
<i>pdfMax</i>	pointer to double value that will contain the upper bound of the histogram.
<i>pnBuckets</i>	pointer to int value that will contain the number of buckets in *ppanHistogram.
<i>ppanHistogram</i>	pointer to array into which the histogram totals are placed. To be freed with VSIFree
<i>bForce</i>	TRUE to force the computation. If FALSE and no default histogram is available, the method will return CE_Warning
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to pfnProgress.

#### Returns

CE\_None on success, CE\_Failure if something goes wrong, or CE\_Warning if no default histogram is available.

Reimplemented from **GDALRasterBand** (p. ??).

References CXT\_Element, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.



49.120.1.5 `CPLErr VRTRasterBand::GetHistogram ( double dfMin, double dfMax, int nBuckets, int * panHistogram, int blIncludeOutOfRange, int bApproxOK, GDALProgressFunc pfnProgress, void * pProgressData ) [virtual]`

Compute raster histogram.

Note that the bucket size is  $(dfMax - dfMin) / nBuckets$ .

For example to compute a simple 256 entry histogram of eight bit data, the following would be suitable. The unusual bounds are to ensure that bucket boundaries don't fall right on integer values causing possible errors due to rounding after scaling.

```
int anHistogram[256];

poBand->GetHistogram( -0.5, 255.5, 256, anHistogram, FALSE, FALSE,
    GDALDummyProgress, NULL );
```

Note that setting *bApproxOK* will generally result in a subsampling of the file, and will utilize overviews if available. It should generally produce a representative histogram for the data that is suitable for use in generating histogram based luts for instance. Generally *bApproxOK* is much faster than an exactly computed histogram.

#### Parameters

<i>dfMin</i>	the lower bound of the histogram.
<i>dfMax</i>	the upper bound of the histogram.
<i>nBuckets</i>	the number of buckets in <i>panHistogram</i> .
<i>panHistogram</i>	array into which the histogram totals are placed.
<i>blIncludeOutOfRange</i>	if TRUE values below the histogram range will mapped into <i>panHistogram</i> [0], and values above will be mapped into <i>panHistogram</i> [ <i>nBuckets</i> -1] otherwise out of range values are discarded.
<i>bApproxOK</i>	TRUE if an approximate, or incomplete histogram OK.
<i>pfnProgress</i>	function to report progress to completion.
<i>pProgressData</i>	application data to pass to <i>pfnProgress</i> .

#### Returns

CE\_None on success, or CE\_Failure if something goes wrong.

Reimplemented from **GDALRasterBand** (p. ??).

References CXT\_Element.

49.120.1.6 `double VRTRasterBand::GetNoDataValue ( int * pbSuccess = NULL ) [virtual]`

Fetch the no data value for this band.

If there is no out of data value, an out of range value will generally be returned. The no data value for a band is generally a special marker value used to mark pixels that are

not valid data. Such pixels should generally not be displayed, nor contribute to analysis operations.

This method is the same as the C function **GDALGetRasterNoDataValue()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if a value is actually associated with this layer. May be NULL (default).
------------------	---

#### Returns

the nodata value for this band.

Reimplemented from **GDALRasterBand** (p. ??).

**49.120.1.7** `double VRTRasterBand::GetOffset ( int * pbSuccess = NULL )` [virtual]

Fetch the raster value offset.

This value (in combination with the **GetScale()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of zero is returned.

This method is the same as the C function **GDALGetRasterOffset()** (p. ??).

#### Parameters

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

#### Returns

the raster offset.

Reimplemented from **GDALRasterBand** (p. ??).

**49.120.1.8** `double VRTRasterBand::GetScale ( int * pbSuccess = NULL )` [virtual]

Fetch the raster value scale.

This value (in combination with the **GetOffset()** (p. ??) value) is used to transform raw pixel values into the units returned by **GetUnits()**. For example this might be used to store elevations in GUInt16 bands with a precision of 0.1, and starting from -100.

Units value = (raw value \* scale) + offset

For file formats that don't know this intrinsically a value of one is returned.

This method is the same as the C function **GDALGetRasterScale()** (p. ??).

**Parameters**

<i>pbSuccess</i>	pointer to a boolean to use to indicate if the returned value is meaningful or not. May be NULL (default).
------------------	--

**Returns**

the raster scale.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.120.1.9 `const char * VRTRasterBand::GetUnitType ( ) [virtual]`

Return raster unit type.

Return a name for the units of this raster's values. For instance, it might be "m" for an elevation model in meters, or "ft" for feet. If no units are available, a value of "" will be returned. The returned string should not be modified, nor freed by the calling application.

This method is the same as the C function **GDALGetRasterUnitType()** (p. ??).

**Returns**

unit name string.

Reimplemented from **GDALRasterBand** (p. ??).

#### 49.120.1.10 `CPLerr VRTRasterBand::SetCategoryNames ( char ** ) [virtual]`

Set the category names for this band.

See the **GetCategoryNames()** (p. ??) method for more on the interpretation of category names.

This method is the same as the C function **GDALSetRasterCategoryNames()** (p. ??).

**Parameters**

<i>papsz-Names</i>	the NULL terminated StringList of category names. May be NULL to just clear the existing list.
--------------------	--

**Returns**

CE\_None on success of CE\_Failure on failure. If unsupported by the driver CE\_Failure is returned, but no error message is reported.

Reimplemented from **GDALRasterBand** (p. ??).

49.120.1.11 **CPL**Err VRTRasterBand::SetColorInterpretation ( GDALColorInterp *eColorInterp* ) [virtual]

Set color interpretation of a band.

#### Parameters

<i>eColorInterp</i>	the new color interpretation to apply to this band.
---------------------	---

#### Returns

CE\_None on success or CE\_Failure if method is unsupported by format.

Reimplemented from **GDALRasterBand** (p. ??).

49.120.1.12 **CPL**Err VRTRasterBand::SetColorTable ( GDALColorTable \* *poCT* ) [virtual]

Set the raster color table.

The driver will make a copy of all desired data in the colortable. It remains owned by the caller after the call.

This method is the same as the C function **GDALSetRasterColorTable()** (p. ??).

#### Parameters

<i>poCT</i>	the color table to apply. This may be NULL to clear the color table (where supported).
-------------	--

#### Returns

CE\_None on success, or CE\_Failure on failure. If the action is unsupported by the driver, a value of CE\_Failure is returned, but no error is issued.

Reimplemented from **GDALRasterBand** (p. ??).

References GDALColorTable::Clone(), and GCI\_PaletteIndex.

49.120.1.13 **void** VRTRasterBand::SetDescription ( const char \* *pszNewDesc* ) [virtual]

Set object description.

The semantics of the description are specific to the derived type. For GDALDatasets it is the dataset name. For GDALRasterBands it is actually a description (if supported) or "".

Normally application code should not set the "description" for GDALDatasets. It is handled internally.

This method is the same as the C function **GDALSetDescription()** (p. ??).

Reimplemented from **GDALMajorObject** (p. ??).

49.120.1.14 `CPLerr VRTRasterBand::SetMetadata ( char ** papszMetadataIn, const char * pszDomain = " " ) [virtual]`

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

#### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

#### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **VRTSourcedRasterBand** (p. ??).

49.120.1.15 `CPLerr VRTRasterBand::SetMetadataItem ( const char * pszName, const char * pszValue, const char * pszDomain = " " ) [virtual]`

Set single metadata item.

The C function **GDALSetMetadataItem()** (p. ??) does the same thing as this method.

#### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

#### Returns

CE\_None on success, or an error code on failure.

Reimplemented from **GDALMajorObject** (p. ??).

Reimplemented in **VRTSourcedRasterBand** (p. ??).

49.120.1.16 `CPLerr VRTRasterBand::SetNoDataValue ( double ) [virtual]`

Set the no data value for this band.

To clear the nodata value, just set it with an "out of range" value. Complex band no data values must have an imagery component of zero.

This method is the same as the C function **GDALSetRasterNoDataValue()** (p. ??).

**Parameters**

<i>dfNoData</i>	the value to set.
-----------------	-------------------

**Returns**

CE\_None on success, or CE\_Failure on failure. If unsupported by the driver, CE\_Failure is returned by no error message will have been emitted.

Reimplemented from **GDALRasterBand** (p. ??).

49.120.1.17 **CPLErr VRTRasterBand::SetOffset ( double *dfNewOffset* )** [virtual]

Set scaling offset.

Very few formats implement this method. When not implemented it will issue a CPLE\_NotSupported error and return CE\_Failure.

**Parameters**

<i>dfNewOffset</i>	the new offset.
--------------------	-----------------

**Returns**

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

49.120.1.18 **CPLErr VRTRasterBand::SetScale ( double *dfNewScale* )** [virtual]

Set scaling ratio.

Very few formats implement this method. When not implemented it will issue a CPLE\_NotSupported error and return CE\_Failure.

**Parameters**

<i>dfNewScale</i>	the new scale.
-------------------	----------------

**Returns**

CE\_None or success or CE\_Failure on failure.

Reimplemented from **GDALRasterBand** (p. ??).

49.120.1.19 **CPLErr VRTRasterBand::SetUnitType ( const char \* *pszNewValue* )**  
[virtual]

Set unit type.

Set the unit type for a raster band. Values should be one of "" (the default indicating it is unknown), "m" indicating meters, or "ft" indicating feet, though other nonstandard

values are allowed.

#### Parameters

<i>pszNew-Value</i>	the new unit type value.
---------------------	--------------------------

#### Returns

CE\_None on success or CE\_Failure if not successful, or unsupported.

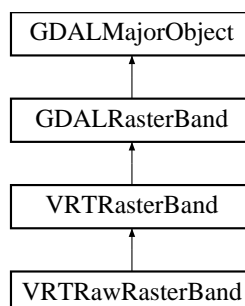
Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtrasterband.cpp

## 49.121 VRTRawRasterBand Class Reference

Inheritance diagram for VRTRawRasterBand:



#### Public Member Functions

- **VRTRawRasterBand** (**GDALDataset** \*poDS, int nBand, **GDALDataType** eType=GDT\_Unknown)
- virtual **CPL**Err **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual **CPL**Err **IRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)
- virtual **CPL**Err **IReadBlock** (int, int, void \*)
- virtual **CPL**Err **IWriteBlock** (int, int, void \*)
- **CPL**Err **SetRawLink** (const char \*pszFilename, const char \*pszVRTPath, int bRelativeToVRT, vsi\_l\_offset nImageOffset, int nPixelOffset, int nLineOffset, const char \*pszByteOrder)
- void **ClearRawLink** ()

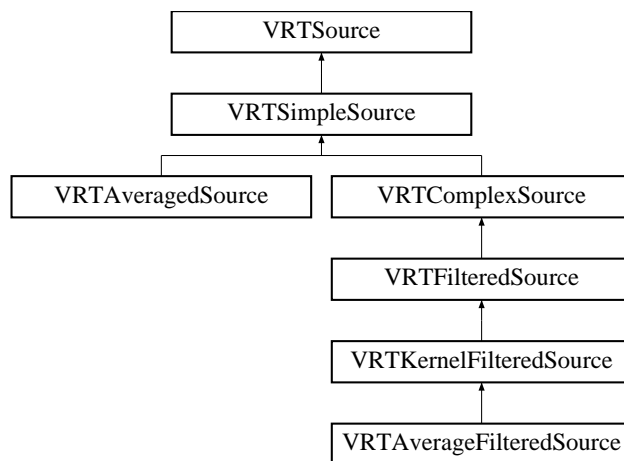
- virtual void **GetFileList** (char \*\*\*ppapszFileList, int \*pnSize, int \*pnMaxSize, **CPLHashSet** \*hSetFiles)

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtrawrasterband.cpp

## 49.122 VRTSimpleSource Class Reference

Inheritance diagram for VRTSimpleSource:



### Public Member Functions

- virtual **CPLErr** **XMLInit** (**CPLXMLNode** \*psTree, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- void **SetSrcBand** (**GDALRasterBand** \*)
- void **SetSrcWindow** (int, int, int, int)
- void **SetDstWindow** (int, int, int, int)
- void **SetNoDataValue** (double dfNoDataValue)
- int **GetSrcDstWindow** (int, int, int, int, int, int, int \*, int \*, int \*, int \*, int \*, int \*, int \*, int \*)
- virtual **CPLErr** **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)
- void **DstToSrc** (double dfX, double dfY, double &dfXOut, double &dfYOut)
- void **SrcToDst** (double dfX, double dfY, double &dfXOut, double &dfYOut)
- virtual void **GetFileList** (char \*\*\*ppapszFileList, int \*pnSize, int \*pnMaxSize, **CPLHashSet** \*hSetFiles)



### Protected Attributes

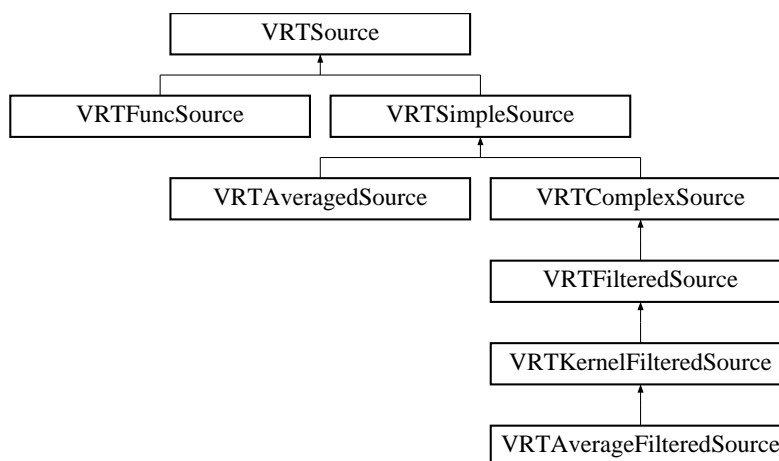
- **GDALRasterBand \* poRasterBand**
- int **nSrcXOff**
- int **nSrcYOff**
- int **nSrcXSize**
- int **nSrcYSize**
- int **nDstXOff**
- int **nDstYOff**
- int **nDstXSize**
- int **nDstYSize**
- int **bNoDataSet**
- double **dfNoDataValue**

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsources.cpp

## 49.123 VRTSource Class Reference

Inheritance diagram for VRTSource:



### Public Member Functions

- virtual CPLErr **RasterIO** (int nXOff, int nYOff, int nXSize, int nYSize, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)=0
- virtual CPLErr **XMLInit** (**CPLXMLNode** \*psTree, const char \*)=0

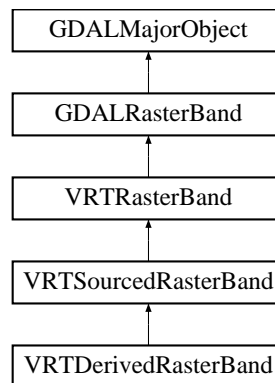
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)=0
- virtual void **GetFileList** (char \*\*\*ppapszFileList, int \*pnSize, int \*pnMaxSize, **CPLHashSet** \*hSetFiles)

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsources.cpp

## 49.124 VRTSourcedRasterBand Class Reference

Inheritance diagram for VRTSourcedRasterBand:



### Public Member Functions

- **VRTSourcedRasterBand** (**GDALDataset** \*poDS, int nBand)
- **VRTSourcedRasterBand** (**GDALDataType** eType, int nXSize, int nYSize)
- **VRTSourcedRasterBand** (**GDALDataset** \*poDS, int nBand, **GDALDataType** eType, int nXSize, int nYSize)
- virtual **CPLerr IRasterIO** (**GDALRWFlag**, int, int, int, int, void \*, int, int, **GDALDataType**, int, int)
- virtual char \*\* **GetMetadata** (const char \*pszDomain="")  
*Fetch metadata.*
- virtual **CPLerr SetMetadata** (char \*\*papszMetadata, const char \*pszDomain="")  
*Set metadata.*
- virtual **CPLerr SetMetadataItem** (const char \*pszName, const char \*pszValue, const char \*pszDomain="")  
*Set single metadata item.*
- virtual **CPLerr XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)

- CPLErr **AddSource** (VRTSource \*)
- CPLErr **AddSimpleSource** (GDALRasterBand \*poSrcBand, int nSrcXOff=-1, int nSrcYOff=-1, int nSrcXSize=-1, int nSrcYSize=-1, int nDstXOff=-1, int nDstYOff=-1, int nDstXSize=-1, int nDstYSize=-1, const char \*pszResampling="near", double dfNoDataValue=VRT\_NODATA\_UNSET)
- CPLErr **AddComplexSource** (GDALRasterBand \*poSrcBand, int nSrcXOff=-1, int nSrcYOff=-1, int nSrcXSize=-1, int nSrcYSize=-1, int nDstXOff=-1, int nDstYOff=-1, int nDstXSize=-1, int nDstYSize=-1, double dfScaleOff=0.0, double dfScaleRatio=1.0, double dfNoDataValue=VRT\_NODATA\_UNSET, int nColorTableComponent=0)
- CPLErr **AddFuncSource** (VRTImageReadFunc pfnReadFunc, void \*hCBData, double dfNoDataValue=VRT\_NODATA\_UNSET)
- virtual CPLErr **IReadBlock** (int, int, void \*)
- virtual void **GetFileList** (char \*\*\*ppapszFileList, int \*pnSize, int \*pnMaxSize, CPLHashSet \*hSetFiles)

## Public Attributes

- int **nSources**
- VRTSource \*\* **papoSources**
- int **bEqualAreas**

## 49.124.1 Member Function Documentation

49.124.1.1 char \*\* VRTSourcedRasterBand::GetMetadata ( const char \* *pszDomain* = " " )  
[virtual]

Fetch metadata.

The returned string list is owned by the object, and may change at any time. It is formatted as a "Name=value" list with the last pointer value being NULL. Use the the CPL StringList functions such as CSLFetchNameValue() to manipulate it.

Note that relatively few formats return any metadata at this time.

This method does the same thing as the C function **GDALGetMetadata()** (p. ??).

## Parameters

<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.
------------------	--

## Returns

NULL or a string list.

Reimplemented from **GDALMajorObject** (p. ??).

49.124.1.2 **CPL**Err VRTSourcedRasterBand::SetMetadata ( char \*\* *papszMetadataIn*, const char \* *pszDomain* = " " ) [virtual]

Set metadata.

The C function **GDALSetMetadata()** (p. ??) does the same thing as this method.

#### Parameters

<i>papszMetadata</i>	the metadata in name=value string list format to apply.
<i>pszDomain</i>	the domain of interest. Use "" or NULL for the default domain.

#### Returns

CE\_None on success, CE\_Failure on failure and CE\_Warning if the metadata has been accepted, but is likely not maintained persistently by the underlying object between sessions.

Reimplemented from **VRTRasterBand** (p. ??).

References GDALGetDriverByName().

49.124.1.3 **CPL**Err VRTSourcedRasterBand::SetMetadataItem ( const char \* *pszName*, const char \* *pszValue*, const char \* *pszDomain* = " " ) [virtual]

Set single metadata item.

The C function **GDALSetMetadataItem()** (p. ??) does the same thing as this method.

#### Parameters

<i>pszName</i>	the key for the metadata item to fetch.
<i>pszValue</i>	the value to assign to the key.
<i>pszDomain</i>	the domain to set within, use NULL for the default domain.

#### Returns

CE\_None on success, or an error code on failure.

Reimplemented from **VRTRasterBand** (p. ??).

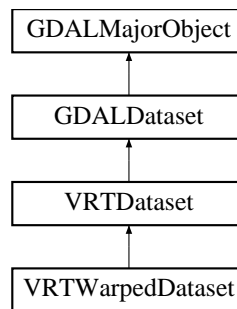
References GDALGetDriverByName().

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtsourcedrasterband.cpp

## 49.125 VRTWarpedDataset Class Reference

Inheritance diagram for VRTWarpedDataset:



### Public Member Functions

- **VRTWarpedDataset** (int nXSize, int nYSize)
- CPLErr **Initialize** (void \*)
- virtual CPLErr **IBuildOverviews** (const char \*, int, int \*, int, int \*, **GDALProgressFunc**, void \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual CPLErr **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual CPLErr **AddBand** (**GDALDataType** eType, char \*\*papszOptions=NULL)

*Add a band to a dataset.*

- virtual char \*\* **GetFileList** ()
- Fetch files forming dataset.*
- CPLErr **ProcessBlock** (int iBlockX, int iBlockY)
  - void **GetBlockSize** (int \*, int \*)

### Public Attributes

- int **nOverviewCount**
- **VRTWarpedDataset** \*\* **papoOverviews**

### Friends

- class **VRTWarpedRasterBand**

## 49.125.1 Member Function Documentation

### 49.125.1.1 CPLErr VRTWarpedDataset::AddBand ( GDALDataType eType, char \*\* papszOptions=NULL ) [virtual]

Add a band to a dataset.

This method will add a new band to the dataset if the underlying format supports this action. Most formats do not.

Note that the new **GDALRasterBand** (p. ??) is not returned. It may be fetched after successful completion of the method by calling **GDALDataset::GetRasterBand** (p. ??)(**GDALDataset::GetRasterCount**() (p. ??)-1) as the newest band will always be the last band.

#### Parameters

<i>eType</i>	the data type of the pixels in the new band.
<i>papszOptions</i>	a list of NAME=VALUE option strings. The supported options are format specific. NULL may be passed by default.

#### Returns

CE\_None on success or CE\_Failure on failure.

Reimplemented from **VRTDataset** (p. ??).

References **GDALDataset::GetRasterCount**().

Referenced by **GDALCreateWarpedVRT**().

#### 49.125.1.2 char \*\* VRTWarpedDataset::GetFileList ( void ) [virtual]

Fetch files forming dataset.

Returns a list of files believed to be part of this dataset. If it returns an empty list of files it means there is believed to be no local file system files associated with the dataset (for instance a virtual dataset). The returned file list is owned by the caller and should be deallocated with **CSLDestroy**() (p. ??).

The returned filenames will normally be relative or absolute paths depending on the path used to originally open the dataset.

This method is the same as the C **GDALGetFileList**() (p. ??) function.

#### Returns

NULL or a NULL terminated array of file names.

Reimplemented from **VRTDataset** (p. ??).

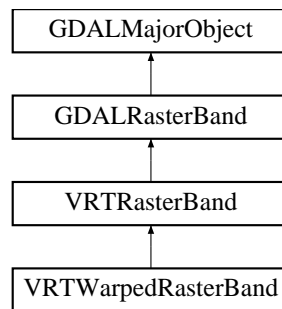
References **GDALWarpOptions::hSrcDS**, and **VSIStatL**().

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtwarped.cpp

## 49.126 VRTWarpedRasterBand Class Reference

Inheritance diagram for **VRTWarpedRasterBand**:



## Public Member Functions

- **VRTWarpedRasterBand** (**GDALDataset** \*poDS, int nBand, **GDALDataType** eType=GDT\_Unknown)
- virtual **CPL**Err **XMLInit** (**CPLXMLNode** \*, const char \*)
- virtual **CPLXMLNode** \* **SerializeToXML** (const char \*pszVRTPath)
- virtual **CPL**Err **IReadBlock** (int, int, void \*)
- virtual **CPL**Err **IWriteBlock** (int, int, void \*)
- virtual int **GetOverviewCount** ()  
*Return the number of overview layers available.*
- virtual **GDALRasterBand** \* **GetOverview** (int)  
*Fetch overview raster band object.*

## 49.126.1 Member Function Documentation

**49.126.1.1** **GDALRasterBand** \* **VRTWarpedRasterBand::GetOverview** ( int *i* )  
 [virtual]

Fetch overview raster band object.

This method is the same as the C function **GDALGetOverview()** (p. ??).

### Parameters

<i>i</i>	overview index between 0 and <b>GetOverviewCount()</b> (p. ??)-1.
----------	---

### Returns

overview **GDALRasterBand** (p. ??).

Reimplemented from **GDALRasterBand** (p. ??).

References **GDALDataset::GetRasterBand()**.

**49.126.1.2** int **VRTWarpedRasterBand::GetOverviewCount** ( ) [virtual]

Return the number of overview layers available.

This method is the same as the C function **GDALGetOverviewCount()** (p. ??).

### Returns

overview count, zero if none.

Reimplemented from **GDALRasterBand** (p. ??).

The documentation for this class was generated from the following files:

- vrtdataset.h
- vrtwarped.cpp

## 49.127 VSIFileManager Class Reference

### Static Public Member Functions

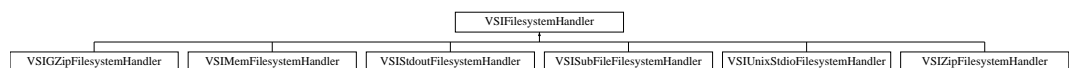
- static **VSIFilesystemHandler** \* **GetHandler** (const char \*)
- static void **InstallHandler** (const std::string &osPrefix, **VSIFilesystemHandler** \*)
- static void **RemoveHandler** (const std::string &osPrefix)

The documentation for this class was generated from the following files:

- cpl\_vsi\_virtual.h
- cpl\_vsil.cpp

## 49.128 VSIFilesystemHandler Class Reference

Inheritance diagram for VSIFilesystemHandler:



### Public Member Functions

- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)=0
- virtual int **Stat** (const char \*pszFilename, VSISStatBufL \*pStatBuf)=0
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)
- virtual int **Rename** (const char \*oldpath, const char \*newpath)

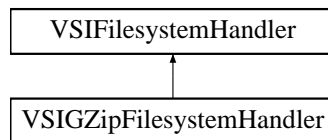
The documentation for this class was generated from the following file:

- cpl\_vsi\_virtual.h



## 49.129 VSIGZipFilesystemHandler Class Reference

Inheritance diagram for VSIGZipFilesystemHandler:



### Public Member Functions

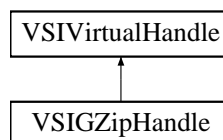
- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSISStatBufL \*pStatBuf)
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Rename** (const char \*oldpath, const char \*newpath)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)
- void **CacheLastStatedFile** (const char \*pszFilename, **VSIGZipHandle** \*poHandle, VSISStatBufL \*pStatBuf)

The documentation for this class was generated from the following file:

- cpl\_vsil\_gzip.cpp

## 49.130 VSIGZipHandle Class Reference

Inheritance diagram for VSIGZipHandle:



### Public Member Functions

- **VSIGZipHandle** (**VSIVirtualHandle** \*poBaseHandle, const char \*pszOptionalFileName, vsi\_l\_offset offset=0, vsi\_l\_offset compressed\_size=0, vsi\_l\_offset uncompressed\_size=0, unsigned int expected\_crc=0, int transparent=0)
- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()

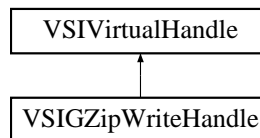
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual int **Eof** ()
- virtual int **Flush** ()
- virtual int **Close** ()
- **VSIGZipHandle** \* **Duplicate** ()
- void **CloseBaseHandle** ()

The documentation for this class was generated from the following file:

- cpl\_vsil\_gzip.cpp

### 49.131 VSIGZipWriteHandle Class Reference

Inheritance diagram for VSIGZipWriteHandle:



#### Public Member Functions

- **VSIGZipWriteHandle** (**VSIVirtualHandle** \*poBaseHandle)
- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual int **Eof** ()
- virtual int **Flush** ()
- virtual int **Close** ()

The documentation for this class was generated from the following file:

- cpl\_vsil\_gzip.cpp

### 49.132 VSIMemFile Class Reference

#### Public Member Functions

- bool **SetLength** (vsi\_l\_offset nNewSize)

### Public Attributes

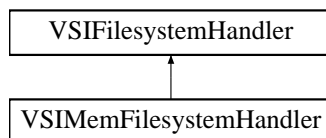
- **CPLString** **osFilename**
- int **nRefCount**
- int **blsDirectory**
- int **bOwnData**
- GByte \* **pabyData**
- vsi\_l\_offset **nLength**
- vsi\_l\_offset **nAllocLength**

The documentation for this class was generated from the following file:

- cpl\_vsi\_mem.cpp

## 49.133 VSIMemFilesystemHandler Class Reference

Inheritance diagram for VSIMemFilesystemHandler:



### Public Member Functions

- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSISStatBufL \*pStatBuf)
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)

### Static Public Member Functions

- static void **NormalizePath** (**CPLString** &)

### Public Attributes

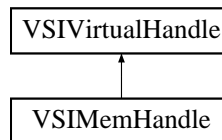
- std::map< **CPLString**, **VSIMemFile** \* > **oFileList**
- void \* **hMutex**

The documentation for this class was generated from the following file:

- cpl\_vsi\_mem.cpp

### 49.134 VSIMemHandle Class Reference

Inheritance diagram for VSIMemHandle:



#### Public Member Functions

- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual int **Eof** ()
- virtual int **Close** ()

#### Public Attributes

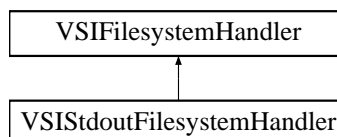
- **VSIMemFile** \* **poFile**
- vsi\_l\_offset **nOffset**
- int **bUpdate**

The documentation for this class was generated from the following file:

- cpl\_vsi\_mem.cpp

### 49.135 VSIStdoutFilesystemHandler Class Reference

Inheritance diagram for VSIStdoutFilesystemHandler:



#### Public Member Functions

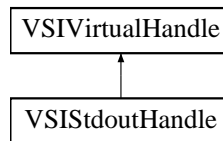
- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSISStatBufL \*pStatBuf)

The documentation for this class was generated from the following file:

- cpl\_vsil\_stdout.cpp

## 49.136 VSIStdoutHandle Class Reference

Inheritance diagram for VSIStdoutHandle:



### Public Member Functions

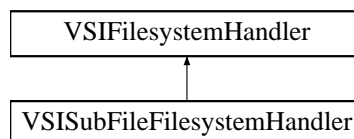
- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMemB)
- virtual int **Eof** ()
- virtual int **Flush** ()
- virtual int **Close** ()

The documentation for this class was generated from the following file:

- cpl\_vsil\_stdout.cpp

## 49.137 VSISubFileFilesystemHandler Class Reference

Inheritance diagram for VSISubFileFilesystemHandler:



### Public Member Functions

- int **DecomposePath** (const char \*pszPath, CPLString &osFilename, vsi\_l\_offset &nSubFileOffset, vsi\_l\_offset &nSubFileSize)

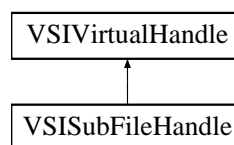
- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSISatBufL \*pStatBuf)
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)

The documentation for this class was generated from the following file:

- cpl\_vsil\_subfile.cpp

## 49.138 VSISubFileHandle Class Reference

Inheritance diagram for VSISubFileHandle:



### Public Member Functions

- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMem)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMem)
- virtual int **Eof** ()
- virtual int **Close** ()

### Public Attributes

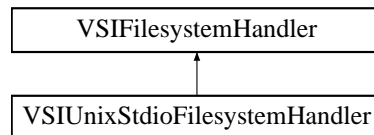
- FILE \* **fp**
- vsi\_l\_offset **nSubregionOffset**
- vsi\_l\_offset **nSubregionSize**
- int **bUpdate**

The documentation for this class was generated from the following file:

- cpl\_vsil\_subfile.cpp

## 49.139 VSIUnixStdioFilesystemHandler Class Reference

Inheritance diagram for VSIUnixStdioFilesystemHandler:



### Public Member Functions

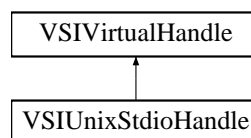
- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSIStatBufL \*pStatBuf)
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Rename** (const char \*oldpath, const char \*newpath)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)

The documentation for this class was generated from the following file:

- cpl\_vsil\_unix\_stdio\_64.cpp

## 49.140 VSIUnixStdioHandle Class Reference

Inheritance diagram for VSIUnixStdioHandle:



### Public Member Functions

- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)
- virtual vsi\_l\_offset **Tell** ()
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMembr)
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMembr)
- virtual int **Eof** ()
- virtual int **Flush** ()
- virtual int **Close** ()

### Public Attributes

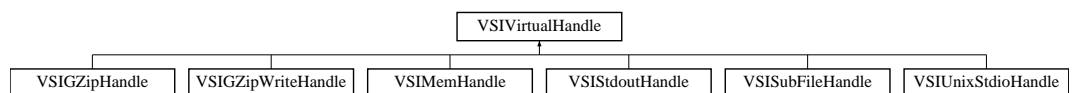
- FILE \* **fp**
- vsi\_l\_offset **nOffset**
- int **bLastOpWrite**
- int **bLastOpRead**
- int **bAtEOF**

The documentation for this class was generated from the following file:

- cpl\_vsil\_unix\_stdio\_64.cpp

## 49.141 VSIVirtualHandle Class Reference

Inheritance diagram for VSIVirtualHandle:



### Public Member Functions

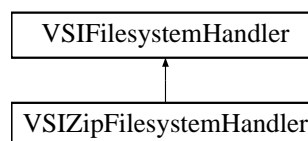
- virtual int **Seek** (vsi\_l\_offset nOffset, int nWhence)=0
- virtual vsi\_l\_offset **Tell** ()=0
- virtual size\_t **Read** (void \*pBuffer, size\_t nSize, size\_t nMem)=0
- virtual size\_t **Write** (const void \*pBuffer, size\_t nSize, size\_t nMem)=0
- virtual int **Eof** ()=0
- virtual int **Flush** ()
- virtual int **Close** ()=0

The documentation for this class was generated from the following file:

- cpl\_vsi\_virtual.h

## 49.142 VSIZipFilesystemHandler Class Reference

Inheritance diagram for VSIZipFilesystemHandler:





### Public Member Functions

- virtual **VSIVirtualHandle** \* **Open** (const char \*pszFilename, const char \*pszAccess)
- virtual int **Stat** (const char \*pszFilename, VSISStatBufL \*pStatBuf)
- virtual int **Unlink** (const char \*pszFilename)
- virtual int **Rename** (const char \*oldpath, const char \*newpath)
- virtual int **Mkdir** (const char \*pszDirname, long nMode)
- virtual int **Rmdir** (const char \*pszDirname)
- virtual char \*\* **ReadDir** (const char \*pszDirname)
- const **ZIPContent** \* **GetContentOfZip** (const char \*zipFilename, unzFile unzF=NULL)
- char \* **SplitFilename** (const char \*pszFilename, **CPLString** &osZipInFileName)
- unzFile **OpenZIPFile** (const char \*zipFilename, const char \*zipInFileName)
- int **FindFileInZip** (const char \*zipFilename, const char \*zipInFileName, const **ZIPEntry** \*\*zipEntry)

The documentation for this class was generated from the following file:

- cpl\_vsil\_gzip.cpp

## 49.143 VWOTInfo Struct Reference

### Public Attributes

- **GDALTransformerInfo** sTI
- **GDALTransformerFunc** pfnBaseTransformer
- void \* **pBaseTransformerArg**
- double **dfXOverviewFactor**
- double **dfYOverviewFactor**

The documentation for this struct was generated from the following file:

- vrtwarped.cpp

## 49.144 WarpChunk Struct Reference

### Public Attributes

- int **dx**
- int **dy**
- int **dsx**
- int **dsy**
- int **sx**
- int **sy**
- int **ssx**

- int **ssy**

The documentation for this struct was generated from the following file:

- gdalwarppoperation.cpp

## 49.145 ZIPContent Struct Reference

### Public Attributes

- int **nEntries**
- **ZIPEntry** \* **entries**

The documentation for this struct was generated from the following file:

- cpl\_vsil\_gzip.cpp

## 49.146 ZIPEntry Struct Reference

### Public Attributes

- char \* **fileName**
- vsi\_l\_offset **uncompressed\_size**
- **unz\_file\_pos** **file\_pos**
- int **blsDir**

The documentation for this struct was generated from the following file:

- cpl\_vsil\_gzip.cpp

## 49.147 zlib\_filefunc\_def\_s Struct Reference

### Public Attributes

- open\_file\_func **zopen\_file**
- read\_file\_func **zread\_file**
- write\_file\_func **zwrite\_file**
- tell\_file\_func **ztell\_file**
- seek\_file\_func **zseek\_file**
- close\_file\_func **zclose\_file**
- testerror\_file\_func **zerror\_file**
- voidpf **opaque**

The documentation for this struct was generated from the following file:

- `cpl_minizip_ioapi.h`



## Chapter 50

# File Documentation

### 50.1 cpl\_conv.h File Reference

Various convenience functions for CPL.

```
#include "cpl_port.h"
#include "cpl_vsi.h"
#include "cpl_error.h"
```

#### Classes

- struct **CPLSharedFileInfo**
- class **CPLLocaleC**

#### Defines

- #define **CPLFree** VSIFree

#### Typedefs

- typedef const char \*(\* **CPLFileFinder** )(const char \*, const char \*)

#### Functions

- void **CPLVerifyConfiguration** (void)
- const char \* **CPLGetConfigOption** (const char \*, const char \*)  
*Get the value of a configuration option.*
- void **CPLSetConfigOption** (const char \*, const char \*)  
*Set a configuration option for GDAL/OGR use.*

- void **CPLSetThreadLocalConfigOption** (const char \*pszKey, const char \*pszValue)

*Set a configuration option for GDAL/OGR use.*

- void **CPLFreeConfig** (void)
- void \* **CPLMalloc** (size\_t)
 

*Safe version of malloc().*
- void \* **CPLCalloc** (size\_t, size\_t)
 

*Safe version of calloc().*
- void \* **CPLRealloc** (void \*, size\_t)
 

*Safe version of realloc().*
- char \* **CPLStrdup** (const char \*)
 

*Safe version of strdup() function.*
- char \* **CPLStrlwr** (char \*)
 

*Convert each characters of the string to lower case.*
- char \* **CPLFgets** (char \*, int, FILE \*)
 

*Reads in at most one less than nBufferSize characters from the fp stream and stores them into the buffer pointed to by pszBuffer.*
- const char \* **CPLReadLine** (FILE \*)
 

*Simplified line reading from text file.*
- const char \* **CPLReadLineL** (FILE \*)
 

*Simplified line reading from text file.*
- const char \* **CPLReadLine2L** (FILE \*, int nMaxCols, char \*\*papszOptions)
 

*Simplified line reading from text file.*
- double **CPLAtof** (const char \*)
 

*Converts ASCII string to floating point number.*
- double **CPLAtofDelim** (const char \*, char)
 

*Converts ASCII string to floating point number.*
- double **CPLStrtod** (const char \*, char \*\*)
 

*Converts ASCII string to floating point number.*
- double **CPLStrtodDelim** (const char \*, char \*\*, char)
 

*Converts ASCII string to floating point number using specified delimiter.*
- float **CPLStrtof** (const char \*, char \*\*)
 

*Converts ASCII string to floating point number.*
- float **CPLStrtofDelim** (const char \*, char \*\*, char)
 

*Converts ASCII string to floating point number using specified delimiter.*
- double **CPLAtofM** (const char \*)
 

*Converts ASCII string to floating point number using any numeric locale.*
- char \* **CPLScanString** (const char \*, int, int, int)
 

*Scan up to a maximum number of characters from a given string, allocate a buffer for a new string and fill it with scanned characters.*
- double **CPLScanDouble** (const char \*, int)
 

*Extract double from string.*
- long **CPLScanLong** (const char \*, int)

*Scan up to a maximum number of characters from a string and convert the result to a long.*

- unsigned long **CPLScanULong** (const char \*, int)

*Scan up to a maximum number of characters from a string and convert the result to a unsigned long.*

- GUIntBig **CPLScanUIntBig** (const char \*, int)

*Extract big integer from string.*

- void \* **CPLScanPointer** (const char \*, int)

*Extract pointer from string.*

- int **CPLPrintString** (char \*, const char \*, int)

*Copy the string pointed to by pszSrc, NOT including the terminating '\0' character, to the array pointed to by pszDest.*

- int **CPLPrintStringFill** (char \*, const char \*, int)

*Copy the string pointed to by pszSrc, NOT including the terminating '\0' character, to the array pointed to by pszDest.*

- int **CPLPrintInt32** (char \*, GInt32, int)

*Print GInt32 value into specified string buffer.*

- int **CPLPrintUIntBig** (char \*, GUIntBig, int)

*Print GUIntBig value into specified string buffer.*

- int **CPLPrintDouble** (char \*, const char \*, double, const char \*)

*Print double value into specified string buffer.*

- int **CPLPrintTime** (char \*, int, const char \*, const struct tm \*, const char \*)

*Print specified time value accordingly to the format options and specified locale name.*

- int **CPLPrintPointer** (char \*, void \*, int)

*Print pointer value into specified string buffer.*

- void \* **CPLGetSymbol** (const char \*, const char \*)

*Fetch a function pointer from a shared library / DLL.*

- int **CPLGetExecPath** (char \*pszPathBuf, int nMaxLength)

*Fetch path of executable.*

- const char \* **CPLGetPath** (const char \*)

*Extract directory path portion of filename.*

- const char \* **CPLGetDirname** (const char \*)

*Extract directory path portion of filename.*

- const char \* **CPLGetFilename** (const char \*)

*Extract non-directory portion of filename.*

- const char \* **CPLGetBasename** (const char \*)

*Extract basename (non-directory, non-extension) portion of filename.*

- const char \* **CPLGetExtension** (const char \*)

*Extract filename extension from full filename.*

- char \* **CPLGetCurrentDir** (void)

*Get the current working directory name.*

- const char \* **CPLFormFilename** (const char \*pszPath, const char \*pszBasename, const char \*pszExtension)

*Build a full file path from a passed path, file basename and extension.*

- const char \* **CPLFormCIFilename** (const char \*pszPath, const char \*pszBasename, const char \*pszExtension)  
*Case insensitive file searching, returning full path.*
- const char \* **CPLResetExtension** (const char \*, const char \*)  
*Replace the extension with the provided one.*
- const char \* **CPLProjectRelativeFilename** (const char \*pszProjectDir, const char \*pszSecondaryFilename)  
*Find a file relative to a project file.*
- int **CPLIsFilenameRelative** (const char \*pszFilename)  
*Is filename relative or absolute?*
- const char \* **CPLExtractRelativePath** (const char \*, const char \*, int \*)  
*Get relative path from directory to target file.*
- const char \* **CPLCleanTrailingSlash** (const char \*)  
*Remove trailing forward/backward slash from the path for unix/windows resp.*
- char \*\* **CPLCorrespondingPaths** (const char \*pszOldFilename, const char \*pszNewFilename, char \*\*papszFileList)  
*Identify corresponding paths.*
- int **CPLCheckForFile** (char \*pszFilename, char \*\*papszSiblingList)  
*Check for file existence.*
- const char \* **CPLGenerateTempFilename** (const char \*pszStem)  
*Generate temporary file name.*
- const char \* **CPLFindFile** (const char \*pszClass, const char \*pszBasename)
- const char \* **CPLDefaultFindFile** (const char \*pszClass, const char \*pszBasename)
- void **CPLPushFileFinder** (CPLFileFinder pfnFinder)
- CPLFileFinder **CPLPopFileFinder** (void)
- void **CPLPushFinderLocation** (const char \*)
- void **CPLPopFinderLocation** (void)
- void **CPLFinderClean** (void)
- int **CPLStat** (const char \*, VSISatBuf \*)
- FILE \* **CPLOpenShared** (const char \*, const char \*, int)  
*Open a shared file handle.*
- void **CPLCloseShared** (FILE \*)  
*Close shared file.*
- **CPLSharedFileInfo** \* **CPLGetSharedList** (int \*)  
*Fetch list of open shared files.*
- void **CPLDumpSharedList** (FILE \*)  
*Report open shared files.*
- double **CPLDMSToDec** (const char \*is)
- const char \* **CPLDecToDMS** (double dfAngle, const char \*pszAxis, int nPrecision)
- double **CPLPackedDMSToDec** (double)  
*Convert a packed DMS value (DDDMMMSSS.SS) into decimal degrees.*
- double **CPLDecToPackedDMS** (double dfDec)  
*Convert decimal degrees into packed DMS value (DDDMMMSSS.SS).*



- void **CPLStringToComplex** (const char \*pszString, double \*pdfReal, double \*pdfImag)
- int **CPLUnlinkTree** (const char \*)
- int **CPLCopyFile** (const char \*pszNewPath, const char \*pszOldPath)
- int **CPLMoveFile** (const char \*pszNewPath, const char \*pszOldPath)

### 50.1.1 Detailed Description

Various convenience functions for CPL.

### 50.1.2 Function Documentation

#### 50.1.2.1 double CPLAtof ( const char \* *nptr* )

Converts ASCII string to floating point number.

This function converts the initial portion of the string pointed to by *nptr* to double floating point representation. The behaviour is the same as

```
CPLStrtod(nptr, (char **)NULL);
```

This function does the same as standard `atof(3)`, but does not take locale in account. That means, the decimal delimiter is always '.' (decimal point). Use **CPLAtofDelim()** (p. ??) function if you want to specify custom delimiter.

**IMPORTANT NOTE.** Existence of this function does not mean you should always use it. Sometimes you should use standard locale aware `atof(3)` and its family. When you need to process the user's input (for example, command line parameters) use `atof(3)`, because user works in localized environment and her input will be done accordingly the locale set. In particular that means we should not make assumptions about character used as decimal delimiter, it can be either "." or ",". But when you are parsing some ASCII file in predefined format, you most likely need **CPLAtof()** (p. ??), because such files distributed across the systems with different locales and floating point representation should be considered as a part of file format. If the format uses "." as a delimiter the same character must be used when parsing number regardless of actual locale setting.

#### Parameters

<i>nptr</i>	Pointer to string to convert.
-------------	-------------------------------

#### Returns

Converted value, if any.

References `CPLAtof()`, and `CPLStrtod()`.

Referenced by `CPLAtof()`, `CPLScanDouble()`, and `GDALCreateRPCTransformer()`.

#### 50.1.2.2 double CPLAtofDelim ( const char \* *nptr*, char *point* )

Converts ASCII string to floating point number.

This function converts the initial portion of the string pointed to by *nptr* to double floating point representation. The behaviour is the same as

`CPLStrtodDelim(nptr, (char **)NULL, point);`

This function does the same as standard `atof(3)`, but does not take locale in account. Instead of locale defined decimal delimiter you can specify your own one. Also see notes for **CPLAtof()** (p. ??) function.

#### Parameters

<i>nptr</i>	Pointer to string to convert.
<i>point</i>	Decimal delimiter.

#### Returns

Converted value, if any.

References `CPLAtofDelim()`, and `CPLStrtodDelim()`.

Referenced by `CPLAtofDelim()`.

#### 50.1.2.3 double CPLAtofM ( const char \* *nptr* )

Converts ASCII string to floating point number using any numeric locale.

This function converts the initial portion of the string pointed to by *nptr* to double floating point representation. This function does the same as standard `atof()`, but it allows a variety of locale representations. That is it supports numeric values with either a comma or a period for the decimal delimiter.

PS. The M stands for Multi-lingual.

#### Parameters

<i>nptr</i>	The string to convert.
-------------	------------------------

#### Returns

Converted value, if any. Zero on failure.

References `CPLAtofM()`, and `CPLStrtodDelim()`.

Referenced by `CPLAtofM()`, `GDALLoadWorldFile()`, `GDALRasterBand::GetMaximum()`, and `GDALRasterBand::GetMinimum()`.

#### 50.1.2.4 void\* CPLCalloc ( size\_t *nCount*, size\_t *nSize* )

Safe version of `calloc()`.

This function is like the C library `calloc()`, but raises a `CE_Fatal` error with **CPLAtofM()** (p. ??) if it fails to allocate the desired memory. It should be used for small memory allocations that are unlikely to fail and for which the application is unwilling to test for

out of memory conditions. It uses VSICalloc() to get the memory, so any hooking of VSICalloc() will apply to **CPLCalloc()** (p. ??) as well. CPLFree() or VSIFree() can be used free memory allocated by **CPLCalloc()** (p. ??).

#### Parameters

<i>nCount</i>	number of objects to allocate.
<i>nSize</i>	size (in bytes) of object to allocate.

#### Returns

pointer to newly allocated memory, only NULL if nSize \* nCount is NULL.

##### 50.1.2.5 int CPLCheckForFile ( char \* *pszFilename*, char \*\* *papszSiblingFiles* )

Check for file existence.

The function checks if a named file exists in the filesystem, hopefully in an efficient fashion if a sibling file list is available. It exists primarily to do faster file checking for functions like GDAL open methods that get a list of files from the target directory.

If the sibling file list exists (is not NULL) it is assumed to be a list of files in the same directory as the target file, and it will be checked (case insensitively) for a match. If a match is found, *pszFilename* is updated with the correct case and TRUE is returned.

If *papszSiblingFiles* is NULL, a **VSISatL()** (p. ??) is used to test for the files existence, and no case insensitive testing is done.

#### Parameters

<i>pszFilename</i>	name of file to check for - filename case updated in some cases.
<i>papszSiblingFiles</i>	a list of files in the same directory as <i>pszFilename</i> if available, or NULL. This list should have no path components.

#### Returns

TRUE if a match is found, or FALSE if not.

References CPLGetFilename(), and VSISatL().

##### 50.1.2.6 const char\* CPLCleanTrailingSlash ( const char \* *pszPath* )

Remove trailing forward/backward slash from the path for unix/windows resp.

Returns a string containing the portion of the passed path string with trailing slash removed. If there is no path in the passed filename an empty string will be returned (not NULL).

```
CPLCleanTrailingSlash( "abc/def/" ) == "abc/def"
CPLCleanTrailingSlash( "abc/def" ) == "abc/def"
CPLCleanTrailingSlash( "c:\abc\def\" ) == "c:\abc\def"
```

```
CPLCleanTrailingSlash( "c:\abc\def" ) == "c:\abc\def"
CPLCleanTrailingSlash( "abc" ) == "abc"
```

### Parameters

<i>pszPath</i>	the path to be cleaned up
----------------	---------------------------

### Returns

Path in an internal string which must not be freed. The string may be destroyed by the next CPL filename handling call.

References CPLCleanTrailingSlash().

Referenced by CPLCleanTrailingSlash().

#### 50.1.2.7 void CPLCloseShared ( FILE \* *fp* )

Close shared file.

Dereferences the indicated file handle, and closes it if the reference count has dropped to zero. A **CPL**Error() (p. ??) is issued if the file is not in the shared file list.

### Parameters

<i>fp</i>	file handle from <b>CPL</b> OpenShared() (p. ??) to deaccess.
-----------	---

References VSIFCloseL().

#### 50.1.2.8 char\*\* CPLCorrespondingPaths ( const char \* *pszOldFilename*, const char \* *pszNewFilename*, char \*\* *papszFileList* )

Identify corresponding paths.

Given a prototype old and new filename this function will attempt to determine corresponding names for a set of other old filenames that will rename them in a similar manner. This correspondance assumes there are two possibly kinds of renaming going on. A change of path, and a change of filename stem.

If a consistent renaming cannot be established for all the files this function will return indicating an error.

The returned file list becomes owned by the caller and should be destroyed with **CSL**Destroy() (p. ??).

### Parameters

<i>pszOldFilename</i>	path to old prototype file.
<i>pszNewFilename</i>	path to new prototype file.

<i>papsz-FileList</i>	list of other files associated with pszOldFilename to rename similarly.
-----------------------	---

**Returns**

a list of files corresponding to papszFileList but renamed to correspond to pszNewFilename.

References CPLCorrespondingPaths(), CPLFormFilename(), CPLGetBasename(), CPLGetFilename(), and CPLGetPath().

Referenced by GDALDriver::CopyFiles(), CPLCorrespondingPaths(), and GDALDriver::Rename().

**50.1.2.9 double CPLDecToPackedDMS ( double dfDec )**

Convert decimal degrees into packed DMS value (DDDMMMSSS.SS).

This function converts a value, specified in decimal degrees into packed DMS angle. The standard packed DMS format is:

degrees \* 1000000 + minutes \* 1000 + seconds

See also **CPLPackedDMSToDec()** (p. ??).

**Parameters**

<i>dfDec</i>	Angle in decimal degrees.
--------------	---------------------------

**Returns**

Angle in packed DMS format.

**50.1.2.10 void CPLDumpSharedList ( FILE \* fp )**

Report open shared files.

Dumps all open shared files to the indicated file handle. If the file handle is NULL information is sent via the **CPLDebug()** (p. ??) call.

**Parameters**

<i>fp</i>	File handle to write to.
-----------	--------------------------

**50.1.2.11 const char\* CPLExtractRelativePath ( const char \* pszBaseDir, const char \* pszTarget, int \* pbGotRelative )**

Get relative path from directory to target file.

Computes a relative path for pszTarget relative to pszBaseDir. Currently this only works if they share a common base path. The returned path is normally into the pszTarget

string. It should only be considered valid as long as pszTarget is valid or till the next call to this function, whichever comes first.

#### Parameters

<i>pszBaseDir</i>	the name of the directory relative to which the path should be computed. pszBaseDir may be NULL in which case the original target is returned without relativizing.
<i>pszTarget</i>	the filename to be changed to be relative to pszBaseDir.
<i>pbGotRelative</i>	Pointer to location in which a flag is placed indicating that the returned path is relative to the basename (TRUE) or not (FALSE). This pointer may be NULL if flag is not desired.

#### Returns

an adjusted path or the original if it could not be made relative to the pszBaseFile's path.

References CPLExtractRelativePath(), and CPLIsFilenameRelative().

Referenced by CPLExtractRelativePath().

#### 50.1.2.12 char\* CPLFgets ( char \* pszBuffer, int nBufferSize, FILE \* fp )

Reads in at most one less than nBufferSize characters from the fp stream and stores them into the buffer pointed to by pszBuffer.

Reading stops after an EOF or a newline. If a newline is read, it is `_not_` stored into the buffer. A `'\0'` is stored after the last character in the buffer. All three types of newline terminators recognized by the **CPLFgets()** (p. ??): single `'\r'` and `'\n'` and `'\r\n'` combination.

#### Parameters

<i>pszBuffer</i>	pointer to the targeting character buffer.
<i>nBufferSize</i>	maximum size of the string to read (not including terminating <code>'\0'</code> ).
<i>fp</i>	file pointer to read from.

#### Returns

pointer to the pszBuffer containing a string read from the file or NULL if the error or end of file was encountered.

#### 50.1.2.13 const char\* CPLFormCIFilename ( const char \* pszPath, const char \* pszBasename, const char \* pszExtension )

Case insensitive file searching, returning full path.

This function tries to return the path to a file regardless of whether the file exactly matches the basename, and extension case, or is all upper case, or all lower case. The

path is treated as case sensitive. This function is equivalent to **CPLFormFilename()** (p. ??) on case insensitive file systems (like Windows).

#### Parameters

<i>pszPath</i>	directory path to the directory containing the file. This may be relative or absolute, and may have a trailing path separator or not. May be NULL.
<i>pszBase-name</i>	file basename. May optionally have path and/or extension. May not be NULL.
<i>pszExtension</i>	file extension, optionally including the period. May be NULL.

#### Returns

a fully formed filename in an internal static string. Do not modify or free the returned string. The string may be destroyed by the next CPL call.

References CPLFormCIFilename(), CPLFormFilename(), and VSISatL().

Referenced by CPLFormCIFilename().

**50.1.2.14** `const char* CPLFormFilename ( const char * pszPath, const char * pszBaseName, const char * pszExtension )`

Build a full file path from a passed path, file basename and extension.

The path, and extension are optional. The basename may in fact contain an extension if desired.

```
CPLFormFilename("abc/xyz","def", ".dat" ) == "abc/xyz/def.dat"
CPLFormFilename(NULL,"def", NULL ) == "def"
CPLFormFilename(NULL,"abc/def.dat", NULL ) == "abc/def.dat"
CPLFormFilename("/abc/xyz/","def.dat", NULL ) == "/abc/xyz/def.dat"
```

#### Parameters

<i>pszPath</i>	directory path to the directory containing the file. This may be relative or absolute, and may have a trailing path separator or not. May be NULL.
<i>pszBase-name</i>	file basename. May optionally have path and/or extension. May not be NULL.
<i>pszExtension</i>	file extension, optionally including the period. May be NULL.

#### Returns

a fully formed filename in an internal static string. Do not modify or free the returned string. The string may be destroyed by the next CPL call.

References CPLFormFilename().

Referenced by GDALDriverManager::AutoLoadDrivers(), CPLCorrespondingPaths(), CPLForm-

CIFilename(), CPLFormFilename(), CPLGenerateTempFilename(), CPLUnlinkTree(), GDAL-GeneralCmdLineProcessor(), and GDALPamDataset::GetMetadataItem().

#### 50.1.2.15 `const char* CPLGenerateTempFilename ( const char * pszStem )`

Generate temporary file name.

Returns a filename that may be used for a temporary file. The location of the file tries to follow operating system semantics but may be forced via the CPL\_TMPDIR configuration option.

##### Parameters

<i>pszStem</i>	if non-NULL this will be part of the filename.
----------------	--

##### Returns

a filename which is valid till the next CPL call in this thread.

References CPLFormFilename(), and CPLGenerateTempFilename().

Referenced by CPLGenerateTempFilename(), GDALComputeProximity(), and GDAL-FillNodata().

#### 50.1.2.16 `const char* CPLGetBasename ( const char * pszFullFilename )`

Extract basename (non-directory, non-extension) portion of filename.

Returns a string containing the file basename portion of the passed name. If there is no basename (passed value ends in trailing directory separator, or filename starts with a dot) an empty string is returned.

```
CPLGetBasename( "abc/def.xyz" ) == "def"
CPLGetBasename( "abc/def" ) == "def"
CPLGetBasename( "abc/def/" ) == ""
```

##### Parameters

<i>pszFullFilename</i>	the full filename potentially including a path.
------------------------	---

##### Returns

just the non-directory, non-extension portion of the path in an internal string which must not be freed. The string may be destroyed by the next CPL filename handling call.

References CPLGetBasename().

Referenced by GDALDriverManager::AutoLoadDrivers(), CPLCorrespondingPaths(), and CPLGetBasename().



**50.1.2.17** `const char* CPLGetConfigOption ( const char * pszKey, const char * pszDefault )`

Get the value of a configuration option.

The value is the value of a (key, value) option set with **CPLSetConfigOption()** (p. ??). If the given option was no defined with **CPLSetConfigOption()** (p. ??), it tries to find it in environment variables.

**Parameters**

<i>pszKey</i>	the key of the option to retrieve
<i>pszDefault</i>	a default value if the key does not match existing defined options (may be NULL)

**Returns**

the value associated to the key, or the default value if not found

**See also**

**CPLSetConfigOption()** (p. ??)

**50.1.2.18** `char* CPLGetCurrentDir ( void )`

Get the current working directory name.

**Returns**

a pointer to buffer, containing current working directory path or NULL in case of error. User is responsible to free that buffer after usage with CPLFree() function. If HAVE\_GETCWD macro is not defined, the function returns NULL.

References CPLGetCurrentDir().

Referenced by CPLGetCurrentDir().

**50.1.2.19** `const char* CPLGetDirname ( const char * pszFilename )`

Extract directory path portion of filename.

Returns a string containing the directory path portion of the passed filename. If there is no path in the passed filename the dot will be returned. It is the only difference from **CPLGetPath()** (p. ??).

```
CPLGetDirname( "abc/def.xyz" ) == "abc"
CPLGetDirname( "/abc/def/" ) == "/abc/def"
CPLGetDirname( "/" ) == "/"
CPLGetDirname( "/abc/def" ) == "/abc"
CPLGetDirname( "abc" ) == "."
```

**Parameters**

<i>pszFilename</i>	the filename potentially including a path.
--------------------	--

### Returns

Path in an internal string which must not be freed. The string may be destroyed by the next CPL filename handling call. The returned will generally not contain a trailing path separator.

References CPLGetDirname().

Referenced by GDALDriverManager::AutoLoadDrivers(), and CPLGetDirname().

#### 50.1.2.20 int CPLGetExecPath ( char \* *pszPathBuf*, int *nMaxLength* )

Fetch path of executable.

The path to the executable currently running is returned. This path includes the name of the executable. Currently this only works on win32 platform.

### Parameters

<i>pszPathBuf</i>	the buffer into which the path is placed.
<i>nMaxLength</i>	the buffer size, MAX_PATH+1 is suggested.

### Returns

FALSE on failure or TRUE on success.

References CPLGetExecPath().

Referenced by GDALDriverManager::AutoLoadDrivers(), and CPLGetExecPath().

#### 50.1.2.21 const char\* CPLGetExtension ( const char \* *pszFullFilename* )

Extract filename extension from full filename.

Returns a string containing the extension portion of the passed name. If there is no extension (the filename has no dot) an empty string is returned. The returned extension will not include the period.

```
CPLGetExtension( "abc/def.xyz" ) == "xyz"
CPLGetExtension( "abc/def" ) == ""
```

### Parameters

<i>pszFullFilename</i>	the full filename potentially including a path.
------------------------	---

## Returns

just the extension portion of the path in an internal string which must not be freed.  
The string may be destroyed by the next CPL filename handling call.

References CPLGetExtension().

Referenced by GDALDriverManager::AutoLoadDrivers(), CPLGetExtension(), GDALReadWorldFile(), and GDALDataset::GetFileList().

### 50.1.2.22 `const char* CPLGetFilename ( const char * pszFullFilename )`

Extract non-directory portion of filename.

Returns a string containing the bare filename portion of the passed filename. If there is no filename (passed value ends in trailing directory separator) an empty string is returned.

```
CPLGetFilename( "abc/def.xyz" ) == "def.xyz"
CPLGetFilename( "/abc/def/" ) == ""
CPLGetFilename( "abc/def" ) == "def"
```

## Parameters

<i>pszFullFilename</i>	the full filename potentially including a path.
------------------------	---

## Returns

just the non-directory portion of the path (points back into original string).

References CPLGetFilename().

Referenced by CPLCheckForFile(), CPLCorrespondingPaths(), and CPLGetFilename().

### 50.1.2.23 `const char* CPLGetPath ( const char * pszFilename )`

Extract directory path portion of filename.

Returns a string containing the directory path portion of the passed filename. If there is no path in the passed filename an empty string will be returned (not NULL).

```
CPLGetPath( "abc/def.xyz" ) == "abc"
CPLGetPath( "/abc/def/" ) == "/abc/def"
CPLGetPath( "/" ) == "/"
CPLGetPath( "/abc/def" ) == "/abc"
CPLGetPath( "abc" ) == ""
```

## Parameters

<i>pszFilename</i>	the filename potentially including a path.
--------------------	--

**Returns**

Path in an internal string which must not be freed. The string may be destroyed by the next CPL filename handling call. The returned will generally not contain a trailing path separator.

References CPLGetPath().

Referenced by CPLCorrespondingPaths(), CPLGetPath(), VRTDataset::FlushCache(), and GDALPamDataset::GetMetadataItem().

**50.1.2.24 CPLSharedFileInfo\* CPLGetSharedList ( int \* *pnCount* )**

Fetch list of open shared files.

**Parameters**

<i>pnCount</i>	place to put the count of entries.
----------------	------------------------------------

**Returns**

the pointer to the first in the array of shared file info structures.

**50.1.2.25 void\* CPLGetSymbol ( const char \* *pszLibrary*, const char \* *pszSymbolName* )**

Fetch a function pointer from a shared library / DLL.

This function is meant to abstract access to shared libraries and DLLs and performs functions similar to dlopen()/dlsym() on Unix and LoadLibrary() / GetProcAddress() on Windows.

If no support for loading entry points from a shared library is available this function will always return NULL. Rules on when this function issues a **CPLError()** (p. ??) or not are not currently well defined, and will have to be resolved in the future.

Currently **CPLGetSymbol()** (p. ??) doesn't try to:

- prevent the reference count on the library from going up for every request, or given any opportunity to unload the library.
- Attempt to look for the library in non-standard locations.
- Attempt to try variations on the symbol name, like pre-pending or post-pending an underscore.

Some of these issues may be worked on in the future.

**Parameters**

<i>pszLibrary</i>	the name of the shared library or DLL containing the function. May contain path to file. If not system supplies search paths will be used.
<i>pszSymbol-Name</i>	the name of the function to fetch a pointer to.

**Returns**

A pointer to the function if found, or NULL if the function isn't found, or the shared library can't be loaded.

References CPLGetSymbol().

Referenced by GDALDriverManager::AutoLoadDrivers(), and CPLGetSymbol().

**50.1.2.26 int CPLIsFilenameRelative ( const char \* *pszFilename* )**

Is filename relative or absolute?

The test is filesystem convention agnostic. That is it will test for Unix style and windows style path conventions regardless of the actual system in use.

**Parameters**

<i>pszFilename</i>	the filename with path to test.
--------------------	---------------------------------

**Returns**

TRUE if the filename is relative or FALSE if it is absolute.

References CPLIsFilenameRelative().

Referenced by CPLExtractRelativePath(), CPLIsFilenameRelative(), and CPLProjectRelativeFilename().

**50.1.2.27 void\* CPLMalloc ( size\_t *nSize* )**

Safe version of malloc().

This function is like the C library malloc(), but raises a CE\_Fatal error with **CPLError()** (p. ??) if it fails to allocate the desired memory. It should be used for small memory allocations that are unlikely to fail and for which the application is unwilling to test for out of memory conditions. It uses VSIMalloc() to get the memory, so any hooking of VSIMalloc() will apply to **CPLMalloc()** (p. ??) as well. CPLFree() or VSIFree() can be used free memory allocated by **CPLMalloc()** (p. ??).

**Parameters**

<i>nSize</i>	size (in bytes) of memory block to allocate.
--------------	--

**Returns**

pointer to newly allocated memory, only NULL if nSize is zero.

### 50.1.2.28 FILE\* CPLOpenShared ( const char \* *pszFilename*, const char \* *pszAccess*, int *bLarge* )

Open a shared file handle.

Some operating systems have limits on the number of file handles that can be open at one time. This function attempts to maintain a registry of already open file handles, and reuse existing ones if the same file is requested by another part of the application.

Note that access is only shared for access types "r", "rb", "r+" and "rb+". All others will just result in direct VSIOpen() calls. Keep in mind that a file is only reused if the file name is exactly the same. Different names referring to the same file will result in different handles.

The VSIOpen() or **VSIFOpenL()** (p. ??) function is used to actually open the file, when an existing file handle can't be shared.

#### Parameters

<i>pszFilename</i>	the name of the file to open.
<i>pszAccess</i>	the normal fopen()/VSIOpen() style access string.
<i>bLarge</i>	If TRUE <b>VSIFOpenL()</b> (p. ??) (for large files) will be used instead of VSIOpen().

#### Returns

a file handle or NULL if opening fails.

References VSIFOpenL().

### 50.1.2.29 double CPLPackedDMSToDec ( double *dfPacked* )

Convert a packed DMS value (DDMMSS.SS) into decimal degrees.

This function converts a packed DMS angle to seconds. The standard packed DMS format is:

degrees \* 1000000 + minutes \* 1000 + seconds

Example: ang = 120025045.25 yields deg = 120 min = 25 sec = 45.25

The algorithm used for the conversion is as follows:

1. The absolute value of the angle is used.
2. The degrees are separated out: deg = ang/1000000 (fractional portion truncated)
3. The minutes are separated out: min = (ang - deg \* 1000000) / 1000 (fractional portion truncated)
4. The seconds are then computed: sec = ang - deg \* 1000000 - min \* 1000
5. The total angle in seconds is computed: sec = deg \* 3600.0 + min \* 60.0 + sec
6. The sign of sec is set to that of the input angle.

Packed DMS values used by the USGS GCTP package and probably by other software.

NOTE: This code does not validate input value. If you give the wrong value, you will get the wrong result.

#### Parameters

<i>dfPacked</i>	Angle in packed DMS format.
-----------------	-----------------------------

#### Returns

Angle in decimal degrees.

**50.1.2.30** `int CPLPrintDouble ( char * pszBuffer, const char * pszFormat, double dfValue, const char * pszLocale )`

Print double value into specified string buffer.

Exponential character flag 'E' (or 'e') will be replaced with 'D', as in Fortran. Resulting string will not to be NULL-terminated.

#### Parameters

<i>pszBuffer</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string. Note, that the string will not be NULL-terminated, so user should do this himself, if needed.
<i>pszFormat</i>	Format specifier (for example, "%16.9E").
<i>dfValue</i>	Numerical value to print.
<i>pszLocale</i>	Pointer to a character string containing locale name ("C", "POSIX", "us_US", "ru_RU.KOI8-R" etc.). If NULL we will not manipulate with locale settings and current process locale will be used for printing. With the <i>pszLocale</i> option we can control what exact locale will be used for printing a numeric value to the string (in most cases it should be C/POSIX).

#### Returns

Number of characters printed.

**50.1.2.31** `int CPLPrintInt32 ( char * pszBuffer, GInt32 iValue, int nMaxLen )`

Print GInt32 value into specified string buffer.

This string will not be NULL-terminated.

#### Parameters

<i>pszBuffer</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string. Note, that the string will not be NULL-terminated, so user should do this himself, if needed.
<i>iValue</i>	Numerical value to print.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than <i>nMaxLen</i> , it will be truncated.

**Returns**

Number of characters printed.

**50.1.2.32** `int CPLPrintPointer ( char * pszBuffer, void * pValue, int nMaxLen )`

Print pointer value into specified string buffer.

This string will not be NULL-terminated.

**Parameters**

<i>pszBuffer</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string. Note, that the string will not be NULL-terminated, so user should do this himself, if needed.
<i>pValue</i>	Pointer to ASCII encode.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than <i>nMaxLen</i> , it will be truncated.

**Returns**

Number of characters printed.

**50.1.2.33** `int CPLPrintString ( char * pszDest, const char * pszSrc, int nMaxLen )`

Copy the string pointed to by *pszSrc*, NOT including the terminating '\0' character, to the array pointed to by *pszDest*.

**Parameters**

<i>pszDest</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string.
<i>pszSrc</i>	Pointer to the source buffer.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than <i>nMaxLen</i> , it will be truncated.

**Returns**

Number of characters printed.

**50.1.2.34** `int CPLPrintStringFill ( char * pszDest, const char * pszSrc, int nMaxLen )`

Copy the string pointed to by *pszSrc*, NOT including the terminating '\0' character, to the array pointed to by *pszDest*.

Remainder of the destination string will be filled with space characters. This is only difference from the `PrintString()`.



**Parameters**

<i>pszDest</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string.
<i>pszSrc</i>	Pointer to the source buffer.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than nMaxLen, it will be truncated.

**Returns**

Number of characters printed.

**50.1.2.35** `int CPLPrintTime ( char * pszBuffer, int nMaxLen, const char * pszFormat, const struct tm * poBrokenTime, const char * pszLocale )`

Print specified time value accordingly to the format options and specified locale name.

This function does following:

- if locale parameter is not NULL, the current locale setting will be stored and replaced with the specified one;
- format time value with the strftime(3) function;
- restore back current locale, if was saved.

**Parameters**

<i>pszBuffer</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string. Note, that the string will not be NULL-terminated, so user should do this himself, if needed.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than nMaxLen, it will be truncated.
<i>pszFormat</i>	Controls the output format. Options are the same as for strftime(3) function.
<i>poBrokenTime</i>	Pointer to the broken-down time structure. May be requested with the VSIGMTIME() and VSILocalTime() functions.
<i>pszLocale</i>	Pointer to a character string containing locale name ("C", "POSIX", "us_US", "ru_RU.KOI8-R" etc.). If NULL we will not manipulate with locale settings and current process locale will be used for printing. Be aware that it may be unsuitable to use current locale for printing time, because all names will be printed in your native language, as well as time format settings also may be adjusted differently from the C/POSIX defaults. To solve these problems this option was introduced.

**Returns**

Number of characters printed.

### 50.1.2.36 `int CPLPrintUIntBig ( char * pszBuffer, GUIntBig iValue, int nMaxLen )`

Print GUIntBig value into specified string buffer.

This string will not be NULL-terminated.

#### Parameters

<i>pszBuffer</i>	Pointer to the destination string buffer. Should be large enough to hold the resulting string. Note, that the string will not be NULL-terminated, so user should do this himself, if needed.
<i>iValue</i>	Numerical value to print.
<i>nMaxLen</i>	Maximum length of the resulting string. If string length is greater than <i>nMaxLen</i> , it will be truncated.

#### Returns

Number of characters printed.

### 50.1.2.37 `const char* CPLProjectRelativeFilename ( const char * pszProjectDir, const char * pszSecondaryFilename )`

Find a file relative to a project file.

Given the path to a "project" directory, and a path to a secondary file referenced from that project, build a path to the secondary file that the current application can use. If the secondary path is already absolute, rather than relative, then it will be returned unaltered.

Examples:

```
CPLProjectRelativeFilename("abc/def", "tmp/abc.gif") == "abc/def/tmp/abc.gif"
CPLProjectRelativeFilename("abc/def", "/tmp/abc.gif") == "/tmp/abc.gif"
CPLProjectRelativeFilename("/xy", "abc.gif") == "/xy/abc.gif"
CPLProjectRelativeFilename("/abc/def", "../abc.gif") == "/abc/def/../abc.gif"
CPLProjectRelativeFilename("C:\\WIN", "abc.gif") == "C:\\WIN\\abc.gif"
```

#### Parameters

<i>pszProject-Dir</i>	the directory relative to which the secondary files path should be interpreted.
<i>pszSecondaryFilename</i>	the filename (potentially with path) that is to be interpreted relative to the project directory.

#### Returns

a composed path to the secondary file. The returned string is internal and should not be altered, freed, or depending on past the next CPL call.

References `CPLIsFilenameRelative()`, and `CPLProjectRelativeFilename()`.

Referenced by CPLProjectRelativeFilename().

#### 50.1.2.38 const char\* CPLReadLine ( FILE \* *fp* )

Simplified line reading from text file.

Read a line of text from the given file handle, taking care to capture CR and/or LF and strip off ... equivalent of DKReadLine(). Pointer to an internal buffer is returned. The application shouldn't free it, or depend on it's value past the next call to **CPLReadLine()** (p. ??).

Note that **CPLReadLine()** (p. ??) uses VSIFGets(), so any hooking of VSI file services should apply to **CPLReadLine()** (p. ??) as well.

**CPLReadLine()** (p. ??) maintains an internal buffer, which will appear as a single block memory leak in some circumstances. **CPLReadLine()** (p. ??) may be called with a NULL FILE \* at any time to free this working buffer.

##### Parameters

<i>fp</i>	file pointer opened with VSIFOpen().
-----------	--------------------------------------

##### Returns

pointer to an internal buffer containing a line of text read from the file or NULL if the end of file was encountered.

#### 50.1.2.39 const char\* CPLReadLine2L ( FILE \* *fp*, int *nMaxCars*, char \*\* *papszOptions* )

Simplified line reading from text file.

Similar to **CPLReadLine()** (p. ??), but reading from a large file API handle.

##### Parameters

<i>fp</i>	file pointer opened with <b>VSIFOpenL()</b> (p. ??).
<i>nMaxCars</i>	maximum number of characters allowed, or -1 for no limit.
<i>papszOptions</i>	NULL-terminated array of options. Unused for now.

##### Returns

pointer to an internal buffer containing a line of text read from the file or NULL if the end of file was encountered or the maximum number of characters allowed reached.

##### Since

GDAL 1.7.0

References VSIFReadL(), VSIFSeekL(), and VSIFTellL().

### 50.1.2.40 `const char* CPLReadLineL ( FILE * fp )`

Simplified line reading from text file.

Similar to **CPLReadLine()** (p. ??), but reading from a large file API handle.

#### Parameters

<i>fp</i>	file pointer opened with <b>VSIFOpenL()</b> (p. ??).
-----------	--

#### Returns

pointer to an internal buffer containing a line of text read from the file or NULL if the end of file was encountered.

### 50.1.2.41 `void* CPLRealloc ( void * pData, size_t nNewSize )`

Safe version of `realloc()`.

This function is like the C library `realloc()`, but raises a `CE_Fatal` error with **CPLError()** (p. ??) if it fails to allocate the desired memory. It should be used for small memory allocations that are unlikely to fail and for which the application is unwilling to test for out of memory conditions. It uses `VSIRealloc()` to get the memory, so any hooking of `VSIRealloc()` will apply to **CPLRealloc()** (p. ??) as well. `CPLFree()` or `VSIFree()` can be used free memory allocated by **CPLRealloc()** (p. ??).

It is also safe to pass NULL in as the existing memory block for **CPLRealloc()** (p. ??), in which case it uses `VSIMalloc()` to allocate a new block.

#### Parameters

<i>pData</i>	existing memory block which should be copied to the new block.
<i>nNewSize</i>	new size (in bytes) of memory block to allocate.

#### Returns

pointer to allocated memory, only NULL if *nNewSize* is zero.

### 50.1.2.42 `const char* CPLResetExtension ( const char * pszPath, const char * pszExt )`

Replace the extension with the provided one.

#### Parameters

<i>pszPath</i>	the input path, this string is not altered.
<i>pszExt</i>	the new extension to apply to the given path.

#### Returns

an altered filename with the new extension. Do not modify or free the returned string. The string may be destroyed by the next CPL call.

References CPLResetExtension().

Referenced by CPLResetExtension(), GDALReadWorldFile(), GDALWriteWorldFile(), and GDALDataset::GetFileList().

#### 50.1.2.43 double CPLScanDouble ( const char \* *pszString*, int *nMaxLength* )

Extract double from string.

Scan up to a maximum number of characters from a string and convert the result to a double. This function uses **CPLAtof()** (p. ??) to convert string to double value, so it uses a comma as a decimal delimiter.

##### Parameters

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to consider as part of the number. Less characters will be considered if a null character is encountered.

##### Returns

Double value, converted from its ASCII form.

References CPLAtof().

#### 50.1.2.44 long CPLScanLong ( const char \* *pszString*, int *nMaxLength* )

Scan up to a maximum number of characters from a string and convert the result to a long.

##### Parameters

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to consider as part of the number. Less characters will be considered if a null character is encountered.

##### Returns

Long value, converted from its ASCII form.

#### 50.1.2.45 void\* CPLScanPointer ( const char \* *pszString*, int *nMaxLength* )

Extract pointer from string.

Scan up to a maximum number of characters from a string and convert the result to a pointer.

**Parameters**

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to consider as part of the number. Less characters will be considered if a null character is encountered.

**Returns**

pointer value, converted from its ASCII form.

50.1.2.46 `char* CPLScanString ( const char * pszString, int nMaxLength, int bTrimSpaces, int bNormalize )`

Scan up to a maximum number of characters from a given string, allocate a buffer for a new string and fill it with scanned characters.

**Parameters**

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to read. Less characters will be read if a null character is encountered.
<i>bTrimSpaces</i>	If TRUE, trim ending spaces from the input string. Character considered as empty using isspace(3) function.
<i>bNormalize</i>	If TRUE, replace ':' symbol with the '_'. It is needed if resulting string will be used in CPL dictionaries.

**Returns**

Pointer to the resulting string buffer. Caller responsible to free this buffer with CPL-Free().

50.1.2.47 `GUIntBig CPLScanUIntBig ( const char * pszString, int nMaxLength )`

Extract big integer from string.

Scan up to a maximum number of characters from a string and convert the result to a GUIntBig.

**Parameters**

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to consider as part of the number. Less characters will be considered if a null character is encountered.

**Returns**

GUIntBig value, converted from its ASCII form.

**50.1.2.48 unsigned long CPLScanULong ( const char \* *pszString*, int *nMaxLength* )**

Scan up to a maximum number of characters from a string and convert the result to a unsigned long.

**Parameters**

<i>pszString</i>	String containing characters to be scanned. It may be terminated with a null character.
<i>nMaxLength</i>	The maximum number of character to consider as part of the number. Less characters will be considered if a null character is encountered.

**Returns**

Unsigned long value, converted from its ASCII form.

**50.1.2.49 void CPLSetConfigOption ( const char \* *pszKey*, const char \* *pszValue* )**

Set a configuration option for GDAL/OGR use.

Those options are defined as a (key, value) couple. The value corresponding to a key can be got later with the **CPLGetConfigOption()** (p. ??) method.

This mechanism is similar to environment variables, but options set with **CPLSetConfigOption()** (p. ??) overrides, for **CPLGetConfigOption()** (p. ??) point of view, values defined in the environment.

If **CPLSetConfigOption()** (p. ??) is called several times with the same key, the value provided during the last call will be used.

Options can also be passed on the command line of most GDAL utilities with the with '--config KEY VALUE'. For example, ogrinfo --config CPL\_DEBUG ON ~/data/test/point.shp

**Parameters**

<i>pszKey</i>	the key of the option
<i>pszValue</i>	the value of the option

**50.1.2.50 void CPLSetThreadLocalConfigOption ( const char \* *pszKey*, const char \* *pszValue* )**

Set a configuration option for GDAL/OGR use.

Those options are defined as a (key, value) couple. The value corresponding to a key can be got later with the **CPLGetConfigOption()** (p. ??) method.

This function sets the configuration option that only applies in the current thread, as opposed to **CPLSetConfigOption()** (p. ??) which sets an option that applies on all threads.

**Parameters**

<i>pszKey</i>	the key of the option
---------------	-----------------------

<i>pszValue</i>	the value of the option
-----------------	-------------------------

#### 50.1.2.51 char\* CPLStrdup ( const char \* *pszString* )

Safe version of strdup() function.

This function is similar to the C library strdup() function, but if the memory allocation fails it will issue a CE\_Fatal error with **CPLERROR()** (p. ??) instead of returning NULL. It uses VSIStrdup(), so any hooking of that function will apply to **CPLStrdup()** (p. ??) as well. Memory allocated with **CPLStrdup()** (p. ??) can be freed with CPLFree() or VSIFree().

It is also safe to pass a NULL string into **CPLStrdup()** (p. ??). **CPLStrdup()** (p. ??) will allocate and return a zero length string (as opposed to a NULL string).

##### Parameters

<i>pszString</i>	input string to be duplicated. May be NULL.
------------------	---

##### Returns

pointer to a newly allocated copy of the string. Free with CPLFree() or VSIFree().

#### 50.1.2.52 char\* CPLStrlwr ( char \* *pszString* )

Convert each characters of the string to lower case.

For example, "ABcdE" will be converted to "abcde". This function is locale dependent.

##### Parameters

<i>pszString</i>	input string to be converted.
------------------	-------------------------------

##### Returns

pointer to the same string, pszString.

#### 50.1.2.53 double CPLStrtod ( const char \* *nptr*, char \*\* *endptr* )

Converts ASCII string to floating point number.

This function converts the initial portion of the string pointed to by nptr to double floating point representation. This function does the same as standard strtod(3), but does not take locale in account. That means, the decimal delimiter is always '.' (decimal point). Use **CPLStrtodDelim()** (p. ??) function if you want to specify custom delimiter. Also see notes for **CPLAtof()** (p. ??) function.

##### Parameters

<i>nptr</i>	Pointer to string to convert.
-------------	-------------------------------



<i>endptr</i>	If is not NULL, a pointer to the character after the last character used in the conversion is stored in the location referenced by endptr.
---------------	--

**Returns**

Converted value, if any.

References CPLStrtod(), and CPLStrtodDelim().

Referenced by CPLAtof(), CPLStrtod(), and GDALValidateCreationOptions().

**50.1.2.54 double CPLStrtodDelim ( const char \* *nptr*, char \*\* *endptr*, char *point* )**

Converts ASCII string to floating point number using specified delimiter.

This function converts the initial portion of the string pointed to by *nptr* to double floating point representation. This function does the same as standard strtod(3), but does not take locale in account. Instead of locale defined decimal delimiter you can specify your own one. Also see notes for **CPLAtof()** (p. ??) function.

**Parameters**

<i>nptr</i>	Pointer to string to convert.
<i>endptr</i>	If is not NULL, a pointer to the character after the last character used in the conversion is stored in the location referenced by endptr.
<i>point</i>	Decimal delimiter.

**Returns**

Converted value, if any.

References CPLStrtodDelim().

Referenced by CPLAtofDelim(), CPLAtofM(), CPLStrtod(), CPLStrtodDelim(), and CPLStrtofDelim().

**50.1.2.55 float CPLStrtof ( const char \* *nptr*, char \*\* *endptr* )**

Converts ASCII string to floating point number.

This function converts the initial portion of the string pointed to by *nptr* to single floating point representation. This function does the same as standard strtof(3), but does not take locale in account. That means, the decimal delimiter is always '.' (decimal point). Use **CPLStrtofDelim()** (p. ??) function if you want to specify custom delimiter. Also see notes for **CPLAtof()** (p. ??) function.

**Parameters**

<i>nptr</i>	Pointer to string to convert.
<i>endptr</i>	If is not NULL, a pointer to the character after the last character used in the conversion is stored in the location referenced by endptr.

**Returns**

Converted value, if any.

References CPLStrtof(), and CPLStrtofDelim().

Referenced by CPLStrtof().

**50.1.2.56 float CPLStrtofDelim ( const char \* *nptr*, char \*\* *endptr*, char *point* )**

Converts ASCII string to floating point number using specified delimiter.

This function converts the initial portion of the string pointed to by *nptr* to single floating point representation. This function does the same as standard strtod(3), but does not take locale in account. Instead of locale defined decimal delimiter you can specify your own one. Also see notes for **CPLAtof()** (p. ??) function.

**Parameters**

<i>nptr</i>	Pointer to string to convert.
<i>endptr</i>	If is not NULL, a pointer to the character after the last character used in the conversion is stored in the location referenced by <i>endptr</i> .
<i>point</i>	Decimal delimiter.

**Returns**

Converted value, if any.

References CPLStrtodDelim(), and CPLStrtofDelim().

Referenced by CPLStrtof(), and CPLStrtofDelim().

**50.1.2.57 int CPLUnlinkTree ( const char \* *pszPath* )****Returns**

0 on successful completion, -1 if function fails.

References CPLFormFilename(), VSIRmdir(), and VSIUnlink().

**50.2 cpl\_error.h File Reference**

CPL error handling services.

```
#include "cpl_port.h"
```

**Defines**

- #define **CPLAssert**(expr)

- #define **VALIDATE\_POINTER\_ERR** CE\_Failure
- #define **VALIDATE\_POINTER0**(ptr, func)
- #define **VALIDATE\_POINTER1**(ptr, func, rc)
- #define **CPL\_Nothing** 0
- #define **CPL\_AppDefined** 1
- #define **CPL\_OutOfMemory** 2
- #define **CPL\_FileIO** 3
- #define **CPL\_OpenFailed** 4
- #define **CPL\_IllegalArg** 5
- #define **CPL\_NotSupported** 6
- #define **CPL\_AssertionFailed** 7
- #define **CPL\_NoWriteAccess** 8
- #define **CPL\_UserInterrupt** 9
- #define **CPL\_ObjectNull** 10

## Typedefs

- typedef void(\* **CPLErrorHandler** )(CPLerr, int, const char \*)

## Enumerations

- enum **CPLerr** {  
**CE\_None** = 0, **CE\_Debug** = 1, **CE\_Warning** = 2, **CE\_Failure** = 3,  
**CE\_Fatal** = 4 }

## Functions

- void **CPLReportError** (CPLerr eErrClass, int err\_no, const char \*fmt,...)  
*Report an error.*
- void **CPLReportErrorV** (CPLerr, int, const char \*, va\_list)
- void **CPLResetErrors** (void)  
*Erase any traces of previous errors.*
- int **CPLGetLastErrorNo** (void)  
*Fetch the last error number.*
- CPLerr **CPLGetLastErrorType** (void)  
*Fetch the last error type.*
- const char \* **CPLGetLastErrorMsg** (void)  
*Get the last error message.*
- void **CPLLoggingErrorHandler** (CPLerr, int, const char \*)
- void **CPLDefaultErrorHandler** (CPLerr, int, const char \*)
- void **CPLQuietErrorHandler** (CPLerr, int, const char \*)
- CPLErrorHandler **CPLSetErrorHandler** (CPLErrorHandler)  
*Install custom error handler.*

- void **CPLPushErrorHandler** (CPLErrorHandler)  
*Push a new CPLError handler.*
- void **CPLPopErrorHandler** (void)  
*Pop error handler off stack.*
- void **CPLDebug** (const char \*, const char \*,...)  
*Display a debugging message.*
- void **\_CPLAssert** (const char \*, const char \*, int)  
*Report failure of a logical assertion.*

### 50.2.1 Detailed Description

CPL error handling services.

### 50.2.2 Define Documentation

#### 50.2.2.1 #define VALIDATE\_POINTER0( ptr, func )

**Value:**

```
do { if( NULL == ptr ) \
    { \
        CPLErr const ret = VALIDATE_POINTER_ERR; \
        CPLError( ret, CPLE_ObjectNull, \
            "Pointer \'%s\' is NULL in \'%s\'.\n", #ptr, (func)); \
        return; }} while(0)
```

#### 50.2.2.2 #define VALIDATE\_POINTER1( ptr, func, rc )

**Value:**

```
do { if( NULL == ptr ) \
    { \
        CPLErr const ret = VALIDATE_POINTER_ERR; \
        CPLError( ret, CPLE_ObjectNull, \
            "Pointer \'%s\' is NULL in \'%s\'.\n", #ptr, (func)); \
        return (rc); }} while(0)
```

### 50.2.3 Function Documentation

#### 50.2.3.1 void \_CPLAssert ( const char \* pszExpression, const char \* pszFile, int iLine )

Report failure of a logical assertion.

Applications would normally use the CPLAssert() macro which expands into code calling **\_CPLAssert()** (p. ??) only if the condition fails. **\_CPLAssert()** (p. ??) will generate a CE\_Fatal error call to **CPLError()** (p. ??), indicating the file name, and line number of the failed assertion, as well as containing the assertion itself.

There is no reason for application code to call **\_CPLAssert()** (p. ??) directly.

### 50.2.3.2 void CPLDebug ( const char \* *pszCategory*, const char \* *pszFormat*, ... )

Display a debugging message.

The category argument is used in conjunction with the CPL\_DEBUG environment variable to establish if the message should be displayed. If the CPL\_DEBUG environment variable is not set, no debug messages are emitted (use CPLError(CE\_Warning,...) to ensure messages are displayed). If CPL\_DEBUG is set, but is an empty string or the word "ON" then all debug messages are shown. Otherwise only messages whose category appears somewhere within the CPL\_DEBUG value are displayed (as determined by strstr()).

Categories are usually an identifier for the subsystem producing the error. For instance "GDAL" might be used for the GDAL core, and "TIFF" for messages from the TIFF translator.

#### Parameters

<i>pszCategory</i>	name of the debugging message category.
<i>pszFormat</i>	printf() style format string for message to display. Remaining arguments are assumed to be for format.

### 50.2.3.3 void CPLError ( CPLErr *eErrClass*, int *err\_no*, const char \* *fmt*, ... )

Report an error.

This function reports an error in a manner that can be hooked and reported appropriate by different applications.

The effect of this function can be altered by applications by installing a custom error handling using **CPLSetErrorHandler()** (p. ??).

The *eErrClass* argument can have the value CE\_Warning indicating that the message is an informational warning, CE\_Failure indicating that the action failed, but that normal recover mechanisms will be used or CE\_Fatal meaning that a fatal error has occurred, and that **CPLError()** (p. ??) should not return.

The default behaviour of **CPLError()** (p. ??) is to report errors to stderr, and to abort() after reporting a CE\_Fatal error. It is expected that some applications will want to suppress error reporting, and will want to install a C++ exception, or longjmp() approach to no local fatal error recovery.

Regardless of how application error handlers or the default error handler choose to handle an error, the error number, and message will be stored for recovery with **CPLGetLastErrorNo()** (p. ??) and **CPLGetLastErrorMsg()** (p. ??).

#### Parameters

<i>eErrClass</i>	one of CE_Warning, CE_Failure or CE_Fatal.
<i>err_no</i>	the error number (CPL_*) from <b>cpl_error.h</b> (p. ??).
<i>fmt</i>	a printf() style format string. Any additional arguments will be treated as arguments to fill in this format in a manner similar to printf().

#### 50.2.3.4 void CPLErrorReset ( void )

Erase any traces of previous errors.

This is normally used to ensure that an error which has been recovered from does not appear to be still in play with high level functions.

#### 50.2.3.5 const char\* CPLGetLastErrorMsg ( void )

Get the last error message.

Fetches the last error message posted with **CPLError()** (p. ??), that hasn't been cleared by **CPLErrorReset()** (p. ??). The returned pointer is to an internal string that should not be altered or freed.

#### Returns

the last error message, or NULL if there is no posted error message.

#### 50.2.3.6 int CPLGetLastErrorNo ( void )

Fetch the last error number.

This is the error number, not the error class.

#### Returns

the error number of the last error to occur, or CPLE\_None (0) if there are no posted errors.

#### 50.2.3.7 CPLErr CPLGetLastErrorType ( void )

Fetch the last error type.

This is the error class, not the error number.

#### Returns

the error number of the last error to occur, or CE\_None (0) if there are no posted errors.

#### 50.2.3.8 void CPLPopErrorHandler ( void )

Pop error handler off stack.

Discards the current error handler on the error handler stack, and restores the one in use before the last **CPLPushErrorHandler()** (p. ??) call. This method has no effect if there are no error handlers on the current threads error handler stack.

**50.2.3.9 void CPLPushErrorHandler ( CPLErrorHandler *pfnErrorHandlerNew* )**

Push a new CPLError handler.

This pushes a new error handler on the thread-local error handler stack. This handler will be used until removed with **CPLPopErrorHandler()** (p. ??).

The **CPLSetErrorHandler()** (p. ??) docs have further information on how CPLError handlers work.

**Parameters**

<i>pfn- ErrorHan- dlerNew</i>	new error handler function.
---------------------------------------	-----------------------------

**50.2.3.10 CPLErrorHandler CPLSetErrorHandler ( CPLErrorHandler *pfnErrorHandlerNew* )**

Install custom error handler.

Allow the library's user to specify his own error handler function. A valid error handler is a C function with the following prototype:

```
void MyErrorHandler(CPLErr eErrClass, int err_no, const char *msg)
```

Pass NULL to come back to the default behavior. The default behaviour (CPLDefaultErrorHandler()) is to write the message to stderr.

The msg will be a partially formatted error message not containing the "ERROR %d:" portion emitted by the default handler. Message formatting is handled by **CPLError()** (p. ??) before calling the handler. If the error handler function is passed a CE\_Fatal class error and returns, then **CPLError()** (p. ??) will call abort(). Applications wanting to interrupt this fatal behaviour will have to use longjmp(), or a C++ exception to indirectly exit the function.

Another standard error handler is CPLQuietErrorHandler() which doesn't make any attempt to report the passed error or warning messages but will process debug messages via CPLDefaultErrorHandler.

Note that error handlers set with **CPLSetErrorHandler()** (p. ??) apply to all threads in an application, while error handlers set with CPLPushErrorHandler are thread-local. However, any error handlers pushed with CPLPushErrorHandler (and not removed with CPLPopErrorHandler) take precedence over the global error handlers set with **CPLSetErrorHandler()** (p. ??). Generally speaking **CPLSetErrorHandler()** (p. ??) would be used to set a desired global error handler, while **CPLPushErrorHandler()** (p. ??) would be used to install a temporary local error handler, such as CPLQuietErrorHandler() to suppress error reporting in a limited segment of code.

**Parameters**

<i>pfn- ErrorHan- dlerNew</i>	new error handler function.
---------------------------------------	-----------------------------

**Returns**

returns the previously installed error handler.

**50.3 cpl\_hash\_set.h File Reference**

Hash set implementation.

```
#include "cpl_port.h"
```

**Typedefs**

- typedef struct **\_CPLHashSet** **CPLHashSet**
- typedef unsigned long(\* **CPLHashSetHashFunc** )(const void \*elt)
- typedef int(\* **CPLHashSetEqualFunc** )(const void \*elt1, const void \*elt2)
- typedef void(\* **CPLHashSetFreeEltFunc** )(void \*elt)
- typedef int(\* **CPLHashSetIterEltFunc** )(void \*elt, void \*user\_data)

**Functions**

- **CPLHashSet \* CPLHashSetNew** (CPLHashSetHashFunc fnHashFunc, CPLHashSetEqualFunc fnEqualFunc, CPLHashSetFreeEltFunc fnFreeEltFunc)  
*Creates a new hash set.*
- void **CPLHashSetDestroy** (CPLHashSet \*set)  
*Destroys an allocated hash set.*
- int **CPLHashSetSize** (const CPLHashSet \*set)  
*Returns the number of elements inserted in the hash set.*
- void **CPLHashSetForeach** (CPLHashSet \*set, CPLHashSetIterEltFunc fnIterFunc, void \*user\_data)  
*Walk through the hash set and runs the provided function on all the elements.*
- int **CPLHashSetInsert** (CPLHashSet \*set, void \*elt)  
*Inserts an element into a hash set.*
- void \* **CPLHashSetLookup** (CPLHashSet \*set, const void \*elt)  
*Returns the element found in the hash set corresponding to the element to look up  
The element must not be modified.*
- int **CPLHashSetRemove** (CPLHashSet \*set, const void \*elt)  
*Removes an element from a hash set.*
- unsigned long **CPLHashSetHashPointer** (const void \*elt)  
*Hash function for an arbitrary pointer.*
- int **CPLHashSetEqualPointer** (const void \*elt1, const void \*elt2)  
*Equality function for arbitrary pointers.*
- unsigned long **CPLHashSetHashStr** (const void \*pszStr)  
*Hash function for a zero-terminated string.*
- int **CPLHashSetEqualStr** (const void \*pszStr1, const void \*pszStr2)  
*Equality function for strings.*



### 50.3.1 Detailed Description

Hash set implementation. An hash set is a data structure that holds elements that are unique according to a comparison function. Operations on the hash set, such as insertion, removal or lookup, are supposed to be fast if an efficient "hash" function is provided.

### 50.3.2 Function Documentation

#### 50.3.2.1 void CPLHashSetDestroy ( CPLHashSet \* *set* )

Destroys an allocated hash set.

This function also frees the elements if a free function was provided at the creation of the hash set.

##### Parameters

<i>set</i>	the hash set
------------	--------------

References `_CPLList::pData`, and `_CPLList::pNext`.

#### 50.3.2.2 int CPLHashSetEqualPointer ( const void \* *elt1*, const void \* *elt2* )

Equality function for arbitrary pointers.

##### Parameters

<i>elt1</i>	the first arbitrary pointer to compare
<i>elt2</i>	the second arbitrary pointer to compare

##### Returns

TRUE if the pointers are equal

#### 50.3.2.3 int CPLHashSetEqualStr ( const void \* *elt1*, const void \* *elt2* )

Equality function for strings.

##### Parameters

<i>elt1</i>	the first string to compare. May be NULL.
<i>elt2</i>	the second string to compare. May be NULL.

##### Returns

TRUE if the strings are equal

**50.3.2.4** void CPLHashSetForeach ( CPLHashSet \* *set*, CPLHashSetIterEltFunc *fnIterFunc*, void \* *user\_data* )

Walk through the hash set and runs the provided function on all the elements.

This function is provided the *user\_data* argument of CPLHashSetForeach. It must return TRUE to go on the walk through the hash set, or FALSE to make it stop.

Note : the structure of the hash set must *\*NOT\** be modified during the walk.

#### Parameters

<i>set</i>	the hash set.
<i>fnIterFunc</i>	the function called on each element.
<i>user_data</i>	the user data provided to the function.

References \_CPLList::pData, and \_CPLList::psNext.

**50.3.2.5** unsigned long CPLHashSetHashPointer ( const void \* *elt* )

Hash function for an arbitrary pointer.

#### Parameters

<i>elt</i>	the arbitrary pointer to hash
------------	-------------------------------

#### Returns

the hash value of the pointer

**50.3.2.6** unsigned long CPLHashSetHashStr ( const void \* *elt* )

Hash function for a zero-terminated string.

#### Parameters

<i>elt</i>	the string to hash. May be NULL.
------------	----------------------------------

#### Returns

the hash value of the string

**50.3.2.7** int CPLHashSetInsert ( CPLHashSet \* *set*, void \* *elt* )

Inserts an element into a hash set.

If the element was already inserted in the hash set, the previous element is replaced by the new element. If a free function was provided, it is used to free the previously inserted element

**Parameters**

<i>set</i>	the hash set
<i>elt</i>	the new element to insert in the hash set

**Returns**

TRUE if the element was not already in the hash set

**50.3.2.8 void\* CPLHashSetLookup ( CPLHashSet \* *set*, const void \* *elt* )**

Returns the element found in the hash set corresponding to the element to look up The element must not be modified.

**Parameters**

<i>set</i>	the hash set
<i>elt</i>	the element to look up in the hash set

**Returns**

the element found in the hash set or NULL

**50.3.2.9 CPLHashSet\* CPLHashSetNew ( CPLHashSetHashFunc *fnHashFunc*,  
CPLHashSetEqualFunc *fnEqualFunc*, CPLHashSetFreeEltFunc *fnFreeEltFunc* )**

Creates a new hash set.

The hash function must return a hash value for the elements to insert. If *fnHashFunc* is NULL, *CPLHashSetHashPointer* will be used.

The equal function must return if two elements are equal. If *fnEqualFunc* is NULL, *CPLHashSetEqualPointer* will be used.

The free function is used to free elements inserted in the hash set, when the hash set is destroyed, when elements are removed or replaced. If *fnFreeEltFunc* is NULL, elements inserted into the hash set will not be freed.

**Parameters**

<i>fnHashFunc</i>	hash function. May be NULL.
<i>fnEqualFunc</i>	equal function. May be NULL.
<i>fnFreeElt- Func</i>	element free function. May be NULL.

**Returns**

a new hash set

### 50.3.2.10 int CPLHashSetRemove ( CPLHashSet \* *set*, const void \* *elt* )

Removes an element from a hash set.

#### Parameters

<i>set</i>	the hash set
<i>elt</i>	the new element to remove from the hash set

#### Returns

TRUE if the element was in the hash set

References \_CPLList::pData, and \_CPLList::pNext.

### 50.3.2.11 int CPLHashSetSize ( const CPLHashSet \* *set* )

Returns the number of elements inserted in the hash set.

Note: this is not the internal size of the hash set

#### Parameters

<i>set</i>	the hash set
------------	--------------

#### Returns

the number of elements in the hash set

## 50.4 cpl\_http.h File Reference

Interface for downloading HTTP, FTP documents.

```
#include "cpl_conv.h"
#include "cpl_string.h"
#include "cpl_vsi.h"
```

#### Classes

- struct **CPLMimePart**
- struct **CPLHTTPResult**

#### Functions

- int **CPLHTTPEnabled** (void)  
*Return if CPLHTTP services can be usefull.*
- **CPLHTTPResult** \* **CPLHTTPFetch** (const char \*pszURL, char \*\*papszOptions)

*Fetch a document from an url and return in a string.*

- void **CPLHTTPCleanup** (void)

*Cleanup function to call at application termination.*

- void **CPLHTTPDestroyResult** (**CPLHTTPResult** \*psResult)

*Clean the memory associated with the return value of **CPLHTTPFetch()** (p. ??)*

- int **CPLHTTPParseMultipartMime** (**CPLHTTPResult** \*psResult)

*Parses a a MIME multipart message.*

### 50.4.1 Detailed Description

Interface for downloading HTTP, FTP documents.

### 50.4.2 Function Documentation

#### 50.4.2.1 void CPLHTTPDestroyResult ( **CPLHTTPResult** \* *psResult* )

Clean the memory associated with the return value of **CPLHTTPFetch()** (p. ??)

##### Parameters

<i>psResult</i>	pointer to the return value of <b>CPLHTTPFetch()</b> (p. ??)
-----------------	--

References **CPLHTTPResult::pabyData**, **CPLHTTPResult::pszContentType**, and **CPLHTTPResult::pszErrBuf**.

#### 50.4.2.2 int CPLHTTPEnabled ( void )

Return if CPLHTTP services can be usefull.

Those services depend on GDAL being build with libcurl support.

##### Returns

TRUE if libcurl support is enabled

#### 50.4.2.3 **CPLHTTPResult\*** CPLHTTPFetch ( const char \* *pszURL*, char \*\* *papszOptions* )

Fetch a document from an url and return in a string.

##### Parameters

<i>pszURL</i>	valid URL recognized by underlying download library (libcurl)
---------------	---

<i>papszOptions</i>	<p>option list as a NULL-terminated array of strings. May be NULL. The following options are handled :</p> <ul style="list-style-type: none"> <li>• TIMEOUT=val, where val is in seconds</li> <li>• HEADERS=val, where val is an extra header to use when getting a web page. For example "Accept: application/x-ogcwk"</li> <li>• HTTPAUTH=[BASIC/NTLM/ANY] to specify an authentication scheme to use.</li> <li>• USERPWD=userid:password to specify a user and password for authentication</li> </ul>
---------------------	--

### Returns

a `CPLHTTPResult*` structure that must be freed by **CPLHTTPDestroyResult()** (p. ??), or NULL if libcurl support is disabled

References `CPLHTTPResult::nStatus`, `CPLHTTPResult::pszContentType`, and `CPLHTTPResult::pszErrBuf`.

#### 50.4.2.4 int CPLHTTPParseMultipartMime ( CPLHTTPResult \* psResult )

Parses a a MIME multipart message.

This function will iterate over each part and put it in a separate element of the `psMimePart` array of the provided `psResult` structure.

### Parameters

<i>psResult</i>	pointer to the return value of <b>CPLHTTPFetch()</b> (p. ??)
-----------------	--

### Returns

TRUE if the message contains MIME multipart message.

References `CPLMimePart::nDataLen`, `CPLHTTPResult::nDataLen`, `CPLHTTPResult::nMimePartCount`, `CPLMimePart::pabyData`, `CPLHTTPResult::pabyData`, `CPLMimePart::papszHeaders`, `CPLHTTPResult::pasMimePart`, and `CPLHTTPResult::pszContentType`.

## 50.5 cpl\_list.h File Reference

Simplest list implementation.

```
#include "cpl_port.h"
```

### Classes

- struct **\_CPLList**

*List element structure.*

## Typedefs

- typedef struct **\_CPLList** **CPLList**

*List element structure.*

## Functions

- **CPLList \* CPLListAppend (CPLList \*psList, void \*pData)**  
*Append an object list and return a pointer to the modified list.*
- **CPLList \* CPLListInsert (CPLList \*psList, void \*pData, int nPosition)**  
*Insert an object into list at specified position (zero based).*
- **CPLList \* CPLListGetLast (CPLList \*psList)**  
*Return the pointer to last element in a list.*
- **CPLList \* CPLListGet (CPLList \*psList, int nPosition)**  
*Return the pointer to the specified element in a list.*
- **int CPLListCount (CPLList \*psList)**  
*Return the number of elements in a list.*
- **CPLList \* CPLListRemove (CPLList \*psList, int nPosition)**  
*Remove the element from the specified position (zero based) in a list.*
- **void CPLListDestroy (CPLList \*psList)**  
*Destroy a list.*
- **CPLList \* CPLListGetNext (CPLList \*psElement)**  
*Return the pointer to next element in a list.*
- **void \* CPLListGetData (CPLList \*psElement)**  
*Return pointer to the data object contained in given list element.*

### 50.5.1 Detailed Description

Simplest list implementation. List contains only pointers to stored objects, not objects itself. All operations regarding allocation and freeing memory for objects should be performed by the caller.

### 50.5.2 Typedef Documentation

#### 50.5.2.1 typedef struct **\_CPLList** **CPLList**

List element structure.

### 50.5.3 Function Documentation

#### 50.5.3.1 `CPLList* CPLListAppend ( CPLList * psList, void * pData )`

Append an object list and return a pointer to the modified list.

If the input list is NULL, then a new list is created.

##### Parameters

<i>psList</i>	pointer to list head.
<i>pData</i>	pointer to inserted data object. May be NULL.

##### Returns

pointer to the head of modified list.

References `_CPLList::pData`, and `_CPLList::pNext`.

#### 50.5.3.2 `int CPLListCount ( CPLList * psList )`

Return the number of elements in a list.

##### Parameters

<i>psList</i>	pointer to list head.
---------------	-----------------------

##### Returns

number of elements in a list.

References `_CPLList::pNext`.

#### 50.5.3.3 `void CPLListDestroy ( CPLList * psList )`

Destroy a list.

Caller responsible for freeing data objects contained in list elements.

##### Parameters

<i>psList</i>	pointer to list head.
---------------	-----------------------

References `_CPLList::pNext`.

#### 50.5.3.4 `CPLList* CPLListGet ( CPLList * psList, int nPosition )`

Return the pointer to the specified element in a list.



**Parameters**

<i>psList</i>	pointer to list head.
<i>nPosition</i>	the index of the element in the list, 0 being the first element

**Returns**

pointer to the specified element in a list.

References `_CPLList::psNext`.

**50.5.3.5 void\* CPLListGetData ( CPLList \* *psElement* )**

Return pointer to the data object contained in given list element.

**Parameters**

<i>psElement</i>	pointer to list element.
------------------	--------------------------

**Returns**

pointer to the data object contained in given list element.

References `_CPLList::pData`.

**50.5.3.6 CPLList\* CPLListGetLast ( CPLList \* *psList* )**

Return the pointer to last element in a list.

**Parameters**

<i>psList</i>	pointer to list head.
---------------	-----------------------

**Returns**

pointer to last element in a list.

References `_CPLList::psNext`.

**50.5.3.7 CPLList\* CPLListGetNext ( CPLList \* *psElement* )**

Return the pointer to next element in a list.

**Parameters**

<i>psElement</i>	pointer to list element.
------------------	--------------------------

**Returns**

pointer to the list element preceded by the given element.

References `_CPLList::pNext`.

#### 50.5.3.8 `CPLList* CPLListInsert ( CPLList * psList, void * pData, int nPosition )`

Insert an object into list at specified position (zero based).

If the input list is NULL, then a new list is created.

##### Parameters

<i>psList</i>	pointer to list head.
<i>pData</i>	pointer to inserted data object. May be NULL.
<i>nPosition</i>	position number to insert an object.

##### Returns

pointer to the head of modified list.

References `_CPLList::pData`, and `_CPLList::pNext`.

#### 50.5.3.9 `CPLList* CPLListRemove ( CPLList * psList, int nPosition )`

Remove the element from the specified position (zero based) in a list.

Data object contained in removed element must be freed by the caller first.

##### Parameters

<i>psList</i>	pointer to list head.
<i>nPosition</i>	position number to delet an element.

##### Returns

pointer to the head of modified list.

References `_CPLList::pNext`.

## 50.6 `cpl_minixml.h` File Reference

Definitions for CPL mini XML Parser/Serializer.

```
#include "cpl_port.h"
```

### Classes

- struct **CPLXMLNode**  
Document node structure.

## Typedefs

- typedef struct **CPLXMLNode** **CPLXMLNode**  
*Document node structure.*

## Enumerations

- enum **CPLXMLNodeType** {  
    **CXT\_Element** = 0, **CXT\_Text** = 1, **CXT\_Attribute** = 2, **CXT\_Comment** = 3,  
    **CXT\_Literal** = 4 }

## Functions

- **CPLXMLNode \* CPLParseXMLString** (const char \*)  
*Parse an XML string into tree form.*
- void **CPLDestroyXMLNode** (**CPLXMLNode** \*)  
*Destroy a tree.*
- **CPLXMLNode \* CPLGetXMLNode** (**CPLXMLNode** \*poRoot, const char \*pszPath)  
*Find node by path.*
- **CPLXMLNode \* CPLSearchXMLNode** (**CPLXMLNode** \*poRoot, const char \*pszTarget)  
*Search for a node in document.*
- const char \* **CPLGetXMLValue** (**CPLXMLNode** \*poRoot, const char \*pszPath, const char \*pszDefault)  
*Fetch element/attribute value.*
- **CPLXMLNode \* CPLCreateXMLNode** (**CPLXMLNode** \*poParent, **CPLXMLNodeType** eType, const char \*pszText)  
*Create an document tree item.*
- char \* **CPLSerializeXMLTree** (**CPLXMLNode** \*psNode)  
*Convert tree into string document.*
- void **CPLAddXMLChild** (**CPLXMLNode** \*psParent, **CPLXMLNode** \*psChild)  
*Add child node to parent.*
- int **CPLRemoveXMLChild** (**CPLXMLNode** \*psParent, **CPLXMLNode** \*psChild)  
*Remove child node from parent.*
- void **CPLAddXMLSibling** (**CPLXMLNode** \*psOlderSibling, **CPLXMLNode** \*psNewSibling)  
*Add new sibling.*
- **CPLXMLNode \* CPLCreateXMLElementAndValue** (**CPLXMLNode** \*psParent, const char \*pszName, const char \*pszValue)  
*Create an element and text value.*
- **CPLXMLNode \* CPLCloneXMLTree** (**CPLXMLNode** \*psTree)  
*Copy tree.*

- int **CPLSetXMLValue** (CPLXMLNode \*psRoot, const char \*pszPath, const char \*pszValue)  
*Set element value by path.*
- void **CPLStripXMLNamespace** (CPLXMLNode \*psRoot, const char \*pszNameSpace, int bRecurse)  
*Strip indicated namespaces.*
- void **CPLCleanXMLElementName** (char \*)  
*Make string into safe XML token.*
- CPLXMLNode \* **CPLParseXMLFile** (const char \*pszFilename)  
*Parse XML file into tree.*
- int **CPLSerializeXMLTreeToFile** (CPLXMLNode \*psTree, const char \*pszFilename)  
*Write document tree to a file.*

### 50.6.1 Detailed Description

Definitions for CPL mini XML Parser/Serializer.

### 50.6.2 Typedef Documentation

#### 50.6.2.1 typedef struct CPLXMLNode CPLXMLNode

Document node structure.

This C structure is used to hold a single text fragment representing a component of the document when parsed. It should be allocated with the appropriate CPL function, and freed with **CPLDestroyXMLNode()** (p. ??). The structure contents should not normally be altered by application code, but may be freely examined by application code.

Using the psChild and psNext pointers, a heirarchical tree structure for a document can be represented as a tree of **CPLXMLNode** (p. ??) structures.

### 50.6.3 Enumeration Type Documentation

#### 50.6.3.1 enum CPLXMLNodeType

**Enumerator:**

- CXT\_Element** Node is an element
- CXT\_Text** Node is a raw text value
- CXT\_Attribute** Node is attribute
- CXT\_Comment** Node is an XML comment.
- CXT\_Literal** Node is a special literal

### 50.6.4 Function Documentation

50.6.4.1 void **CPLAddXMLChild** ( *CPLXMLNode* \* *psParent*, *CPLXMLNode* \* *psChild* )

Add child node to parent.

The passed child is added to the list of children of the indicated parent. Normally the child is added at the end of the parents child list, but attributes (CXT\_Attribute) will be inserted after any other attributes but before any other element type. Ownership of the child node is effectively assumed by the parent node. If the child has siblings (it's psNext is not NULL) they will be trimmed, but if the child has children they are carried with it.

#### Parameters

<i>psParent</i>	the node to attach the child to. May not be NULL.
<i>psChild</i>	the child to add to the parent. May not be NULL. Should not be a child of any other parent.

References CXT\_Attribute, CPLXMLNode::eType, CPLXMLNode::psChild, and CPLXMLNode::psNext.

50.6.4.2 void **CPLAddXMLSibling** ( *CPLXMLNode* \* *psOlderSibling*, *CPLXMLNode* \* *psNewSibling* )

Add new sibling.

The passed psNewSibling is added to the end of siblings of the psOlderSibling node. That is, it is added to the end of the psNext chain. There is no special handling if psNewSibling is an attribute. If this is required, use **CPLAddXMLChild()** (p. ??).

#### Parameters

<i>psOlderSibling</i>	the node to attach the sibling after.
<i>psNewSibling</i>	the node to add at the end of psOlderSiblings psNext chain.

References CPLXMLNode::psNext.

50.6.4.3 void **CPLCleanXMLElementName** ( char \* *pszTarget* )

Make string into safe XML token.

Modifies a string in place to try and make it into a legal XML token that can be used as an element name. This is accomplished by changing any characters not legal in a token into an underscore.

NOTE: This function should implement the rules in section 2.3 of <http://www.w3.org/TR/xml11/> but it doesn't yet do that properly. We only do a rough approximation of that.

**Parameters**

<i>pszTarget</i>	the string to be adjusted. It is altered in place.
------------------	--

**50.6.4.4 CPLXMLNode\* CPLCloneXMLTree ( CPLXMLNode \* *psTree* )**

Copy tree.

Creates a deep copy of a **CPLXMLNode** (p. ??) tree.

**Parameters**

<i>psTree</i>	the tree to duplicate.
---------------	------------------------

**Returns**

a copy of the whole tree.

References CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

**50.6.4.5 CPLXMLNode\* CPLCreateXMLElementAndValue ( CPLXMLNode \* *psParent*, const char \* *pszName*, const char \* *pszValue* )**

Create an element and text value.

This is function is a convenient short form for:

```
CPLXMLNode *psTextNode;
CPLXMLNode *psElementNode;

psElementNode = CPLCreateXMLNode( psParent, CXT_Element, pszName );
psTextNode = CPLCreateXMLNode( psElementNode, CXT_Text, pszValue );

return psElementNode;
```

It creates a CXT\_Element node, with a CXT\_Text child, and attaches the element to the passed parent.

**Parameters**

<i>psParent</i>	the parent node to which the resulting node should be attached. May be NULL to keep as freestanding.
<i>pszName</i>	the element name to create.
<i>pszValue</i>	the text to attach to the element. Must not be NULL.

**Returns**

the pointer to the new element node.

References CXT\_Element, and CXT\_Text.

#### 50.6.4.6 **CPLXMLNode\*** CPLCreateXMLNode ( **CPLXMLNode** \* *poParent*, **CPLXMLNodeType** *eType*, const char \* *pszText* )

Create an document tree item.

Create a single **CPLXMLNode** (p. ??) object with the desired value and type, and attach it as a child of the indicated parent.

##### Parameters

<i>poParent</i>	the parent to which this node should be attached as a child. May be NULL to keep as free standing.
<i>eType</i>	the type of the newly created node
<i>pszText</i>	the value of the newly created node

##### Returns

the newly created node, now owned by the caller (or parent node).

References **CPLXMLNode::eType**, **CPLXMLNode::psChild**, **CPLXMLNode::psNext**, and **CPLXMLNode::pszValue**.

#### 50.6.4.7 **void** CPLDestroyXMLNode ( **CPLXMLNode** \* *psNode* )

Destroy a tree.

This function frees resources associated with a **CPLXMLNode** (p. ??) and all its children nodes.

##### Parameters

<i>psNode</i>	the tree to free.
---------------	-------------------

References **CPLXMLNode::psChild**, **CPLXMLNode::psNext**, and **CPLXMLNode::pszValue**.

#### 50.6.4.8 **CPLXMLNode\*** CPLGetXMLNode ( **CPLXMLNode** \* *psRoot*, const char \* *pszPath* )

Find node by path.

Searches the document or subdocument indicated by *psRoot* for an element (or attribute) with the given path. The path should consist of a set of element names separated by dots, not including the name of the root element (*psRoot*). If the requested element is not found NULL is returned.

Attribute names may only appear as the last item in the path.

The search is done from the root nodes children, but all intermediate nodes in the path must be specified. Searching for "name" would only find a name element or attribute if it is a direct child of the root, not at any level in the subdocument.

If the *pszPath* is prefixed by "=" then the search will begin with the root node, and it's

siblings, instead of the root nodes children. This is particularly useful when searching within a whole document which is often prefixed by one or more "junk" nodes like the `<?xml>` declaration.

#### Parameters

<i>psRoot</i>	the subtree in which to search. This should be a node of type CXT_Element. NULL is safe.
<i>pszPath</i>	the list of element names in the path (dot separated).

#### Returns

the requested element node, or NULL if not found.

References CXT\_Text, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

**50.6.4.9** `const char* CPLGetXMLValue ( CPLXMLNode * psRoot, const char * pszPath, const char * pszDefault )`

Fetch element/attribute value.

Searches the document for the element/attribute value associated with the path. The corresponding node is internally found with **CPLGetXMLNode()** (p. ??) (see there for details on path handling). Once found, the value is considered to be the first CXT\_Text child of the node.

If the attribute/element search fails, or if the found node has not value then the passed default value is returned.

The returned value points to memory within the document tree, and should not be altered or freed.

#### Parameters

<i>psRoot</i>	the subtree in which to search. This should be a node of type CXT_Element. NULL is safe.
<i>pszPath</i>	the list of element names in the path (dot separated). An empty path means get the value of the psRoot node.
<i>pszDefault</i>	the value to return if a corresponding value is not found, may be NULL.

#### Returns

the requested value or pszDefault if not found.

References CXT\_Attribute, CXT\_Element, CXT\_Text, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

**50.6.4.10** `CPLXMLNode* CPLParseXMLFile ( const char * pszFilename )`

Parse XML file into tree.



The named file is opened, loaded into memory as a big string, and parsed with **CPLParseXMLString()** (p. ??). Errors in reading the file or parsing the XML will be reported by **CPLError()** (p. ??).

The "large file" API is used, so XML files can come from virtualized files.

#### Parameters

<i>pszFilename</i>	the file to open.
--------------------	-------------------

#### Returns

NULL on failure, or the document tree on success.

References VSIFCloseL(), VSIFOpenL(), VSIFReadL(), VSIFSeekL(), and VSIFTellL().

##### 50.6.4.11 **CPLXMLNode\*** CPLParseXMLString ( const char \* *pszString* )

Parse an XML string into tree form.

The passed document is parsed into a **CPLXMLNode** (p. ??) tree representation. If the document is not well formed XML then NULL is returned, and errors are reported via **CPLError()** (p. ??). No validation beyond wellformedness is done. The **CPLParseXMLFile()** (p. ??) convenience function can be used to parse from a file.

The returned document tree is owned by the caller and should be freed with **CPLDestroyXMLNode()** (p. ??) when no longer needed.

If the document has more than one "root level" element then those after the first will be attached to the first as siblings (via the psNext pointers) even though there is no common parent. A document with no XML structure (no angle brackets for instance) would be considered well formed, and returned as a single CXT\_Text node.

#### Parameters

<i>pszString</i>	the document to parse.
------------------	------------------------

#### Returns

parsed tree or NULL on error.

References CXT\_Attribute, CXT\_Comment, CXT\_Element, CXT\_Literal, CXT\_Text, and CPLXMLNode::pszValue.

##### 50.6.4.12 **int** CPLRemoveXMLChild ( **CPLXMLNode** \* *psParent*, **CPLXMLNode** \* *psChild* )

Remove child node from parent.

The passed child is removed from the child list of the passed parent, but the child is not destroyed. The child retains ownership of it's own children, but is cleanly removed from the child list of the parent.

**Parameters**

<i>psParent</i>	the node to the child is attached to.
<i>psChild</i>	the child to remove.

**Returns**

TRUE on success or FALSE if the child was not found.

References CPLXMLNode::psChild, and CPLXMLNode::psNext.

#### 50.6.4.13 **CPLXMLNode\* CPLSearchXMLNode ( CPLXMLNode \* *psRoot*, const char \* *pszElement* )**

Search for a node in document.

Searches the children (and potentially siblings) of the documented passed in for the named element or attribute. To search following siblings as well as children, prefix the pszElement name with an equal sign. This function does an in-order traversal of the document tree. So it will first match against the current node, then it's first child, that child's first child, and so on.

Use **CPLGetXMLNode()** (p. ??) to find a specific child, or along a specific node path.

**Parameters**

<i>psRoot</i>	the subtree to search. This should be a node of type CXT_Element. NULL is safe.
<i>pszElement</i>	the name of the element or attribute to search for.

**Returns**

The matching node or NULL on failure.

References CXT\_Attribute, CXT\_Element, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

#### 50.6.4.14 **char\* CPLSerializeXMLTree ( CPLXMLNode \* *psNode* )**

Convert tree into string document.

This function converts a **CPLXMLNode** (p. ??) tree representation of a document into a flat string representation. White space indentation is used visually preserve the tree structure of the document. The returned document becomes owned by the caller and should be freed with CPLFree() when no longer needed.

**Parameters**

<i>psNode</i>	
---------------	--

**Returns**

the document on success or NULL on failure.

References CPLXMLNode::psNext.

50.6.4.15 int CPLSerializeXMLTreeToFile ( CPLXMLNode \* *psTree*, const char \* *pszFilename* )

Write document tree to a file.

The passed document tree is converted into one big string (with **CPLSerializeXMLTree()** (p. ??)) and then written to the named file. Errors writing the file will be reported by **CPLERROR()** (p. ??). The source document tree is not altered. If the output file already exists it will be overwritten.

#### Parameters

<i>psTree</i>	the document tree to write.
<i>pszFilename</i>	the name of the file to write to.

#### Returns

TRUE on success, FALSE otherwise.

References VSIFCloseL(), VSIFOpenL(), and VSIFWriteL().

50.6.4.16 int CPLSetXMLValue ( CPLXMLNode \* *psRoot*, const char \* *pszPath*, const char \* *pszValue* )

Set element value by path.

Find (or create) the target element or attribute specified in the path, and assign it the indicated value.

Any path elements that do not already exist will be created. The target nodes value (the first CXT\_Text child) will be replaced with the provided value.

If the target node is an attribute instead of an element, the name should be prefixed with a #.

Example: CPLSetXMLValue( "Citation.Id.Description", "DOQ dataset" ); CPLSetXMLValue( "Citation.Id.Description.#name", "doq" );

#### Parameters

<i>psRoot</i>	the subdocument to be updated.
<i>pszPath</i>	the dot seperated path to the target element/attribute.
<i>pszValue</i>	the text value to assign.

#### Returns

TRUE on success.

References CXT\_Attribute, CXT\_Element, CXT\_Text, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

**50.6.4.17** void CPLStripXMLNamespace ( CPLXMLNode \* *psRoot*, const char \* *pszNamespace*, int *bRecurse* )

Strip indicated namespaces.

The subdocument (*psRoot*) is recursively examined, and any elements with the indicated namespace prefix will have the namespace prefix stripped from the element names. If the passed namespace is NULL, then all namespace prefixes will be stripped.

Nodes other than elements should remain unaffected. The changes are made "in place", and should not alter any node locations, only the *pszValue* field of affected nodes.

#### Parameters

<i>psRoot</i>	the document to operate on.
<i>pszNamespace</i>	the name space prefix (not including colon), or NULL.
<i>bRecurse</i>	TRUE to recurse over whole document, or FALSE to only operate on the passed node.

References CXT\_Attribute, CXT\_Element, CPLXMLNode::eType, CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

## 50.7 cpl\_odbc.h File Reference

ODBC Abstraction Layer (C++).

```
#include "cpl_port.h"
#include <sql.h>
#include <sqlext.h>
#include <odbcinst.h>
#include "cpl_string.h"
```

#### Classes

- class **CPLODBCDriverInstaller**  
*A class providing functions to install or remove ODBC driver.*
- class **CPLODBCSession**  
*A class representing an ODBC database session.*
- class **CPLODBCStatement**  
*Abstraction for statement, and resultset.*

#### Defines

- #define **ODBC\_FILENAME\_MAX** (255 + 1)

- #define **\_SQLULEN** SQLULEN
- #define **\_SQLLEN** SQLLEN

### 50.7.1 Detailed Description

ODBC Abstraction Layer (C++).

## 50.8 cpl\_port.h File Reference

Core portability definitions for CPL.

```
#include "cpl_config.h"
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <stdarg.h>
#include <string.h>
#include <ctype.h>
#include <limits.h>
#include <time.h>
#include <errno.h>
#include <locale.h>
```

### Defines

- #define **CPL\_FRMT\_GB\_WITHOUT\_PREFIX** "l"
- #define **CPL\_FRMT\_GIB** "%" CPL\_FRMT\_GB\_WITHOUT\_PREFIX "d"
- #define **CPL\_FRMT\_GUIB** "%" CPL\_FRMT\_GB\_WITHOUT\_PREFIX "u"
- #define **GUINTBIG\_TO\_DOUBLE**(x) (double)(x)
- #define **CPL\_C\_START** extern "C" {
- #define **CPL\_C\_END** }
- #define **CPL\_ODLL**
- #define **FORCE\_CDECL**
- #define **CPL\_INLINE**
- #define **NULL** 0
- #define **FALSE** 0
- #define **TRUE** 1
- #define **MIN**(a, b) ((a<b) ? a : b)
- #define **MAX**(a, b) ((a>b) ? a : b)
- #define **ABS**(x) ((x<0) ? (-1\*(x)) : x)
- #define **CPLIsEqual**(x, y) (fabs((x) - (y)) < 0.00000000000001)

- #define **EQUALN**(a, b, n) (strncasecmp(a,b,n)==0)
- #define **EQUAL**(a, b) (strcasecmp(a,b)==0)
- #define **CPL\_THREADLOCAL**
- #define **CPLIsNan**(x) isnan(x)
- #define **CPLIsInf**(x) FALSE
- #define **CPLIsFinite**(x) (!isnan(x))
- #define **CPL\_LSB**
- #define **CPL\_IS\_LSB** 1
- #define **CPL\_SWAP16**(x)
- #define **CPL\_SWAP16PTR**(x)
- #define **CPL\_SWAP32**(x)
- #define **CPL\_SWAP32PTR**(x)
- #define **CPL\_SWAP64PTR**(x)
- #define **CPL\_SWAPDOUBLE**(p) CPL\_SWAP64PTR(p)
- #define **CPL\_LSBWORD16**(x) (x)
- #define **CPL\_MSBWORD16**(x) CPL\_SWAP16(x)
- #define **CPL\_LSBWORD32**(x) (x)
- #define **CPL\_MSBWORD32**(x) CPL\_SWAP32(x)
- #define **CPL\_LSBPTR16**(x)
- #define **CPL\_MSBPTR16**(x) CPL\_SWAP16PTR(x)
- #define **CPL\_LSBPTR32**(x)
- #define **CPL\_MSBPTR32**(x) CPL\_SWAP32PTR(x)
- #define **CPL\_LSBPTR64**(x)
- #define **CPL\_MSBPTR64**(x) CPL\_SWAP64PTR(x)
- #define **CPL\_LSBINT16PTR**(x) (((GByte\*)(x)) | ((GByte\*)((x)+1)) < 8))  
*Return a Int16 from the 2 bytes ordered in LSB order at address x.*
- #define **CPL\_LSBINT32PTR**(x)  
*Return a Int32 from the 4 bytes ordered in LSB order at address x.*
- #define **UNREFERENCED\_PARAM**(param) ((void)param)
- #define **CPL\_CVSID**(string)
- #define **CPL\_PRINT\_FUNC\_FORMAT**(format\_idx, arg\_idx)

## Typedefs

- typedef int **GInt32**
- typedef unsigned int **GUInt32**
- typedef short **GInt16**
- typedef unsigned short **GUInt16**
- typedef unsigned char **GByte**
- typedef int **GBool**
- typedef long long **GIntBig**
- typedef unsigned long long **GUIntBig**

### 50.8.1 Detailed Description

Core portability definitions for CPL.

## 50.8.2 Define Documentation

### 50.8.2.1 #define CPL\_CVSID( *string* )

#### Value:

```
static char cpl_cvsid[] = string; \
static char *cvsid_aw() { return( cvsaid_aw() ? ((char *) NULL) : cpl_cvsid ); }
```

### 50.8.2.2 #define CPL\_LSBINT32PTR( *x* )

#### Value:

```
((*(GByte*)(x)) | ((*(GByte*)((x)+1)) << 8) | \
((*(GByte*)((x)+2)) << 16) | ((*(GByte*)((x)+3)) <<
24))
```

Return a Int32 from the 4 bytes ordered in LSB order at address *x*.

### 50.8.2.3 #define CPL\_SWAP16( *x* )

#### Value:

```
((GUInt16)( \
((GUInt16)(x) & 0x00ffU) << 8) | \
((GUInt16)(x) & 0xff00U) >> 8) )
```

### 50.8.2.4 #define CPL\_SWAP16PTR( *x* )

#### Value:

```
{
    GByte      byTemp, *_pabyDataT = (GByte *) (x);
    byTemp = *_pabyDataT[0];
    *_pabyDataT[0] = *_pabyDataT[1];
    *_pabyDataT[1] = byTemp;
}
```

### 50.8.2.5 #define CPL\_SWAP32( *x* )

#### Value:

```
((GUInt32)( \
((GUInt32)(x) & (GUInt32)0x000000ffUL) << 24) | \
((GUInt32)(x) & (GUInt32)0x0000ff00UL) << 8) | \
((GUInt32)(x) & (GUInt32)0x00ff0000UL) >> 8) | \
((GUInt32)(x) & (GUInt32)0xff000000UL) >> 24) )
```

### 50.8.2.6 #define CPL\_SWAP32PTR( x )

**Value:**

```
{
    GByte      byTemp, *_pabyDataT = (GByte *) (x);

    byTemp = _pabyDataT[0];
    _pabyDataT[0] = _pabyDataT[3];
    _pabyDataT[3] = byTemp;
    byTemp = _pabyDataT[1];
    _pabyDataT[1] = _pabyDataT[2];
    _pabyDataT[2] = byTemp;
}
```

### 50.8.2.7 #define CPL\_SWAP64PTR( x )

**Value:**

```
{
    GByte      byTemp, *_pabyDataT = (GByte *) (x);

    byTemp = _pabyDataT[0];
    _pabyDataT[0] = _pabyDataT[7];
    _pabyDataT[7] = byTemp;
    byTemp = _pabyDataT[1];
    _pabyDataT[1] = _pabyDataT[6];
    _pabyDataT[6] = byTemp;
    byTemp = _pabyDataT[2];
    _pabyDataT[2] = _pabyDataT[5];
    _pabyDataT[5] = byTemp;
    byTemp = _pabyDataT[3];
    _pabyDataT[3] = _pabyDataT[4];
    _pabyDataT[4] = byTemp;
}
```

## 50.9 cpl\_quad\_tree.h File Reference

Quad tree implementation.

```
#include "cpl_port.h"
```

### Classes

- struct **CPLRectObj**

### Typedefs

- typedef struct **\_CPLQuadTree** **CPLQuadTree**
- typedef void(\* **CPLQuadTreeGetBoundsFunc**)(const void \*hFeature, **CPLRectObj** \*pBounds)



- typedef int(**CPLQuadTreeForeachFunc** )(void \*pElt, void \*pUserData)
- typedef void(**CPLQuadTreeDumpFeatureFunc** )(const void \*hFeature, int nIndentLevel, void \*pUserData)

## Functions

- **CPLQuadTree \* CPLQuadTreeCreate** (const **CPLRectObj** \*pGlobalBounds, **CPLQuadTreeGetBoundsFunc** pfnGetBounds)  
*Create a new quadtree.*
- void **CPLQuadTreeDestroy** (**CPLQuadTree** \*hQuadtree)  
*Destroy a quadtree.*
- void **CPLQuadTreeSetBucketCapacity** (**CPLQuadTree** \*hQuadtree, int nBucketCapacity)  
*Set the maximum capacity of a node of a quadtree.*
- int **CPLQuadTreeGetAdvisedMaxDepth** (int nExpectedFeatures)  
*Returns the optimal depth of a quadtree to hold nExpectedFeatures.*
- void **CPLQuadTreeSetMaxDepth** (**CPLQuadTree** \*hQuadtree, int nMaxDepth)  
*Set the maximum depth of a quadtree.*
- void **CPLQuadTreeInsert** (**CPLQuadTree** \*hQuadtree, void \*hFeature)  
*Insert a feature into a quadtree.*
- void \*\* **CPLQuadTreeSearch** (const **CPLQuadTree** \*hQuadtree, const **CPLRectObj** \*pAoi, int \*pnFeatureCount)  
*Returns all the elements inserted whose bounding box intersects the provided area of interest.*
- void **CPLQuadTreeForeach** (const **CPLQuadTree** \*hQuadtree, **CPLQuadTreeForeachFunc** pfnForeach, void \*pUserData)  
*Walk through the quadtree and runs the provided function on all the elements.*
- void **CPLQuadTreeDump** (const **CPLQuadTree** \*hQuadtree, **CPLQuadTreeDumpFeatureFunc** pfnDumpFeatureFunc, void \*pUserData)
- void **CPLQuadTreeGetStats** (const **CPLQuadTree** \*hQuadtree, int \*pnFeatureCount, int \*pnNodeCount, int \*pnMaxDepth, int \*pnMaxBucketCapacity)

### 50.9.1 Detailed Description

Quad tree implementation. A quadtree is a tree data structure in which each internal node has up to four children. Quadtrees are most often used to partition a two dimensional space by recursively subdividing it into four quadrants or regions

### 50.9.2 Function Documentation

#### 50.9.2.1 **CPLQuadTree\* CPLQuadTreeCreate** ( const **CPLRectObj** \* pGlobalBounds, **CPLQuadTreeGetBoundsFunc** pfnGetBounds )

Create a new quadtree.

**Parameters**

<i>pGlobal-Bounds</i>	a pointer to the global extent of all the elements that will be inserted
<i>pfnGet-Bounds</i>	a user provided function to get the bounding box of the inserted elements

**Returns**

a newly allocated quadtree

#### 50.9.2.2 void CPLQuadTreeDestroy ( CPLQuadTree \* *hQuadTree* )

Destroy a quadtree.

**Parameters**

<i>hQuadTree</i>	the quad tree to destroy
------------------	--------------------------

#### 50.9.2.3 void CPLQuadTreeForeach ( const CPLQuadTree \* *hQuadTree*, CPLQuadTreeForeachFunc *pfnForeach*, void \* *pUserData* )

Walk through the quadtree and runs the provided function on all the elements.

This function is provided with the user\_data argument of pfnForeach. It must return TRUE to go on the walk through the hash set, or FALSE to make it stop.

Note : the structure of the quadtree must \*NOT\* be modified during the walk.

**Parameters**

<i>hQuadTree</i>	the quad tree
<i>pfnForeach</i>	the function called on each element.
<i>pUserData</i>	the user data provided to the function.

#### 50.9.2.4 int CPLQuadTreeGetAdvisedMaxDepth ( int *nExpectedFeatures* )

Returns the optimal depth of a quadtree to hold nExpectedFeatures.

**Parameters**

<i>nExpected-Features</i>	the expected maximum number of elements to be inserted
---------------------------	--

**Returns**

the optimal depth of a quadtree to hold nExpectedFeatures

50.9.2.5 void CPLQuadTreeInsert ( CPLQuadTree \* *hQuadTree*, void \* *hFeature* )

Insert a feature into a quadtree.

#### Parameters

<i>hQuadTree</i>	the quad tree
<i>hFeature</i>	the feature to insert

50.9.2.6 void\*\* CPLQuadTreeSearch ( const CPLQuadTree \* *hQuadTree*, const CPLRectObj \* *pAoi*, int \* *pnFeatureCount* )

Returns all the elements inserted whose bounding box intersects the provided area of interest.

#### Parameters

<i>hQuadTree</i>	the quad tree
<i>pAoi</i>	the pointer to the area of interest
<i>pnFeature-Count</i>	the user data provided to the function.

#### Returns

an array of features that must be freed with CPLFree

50.9.2.7 void CPLQuadTreeSetBucketCapacity ( CPLQuadTree \* *hQuadTree*, int *nBucketCapacity* )

Set the maximum capacity of a node of a quadtree.

The default value is 8. Note that the maximum capacity will only be honoured if the features inserted have a point geometry. Otherwise it may be exceeded.

#### Parameters

<i>hQuadTree</i>	the quad tree
<i>nBucketCapacity</i>	the maximum capacity of a node of a quadtree

50.9.2.8 void CPLQuadTreeSetMaxDepth ( CPLQuadTree \* *hQuadTree*, int *nMaxDepth* )

Set the maximum depth of a quadtree.

By default, quad trees have no maximum depth, but a maximum bucket capacity.

#### Parameters

<i>hQuadTree</i>	the quad tree
<i>nMaxDepth</i>	the maximum depth allowed

## 50.10 cpl\_string.h File Reference

Various convenience functions for working with strings and string lists.

```
#include "cpl_vsi.h"
#include "cpl_error.h"
#include "cpl_conv.h"
#include <string>
```

### Classes

- class **CPLString**

### Defines

- #define **CSLT\_HONOURSTRINGS** 0x0001
- #define **CSLT\_ALLOWEMPTYTOKENS** 0x0002
- #define **CSLT\_PRESERVEQUOTES** 0x0004
- #define **CSLT\_PRESERVEESCAPES** 0x0008
- #define **CSLT\_STRIPLEADSPACES** 0x0010
- #define **CSLT\_STRIPENDSPACES** 0x0020
- #define **CPLES\_BackslashQuotable** 0
- #define **CPLES\_XML** 1
- #define **CPLES\_URL** 2
- #define **CPLES\_SQL** 3
- #define **CPLES\_CSV** 4
- #define **CPL\_ENC\_LOCALE** ""
- #define **CPL\_ENC\_UTF8** "UTF-8"
- #define **CPL\_ENC\_UTF16** "UTF-16"
- #define **CPL\_ENC\_UCS2** "UCS-2"
- #define **CPL\_ENC\_UCS4** "UCS-4"
- #define **CPL\_ENC\_ASCII** "ASCII"
- #define **CPL\_ENC\_ISO8859\_1** "ISO-8859-1"
- #define **std\_string** std::string

### Enumerations

- enum **CPLValueType** { **CPL\_VALUE\_STRING**, **CPL\_VALUE\_REAL**, **CPL\_VALUE\_INTEGER** }

## Functions

- char \*\* **CSLAddString** (char \*\*papszStrList, const char \*pszNewString)
- int **CSLCount** (char \*\*papszStrList)  
*Return number of items in a string list.*
- const char \* **CSLGetField** (char \*\*, int)
- void **CSLDestroy** (char \*\*papszStrList)  
*Free string list.*
- char \*\* **CSLDuplicate** (char \*\*papszStrList)  
*Clone a string list.*
- char \*\* **CSLMerge** (char \*\*papszOrig, char \*\*papszOverride)  
*Merge two lists.*
- char \*\* **CSLTokenizeString** (const char \*pszString)
- char \*\* **CSLTokenizeStringComplex** (const char \*pszString, const char \*pszDelimiter, int bHonourStrings, int bAllowEmptyTokens)
- char \*\* **CSLTokenizeString2** (const char \*pszString, const char \*pszDelimiter, int nCSLFlags)  
*Tokenize a string.*
- int **CSLPrint** (char \*\*papszStrList, FILE \*fpOut)
- char \*\* **CSLLoad** (const char \*pszFname)  
*Load a text file into a string list.*
- char \*\* **CSLLoad2** (const char \*pszFname, int nMaxLines, int nMaxCols, char \*\*papszOptions)  
*Load a text file into a string list.*
- int **CSLSave** (char \*\*papszStrList, const char \*pszFname)
- char \*\* **CSLInsertStrings** (char \*\*papszStrList, int nInsertAtLineNo, char \*\*papszNewLines)
- char \*\* **CSLInsertString** (char \*\*papszStrList, int nInsertAtLineNo, const char \*pszNewLine)
- char \*\* **CSLRemoveStrings** (char \*\*papszStrList, int nFirstLineToDelete, int nNumToRemove, char \*\*\*papszRetStrings)
- int **CSLFindString** (char \*\*, const char \*)  
*Find a string within a string list.*
- int **CSLPartialFindString** (char \*\*papszHaystack, const char \*pszNeedle)  
*Find a substring within a string list.*
- int **CSLFindName** (char \*\*papszStrList, const char \*pszName)  
*Find StringList entry with given key name.*
- int **CSLTestBoolean** (const char \*pszValue)  
*Test what boolean value contained in the string.*
- int **CSLFetchBoolean** (char \*\*papszStrList, const char \*pszKey, int bDefault)
- const char \* **CPLSPrintf** (const char \*fmt,...)
- char \*\* **CSLAppendPrintf** (char \*\*papszStrList, const char \*fmt,...)
- int **CPLVASPrintf** (char \*\*buf, const char \*fmt, va\_list args)
- const char \* **CPLParseNameValue** (const char \*pszNameValue, char \*\*papszKey)

*Parse NAME=VALUE string into name and value components.*

- const char \* **CSLFetchNameValue** (char \*\*papszStrList, const char \*pszName)
- const char \* **CSLFetchNameValueDef** (char \*\*papszStrList, const char \*pszName, const char \*pszDefault)
- char \*\* **CSLFetchNameValueMultiple** (char \*\*papszStrList, const char \*pszName)
- char \*\* **CSLAddNameValue** (char \*\*papszStrList, const char \*pszName, const char \*pszValue)
- char \*\* **CSLSetNameValue** (char \*\*papszStrList, const char \*pszName, const char \*pszValue)

*Assign value to name in StringList.*

- void **CSLSetNameValueSeparator** (char \*\*papszStrList, const char \*pszSeparator)

*Replace the default separator (":" or "=") with the passed separator in the given name/-value list.*

- char \* **CPLEscapeString** (const char \*pszString, int nLength, int nScheme)

*Apply escaping to string to preserve special characters.*

- char \* **CPLUnescapeString** (const char \*pszString, int \*pnLength, int nScheme)

*Unescape a string.*

- char \* **CPLBinaryToHex** (int nBytes, const GByte \*pabyData)

*Binary to hexadecimal translation.*

- GByte \* **CPLHexToBinary** (const char \*pszHex, int \*pnBytes)

*Hexadecimal to binary translation.*

- CPLValueType **CPLGetValueType** (const char \*pszValue)

*Detect the type of the value contained in a string, whether it is a real, an integer or a string. Leading and trailing spaces are skipped in the analysis.*

- size\_t **CPLStrlcpy** (char \*pszDest, const char \*pszSrc, size\_t nDestSize)

*Copy source string to a destination buffer.*

- size\_t **CPLStrlcat** (char \*pszDest, const char \*pszSrc, size\_t nDestSize)

*Appends a source string to a destination buffer.*

- size\_t **CPLStrnlen** (const char \*pszStr, size\_t nMaxLen)

*Returns the length of a NUL terminated string by reading at most the specified number of bytes.*

- char \* **CPLRecode** (const char \*pszSource, const char \*pszSrcEncoding, const char \*pszDstEncoding)

*Convert a string from a source encoding to a destination encoding.*

- char \* **CPLRecodeFromWChar** (const wchar\_t \*pwszSource, const char \*pszSrcEncoding, const char \*pszDstEncoding)

*Convert wchar\_t string to UTF-8.*

- wchar\_t \* **CPLRecodeToWChar** (const char \*pszSource, const char \*pszSrcEncoding, const char \*pszDstEncoding)

*Convert UTF-8 string to a wchar\_t string.*

- int **CPLIsUTF8** (const char \*pabyData, int nLen)

*Test if a string is encoded as UTF-8.*

- char \* **CPLForceToASCII** (const char \*pabyData, int nLen, char chReplacementChar)

*Return a new string that is made only of ASCII characters.*

### 50.10.1 Detailed Description

Various convenience functions for working with strings and string lists. A StringList is just an array of strings with the last pointer being NULL. An empty StringList may be either a NULL pointer, or a pointer to a pointer memory location with a NULL value.

A common convention for StringLists is to use them to store name/value lists. In this case the contents are treated like a dictionary of name/value pairs. The actual data is formatted with each string having the format "<name>:<value>" (though "=" is also an acceptable separator). A number of the functions in the file operate on name/value style string lists (such as **CSLSetNameValue()** (p. ??), and **CSLFetchNameValue()**).

### 50.10.2 Function Documentation

#### 50.10.2.1 `char* CPLBinaryToHex ( int nBytes, const GByte * pabyData )`

Binary to hexadecimal translation.

##### Parameters

<i>nBytes</i>	number of bytes of binary data in <i>pabyData</i> .
<i>pabyData</i>	array of data bytes to translate.

##### Returns

hexadecimal translation, zero terminated. Free with **CPLFree()**.

#### 50.10.2.2 `char* CPLEscapeString ( const char * pszInput, int nLength, int nScheme )`

Apply escaping to string to preserve special characters.

This function will "escape" a variety of special characters to make the string suitable to embed within a string constant or to write within a text stream but in a form that can be reconstituted to it's original form. The escaping will even preserve zero bytes allowing preservation of raw binary data.

**CPLES\_BackslashQuotable(0)**: This scheme turns a binary string into a form suitable to be placed within double quotes as a string constant. The backslash, quote, '\0' and newline characters are all escaped in the usual C style.

**CPLES\_XML(1)**: This scheme converts the '<', '>' and '&' characters into their XML/HTML equivalent (>, < and &) making a string safe to embed as CDATA within an XML element. The '\0' is not escaped and should not be included in the input.

**CPLES\_URL(2)**: Everything except alphanumerics and the underscore are converted to a percent followed by a two digit hex encoding of the character (leading zero supplied if needed). This is the mechanism used for encoding values to be passed in URLs.

**CPLES\_SQL(3)**: All single quotes are replaced with two single quotes. Suitable for use when constructing literal values for SQL commands where the literal will be enclosed in single quotes.

CPLES\_CSV(4): If the values contains commas, semicolons, tabs, double quotes, or newlines it placed in double quotes, and double quotes in the value are doubled. Suitable for use when constructing field values for .csv files. Note that **CPLUnescapeString()** (p. ??) currently does not support this format, only **CPLEscapeString()** (p. ??). See `cpl_csv.cpp` for csv parsing support.

#### Parameters

<i>pszInput</i>	the string to escape.
<i>nLength</i>	The number of bytes of data to preserve. If this is -1 the <code>strlen(pszString)</code> function will be used to compute the length.
<i>nScheme</i>	the encoding scheme to use.

#### Returns

an escaped, zero terminated string that should be freed with `CPLFree()` when no longer needed.

**50.10.2.3** `char* CPLForceToASCII ( const char * pabyData, int nLen, char chReplacementChar )`

Return a new string that is made only of ASCII characters.

If non-ASCII characters are found in the input string, they will be replaced by the provided replacement character.

#### Parameters

<i>pabyData</i>	input string to test
<i>nLen</i>	length of the input string, or -1 if the function must compute the string length. In which case it must be null terminated.
<i>chReplacementChar</i>	character which will be used when the input stream contains a non ASCII character. Must be valid ASCII !

#### Returns

a new string that must be freed with `CPLFree()`.

#### Since

GDAL 1.7.0

**50.10.2.4** `CPLValueType CPLGetValueType ( const char * pszValue )`

Detect the type of the value contained in a string, whether it is a real, an integer or a string. Leading and trailing spaces are skipped in the analysis.

#### Parameters

<i>pszValue</i>	the string to analyze
-----------------	-----------------------



**Returns**

returns the type of the value contained in the string.

**50.10.2.5 GByte\* CPLHexToBinary ( const char \* *pszHex*, int \* *pnBytes* )**

Hexadecimal to binary translation.

**Parameters**

<i>pszHex</i>	the input hex encoded string.
<i>pnBytes</i>	the returned count of decoded bytes placed here.

**Returns**

returns binary buffer of data - free with CPLFree().

**50.10.2.6 int CPLIsUTF8 ( const char \* *pabyData*, int *nLen* )**

Test if a string is encoded as UTF-8.

**Parameters**

<i>pabyData</i>	input string to test
<i>nLen</i>	length of the input string, or -1 if the function must compute the string length. In which case it must be null terminated.

**Returns**

TRUE if the string is encoded as UTF-8. FALSE otherwise

**Since**

GDAL 1.7.0

**50.10.2.7 const char\* CPLParseNameValue ( const char \* *pszNameValue*, char \*\* *ppszKey* )**

Parse NAME=VALUE string into name and value components.

Note that if *ppszKey* is non-NULL, the key (or name) portion will be allocated using VSIMalloc(), and returned in that pointer. It is the applications responsibility to free this string, but the application should not modify or free the returned value portion.

This function also support "NAME:VALUE" strings and will strip white space from around the delimiter when forming name and value strings.

Eventually CSLFetchNameValue() and friends may be modified to use **CPLParseNameValue()** (p. ??).

**Parameters**

<i>psz-NameValue</i>	string in "NAME=VALUE" format.
<i>ppszKey</i>	optional pointer though which to return the name portion.

**Returns**

the value portion (pointing into original string).

**50.10.2.8** `char* CPLRecode ( const char * pszSource, const char * pszSrcEncoding, const char * pszDstEncoding )`

Convert a string from a source encoding to a destination encoding.

The only guaranteed supported encodings are CPL\_ENC\_UTF8, CPL\_ENC\_ASCII and CPL\_ENC\_ISO8859\_1. Currently, the following conversions are supported :

- CPL\_ENC\_ASCII -> CPL\_ENC\_UTF8 or CPL\_ENC\_ISO8859\_1 (no conversion in fact)
- CPL\_ENC\_ISO8859\_1 -> CPL\_ENC\_UTF8
- CPL\_ENC\_UTF8 -> CPL\_ENC\_ISO8859\_1

If an error occurs an error may, or may not be posted with **CPLError()** (p. ??).

**Parameters**

<i>pszSource</i>	a NUL terminated string.
<i>pszSrcEncoding</i>	the source encoding.
<i>pszDstEncoding</i>	the destination encoding.

**Returns**

a NUL terminated string which should be freed with CPLFree().

**Since**

GDAL 1.6.0

**50.10.2.9** `char* CPLRecodeFromWChar ( const wchar_t * pwszSource, const char * pszSrcEncoding, const char * pszDstEncoding )`

Convert `wchar_t` string to UTF-8.

Convert a `wchar_t` string into a multibyte utf-8 string. The only guaranteed supported source encoding is CPL\_ENC\_UCS2, and the only guaranteed supported destination

encodings are CPL\_ENC\_UTF8, CPL\_ENC\_ASCII and CPL\_ENC\_ISO8859\_1. In some cases (ie. using iconv()) other encodings may also be supported.

Note that the `wchar_t` type varies in size on different systems. On win32 it is normally 2 bytes, and on unix 4 bytes.

If an error occurs an error may, or may not be posted with **CPLError()** (p. ??).

#### Parameters

<i>pszSource</i>	the source <code>wchar_t</code> string, terminated with a 0 <code>wchar_t</code> .
<i>pszSrcEncoding</i>	the source encoding, typically CPL_ENC_UCS2.
<i>pszDstEncoding</i>	the destination encoding, typically CPL_ENC_UTF8.

#### Returns

a zero terminated multi-byte string which should be freed with `CPLFree()`, or NULL if an error occurs.

#### Since

GDAL 1.6.0

**50.10.2.10** `wchar_t* CPLRecodeToWChar ( const char * pszSource, const char * pszSrcEncoding, const char * pszDstEncoding )`

Convert UTF-8 string to a `wchar_t` string.

Convert a 8bit, multi-byte per character input string into a wide character (`wchar_t`) string. The only guaranteed supported source encodings are CPL\_ENC\_UTF8, CPL\_ENC\_ASCII and CPL\_ENC\_ISO8869\_1 (LATIN1). The only guaranteed supported destination encoding is CPL\_ENC\_UCS2. Other source and destination encodings may be supported depending on the underlying implementation.

Note that the `wchar_t` type varies in size on different systems. On win32 it is normally 2 bytes, and on unix 4 bytes.

If an error occurs an error may, or may not be posted with **CPLError()** (p. ??).

#### Parameters

<i>pszSource</i>	input multi-byte character string.
<i>pszSrcEncoding</i>	source encoding, typically CPL_ENC_UTF8.
<i>pszDstEncoding</i>	destination encoding, typically CPL_ENC_UCS2.

#### Returns

the zero terminated `wchar_t` string (to be freed with `CPLFree()`) or NULL on error.

**Since**

GDAL 1.6.0

**50.10.2.11** `size_t CPLStrcat ( char * pszDest, const char * pszSrc, size_t nDestSize )`

Appends a source string to a destination buffer.

This function ensures that the destination buffer is always NUL terminated (provided that its length is at least 1 and that there is at least one byte free in pszDest, that is to say `strlen(pszDest_before) < nDestSize`)

This function is designed to be a safer, more consistent, and less error prone replacement for `strncat`. Its contract is identical to `libbsd's strlcat`.

Truncation can be detected by testing if the return value of `CPLStrcat` is greater or equal to `nDestSize`.

```
char szDest[5];
CPLStrncpy(szDest, "ab", sizeof(szDest));
if (CPLStrcat(szDest, "cde", sizeof(szDest)) >= sizeof(szDest))
    fprintf(stderr, "truncation occurred !\n");
```

**Parameters**

<i>pszDest</i>	destination buffer. Must be NUL terminated before running <code>CPLStrcat</code>
<i>pszSrc</i>	source string. Must be NUL terminated
<i>nDestSize</i>	size of destination buffer (including space for the NUL terminator character)

**Returns**

the theoretical length of the destination string after concatenation (`=strlen(pszDest_before) + strlen(pszSrc)`). If `strlen(pszDest_before) >= nDestSize`, then it returns `nDestSize + strlen(pszSrc)`

**Since**

GDAL 1.7.0

**50.10.2.12** `size_t CPLStrncpy ( char * pszDest, const char * pszSrc, size_t nDestSize )`

Copy source string to a destination buffer.

This function ensures that the destination buffer is always NUL terminated (provided that its length is at least 1).

This function is designed to be a safer, more consistent, and less error prone replacement for `strncpy`. Its contract is identical to `libbsd's strlcpy`.

Truncation can be detected by testing if the return value of `CPLStrncpy` is greater or equal to `nDestSize`.

```
char szDest[5];
```

```
if (CPLStrncpy(szDest, "abcde", sizeof(szDest)) >= sizeof(szDest))
    fprintf(stderr, "truncation occurred !\n");
```

**Parameters**

<i>pszDest</i>	destination buffer
<i>pszSrc</i>	source string. Must be NUL terminated
<i>nDestSize</i>	size of destination buffer (including space for the NUL terminator character)

**Returns**

the length of the source string (=strlen(pszSrc))

**Since**

GDAL 1.7.0

**50.10.2.13 size\_t CPLStrnlen ( const char \* *pszStr*, size\_t *nMaxLen* )**

Returns the length of a NUL terminated string by reading at most the specified number of bytes.

The **CPLStrnlen()** (p. ??) function returns MIN(strlen(pszStr), nMaxLen). Only the first nMaxLen bytes of the string will be read. Usefull to test if a string contains at least nMaxLen characters without reading the full string up to the NUL terminating character.

**Parameters**

<i>pszStr</i>	a NUL terminated string
<i>nMaxLen</i>	maximum number of bytes to read in pszStr

**Returns**

strlen(pszStr) if the length is lesser than nMaxLen, otherwise nMaxLen if the NUL character has not been found in the first nMaxLen bytes.

**Since**

GDAL 1.7.0

**50.10.2.14 char\* CPLUnescapeString ( const char \* *pszInput*, int \* *pnLength*, int *nScheme* )**

Unescape a string.

This function does the opposite of **CPLEscapeString()** (p. ??). Given a string with special values escaped according to some scheme, it will return a new copy of the string returned to it's original form.

**Parameters**

<i>pszInput</i>	the input string. This is a zero terminated string.
-----------------	---

<i>pnLength</i>	location to return the length of the unescaped string, which may in some cases include embedded '\0' characters.
<i>nScheme</i>	the escaped scheme to undo (see <b>CPLEscapeString()</b> (p. ??) for a list).

**Returns**

a copy of the unescaped string that should be freed by the application using CPL-Free() when no longer needed.

**50.10.2.15 int CSLCount ( char \*\* *papszStrList* )**

Return number of items in a string list.

Returns the number of items in a string list, not counting the terminating NULL. Passing in NULL is safe, and will result in a count of zero.

Lists are counted by iterating through them so long lists will take more time than short lists. Care should be taken to avoid using **CSLCount()** (p. ??) as an end condition for loops as it will result in  $O(n^2)$  behavior.

**Parameters**

<i>papszStrList</i>	the string list to count.
---------------------	---------------------------

**Returns**

the number of entries.

**50.10.2.16 void CSLDestroy ( char \*\* *papszStrList* )**

Free string list.

Frees the passed string list (null terminated array of strings). It is safe to pass NULL.

**Parameters**

<i>papszStrList</i>	the list to free.
---------------------	-------------------

**50.10.2.17 char\*\* CSLDuplicate ( char \*\* *papszStrList* )**

Clone a string list.

Efficiently allocates a copy of a string list. The returned list is owned by the caller and should be freed with **CSLDestroy()** (p. ??).

**Parameters**

<i>papszStrList</i>	the input string list.
---------------------	------------------------

**Returns**

newly allocated copy.

50.10.2.18 int CSLFindName ( char \*\* *papszStrList*, const char \* *pszName* )

Find StringList entry with given key name.

**Parameters**

<i>papszStrList</i>	the string list to search.
<i>pszName</i>	the key value to look for (case insensitive).

**Returns**

-1 on failure or the list index of the first occurrence matching the given key.

50.10.2.19 int CSLFindString ( char \*\* *papszList*, const char \* *pszTarget* )

Find a string within a string list.

Returns the index of the entry in the string list that contains the target string. The string in the string list must be a full match for the target, but the search is case insensitive.

**Parameters**

<i>papszList</i>	the string list to be searched.
<i>pszTarget</i>	the string to be searched for.

**Returns**

the index of the string within the list or -1 on failure.

50.10.2.20 char\*\* CSLLoad ( const char \* *pszFname* )

Load a text file into a string list.

The VSI\*L API is used, so **VSIOpenL()** (p. ??) supported objects that aren't physical files can also be accessed. Files are returned as a string list, with one item in the string list per line. End of line markers are stripped (by **CPLReadLineL()** (p. ??)).

If reading the file fails a **CPLError()** (p. ??) will be issued and NULL returned.

**Parameters**

<i>pszFname</i>	the name of the file to read.
-----------------	-------------------------------

**Returns**

a string list with the file's lines, now owned by caller. To be freed with **CSLDestroy()**

(p. ??)

**50.10.2.21** `char** CSLoad2 ( const char * pszFname, int nMaxLines, int nMaxCols, char ** papszOptions )`

Load a text file into a string list.

The VSI\*L API is used, so **VSIFOpenL()** (p. ??) supported objects that aren't physical files can also be accessed. Files are returned as a string list, with one item in the string list per line. End of line markers are stripped (by **CPLReadLineL()** (p. ??)).

If reading the file fails a **CPLError()** (p. ??) will be issued and NULL returned.

#### Parameters

<i>pszFname</i>	the name of the file to read.
<i>nMaxLines</i>	maximum number of lines to read before stopping, or -1 for no limit.
<i>nMaxCols</i>	maximum number of characters in a line before stopping, or -1 for no limit.
<i>papszOptions</i>	NULL-terminated array of options. Unused for now.

#### Returns

a string list with the files lines, now owned by caller. To be freed with **CSLDestroy()** (p. ??)

#### Since

GDAL 1.7.0

References **VSIFCloseL()**, **VSIFEofL()**, and **VSIFOpenL()**.

**50.10.2.22** `char** CSLMerge ( char ** papszOrig, char ** papszOverride )`

Merge two lists.

The two lists are merged, ensuring that if any keys appear in both that the value from the second (*papszOverride*) list take precedence.

#### Parameters

<i>papszOrig</i>	the original list, being modified.
<i>papszOverride</i>	the list of items being merged in. This list is unaltered and remains owned by the caller.

#### Returns

updated list.



**50.10.2.23** int CSLPartialFindString ( char \*\* *papszHaystack*, const char \* *pszNeedle* )

Find a substring within a string list.

Returns the index of the entry in the string list that contains the target string as a substring. The search is case sensitive (unlike **CSLFindString()** (p. ??)).

**Parameters**

<i>papszHaystack</i>	the string list to be searched.
<i>pszNeedle</i>	the substring to be searched for.

**Returns**

the index of the string within the list or -1 on failure.

**50.10.2.24** char\*\* CSLSetNameValue ( char \*\* *papszList*, const char \* *pszName*, const char \* *pszValue* )

Assign value to name in StringList.

Set the value for a given name in a StringList of "Name=Value" pairs ("Name:Value" pairs are also supported for backward compatibility with older stuff.)

If there is already a value for that name in the list then the value is changed, otherwise a new "Name=Value" pair is added.

**Parameters**

<i>papszList</i>	the original list, the modified version is returned.
<i>pszName</i>	the name to be assigned a value. This should be a well formed token (no spaces or very special characters).
<i>pszValue</i>	the value to assign to the name. This should not contain any newlines (CR or LF) but is otherwise pretty much unconstrained. If NULL any corresponding value will be removed.

**Returns**

modified stringlist.

**50.10.2.25** void CSLSetNameValueSeparator ( char \*\* *papszList*, const char \* *pszSeparator* )

Replace the default separator (":" or "=") with the passed separator in the given name/-value list.

Note that if a separator other than ":" or "=" is used, the resulting list will not be manipulatable by the CSL name/value functions any more.

The **CPLParseNameValue()** (p. ??) function is used to break the existing lines, and it also strips white space from around the existing delimiter, thus the old separator, and

any white space will be replaced by the new separator. For formatting purposes it may be desirable to include some white space in the new separator. eg. ": " or " = ".

#### Parameters

<i>papszList</i>	the list to update. Component strings may be freed but the list array will remain at the same location.
<i>pszSeparator</i>	the new separator string to insert.

#### 50.10.2.26 int CSLTestBoolean ( const char \* *pszValue* )

Test what boolean value contained in the string.

If *pszValue* is "NO", "FALSE", "OFF" or "0" will be returned FALSE. Otherwise, TRUE will be returned.

#### Parameters

<i>pszValue</i>	the string should be tested.
-----------------	------------------------------

#### Returns

TRUE or FALSE.

#### 50.10.2.27 char\*\* CSLTokenizeString2 ( const char \* *pszString*, const char \* *pszDelimiters*, int *nCSLTFlags* )

Tokenize a string.

This function will split a string into tokens based on specified' delimiter(s) with a variety of options. The returned result is a string list that should be freed with **CSLDestroy()** (p. ??) when no longer needed.

The available parsing options are:

- CSLT\_ALLOWEMPTYTOKENS: allow the return of empty tokens when two delimiters in a row occur with no other text between them. If not set, empty tokens will be discarded;
- CSLT\_STRIPLEADSPACES: strip leading space characters from the token (as reported by isspace());
- CSLT\_STRIPENDSPACES: strip ending space characters from the token (as reported by isspace());
- CSLT\_HONOURSTRINGS: double quotes can be used to hold values that should not be broken into multiple tokens;
- CSLT\_PRESERVEQUOTES: string quotes are carried into the tokens when this is set, otherwise they are removed;

- **CSLT\_PRESERVEESCAPES**: if set backslash escapes (for backslash itself, and for literal double quotes) will be preserved in the tokens, otherwise the backslashes will be removed in processing.

**Example:**

Parse a string into tokens based on various white space (space, newline, tab) and then print out results and cleanup. Quotes may be used to hold white space in tokens.

```
char **papszTokens;
int i;

papszTokens =
    CSLTokenizeString2( pszCommand, " \t\n",
        CSLT_HONOURSTRINGS | CSLT_ALLOWEMPTYTOKENS );

for( i = 0; papszTokens != NULL && papszTokens[i] != NULL; i++ )
    printf( "arg %d: '%s'", papszTokens[i] );
CSLDestroy( papszTokens );
```

**Parameters**

<i>pszString</i>	the string to be split into tokens.
<i>pszDelimiters</i>	one or more characters to be used as token delimiters.
<i>nCSLTFlags</i>	an ORing of one or more of the CSLT_ flag values.

**Returns**

a string list of tokens owned by the caller.

50.11 cpl\_vsi.h File Reference

Standard C Covers.

```
#include "cpl_port.h"
#include <unistd.h>
#include <sys/stat.h>
```

**Defines**

- #define **VSI\_ISLNK**(x) S\_ISLNK(x)
- #define **VSI\_ISREG**(x) S\_ISREG(x)
- #define **VSI\_ISDIR**(x) S\_ISDIR(x)
- #define **VSI\_ISCHR**(x) S\_ISCHR(x)
- #define **VSI\_ISBLK**(x) S\_ISBLK(x)
- #define **CPLReadDir** VSIReadDir
- #define **VSIDebug4**(f, a1, a2, a3, a4) {}
- #define **VSIDebug3**(f, a1, a2, a3) {}

- `#define VSIDebug2(f, a1, a2) {}`
- `#define VSIDebug1(f, a1) {}`

## Typedefs

- `typedef struct stat VSISatBuf`
- `typedef GUIntBig vsi_l_offset`
- `typedef struct VSI_STAT64_T VSISatBufL`

## Functions

- `FILE * VSIFOpen (const char *, const char *)`
- `int VSIFClose (FILE *)`
- `int VSIFSeek (FILE *, long, int)`
- `long VSIFTell (FILE *)`
- `void VSIRewind (FILE *)`
- `void VSIFlush (FILE *)`
- `size_t VSIFRead (void *, size_t, size_t, FILE *)`
- `size_t VSIFWrite (const void *, size_t, size_t, FILE *)`
- `char * VSIFGets (char *, int, FILE *)`
- `int VSIFPuts (const char *, FILE *)`
- `int VSIFPrintf (FILE *, const char *,...)`
- `int VSIFGetc (FILE *)`
- `int VSIFPutc (int, FILE *)`
- `int VSIUngetc (int, FILE *)`
- `int VSIFEOF (FILE *)`
- `int VSISat (const char *, VSISatBuf *)`
- `FILE * VSIFOpenL (const char *, const char *)`  
*Open file.*
- `int VSIFCloseL (FILE *)`  
*Close file.*
- `int VSIFSeekL (FILE *, vsi_l_offset, int)`  
*Seek to requested offset.*
- `vsi_l_offset VSIFTellL (FILE *)`  
*Tell current file offset.*
- `void VSIRewindL (FILE *)`
- `size_t VSIFReadL (void *, size_t, size_t, FILE *)`  
*Read bytes from file.*
- `size_t VSIFWriteL (const void *, size_t, size_t, FILE *)`  
*Write bytes to file.*
- `int VSIFEOF L (FILE *)`  
*Test for end of file.*
- `int VSIFFlushL (FILE *)`  
*Flush pending writes to disk.*

- int **VSIFPrintfL** (FILE \*, const char \*,...)  
*Formatted write to file.*
- int **VSIFPutcL** (int, FILE \*)
- int **VSIStatL** (const char \*, VSIStatBufL \*)  
*Get filesystem object info.*
- void \* **VSIAlloc** (size\_t, size\_t)
- void \* **VSIMalloc** (size\_t)
- void **VSIFree** (void \*)
- void \* **VSIRealloc** (void \*, size\_t)
- char \* **VSIStrdup** (const char \*)
- void \* **VSIMalloc2** (size\_t nSize1, size\_t nSize2)  
*VSIMalloc2 allocates (nSize1 \* nSize2) bytes.*
- void \* **VSIMalloc3** (size\_t nSize1, size\_t nSize2, size\_t nSize3)  
*VSIMalloc3 allocates (nSize1 \* nSize2 \* nSize3) bytes.*
- char \*\* **VSIReadDir** (const char \*)  
*Read names in a directory.*
- int **VSIMkdir** (const char \*pathname, long mode)  
*Create a directory.*
- int **VSIRmdir** (const char \*pathname)  
*Delete a directory.*
- int **VSIUnlink** (const char \*pathname)  
*Delete a file.*
- int **VSIRename** (const char \*oldpath, const char \*newpath)  
*Rename a file.*
- char \* **VSISterror** (int)
- void **VSIInstallMemFileHandler** (void)  
*Install "memory" file system handler.*
- void **VSIInstallLargeFileHandler** (void)
- void **VSIInstallSubFileHandler** (void)  
*Install /vsisubfile/ virtual file handler.*
- void **VSIInstallGZipFileHandler** (void)  
*Install GZip file system handler.*
- void **VSIInstallZipFileHandler** (void)  
*Install ZIP file system handler.*
- void **VSIInstallStdoutHandler** (void)
- void **VSICleanupFileManager** (void)
- FILE \* **VSIFileFromMemBuffer** (const char \*pszFilename, GByte \*pabyData, vsi\_l\_offset nDataLength, int bTakeOwnership)  
*Create memory "file" from a buffer.*
- GByte \* **VSIGetMemFileBuffer** (const char \*pszFilename, vsi\_l\_offset \*pnDataLength, int bUnlinkAndSeize)  
*Fetch buffer underlying memory file.*
- unsigned long **VSITime** (unsigned long \*)
- const char \* **VSICTime** (unsigned long)
- struct tm \* **VSIGMTime** (const time\_t \*pnTime, struct tm \*poBrokenTime)
- struct tm \* **VSILocalTime** (const time\_t \*pnTime, struct tm \*poBrokenTime)

### 50.11.1 Detailed Description

Standard C Covers. The VSI functions are intended to be hookable aliases for Standard C I/O, memory allocation and other system functions. They are intended to allow virtualization of disk I/O so that non file data sources can be made to appear as files, and so that additional error trapping and reporting can be interested. The memory access API is aliased so that special application memory management services can be used.

Is intended that each of these functions retains exactly the same calling pattern as the original Standard C functions they relate to. This means we don't have to provide custom documentation, and also means that the default implementation is very simple.

### 50.11.2 Function Documentation

#### 50.11.2.1 `int VSIFCloseL ( FILE * fp )`

Close file.

This function closes the indicated file.

This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX `fclose()` function.

#### Parameters

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
-----------	---

#### Returns

0 on success or -1 on failure.

References VSIFCloseL().

Referenced by CPLCloseShared(), CPLParseXMLFile(), CPLSerializeXMLTreeToFile(), CSLLoad2(), VRTDataset::FlushCache(), GDALVersionInfo(), GDALWriteWorldFile(), and VSIFCloseL().

#### 50.11.2.2 `int VSIFEOF ( FILE * fp )`

Test for end of file.

Returns TRUE (non-zero) if the file read/write offset is currently at the end of the file.

This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX `feof()` call.

#### Parameters

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
-----------	---

**Returns**

TRUE if at EOF else FALSE.

References VSIFeofL().

Referenced by CSLLoad2(), and VSIFeofL().

**50.11.2.3 int VSIFlushL ( FILE \* *fp* )**

Flush pending writes to disk.

For files in write or update mode and on filesystem types where it is applicable, all pending output on the file is flushed to the physical disk.

This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX fflush() call.

**Parameters**

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
-----------	---

**Returns**

0 on success or -1 on error.

References VSIFlushL().

Referenced by VSIFlushL().

**50.11.2.4 FILE\* VSIFileFromMemBuffer ( const char \* *pszFilename*, GByte \* *pabyData*, vsi\_l\_offset *nDataLength*, int *bTakeOwnership* )**

Create memory "file" from a buffer.

A virtual memory file is created from the passed buffer with the indicated filename. Under normal conditions the filename would need to be absolute and within the /vsimem/ portion of the filesystem.

If bTakeOwnership is TRUE, then the memory file system handler will take ownership of the buffer, freeing it when the file is deleted. Otherwise it remains the responsibility of the caller, but should not be freed as long as it might be accessed as a file. In no circumstances does this function take a copy of the pabyData contents.

**Parameters**

<i>pszFilename</i>	the filename to be created.
<i>pabyData</i>	the data buffer for the file.
<i>nDataLength</i>	the length of buffer in bytes.
<i>bTakeOwnership</i>	TRUE to transfer "ownership" of buffer or FALSE.

**Returns**

open file handle on created file (see **VSIFOpenL()** (p. ??)).

References VSIFFileFromMemBuffer(), and VSIIInstallMemFileHandler().

Referenced by VSIFFileFromMemBuffer().

**50.11.2.5 FILE\* VSIFOpenL ( const char \* *pszFilename*, const char \* *pszAccess* )**

Open file.

This function opens a file with the desired access. Large files (larger than 2GB) should be supported. Binary access is always implied and the "b" does not need to be included in the *pszAccess* string.

Note that the "FILE \*" returned by this function is not really a standard C library FILE \*, and cannot be used with any functions other than the "VSI\*L" family of functions. They aren't "real" FILE objects.

This method goes through the VSIFFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX fopen() function.

**Parameters**

<i>pszFilename</i>	the file to open.
<i>pszAccess</i>	access requested (ie. "r", "r+", "w".

**Returns**

NULL on failure, or the file handle.

References VSIFOpenL().

Referenced by CPLOpenShared(), CPLParseXMLFile(), CPLSerializeXMLTreeToFile(), CSLLoad2(), VRTDataset::FlushCache(), GDALVersionInfo(), GDALWriteWorldFile(), and VSIFOpenL().

**50.11.2.6 int VSIFPrintfL ( FILE \* *fp*, const char \* *pszFormat*, ... )**

Formatted write to file.

Provides fprintf() style formatted output to a VSI\*L file. This formats an internal buffer which is written using **VSIFWriteL()** (p. ??).

Analog of the POSIX fprintf() call.

**Parameters**

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
<i>pszFormat</i>	the printf style format string.



**Returns**

the number of bytes written or -1 on an error.

References VSIFPrintfL(), and VSIFWriteL().

Referenced by VSIFPrintfL().

**50.11.2.7 size\_t VSIFReadL ( void \* *pBuffer*, size\_t *nSize*, size\_t *nCount*, FILE \* *fp* )**

Read bytes from file.

Reads *nCount* objects of *nSize* bytes from the indicated file at the current offset into the indicated buffer.

This method goes through the VSIFFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX fread() call.

**Parameters**

<i>pBuffer</i>	the buffer into which the data should be read (at least <i>nCount</i> * <i>nSize</i> bytes in size).
<i>nSize</i>	size of objects to read in bytes.
<i>nCount</i>	number of objects to read.
<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).

**Returns**

number of objects successfully read.

References VSIFReadL().

Referenced by CPLParseXMLFile(), CPLReadLine2L(), GDALVersionInfo(), and VSIFReadL().

**50.11.2.8 int VSIFSeekL ( FILE \* *fp*, vsi\_l\_offset *nOffset*, int *nWhence* )**

Seek to requested offset.

Seek to the desired offset (*nOffset*) in the indicated file.

This method goes through the VSIFFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX fseek() call.

**Parameters**

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
<i>nOffset</i>	offset in bytes.
<i>nWhence</i>	one of SEEK_SET, SEEK_CUR or SEEK_END.

**Returns**

0 on success or -1 on failure.

References VSIFSeekL().

Referenced by CPLParseXMLFile(), CPLReadLine2L(), GDALVersionInfo(), and VSIFSeekL().

**50.11.2.9 vsi\_l\_offset VSIFTellL ( FILE \* fp )**

Tell current file offset.

Returns the current file read/write offset in bytes from the beginning of the file.

This method goes through the VSIFFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX ftell() call.

**Parameters**

<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).
-----------	---

**Returns**

file offset in bytes.

References VSIFTellL().

Referenced by CPLParseXMLFile(), CPLReadLine2L(), GDALVersionInfo(), and VSIFTellL().

**50.11.2.10 size\_t VSIFWriteL ( const void \* pBuffer, size\_t nSize, size\_t nCount, FILE \* fp )**

Write bytes to file.

Writes nCount objects of nSize bytes to the indicated file at the current offset into the indicated buffer.

This method goes through the VSIFFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX fwrite() call.

**Parameters**

<i>pBuffer</i>	the buffer from which the data should be written (at least nCount * nSize bytes in size).
<i>nSize</i>	size of objects to read in bytes.
<i>nCount</i>	number of objects to read.
<i>fp</i>	file handle opened with <b>VSIFOpenL()</b> (p. ??).

**Returns**

number of objects successfully written.

References VSIFWriteL().

Referenced by CPLSerializeXMLTreeToFile(), VRTDataset::FlushCache(), GDALWriteWorldFile(), VSIFPrintfL(), and VSIFWriteL().

**50.11.2.11** `GByte* VSIGetMemFileBuffer ( const char * pszFilename, vsi_l_offset * pnDataLength, int bUnlinkAndSeize )`

Fetch buffer underlying memory file.

This function returns a pointer to the memory buffer underlying a virtual "in memory" file. If *bUnlinkAndSeize* is TRUE the filesystem object will be deleted, and ownership of the buffer will pass to the caller otherwise the underlying file will remain in existence.

#### Parameters

<i>pszFilename</i>	the name of the file to grab the buffer of.
<i>pnDataLength</i>	(file) length returned in this variable.
<i>bUnlinkAndSeize</i>	TRUE to remove the file, or FALSE to leave unaltered.

#### Returns

pointer to memory buffer or NULL on failure.

References VSIGetMemFileBuffer().

Referenced by VSIGetMemFileBuffer().

**50.11.2.12** `void VSIIInstallGZipFileHandler ( void )`

Install GZip file system handler.

A special file handler is installed that allows reading on-the-fly and writing in GZip (.gz) files.

All portions of the file system underneath the base path "/vsigzip/" will be handled by this driver.

Additional documentation is to be found at <http://trac.osgeo.org/gdal/wiki/UserDocs/ReadInZip>

References VSIIInstallGZipFileHandler().

Referenced by VSIIInstallGZipFileHandler().

**50.11.2.13** `void VSIIInstallMemFileHandler ( void )`

Install "memory" file system handler.

A special file handler is installed that allows block of memory to be treated as files. All portions of the file system underneath the base path "/vsimem/" will be handled by this driver.

Normal VSI\*L functions can be used freely to create and destroy memory arrays treating them as if they were real file system objects. Some additional methods exist to efficiently create memory file system objects without duplicating original copies of the data or to "steal" the block of memory associated with a memory file.

At this time the memory handler does not properly handle directory semantics for the memory portion of the filesystem. The **VSIReadDir()** (p. ??) function is not supported though this will be corrected in the future.

Calling this function repeatedly should do no harm, though it is not necessary. It is already called the first time a virtualizable file access function (ie. **VSIOpenL()** (p. ??), **VSIMkdir()**, etc) is called.

This code example demonstrates using GDAL to translate from one memory buffer to another.

```

GByte *ConvertBufferFormat( GByte *pabyInData, vsi_l_offset nInDataLength,
                           vsi_l_offset *pnOutDataLength )
{
    // create memory file system object from buffer.
    VSIFCloseL( VSIFileFromMemBuffer( "/vsimem/work.dat", pabyInData,
                                     nInDataLength, FALSE ) );

    // Open memory buffer for read.
    GDALDatasetH hDS = GDALOpen( "/vsimem/work.dat", GA_ReadOnly );

    // Get output format driver.
    GDALDriverH hDriver = GDALGetDriverByName( "GTiff" );
    GDALDatasetH hOutDS;

    hOutDS = GDALCreateCopy( hDriver, "/vsimem/out.tif", hDS, TRUE, NULL,
                           NULL, NULL );

    // close source file, and "unlink" it.
    GDALClose( hDS );
    VSIUnlink( "/vsimem/work.dat" );

    // seize the buffer associated with the output file.

    return VSIGetMemFileBuffer( "/vsimem/out.tif", pnOutDataLength, TRUE );
}

```

References **VSIInstallMemFileHandler()**.

Referenced by **VSIFileFromMemBuffer()**, and **VSIInstallMemFileHandler()**.

#### 50.11.2.14 void VSIInstallSubFileHandler ( void )

Install /vsisubfile/ virtual file handler.

This virtual file system handler allows access to subregions of files, treating them as a file on their own to the virtual file system functions (**VSIOpenL()** (p. ??), etc).

A special form of the filename is used to indicate a subportion of another file:

/vsisubfile/<offset>[\_<size>],<filename>

The size parameter is optional. Without it the remainder of the file from the start offset as

treated as part of the subfile. Otherwise only `<size>` bytes from `<offset>` are treated as part of the subfile. The `<filename>` portion may be a relative or absolute path using normal rules. The `<offset>` and `<size>` values are in bytes.

eg. `/vsisubfile/1000_3000,/data/abc.ntf /vsisubfile/5000,..../xyz/raw.dat`

Unlike the `/vsimem/` or conventional file system handlers, there is no meaningful support for filesystem operations for creating new files, traversing directories, and deleting files within the `/vsisubfile/` area. Only the **VSISatL()** (p. ??), **VSIFOpenL()** (p. ??) and operations based on the file handle returned by **VSIFOpenL()** (p. ??) operate properly.

References `VSIIInstallSubFileHandler()`.

Referenced by `VSIIInstallSubFileHandler()`.

#### 50.11.2.15 void VSIIInstallZipFileHandler ( void )

Install ZIP file system handler.

A special file handler is installed that allows reading on-the-fly in ZIP (.zip) archives. All portions of the file system underneath the base path `"/vsizip/"` will be handled by this driver.

Additional documentation is to be found at <http://trac.osgeo.org/gdal/wiki/UserDocs/ReadInZip>

References `VSIIInstallZipFileHandler()`.

Referenced by `VSIIInstallZipFileHandler()`.

#### 50.11.2.16 void\* VSIMalloc2 ( size\_t nSize1, size\_t nSize2 )

`VSIMalloc2` allocates `(nSize1 * nSize2)` bytes.

In case of overflow of the multiplication, or if memory allocation fails, a NULL pointer is returned and a `CE_Failure` error is raised with **CPLError()** (p. ??). If `nSize1 == 0` || `nSize2 == 0`, a NULL pointer will also be returned. `CPLFree()` or `VSIFree()` can be used to free memory allocated by this function.

References `VSIMalloc2()`.

Referenced by `GDALChecksumImage()`, `GDALComputeProximity()`, `GDALPolygonize()`, `GDALRegenerateOverviews()`, `GDALSieveFilter()`, `GDALDataset::RasterIO()`, and `VSIMalloc2()`.

#### 50.11.2.17 void\* VSIMalloc3 ( size\_t nSize1, size\_t nSize2, size\_t nSize3 )

`VSIMalloc3` allocates `(nSize1 * nSize2 * nSize3)` bytes.

In case of overflow of the multiplication, or if memory allocation fails, a NULL pointer is returned and a `CE_Failure` error is raised with **CPLError()** (p. ??). If `nSize1 == 0` || `nSize2 == 0` || `nSize3 == 0`, a NULL pointer will also be returned. `CPLFree()` or `VSIFree()` can be used to free memory allocated by this function.

References `VSIMalloc3()`.

Referenced by GDALRegenerateOverviews(), and VSIMalloc3().

#### 50.11.2.18 int VSIMkdir ( const char \* *pszPathname*, long *mode* )

Create a directory.

Create a new directory with the indicated mode. The mode is ignored on some platforms. A reasonable default mode value would be 0666. This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX mkdir() function.

##### Parameters

<i>pszPath-name</i>	the path to the directory to create.
<i>mode</i>	the permissions mode.

##### Returns

0 on success or -1 on an error.

References VSIMkdir().

Referenced by VSIMkdir().

#### 50.11.2.19 char\*\* VSIReadDir ( const char \* *pszPath* )

Read names in a directory.

This function abstracts access to directory contains. It returns a list of strings containing the names of files, and directories in this directory. The resulting string list becomes the responsibility of the application and should be freed with **CSLDestroy()** (p. ??) when no longer needed.

Note that no error is issued via **CPLError()** (p. ??) if the directory path is invalid, though NULL is returned.

This function used to be known as CPLReadDir(), but the old name is now deprecated.

##### Parameters

<i>pszPath</i>	the relative, or absolute path of a directory to read.
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##### Returns

The list of entries in the directory, or NULL if the directory doesn't exist.

References VSIReadDir().

Referenced by VSIReadDir().

**50.11.2.20 int VSIRename ( const char \* *oldpath*, const char \* *newpath* )**

Rename a file.

Renames a file object in the file system. It should be possible to rename a file onto a new filesystem, but it is safest if this function is only used to rename files that remain in the same directory.

This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX rename() function.

**Parameters**

<i>oldpath</i>	the name of the file to be renamed.
<i>newpath</i>	the name the file should be given.

**Returns**

0 on success or -1 on an error.

References VSIRename().

Referenced by VSIRename().

**50.11.2.21 int VSIRmdir ( const char \* *pszDirname* )**

Delete a directory.

Deletes a directory object from the file system. On some systems the directory must be empty before it can be deleted.

This method goes through the VSIFileHandler virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX rmdir() function.

**Parameters**

<i>pszDirname</i>	the path of the directory to be deleted.
-------------------	--

**Returns**

0 on success or -1 on an error.

References VSIRmdir().

Referenced by CPLUnlinkTree(), and VSIRmdir().

**50.11.2.22 int VSISatL ( const char \* *pszFilename*, VSISatBufL \* *psStatBuf* )**

Get filesystem object info.

Fetches status information about a filesystem object (file, directory, etc). The returned information is placed in the `VSIStatBufL` structure. For portability only the `st_size` (size in bytes), and `st_mode` (file type). This method is similar to `VSIStat()`, but will work on large files on systems where this requires special calls.

This method goes through the `VSIFileHandler` virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX `stat()` function.

#### Parameters

<i>pszFilename</i>	the path of the filesystem object to be queried.
<i>psStatBuf</i>	the structure to load with information.

#### Returns

0 on success or -1 on an error.

References `VSIStatL()`.

Referenced by `CPLCheckForFile()`, `CPLFormCIFilename()`, `GDALReadWorldFile()`, `VRTWarpedDataset::GetFileList()`, `GDALPamDataset::GetFileList()`, `GDALDataset::GetFileList()`, and `VSIStatL()`.

#### 50.11.2.23 int VSIUnlink ( const char \* *pszFilename* )

Delete a file.

Deletes a file object from the file system.

This method goes through the `VSIFileHandler` virtualization and may work on unusual filesystems such as in memory.

Analog of the POSIX `unlink()` function.

#### Parameters

<i>pszFilename</i>	the path of the file to be deleted.
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#### Returns

0 on success or -1 on an error.

References `VSIUnlink()`.

Referenced by `GDALDriver::CopyFiles()`, `CPLUnlinkTree()`, `GDALDriver::Delete()`, and `VSIUnlink()`.

## 50.12 gdal.h File Reference

Public (C callable) GDAL entry points.



## Classes

- struct **GDAL\_GCP**  
*Ground Control Point.*
- struct **GDALRPCInfo**
- struct **GDALColorEntry**  
*Color tuple.*

## Defines

- #define **GDALMD\_AREA\_OR\_POINT** "AREA\_OR\_POINT"
- #define **GDALMD\_AOP\_AREA** "Area"
- #define **GDALMD\_AOP\_POINT** "Point"
- #define **CPL\_WrongFormat** 200
- #define **GDAL\_DMD\_LONGNAME** "DMD\_LONGNAME"
- #define **GDAL\_DMD\_HELPTOPIC** "DMD\_HELPTOPIC"
- #define **GDAL\_DMD\_MIMETYPE** "DMD\_MIMETYPE"
- #define **GDAL\_DMD\_EXTENSION** "DMD\_EXTENSION"
- #define **GDAL\_DMD\_CREATIONOPTIONLIST** "DMD\_CREATIONOPTIONLIST"
- #define **GDAL\_DMD\_CREATIONDATATYPES** "DMD\_CREATIONDATATYPES"
- #define **GDAL\_DCAP\_CREATE** "DCAP\_CREATE"
- #define **GDAL\_DCAP\_CREATECOPY** "DCAP\_CREATECOPY"
- #define **GDAL\_DCAP\_VIRTUALIO** "DCAP\_VIRTUALIO"
- #define **SRCVAL**(papoSource, eSrcType, ii)  
*SRCVAL - Macro which may be used by pixel functions to obtain a pixel from a source buffer.*
- #define **GMF\_ALL\_VALID** 0x01
- #define **GMF\_PER\_DATASET** 0x02
- #define **GMF\_ALPHA** 0x04
- #define **GMF\_NODATA** 0x08
- #define **GDAL\_VERSION\_INFO\_DEFINED**
- #define **GDAL\_CHECK\_VERSION**(pszCallingComponentName) GDALCheckVersion(GDAL\_VERSION\_MAJOR, GDAL\_VERSION\_MINOR, pszCallingComponentName)  
*Helper macro for **GDALCheckVersion()** (p. ??)*

## Typedefs

- typedef void \* **GDALMajorObjectH**  
*Opaque type used for the C bindings of the C++ **GDALMajorObject** (p. ??) class.*
- typedef void \* **GDALDatasetH**  
*Opaque type used for the C bindings of the C++ **GDALDataset** (p. ??) class.*
- typedef void \* **GDALRasterBandH**  
*Opaque type used for the C bindings of the C++ **GDALRasterBand** (p. ??) class.*
- typedef void \* **GDALDriverH**  
*Opaque type used for the C bindings of the C++ **GDALDriver** (p. ??) class.*

- typedef void \* **GDALColorTableH**  
*Opaque type used for the C bindings of the C++ **GDALColorTable** (p. ??) class.*
- typedef void \* **GDALRasterAttributeTableH**  
*Opaque type used for the C bindings of the C++ **GDALRasterAttributeTable** (p. ??) class.*
- typedef int(\* **GDALProgressFunc**)(double dfComplete, const char \*pszMessage, void \*pProgressArg)  
*Callback progress definition for long operations.*
- typedef CPLErr(\* **GDALDerivedPixelFunc**)(void \*\*papoSources, int nSources, void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eSrcType, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace)

## Enumerations

- enum **GDALDataType** {  
**GDT\_Unknown** = 0, **GDT\_Byte** = 1, **GDT\_UInt16** = 2, **GDT\_Int16** = 3,  
**GDT\_UInt32** = 4, **GDT\_Int32** = 5, **GDT\_Float32** = 6, **GDT\_Float64** = 7,  
**GDT\_CInt16** = 8, **GDT\_CInt32** = 9, **GDT\_CFloat32** = 10, **GDT\_CFloat64** = 11,  
**GDT\_TypeCount** = 12 }
- enum **GDALAccess** { **GA\_ReadOnly** = 0, **GA\_Update** = 1 }
- enum **GDALRWFlag** { **GF\_Read** = 0, **GF\_Write** = 1 }
- enum **GDALColorInterp** {  
**GCI\_Undefined** = 0, **GCI\_GrayIndex** = 1, **GCI\_PaletteIndex** = 2, **GCI\_RedBand** = 3,  
**GCI\_GreenBand** = 4, **GCI\_BlueBand** = 5, **GCI\_AlphaBand** = 6, **GCI\_HueBand** = 7,  
**GCI\_SaturationBand** = 8, **GCI\_LightnessBand** = 9, **GCI\_CyanBand** = 10, **GCI\_MagentaBand** = 11,  
**GCI\_YellowBand** = 12, **GCI\_BlackBand** = 13, **GCI\_YCbCr\_YBand** = 14, **GCI\_YCbCr\_CbBand** = 15,  
**GCI\_YCbCr\_CrBand** = 16, **GCI\_Max** = 16 }
- enum **GDALPaletteInterp** { **GPI\_Gray** = 0, **GPI\_RGB** = 1, **GPI\_CMYK** = 2, **GPI\_HLS** = 3 }
- enum **GDALRATFieldType** { **GFT\_Integer**, **GFT\_Real**, **GFT\_String** }  
*Field type of raster attribute table.*
- enum **GDALRATFieldUsage** {  
**GFU\_Generic** = 0, **GFU\_PixelCount** = 1, **GFU\_Name** = 2, **GFU\_Min** = 3,  
**GFU\_Max** = 4, **GFU\_MinMax** = 5, **GFU\_Red** = 6, **GFU\_Green** = 7,  
**GFU\_Blue** = 8, **GFU\_Alpha** = 9, **GFU\_RedMin** = 10, **GFU\_GreenMin** = 11,  
**GFU\_BlueMin** = 12, **GFU\_AlphaMin** = 13, **GFU\_RedMax** = 14, **GFU\_GreenMax** = 15,  
**GFU\_BlueMax** = 16, **GFU\_AlphaMax** = 17, **GFU\_MaxCount** }  
*Field usage of raster attribute table.*

## Functions

- int **GDALGetDataTypeSize** (GDALDataType)  
*Get data type size in bits.*
- int **GDALDataTypesComplex** (GDALDataType)  
*Is data type complex?*
- const char \* **GDALGetDataTypeName** (GDALDataType)  
*Get name of data type.*
- GDALDataType **GDALGetDataTypeByName** (const char \*)  
*Get data type by symbolic name.*
- GDALDataType **GDALDataTypeUnion** (GDALDataType, GDALDataType)  
*Return the smallest data type that can fully express both input data types.*
- const char \* **GDALGetColorInterpretationName** (GDALColorInterp)  
*Get name of color interpretation.*
- GDALColorInterp **GDALGetColorInterpretationByName** (const char \*pszName)  
  
*Get color interpretation by symbolic name.*
- const char \* **GDALGetPaletteInterpretationName** (GDALPaletteInterp)  
*Get name of palette interpretation.*
- int **GDALDummyProgress** (double, const char \*, void \*)  
*Stub progress function.*
- int **GDALTermProgress** (double, const char \*, void \*)  
*Simple progress report to terminal.*
- int **GDALScaledProgress** (double, const char \*, void \*)  
*Scaled progress transformer.*
- void \* **GDALCreateScaledProgress** (double, double, GDALProgressFunc, void \*)  
*Create scaled progress transformer.*
- void **GDALDestroyScaledProgress** (void \*)  
*Cleanup scaled progress handle.*
- void **GDALAllRegister** (void)  
*Register all known configured GDAL drivers.*
- GDALDatasetH **GDALCreate** (GDALDriverH hDriver, const char \*, int, int, int, GDALDataType, char \*\*)  
*Create a new dataset with this driver.*
- GDALDatasetH **GDALCreateCopy** (GDALDriverH, const char \*, GDALDatasetH, int, char \*\*, GDALProgressFunc, void \*)  
*Create a copy of a dataset.*
- GDALDriverH **GDALIdentifyDriver** (const char \*pszFilename, char \*\*papszFileList)  
  
*Identify the driver that can open a raster file.*
- GDALDatasetH **GDALOpen** (const char \*pszFilename, GDALAccess eAccess)  
  
*Open a raster file as a **GDALDataset** (p. ??).*

- **GDALDatasetH GDALOpenShared** (const char \*, **GDALAccess**)  
*Open a raster file as a **GDALDataset** (p. ??).*
- int **GDALDumpOpenDatasets** (FILE \*)  
*List open datasets.*
- **GDALDriverH GDALGetDriverByName** (const char \*)  
*Fetch a driver based on the short name.*
- int **GDALGetDriverCount** (void)  
*Fetch the number of registered drivers.*
- **GDALDriverH GDALGetDriver** (int)  
*Fetch driver by index.*
- void **GDALDestroyDriver** (**GDALDriverH**)  
*Destroy a **GDALDriver** (p. ??).*
- int **GDALRegisterDriver** (**GDALDriverH**)  
*Register a driver for use.*
- void **GDALDeregisterDriver** (**GDALDriverH**)  
*Deregister the passed driver.*
- void **GDALDestroyDriverManager** (void)  
*Destroy the driver manager.*
- CPLErr **GDALDeleteDataset** (**GDALDriverH**, const char \*)  
*Delete named dataset.*
- CPLErr **GDALRenameDataset** (**GDALDriverH**, const char \*pszNewName, const char \*pszOldName)  
*Rename a dataset.*
- CPLErr **GDALCopyDatasetFiles** (**GDALDriverH**, const char \*pszNewName, const char \*pszOldName)  
*Copy the files of a dataset.*
- int **GDALValidateCreationOptions** (**GDALDriverH**, char \*\*papszCreationOptions)  
  
*Validate the list of creation options that are handled by a driver.*
- const char \* **GDALGetDriverShortName** (**GDALDriverH**)  
*Return the short name of a driver.*
- const char \* **GDALGetDriverLongName** (**GDALDriverH**)  
*Return the long name of a driver.*
- const char \* **GDALGetDriverHelpTopic** (**GDALDriverH**)  
*Return the URL to the help that describes the driver.*
- const char \* **GDALGetDriverCreationOptionList** (**GDALDriverH**)  
*Return the list of creation options of the driver.*
- void **GDALInitGCPs** (int, **GDAL\_GCP** \*)
- void **GDALDeinitGCPs** (int, **GDAL\_GCP** \*)
- **GDAL\_GCP** \* **GDALDuplicateGCPs** (int, const **GDAL\_GCP** \*)
- int **GDALGCPsToGeoTransform** (int nGCPCount, const **GDAL\_GCP** \*pasGCPs, double \*padfGeoTransform, int bApproxOK)  
*Generate Geotransform from GCPs.*

- int **GDALInvGeoTransform** (double \*padfGeoTransformIn, double \*padfInvGeoTransformOut)
 

*Invert Geotransform.*
- void **GDALApplyGeoTransform** (double \*, double, double, double \*, double \*)
 

*Apply GeoTransform to x/y coordinate.*
- char \*\* **GDALGetMetadata** (GDALMajorObjectH, const char \*)
 

*Fetch metadata.*
- CPL\_ERR **GDALSetMetadata** (GDALMajorObjectH, char \*\*, const char \*)
 

*Set metadata.*
- const char \* **GDALGetMetadataltem** (GDALMajorObjectH, const char \*, const char \*)
 

*Fetch single metadata item.*
- CPL\_ERR **GDALSetMetadataltem** (GDALMajorObjectH, const char \*, const char \*, const char \*)
 

*Set single metadata item.*
- const char \* **GDALGetDescription** (GDALMajorObjectH)
 

*Fetch object description.*
- void **GDALSetDescription** (GDALMajorObjectH, const char \*)
 

*Set object description.*
- **GDALDriverH** **GDALGetDatasetDriver** (GDALDatasetH)
 

*Fetch the driver to which this dataset relates.*
- char \*\* **GDALGetFileList** (GDALDatasetH)
 

*Fetch files forming dataset.*
- void **GDALClose** (GDALDatasetH)
 

*Close GDAL dataset.*
- int **GDALGetRasterXSize** (GDALDatasetH)
 

*Fetch raster width in pixels.*
- int **GDALGetRasterYSize** (GDALDatasetH)
 

*Fetch raster height in pixels.*
- int **GDALGetRasterCount** (GDALDatasetH)
 

*Fetch the number of raster bands on this dataset.*
- **GDALRasterBandH** **GDALGetRasterBand** (GDALDatasetH, int)
 

*Fetch a band object for a dataset.*
- CPL\_ERR **GDALAddBand** (GDALDatasetH hDS, GDALDataType eType, char \*\*papszOptions)
 

*Add a band to a dataset.*
- CPL\_ERR **GDALDatasetRasterIO** (GDALDatasetH hDS, GDALRWFlag eRWFlag, int nDSXOff, int nDSYOff, int nDSXSize, int nDSYSize, void \*pBuffer, int nBXSize, int nBYSIZE, GDALDataType eBDataType, int nBandCount, int \*panBandCount, int nPixelSpace, int nLineSpace, int nBandSpace)
 

*Read/write a region of image data from multiple bands.*
- CPL\_ERR **GDALDatasetAdviseRead** (GDALDatasetH hDS, int nDSXOff, int nDSYOff, int nDSXSize, int nDSYSize, int nBXSize, int nBYSIZE, GDALDataType eBDataType, int nBandCount, int \*panBandCount, char \*\*papszOptions)

*Advise driver of upcoming read requests.*

- const char \* **GDALGetProjectionRef** (GDALDatasetH)

*Fetch the projection definition string for this dataset.*

- CPL\_ERR **GDALSetProjection** (GDALDatasetH, const char \*)

*Set the projection reference string for this dataset.*

- CPL\_ERR **GDALGetGeoTransform** (GDALDatasetH, double \*)

*Fetch the affine transformation coefficients.*

- CPL\_ERR **GDALSetGeoTransform** (GDALDatasetH, double \*)

*Set the affine transformation coefficients.*

- int **GDALGetGCPCount** (GDALDatasetH)

*Get number of GCPs.*

- const char \* **GDALGetGCPProjection** (GDALDatasetH)

*Get output projection for GCPs.*

- const **GDAL\_GCP** \* **GDALGetGCPs** (GDALDatasetH)

*Fetch GCPs.*

- CPL\_ERR **GDALSetGCPs** (GDALDatasetH, int, const **GDAL\_GCP** \*, const char \*)

*Assign GCPs.*

- void \* **GDALGetInternalHandle** (GDALDatasetH, const char \*)

*Fetch a format specific internally meaningful handle.*

- int **GDALReferenceDataset** (GDALDatasetH)

*Add one to dataset reference count.*

- int **GDALDereferenceDataset** (GDALDatasetH)

*Subtract one from dataset reference count.*

- CPL\_ERR **GDALBuildOverviews** (GDALDatasetH, const char \*, int, int \*, int, int \*, **GDALProgressFunc**, void \*)

*Build raster overview(s)*

- void **GDALGetOpenDatasets** (GDALDatasetH \*\*hDS, int \*pnCount)

*Fetch all open GDAL dataset handles.*

- int **GDALGetAccess** (GDALDatasetH hDS)

*Return access flag.*

- void **GDALFlushCache** (GDALDatasetH hDS)

*Flush all write cached data to disk.*

- CPL\_ERR **GDALCreateDatasetMaskBand** (GDALDatasetH hDS, int nFlags)

*Adds a mask band to the dataset.*

- CPL\_ERR **GDALDatasetCopyWholeRaster** (GDALDatasetH hSrcDS, GDALDatasetH hDstDS, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressData)

- CPL\_ERR **GDALRegenerateOverviews** (GDALRasterBandH hSrcBand, int nOverviewCount, GDALRasterBandH \*pahOverviewBands, const char \*pszResampling, **GDALProgressFunc** pfnProgress, void \*pProgressData)

*Generate downsampled overviews.*

- **GDALDataType** **GDALGetRasterDataType** (GDALRasterBandH)

*Fetch the pixel data type for this band.*

- void **GDALGetBlockSize** (GDALRasterBandH, int \*pnXSize, int \*pnYSize)

*Fetch the "natural" block size of this band.*

- CPLErr **GDALRasterAdviseRead** (**GDALRasterBandH** hRB, int nDSXOff, int nDSYOff, int nDSXSize, int nDSYSize, int nBXSize, int nBYSIZE, **GDALDataType** eBDataType, char \*\*papszOptions)

*Advise driver of upcoming read requests.*

- CPLErr **GDALRasterIO** (**GDALRasterBandH** hRBand, **GDALRWFlag** eRWFlag, int nDSXOff, int nDSYOff, int nDSXSize, int nDSYSize, void \*pBuffer, int nBXSize, int nBYSIZE, **GDALDataType** eBDataType, int nPixelSpace, int nLineSpace)

*Read/write a region of image data for this band.*

- CPLErr **GDALReadBlock** (**GDALRasterBandH**, int, int, void \*)

*Read a block of image data efficiently.*

- CPLErr **GDALWriteBlock** (**GDALRasterBandH**, int, int, void \*)

*Write a block of image data efficiently.*

- int **GDALGetRasterBandXSize** (**GDALRasterBandH**)

*Fetch XSize of raster.*

- int **GDALGetRasterBandYSize** (**GDALRasterBandH**)

*Fetch YSize of raster.*

- **GDALAccess** **GDALGetRasterAccess** (**GDALRasterBandH**)

*Find out if we have update permission for this band.*

- int **GDALGetBandNumber** (**GDALRasterBandH**)

*Fetch the band number.*

- **GDALDatasetH** **GDALGetBandDataset** (**GDALRasterBandH**)

*Fetch the owning dataset handle.*

- **GDALColorInterp** **GDALGetRasterColorInterpretation** (**GDALRasterBandH**)

*How should this band be interpreted as color?*

- CPLErr **GDALSetRasterColorInterpretation** (**GDALRasterBandH**, **GDALColorInterp**)

*Set color interpretation of a band.*

- **GDALColorTableH** **GDALGetRasterColorTable** (**GDALRasterBandH**)

*Fetch the color table associated with band.*

- CPLErr **GDALSetRasterColorTable** (**GDALRasterBandH**, **GDALColorTableH**)

*Set the raster color table.*

- int **GDALHasArbitraryOverviews** (**GDALRasterBandH**)

*Check for arbitrary overviews.*

- int **GDALGetOverviewCount** (**GDALRasterBandH**)

*Return the number of overview layers available.*

- **GDALRasterBandH** **GDALGetOverview** (**GDALRasterBandH**, int)

*Fetch overview raster band object.*

- double **GDALGetRasterNoDataValue** (**GDALRasterBandH**, int \*)

*Fetch the no data value for this band.*

- CPLErr **GDALSetRasterNoDataValue** (**GDALRasterBandH**, double)

*Set the no data value for this band.*

- char \*\* **GDALGetRasterCategoryNames** (GDALRasterBandH)  
*Fetch the list of category names for this raster.*
- CPL\_ERR **GDALSetRasterCategoryNames** (GDALRasterBandH, char \*\*)  
*Set the category names for this band.*
- double **GDALGetRasterMinimum** (GDALRasterBandH, int \*pbSuccess)  
*Fetch the minimum value for this band.*
- double **GDALGetRasterMaximum** (GDALRasterBandH, int \*pbSuccess)  
*Fetch the maximum value for this band.*
- CPL\_ERR **GDALGetRasterStatistics** (GDALRasterBandH, int bApproxOK, int bForce, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev)  
*Fetch image statistics.*
- CPL\_ERR **GDALComputeRasterStatistics** (GDALRasterBandH, int bApproxOK, double \*pdfMin, double \*pdfMax, double \*pdfMean, double \*pdfStdDev, **GDALProgressFunc** pfnProgress, void \*pProgressData)  
*Compute image statistics.*
- CPL\_ERR **GDALSetRasterStatistics** (GDALRasterBandH hBand, double dfMin, double dfMax, double dfMean, double dfStdDev)  
*Set statistics on band.*
- const char \* **GDALGetRasterUnitType** (GDALRasterBandH)  
*Return raster unit type.*
- double **GDALGetRasterOffset** (GDALRasterBandH, int \*pbSuccess)  
*Fetch the raster value offset.*
- CPL\_ERR **GDALSetRasterOffset** (GDALRasterBandH hBand, double dfNewOffset)  
*Set scaling offset.*
- double **GDALGetRasterScale** (GDALRasterBandH, int \*pbSuccess)  
*Fetch the raster value scale.*
- CPL\_ERR **GDALSetRasterScale** (GDALRasterBandH hBand, double dfNewOffset)  
*Set scaling ratio.*
- void **GDALComputeRasterMinMax** (GDALRasterBandH hBand, int bApproxOK, double adfMinMax[2])  
*Compute the min/max values for a band.*
- CPL\_ERR **GDALFlushRasterCache** (GDALRasterBandH hBand)  
*Flush raster data cache.*
- CPL\_ERR **GDALGetRasterHistogram** (GDALRasterBandH hBand, double dfMin, double dfMax, int nBuckets, int \*panHistogram, int bIncludeOutOfRange, int bApproxOK, **GDALProgressFunc** pfnProgress, void \*pProgressData)  
*Compute raster histogram.*
- CPL\_ERR **GDALGetDefaultHistogram** (GDALRasterBandH hBand, double \*pdfMin, double \*pdfMax, int \*pnBuckets, int \*\*ppanHistogram, int bForce, **GDALProgressFunc** pfnProgress, void \*pProgressData)  
*Fetch default raster histogram.*
- CPL\_ERR **GDALSetDefaultHistogram** (GDALRasterBandH hBand, double dfMin, double dfMax, int nBuckets, int \*panHistogram)



*Set default histogram.*

- int **GDALGetRandomRasterSample** (GDALRasterBandH, int, float \*)
- GDALRasterBandH **GDALGetRasterSampleOverview** (GDALRasterBandH, int)

*Fetch best sampling overview.*

- CPL\_ERR **GDALFillRaster** (GDALRasterBandH hBand, double dfRealValue, double dfImaginaryValue)

*Fill this band with a constant value.*

- CPL\_ERR **GDALComputeBandStats** (GDALRasterBandH hBand, int nSampleStep, double \*pdfMean, double \*pdfStdDev, GDALProgressFunc pfnProgress, void \*pProgressData)
- CPL\_ERR **GDALOverviewMagnitudeCorrection** (GDALRasterBandH hBaseBand, int nOverviewCount, GDALRasterBandH \*pahOverviews, GDALProgressFunc pfnProgress, void \*pProgressData)
- GDALRasterAttributeTableH **GDALGetDefaultRAT** (GDALRasterBandH hBand)

*Fetch default Raster Attribute Table.*

- CPL\_ERR **GDALSetDefaultRAT** (GDALRasterBandH, GDALRasterAttributeTableH)

*Set default Raster Attribute Table.*

- CPL\_ERR **GDALAddDerivedBandPixelFunc** (const char \*pszName, GDALDerivedPixelFunc pfnPixelFunc)

*This adds a pixel function to the global list of available pixel functions for derived bands.*

- GDALRasterBandH **GDALGetMaskBand** (GDALRasterBandH hBand)

*Return the mask band associated with the band.*

- int **GDALGetMaskFlags** (GDALRasterBandH hBand)

*Return the status flags of the mask band associated with the band.*

- CPL\_ERR **GDALCreateMaskBand** (GDALRasterBandH hBand, int nFlags)

*Adds a mask band to the current band.*

- int **GDALGeneralCmdLineProcessor** (int nArgc, char \*\*\*ppapszArgv, int nOptions)

*General utility option processing.*

- void **GDALSwapWords** (void \*pData, int nWordSize, int nWordCount, int nWordSkip)

*Byte swap words in-place.*

- void **GDALCopyWords** (void \*pSrcData, GDALDataType eSrcType, int nSrcPixelOffset, void \*pDstData, GDALDataType eDstType, int nDstPixelOffset, int nWordCount)
- void **GDALCopyBits** (const GByte \*pabySrcData, int nSrcOffset, int nSrcStep, GByte \*pabyDstData, int nDstOffset, int nDstStep, int nBitCount, int nStepCount)
- int **GDALLoadWorldFile** (const char \*, double \*)

*Read ESRI world file.*

- int **GDALReadWorldFile** (const char \*, const char \*, double \*)

*Read ESRI world file.*

- int **GDALWriteWorldFile** (const char \*, const char \*, double \*)

*Write ESRI world file.*

- int **GDALLoadTabFile** (const char \*, double \*, char \*\*, int \*, **GDAL\_GCP** \*\*)
- int **GDALReadTabFile** (const char \*, double \*, char \*\*, int \*, **GDAL\_GCP** \*\*)
- int **GDALLoadOziMapFile** (const char \*, double \*, char \*\*, int \*, **GDAL\_GCP** \*\*)
- int **GDALReadOziMapFile** (const char \*, double \*, char \*\*, int \*, **GDAL\_GCP** \*\*)
- char \*\* **GDALLoadRPBFile** (const char \*pszFilename, char \*\*papszSiblingFiles)
- CPLErr **GDALWriteRPBFile** (const char \*pszFilename, char \*\*papszMD)
- char \*\* **GDALLoadIMDFile** (const char \*pszFilename, char \*\*papszSiblingFiles)
- CPLErr **GDALWriteIMDFile** (const char \*pszFilename, char \*\*papszMD)
- const char \* **GDALDecToDMS** (double, const char \*, int)
- double **GDALPackedDMSToDec** (double)

*Convert a packed DMS value (DDMMSS.SS) into decimal degrees.*

- double **GDALDecToPackedDMS** (double)

*Convert decimal degrees into packed DMS value (DDMMSS.SS).*

- const char \* **GDALVersionInfo** (const char \*)

*Get runtime version information.*

- int **GDALCheckVersion** (int nVersionMajor, int nVersionMinor, const char \*pszCallingComponentName)

*Return TRUE if GDAL library version at runtime matches nVersionMajor.nVersionMinor.*

- int **GDALExtractRPCInfo** (char \*\*, **GDALRPCInfo** \*)
- **GDALColorTableH** **GDALCreateColorTable** (**GDALPaletteInterp**)

*Construct a new color table.*

- void **GDALDestroyColorTable** (**GDALColorTableH**)

*Destroys a color table.*

- **GDALColorTableH** **GDALCloneColorTable** (**GDALColorTableH**)

*Make a copy of a color table.*

- **GDALPaletteInterp** **GDALGetPaletteInterpretation** (**GDALColorTableH**)

*Fetch palette interpretation.*

- int **GDALGetColorEntryCount** (**GDALColorTableH**)

*Get number of color entries in table.*

- const **GDALColorEntry** \* **GDALGetColorEntry** (**GDALColorTableH**, int)

*Fetch a color entry from table.*

- int **GDALGetColorEntryAsRGB** (**GDALColorTableH**, int, **GDALColorEntry** \*)

*Fetch a table entry in RGB format.*

- void **GDALSetColorEntry** (**GDALColorTableH**, int, const **GDALColorEntry** \*)

*Set entry in color table.*

- void **GDALCreateColorRamp** (**GDALColorTableH** hTable, int nStartIndex, const **GDALColorEntry** \*psStartColor, int nEndIndex, const **GDALColorEntry** \*psEndColor)

*Create color ramp.*

- **GDALRasterAttributeTableH** **GDALCreateRasterAttributeTable** (void)

*Construct empty table.*

- void **GDALDestroyRasterAttributeTable** (GDALRasterAttributeTableH)  
*Destroys a RAT.*
- int **GDALRATGetColumnCount** (GDALRasterAttributeTableH)  
*Fetch table column count.*
- const char \* **GDALRATGetNameOfCol** (GDALRasterAttributeTableH, int)  
*Fetch name of indicated column.*
- GDALRATFieldUsage **GDALRATGetUsageOfCol** (GDALRasterAttributeTableH, int)  
*Fetch column usage value.*
- GDALRATFieldType **GDALRATGetTypeOfCol** (GDALRasterAttributeTableH, int)  
*Fetch column type.*
- int **GDALRATGetColOfUsage** (GDALRasterAttributeTableH, GDALRATFieldUsage)  
*Fetch column index for given usage.*
- int **GDALRATGetRowCount** (GDALRasterAttributeTableH)  
*Fetch row count.*
- const char \* **GDALRATGetValueAsString** (GDALRasterAttributeTableH, int, int)  
*Fetch field value as a string.*
- int **GDALRATGetValueAsInt** (GDALRasterAttributeTableH, int, int)  
*Fetch field value as a integer.*
- double **GDALRATGetValueAsDouble** (GDALRasterAttributeTableH, int, int)  
*Fetch field value as a double.*
- void **GDALRATSetValueAsString** (GDALRasterAttributeTableH, int, int, const char \*)  
*Set field value from string.*
- void **GDALRATSetValueAsInt** (GDALRasterAttributeTableH, int, int, int)  
*Set field value from integer.*
- void **GDALRATSetValueAsDouble** (GDALRasterAttributeTableH, int, int, double)  
*Set field value from double.*
- void **GDALRATSetRowCount** (GDALRasterAttributeTableH, int)  
*Set row count.*
- CPLErr **GDALRATCreateColumn** (GDALRasterAttributeTableH, const char \*, GDALRATFieldType, GDALRATFieldUsage)  
*Create new column.*
- CPLErr **GDALRATSetLinearBinning** (GDALRasterAttributeTableH, double, double)  
*Set linear binning information.*
- int **GDALRATGetLinearBinning** (GDALRasterAttributeTableH, double \*, double \*)  
*Get linear binning information.*
- CPLErr **GDALRATInitializeFromColorTable** (GDALRasterAttributeTableH, GDALColorTableH)

*Initialize from color table.*

- **GDALColorTableH GDALRATTranslateToColorTable** (GDALRasterAttributeTableH, int nEntryCount)

*Translate to a color table.*

- void **GDALRATDumpReadable** (GDALRasterAttributeTableH, FILE \*)

*Dump RAT in readable form.*

- **GDALRasterAttributeTableH GDALRATClone** (GDALRasterAttributeTableH)

*Copy Raster Attribute Table.*

- int **GDALRATGetRowOfValue** (GDALRasterAttributeTableH, double)

*Get row for pixel value.*

- void **GDALSetCacheMax** (int nBytes)

*Set maximum cache memory.*

- int **GDALGetCacheMax** (void)

*Get maximum cache memory.*

- int **GDALGetCacheUsed** (void)

*Get cache memory used.*

- int **GDALFlushCacheBlock** (void)

*Try to flush one cached raster block.*

### 50.12.1 Detailed Description

Public (C callable) GDAL entry points.

### 50.12.2 Define Documentation

50.12.2.1 **#define GDAL\_CHECK\_VERSION( pszCallingComponentName ) GDALCheckVersion(GDAL\_VERSION\_MAJOR, GDAL\_VERSION\_MINOR, pszCallingComponentName)**

Helper macro for **GDALCheckVersion()** (p. ??)

#### See also

**GDALCheckVersion()** (p. ??)

50.12.2.2 **#define SRCVAL( papoSource, eSrcType, ii )**

#### Value:

```
(eSrcType == GDT_Byte ? \
    ((GByte *)papoSource)[ii] : \
    (eSrcType == GDT_Float32 ? \
        ((float *)papoSource)[ii] : \
        (eSrcType == GDT_Float64 ? \
```

```

        ((double *)papoSource)[ii] : \
(eSrcType == GDT_Int32 ? \
    ((GInt32 *)papoSource)[ii] : \
(eSrcType == GDT_UInt16 ? \
    ((GUInt16 *)papoSource)[ii] : \
(eSrcType == GDT_Int16 ? \
    ((GInt16 *)papoSource)[ii] : \
(eSrcType == GDT_UInt32 ? \
    ((GUInt32 *)papoSource)[ii] : \
(eSrcType == GDT_CInt16 ? \
    ((GInt16 *)papoSource)[ii * 2] : \
(eSrcType == GDT_CInt32 ? \
    ((GInt32 *)papoSource)[ii * 2] : \
(eSrcType == GDT_CFloat32 ? \
    ((float *)papoSource)[ii * 2] : \
(eSrcType == GDT_CFloat64 ? \
    ((double *)papoSource)[ii * 2] : 0))))))))))

```

**SRCVAL** - Macro which may be used by pixel functions to obtain a pixel from a source buffer.

### 50.12.3 Typedef Documentation

**50.12.3.1** `int(* GDALProgressFunc)(double dfComplete, const char *pszMessage, void *pProgressArg)`

Callback progress definition for long operations.

**GDALProcessFunc** is a typedef defining the signature of functions to be used with GDAL as callbacks to report the progress of long running processes. Typically these are functions that would update a GUI progress bar showing how much of a process is done.

A number of GDAL functions and methods accept **GDALProcessFunc** arguments along with an opaque application supplied data item (**pProgressArg**) which are then used to implement progress reporting. The **GDALDataset::BuildOverviews()** (p. ??), and **GDALDriver::CreateCopy()** (p. ??) methods are examples of two methods that utilize the progress semantics.

```

int (*GDALProgressFunc)(double dfComplete, const char *pszMessage,
                        void *pProgressArg);

```

#### Parameters

<i>dfComplete</i>	The ratio of completeness of the process from 0.0 for just started to 1.0 for completed.
<i>pszMessage</i>	An optional message string to display. This is usually NULL.
<i>pProgressArg</i>	Application supplied opaque data normally used by the callback to display the result.

#### Returns

TRUE if the operation should continue or FALSE if the user has requested a cancel.

For example, an application might implement the following simple text progress report-

ing mechanism, using pData to pass a default message:

```
int MyTextProgress( double dfComplete, const char *pszMessage, void *pData)
{
    if( pszMessage != NULL )
        printf( "%d%% complete: %s\n", (int) (dfComplete*100), pszMessage );
    else if( pData != NULL )
        printf( "%d%% complete:%s\n", (int) (dfComplete*100),
            (char) pData );
    else
        printf( "%d%% complete.\n", (int) (dfComplete*100) );

    return TRUE;
}
```

This could be utilized with the **GDALDataset::BuildOverviews()** (p. ??) method like this:

```
int          anOverviewList[3] = {2, 4, 8};

poDataset->BuildOverviews( "NEAREST", 3, anOverviewList, 0, NULL,
                          MyTextProgress, "building overviews" );
```

In addition to reporting progress to the user, the GDALProcessFunc mechanism also provides a mechanism for a user interface to return a request from the user to cancel the operation to the algorithm via the return value. If FALSE is returned, the algorithm should terminate the operation and return as quickly as possible.

More often than implementing custom progress functions, applications will just use existing progress functions like **GDALDummyProgress()** (p. ??), **GDALTermProgress()** (p. ??) and **GDALScaledProgress()** (p. ??). Python scripts also can pass progress functions.

Application code implementing GDALProgressFunc semantics should remember a few things:

1. Be wary of NULL progress functions being passed in. The pfnProgress argument can be set to **GDALDummyProgress()** (p. ??) in this case for simplicity.
2. Always check the return value to watch for a FALSE indicating the operation should be terminated.
3. The ratio of completeness should vary from 0.0 to 1.0. Please ensure the exact value 1.0 is always returned at the end of the algorithm as some gui display mechanisms use this as a clue to popdown the progress monitor.

## 50.12.4 Enumeration Type Documentation

### 50.12.4.1 enum GDALAccess

Flag indicating read/write, or read-only access to data.

**Enumerator:**

**GA\_ReadOnly** Read only (no update) access

***GA\_Update*** Read/write access.

#### 50.12.4.2 enum GDALColorInterp

Types of color interpretation for raster bands.

Enumerator:

***GCI\_GrayIndex*** Greyscale  
***GCI\_PaletteIndex*** Paletted (see associated color table)  
***GCI\_RedBand*** Red band of RGBA image  
***GCI\_GreenBand*** Green band of RGBA image  
***GCI\_BlueBand*** Blue band of RGBA image  
***GCI\_AlphaBand*** Alpha (0=transparent, 255=opaque)  
***GCI\_HueBand*** Hue band of HLS image  
***GCI\_SaturationBand*** Saturation band of HLS image  
***GCI\_LightnessBand*** Lightness band of HLS image  
***GCI\_CyanBand*** Cyan band of CMYK image  
***GCI\_MagentaBand*** Magenta band of CMYK image  
***GCI\_YellowBand*** Yellow band of CMYK image  
***GCI\_BlackBand*** Black band of CMLY image  
***GCI\_YCbCr\_YBand*** Y Luminance  
***GCI\_YCbCr\_CbBand*** Cb Chroma  
***GCI\_YCbCr\_CrBand*** Cr Chroma  
***GCI\_Max*** Max current value

#### 50.12.4.3 enum GDALDataType

Pixel data types

Enumerator:

***GDT\_Unknown*** Unknown or unspecified type  
***GDT\_Byte*** Eight bit unsigned integer  
***GDT\_UInt16*** Sixteen bit unsigned integer  
***GDT\_Int16*** Sixteen bit signed integer  
***GDT\_UInt32*** Thirty two bit unsigned integer  
***GDT\_Int32*** Thirty two bit signed integer  
***GDT\_Float32*** Thirty two bit floating point  
***GDT\_Float64*** Sixty four bit floating point  
***GDT\_CInt16*** Complex Int16  
***GDT\_CInt32*** Complex Int32  
***GDT\_CFloat32*** Complex Float32  
***GDT\_CFloat64*** Complex Float64

50.12.4.4 enum **GDALPaletteInterp**

Types of color interpretations for a **GDALColorTable** (p. ??).

**Enumerator:**

- GPI\_Gray** Grayscale (in **GDALColorEntry.c1** (p. ??))
- GPI\_RGB** Red, Green, Blue and Alpha in (in c1, c2, c3 and c4)
- GPI\_CMYK** Cyan, Magenta, Yellow and Black (in c1, c2, c3 and c4)
- GPI\_HLS** Hue, Lightness and Saturation (in c1, c2, and c3)

50.12.4.5 enum **GDALRATFieldType**

Field type of raster attribute table.

**Enumerator:**

- GFT\_Integer** Integer field
- GFT\_Real** Floating point (double) field
- GFT\_String** String field

50.12.4.6 enum **GDALRATFieldUsage**

Field usage of raster attribute table.

**Enumerator:**

- GFU\_Generic** General purpose field.
- GFU\_PixelCount** Histogram pixel count
- GFU\_Name** Class name
- GFU\_Min** Class range minimum
- GFU\_Max** Class range maximum
- GFU\_MinMax** Class value (min=max)
- GFU\_Red** Red class color (0-255)
- GFU\_Green** Green class color (0-255)
- GFU\_Blue** Blue class color (0-255)
- GFU\_Alpha** Alpha (0=transparent,255=opaque)
- GFU\_RedMin** Color Range Red Minimum
- GFU\_GreenMin** Color Range Green Minimum
- GFU\_BlueMin** Color Range Blue Minimum
- GFU\_AlphaMin** Color Range Alpha Minimum
- GFU\_RedMax** Color Range Red Maximum



**GFU\_GreenMax** Color Range Green Maximum

**GFU\_BlueMax** Color Range Blue Maximum

**GFU\_AlphaMax** Color Range Alpha Maximum

**GFU\_MaxCount** Maximum GFU value

#### 50.12.4.7 enum GDALRWFlag

Read/Write flag for RasterIO() method

##### Enumerator:

**GF\_Read** Read data

**GF\_Write** Write data

### 50.12.5 Function Documentation

**50.12.5.1** CPLErr GDALAddBand ( GDALDatasetH *hDataset*, GDALDataType *eType*, char \*\* *papszOptions* )

Add a band to a dataset.

##### See also

**GDALDataset::AddBand()** (p. ??).

References GDALAddBand().

Referenced by GDALAddBand().

**50.12.5.2** CPLErr GDALAddDerivedBandPixelFunc ( const char \* *pszFuncName*, GDALDerivedPixelFunc *pfnNewFunction* )

This adds a pixel function to the global list of available pixel functions for derived bands.

Pixel functions must be registered in this way before a derived band tries to access data.

Derived bands are stored with only the name of the pixel function that it will apply, and if a pixel function matching the name is not found the IRasterIO() call will do nothing.

##### Parameters

<i>pszFuncName</i>	Name used to access pixel function
<i>pfnNewFunction</i>	Pixel function associated with name. An existing pixel function registered with the same name will be replaced with the new one.

**Returns**

CE\_None, invalid (NULL) parameters are currently ignored.

Referenced by VRTDerivedRasterBand::AddPixelFunction().

**50.12.5.3 void GDALAllRegister ( void )**

Register all known configured GDAL drivers.

This function will drive any of the following that are configured into GDAL. Many others as well haven't been updated in this documentation (see `full list`):

- GeoTIFF (GTiff)
- Geosoft GXF (GXF)
- Erdas Imagine (HFA)
- CEOS (CEOS)
- ELAS (ELAS)
- Arc/Info Binary Grid (AIGrid)
- SDTS Raster DEM (SDTS)
- OGDl (OGDI)
- ESRI Labelled BIL (EHdr)
- PCI .aux Labelled Raw Raster (PAux)
- HDF4 Hierachal Data Format Release 4
- HDF5 Hierachal Data Format Release 5
- GSAG Golden Software ASCII Grid
- GSBG Golden Software Binary Grid

This function should generally be called once at the beginning of the application.

References GDALDriverManager::AutoLoadDrivers(), GDALDriverManager::AutoSkipDrivers(), and GDALAllRegister().

Referenced by GDALAllRegister().

50.12.5.4 void GDALApplyGeoTransform ( double \* *padfGeoTransform*, double *dfPixel*, double *dfLine*, double \* *pdfGeoX*, double \* *pdfGeoY* )

Apply GeoTransform to x/y coordinate.

Applies the following computation, converting a (pixel,line) coordinate into a georeferenced (geo\_x,geo\_y) location.

$*pdfGeoX = padfGeoTransform[0] + dfPixel * padfGeoTransform[1] + dfLine * padfGeoTransform[2];$   
 $*pdfGeoY = padfGeoTransform[3] + dfPixel * padfGeoTransform[4] + dfLine * padfGeoTransform[5];$

#### Parameters

<i>padfGeoTransform</i>	Six coefficient GeoTransform to apply.
<i>dfPixel</i>	Input pixel position.
<i>dfLine</i>	Input line position.
* <i>pdfGeoX</i>	output location where geo_x (easting/longitude) location is placed.
* <i>pdfGeoY</i>	output location where geo_y (northing/latitude) location is placed.

References GDALApplyGeoTransform().

Referenced by GDALApplyGeoTransform().

50.12.5.5 CPLerr GDALBuildOverviews ( GDALDatasetH *hDataset*, const char \* *pszResampling*, int *nOverviews*, int \* *panOverviewList*, int *nListBands*, int \* *panBandList*, GDALProgressFunc *pfnProgress*, void \* *pProgressData* )

Build raster overview(s)

#### See also

**GDALDataset::BuildOverviews()** (p. ??)

References GDALBuildOverviews().

Referenced by GDALBuildOverviews().

50.12.5.6 int GDALCheckVersion ( int *nVersionMajor*, int *nVersionMinor*, const char \* *pszCallingComponentName* )

Return TRUE if GDAL library version at runtime matches nVersionMajor.nVersionMinor.

The purpose of this method is to ensure that calling code will run with the GDAL version it is compiled for. It is primarily intended for external plugins.

#### Parameters

<i>nVersionMajor</i>	Major version to be tested against
----------------------	------------------------------------

<i>nVersionMinor</i>	Minor version to be tested against
<i>pszCallingComponentName</i>	If not NULL, in case of version mismatch, the method will issue a failure mentioning the name of the calling component.

**Returns**

TRUE if GDAL library version at runtime matches `nVersionMajor.nVersionMinor`, FALSE otherwise.

References `GDALCheckVersion()`.

Referenced by `GDALCheckVersion()`.

**50.12.5.7 GDALColorTableH GDALCloneColorTable ( GDALColorTableH hTable )**

Make a copy of a color table.

This function is the same as the C++ method `GDALColorTable::Clone()` (p. ??)

References `GDALCloneColorTable()`.

Referenced by `GDALCloneColorTable()`.

**50.12.5.8 void GDALClose ( GDALDatasetH hDS )**

Close GDAL dataset.

For non-shared datasets (opened with `GDALOpen()` (p. ??)) the dataset is closed using the C++ "delete" operator, recovering all dataset related resources. For shared datasets (opened with `GDALOpenShared()` (p. ??)) the dataset is dereferenced, and closed only if the referenced count has dropped below 1.

**Parameters**

<i>hDS</i>	The dataset to close. May be cast from a "GDALDataset *".
------------	---

References `GDALDataset::Dereference()`, `GDALClose()`, and `GDALDataset::GetShared()`.

Referenced by `GDALDriver::CopyFiles()`, `GDALDriver::Delete()`, `GDALClose()`, `GDALComputeProximity()`, `GDALFillNodata()`, and `GDALDriver::Rename()`.

**50.12.5.9 void GDALComputeRasterMinMax ( GDALRasterBandH hBand, int bApproxOK, double adfMinMax[2] )**

Compute the min/max values for a band.

**See also**

`GDALRasterBand::ComputeRasterMinMax()`

References GDALComputeRasterMinMax().

Referenced by GDALComputeRasterMinMax().

50.12.5.10 **CPL**Err GDALComputeRasterStatistics ( **GDALRasterBandH** *hBand*, int *bApproxOK*, double \* *pdfMin*, double \* *pdfMax*, double \* *pdfMean*, double \* *pdfStdDev*, **GDALProgressFunc** *pfnProgress*, void \* *pProgressData* )

Compute image statistics.

**See also**

**GDALRasterBand::ComputeStatistics()** (p. ??)

References GDALRasterBand::ComputeStatistics(), and GDALComputeRasterStatistics().

Referenced by GDALComputeRasterStatistics().

50.12.5.11 **CPL**Err GDALCopyDatasetFiles ( **GDALDriverH** *hDriver*, const char \* *pszNewName*, const char \* *pszOldName* )

Copy the files of a dataset.

**See also**

**GDALDriver::CopyFiles()** (p. ??)

References GDALCopyDatasetFiles(), and GDALIdentifyDriver().

Referenced by GDALCopyDatasetFiles().

50.12.5.12 **GDALDatasetH** GDALCreate ( **GDALDriverH** *hDriver*, const char \* *pszFilename*, int *nXSize*, int *nYSize*, int *nBands*, **GDALDataType** *eBandType*, char \*\* *papszOptions* )

Create a new dataset with this driver.

**See also**

**GDALDriver::Create()** (p. ??)

References GDALCreate().

Referenced by GDALComputeProximity(), GDALCreate(), and GDALFillNodata().

50.12.5.13 void GDALCreateColorRamp ( **GDALColorTableH** *hTable*, int *nStartIndex*, const **GDALColorEntry** \* *psStartColor*, int *nEndIndex*, const **GDALColorEntry** \* *psEndColor* )

Create color ramp.

This function is the same as the C++ method **GDALColorTable::CreateColorRamp()** (p. ??)

References GDALCreateColorRamp().

Referenced by GDALCreateColorRamp().

#### 50.12.5.14 **GDALColorTableH** GDALCreateColorTable ( **GDALPaletteInterp** *eInterp* )

Construct a new color table.

This function is the same as the C++ method **GDALColorTable::GDALColorTable()** (p. ??)

References GDALCreateColorTable().

Referenced by GDALCreateColorTable().

#### 50.12.5.15 **GDALDatasetH** GDALCreateCopy ( **GDALDriverH** *hDriver*, const char \* *pszFilename*, **GDALDatasetH** *hSrcDS*, int *bStrict*, char \*\* *papszOptions*, **GDALProgressFunc** *pfnProgress*, void \* *pProgressData* )

Create a copy of a dataset.

#### See also

**GDALDriver::CreateCopy()** (p. ??)

References GDALCreateCopy().

Referenced by GDALCreateCopy().

#### 50.12.5.16 **CPL** GDALCreateDatasetMaskBand ( **GDALDatasetH** *hDS*, int *nFlags* )

Adds a mask band to the dataset.

#### See also

**GDALDataset::CreateMaskBand()** (p. ??)

References GDALCreateDatasetMaskBand().

Referenced by GDALCreateDatasetMaskBand().

#### 50.12.5.17 **CPL** GDALCreateMaskBand ( **GDALRasterBandH** *hBand*, int *nFlags* )

Adds a mask band to the current band.

#### See also

**GDALRasterBand::CreateMaskBand()** (p. ??)

References GDALRasterBand::CreateMaskBand(), and GDALCreateMaskBand().

Referenced by GDALCreateMaskBand().

#### 50.12.5.18 GDALRasterAttributeTableH GDALCreateRasterAttributeTable ( void )

Construct empty table.

This function is the same as the C++ method **GDALRasterAttributeTable::GDALRasterAttributeTable()** (p. ??)

References GDALCreateRasterAttributeTable().

Referenced by GDALCreateRasterAttributeTable().

#### 50.12.5.19 void\* GDALCreateScaledProgress ( double dfMin, double dfMax, GDALProgressFunc pfnProgress, void \* pData )

Create scaled progress transformer.

Sometimes when an operations wants to report progress it actually invokes several subprocesses which also take **GDALProgressFunc()** (p. ??)s, and it is desirable to map the progress of each sub operation into a portion of 0.0 to 1.0 progress of the overall process. The scaled progress function can be used for this.

For each subsection a scaled progress function is created and instead of passing the overall progress func down to the sub functions, the **GDALScaledProgress()** (p. ??) function is passed instead.

#### Parameters

<i>dfMin</i>	the value to which 0.0 in the sub operation is mapped.
<i>dfMax</i>	the value to which 1.0 is the sub operation is mapped.
<i>pfnProgress</i>	the overall progress function.
<i>pData</i>	the overall progress function callback data.

#### Returns

pointer to pass as pProgressArg to sub functions. Should be freed with **GDALDestroyScaledProgress()** (p. ??).

Example:

```
int MyOperation( ..., GDALProgressFunc pfnProgress, void *pProgressData );
{
    void *pScaledProgress;

    pScaledProgress = GDALCreateScaledProgress( 0.0, 0.5, pfnProgress,
                                              pProgressData );
    GDALDoLongSlowOperation( ..., GDALScaledProgress, pScaledProgress );
    GDALDestroyScaledProgress( pScaledProgress );

    pScaledProgress = GDALCreateScaledProgress( 0.5, 1.0, pfnProgress,
```

```

                                pProgressData );
GDALDoAnotherOperation( ..., GDALScaledProgress, pScaledProgress );
GDALDestroyScaledProgress( pScaledProgress );

    return ...;
}

```

References GDALCreateScaledProgress().

Referenced by GDALCreateScaledProgress().

**50.12.5.20** `CPLerr GDALDatasetAdviseRead ( GDALDatasetH hDS, int nXOff, int nYOff, int nXSize, int nYSize, int nBufXSize, int nBufYSize, GDALDataType eDT, int nBandCount, int * panBandMap, char ** papszOptions )`

Advise driver of upcoming read requests.

#### See also

**GDALDataset::AdviseRead()** (p. ??)

References GDALDatasetAdviseRead().

Referenced by GDALDatasetAdviseRead().

**50.12.5.21** `CPLerr GDALDatasetRasterIO ( GDALDatasetH hDS, GDALRWFlag eRWFlag, int nXOff, int nYOff, int nXSize, int nYSize, void * pData, int nBufXSize, int nBufYSize, GDALDataType eBufType, int nBandCount, int * panBandMap, int nPixelSpace, int nLineSpace, int nBandSpace )`

Read/write a region of image data from multiple bands.

#### See also

**GDALDataset::RasterIO()** (p. ??)

References GDALDatasetRasterIO(), and GDALDataset::RasterIO().

Referenced by GDALDatasetRasterIO(), GDALWarpOperation::WarpRegion(), and GDALWarpOperation::WarpRegionToBuffer().

**50.12.5.22** `int GDALDataTypesComplex ( GDALDataType eDataType )`

Is data type complex?

#### Returns

TRUE if the passed type is complex (one of GDT\_CInt16, GDT\_CInt32, GDT\_CFloat32 or GDT\_CFloat64), that is it consists of a real and imaginary component.



References GDALDataTypesComplex(), GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt16, and GDT\_CInt32.

Referenced by GDALChecksumImage(), GDALDataTypesComplex(), GDALDataTypeUnion(), GDALRegenerateOverviews(), and GDALWarpOperation::Initialize().

#### 50.12.5.23 GDALDataType GDALDataTypeUnion ( GDALDataType *eType1*, GDALDataType *eType2* )

Return the smallest data type that can fully express both input data types.

##### Parameters

<i>eType1</i>	
<i>eType2</i>	

##### Returns

a data type able to express *eType1* and *eType2*.

References GDALDataTypesComplex(), GDALDataTypeUnion(), GDT\_Byte, GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt16, GDT\_CInt32, GDT\_Float32, GDT\_Float64, GDT\_Int16, GDT\_Int32, GDT\_UInt16, GDT\_UInt32, and GDT\_Unknown.

Referenced by GDALDataTypeUnion(), and GDALWarpOperation::Initialize().

#### 50.12.5.24 double GDALDecToPackedDMS ( double *dfDec* )

Convert decimal degrees into packed DMS value (DDDDMMSS.SS).

See **CPLDecToPackedDMS()** (p. ??).

References GDALDecToPackedDMS().

Referenced by GDALDecToPackedDMS().

#### 50.12.5.25 CPLerr GDALDeleteDataset ( GDALDriverH *hDriver*, const char \* *pszFilename* )

Delete named dataset.

##### See also

**GDALDriver::Delete()** (p. ??)

References GDALDeleteDataset(), and GDALIdentifyDriver().

Referenced by GDALComputeProximity(), GDALDeleteDataset(), and GDALFillNodata().

#### 50.12.5.26 int GDALDereferenceDataset ( GDALDatasetH *hDataset* )

Subtract one from dataset reference count.

**See also**

**GDALDataset::Dereference()** (p. ??)

References GDALDereferenceDataset().

Referenced by GDALDereferenceDataset().

**50.12.5.27 void GDALDeregisterDriver ( GDALDriverH *hDriver* )**

Deregister the passed driver.

**See also**

GDALDriverManager::GetDeregisterDriver()

References GDALDriverManager::DeregisterDriver(), and GDALDeregisterDriver().

Referenced by GDALDeregisterDriver().

**50.12.5.28 void GDALDestroyColorTable ( GDALColorTableH *hTable* )**

Destroys a color table.

This function is the same as the C++ method **GDALColorTable::~~GDALColorTable()** (p. ??)

References GDALDestroyColorTable().

Referenced by GDALDestroyColorTable().

**50.12.5.29 void GDALDestroyDriver ( GDALDriverH *hDriver* )**

Destroy a **GDALDriver** (p. ??).

This is roughly equivalent to deleting the driver, but is guaranteed to take place in the GDAL heap. It is important this that function not be called on a driver that is registered with the **GDALDriverManager** (p. ??).

**Parameters**

<i>hDriver</i>	the driver to destroy.
----------------	------------------------

References GDALDestroyDriver().

Referenced by GDALDestroyDriver().

**50.12.5.30 void GDALDestroyDriverManager ( void )**

Destroy the driver manager.

Incidentally unloads all managed drivers.

NOTE: This function is not thread safe. It should not be called while other threads are actively using GDAL.

References GDALDestroyDriverManager().

Referenced by GDALDestroyDriverManager().

#### 50.12.5.31 void GDALDestroyRasterAttributeTable ( GDALRasterAttributeTableH hRAT )

Destroys a RAT.

This function is the same as the C++ method GDALRasterAttributeTable::~~GDALRasterAttributeTable()

References GDALDestroyRasterAttributeTable().

Referenced by GDALDestroyRasterAttributeTable().

#### 50.12.5.32 void GDALDestroyScaledProgress ( void \* pData )

Cleanup scaled progress handle.

This function cleans up the data associated with a scaled progress function as returned by GDALCreateScaledProgress().

#### Parameters

<i>pData</i>	scaled progress handle returned by <b>GDALCreateScaledProgress()</b> (p. ??).
--------------	---

References GDALDestroyScaledProgress().

Referenced by GDALDestroyScaledProgress().

#### 50.12.5.33 int GDALDummyProgress ( double dfComplete, const char \* pszMessage, void \* pData )

Stub progress function.

This is a stub (does nothing) implementation of the **GDALProgressFunc()** (p. ??) semantics. It is primarily useful for passing to functions that take a **GDALProgressFunc()** (p. ??) argument but for which the application does not want to use one of the other progress functions that actually do something.

References GDALDummyProgress().

Referenced by GDALDataset::BuildOverviews(), GDALRasterBand::ComputeStatistics(), GDALDriver::CreateCopy(), GDALComputeMedianCutPCT(), GDALComputeProximity(), GDALContourGenerate(), GDALDitherRGB2PCT(), GDALDummyProgress(), GDALFillNodata(), GDALGridCreate(), GDALPolygonize(), GDALRasterizeGeometries(), GDALRasterizeLayers(), GDALRasterizeLayersBuf(), GDALRegenerateOverviews(), GDALSieveFilter(), GDALRasterBand::GetHistogram(), and GDALRasterBand::GetStatistics().

**50.12.5.34 int GDALDumpOpenDatasets ( FILE \* *fp* )**

List open datasets.

Dumps a list of all open datasets (shared or not) to the indicated text file (may be stdout or stderr). This function is primarily intended to assist in debugging "dataset leaks" and reference counting issues. The information reported includes the dataset name, referenced count, shared status, driver name, size, and band count.

References GDALDumpOpenDatasets().

Referenced by GDALDumpOpenDatasets().

**50.12.5.35 CPLErr GDALFillRaster ( GDALRasterBandH *hBand*, double *dfRealValue*, double *dfImaginaryValue* )**

Fill this band with a constant value.

**See also**

**GDALRasterBand::Fill()** (p. ??)

References GDALRasterBand::Fill(), and GDALFillRaster().

Referenced by GDALFillRaster().

**50.12.5.36 void GDALFlushCache ( GDALDatasetH *hDS* )**

Flush all write cached data to disk.

**See also**

**GDALDataset::FlushCache()** (p. ??).

References GDALFlushCache().

Referenced by GDALFlushCache(), and GDALWarpOperation::WarpRegion().

**50.12.5.37 int GDALFlushCacheBlock ( void )**

Try to flush one cached raster block.

This function will search the first unlocked raster block and will flush it to release the associated memory.

**Returns**

TRUE if one block was flushed, FALSE if there are no cached blocks or if they are currently locked.

References GDALRasterBlock::FlushCacheBlock(), and GDALFlushCacheBlock().

Referenced by GDALFlushCacheBlock(), GDALSetCacheMax(), and GDALRasterBlock::Internalize().

50.12.5.38 CPLErr GDALFlushRasterCache ( GDALRasterBandH *hBand* )

Flush raster data cache.

**See also**

**GDALRasterBand::FlushCache()** (p. ??)

References GDALFlushRasterCache().

Referenced by GDALFillNodata(), and GDALFlushRasterCache().

50.12.5.39 int GDALGCPsToGeoTransform ( int *nGCPCount*, const GDAL\_GCP \* *pasGCPs*, double \* *padfGeoTransform*, int *bApproxOK* )

Generate Geotransform from GCPs.

Given a set of GCPs perform first order fit as a geotransform.

Due to imprecision in the calculations the fit algorithm will often return non-zero rotational coefficients even if given perfectly non-rotated inputs. A special case has been implemented for corner corner coordinates given in TL, TR, BR, BL order. So when using this to get a geotransform from 4 corner coordinates, pass them in this order.

**Parameters**

<i>nGCPCount</i>	the number of GCPs being passed in.
<i>pasGCPs</i>	the list of GCP structures.
<i>padfGeo-Transform</i>	the six double array in which the affine geotransformation will be returned.
<i>bApproxOK</i>	If FALSE the function will fail if the geotransform is not essentially an exact fit (within 0.25 pixel) for all GCPs.

**Returns**

TRUE on success or FALSE if there aren't enough points to prepare a geotransform, the pointers are ill-determined or if *bApproxOK* is FALSE and the fit is poor.

References GDAL\_GCP::dfGCPLine, GDAL\_GCP::dfGCPPixel, GDAL\_GCP::dfGCPX, GDAL\_GCP::dfGCPY, and GDALGCPsToGeoTransform().

Referenced by GDALGCPsToGeoTransform().

50.12.5.40 int GDALGeneralCmdLineProcessor ( int *nArgc*, char \*\*\* *ppapszArgv*, int *nOptions* )

General utility option processing.

This function is intended to provide a variety of generic commandline options for all GDAL commandline utilities. It takes care of the following commandline options:

--version: report version of GDAL in use. --license: report GDAL license info. --formats: report all format drivers configured. --format [format]: report details of one format driver.

--optfile filename: expand an option file into the argument list. --config key value: set system configuration option. --debug [on/off/value]: set debug level. --mempreload dir: preload directory contents into /vsimem --help-general: report detailed help on general options.

The argument array is replaced "in place" and should be freed with **CSLDestroy()** (p. ??) when no longer needed. The typical usage looks something like the following. Note that the formats should be registered so that the --formats and --format options will work properly.

```
int main( int argc, char ** argv ) { GDALAllRegister() (p. ??);
argc = GDALGeneralCmdLineProcessor( argc, &argv, 0 ); if( argc < 1 ) exit( -argc );
```

### Parameters

<i>nArgc</i>	number of values in the argument list.
<i>Pointer</i>	to the argument list array (will be updated in place).

### Returns

updated nArgc argument count. Return of 0 requests terminate without error, return of -1 requests exit with error code.

References CPLFormFilename(), GDALGeneralCmdLineProcessor(), GDALGetDriver(), GDALGetDriverByName(), GDALGetDriverCount(), GDALGetDriverLongName(), GDALGetDriverShortName(), GDALGetMetadata(), GDALGetMetadataItem(), and GDALVersionInfo().

Referenced by GDALGeneralCmdLineProcessor().

#### 50.12.5.41 int GDALGetAccess ( GDALDatasetH *hDS* )

Return access flag.

### See also

GDALDataset::GetAccess()

References GDALGetAccess().

Referenced by GDALGetAccess().

#### 50.12.5.42 GDALDatasetH GDALGetBandDataset ( GDALRasterBandH *hBand* )

Fetch the owning dataset handle.

### See also

**GDALRasterBand::GetDataset()** (p. ??)

References GDALGetBandDataset(), and GDALRasterBand::GetDataset().

Referenced by GDALComputeProximity(), GDALContourGenerate(), GDALGetBandDataset(), and GDALPolygonize().

#### 50.12.5.43 int GDALGetBandNumber ( GDALRasterBandH *hBand* )

Fetch the band number.

##### See also

**GDALRasterBand::GetBand()** (p. ??)

References GDALGetBandNumber(), and GDALRasterBand::GetBand().

Referenced by GDALGetBandNumber().

#### 50.12.5.44 void GDALGetBlockSize ( GDALRasterBandH *hBand*, int \* *pnXSize*, int \* *pnYSize* )

Fetch the "natural" block size of this band.

##### See also

**GDALRasterBand::GetBlockSize()** (p. ??)

References GDALGetBlockSize(), and GDALRasterBand::GetBlockSize().

Referenced by GDALGetBlockSize().

#### 50.12.5.45 int GDALGetCacheMax ( void )

Get maximum cache memory.

Gets the maximum amount of memory available to the **GDALRasterBlock** (p. ??) caching system for caching GDAL read/write imagery.

##### Returns

maximum in bytes.

References GDALGetCacheMax().

Referenced by GDALGetCacheMax(), GDALRasterizeLayers(), and GDALRasterBlock::Internalize().

#### 50.12.5.46 int GDALGetCacheUsed ( void )

Get cache memory used.

##### Returns

the number of bytes of memory currently in use by the **GDALRasterBlock** (p. ??) memory caching.

References GDALGetCacheUsed().

Referenced by GDALGetCacheUsed().

**50.12.5.47** `const GDALColorEntry* GDALGetColorEntry ( GDALColorTableH hTable, int i )`

Fetch a color entry from table.

This function is the same as the C++ method **GDALColorTable::GetColorEntry()** (p. ??)

References GDALGetColorEntry().

Referenced by GDALGetColorEntry().

**50.12.5.48** `int GDALGetColorEntryAsRGB ( GDALColorTableH hTable, int i, GDALColorEntry * poEntry )`

Fetch a table entry in RGB format.

This function is the same as the C++ method **GDALColorTable::GetColorEntryAsRGB()** (p. ??)

References GDALGetColorEntryAsRGB().

Referenced by GDALDitherRGB2PCT(), and GDALGetColorEntryAsRGB().

**50.12.5.49** `int GDALGetColorEntryCount ( GDALColorTableH hTable )`

Get number of color entries in table.

This function is the same as the C++ method **GDALColorTable::GetColorEntryCount()** (p. ??)

References GDALGetColorEntryCount().

Referenced by GDALDitherRGB2PCT(), and GDALGetColorEntryCount().

**50.12.5.50** `GDALColorInterp GDALGetColorInterpretationByName ( const char * pszName )`

Get color interpretation by symbolic name.

Returns a color interpretation corresponding to the given symbolic name. This function is opposite to the **GDALGetColorInterpretationName()** (p. ??).

#### Parameters

<i>pszName</i>	string containing the symbolic name of the color interpretation.
----------------	--

#### Returns

GDAL color interpretation.



**Since**

GDAL 1.7.0

References GCI\_Max, GDALGetColorInterpretationByName(), and GDALGetColorInterpretationName().

Referenced by GDALGetColorInterpretationByName().

**50.12.5.51 const char\* GDALGetColorInterpretationName ( GDALColorInterp *eInterp* )**

Get name of color interpretation.

Returns a symbolic name for the color interpretation. This is derived from the enumerated item name with the GCI\_ prefix removed, but there are some variations. So GCI\_GrayIndex returns "Gray" and GCI\_RedBand returns "Red". The returned strings are static strings and should not be modified or freed by the application.

**Parameters**

<i>eInterp</i>	color interpretation to get name of.
----------------	--------------------------------------

**Returns**

string corresponding to color interpretation.

References GCI\_AlphaBand, GCI\_BlackBand, GCI\_BlueBand, GCI\_CyanBand, GCI\_GrayIndex, GCI\_GreenBand, GCI\_HueBand, GCI\_LightnessBand, GCI\_MagentaBand, GCI\_PaletteIndex, GCI\_RedBand, GCI\_SaturationBand, GCI\_YCbCr\_CbBand, GCI\_YCbCr\_CrBand, GCI\_YCbCr\_YBand, GCI\_YellowBand, and GDALGetColorInterpretationName().

Referenced by GDALGetColorInterpretationByName(), and GDALGetColorInterpretationName().

**50.12.5.52 GDALDriverH GDALGetDatasetDriver ( GDALDatasetH *hDataset* )**

Fetch the driver to which this dataset relates.

**See also**

**GDALDataset::GetDriver()** (p. ??)

References GDALGetDatasetDriver().

Referenced by GDALGetDatasetDriver().

**50.12.5.53 GDALDataType GDALGetDataTypeByName ( const char \* *pszName* )**

Get data type by symbolic name.

Returns a data type corresponding to the given symbolic name. This function is opposite to the **GDALGetDataTypeName()** (p. ??).

**Parameters**

<i>pszName</i>	string containing the symbolic name of the type.
----------------	--

**Returns**

GDAL data type.

References GDALGetDataTypeByName(), GDALGetDataTypeName(), and GDT\_Unknown.

Referenced by GDALGetDataTypeByName().

**50.12.5.54 const char\* GDALGetDataTypeName ( GDALDataType eDataType )**

Get name of data type.

Returns a symbolic name for the data type. This is essentially the the enumerated item name with the GDT\_ prefix removed. So GDT\_Byte returns "Byte". The returned strings are static strings and should not be modified or freed by the application. These strings are useful for reporting datatypes in debug statements, errors and other user output.

**Parameters**

<i>eDataType</i>	type to get name of.
------------------	----------------------

**Returns**

string corresponding to type.

References GDALGetDataTypeName(), GDT\_Byte, GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt16, GDT\_CInt32, GDT\_Float32, GDT\_Float64, GDT\_Int16, GDT\_Int32, GDT\_UInt16, GDT\_UInt32, and GDT\_Unknown.

Referenced by GDALDriver::Create(), GDALGetDataTypeByName(), and GDALGetDataTypeName().

**50.12.5.55 int GDALGetDataTypeSize ( GDALDataType eDataType )**

Get data type size in bits.

Returns the size of a a GDT\_\* type in bits, **not bytes!**

**Parameters**

<i>data</i>	type, such as GDT_Byte.
-------------	-------------------------

**Returns**

the number of bits or zero if it is not recognised.

References GDALGetDataTypeSize(), GDT\_Byte, GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt16, GDT\_CInt32, GDT\_Float32, GDT\_Float64, GDT\_Int16, GDT\_Int32, GDT\_UInt16, and GDT\_UInt32.

Referenced by VRTDataset::AddBand(), GDALProxyRasterBand::ComputeRasterMinMax(), GDALRasterBand::ComputeStatistics(), GDALRasterBand::Fill(), GDALGetDataTypeSize(), GDALGridCreate(), GDALRasterizeGeometries(), GDALRasterizeLayers(), GDALRasterizeLayersBuf(), GDALRegenerateOverviews(), GDALRasterBand::GetHistogram(), GDALRasterBlock::Internalize(), VRTDerivedRasterBand::IRasterIO(), GDALRasterBand::RasterIO(), GDALDataset::RasterIO(), GDALWarpOperation::WarpRegion(), GDALWarpOperation::WarpRegionToBuffer(), and GDALRasterBlock::~GDALRasterBlock().

**50.12.5.56** `CPLErr GDALGetDefaultHistogram ( GDALRasterBandH hBand, double * pdfMin, double * pdfMax, int * pnBuckets, int ** ppanHistogram, int bForce, GDALProgressFunc pfnProgress, void * pProgressData )`

Fetch default raster histogram.

**See also**

**GDALRasterBand::GetDefaultHistogram()** (p. ??)

References GDALGetDefaultHistogram(), and GDALRasterBand::GetDefaultHistogram().

Referenced by GDALGetDefaultHistogram().

**50.12.5.57** `GDALRasterAttributeTableH GDALGetDefaultRAT ( GDALRasterBandH hBand )`

Fetch default Raster Attribute Table.

**See also**

**GDALRasterBand::GetDefaultRAT()** (p. ??)

References GDALGetDefaultRAT(), and GDALRasterBand::GetDefaultRAT().

Referenced by GDALGetDefaultRAT().

**50.12.5.58** `const char* GDALGetDescription ( GDALMajorObjectH hObject )`

Fetch object description.

**See also**

**GDALMajorObject::GetDescription()** (p. ??)

References GDALGetDescription().

Referenced by GDALComputeProximity(), GDALCreateGenImgProjTransformer2(), and GDALGetDescription().

**50.12.5.59 GDALDriverH GDALGetDriver ( int *iDriver* )**

Fetch driver by index.

**See also**

**GDALDriverManager::GetDriver()** (p. ??)

References GDALGetDriver(), and GDALDriverManager::GetDriver().

Referenced by GDALGeneralCmdLineProcessor(), and GDALGetDriver().

**50.12.5.60 GDALDriverH GDALGetDriverByName ( const char \* *pszName* )**

Fetch a driver based on the short name.

**See also**

**GDALDriverManager::GetDriverByName()** (p. ??)

References GDALGetDriverByName().

Referenced by GDALComputeProximity(), GDALFillNodata(), GDALGeneralCmdLineProcessor(), GDALGetDriverByName(), VRTSourcedRasterBand::SetMetadata(), and VRTSourcedRasterBand::SetMetadataItem().

**50.12.5.61 int GDALGetDriverCount ( void )**

Fetch the number of registered drivers.

**See also**

**GDALDriverManager::GetDriverCount()** (p. ??)

References GDALGetDriverCount(), and GDALDriverManager::GetDriverCount().

Referenced by GDALGeneralCmdLineProcessor(), and GDALGetDriverCount().

**50.12.5.62 const char\* GDALGetDriverCreationOptionList ( GDALDriverH *hDriver* )**

Return the list of creation options of the driver.

Return the list of creation options of the driver used by Create() and CreateCopy() as an XML string

**Parameters**

<i>hDriver</i>	the handle of the driver
----------------	--------------------------

**Returns**

an XML string that describes the list of creation options or empty string. The returned string should not be freed and is owned by the driver.

References GDALGetDriverCreationOptionList().

Referenced by GDALGetDriverCreationOptionList().

**50.12.5.63 const char\* GDALGetDriverHelpTopic ( GDALDriverH *hDriver* )**

Return the URL to the help that describes the driver.

That URL is relative to the GDAL documentation directory.

For the GeoTIFF driver, this is "frmt\_gtiff.html"

**Parameters**

<i>hDriver</i>	the handle of the driver
----------------	--------------------------

**Returns**

the URL to the help that describes the driver or NULL. The returned string should not be freed and is owned by the driver.

References GDALGetDriverHelpTopic().

Referenced by GDALGetDriverHelpTopic().

**50.12.5.64 const char\* GDALGetDriverLongName ( GDALDriverH *hDriver* )**

Return the long name of a driver.

For the GeoTIFF driver, this is "GeoTIFF"

**Parameters**

<i>hDriver</i>	the handle of the driver
----------------	--------------------------

**Returns**

the long name of the driver or empty string. The returned string should not be freed and is owned by the driver.

References GDALGetDriverLongName().

Referenced by GDALGeneralCmdLineProcessor(), and GDALGetDriverLongName().

**50.12.5.65 const char\* GDALGetDriverShortName ( GDALDriverH *hDriver* )**

Return the short name of a driver.

This is the string that can be passed to the **GDALGetDriverByName()** (p. ??) function.  
For the GeoTIFF driver, this is "GTiff"

#### Parameters

<i>hDriver</i>	the handle of the driver
----------------	--------------------------

#### Returns

the short name of the driver. The returned string should not be freed and is owned by the driver.

References GDALGetDriverShortName().

Referenced by GDALGeneralCmdLineProcessor(), and GDALGetDriverShortName().

#### 50.12.5.66 char\*\* GDALGetFileList ( GDALDatasetH hDS )

Fetch files forming dataset.

#### See also

**GDALDataset::GetFileList()** (p. ??)

References GDALGetFileList().

Referenced by GDALDriver::CopyFiles(), GDALDriver::Delete(), GDALGetFileList(), and GDALDriver::Rename().

#### 50.12.5.67 int GDALGetGCPCount ( GDALDatasetH hDS )

Get number of GCPs.

#### See also

**GDALDataset::GetGCPCount()** (p. ??)

References GDALGetGCPCount().

Referenced by GDALAutoCreateWarpedVRT(), GDALCreateGenImgProjTransformer2(), and GDALGetGCPCount().

#### 50.12.5.68 const char\* GDALGetGCPProjection ( GDALDatasetH hDS )

Get output projection for GCPs.

#### See also

**GDALDataset::GetGCPProjection()** (p. ??)

References GDALGetGCPProjection().

Referenced by GDALAutoCreateWarpedVRT(), GDALCreateGenImgProjTransformer2(), and GDALGetGCPProjection().

#### 50.12.5.69 `const GDAL_GCP* GDALGetGCPs ( GDALDatasetH hDS )`

Fetch GCPs.

##### See also

**GDALDataset::GetGCPs()** (p. ??)

References GDALGetGCPs().

Referenced by GDALCreateGenImgProjTransformer2(), and GDALGetGCPs().

#### 50.12.5.70 `CPLErr GDALGetGeoTransform ( GDALDatasetH hDS, double * padfTransform )`

Fetch the affine transformation coefficients.

##### See also

**GDALDataset::GetGeoTransform()** (p. ??)

References GDALGetGeoTransform().

Referenced by GDALComputeProximity(), GDALContourGenerate(), GDALCreateGenImgProjTransformer2(), GDALGetGeoTransform(), GDALPolygonize(), GDALGeneric3x3Dataset::GetGeoTransform(), and GDALColorReliefDataset::GetGeoTransform().

#### 50.12.5.71 `void* GDALGetInternalHandle ( GDALDatasetH hDS, const char * pszRequest )`

Fetch a format specific internally meaningful handle.

##### See also

**GDALDataset::GetInternalHandle()** (p. ??)

References GDALGetInternalHandle().

Referenced by GDALGetInternalHandle().

#### 50.12.5.72 `GDALRasterBandH GDALGetMaskBand ( GDALRasterBandH hBand )`

Return the mask band associated with the band.

##### See also

**GDALRasterBand::GetMaskBand()** (p. ??)

References GDALGetMaskBand(), and GDALRasterBand::GetMaskBand().

Referenced by GDALFillNodata(), and GDALGetMaskBand().

#### 50.12.5.73 int GDALGetMaskFlags ( GDALRasterBandH *hBand* )

Return the status flags of the mask band associated with the band.

#### See also

**GDALRasterBand::GetMaskFlags()** (p. ??)

References GDALGetMaskFlags(), and GDALRasterBand::GetMaskFlags().

Referenced by GDALGetMaskFlags().

#### 50.12.5.74 char\*\* GDALGetMetadata ( GDALMajorObjectH *hObject*, const char \* *pszDomain* )

Fetch metadata.

#### See also

**GDALMajorObject::GetMetadata()** (p. ??)

References GDALGetMetadata().

Referenced by GDALCreateGenImgProjTransformer2(), GDALGeneralCmdLineProcessor(), and GDALGetMetadata().

#### 50.12.5.75 const char\* GDALGetMetadataltem ( GDALMajorObjectH *hObject*, const char \* *pszName*, const char \* *pszDomain* )

Fetch single metadata item.

#### See also

**GDALMajorObject::GetMetadataltem()** (p. ??)

References GDALGetMetadataltem().

Referenced by GDALGeneralCmdLineProcessor(), and GDALGetMetadataltem().

#### 50.12.5.76 void GDALGetOpenDatasets ( GDALDatasetH \*\* *ppahDSList*, int \* *pnCount* )

Fetch all open GDAL dataset handles.

#### See also

**GDALDataset::GetOpenDatasets()** (p. ??)



References GDALGetOpenDatasets(), and GDALDataset::GetOpenDatasets().

Referenced by GDALGetOpenDatasets().

#### 50.12.5.77 GDALRasterBandH GDALGetOverview ( GDALRasterBandH *hBand*, int *i* )

Fetch overview raster band object.

##### See also

**GDALRasterBand::GetOverview()** (p. ??)

References GDALGetOverview(), and GDALRasterBand::GetOverview().

Referenced by GDALGetOverview().

#### 50.12.5.78 int GDALGetOverviewCount ( GDALRasterBandH *hBand* )

Return the number of overview layers available.

##### See also

**GDALRasterBand::GetOverviewCount()** (p. ??)

References GDALGetOverviewCount(), and GDALRasterBand::GetOverviewCount().

Referenced by GDALGetOverviewCount().

#### 50.12.5.79 GDALPaletteInterp GDALGetPaletteInterpretation ( GDALColorTableH *hTable* )

Fetch palette interpretation.

This function is the same as the C++ method **GDALColorTable::GetPaletteInterpretation()** (p. ??)

References GDALGetPaletteInterpretation(), and GPI\_Gray.

Referenced by GDALGetPaletteInterpretation().

#### 50.12.5.80 const char\* GDALGetPaletteInterpretationName ( GDALPaletteInterp *eInterp* )

Get name of palette interpretation.

Returns a symbolic name for the palette interpretation. This is the the enumerated item name with the GPI\_ prefix removed. So GPI\_Gray returns "Gray". The returned strings are static strings and should not be modified or freed by the application.

##### Parameters

<i>eInterp</i>	palette interpretation to get name of.
----------------	--

**Returns**

string corresponding to palette interpretation.

References GDALGetPaletteInterpretationName(), GPI\_CMYK, GPI\_Gray, GPI\_HLS, and GPI\_RGB.

Referenced by GDALGetPaletteInterpretationName().

#### 50.12.5.81 `const char* GDALGetProjectionRef ( GDALDatasetH hDS )`

Fetch the projection definition string for this dataset.

**See also**

**GDALDataset::GetProjectionRef()** (p. ??)

References GDALGetProjectionRef().

Referenced by GDALAutoCreateWarpedVRT(), GDALCreateGenImgProjTransformer2(), GDALGetProjectionRef(), GDALGeneric3x3Dataset::GetProjectionRef(), and GDALColorReliefDataset::GetProjectionRef().

#### 50.12.5.82 `GDALAccess GDALGetRasterAccess ( GDALRasterBandH hBand )`

Find out if we have update permission for this band.

**See also**

**GDALRasterBand::GetAccess()** (p. ??)

References GA\_ReadOnly, GDALGetRasterAccess(), and GDALRasterBand::GetAccess().

Referenced by GDALGetRasterAccess().

#### 50.12.5.83 `GDALRasterBandH GDALGetRasterBand ( GDALDatasetH hDS, int nBandId )`

Fetch a band object for a dataset.

**See also**

**GDALDataset::GetRasterBand()** (p. ??).

References GDALGetRasterBand().

Referenced by GDALComputeProximity(), GDALCreateWarpedVRT(), GDALFillNodata(), GDALGetRasterBand(), GDALReprojectImage(), GDALSimpleImageWarp(), and GDALWarpOperation::Initialize().

**50.12.5.84** `int GDALGetRasterBandXSize ( GDALRasterBandH hBand )`

Fetch XSize of raster.

**See also**

**GDALRasterBand::GetXSize()** (p. ??)

References GDALGetRasterBandXSize(), and GDALRasterBand::GetXSize().

Referenced by GDALComputeMedianCutPCT(), GDALComputeProximity(), GDALContourGenerate(), GDALDitherRGB2PCT(), GDALFillNodata(), GDALGetRasterBandXSize(), GDALPolygonize(), and GDALSieveFilter().

**50.12.5.85** `int GDALGetRasterBandYSize ( GDALRasterBandH hBand )`

Fetch YSize of raster.

**See also**

**GDALRasterBand::GetYSize()** (p. ??)

References GDALGetRasterBandYSize(), and GDALRasterBand::GetYSize().

Referenced by GDALComputeMedianCutPCT(), GDALComputeProximity(), GDALContourGenerate(), GDALDitherRGB2PCT(), GDALFillNodata(), GDALGetRasterBandYSize(), GDALPolygonize(), and GDALSieveFilter().

**50.12.5.86** `char** GDALGetRasterCategoryNames ( GDALRasterBandH hBand )`

Fetch the list of category names for this raster.

**See also**

**GDALRasterBand::GetCategoryNames()** (p. ??)

References GDALGetRasterCategoryNames(), and GDALRasterBand::GetCategoryNames().

Referenced by GDALGetRasterCategoryNames().

**50.12.5.87** `GDALColorInterp GDALGetRasterColorInterpretation ( GDALRasterBandH hBand )`

How should this band be interpreted as color?

**See also**

**GDALRasterBand::GetColorInterpretation()** (p. ??)

References GDALGetRasterColorInterpretation(), and GDALRasterBand::GetColorInterpretation().

Referenced by GDALGetRasterColorInterpretation().

#### 50.12.5.88 GDALColorTableH GDALGetRasterColorTable ( GDALRasterBandH *hBand* )

Fetch the color table associated with band.

##### See also

**GDALRasterBand::GetColorTable()** (p. ??)

References GDALGetRasterColorTable(), and GDALRasterBand::GetColorTable().

Referenced by GDALGetRasterColorTable().

#### 50.12.5.89 int GDALGetRasterCount ( GDALDatasetH *hDS* )

Fetch the number of raster bands on this dataset.

##### See also

**GDALDataset::GetRasterCount()** (p. ??).

References GDALGetRasterCount().

Referenced by GDALAutoCreateWarpedVRT(), GDALGetRasterCount(), GDALReprojectImage(), GDALSimpleImageWarp(), and GDALWarpOperation::Initialize().

#### 50.12.5.90 GDALDataType GDALGetRasterDataType ( GDALRasterBandH *hBand* )

Fetch the pixel data type for this band.

##### See also

**GDALRasterBand::GetRasterDataType()** (p. ??)

References GDALGetRasterDataType(), GDT\_Unknown, and GDALRasterBand::GetRasterDataType().

Referenced by GDALChecksumImage(), GDALComputeProximity(), GDALFillNodata(), GDALGetRasterDataType(), and GDALWarpOperation::Initialize().

#### 50.12.5.91 CPLErr GDALGetRasterHistogram ( GDALRasterBandH *hBand*, double *dfMin*, double *dfMax*, int *nBuckets*, int \* *panHistogram*, int *bIncludeOutOfRange*, int *bApproxOK*, GDALProgressFunc *pfnProgress*, void \* *pProgressData* )

Compute raster histogram.

##### See also

**GDALRasterBand::GetHistogram()** (p. ??)

References GDALGetRasterHistogram(), and GDALRasterBand::GetHistogram().

Referenced by GDALGetRasterHistogram().

50.12.5.92 `double GDALGetRasterMaximum ( GDALRasterBandH hBand, int * pbSuccess )`

Fetch the maximum value for this band.

**See also**

**GDALRasterBand::GetMaximum()** (p. ??)

References GDALGetRasterMaximum(), and GDALRasterBand::GetMaximum().

Referenced by GDALGetRasterMaximum().

50.12.5.93 `double GDALGetRasterMinimum ( GDALRasterBandH hBand, int * pbSuccess )`

Fetch the minimum value for this band.

**See also**

**GDALRasterBand::GetMinimum()** (p. ??)

References GDALGetRasterMinimum(), and GDALRasterBand::GetMinimum().

Referenced by GDALGetRasterMinimum().

50.12.5.94 `double GDALGetRasterNoDataValue ( GDALRasterBandH hBand, int * pbSuccess )`

Fetch the no data value for this band.

**See also**

**GDALRasterBand::GetNoDataValue()** (p. ??)

References GDALGetRasterNoDataValue(), and GDALRasterBand::GetNoDataValue().

Referenced by GDALComputeProximity(), GDALGetRasterNoDataValue(), and GDAL-ReprojectImage().

50.12.5.95 `double GDALGetRasterOffset ( GDALRasterBandH hBand, int * pbSuccess )`

Fetch the raster value offset.

**See also**

**GDALRasterBand::GetOffset()** (p. ??)

References GDALGetRasterOffset(), and GDALRasterBand::GetOffset().

Referenced by GDALGetRasterOffset().

50.12.5.96 **GDALRasterBandH** GDALGetRasterSampleOverview ( **GDALRasterBandH** *hBand*, int *nDesiredSamples* )

Fetch best sampling overview.

**See also**

**GDALRasterBand::GetRasterSampleOverview()** (p. ??)

References GDALGetRasterSampleOverview(), and GDALRasterBand::GetRasterSampleOverview().

Referenced by GDALGetRasterSampleOverview().

50.12.5.97 **double** GDALGetRasterScale ( **GDALRasterBandH** *hBand*, int \* *pbSuccess* )

Fetch the raster value scale.

**See also**

**GDALRasterBand::GetScale()** (p. ??)

References GDALGetRasterScale(), and GDALRasterBand::GetScale().

Referenced by GDALGetRasterScale().

50.12.5.98 **CPLerr** GDALGetRasterStatistics ( **GDALRasterBandH** *hBand*, int *bApproxOK*, int *bForce*, double \* *pdfMin*, double \* *pdfMax*, double \* *pdfMean*, double \* *pdfStdDev* )

Fetch image statistics.

**See also**

**GDALRasterBand::GetStatistics()** (p. ??)

References GDALGetRasterStatistics(), and GDALRasterBand::GetStatistics().

Referenced by GDALGetRasterStatistics().

50.12.5.99 **const char\*** GDALGetRasterUnitType ( **GDALRasterBandH** *hBand* )

Return raster unit type.

**See also**

**GDALRasterBand::GetUnitType()** (p. ??)

References GDALGetRasterUnitType(), and GDALRasterBand::GetUnitType().

Referenced by GDALGetRasterUnitType().

50.12.5.100 `int GDALGetRasterXSize ( GDALDatasetH hDataset )`

Fetch raster width in pixels.

**See also**

**GDALDataset::GetRasterXSize()** (p. ??).

References GDALGetRasterXSize().

Referenced by GDALGetRasterXSize(), GDALReprojectImage(), GDALSimplImageWarp(), and GDALSuggestedWarpOutput2().

50.12.5.101 `int GDALGetRasterYSize ( GDALDatasetH hDataset )`

Fetch raster height in pixels.

**See also**

**GDALDataset::GetRasterYSize()** (p. ??).

References GDALGetRasterYSize().

Referenced by GDALGetRasterYSize(), GDALReprojectImage(), GDALSimplImageWarp(), and GDALSuggestedWarpOutput2().

50.12.5.102 `int GDALHasArbitraryOverviews ( GDALRasterBandH hBand )`

Check for arbitrary overviews.

**See also**

**GDALRasterBand::HasArbitraryOverviews()** (p. ??)

References GDALHasArbitraryOverviews(), and GDALRasterBand::HasArbitraryOverviews().

Referenced by GDALHasArbitraryOverviews().

50.12.5.103 `GDALDriverH GDALIdentifyDriver ( const char * pszFilename, char **  
papszFileList )`

Identify the driver that can open a raster file.

This function will try to identify the driver that can open the passed file name by invoking the Identify method of each registered **GDALDriver** (p. ??) in turn. The first driver that successfully identifies the file name will be returned. If all drivers fail then NULL is returned.

In order to reduce the need for such searches touch the operating system file system machinery, it is possible to give an optional list of files. This is the list of all files at the

same level in the file system as the target file, including the target file. The filenames will not include any path components, are an essentially just the output of CPLReadDir() on the parent directory. If the target object does not have filesystem semantics then the file list should be NULL.

#### Parameters

<i>pszFilename</i>	the name of the file to access. In the case of exotic drivers this may not refer to a physical file, but instead contain information for the driver on how to access a dataset.
<i>papsz-FileList</i>	an array of strings, whose last element is the NULL pointer. These strings are filenames that are auxiliary to the main filename. The passed value may be NULL.

#### Returns

A GDALDriverH handle or NULL on failure. For C++ applications this handle can be cast to a **GDALDriver** (p. ??) \*.

References GA\_ReadOnly, GDALIdentifyDriver(), GDALDriverManager::GetDriver(), and GDALDriverManager::GetDriverCount().

Referenced by GDALCopyDatasetFiles(), GDALDeleteDataset(), GDALIdentifyDriver(), GDALRenameDataset(), and GDALDriver::QuietDelete().

50.12.5.104 int GDALInvGeoTransform ( double \* *gt\_in*, double \* *gt\_out* )

Invert Geotransform.

This function will invert a standard 3x2 set of GeoTransform coefficients. This converts the equation from being pixel to geo to being geo to pixel.

#### Parameters

<i>gt_in</i>	Input geotransform (six doubles - unaltered).
<i>gt_out</i>	Output geotransform (six doubles - updated).

#### Returns

TRUE on success or FALSE if the equation is uninvertable.

References GDALInvGeoTransform().

Referenced by GDALCreateGenImgProjTransformer2(), GDALCreateGenImgProjTransformer3(), GDALCreateRPCTransformer(), GDALInvGeoTransform(), and GDALSetGenImgProjTransformerDstGeoTransform().

50.12.5.105 int GDALLoadWorldFile ( const char \* *pszFilename*, double \* *padfGeoTransform* )

Read ESRI world file.



This function reads an ESRI style world file, and formats a geotransform from its contents.

The world file contains an affine transformation with the parameters in a different order than in a geotransform array.

- `geotransform[1]` : width of pixel
- `geotransform[4]` : rotational coefficient, zero for north up images.
- `geotransform[2]` : rotational coefficient, zero for north up images.
- `geotransform[5]` : height of pixel (but negative)
- `geotransform[0] + 0.5 * geotransform[1] + 0.5 * geotransform[2]` : x offset to center of top left pixel.
- `geotransform[3] + 0.5 * geotransform[4] + 0.5 * geotransform[5]` : y offset to center of top left pixel.

#### Parameters

<i>pszFilename</i>	the world file name.
<i>padfGeo-Transform</i>	the six double array into which the geotransformation should be placed.

#### Returns

TRUE on success or FALSE on failure.

References `CPLAtofM()`, `GDALLoadWorldFile()`, and `CPLString::Trim()`.

Referenced by `GDALLoadWorldFile()`, and `GDALReadWorldFile()`.

#### 50.12.5.106 GDALDatasetH GDALOpen ( const char \* pszFilename, GDALAccess eAccess )

Open a raster file as a **GDALDataset** (p. ??).

This function will try to open the passed file, or virtual dataset name by invoking the Open method of each registered **GDALDriver** (p. ??) in turn. The first successful open will result in a returned dataset. If all drivers fail then NULL is returned.

Several recommendations :

- If you open a dataset object with `GA_Update` access, it is not recommended to open a new dataset on the same underlying file.
- The returned dataset should only be accessed by one thread at a time. If you want to use it from different threads, you must add all necessary code (mutexes, etc.) to avoid concurrent use of the object. (Some drivers, such as GeoTIFF, maintain internal state variables that are updated each time a new block is read, thus preventing concurrent use.)

**See also****GDALOpenShared()** (p. ??)**Parameters**

<i>pszFilename</i>	the name of the file to access. In the case of exotic drivers this may not refer to a physical file, but instead contain information for the driver on how to access a dataset.
<i>eAccess</i>	the desired access, either GA_Update or GA_ReadOnly. Many drivers support only read only access.

**Returns**

A GDALDatasetH handle or NULL on failure. For C++ applications this handle can be cast to a **GDALDataset** (p. ??) \*.

References GDALOpen(), GDALMajorObject::GetDescription(), GDALDriverManager::GetDriver(), GDALDriverManager::GetDriverCount(), and GDALMajorObject::SetDescription().

Referenced by GDALOpen(), and GDALOpenShared().

**50.12.5.107 GDALDatasetH GDALOpenShared ( const char \* *pszFilename*, GDALAccess *eAccess* )**

Open a raster file as a **GDALDataset** (p. ??).

This function works the same as **GDALOpen()** (p. ??), but allows the sharing of **GDALDataset** (p. ??) handles for a dataset with other callers to **GDALOpenShared()** (p. ??).

In particular, **GDALOpenShared()** (p. ??) will first consult it's list of currently open and shared GDALDataset's, and if the GetDescription() name for one exactly matches the pszFilename passed to **GDALOpenShared()** (p. ??) it will be referenced and returned.

Starting with GDAL 1.6.0, if **GDALOpenShared()** (p. ??) is called on the same pszFilename from two different threads, a different **GDALDataset** (p. ??) object will be returned as it is not safe to use the same dataset from different threads, unless the user does explicitly use mutexes in its code.

**See also****GDALOpen()** (p. ??)**Parameters**

<i>pszFilename</i>	the name of the file to access. In the case of exotic drivers this may not refer to a physical file, but instead contain information for the driver on how to access a dataset.
<i>eAccess</i>	the desired access, either GA_Update or GA_ReadOnly. Many drivers support only read only access.

**Returns**

A GDALDatasetH handle or NULL on failure. For C++ applications this handle can

be cast to a **GDALDataset** (p. ??) \*.

References GA\_ReadOnly, GA\_Update, GDALOpen(), GDALOpenShared(), GDALMajorObject::GetDescription(), GDALDataset::MarkAsShared(), and GDALDataset::Reference().

Referenced by GDALOpenShared().

#### 50.12.5.108 double GDALPackedDMSToDec ( double *dfPacked* )

Convert a packed DMS value (DDMMSS.SS) into decimal degrees.

See **CPLPackedDMSToDec()** (p. ??).

References GDALPackedDMSToDec().

Referenced by GDALPackedDMSToDec().

#### 50.12.5.109 CPLerr GDALRasterAdviseRead ( GDALRasterBandH *hBand*, int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, int *nBufXSize*, int *nBufYSize*, GDALDataType *eDT*, char \*\* *papszOptions* )

Advise driver of upcoming read requests.

**See also**

**GDALRasterBand::AdviseRead()** (p. ??)

References GDALRasterBand::AdviseRead(), and GDALRasterAdviseRead().

Referenced by GDALRasterAdviseRead().

#### 50.12.5.110 CPLerr GDALRasterIO ( GDALRasterBandH *hBand*, GDALRWFlag *eRWFlag*, int *nXOff*, int *nYOff*, int *nXSize*, int *nYSize*, void \* *pData*, int *nBufXSize*, int *nBufYSize*, GDALDataType *eBufType*, int *nPixelSpace*, int *nLineSpace* )

Read/write a region of image data for this band.

**See also**

**GDALRasterBand::RasterIO()** (p. ??)

References GDALRasterIO(), and GDALRasterBand::RasterIO().

Referenced by GDALChecksumImage(), GDALComputeMedianCutPCT(), GDALComputeProximity(), GDALContourGenerate(), GDALDitherRGB2PCT(), GDALFillNodata(), GDALPolygonize(), GDALRasterIO(), GDALSieveFilter(), and GDALSimpleImageWarp().

#### 50.12.5.111 GDALRasterAttributeTableH GDALRATClone ( GDALRasterAttributeTableH *hRAT* )

Copy Raster Attribute Table.

This function is the same as the C++ method **GDALRasterAttributeTable::Clone()** (p. ??)

References GDALRATClone().

Referenced by GDALRATClone().

**50.12.5.112** `CPLerr GDALRATCreateColumn ( GDALRasterAttributeTableH  
hRAT, const char * pszFieldName, GDALRATFieldType eFieldType,  
GDALRATFieldUsage eFieldUsage )`

Create new column.

This function is the same as the C++ method **GDALRasterAttributeTable::CreateColumn()** (p. ??)

References GDALRATCreateColumn().

Referenced by GDALRATCreateColumn().

**50.12.5.113** `void GDALRATDumpReadable ( GDALRasterAttributeTableH hRAT, FILE * fp  
)`

Dump RAT in readable form.

This function is the same as the C++ method **GDALRasterAttributeTable::DumpReadable()** (p. ??)

References GDALRATDumpReadable().

Referenced by GDALRATDumpReadable().

**50.12.5.114** `int GDALRATGetColOfUsage ( GDALRasterAttributeTableH hRAT,  
GDALRATFieldUsage eUsage )`

Fetch column index for given usage.

This function is the same as the C++ method **GDALRasterAttributeTable::GetColOfUsage()** (p. ??)

References GDALRATGetColOfUsage().

Referenced by GDALRATGetColOfUsage().

**50.12.5.115** `int GDALRATGetColumnCount ( GDALRasterAttributeTableH hRAT )`

Fetch table column count.

This function is the same as the C++ method **GDALRasterAttributeTable::GetColumnCount()** (p. ??)

References GDALRATGetColumnCount().

Referenced by GDALRATGetColumnCount().

50.12.5.116 `int GDALRATGetLinearBinning ( GDALRasterAttributeTableH hRAT, double * pdfRow0Min, double * pdfBinSize )`

Get linear binning information.

This function is the same as the C++ method **GDALRasterAttributeTable::GetLinearBinning()** (p. ??)

References GDALRATGetLinearBinning().

Referenced by GDALRATGetLinearBinning().

50.12.5.117 `const char* GDALRATGetNameOfCol ( GDALRasterAttributeTableH hRAT, int iCol )`

Fetch name of indicated column.

This function is the same as the C++ method **GDALRasterAttributeTable::GetNameOfCol()** (p. ??)

References GDALRATGetNameOfCol().

Referenced by GDALRATGetNameOfCol().

50.12.5.118 `int GDALRATGetRowCount ( GDALRasterAttributeTableH hRAT )`

Fetch row count.

This function is the same as the C++ method **GDALRasterAttributeTable::GetRowCount()** (p. ??)

References GDALRATGetRowCount().

Referenced by GDALRATGetRowCount().

50.12.5.119 `int GDALRATGetRowOfValue ( GDALRasterAttributeTableH hRAT, double dfValue )`

Get row for pixel value.

This function is the same as the C++ method **GDALRasterAttributeTable::GetRowOfValue()** (p. ??)

References GDALRATGetRowOfValue().

Referenced by GDALRATGetRowOfValue().

50.12.5.120 `GDALRATFieldType GDALRATGetTypeOfCol ( GDALRasterAttributeTableH hRAT, int iCol )`

Fetch column type.

This function is the same as the C++ method **GDALRasterAttributeTable::GetTypeOfCol()** (p. ??)

References GDALRATGetTypeOfCol(), and GFT\_Integer.

Referenced by GDALRATGetTypeOfCol().

#### 50.12.5.121 **GDALRATFieldUsage** GDALRATGetUsageOfCol ( **GDALRasterAttributeTableH** *hRAT*, int *iCol* )

Fetch column usage value.

This function is the same as the C++ method **GDALRasterAttributeTable::GetUsageOfColetNameOfCol()**

References GDALRATGetUsageOfCol(), and GFU\_Generic.

Referenced by GDALRATGetUsageOfCol().

#### 50.12.5.122 **double** GDALRATGetValueAsDouble ( **GDALRasterAttributeTableH** *hRAT*, int *iRow*, int *iField* )

Fetch field value as a double.

This function is the same as the C++ method **GDALRasterAttributeTable::GetValueAsDouble()** (p. ??)

References GDALRATGetValueAsDouble().

Referenced by GDALRATGetValueAsDouble().

#### 50.12.5.123 **int** GDALRATGetValueAsInt ( **GDALRasterAttributeTableH** *hRAT*, int *iRow*, int *iField* )

Fetch field value as a integer.

This function is the same as the C++ method **GDALRasterAttributeTable::GetValueAsInt()** (p. ??)

References GDALRATGetValueAsInt().

Referenced by GDALRATGetValueAsInt().

#### 50.12.5.124 **const char\*** GDALRATGetValueAsString ( **GDALRasterAttributeTableH** *hRAT*, int *iRow*, int *iField* )

Fetch field value as a string.

This function is the same as the C++ method **GDALRasterAttributeTable::GetValueAsString()** (p. ??)

References GDALRATGetValueAsString(), and GDALRasterAttributeTable::GetValueAsString().

Referenced by GDALRATGetValueAsString().

50.12.5.125 `CPLerr GDALRATInitializeFromColorTable ( GDALRasterAttributeTableH  
hRAT, GDALColorTableH hCT )`

Initialize from color table.

This function is the same as the C++ method `GDALRasterAttributeTable::InitializeFromColorTable()`  
(p. ??)

References `GDALRATInitializeFromColorTable()`.

Referenced by `GDALRATInitializeFromColorTable()`.

50.12.5.126 `CPLerr GDALRATSetLinearBinning ( GDALRasterAttributeTableH hRAT,  
double dfRow0Min, double dfBinSize )`

Set linear binning information.

This function is the same as the C++ method `GDALRasterAttributeTable::SetLinearBinning()`  
(p. ??)

References `GDALRATSetLinearBinning()`.

Referenced by `GDALRATSetLinearBinning()`.

50.12.5.127 `void GDALRATSetRowCount ( GDALRasterAttributeTableH hRAT, int  
nNewCount )`

Set row count.

This function is the same as the C++ method `GDALRasterAttributeTable::SetRowCount()`  
(p. ??)

References `GDALRATSetRowCount()`.

Referenced by `GDALRATSetRowCount()`.

50.12.5.128 `void GDALRATSetValueAsDouble ( GDALRasterAttributeTableH hRAT, int  
iRow, int iField, double dfValue )`

Set field value from double.

This function is the same as the C++ method `GDALRasterAttributeTable::SetValue()`  
(p. ??)

References `GDALRATSetValueAsDouble()`.

Referenced by `GDALRATSetValueAsDouble()`.

50.12.5.129 `void GDALRATSetValueAsInt ( GDALRasterAttributeTableH hRAT, int iRow,  
int iField, int nValue )`

Set field value from integer.

This function is the same as the C++ method **GDALRasterAttributeTable::SetValue()** (p. ??)

References GDALRATSetValueAsInt().

Referenced by GDALRATSetValueAsInt().

**50.12.5.130** void GDALRATSetValueAsString ( GDALRasterAttributeTableH hRAT, int iRow, int iField, const char \* pszValue )

Set field value from string.

This function is the same as the C++ method **GDALRasterAttributeTable::SetValue()** (p. ??)

References GDALRATSetValueAsString().

Referenced by GDALRATSetValueAsString().

**50.12.5.131** GDALColorTableH GDALRATTranslateToColorTable ( GDALRasterAttributeTableH hRAT, int nEntryCount )

Translate to a color table.

This function is the same as the C++ method **GDALRasterAttributeTable::TranslateToColorTable()** (p. ??)

References GDALRATTranslateToColorTable().

Referenced by GDALRATTranslateToColorTable().

**50.12.5.132** CPLerr GDALReadBlock ( GDALRasterBandH hBand, int nXOff, int nYOff, void \* pData )

Read a block of image data efficiently.

#### See also

**GDALRasterBand::ReadBlock()** (p. ??)

References GDALReadBlock(), and GDALRasterBand::ReadBlock().

Referenced by GDALReadBlock().

**50.12.5.133** int GDALReadWorldFile ( const char \* pszBaseFilename, const char \* pszExtension, double \* padfGeoTransform )

Read ESRI world file.

This function reads an ESRI style world file, and formats a geotransform from its contents. It does the same as **GDALLoadWorldFile()** (p. ??) function, but it will form the filename for the worldfile from the filename of the raster file referred and the suggested



extension. If no extension is provided, the code will internally try the unix style and windows style world file extensions (eg. for .tif these would be .tfw and .tifw).

The world file contains an affine transformation with the parameters in a different order than in a geotransform array.

- `geotransform[1]` : width of pixel
- `geotransform[4]` : rotational coefficient, zero for north up images.
- `geotransform[2]` : rotational coefficient, zero for north up images.
- `geotransform[5]` : height of pixel (but negative)
- `geotransform[0] + 0.5 * geotransform[1] + 0.5 * geotransform[2]` : x offset to center of top left pixel.
- `geotransform[3] + 0.5 * geotransform[4] + 0.5 * geotransform[5]` : y offset to center of top left pixel.

#### Parameters

<i>pszBaseFilename</i>	the target raster file.
<i>pszExtension</i>	the extension to use (ie. ".wld") or NULL to derive it from the <code>pszBaseFilename</code>
<i>padfGeoTransform</i>	the six double array into which the geotransformation should be placed.

#### Returns

TRUE on success or FALSE on failure.

References `CPLGetExtension()`, `CPLResetExtension()`, `GDALLoadWorldFile()`, `GDALReadWorldFile()`, and `VSISatL()`.

Referenced by `GDALReadWorldFile()`.

#### 50.12.5.134 int GDALReferenceDataset ( GDALDatasetH hDataset )

Add one to dataset reference count.

#### See also

**GDALDataset::Reference()** (p. ??)

References `GDALReferenceDataset()`.

Referenced by `GDALReferenceDataset()`.

50.12.5.135 **CPL**Err GDALRegenerateOverviews ( **GDALRasterBandH** *hSrcBand*, int *nOverviewCount*, **GDALRasterBandH** \* *pahOvrBands*, const char \* *pszResampling*, **GDALProgressFunc** *pfnProgress*, void \* *pProgressData* )

Generate downsampled overviews.

This function will generate one or more overview images from a base image using the requested downsampling algorithm. It's primary use is for generating overviews via **GDALDataset::BuildOverviews()** (p. ??), but it can also be used to generate downsampled images in one file from another outside the overview architecture.

The output bands need to exist in advance.

The full set of resampling algorithms is documented in **GDALDataset::BuildOverviews()** (p. ??).

This function will honour properly NODATA\_VALUES tuples (special dataset metadata) so that only a given RGB triplet (in case of a RGB image) will be considered as the nodata value and not each value of the triplet independantly per band.

#### Parameters

<i>hSrcBand</i>	the source (base level) band.
<i>nOverview-Count</i>	the number of downsampled bands being generated.
<i>pahOvr-Bands</i>	the list of downsampled bands to be generated.
<i>pszResam-pling</i>	Resampling algorithm (eg. "AVERAGE").
<i>pfnProgress</i>	progress report function.
<i>pProgress-Data</i>	progress function callback data.

#### Returns

CE\_None on success or CE\_Failure on failure.

References **GDALRasterBand::FlushCache()**, **GCI\_PaletteIndex**, **GDALDataTypesComplex()**, **GDALDummyProgress()**, **GDALGetDataTypeSize()**, **GDALRegenerateOverviews()**, **GDT\_Byte**, **GDT\_CFloat32**, **GDT\_Float32**, **GDALRasterBand::GetBlockSize()**, **GDALRasterBand::GetColorInterpretation()**, **GDALRasterBand::GetColorTable()**, **GDALRasterBand::GetMaskBand()**, **GDALRasterBand::GetMaskFlags()**, **GDALRasterBand::GetNoDataValue()**, **GDALColorTable::GetPaletteInterpretation()**, **GDALRasterBand::GetRasterDataType()**, **GDALRasterBand::GetXSize()**, **GDALRasterBand::GetYSize()**, **GF\_Read**, **GPI\_RGB**, **GDALRasterBand::RasterIO()**, **VSIAlloc2()**, and **VSIAlloc3()**.

Referenced by **GDALRegenerateOverviews()**.

50.12.5.136 **int** GDALRegisterDriver ( **GDALDriverH** *hDriver* )

Register a driver for use.

**See also**

GDALDriverManager::GetRegisterDriver()

References GDALRegisterDriver(), and GDALDriverManager::RegisterDriver().

Referenced by GDALRegisterDriver().

**50.12.5.137** `CPLerr GDALRenameDataset ( GDALDriverH hDriver, const char * pszNewName, const char * pszOldName )`

Rename a dataset.

**See also**

**GDALDriver::Rename()** (p. ??)

References GDALIdentifyDriver(), and GDALRenameDataset().

Referenced by GDALRenameDataset().

**50.12.5.138** `int GDALScaledProgress ( double dfComplete, const char * pszMessage, void * pData )`

Scaled progress transformer.

This is the progress function that should be passed along with the callback data returned by **GDALCreateScaledProgress()** (p. ??).

References GDALScaledProgress().

Referenced by GDALScaledProgress().

**50.12.5.139** `void GDALSetCacheMax ( int nNewSize )`

Set maximum cache memory.

This function sets the maximum amount of memory that GDAL is permitted to use for **GDALRasterBlock** (p. ??) caching.

**Parameters**

<i>nNewSize</i>	the maximum number of bytes for caching. Maximum is 2GB.
-----------------	--

References GDALFlushCacheBlock(), and GDALSetCacheMax().

Referenced by GDALSetCacheMax().

50.12.5.140 void GDALSetColorEntry ( GDALColorTableH *hTable*, int *i*, const GDALColorEntry \* *poEntry* )

Set entry in color table.

This function is the same as the C++ method **GDALColorTable::SetColorEntry()** (p. ??)

References GDALSetColorEntry().

Referenced by GDALComputeMedianCutPCT(), and GDALSetColorEntry().

50.12.5.141 CPL\_ERR GDALSetDefaultHistogram ( GDALRasterBandH *hBand*, double *dfMin*, double *dfMax*, int *nBuckets*, int \* *panHistogram* )

Set default histogram.

#### See also

**GDALRasterBand::SetDefaultHistogram()** (p. ??)

References GDALSetDefaultHistogram(), and GDALRasterBand::SetDefaultHistogram().

Referenced by GDALSetDefaultHistogram().

50.12.5.142 CPL\_ERR GDALSetDefaultRAT ( GDALRasterBandH *hBand*, GDALRasterAttributeTableH *hRAT* )

Set default Raster Attribute Table.

#### See also

GDALRasterBand::GDALSetDefaultRAT()

References GDALSetDefaultRAT(), and GDALRasterBand::SetDefaultRAT().

Referenced by GDALSetDefaultRAT().

50.12.5.143 void GDALSetDescription ( GDALMajorObjectH *hObject*, const char \* *pszNewDesc* )

Set object description.

#### See also

**GDALMajorObject::SetDescription()** (p. ??)

References GDALSetDescription().

Referenced by GDALSetDescription().

50.12.5.144 `CPLerr GDALSetGCPs ( GDALDatasetH hDS, int nGCPCount, const  
GDAL_GCP * pasGCPList, const char * pszGCPProjection )`

Assign GCPs.

**See also**

**GDALDataset::SetGCPs()** (p. ??)

References GDALSetGCPs().

Referenced by GDALSetGCPs().

50.12.5.145 `CPLerr GDALSetGeoTransform ( GDALDatasetH hDS, double * padfTransform )`

Set the affine transformation coefficients.

**See also**

**GDALDataset::SetGeoTransform()** (p. ??)

References GDALSetGeoTransform().

Referenced by GDALSetGeoTransform().

50.12.5.146 `CPLerr GDALSetMetadata ( GDALMajorObjectH hObject, char ** papszMD,  
const char * pszDomain )`

Set metadata.

**See also**

**GDALMajorObject::SetMetadata()** (p. ??)

References GDALSetMetadata().

Referenced by GDALSetMetadata().

50.12.5.147 `CPLerr GDALSetMetadataItem ( GDALMajorObjectH hObject, const char *  
pszName, const char * pszValue, const char * pszDomain )`

Set single metadata item.

**See also**

**GDALMajorObject::SetMetadataItem()** (p. ??)

References GDALSetMetadataItem().

Referenced by GDALSetMetadataItem().

50.12.5.148 CPLErr GDALSetProjection ( GDALDatasetH *hDS*, const char \* *pszProjection* )

Set the projection reference string for this dataset.

**See also**

**GDALDataset::SetProjection()** (p. ??)

References GDALSetProjection().

Referenced by GDALAutoCreateWarpedVRT(), and GDALSetProjection().

50.12.5.149 CPLErr GDALSetRasterCategoryNames ( GDALRasterBandH *hBand*, char \*\*  
*papszNames* )

Set the category names for this band.

**See also**

**GDALRasterBand::SetCategoryNames()** (p. ??)

References GDALSetRasterCategoryNames(), and GDALRasterBand::SetCategoryNames().

Referenced by GDALSetRasterCategoryNames().

50.12.5.150 CPLErr GDALSetRasterColorInterpretation ( GDALRasterBandH *hBand*,  
GDALColorInterp *eColorInterp* )

Set color interpretation of a band.

**See also**

**GDALRasterBand::SetColorInterpretation()** (p. ??)

References GDALSetRasterColorInterpretation(), and GDALRasterBand::SetColorInterpretation().

Referenced by GDALSetRasterColorInterpretation().

50.12.5.151 CPLErr GDALSetRasterColorTable ( GDALRasterBandH *hBand*,  
GDALColorTableH *hCT* )

Set the raster color table.

**See also**

**GDALRasterBand::SetColorTable()** (p. ??)

References GDALSetRasterColorTable(), and GDALRasterBand::SetColorTable().

Referenced by GDALSetRasterColorTable().

50.12.5.152 `CPLerr GDALSetRasterNoDataValue ( GDALRasterBandH hBand, double dfValue )`

Set the no data value for this band.

**See also**

**GDALRasterBand::SetNoDataValue()** (p. ??)

References `GDALSetRasterNoDataValue()`, and `GDALRasterBand::SetNoDataValue()`.

Referenced by `GDALSetRasterNoDataValue()`.

50.12.5.153 `CPLerr GDALSetRasterOffset ( GDALRasterBandH hBand, double dfNewOffset )`

Set scaling offset.

**See also**

**GDALRasterBand::SetOffset()** (p. ??)

References `GDALSetRasterOffset()`, and `GDALRasterBand::SetOffset()`.

Referenced by `GDALSetRasterOffset()`.

50.12.5.154 `CPLerr GDALSetRasterScale ( GDALRasterBandH hBand, double dfNewOffset )`

Set scaling ratio.

**See also**

**GDALRasterBand::SetScale()** (p. ??)

References `GDALSetRasterScale()`, and `GDALRasterBand::SetScale()`.

Referenced by `GDALSetRasterScale()`.

50.12.5.155 `CPLerr GDALSetRasterStatistics ( GDALRasterBandH hBand, double dfMin, double dfMax, double dfMean, double dfStdDev )`

Set statistics on band.

**See also**

**GDALRasterBand::SetStatistics()** (p. ??)

References `GDALSetRasterStatistics()`, and `GDALRasterBand::SetStatistics()`.

Referenced by `GDALSetRasterStatistics()`.

50.12.5.156 void GDALSwapWords ( void \* *pData*, int *nWordSize*, int *nWordCount*, int *nWordSkip* )

Byte swap words in-place.

This function will byte swap a set of 2, 4 or 8 byte words "in place" in a memory array. No assumption is made that the words being swapped are word aligned in memory. Use the CPL\_LSB and CPL\_MSB macros from **cpl\_port.h** (p. ??) to determine if the current platform is big endian or little endian. Use The macros like CPL\_SWAP32() to byte swap single values without the overhead of a function call.

#### Parameters

<i>pData</i>	pointer to start of data buffer.
<i>nWordSize</i>	size of words being swapped in bytes. Normally 2, 4 or 8.
<i>nWordCount</i>	the number of words to be swapped in this call.
<i>nWordSkip</i>	the byte offset from the start of one word to the start of the next. For packed buffers this is the same as nWordSize.

References GDALSwapWords().

Referenced by GDALSwapWords().

50.12.5.157 int GDALTermProgress ( double *dfComplete*, const char \* *pszMessage*, void \* *pProgressArg* )

Simple progress report to terminal.

This progress reporter prints simple progress report to the terminal window. The progress report generally looks something like this:

```
0...10...20...30...40...50...60...70...80...90...100 - done.
```

Every 2.5% of progress another number or period is emitted. Note that **GDALTermProgress()** (p. ??) uses internal static data to keep track of the last percentage reported and will get confused if two terminal based progress reportings are active at the same time.

The **GDALTermProgress()** (p. ??) function maintains an internal memory of the last percentage complete reported in a static variable, and this makes it unsuitable to have multiple **GDALTermProgress()** (p. ??)'s active either in a single thread or across multiple threads.

#### Parameters

<i>dfComplete</i>	completion ratio from 0.0 to 1.0.
<i>pszMessage</i>	optional message.
<i>pProgressArg</i>	ignored callback data argument.

#### Returns

Always returns TRUE indicating the process should continue.



References GDALTermProgress().

Referenced by GDALTermProgress().

**50.12.5.158** `int GDALValidateCreationOptions ( GDALDriverH hDriver, char **  
papszCreationOptions )`

Validate the list of creation options that are handled by a driver.

This is a helper method primarily used by Create() and CreateCopy() to validate that the passed in list of creation options is compatible with the GDAL\_DMD\_CREATIONOPTIONLIST metadata item defined by some drivers.

#### See also

**GDALGetDriverCreationOptionList()** (p. ??)

If the GDAL\_DMD\_CREATIONOPTIONLIST metadata item is not defined, this function will return TRUE. Otherwise it will check that the keys and values in the list of creation options are compatible with the capabilities declared by the GDAL\_DMD\_CREATIONOPTIONLIST metadata item. In case of incompatibility a (non fatal) warning will be emitted and FALSE will be returned.

#### Parameters

<i>hDriver</i>	the handle of the driver with whom the lists of creation option must be validated
<i>papszCreationOptions</i>	the list of creation options. An array of strings, whose last element is a NULL pointer

#### Returns

TRUE if the list of creation options is compatible with the Create() and CreateCopy() method of the driver, FALSE otherwise.

References CPLStrtod(), GDALValidateCreationOptions(), GDALMajorObject::GetDescription(), CPLXMLNode::psChild, CPLXMLNode::psNext, and CPLXMLNode::pszValue.

Referenced by GDALDriver::Create(), GDALDriver::CreateCopy(), and GDALValidateCreationOptions().

**50.12.5.159** `const char* GDALVersionInfo ( const char * pszRequest )`

Get runtime version information.

Available pszRequest values:

- "VERSION\_NUM": Returns GDAL\_VERSION\_NUM formatted as a string. ie. "1170"
- "RELEASE\_DATE": Returns GDAL\_RELEASE\_DATE formatted as a string. ie. "20020416".

- "RELEASE\_NAME": Returns the GDAL\_RELEASE\_NAME. ie. "1.1.7"
- "--version": Returns one line version message suitable for use in response to --version requests. ie. "GDAL 1.1.7, released 2002/04/16"
- "LICENCE": Returns the content of the LICENSE.TXT file from the GDAL\_DATA directory. Before GDAL 1.7.0, the returned string was leaking memory but this is now resolved. So the result should not be freed by the caller.

### Parameters

<i>pszRequest</i>	the type of version info desired, as listed above.
-------------------	--

### Returns

an internal string containing the requested information.

References GDALVersionInfo(), VSIFCloseL(), VSIFOpenL(), VSIFReadL(), VSIFSeekL(), and VSIFTellL().

Referenced by GDALGeneralCmdLineProcessor(), and GDALVersionInfo().

**50.12.5.160** `CPLerr GDALWriteBlock ( GDALRasterBandH hBand, int nXOff, int nYOff, void * pData )`

Write a block of image data efficiently.

### See also

**GDALRasterBand::WriteBlock()** (p. ??)

References GDALWriteBlock(), and GDALRasterBand::WriteBlock().

Referenced by GDALWriteBlock().

**50.12.5.161** `int GDALWriteWorldFile ( const char * pszBaseFilename, const char * pszExtension, double * pdfGeoTransform )`

Write ESRI world file.

This function writes an ESRI style world file from the passed geotransform.

The world file contains an affine transformation with the parameters in a different order than in a geotransform array.

- geotransform[1] : width of pixel
- geotransform[4] : rotational coefficient, zero for north up images.
- geotransform[2] : rotational coefficient, zero for north up images.
- geotransform[5] : height of pixel (but negative)

- $\text{geotransform}[0] + 0.5 * \text{geotransform}[1] + 0.5 * \text{geotransform}[2]$  : x offset to center of top left pixel.
- $\text{geotransform}[3] + 0.5 * \text{geotransform}[4] + 0.5 * \text{geotransform}[5]$  : y offset to center of top left pixel.

#### Parameters

<i>pszBaseFilename</i>	the target raster file.
<i>pszExtension</i>	the extension to use (ie. ".wld"). Must not be NULL
<i>padfGeoTransform</i>	the six double array from which the geotransformation should be read.

#### Returns

TRUE on success or FALSE on failure.

References CPLResetExtension(), GDALWriteWorldFile(), VSIFCloseL(), VSIFOpenL(), and VSIFWriteL().

Referenced by GDALWriteWorldFile().

## 50.13 gdal\_alg.h File Reference

Public (C callable) GDAL algorithm entry points, and definitions.

#### Classes

- struct **GDALTransformerInfo**
- struct **OGRContourWriterInfo**
- struct **GDALGridInverseDistanceToAPowerOptions**  
*Inverse distance to a power method control options.*
- struct **GDALGridMovingAverageOptions**  
*Moving average method control options.*
- struct **GDALGridNearestNeighborOptions**  
*Nearest neighbor method control options.*
- struct **GDALGridDataMetricsOptions**  
*Data metrics method control options.*

#### Typedefs

- typedef int(\* **GDALTransformerFunc** )(void \*pTransformerArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)
- typedef CPLErr(\* **GDALContourWriter** )(double dfLevel, int nPoints, double \*padfX, double \*padfY, void \*)
- typedef void \* **GDALContourGeneratorH**

## Enumerations

- enum **GDALGridAlgorithm** {  
**GGA\_InverseDistanceToAPower** = 1, **GGA\_MovingAverage** = 2, **GGA\_NearestNeighbor** = 3, **GGA\_MetricMinimum** = 4,  
**GGA\_MetricMaximum** = 5, **GGA\_MetricRange** = 6, **GGA\_MetricCount** = 7,  
**GGA\_MetricAverageDistance** = 8,  
**GGA\_MetricAverageDistancePts** = 9 }  
*Gridding Algorithms.*

## Functions

- int **GDALComputeMedianCutPCT** (**GDALRasterBandH** hRed, **GDALRasterBandH** hGreen, **GDALRasterBandH** hBlue, int(\*pfnIncludePixel)(int, int, void \*), int nColors, **GDALColorTableH** hColorTable, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Compute optimal PCT for RGB image.*
- int **GDALDitherRGB2PCT** (**GDALRasterBandH** hRed, **GDALRasterBandH** hGreen, **GDALRasterBandH** hBlue, **GDALRasterBandH** hTarget, **GDALColorTableH** hColorTable, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*24bit to 8bit conversion with dithering.*
- int **GDALChecksumImage** (**GDALRasterBandH** hBand, int nXOff, int nYOff, int nXSize, int nYSize)  
*Compute checksum for image region.*
- CPLErr **GDALComputeProximity** (**GDALRasterBandH** hSrcBand, **GDALRasterBandH** hProximityBand, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Compute the proximity of all pixels in the image to a set of pixels in the source image.*
- CPLErr **GDALFillNodata** (**GDALRasterBandH** hTargetBand, **GDALRasterBandH** hMaskBand, double dfMaxSearchDist, int bDeprecatedOption, int nSmoothingIterations, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Fill selected raster regions by interpolation from the edges.*
- CPLErr **GDALPolygonize** (**GDALRasterBandH** hSrcBand, **GDALRasterBandH** hMaskBand, OGRLayerH hOutLayer, int iPixValField, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Create polygon coverage from raster data.*
- CPLErr **GDALSieveFilter** (**GDALRasterBandH** hSrcBand, **GDALRasterBandH** hMaskBand, **GDALRasterBandH** hDstBand, int nSizeThreshold, int nConnectivity, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Removes small raster polygons.*
- void **GDALDestroyTransformer** (void \*pTransformerArg)
- int **GDALUseTransformer** (void \*pTransformerArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)

- void \* **GDALCreateGenImgProjTransformer** (**GDALDatasetH** hSrcDS, const char \*pszSrcWKT, **GDALDatasetH** hDstDS, const char \*pszDstWKT, int bGCPUseOK, double dfGCPErrorThreshold, int nOrder)  
*Create image to image transformer.*
- void \* **GDALCreateGenImgProjTransformer2** (**GDALDatasetH** hSrcDS, **GDALDatasetH** hDstDS, char \*\*papszOptions)  
*Create image to image transformer.*
- void \* **GDALCreateGenImgProjTransformer3** (const char \*pszSrcWKT, const double \*padfSrcGeoTransform, const char \*pszDstWKT, const double \*padfDstGeoTransform)  
*Create image to image transformer.*
- void **GDALSetGenImgProjTransformerDstGeoTransform** (void \*, const double \*)  
*Set GenImgProj output geotransform.*
- void **GDALDestroyGenImgProjTransformer** (void \*)  
*GenImgProjTransformer deallocator.*
- int **GDALGenImgProjTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)  
*Perform general image reprojection transformation.*
- void \* **GDALCreateReprojectionTransformer** (const char \*pszSrcWKT, const char \*pszDstWKT)  
*Create reprojection transformer.*
- void **GDALDestroyReprojectionTransformer** (void \*)  
*Destroy reprojection transformation.*
- int **GDALReprojectionTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)  
*Perform reprojection transformation.*
- void \* **GDALCreateGCPTransformer** (int nGCPCount, const **GDAL\_GCP** \*pasGCPList, int nReqOrder, int bReversed)  
*Create GCP based polynomial transformer.*
- void **GDALDestroyGCPTransformer** (void \*pTransformArg)  
*Destroy GCP transformer.*
- int **GDALGCPTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)  
*Transforms point based on GCP derived polynomial model.*
- void \* **GDALCreateTPSTransformer** (int nGCPCount, const **GDAL\_GCP** \*pasGCPList, int bReversed)  
*Create Thin Plate Spline transformer from GCPs.*
- void **GDALDestroyTPSTransformer** (void \*pTransformArg)  
*Destroy TPS transformer.*
- int **GDALTPSTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)  
*Transforms point based on GCP derived polynomial model.*
- void \* **GDALCreateRPCTransformer** (**GDALRPCInfo** \*psRPC, int bReversed, double dfPixErrThreshold, char \*\*papszOptions)

*Create an RPC based transformer.*

- void **GDALDestroyRPCTransformer** (void \*pTransformArg)
- int **GDALRPCTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)
- void \* **GDALCreateGeoLocTransformer** (GDALDatasetH hBaseDS, char \*\*papszGeolocationInfo, int bReversed)
- void **GDALDestroyGeoLocTransformer** (void \*pTransformArg)
- int **GDALGeoLocTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)
- void \* **GDALCreateApproxTransformer** (GDALTransformerFunc pfnRawTransformer, void \*pRawTransformerArg, double dfMaxError)

*Create an approximating transformer.*

- void **GDALApproxTransformerOwnsSubtransformer** (void \*pCBData, int bOwnFlag)
- void **GDALDestroyApproxTransformer** (void \*pApproxArg)

*Cleanup approximate transformer.*

- int **GDALApproxTransform** (void \*pTransformArg, int bDstToSrc, int nPointCount, double \*x, double \*y, double \*z, int \*panSuccess)

*Perform approximate transformation.*

- int **GDALSimpleImageWarp** (GDALDatasetH hSrcDS, GDALDatasetH hDstDS, int nBandCount, int \*panBandList, GDALTransformerFunc pfnTransform, void \*pTransformArg, GDALProgressFunc pfnProgress, void \*pProgressArg, char \*\*papszWarpOptions)

*Perform simple image warp.*

- CPLErr **GDALSuggestedWarpOutput** (GDALDatasetH hSrcDS, GDALTransformerFunc pfnTransformer, void \*pTransformArg, double \*padfGeoTransformOut, int \*pnPixels, int \*pnLines)

*Suggest output file size.*

- CPLErr **GDALSuggestedWarpOutput2** (GDALDatasetH hSrcDS, GDALTransformerFunc pfnTransformer, void \*pTransformArg, double \*padfGeoTransformOut, int \*pnPixels, int \*pnLines, double \*padfExtents, int nOptions)

*Suggest output file size.*

- CPLXMLNode \* **GDALSerializeTransformer** (GDALTransformerFunc pfnFunc, void \*pTransformArg)
- CPLErr **GDALDeserializeTransformer** (CPLXMLNode \*psTree, GDALTransformerFunc \*ppfnFunc, void \*\*ppTransformArg)
- GDALContourGeneratorH **GDAL\_CG\_Create** (int nWidth, int nHeight, int bNoDataSet, double dfNoDataValue, double dfContourInterval, double dfContourBase, GDALContourWriter pfnWriter, void \*pCBData)
- CPLErr **GDAL\_CG\_FeedLine** (GDALContourGeneratorH hCG, double \*padfScanline)
- void **GDAL\_CG\_Destroy** (GDALContourGeneratorH hCG)
- CPLErr **OGRContourWriter** (double, int, double \*, double \*, void \*pInfo)
- CPLErr **GDALContourGenerate** (GDALRasterBandH hBand, double dfContourInterval, double dfContourBase, int nFixedLevelCount, double \*padfFixedLevels, int bUseNoData, double dfNoDataValue, void \*hLayer, int iIDField, int iElevField, GDALProgressFunc pfnProgress, void \*pProgressArg)

*Create vector contours from raster DEM.*

- CPLErr **GDALRasterizeGeometries** (**GDALDatasetH** hDS, int nBandCount, int \*panBandList, int nGeomCount, OGRGeometryH \*pahGeometries, **GDALTransformerFunc** pfnTransformer, void \*pTransformArg, double \*padfGeomBurnValue, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Burn geometries into raster.*
- CPLErr **GDALRasterizeLayers** (**GDALDatasetH** hDS, int nBandCount, int \*panBandList, int nLayerCount, OGRLayerH \*pahLayers, **GDALTransformerFunc** pfnTransformer, void \*pTransformArg, double \*padfLayerBurnValues, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Burn geometries from the specified list of layers into raster.*
- CPLErr **GDALRasterizeLayersBuf** (void \*pData, int nBufXSize, int nBufYSize, **GDALDataType** eBufType, int nPixelSpace, int nLineSpace, int nLayerCount, OGRLayerH \*pahLayers, const char \*pszDstProjection, double \*padfDstGeoTransform, **GDALTransformerFunc** pfnTransformer, void \*pTransformArg, double dfBurnValue, char \*\*papszOptions, **GDALProgressFunc** pfnProgress, void \*pProgressArg)  
*Burn geometries from the specified list of layer into raster.*
- CPLErr **GDALGridCreate** (**GDALGridAlgorithm**, const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double, GUInt32, **GDALDataType**, void \*, **GDALProgressFunc**, void \*)  
*Create regular grid from the scattered data.*

### 50.13.1 Detailed Description

Public (C callable) GDAL algorithm entry points, and definitions.

### 50.13.2 Typedef Documentation

#### 50.13.2.1 int GDALTransformerFunc

Generic signature for spatial point transformers.

This function signature is used for a variety of functions that accept passed in functions used to transform point locations between two coordinate spaces.

The **GDALCreateGenImgProjTransformer()** (p. ??), **GDALCreateReprojectionTransformer()** (p. ??), **GDALCreateGCPTransformer()** (p. ??) and **GDALCreateApproxTransformer()** (p. ??) functions can be used to prepare argument data for some built-in transformers. As well, applications can implement their own transformers to the following signature.

```
typedef int
(*GDALTransformerFunc)( void *pTransformerArg,
                        int bDstToSrc, int nPointCount,
                        double *x, double *y, double *z, int *panSuccess );
```

### Parameters

<i>pTransformerArg</i>	application supplied callback data used by the transformer.
<i>bDstToSrc</i>	if TRUE the transformation will be from the destination coordinate space to the source coordinate system, otherwise the transformation will be from the source coordinate system to the destination coordinate system.
<i>nPointCount</i>	number of points in the x, y and z arrays.
<i>x</i>	input X coordinates. Results returned in same array.
<i>y</i>	input Y coordinates. Results returned in same array.
<i>z</i>	input Z coordinates. Results returned in same array.
<i>panSuccess</i>	array of ints in which success (TRUE) or failure (FALSE) flags are returned for the translation of each point.

### Returns

TRUE if the overall transformation succeeds (though some individual points may have failed) or FALSE if the overall transformation fails.

## 50.13.3 Enumeration Type Documentation

### 50.13.3.1 enum GDALGridAlgorithm

Gridding Algorithms.

#### Enumerator:

**GGA\_InverseDistanceToAPower** Inverse distance to a power  
**GGA\_MovingAverage** Moving Average  
**GGA\_NearestNeighbor** Nearest Neighbor  
**GGA\_MetricMinimum** Minimum Value (Data Metric)  
**GGA\_MetricMaximum** Maximum Value (Data Metric)  
**GGA\_MetricRange** Data Range (Data Metric)  
**GGA\_MetricCount** Number of Points (Data Metric)  
**GGA\_MetricAverageDistance** Average Distance (Data Metric)  
**GGA\_MetricAverageDistancePts** Average Distance Between Data Points (Data Metric)

## 50.13.4 Function Documentation

### 50.13.4.1 int GDALApproxTransform ( void \* pCBData, int bDstToSrc, int nPoints, double \* x, double \* y, double \* z, int \* panSuccess )

Perform approximate transformation.

Actually performs the approximate transformation described in **GDALCreateApproxTransformer()** (p. ??). This function matches the **GDALTransformerFunc()** (p. ??) signature. Details of the arguments are described there.



References GDALApproxTransform().

Referenced by GDALApproxTransform(), GDALAutoCreateWarpedVRT(), GDALCreateApproxTransformer(), and GDALReprojectImage().

**50.13.4.2** `int GDALChecksumImage ( GDALRasterBandH hBand, int nXOff, int nYOff, int nXSize, int nYSize )`

Compute checksum for image region.

Computes a 16bit (0-65535) checksum from a region of raster data on a GDAL supported band. Floating point data is converted to 32bit integer so decimal portions of such raster data will not affect the checksum. Real and Imaginary components of complex bands influence the result.

#### Parameters

<i>hBand</i>	the raster band to read from.
<i>nXOff</i>	pixel offset of window to read.
<i>nYOff</i>	line offset of window to read.
<i>nXSize</i>	pixel size of window to read.
<i>nYSize</i>	line size of window to read.

#### Returns

Checksum value.

References GDALChecksumImage(), GDALDataTypesIsComplex(), GDALGetRasterDataType(), GDALRasterIO(), GDT\_CFloat32, GDT\_CFloat64, GDT\_CInt32, GDT\_Float32, GDT\_Float64, GDT\_Int32, GF\_Read, and VSIMalloc2().

Referenced by GDALChecksumImage().

**50.13.4.3** `int GDALComputeMedianCutPCT ( GDALRasterBandH hRed, GDALRasterBandH hGreen, GDALRasterBandH hBlue, int(*)(int, int, void *) pfnIncludePixel, int nColors, GDALColorTableH hColorTable, GDALProgressFunc pfnProgress, void * pProgressArg )`

Compute optimal PCT for RGB image.

This function implements a median cut algorithm to compute an "optimal" pseudo-color table for representing an input RGB image. This PCT could then be used with **GDALDitherRGB2PCT()** (p. ??) to convert a 24bit RGB image into an eightbit pseudo-colored image.

This code was based on the tiffmedian.c code from libtiff ([www.libtiff.org](http://www.libtiff.org)) which was based on a paper by Paul Heckbert:

```
* "Color Image Quantization for Frame Buffer Display", Paul
* Heckbert, SIGGRAPH proceedings, 1982, pp. 297-307.
*
```

The red, green and blue input bands do not necessarily need to come from the same file, but they must be the same width and height. They will be clipped to 8bit during reading, so non-eight bit bands are generally inappropriate.

#### Parameters

<i>hRed</i>	Red input band.
<i>hGreen</i>	Green input band.
<i>hBlue</i>	Blue input band.
<i>pfnIncludePixel</i>	function used to test which pixels should be included in the analysis. At this time this argument is ignored and all pixels are utilized. This should normally be NULL.
<i>nColors</i>	the desired number of colors to be returned (2-256).
<i>hColorTable</i>	the colors will be returned in this color table object.
<i>pfnProgress</i>	callback for reporting algorithm progress matching the <b>GDALProgressFunc()</b> (p. ??) semantics. May be NULL.
<i>pProgressArg</i>	callback argument passed to pfnProgress.

#### Returns

returns CE\_None on success or CE\_Failure if an error occurs.

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GDALColorEntry::c4, GDALComputeMedianCutPCT(), GDALDummyProgress(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALRasterIO(), GDALSetColorEntry(), GDT\_Byte, and GF\_Read.

Referenced by GDALComputeMedianCutPCT().

**50.13.4.4 CPLerr GDALComputeProximity ( GDALRasterBandH hSrcBand, GDALRasterBandH hProximityBand, char \*\* papszOptions, GDALProgressFunc pfnProgress, void \* pProgressArg )**

Compute the proximity of all pixels in the image to a set of pixels in the source image.

This function attempts to compute the proximity of all pixels in the image to a set of pixels in the source image. The following options are used to define the behavior of the function. By default all non-zero pixels in hSrcBand will be considered the "target", and all proximities will be computed in pixels. Note that target pixels are set to the value corresponding to a distance of zero.

The progress function args may be NULL or a valid progress reporting function such as GDALTermProgress/NULL.

Options:

VALUES=n[,n]\*

A list of target pixel values to measure the distance from. If this option is not provided proximity will be computed from non-zero pixel values. Currently pixel values are internally processed as integers.

DISTUNITS=[PIXEL]/GEO

Indicates whether distances will be computed in pixel units or in georeferenced units. The default is pixel units. This also determines the interpretation of MAXDIST.

MAXDIST=*n*

The maximum distance to search. Proximity distances greater than this value will not be computed. Instead output pixels will be set to a nodata value.

NODATA=*n*

The NODATA value to use on the output band for pixels that are beyond MAXDIST. If not provided, the `hProximityBand` will be queried for a nodata value. If one is not found, 65535 will be used.

FIXED\_BUF\_VAL=*n*

If this option is set, all pixels within the MAXDIST threshold are set to this fixed value instead of to a proximity distance.

References `CPLGenerateTempFilename()`, `GDALClose()`, `GDALComputeProximity()`, `GDALCreate()`, `GDALDeleteDataset()`, `GDALDummyProgress()`, `GDALGetBandDataset()`, `GDALGetDescription()`, `GDALGetDriverByName()`, `GDALGetGeoTransform()`, `GDALGetRasterBand()`, `GDALGetRasterBandXSize()`, `GDALGetRasterBandYSize()`, `GDALGetRasterDataType()`, `GDALGetRasterNoDataValue()`, `GDALRasterIO()`, `GDT_Byte`, `GDT_Float32`, `GDT_Int32`, `GDT_UInt16`, `GDT_UInt32`, `GF_Read`, `GF_Write`, and `VSIMalloc2()`.

Referenced by `GDALComputeProximity()`.

**50.13.4.5** `CPLerr GDALContourGenerate ( GDALRasterBandH hBand, double dfContourInterval, double dfContourBase, int nFixedLevelCount, double * padfFixedLevels, int bUseNoData, double dfNoDataValue, void * hLayer, int iIDField, int iElevField, GDALProgressFunc pfnProgress, void * pProgressArg )`

Create vector contours from raster DEM.

This algorithm will generate contours vectors for the input raster band on the requested set of contour levels. The vector contours are written to the passed in OGR vector layer. Also, a NODATA value may be specified to identify pixels that should not be considered in contour line generation.

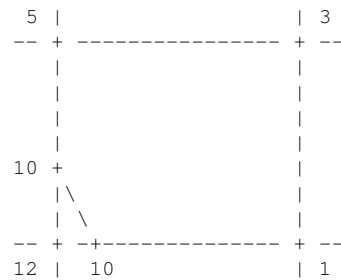
The `gdal/apps/gdal_contour.cpp` mainline can be used as an example of how to use this function.

#### ALGORITHM RULES

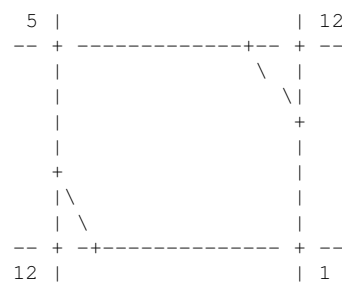
For contouring purposes raster pixel values are assumed to represent a point value at the center of the corresponding pixel region. For the purpose of contour generation we virtually connect each pixel center to the values to the left, right, top and bottom. We assume that the pixel value is linearly interpolated between the pixel centers along each line, and determine where (if any) contour lines will appear onlong these line segements. Then the contour crossings are connected.

This means that contour lines nodes won't actually be on pixel edges, but rather along vertical and horizontal lines connecting the pixel centers.

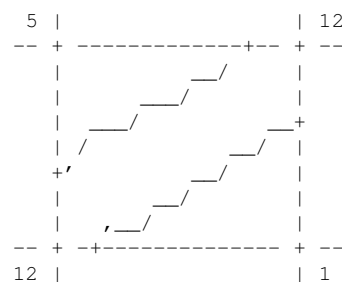
General Case:



Saddle Point:

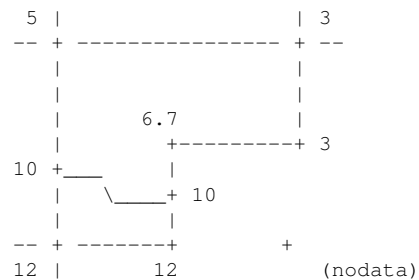


or:



Nodata:

In the "nodata" case we treat the whole nodata pixel as a no-mans land. We extend the corner pixels near the nodata out to half way and then construct extra lines from those points to the center which is assigned an averaged value from the two nearby points (in this case  $(12+3+5)/3$ ).



**Parameters**

<i>hBand</i>	The band to read raster data from. The whole band will be processed.
<i>dfContourInterval</i>	The elevation interval between contours generated.
<i>dfContourBase</i>	The "base" relative to which contour intervals are applied. This is normally zero, but could be different. To generate 10m contours at 5, 15, 25, ... the ContourBase would be 5.
<i>nFixedLevelCount</i>	The number of fixed levels. If this is greater than zero, then fixed levels will be used, and ContourInterval and ContourBase are ignored.
<i>padfFixedLevels</i>	The list of fixed contour levels at which contours should be generated. It will contain FixedLevelCount entries, and may be NULL if fixed levels are disabled (FixedLevelCount = 0).
<i>bUseNoData</i>	If TRUE the dfNoDataValue will be used.
<i>dfNoDataValue</i>	the value to use as a "nodata" value. That is, a pixel value which should be ignored in generating contours as if the value of the pixel were not known.
<i>hLayer</i>	the layer to which new contour vectors will be written. Each contour will have a LINESTRING geometry attached to it. This is really of type OGRLayerH, but void * is used to avoid pulling the ogr_api.h file in here.
<i>iIDField</i>	if not -1 this will be used as a field index to indicate where a unique id should be written for each feature (contour) written.
<i>iElevField</i>	if not -1 this will be used as a field index to indicate where the elevation value of the contour should be written.
<i>pfnProgress</i>	a GDALProgressFunc that may be used to report progress to the user, or to interrupt the algorithm. May be NULL if not required.
<i>pProgressArg</i>	the callback data for the pfnProgress function.

**Returns**

CE\_None on success or CE\_Failure if an error occurs.

References GDALDummyProgress(), GDALGetBandDataset(), GDALGetGeoTransform(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALRasterIO(), GDT\_Float64, and GF\_Read.

**50.13.4.6 void\* GDALCreateApproxTransformer ( GDALTransformerFunc  
pfnBaseTransformer, void \* pBaseTransformArg, double dfMaxError )**

Create an approximating transformer.

This function creates a context for an approximated transformer. Basically a high precision transformer is supplied as input and internally linear approximations are computed to generate results to within a defined precision.

The approximation is actually done at the point where **GDALApproxTransform()** (p. ??) calls are made, and depend on the assumption that the roughly linear. The first and last point passed in must be the extreme values and the intermediate values should describe a curve between the end points. The approximator transforms and center using the approximate transformer, and then compares the true middle transformed value to a linear approximation based on the end points. If the error is within the supplied threshold

then the end points are used to linearly approximate all the values otherwise the inputs points are split into two smaller sets, and the function recursively called till a sufficiently small set of points is found that the linear approximation is OK, or that all the points are exactly computed.

This function is very suitable for approximating transformation results from output pixel/-line space to input coordinates for warpers that operate on one input scanline at a time. Care should be taken using it in other circumstances as little internal validation is done, in order to keep things fast.

#### Parameters

<i>pfnBaseTransformer</i>	the high precision transformer which should be approximated.
<i>pBaseTransformArg</i>	the callback argument for the high precision transformer.
<i>dfMaxError</i>	the maximum cartesian error in the "output" space that is to be accepted in the linear approximation.

#### Returns

callback pointer suitable for use with **GDALApproxTransform()** (p. ??). It should be deallocated with **GDALDestroyApproxTransformer()** (p. ??).

References GDALApproxTransform(), GDALCreateApproxTransformer(), and GDALDestroyApproxTransformer().

Referenced by GDALAutoCreateWarpedVRT(), GDALCreateApproxTransformer(), and GDALReprojectImage().

**50.13.4.7** `void* GDALCreateGCPTransformer ( int nGCPCount, const GDAL_GCP * pasGCPList, int nReqOrder, int bReversed )`

Create GCP based polynomial transformer.

Computes least squares fit polynomials from a provided set of GCPs, and stores the coefficients for later transformation of points between pixel/line and georeferenced coordinates.

The return value should be used as a TransformArg in combination with the transformation function GDALGCPTransform which fits the GDALTransformerFunc signature. The returned transform argument should be deallocated with GDALDestroyGCPTransformer when no longer needed.

This function may fail (returning NULL) if the provided set of GCPs are inadequate for the requested order, the determinate is zero or they are otherwise "ill conditioned".

Note that 2nd order requires at least 6 GCPs, and 3rd order requires at least 10 gcps. If nReqOrder is 0 the highest order possible with the provided gcp count will be used.

#### Parameters

<i>nGCPCount</i>	the number of GCPs in pasGCPList.
------------------	-----------------------------------

<i>pasGCPList</i>	an array of GCPs to be used as input.
<i>nReqOrder</i>	the requested polynomial order. It should be 1, 2 or 3.

### Returns

the transform argument or NULL if creation fails.

References GDAL\_GCP::dfGCPLine, GDAL\_GCP::dfGCPPixel, GDAL\_GCP::dfGCPX, GDAL\_GCP::dfGCPY, GDALCreateGCPTransformer(), GDALDestroyGCPTransformer(), and GDALGCPTransform().

Referenced by GDALCreateGCPTransformer(), and GDALCreateGenImgProjTransformer2().

**50.13.4.8** void\* GDALCreateGenImgProjTransformer ( GDALDatasetH *hSrcDS*, const char \* *pszSrcWKT*, GDALDatasetH *hDstDS*, const char \* *pszDstWKT*, int *bGCPUseOK*, double *dfGCPErrorThreshold*, int *nOrder* )

Create image to image transformer.

This function creates a transformation object that maps from pixel/line coordinates on one image to pixel/line coordinates on another image. The images may potentially be georeferenced in different coordinate systems, and may use GCPs to map between their pixel/line coordinates and georeferenced coordinates (as opposed to the default assumption that their geotransform should be used).

This transformer potentially performs three concatenated transformations.

The first stage is from source image pixel/line coordinates to source image georeferenced coordinates, and may be done using the geotransform, or if not defined using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??).

The second stage is to change projections from the source coordinate system to the destination coordinate system, assuming they differ. This is accomplished internally using **GDALReprojectionTransform()** (p. ??).

The third stage is converting from destination image georeferenced coordinates to destination image coordinates. This is done using the destination image geotransform, or if not available, using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??). This stage is skipped if *hDstDS* is NULL when the transformation is created.

### Parameters

<i>hSrcDS</i>	source dataset, or NULL.
<i>pszSrcWKT</i>	the coordinate system for the source dataset. If NULL, it will be read from the dataset itself.
<i>hDstDS</i>	destination dataset (or NULL).
<i>pszDstWKT</i>	the coordinate system for the destination dataset. If NULL, and <i>hDstDS</i> not NULL, it will be read from the destination dataset.
<i>bGCPUseOK</i>	TRUE if GCPs should be used if the geotransform is not available on the source dataset (not destination).

<i>dfGCPErrThreshold</i>	ignored/deprecated.
<i>nOrder</i>	the maximum order to use for GCP derived polynomials if possible. Use 0 to autoselect, or -1 for thin plate splines.

### Returns

handle suitable for use **GDALGenImgProjTransform()** (p. ??), and to be deallocated with **GDALDestroyGenImgProjTransformer()** (p. ??).

References **GDALCreateGenImgProjTransformer()**, and **GDALCreateGenImgProjTransformer2()**.

Referenced by **GDALAutoCreateWarpedVRT()**, **GDALCreateGenImgProjTransformer()**, **GDALRasterizeGeometries()**, **GDALRasterizeLayers()**, and **GDALReprojectImage()**.

**50.13.4.9** void\* **GDALCreateGenImgProjTransformer2** ( **GDALDatasetH** *hSrcDS*, **GDALDatasetH** *hDstDS*, char \*\* *papszOptions* )

Create image to image transformer.

This function creates a transformation object that maps from pixel/line coordinates on one image to pixel/line coordinates on another image. The images may potentially be georeferenced in different coordinate systems, and may used GCPs to map between their pixel/line coordinates and georeferenced coordinates (as opposed to the default assumption that their geotransform should be used).

This transformer potentially performs three concatenated transformations.

The first stage is from source image pixel/line coordinates to source image georeferenced coordinates, and may be done using the geotransform, or if not defined using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??).

The second stage is to change projections from the source coordinate system to the destination coordinate system, assuming they differ. This is accomplished internally using **GDALReprojectionTransform()** (p. ??).

The third stage is converting from destination image georeferenced coordinates to destination image coordinates. This is done using the destination image geotransform, or if not available, using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??). This stage is skipped if *hDstDS* is NULL when the transformation is created.

Supported Options:

- **SRC\_SRS**: WKT SRS to be used as an override for *hSrcDS*.
- **DST\_SRS**: WKT SRS to be used as an override for *hDstDS*.
- **GCPs\_OK**: If false, GCPs will not be used, default is TRUE.



- **MAX\_GCP\_ORDER**: the maximum order to use for GCP derived polynomials if possible. The default is to autoselect based on the number of GCPs. A value of -1 triggers use of Thin Plate Spline instead of polynomials.
- **METHOD**: may have a value which is one of GEOTRANSFORM, GCP\_POLYNOMIAL, GCP\_TPS, GEOLOC\_ARRAY, RPC to force only one geolocation method to be considered on the source dataset.
- **RPC\_HEIGHT**: A fixed height to be used with RPC calculations.
- **RPC\_DEM**: The name of a DEM file to be used with RPC calculations.

#### Parameters

<i>hSrcDS</i>	source dataset, or NULL.
<i>hDstDS</i>	destination dataset (or NULL).

#### Returns

handle suitable for use **GDALGenImgProjTransform()** (p. ??), and to be deallocated with **GDALDestroyGenImgProjTransformer()** (p. ??) or NULL on failure.

References **GDALCreateGCPTransformer()**, **GDALCreateGenImgProjTransformer2()**, **GDALCreateReprojectionTransformer()**, **GDALCreateRPCTransformer()**, **GDALCreateTPSTransformer()**, **GDALDestroyGenImgProjTransformer()**, **GDALGenImgProjTransform()**, **GDALGetDescription()**, **GDALGetGCPCount()**, **GDALGetGCPProjection()**, **GDALGetGCPs()**, **GDALGetGeoTransform()**, **GDALGetMetadata()**, **GDALGetProjectionRef()**, and **GDALInvGeoTransform()**.

Referenced by **GDALCreateGenImgProjTransformer()**, and **GDALCreateGenImgProjTransformer2()**.

```
50.13.4.10 void* GDALCreateGenImgProjTransformer3 ( const char * pszSrcWKT, const
double * padfSrcGeoTransform, const char * pszDstWKT, const double *
padfDstGeoTransform )
```

Create image to image transformer.

This function creates a transformation object that maps from pixel/line coordinates on one image to pixel/line coordinates on another image. The images may potentially be georeferenced in different coordinate systems, and may use GCPs to map between their pixel/line coordinates and georeferenced coordinates (as opposed to the default assumption that their geotransform should be used).

This transformer potentially performs three concatenated transformations.

The first stage is from source image pixel/line coordinates to source image georeferenced coordinates, and may be done using the geotransform, or if not defined using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??).

The second stage is to change projections from the source coordinate system to the destination coordinate system, assuming they differ. This is accomplished internally using **GDALReprojectionTransform()** (p. ??).

The third stage is converting from destination image georeferenced coordinates to destination image coordinates. This is done using the destination image geotransform, or if not available, using a polynomial model derived from GCPs. If GCPs are used this stage is accomplished using **GDALGCPTransform()** (p. ??). This stage is skipped if hDstDS is NULL when the transformation is created.

#### Parameters

<i>hSrcDS</i>	source dataset, or NULL.
<i>hDstDS</i>	destination dataset (or NULL).

#### Returns

handle suitable for use **GDALGenImgProjTransform()** (p. ??), and to be deallocated with **GDALDestroyGenImgProjTransformer()** (p. ??) or NULL on failure.

References GDALCreateGenImgProjTransformer3(), GDALCreateReprojectionTransformer(), GDALDestroyGenImgProjTransformer(), GDALGenImgProjTransform(), and GDALInvGeoTransform().

Referenced by GDALCreateGenImgProjTransformer3(), and GDALRasterizeLayersBuf().

**50.13.4.11 void\* GDALCreateReprojectionTransformer ( const char \* *pszSrcWKT*, const char \* *pszDstWKT* )**

Create reprojection transformer.

Creates a callback data structure suitable for use with GDALReprojectionTransformation() to represent a transformation from one geographic or projected coordinate system to another. On input the coordinate systems are described in OpenGIS WKT format.

Internally the OGRCoordinateTransformation object is used to implement the reprojection.

#### Parameters

<i>pszSrcWKT</i>	the coordinate system for the source coordinate system.
<i>pszDstWKT</i>	the coordinate system for the destination coordinate system.

#### Returns

Handle for use with **GDALReprojectionTransform()** (p. ??), or NULL if the system fails to initialize the reprojection.

References GDALCreateReprojectionTransformer(), GDALDestroyReprojectionTransformer(), and GDALReprojectionTransform().

Referenced by GDALCreateGenImgProjTransformer2(), GDALCreateGenImgProjTransformer3(), and GDALCreateReprojectionTransformer().

50.13.4.12 `void* GDALCreateRPCTransformer ( GDALRPCInfo * psRPCInfo, int bReversed, double dfPixErrThreshold, char ** papszOptions )`

Create an RPC based transformer.

The geometric sensor model describing the physical relationship between image coordinates and ground coordinate is known as a Rigorous Projection Model. A Rigorous Projection Model expresses the mapping of the image space coordinates of rows and columns (r,c) onto the object space reference surface geodetic coordinates (long, lat, height).

RPC supports a generic description of the Rigorous Projection Models. The approximation used by GDAL (RPC00) is a set of rational polynomials expressing the normalized row and column values, (rn , cn), as a function of normalized geodetic latitude, longitude, and height, (P, L, H), given a set of normalized polynomial coefficients (LINE\_NUM\_COEF\_n, LINE\_DEN\_COEF\_n, SAMP\_NUM\_COEF\_n, SAMP\_DEN\_COEF\_n). Normalized values, rather than actual values are used in order to minimize introduction of errors during the calculations. The transformation between row and column values (r,c), and normalized row and column values (rn, cn), and between the geodetic latitude, longitude, and height and normalized geodetic latitude, longitude, and height (P, L, H), is defined by a set of normalizing translations (offsets) and scales that ensure all values are contained in the range -1 to +1.

This function creates a GDALTransformFunc compatible transformer for going between image pixel/line and long/lat/height coordinates using RPCs. The RPCs are provided in a **GDALRPCInfo** (p. ??) structure which is normally read from metadata using `GDALExtractRPCInfo()`.

GDAL RPC Metadata has the following entries (also described in GDAL RFC 22 and the GeoTIFF RPC document [http://geotiff.maptools.org/rpc\\_prop.html](http://geotiff.maptools.org/rpc_prop.html)).

- **ERR\_BIAS**: Error - Bias. The RMS bias error in meters per horizontal axis of all points in the image (-1.0 if unknown)
- **ERR\_RAND**: Error - Random. RMS random error in meters per horizontal axis of each point in the image (-1.0 if unknown)
- **LINE\_OFF**: Line Offset
- **SAMP\_OFF**: Sample Offset
- **LAT\_OFF**: Geodetic Latitude Offset
- **LONG\_OFF**: Geodetic Longitude Offset
- **HEIGHT\_OFF**: Geodetic Height Offset
- **LINE\_SCALE**: Line Scale
- **SAMP\_SCALE**: Sample Scale
- **LAT\_SCALE**: Geodetic Latitude Scale
- **LONG\_SCALE**: Geodetic Longitude Scale
- **HEIGHT\_SCALE**: Geodetic Height Scale

- **LINE\_NUM\_COEFF** (1-20): Line Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the rn equation. (space separated)
- **LINE\_DEN\_COEFF** (1-20): Line Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the rn equation. (space separated)
- **SAMP\_NUM\_COEFF** (1-20): Sample Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the cn equation. (space separated)
- **SAMP\_DEN\_COEFF** (1-20): Sample Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the cn equation. (space separated)

The transformer normally maps from pixel/line/height to long/lat/height space as a forward transformation though in RPC terms that would be considered an inverse transformation (and is solved by iterative approximation using long/lat/height to pixel/line transformations). The default direction can be reversed by passing `bReversed=TRUE`.

The iterative solution of pixel/line to lat/long/height is currently run for up to 10 iterations or until the apparent error is less than `dfPixErrThreshold` pixels. Passing zero will not avoid all error, but will cause the operation to run for the maximum number of iterations.

Additional options to the transformer can be supplied in `papszOptions`. Currently only one option is supported, though in the future more may be added, notably an option to extract elevation offsets from a DEM file.

Options:

- **RPC\_HEIGHT**: a fixed height offset to be applied to all points passed in. In this situation the Z passed into the transformation function is assumed to be height above ground, and the **RPC\_HEIGHT** is assumed to be an average height above sea level for ground in the target scene.

#### Parameters

<i>psRPCInfo</i>	Definition of the RPC parameters.
<i>bReversed</i>	If true "forward" transformation will be lat/long to pixel/line instead of the normal pixel/line to lat/long.
<i>dfPixErrThreshold</i>	the error (measured in pixels) allowed in the iterative solution of pixel/line to lat/long computations (the other way is always exact given the equations).
<i>papszOptions</i>	Other transformer options (ie. <code>RPC_HEIGHT=&lt;z&gt;</code> ).

#### Returns

transformer callback data (deallocate with `GDALDestroyTransformer()`).

References `CPLAtof()`, `GDALCreateRPCTransformer()`, and `GDALInvGeoTransform()`.

Referenced by `GDALCreateGenImgProjTransformer2()`, and `GDALCreateRPCTransformer()`.

50.13.4.13 `void* GDALCreateTPSTransformer ( int nGCPCount, const GDAL_GCP *  
pasGCPList, int bReversed )`

Create Thin Plate Spline transformer from GCPs.

The thin plate spline transformer produces exact transformation at all control points and smoothly varying transformations between control points with greatest influence from local control points. It is suitable for many applications not well modelled by polynomial transformations.

Creating the TPS transformer involves solving systems of linear equations related to the number of control points involved. This solution is computed within this function call. It can be quite an expensive operation for large numbers of GCPs. For instance, for reference, it takes on the order of 10s for 400 GCPs on a 2GHz Athlon processor.

TPS Transformers are serializable.

The GDAL Thin Plate Spline transformer is based on code provided by Gilad Ronnen on behalf of VIZRT Inc (<http://www.visrt.com>). Incorporation of the algorithm into GDAL was supported by the Centro di Ecologia Alpina (<http://www.cealp.it>).

#### Parameters

<i>nGCPCount</i>	the number of GCPs in <i>pasGCPList</i> .
<i>pasGCPList</i>	an array of GCPs to be used as input. <i>bReversed</i>

#### Returns

the transform argument or NULL if creation fails.

References GDAL\_GCP::dfGCPLine, GDAL\_GCP::dfGCPPixel, GDAL\_GCP::dfGCPX, GDAL\_GCP::dfGCPY, GDALCreateTPSTransformer(), GDALDestroyTPSTransformer(), and GDALTPSTransform().

Referenced by GDALCreateGenImgProjTransformer2(), and GDALCreateTPSTransformer().

50.13.4.14 `void GDALDestroyApproxTransformer ( void * pCBData )`

Cleanup approximate transformer.

Deallocates the resources allocated by **GDALCreateApproxTransformer()** (p. ??).

#### Parameters

<i>pCBData</i>	callback data originally returned by <b>GDALCreateApproxTransformer()</b> (p. ??).
----------------	--

References GDALDestroyApproxTransformer().

Referenced by GDALCreateApproxTransformer(), GDALDestroyApproxTransformer(), and GDALReprojectImage().

#### 50.13.4.15 void GDALDestroyGCPTransformer ( void \* *pTransformArg* )

Destroy GCP transformer.

This function is used to destroy information about a GCP based polynomial transformation created with **GDALCreateGCPTransformer()** (p. ??).

##### Parameters

<i>pTransformArg</i>	the transform arg previously returned by <b>GDALCreateGCPTransformer()</b> (p. ??).
----------------------	---

References GDALDestroyGCPTransformer().

Referenced by GDALCreateGCPTransformer(), GDALDestroyGCPTransformer(), and GDALDestroyGenImgProjTransformer().

#### 50.13.4.16 void GDALDestroyGenImgProjTransformer ( void \* *hTransformArg* )

GenImgProjTransformer deallocator.

This function is used to deallocate the handle created with **GDALCreateGenImgProjTransformer()** (p. ??).

##### Parameters

<i>hTransformArg</i>	the handle to deallocate.
----------------------	---------------------------

References GDALDestroyGCPTransformer(), GDALDestroyGenImgProjTransformer(), GDALDestroyReprojectionTransformer(), and GDALDestroyTPSTransformer().

Referenced by GDALCreateGenImgProjTransformer2(), GDALCreateGenImgProjTransformer3(), GDALDestroyGenImgProjTransformer(), and GDALReprojectImage().

#### 50.13.4.17 void GDALDestroyReprojectionTransformer ( void \* *pTransformAlg* )

Destroy reprojection transformation.

##### Parameters

<i>pTransformAlg</i>	the transformation handle returned by <b>GDALCreateReprojectionTransformer()</b> (p. ??).
----------------------	---

References GDALDestroyReprojectionTransformer().

Referenced by GDALCreateReprojectionTransformer(), GDALDestroyGenImgProjTransformer(), and GDALDestroyReprojectionTransformer().

50.13.4.18 void GDALDestroyTPSTransformer ( void \* *pTransformArg* )

Destroy TPS transformer.

This function is used to destroy information about a GCP based polynomial transformation created with **GDALCreateTPSTransformer()** (p. ??).

**Parameters**

<i>pTransformArg</i>	the transform arg previously returned by <b>GDALCreateTPSTransformer()</b> (p. ??).
----------------------	---

References GDALDestroyTPSTransformer().

Referenced by GDALCreateTPSTransformer(), GDALDestroyGenImgProjTransformer(), and GDALDestroyTPSTransformer().

50.13.4.19 int GDALDitherRGB2PCT ( GDALRasterBandH *hRed*, GDALRasterBandH *hGreen*, GDALRasterBandH *hBlue*, GDALRasterBandH *hTarget*, GDALColorTableH *hColorTable*, GDALProgressFunc *pfnProgress*, void \* *pProgressArg* )

24bit to 8bit conversion with dithering.

This functions utilizes Floyd-Steinberg dithering in the process of converting a 24bit RGB image into a pseudocolored 8bit image using a provided color table.

The red, green and blue input bands do not necessarily need to come from the same file, but they must be the same width and height. They will be clipped to 8bit during reading, so non-eight bit bands are generally inappropriate. Likewise the *hTarget* band will be written with 8bit values and must match the width and height of the source bands.

The color table cannot have more than 256 entries.

**Parameters**

<i>hRed</i>	Red input band.
<i>hGreen</i>	Green input band.
<i>hBlue</i>	Blue input band.
<i>hTarget</i>	Output band.
<i>hColorTable</i>	the color table to use with the output band.
<i>pfnProgress</i>	callback for reporting algorithm progress matching the <b>GDALProgressFunc()</b> (p. ??) semantics. May be NULL.
<i>pProgressArg</i>	callback argument passed to <i>pfnProgress</i> .

**Returns**

CE\_None on success or CE\_Failure if an error occurs.

References GDALColorEntry::c1, GDALColorEntry::c2, GDALColorEntry::c3, GDALDitherRGB2PCT(), GDALDummyProgress(), GDALGetColorEntryAsRGB(), GDALGetColorEntryCount(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALRasterIO(),

GDT\_Byte, GF\_Read, and GF\_Write.

Referenced by GDALDitherRGB2PCT().

**50.13.4.20** `CPLerr GDALFillNodata ( GDALRasterBandH hTargetBand,  
GDALRasterBandH hMaskBand, double dfMaxSearchDist, int  
bDeprecatedOption, int nSmoothingIterations, char ** papszOptions,  
GDALProgressFunc pfnProgress, void * pProgressArg )`

Fill selected raster regions by interpolation from the edges.

This algorithm will interpolate values for all designated nodata pixels (marked by zeros in hMaskBand). For each pixel a four direction conic search is done to find values to interpolate from (using inverse distance weighting). Once all values are interpolated, zero or more smoothing iterations (3x3 average filters on interpolated pixels) are applied to smooth out artifacts.

This algorithm is generally suitable for interpolating missing regions of fairly continuously varying rasters (such as elevation models for instance). It is also suitable for filling small holes and cracks in more irregularly varying images (like airphotos). It is generally not so great for interpolating a raster from sparse point data - see the algorithms defined in gdal\_grid.h for that case.

#### Parameters

<i>hTargetBand</i>	the raster band to be modified in place.
<i>hMaskBand</i>	a mask band indicating pixels to be interpolated (zero valued
<i>dfMaxSearchDist</i>	the maximum number of pixels to search in all directions to find values to interpolate from.
<i>bDeprecatedOption</i>	unused argument, should be zero.
<i>nSmoothingIterations</i>	the number of 3x3 smoothing filter passes to run (0 or more).
<i>papszOptions</i>	additional name=value options in a string list (none supported at this time - just pass NULL).
<i>pfnProgress</i>	the progress function to report completion.
<i>pProgressArg</i>	callback data for progress function.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

References CPLGenerateTempFilename(), GDALClose(), GDALCreate(), GDALDeleteDataset(), GDALDummyProgress(), GDALFillNodata(), GDALFlushRasterCache(), GDALGetDriverByName(), GDALGetMaskBand(), GDALGetRasterBand(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALGetRasterDataType(), GDALRasterIO(), GDT\_Byte, GDT\_Float32, GDT\_UInt16, GDT\_UInt32, GF\_Read, and GF\_Write.

Referenced by GDALFillNodata().



50.13.4.21 `int GDALGCPTransform ( void * pTransformArg, int bDstToSrc, int nPointCount, double * x, double * y, double * z, int * panSuccess )`

Transforms point based on GCP derived polynomial model.

This function matches the `GDALTransformerFunc` signature, and can be used to transform one or more points from pixel/line coordinates to georeferenced coordinates (SrcToDst) or vice versa (DstToSrc).

#### Parameters

<i>pTransformArg</i>	return value from <b>GDALCreateGCPTransformer()</b> (p. ??).
<i>bDstToSrc</i>	TRUE if transformation is from the destination (georeferenced) coordinates to pixel/line or FALSE when transforming from pixel/line to georeferenced coordinates.
<i>nPointCount</i>	the number of values in the x, y and z arrays.
<i>x</i>	array containing the X values to be transformed.
<i>y</i>	array containing the Y values to be transformed.
<i>z</i>	array containing the Z values to be transformed.
<i>panSuccess</i>	array in which a flag indicating success (TRUE) or failure (FALSE) of the transformation are placed.

#### Returns

TRUE.

References `GDALGCPTransform()`.

Referenced by `GDALCreateGCPTransformer()`, `GDALGCPTransform()`, and `GDALGenImgProjTransform()`.

50.13.4.22 `int GDALGenImgProjTransform ( void * pTransformArg, int bDstToSrc, int nPointCount, double * pdfX, double * pdfY, double * pdfZ, int * panSuccess )`

Perform general image reprojection transformation.

Actually performs the transformation setup in **GDALCreateGenImgProjTransformer()** (p. ??). This function matches the signature required by the **GDALTransformerFunc()** (p. ??), and more details on the arguments can be found in that topic.

References `GDALGCPTransform()`, `GDALGenImgProjTransform()`, `GDALReprojectionTransform()`, and `GDALTPSTransform()`.

Referenced by `GDALAutoCreateWarpedVRT()`, `GDALCreateGenImgProjTransformer2()`, `GDALCreateGenImgProjTransformer3()`, `GDALGenImgProjTransform()`, `GDALRasterizeGeometries()`, `GDALRasterizeLayers()`, `GDALRasterizeLayersBuf()`, and `GDALReprojectImage()`.

50.13.4.23 **CPL**Err GDALGridCreate ( **GDAL**GridAlgorithm *eAlgorithm*, const void \* *poOptions*, **GU**Int32 *nPoints*, const double \* *padfX*, const double \* *padfY*, const double \* *padfZ*, double *dfXMin*, double *dfXMax*, double *dfYMin*, double *dfYMax*, **GU**Int32 *nXSize*, **GU**Int32 *nYSize*, **GDAL**DataType *eType*, void \* *pData*, **GDAL**ProgressFunc *pfnProgress*, void \* *pProgressArg* )

Create regular grid from the scattered data.

This function takes the arrays of X and Y coordinates and corresponding Z values as input and computes regular grid (or call it a raster) from these scattered data. You should supply geometry and extent of the output grid and allocate array sufficient to hold such a grid.

#### Parameters

<i>eAlgorithm</i>	Gridding method.
<i>poOptions</i>	Options to control chosen gridding method.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXMin</i>	Lowest X border of output grid.
<i>dfXMax</i>	Highest X border of output grid.
<i>dfYMin</i>	Lowest Y border of output grid.
<i>dfYMax</i>	Highest Y border of output grid.
<i>nXSize</i>	Number of columns in output grid.
<i>nYSize</i>	Number of rows in output grid.
<i>eType</i>	Data type of output array.
<i>pData</i>	Pointer to array where the computed grid will be stored.
<i>pfnProgress</i>	a <b>GDALProgressFunc()</b> (p. ??) compatible callback function for reporting progress or NULL.
<i>pProgressArg</i>	argument to be passed to <i>pfnProgress</i> . May be NULL.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

References GDALDummyProgress(), GDALGetDataTypeSize(), GDALGridCreate(), GDT\_Float64, GGA\_InverseDistanceToAPower, GGA\_MetricAverageDistance, GGA\_MetricAverageDistancePts, GGA\_MetricCount, GGA\_MetricMaximum, GGA\_MetricMinimum, GGA\_MetricRange, GGA\_MovingAverage, and GGA\_NearestNeighbor.

Referenced by GDALGridCreate().

50.13.4.24 **CPL**Err GDALPolygonize ( **GDAL**RasterBandH *hSrcBand*, **GDAL**RasterBandH *hMaskBand*, **OGR**LayerH *hOutLayer*, int *iPixValField*, char \*\* *papszOptions*, **GDAL**ProgressFunc *pfnProgress*, void \* *pProgressArg* )

Create polygon coverage from raster data.

This function creates vector polygons for all connected regions of pixels in the raster sharing a common pixel value. Optionally each polygon may be labelled with the pixel value in an attribute. Optionally a mask band can be provided to determine which pixels are eligible for processing.

Note that currently the source pixel band values are read into a signed 32bit integer buffer (Int32), so floating point or complex bands will be implicitly truncated before processing.

Polygon features will be created on the output layer, with polygon geometries representing the polygons. The polygon geometries will be in the georeferenced coordinate system of the image (based on the geotransform of the source dataset). It is acceptable for the output layer to already have features. Note that **GDALPolygonize()** (p. ??) does not set the coordinate system on the output layer. Application code should do this when the layer is created, presumably matching the raster coordinate system.

The algorithm used attempts to minimize memory use so that very large rasters can be processed. However, if the raster has many polygons or very large/complex polygons, the memory use for holding polygon enumerations and active polygon geometries may grow to be quite large.

The algorithm will generally produce very dense polygon geometries, with edges that follow exactly on pixel boundaries for all non-interior pixels. For non-thematic raster data (such as satellite images) the result will essentially be one small polygon per pixel, and memory and output layer sizes will be substantial. The algorithm is primarily intended for relatively simple thematic imagery, masks, and classification results.

#### Parameters

<i>hSrcBand</i>	the source raster band to be processed.
<i>hMaskBand</i>	an optional mask band. All pixels in the mask band with a value other than zero will be considered suitable for collection as polygons.
<i>hOutLayer</i>	the vector feature layer to which the polygons should be written.
<i>iPixValField</i>	the attribute field index indicating the feature attribute into which the pixel value of the polygon should be written.
<i>papszOptions</i>	a name/value list of additional options (none currently supported).
<i>pfnProgress</i>	callback for reporting algorithm progress matching the <b>GDALProgressFunc()</b> (p. ??) semantics. May be NULL.
<i>pProgressArg</i>	callback argument passed to pfnProgress.

#### Returns

CE\_None on success or CE\_Failure on a failure.

References GDALDummyProgress(), GDALGetBandDataset(), GDALGetGeoTransform(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALPolygonize(), GDALRasterIO(), GDT\_Int32, GF\_Read, and VSIMalloc2().

Referenced by GDALPolygonize().

50.13.4.25 **CPLerr GDALRasterizeGeometries ( GDALDatasetH *hDS*, int *nBandCount*, int \* *panBandList*, int *nGeomCount*, OGRGeometryH \* *pahGeometries*, GDALTransformerFunc *pfnTransformer*, void \* *pTransformArg*, double \* *padfGeomBurnValue*, char \*\* *papszOptions*, GDALProgressFunc *pfnProgress*, void \* *pProgressArg* )**

Burn geometries into raster.

Rasterize a list of geometric objects into a raster dataset. The geometries are passed as an array of OGRGeometryH handlers.

If the geometries are in the georeferenced coordinates of the raster dataset, then the *pfnTransform* may be passed in NULL and one will be derived internally from the geotransform of the dataset. The transform needs to transform the geometry locations into pixel/line coordinates on the raster dataset.

The output raster may be of any GDAL supported datatype, though currently internally the burning is done either as GDT\_Byte or GDT\_Float32. This may be improved in the future. An explicit list of burn values for each geometry for each band must be passed in.

The *papszOption* list of options currently only supports one option. The "ALL\_TOUCHED" option may be enabled by setting it to "TRUE".

#### Parameters

<i>hDS</i>	output data, must be opened in update mode.
<i>nBandCount</i>	the number of bands to be updated.
<i>panBandList</i>	the list of bands to be updated.
<i>nGeomCount</i>	the number of geometries being passed in <i>pahGeometries</i> .
<i>pahGeometries</i>	the array of geometries to burn in.
<i>pfnTransformer</i>	transformation to apply to geometries to put into pixel/line coordinates on raster. If NULL a geotransform based one will be created internally.
<i>pTransformArg</i>	callback data for transformer.
<i>padfGeomBurnValue</i>	the array of values to burn into the raster. There should be <i>nBandCount</i> values for each geometry.
<i>papszOptions</i>	special options controlling rasterization <b>"ALL_TOUCHED"</b> : May be set to TRUE to set all pixels touched by the line or polygons, not just those whose center is within the polygon or that are selected by brezenhams line algorithm. Defaults to FALSE. <b>"BURN_VALUE_FROM"</b> : May be set to "Z" to use the Z values of the geometries. <i>dfBurnValue</i> is added to this before burning. Defaults to GDALBurnValueSrc.GBV_UserBurnValue in which case just the <i>dfBurnValue</i> is burned. This is implemented only for points and lines for now. The M value may be supported in the future.
<i>pfnProgress</i>	the progress function to report completion.
<i>pProgressArg</i>	callback data for progress function.

**Returns**

CE\_None on success or CE\_Failure on error.

References GDALCreateGenImgProjTransformer(), GDALDummyProgress(), GDALGenImgProjTransform(), GDALGetDataTypeInfo(), GDALRasterizeGeometries(), GDT\_Byte, GDT\_Float32, GDALDataset::GetRasterBand(), GDALRasterBand::GetRasterDataType(), GDALDataset::GetRasterXSize(), GDALDataset::GetRasterYSize(), GF\_Read, GF\_Write, and GDALDataset::RasterIO().

Referenced by GDALRasterizeGeometries().

**50.13.4.26** `CPLerr GDALRasterizeLayers ( GDALDatasetH hDS, int nBandCount, int * panBandList, int nLayerCount, OGRLayerH * pahLayers, GDALTransformerFunc pfnTransformer, void * pTransformArg, double * padfLayerBurnValues, char ** papszOptions, GDALProgressFunc pfnProgress, void * pProgressArg )`

Burn geometries from the specified list of layers into raster.

Rasterize all the geometric objects from a list of layers into a raster dataset. The layers are passed as an array of OGRLayerH handlers.

If the geometries are in the georeferenced coordinates of the raster dataset, then the *pfnTransform* may be passed in NULL and one will be derived internally from the geotransform of the dataset. The transform needs to transform the geometry locations into pixel/line coordinates on the raster dataset.

The output raster may be of any GDAL supported datatype, though currently internally the burning is done either as GDT\_Byte or GDT\_Float32. This may be improved in the future. An explicit list of burn values for each layer for each band must be passed in.

**Parameters**

<i>hDS</i>	output data, must be opened in update mode.
<i>nBandCount</i>	the number of bands to be updated.
<i>panBandList</i>	the list of bands to be updated.
<i>nLayerCount</i>	the number of layers being passed in <i>pahLayers</i> array.
<i>pahLayers</i>	the array of layers to burn in.
<i>pfnTransformer</i>	transformation to apply to geometries to put into pixel/line coordinates on raster. If NULL a geotransform based one will be created internally.
<i>pTransformArg</i>	callback data for transformer.
<i>padfLayerBurnValues</i>	the array of values to burn into the raster. There should be <i>nBandCount</i> values for each layer.

<i>papszOption</i>	<p>special options controlling rasterization:</p> <p><b>"ATTRIBUTE"</b>: Identifies an attribute field on the features to be used for a burn in value. The value will be burned into all output bands. If specified, padfLayerBurnValues will not be used and can be a NULL pointer.</p> <p><b>"CHUNKSIZE"</b>: The height in lines of the chunk to operate on. The larger the chunk size the less times we need to make a pass through all the shapes. If it is not set or set to zero the default chunk size will be used. Default size will be estimated based on the GDAL cache buffer size using formula: <code>cache_size_bytes/scanline_size_bytes</code>, so the chunk will not exceed the cache.</p> <p><b>"ALL_TOUCHED"</b>: May be set to TRUE to set all pixels touched by the line or polygons, not just those whose center is within the polygon or that are selected by brezenhams line algorithm. Defaults to FALSE.</p> <p><b>"BURN_VALUE_FROM"</b>: May be set to "Z" to use the Z values of the geometries. The value from padfLayerBurnValues or the attribute field value is added to this before burning. In default case dfBurnValue is burned as it is. This is implemented properly only for points and lines for now. Polygons will be burned using the Z value from the first point. The M value may be supported in the future.</p>
<i>pfnProgress</i>	the progress function to report completion.
<i>pProgressArg</i>	callback data for progress function.

## Returns

CE\_None on success or CE\_Failure on error.

References GDALCreateGenImgProjTransformer(), GDALDummyProgress(), GDALGenImgProjTransform(), GDALGetCacheMax(), GDALGetDataTypeSize(), GDALRasterizeLayers(), GDT\_Byte, GDT\_Float32, GDALDataset::GetRasterBand(), GDALRasterBand::GetRasterDataType(), GDALDataset::GetRasterXSize(), GDALDataset::GetRasterYSize(), GF\_Read, GF\_Write, and GDALDataset::RasterIO().

Referenced by GDALRasterizeLayers().

```
50.13.4.27 CPLErr GDALRasterizeLayersBuf ( void * pData, int nBufXSize, int
nBufYSize, GDALDataType eBufType, int nPixelSpace, int nLineSpace,
int nLayerCount, OGRLayerH * pahLayers, const char * pszDstProjection,
double * padfDstGeoTransform, GDALTransformerFunc pfnTransformer,
void * pTransformArg, double dfBurnValue, char ** papszOptions,
GDALProgressFunc pfnProgress, void * pProgressArg )
```

Burn geometries from the specified list of layer into raster.

Rasterize all the geometric objects from a list of layers into supplied raster buffer. The layers are passed as an array of OGRLayerH handlers.

If the geometries are in the georeferenced coordinates of the raster dataset, then the

`pfnTransform` may be passed in NULL and one will be derived internally from the geotransform of the dataset. The transform needs to transform the geometry locations into pixel/line coordinates of the target raster.

The output raster may be of any GDAL supported datatype, though currently internally the burning is done either as `GDT_Byte` or `GDT_Float32`. This may be improved in the future.

#### Parameters

<i>pData</i>	pointer to the output data array.
<i>nBufXSize</i>	width of the output data array in pixels.
<i>nBufYSize</i>	height of the output data array in pixels.
<i>eBufType</i>	data type of the output data array.
<i>nPixelSpace</i>	The byte offset from the start of one pixel value in <code>pData</code> to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype <code>eBufType</code> is used.
<i>nLineSpace</i>	The byte offset from the start of one scanline in <code>pData</code> to the start of the next. If defaulted the size of the datatype <code>eBufType</code> * <code>nBufXSize</code> is used.
<i>nLayerCount</i>	the number of layers being passed in <code>pahLayers</code> array.
<i>pahLayers</i>	the array of layers to burn in.
<i>pszDstProjection</i>	WKT defining the coordinate system of the target raster.
<i>padfDstGeoTransform</i>	geotransformation matrix of the target raster.
<i>pfnTransformer</i>	transformation to apply to geometries to put into pixel/line coordinates on raster. If NULL a geotransform based one will be created internally.
<i>pTransformerArg</i>	callback data for transformer.
<i>dfBurnValue</i>	the value to burn into the raster.
<i>papszOption</i>	special options controlling rasterization: <b>"ATTRIBUTE"</b> : Identifies an attribute field on the features to be used for a burn in value. The value will be burned into all output bands. If specified, <code>padfLayerBurnValues</code> will not be used and can be a NULL pointer. <b>"ALL_TOUCHED"</b> : May be set to TRUE to set all pixels touched by the line or polygons, not just those whose center is within the polygon or that are selected by brezenhams line algorithm. Defaults to FALSE.

**"BURN\_VALUE\_FROM"**: May be set to "Z" to use the Z values of the geometries. `dfBurnValue` or the attribute field value is added to this before burning. In default case `dfBurnValue` is burned as it is. This is implemented properly only for points and lines for now. Polygons will be burned using the Z value from the first point. The M value may be supported in the future.

#### Parameters

<i>pfnProgress</i>	the progress function to report completion.
<i>pProgressArg</i>	callback data for progress function.

### Returns

CE\_None on success or CE\_Failure on error.

References GDALCreateGenImgProjTransformer3(), GDALDummyProgress(), GDALGenImgProjTransform(), GDALGetDataTypeSize(), and GDALRasterizeLayersBuf().

Referenced by GDALRasterizeLayersBuf().

**50.13.4.28** `int GDALReprojectionTransform ( void * pTransformArg, int bDstToSrc, int nPointCount, double * padfX, double * padfY, double * padfZ, int * panSuccess )`

Perform reprojection transformation.

Actually performs the reprojection transformation described in **GDALCreateReprojectionTransformer()** (p. ??). This function matches the **GDALTransformerFunc()** (p. ??) signature. Details of the arguments are described there.

References GDALReprojectionTransform().

Referenced by GDALCreateReprojectionTransformer(), GDALGenImgProjTransform(), and GDALReprojectionTransform().

**50.13.4.29** `void GDALSetGenImgProjTransformerDstGeoTransform ( void * hTransformArg, const double * padfGeoTransform )`

Set GenImgProj output geotransform.

Normally the "destination geotransform", or transformation between georeferenced output coordinates and pixel/line coordinates on the destination file is extracted from the destination file by **GDALCreateGenImgProjTransformer()** (p. ??) and stored in the GenImgProj private info. However, sometimes it is inconvenient to have an output file handle with appropriate geotransform information when creating the transformation. For these cases, this function can be used to apply the destination geotransform.

### Parameters

<i>hTransformArg</i>	the handle to update.
<i>padfGeoTransform</i>	the destination geotransform to apply (six doubles).

References GDALInvGeoTransform(), and GDALSetGenImgProjTransformerDstGeoTransform().

Referenced by GDALAutoCreateWarpedVRT(), and GDALSetGenImgProjTransformerDstGeoTransform().



50.13.4.30 **CPL**Err GDALSieveFilter ( GDALRasterBandH *hSrcBand*, GDALRasterBandH *hMaskBand*, GDALRasterBandH *hDstBand*, int *nSizeThreshold*, int *nConnectedness*, char \*\* *papszOptions*, GDALProgressFunc *pfnProgress*, void \* *pProgressArg* )

Removes small raster polygons.

The function removes raster polygons smaller than a provided threshold size (in pixels) and replaces them with the pixel value of the largest neighbour polygon.

Polygons are determined (per **GDALRasterPolygonEnumerator** (p. ??)) as regions of the raster where the pixels all have the same value, and that are contiguous (connected).

Pixels determined to be "nodata" per *hMaskBand* will not be treated as part of a polygon regardless of their pixel values. Nodata areas will never be changed nor affect polygon sizes.

Polygons smaller than the threshold with no neighbours that are as large as the threshold will not be altered. Polygons surrounded by nodata areas will therefore not be altered.

The algorithm makes three passes over the input file to enumerate the polygons and collect limited information about them. Memory use is proportional to the number of polygons (roughly 24 bytes per polygon), but is not directly related to the size of the raster. So very large raster files can be processed effectively if there aren't too many polygons. But extremely noisy rasters with many one pixel polygons will end up being expensive (in memory) to process.

#### Parameters

<i>hSrcBand</i>	the source raster band to be processed.
<i>hMaskBand</i>	an optional mask band. All pixels in the mask band with a value other than zero will be considered suitable for inclusion in polygons.
<i>hDstBand</i>	the output raster band. It may be the same as <i>hSrcBand</i> to update the source in place.
<i>nSizeThreshold</i>	raster polygons with sizes smaller than this will be merged into their largest neighbour.
<i>nConnectedness</i>	either 4 indicating that diagonal pixels are not considered directly adjacent for polygon membership purposes or 8 indicating they are.
<i>papszOption</i>	algorithm options in name=value list form. None currently supported.
<i>pfnProgress</i>	callback for reporting algorithm progress matching the <b>GDALProgressFunc()</b> (p. ??) semantics. May be NULL.
<i>pProgressArg</i>	callback argument passed to <i>pfnProgress</i> .

#### Returns

CE\_None on success or CE\_Failure if an error occurs.

References GDALDummyProgress(), GDALGetRasterBandXSize(), GDALGetRasterBandYSize(), GDALRasterIO(), GDALSieveFilter(), GDT\_Int32, GF\_Read, GF\_Write, and VSIMalloc2().

Referenced by GDALSieveFilter().

50.13.4.31 `int GDALSimpleImageWarp ( GDALDatasetH hSrcDS, GDALDatasetH hDstDS,  
int nBandCount, int * panBandList, GDALTransformerFunc pfnTransform, void  
* pTransformArg, GDALProgressFunc pfnProgress, void * pProgressArg, char  
** papszWarpOptions )`

Perform simple image warp.

Copies an image from a source dataset to a destination dataset applying an application defined transformation. This algorithm is called simple because it lacks many options such as resampling kernels (other than nearest neighbour), support for data types other than 8bit, and the ability to warp images without holding the entire source and destination image in memory.

The following option(s) may be passed in *papszWarpOptions*.

- "INIT=v[,v...]": This option indicates that the output dataset should be initialized to the indicated value in any area valid data is not written. Distinct values may be listed for each band separated by columns.

#### Parameters

<i>hSrcDS</i>	the source image dataset.
<i>hDstDS</i>	the destination image dataset.
<i>nBandCount</i>	the number of bands to be warped. If zero, all bands will be processed.
<i>panBandList</i>	the list of bands to translate.
<i>pfnTransform</i>	the transformation function to call. See <b>GDALTransformerFunc()</b> (p. ??).
<i>pTransformArg</i>	the callback handle to pass to <i>pfnTransform</i> .
<i>pfnProgress</i>	the function used to report progress. See <b>GDALProgressFunc()</b> (p. ??).
<i>pProgressArg</i>	the callback handle to pass to <i>pfnProgress</i> .
<i>papszWarpOptions</i>	additional options controlling the warp.

#### Returns

TRUE if the operation completes, or FALSE if an error occurs.

References GDALGetRasterBand(), GDALGetRasterCount(), GDALGetRasterXSize(), GDALGetRasterYSize(), GDALRasterIO(), GDALSimpleImageWarp(), GDT\_Byte, GF\_Read, and GF\_Write.

Referenced by GDALSimpleImageWarp().

50.13.4.32 **CPL**Err GDALSuggestedWarpOutput ( GDALDatasetH *hSrcDS*,  
GDALTransformerFunc *pfnTransformer*, void \* *pTransformArg*, double \*  
*padfGeoTransformOut*, int \* *pnPixels*, int \* *pnLines* )

Suggest output file size.

This function is used to suggest the size, and georeferenced extents appropriate given the indicated transformation and input file. It walks the edges of the input file (approximately 20 sample points along each edge) transforming into output coordinates in order to get an extents box.

Then a resolution is computed with the intent that the length of the distance from the top left corner of the output imagery to the bottom right corner would represent the same number of pixels as in the source image. Note that if the image is somewhat rotated the diagonal taken isn't of the whole output bounding rectangle, but instead of the locations where the top/left and bottom/right corners transform. The output pixel size is always square. This is intended to approximately preserve the resolution of the input data in the output file.

The values returned in *padfGeoTransformOut*, *pnPixels* and *pnLines* are the suggested number of pixels and lines for the output file, and the geotransform relating those pixels to the output georeferenced coordinates.

The trickiest part of using the function is ensuring that the transformer created is from source file pixel/line coordinates to output file georeferenced coordinates. This can be accomplished with **GDALCreateGenImgProjTransformer()** (p. ??) by passing a NULL for the *hDstDS*.

#### Parameters

<i>hSrcDS</i>	the input image (it is assumed the whole input images is being transformed).
<i>pfnTransformer</i>	the transformer function.
<i>pTransformArg</i>	the callback data for the transformer function.
<i>padfGeoTransformOut</i>	the array of six doubles in which the suggested geotransform is returned.
<i>pnPixels</i>	int in which the suggest pixel width of output is returned.
<i>pnLines</i>	int in which the suggest pixel height of output is returned.

#### Returns

CE\_None if successful or CE\_Failure otherwise.

References GDALSuggestedWarpOutput(), and GDALSuggestedWarpOutput2().

Referenced by GDALAutoCreateWarpedVRT(), and GDALSuggestedWarpOutput().

50.13.4.33 **CPL**Err GDALSuggestedWarpOutput2 ( **GDALDatasetH** *hSrcDS*,  
**GDALTransformerFunc** *pfnTransformer*, void \* *pTransformArg*, double \*  
*padfGeoTransformOut*, int \* *pnPixels*, int \* *pnLines*, double \* *padfExtent*, int  
*nOptions* )

Suggest output file size.

This function is used to suggest the size, and georeferenced extents appropriate given the indicated transformation and input file. It walks the edges of the input file (approximately 20 sample points along each edge) transforming into output coordinates in order to get an extents box.

Then a resolution is computed with the intent that the length of the distance from the top left corner of the output imagery to the bottom right corner would represent the same number of pixels as in the source image. Note that if the image is somewhat rotated the diagonal taken isn't of the whole output bounding rectangle, but instead of the locations where the top/left and bottom/right corners transform. The output pixel size is always square. This is intended to approximately preserve the resolution of the input data in the output file.

The values returned in *padfGeoTransformOut*, *pnPixels* and *pnLines* are the suggested number of pixels and lines for the output file, and the geotransform relating those pixels to the output georeferenced coordinates.

The trickiest part of using the function is ensuring that the transformer created is from source file pixel/line coordinates to output file georeferenced coordinates. This can be accomplished with **GDALCreateGenImgProjTransformer()** (p. ??) by passing a NULL for the *hDstDS*.

#### Parameters

<i>hSrcDS</i>	the input image (it is assumed the whole input images is being transformed).
<i>pfnTransformer</i>	the transformer function.
<i>pTransformArg</i>	the callback data for the transformer function.
<i>padfGeoTransformOut</i>	the array of six doubles in which the suggested geotransform is returned.
<i>pnPixels</i>	int in which the suggest pixel width of output is returned.
<i>pnLines</i>	int in which the suggest pixel height of output is returned.
<i>padfExtent</i>	Four entry array to return extents as (xmin, ymin, xmax, ymax).
<i>nOptions</i>	Options, currently always zero.

#### Returns

CE\_None if successful or CE\_Failure otherwise.

References **GDALGetRasterXSize()**, **GDALGetRasterYSize()**, and **GDALSuggestedWarpOutput2()**.

Referenced by **GDALSuggestedWarpOutput()**, and **GDALSuggestedWarpOutput2()**.

50.13.4.34 `int GDALTPSTransform ( void * pTransformArg, int bDstToSrc, int nPointCount, double * x, double * y, double * z, int * panSuccess )`

Transforms point based on GCP derived polynomial model.

This function matches the GDALTransformerFunc signature, and can be used to transform one or more points from pixel/line coordinates to georeferenced coordinates (SrcToDst) or vice versa (DstToSrc).

#### Parameters

<i>pTransformArg</i>	return value from <b>GDALCreateTPSTransformer()</b> (p. ??).
<i>bDstToSrc</i>	TRUE if transformation is from the destination (georeferenced) coordinates to pixel/line or FALSE when transforming from pixel/line to georeferenced coordinates.
<i>nPointCount</i>	the number of values in the x, y and z arrays.
<i>x</i>	array containing the X values to be transformed.
<i>y</i>	array containing the Y values to be transformed.
<i>z</i>	array containing the Z values to be transformed.
<i>panSuccess</i>	array in which a flag indicating success (TRUE) or failure (FALSE) of the transformation are placed.

#### Returns

TRUE.

References GDALTPSTransform().

Referenced by GDALCreateTPSTransformer(), GDALGenImgProjTransform(), and GDALTPSTransform().

## 50.14 gdal\_vrt.h File Reference

Public (C callable) entry points for virtual GDAL dataset objects.

```
#include "gdal.h"
#include "cpl_port.h"
#include "cpl_error.h"
#include "cpl_minixml.h"
```

#### Defines

- `#define VRT_NODATA_UNSET -1234.56`

## Typedefs

- typedef CPLErr(\* **VRTImageReadFunc** )(void \*hCBData, int nXOff, int nYOff, int nXSize, int nYSize, void \*pData)
- typedef void \* **VRTDriverH**
- typedef void \* **VRTSourceH**
- typedef void \* **VRTSimpleSourceH**
- typedef void \* **VRTAveragedSourceH**
- typedef void \* **VRTComplexSourceH**
- typedef void \* **VRTFilteredSourceH**
- typedef void \* **VRTKernelFilteredSourceH**
- typedef void \* **VRTAverageFilteredSourceH**
- typedef void \* **VRTFuncSourceH**
- typedef void \* **VRTDatasetH**
- typedef void \* **VRTWarpedDatasetH**
- typedef void \* **VRTRasterBandH**
- typedef void \* **VRTSourcedRasterBandH**
- typedef void \* **VRTWarpedRasterBandH**
- typedef void \* **VRTDerivedRasterBandH**
- typedef void \* **VRTRawRasterBandH**

## Functions

- void **GDALRegister\_VRT** (void)
- VRTDatasetH **VRTCreate** (int, int)
- void **VRTFlushCache** (VRTDatasetH)
- CPLXMLNode \* **VRTSerializeToXML** (VRTDatasetH, const char \*)
- int **VRTAddBand** (VRTDatasetH, **GDALDataType**, char \*\*)
- CPLErr **VRTAddSource** (VRTSourcedRasterBandH, VRTSourceH)
- CPLErr **VRTAddSimpleSource** (VRTSourcedRasterBandH, **GDALRasterBandH**, int, int, int, int, int, int, int, int, const char \*, double)
- CPLErr **VRTAddComplexSource** (VRTSourcedRasterBandH, **GDALRasterBandH**, int, int, int, int, int, int, int, int, double, double, double)
- CPLErr **VRTAddFuncSource** (VRTSourcedRasterBandH, VRTImageReadFunc, void \*, double)

### 50.14.1 Detailed Description

Public (C callable) entry points for virtual GDAL dataset objects.

## 50.14.2 Function Documentation

50.14.2.1 `int VRTAddBand ( VRTDatasetH hDataset, GDALDataType eType, char **  
papszOptions )`

### See also

VRTDataset::VRTAddBand().

References VRTAddBand().

Referenced by VRTAddBand().

50.14.2.2 `CPLerr VRTAddComplexSource ( VRTSourcedRasterBandH hVRTBand,  
GDALRasterBandH hSrcBand, int nSrcXOff, int nSrcYOff, int nSrcXSize, int  
nSrcYSize, int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize, double  
dfScaleOff, double dfScaleRatio, double dfNoDataValue )`

### See also

VRTSourcedRasterBand::AddComplexSource().

References VRTAddComplexSource().

Referenced by VRTAddComplexSource().

50.14.2.3 `CPLerr VRTAddFuncSource ( VRTSourcedRasterBandH hVRTBand,  
VRTImageReadFunc pfnReadFunc, void * pCBData, double dfNoDataValue )`

### See also

VRTSourcedRasterBand::AddFuncSource().

References VRTAddFuncSource().

Referenced by VRTAddFuncSource().

50.14.2.4 `CPLerr VRTAddSimpleSource ( VRTSourcedRasterBandH hVRTBand,  
GDALRasterBandH hSrcBand, int nSrcXOff, int nSrcYOff, int nSrcXSize, int  
nSrcYSize, int nDstXOff, int nDstYOff, int nDstXSize, int nDstYSize, const char *  
pszResampling, double dfNoDataValue )`

### See also

VRTSourcedRasterBand::AddSimpleSource().

References VRTAddSimpleSource().

Referenced by VRTAddSimpleSource().

50.14.2.5 **CPLErr VRTAddSource** ( **VRTSourcedRasterBandH** *hVRTBand*, **VRTSourceH** *hNewSource* )

**See also**

VRTSourcedRasterBand::AddSource().

References VRTAddSource().

Referenced by VRTAddSource().

50.14.2.6 **VRTDatasetH VRTCreate** ( **int** *nXSize*, **int** *nYSize* )

**See also**

VRTDataset::VRTDataset()

References VRTCreate().

Referenced by VRTCreate().

50.14.2.7 **void VRTFlushCache** ( **VRTDatasetH** *hDataset* )

**See also**

**VRTDataset::FlushCache()** (p. ??)

References VRTFlushCache().

Referenced by VRTFlushCache().

50.14.2.8 **CPLXMLNode\* VRTSerializeToXML** ( **VRTDatasetH** *hDataset*, **const char \*** *pszVRTPath* )

**See also**

VRTDataset::SerializeToXML()

References VRTSerializeToXML().

Referenced by VRTSerializeToXML().

## 50.15 gdalgrid.h File Reference

GDAL gridded related entry points and definitions.

```
#include "gdal_alg.h"
```



## Typedefs

- typedef CPLErr(**\* GDALGridFunction** )(const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)

## Functions

- CPLErr **GDALGridInverseDistanceToAPower** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Inverse distance to a power.*
- CPLErr **GDALGridInverseDistanceToAPowerNoSearch** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Inverse distance to a power for whole data set.*
- CPLErr **GDALGridMovingAverage** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Moving average.*
- CPLErr **GDALGridNearestNeighbor** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Nearest neighbor.*
- CPLErr **GDALGridDataMetricMinimum** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Minimum data value (data metric).*
- CPLErr **GDALGridDataMetricMaximum** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Maximum data value (data metric).*
- CPLErr **GDALGridDataMetricRange** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Data range (data metric).*
- CPLErr **GDALGridDataMetricCount** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Number of data points (data metric).*
- CPLErr **GDALGridDataMetricAverageDistance** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Average distance (data metric).*
- CPLErr **GDALGridDataMetricAverageDistancePts** (const void \*, GUInt32, const double \*, const double \*, const double \*, double, double, double \*)  
*Average distance between points (data metric).*

### 50.15.1 Detailed Description

GDAL gridded related entry points and definitions.

## 50.15.2 Function Documentation

**50.15.2.1** `CPLErr GDALGridDataMetricAverageDistance ( const void * poOptions, GUInt32 nPoints, const double * padfX, const double * padfY, const double * padfZ, double dfXPoint, double dfYPoint, double * pdfValue )`

Average distance (data metric).

An average distance between the grid node (center of the search ellipse) and all of the data points found in grid node search ellipse. If there are no points found, the specified NODATA value will be returned.

$$Z = \frac{\sum_{i=1}^n r_i}{n}$$

where

- $Z$  is a resulting value at the grid node,
- $r_i$  is an Euclidean distance from the grid node to point  $i$ ,
- $n$  is a total number of points in search ellipse.

### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

### Returns

CE\_None on success or CE\_Failure if something goes wrong.

**50.15.2.2** `CPLErr GDALGridDataMetricAverageDistancePts ( const void * poOptions, GUInt32 nPoints, const double * padfX, const double * padfY, const double * padfZ, double dfXPoint, double dfYPoint, double * pdfValue )`

Average distance between points (data metric).

An average distance between the data points found in grid node search ellipse. The distance between each pair of points within ellipse is calculated and average of all distances is set as a grid node value. If there are no points found, the specified NODATA value will be returned.

$$Z = \frac{\sum_{i=1}^{n-1} \sum_{j=i+1}^n r_{ij}}{(n-1)n - \frac{n+(n-1)^2-1}{2}}$$

where

- $Z$  is a resulting value at the grid node,
- $r_{ij}$  is an Euclidean distance between points  $i$  and  $j$ ,
- $n$  is a total number of points in search ellipse.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

**50.15.2.3** `CPLerr GDALGridDataMetricCount ( const void * poOptions, GUInt32 nPoints, const double * padfX, const double * padfY, const double * padfZ, double dfXPoint, double dfYPoint, double * pdfValue )`

Number of data points (data metric).

A number of data points found in grid node search ellipse.

$$Z = n$$

where

- $Z$  is a resulting value at the grid node,
- $n$  is a total number of points in search ellipse.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.

<i>pdfX</i>	Input array of X coordinates.
<i>pdfY</i>	Input array of Y coordinates.
<i>pdfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

### Returns

CE\_None on success or CE\_Failure if something goes wrong.

50.15.2.4 CPLErr GDALGridDataMetricMaximum ( const void \* *poOptions*, GUInt32 *nPoints*, const double \* *pdfX*, const double \* *pdfY*, const double \* *pdfZ*, double *dfXPoint*, double *dfYPoint*, double \* *pdfValue* )

Maximum data value (data metric).

Maximum value found in grid node search ellipse. If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a total number of points in search ellipse.

### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>pdfX</i>	Input array of X coordinates.
<i>pdfY</i>	Input array of Y coordinates.
<i>pdfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

### Returns

CE\_None on success or CE\_Failure if something goes wrong.

50.15.2.5 CPLErr GDALGridDataMetricMinimum ( const void \* *poOptions*, GUInt32 *nPoints*, const double \* *padfX*, const double \* *padfY*, const double \* *padfZ*, double *dfXPoint*, double *dfYPoint*, double \* *pdfValue* )

Minimum data value (data metric).

Minimum value found in grid node search ellipse. If there are no points found, the specified NODATA value will be returned.

$$Z = \min(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a total number of points in search ellipse.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

50.15.2.6 CPLErr GDALGridDataMetricRange ( const void \* *poOptions*, GUInt32 *nPoints*, const double \* *padfX*, const double \* *padfY*, const double \* *padfZ*, double *dfXPoint*, double *dfYPoint*, double \* *pdfValue* )

Data range (data metric).

A difference between the minimum and maximum values found in grid node search ellipse. If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n) - \min(Z_1, Z_2, \dots, Z_n)$$

where

- $Z$  is a resulting value at the grid node,

- $Z_i$  is a known value at point  $i$ ,
- $n$  is a total number of points in search ellipse.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridDataMetricsOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

**50.15.2.7** `CPLErr GDALGridInverseDistanceToAPower ( const void * poOptions, GUInt32 nPoints, const double * padfX, const double * padfY, const double * padfZ, double dfXPoint, double dfYPoint, double * pdfValue )`

Inverse distance to a power.

The Inverse Distance to a Power gridding method is a weighted average interpolator. You should supply the input arrays with the scattered data values including coordinates of every data point and output grid geometry. The function will compute interpolated value for the given position in output grid.

For every grid node the resulting value  $Z$  will be calculated using formula:

$$Z = \frac{\sum_{i=1}^n \frac{Z_i}{r_i^p}}{\sum_{i=1}^n \frac{1}{r_i^p}}$$

where

- $Z_i$  is a known value at point  $i$ ,
- $r_i$  is an Euclidean distance from the grid node to point  $i$ ,
- $p$  is a weighting power,
- $n$  is a total number of points in search ellipse.

In this method the weighting factor  $w$  is

$$w = \frac{1}{r^p}$$

**Parameters**

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridInverseDistanceToAPowerOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>nXPoint</i>	X position of the point to compute.
<i>nYPoint</i>	Y position of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

**Returns**

CE\_None on success or CE\_Failure if something goes wrong.

**50.15.2.8** `CPLerr GDALGridInverseDistanceToAPowerNoSearch ( const void * poOptions,  
GUInt32 nPoints, const double * padfX, const double * padfY, const double * padfZ,  
double dfXPoint, double dfYPoint, double * pdfValue )`

Inverse distance to a power for whole data set.

This is somewhat optimized version of the Inverse Distance to a Power method. It is used when the search ellips is not set. The algorithm and parameters are the same as in **GDALGridInverseDistanceToAPower()** (p. ??), but this implementation works faster, because of no search.

**See also**

**GDALGridInverseDistanceToAPower()** (p. ??)

**50.15.2.9** `CPLerr GDALGridMovingAverage ( const void * poOptions, GUInt32 nPoints, const  
double * padfX, const double * padfY, const double * padfZ, double dfXPoint,  
double dfYPoint, double * pdfValue )`

Moving average.

The Moving Average is a simple data averaging algorithm. It uses a moving window of elliptic form to search values and averages all data points within the window. Search ellipse can be rotated by specified angle, the center of ellipse located at the grid node. Also the minimum number of data points to average can be set, if there are not enough points in window, the grid node considered empty and will be filled with specified NO-DATA value.

Mathematically it can be expressed with the formula:

$$Z = \frac{\sum_{i=1}^n Z_i}{n}$$

where

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a total number of points in search ellipse.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridMovingAverageOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

50.15.2.10 **CPL**Err GDALGridNearestNeighbor ( const void \* *poOptions*, GUInt32 *nPoints*, const double \* *padfX*, const double \* *padfY*, const double \* *padfZ*, double *dfXPoint*, double *dfYPoint*, double \* *pdfValue* )

Nearest neighbor.

The Nearest Neighbor method doesn't perform any interpolation or smoothing, it just takes the value of nearest point found in grid node search ellipse and returns it as a result. If there are no points found, the specified NODATA value will be returned.

#### Parameters

<i>poOptions</i>	Algorithm parameters. This should point to <b>GDALGridNearestNeighborOptions</b> (p. ??) object.
<i>nPoints</i>	Number of elements in input arrays.
<i>padfX</i>	Input array of X coordinates.
<i>padfY</i>	Input array of Y coordinates.
<i>padfZ</i>	Input array of Z values.
<i>dfXPoint</i>	X coordinate of the point to compute.
<i>dfYPoint</i>	Y coordinate of the point to compute.
<i>pdfValue</i>	Pointer to variable where the computed grid node value will be returned.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.



## 50.16 gdalwarper.h File Reference

GDAL warper related entry points and definitions.

```
#include "gdal_alg.h"
#include "cpl_minixml.h"
```

### Classes

- struct **GDALWarpOptions**  
*Warp control options for use with **GDALWarpOperation::Initialize()** (p. ??)*
- class **GDALWarpKernel**  
*Low level image warping class.*
- class **GDALWarpOperation**  
*High level image warping class.*

### Typedefs

- typedef int(\* **GDALMaskFunc** )(void \*pMaskFuncArg, int nBandCount, **GDAL-DataType** eType, int nXOff, int nYOff, int nXSize, int nYSize, GByte \*\*papabyImageData, int bMaskIsFloat, void \*pMask)
- typedef void \* **GDALWarpOperationH**

### Enumerations

- enum **GDALResampleAlg** {  
    **GRA\_NearestNeighbour** = 0, **GRA\_Bilinear** = 1, **GRA\_Cubic** = 2, **GRA\_CubicSpline** = 3,  
    **GRA\_Lanczos** = 4 }

### Functions

- CPLErr **GDALWarpNoDataMasker** (void \*pMaskFuncArg, int nBandCount, **GDAL-DataType** eType, int nXOff, int nYOff, int nXSize, int nYSize, GByte \*\*papabyImageData, int bMaskIsFloat, void \*pValidityMask)
- CPLErr **GDALWarpDstAlphaMasker** (void \*pMaskFuncArg, int nBandCount, **GDAL-DataType** eType, int nXOff, int nYOff, int nXSize, int nYSize, GByte \*\*, int bMaskIsFloat, void \*pValidityMask)
- CPLErr **GDALWarpSrcAlphaMasker** (void \*pMaskFuncArg, int nBandCount, **GDAL-DataType** eType, int nXOff, int nYOff, int nXSize, int nYSize, GByte \*\*, int bMaskIsFloat, void \*pValidityMask)
- CPLErr **GDALWarpCutlineMasker** (void \*pMaskFuncArg, int nBandCount, **GDAL-DataType** eType, int nXOff, int nYOff, int nXSize, int nYSize, GByte \*\*, int bMaskIsFloat, void \*pValidityMask)

- **GDALWarpOptions \* GDALCreateWarpOptions** (void)
- void **GDALDestroyWarpOptions** (GDALWarpOptions \*)
- **GDALWarpOptions \* GDALCloneWarpOptions** (const GDALWarpOptions \*)
- **CPLXMLNode \* GDALSerializeWarpOptions** (const GDALWarpOptions \*)
- **GDALWarpOptions \* GDALDeserializeWarpOptions** (CPLXMLNode \*)
- **CPLErr GDALReprojectImage** (GDALDatasetH hSrcDS, const char \*pszSrcWKT, GDALDatasetH hDstDS, const char \*pszDstWKT, **GDALResampleAlg** eResampleAlg, double dfWarpMemoryLimit, double dfMaxError, **GDALProgressFunc** pfnProgress, void \*pProgressArg, **GDALWarpOptions** \*psOptions)
- Reproject image.*
- **CPLErr GDALCreateAndReprojectImage** (GDALDatasetH hSrcDS, const char \*pszSrcWKT, const char \*pszDstFilename, const char \*pszDstWKT, **GDALDriverH** hDstDriver, char \*\*papszCreateOptions, **GDALResampleAlg** eResampleAlg, double dfWarpMemoryLimit, double dfMaxError, **GDALProgressFunc** pfnProgress, void \*pProgressArg, **GDALWarpOptions** \*psOptions)
- **GDALDatasetH GDALAutoCreateWarpedVRT** (GDALDatasetH hSrcDS, const char \*pszSrcWKT, const char \*pszDstWKT, **GDALResampleAlg** eResampleAlg, double dfMaxError, const **GDALWarpOptions** \*psOptions)
- Create virtual warped dataset automatically.*
- **GDALDatasetH GDALCreateWarpedVRT** (GDALDatasetH hSrcDS, int nPixels, int nLines, double \*padfGeoTransform, **GDALWarpOptions** \*psOptions)
- Create virtual warped dataset.*
- **CPLErr GDALInitializeWarpedVRT** (GDALDatasetH hDS, **GDALWarpOptions** \*psWO)
- Set warp info on virtual warped dataset.*
- **GDALWarpOperationH GDALCreateWarpOperation** (const **GDALWarpOptions** \*)
- void **GDALDestroyWarpOperation** (GDALWarpOperationH)
- **CPLErr GDALChunkAndWarpImage** (GDALWarpOperationH, int, int, int, int)
- **CPLErr GDALChunkAndWarpMulti** (GDALWarpOperationH, int, int, int, int)
- **CPLErr GDALWarpRegion** (GDALWarpOperationH, int, int, int, int, int, int, int, int)
- **CPLErr GDALWarpRegionToBuffer** (GDALWarpOperationH, int, int, int, int, void \*, **GDALDataType**, int, int, int, int)

### 50.16.1 Detailed Description

GDAL warper related entry points and definitions. Eventually it is expected that this file will be mostly private to the implementation, and the public C entry points will be available in **gdal\_alg.h** (p. ??).

### 50.16.2 Enumeration Type Documentation

#### 50.16.2.1 enum GDALResampleAlg

Warp Resampling Algorithm

**Enumerator:**

- GRA\_NearestNeighbour** Nearest neighbour (select on one input pixel)
- GRA\_Bilinear** Bilinear (2x2 kernel)
- GRA\_Cubic** Cubic Convolution Approximation (4x4 kernel)
- GRA\_CubicSpline** Cubic B-Spline Approximation (4x4 kernel)
- GRA\_Lanczos** Lanczos windowed sinc interpolation (6x6 kernel)

**50.16.3 Function Documentation**

**50.16.3.1 GDALDatasetH GDALAutoCreateWarpedVRT ( GDALDatasetH hSrcDS, const char \* pszSrcWKT, const char \* pszDstWKT, GDALResampleAlg eResampleAlg, double dfMaxError, const GDALWarpOptions \* psOptionsIn )**

Create virtual warped dataset automatically.

This function will create a warped virtual file representing the input image warped into the target coordinate system. A GenImgProj transformation is created to accomplish any required GCP/Geotransform warp and reprojection to the target coordinate system. The output virtual dataset will be "northup" in the target coordinate system. The **GDALSuggestedWarpOutput()** (p. ??) function is used to determine the bounds and resolution of the output virtual file which should be large enough to include all the input image

Note that the constructed GDALDatasetH will acquire one or more references to the passed in hSrcDS. Reference counting semantics on the source dataset should be honoured. That is, don't just **GDALClose()** (p. ??) it unless it was opened with **GDALOpenShared()** (p. ??).

The returned dataset will have no associated filename for itself. If you want to write the virtual dataset description to a file, use the **GDALSetDescription()** (p. ??) function (or SetDescription() method) on the dataset to assign a filename before it is closed.

**Parameters**

<i>hSrcDS</i>	The source dataset.
<i>pszSrcWKT</i>	The coordinate system of the source image. If NULL, it will be read from the source image.
<i>pszDstWKT</i>	The coordinate system to convert to. If NULL no change of coordinate system will take place.
<i>eResampleAlg</i>	One of GRA_NearestNeighbour, GRA_Bilinear, GRA_Cubic or GRA_CubicSpline. Controls the sampling method used.
<i>dfMaxError</i>	Maximum error measured in input pixels that is allowed in approximating the transformation (0.0 for exact calculations).
<i>psOptions</i>	Additional warp options, normally NULL.

**Returns**

NULL on failure, or a new virtual dataset handle on success.

References GDALWarpOptions::eResampleAlg, GDALApproxTransform(), GDALAutoCre-

ateWarpedVRT(), GDALCreateApproxTransformer(), GDALCreateGenImgProjTransformer(), GDALCreateWarpedVRT(), GDALGenImgProjTransform(), GDALGetGCPCount(), GDALGetGCPProjection(), GDALGetProjectionRef(), GDALGetRasterCount(), GDALSetGenImgProjTransformerDstGeoTransform(), GDALSetProjection(), GDALSuggestedWarpOutput(), GDALWarpOptions::hSrcDS, GDALWarpOptions::nBandCount, GDALWarpOptions::panDstBands, GDALWarpOptions::panSrcBands, GDALWarpOptions::pfnTransformer, and GDALWarpOptions::pTransformerArg.

Referenced by GDALAutoCreateWarpedVRT().

**50.16.3.2 CPLErr GDALChunkAndWarpImage ( GDALWarpOperationH *hOperation*, int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize* )**

#### See also

**GDALWarpOperation::ChunkAndWarpImage()** (p. ??)

References GDALChunkAndWarpImage().

Referenced by GDALChunkAndWarpImage().

**50.16.3.3 CPLErr GDALChunkAndWarpMulti ( GDALWarpOperationH *hOperation*, int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize* )**

#### See also

**GDALWarpOperation::ChunkAndWarpMulti()** (p. ??)

References GDALChunkAndWarpMulti().

Referenced by GDALChunkAndWarpMulti().

**50.16.3.4 GDALDatasetH GDALCreateWarpedVRT ( GDALDatasetH *hSrcDS*, int *nPixels*, int *nLines*, double \* *pdfGeoTransform*, GDALWarpOptions \* *psOptions* )**

Create virtual warped dataset.

This function will create a warped virtual file representing the input image warped based on a provided transformation. Output bounds and resolution are provided explicitly.

Note that the constructed GDALDatasetH will acquire one or more references to the passed in hSrcDS. Reference counting semantics on the source dataset should be honoured. That is, don't just **GDALClose()** (p. ??) it unless it was opened with **GDALOpenShared()** (p. ??).

#### Parameters

<i>hSrcDS</i>	The source dataset.
<i>nPixels</i>	Width of the virtual warped dataset to create
<i>nLines</i>	Height of the virtual warped dataset to create
<i>pdfGeoTransform</i>	Geotransform matrix of the virtual warped dataset to create
<i>psOptions</i>	Warp options. Must be different from NULL.

**Returns**

NULL on failure, or a new virtual dataset handle on success.

References VRTWarpedDataset::AddBand(), GDALCreateWarpedVRT(), GDALGetRasterBand(), GDALDataset::GetRasterBand(), GDALRasterBand::GetRasterDataType(), GDALWarpOptions::hDstDS, GDALWarpOptions::nBandCount, and VRTDataset::SetGeoTransform().

Referenced by GDALAutoCreateWarpedVRT(), and GDALCreateWarpedVRT().

**50.16.3.5** `GDALWarpOperationH GDALCreateWarpOperation ( const GDALWarpOptions *  
psNewOptions )`

**See also**

**GDALWarpOperation::Initialize()** (p. ??)

References GDALCreateWarpOperation(), and GDALWarpOperation::Initialize().

Referenced by GDALCreateWarpOperation().

**50.16.3.6** `void GDALDestroyWarpOperation ( GDALWarpOperationH hOperation )`

**See also**

GDALWarpOperation::~~GDALWarpOperation()

References GDALDestroyWarpOperation().

Referenced by GDALDestroyWarpOperation().

**50.16.3.7** `CPLErr GDALInitializeWarpedVRT ( GDALDatasetH hDS, GDALWarpOptions *  
psWO )`

Set warp info on virtual warped dataset.

Initializes all the warping information for a virtual warped dataset.

This method is the same as the C++ method VRTWarpedDataset::Initialize().

**Parameters**

<i>hDS</i>	dataset previously created with the VRT driver, and a SUBCLASS of "VRT-WarpedDataset".
<i>psWO</i>	the warp options to apply. Note that ownership of the transformation information is taken over by the function though everything else remains the property of the caller.

**Returns**

CE\_None on success or CE\_Failure if an error occurs.

References GDALInitializeWarpedVRT().

Referenced by GDALInitializeWarpedVRT().

**50.16.3.8** `CPLErr GDALReprojectImage ( GDALDatasetH hSrcDS, const char * pszSrcWKT, GDALDatasetH hDstDS, const char * pszDstWKT, GDALResampleAlg eResampleAlg, double dfWarpMemoryLimit, double dfMaxError, GDALProgressFunc pfnProgress, void * pProgressArg, GDALWarpOptions * psOptions )`

Reproject image.

This is a convenience function utilizing the **GDALWarpOperation** (p. ??) class to reproject an image from a source to a destination. In particular, this function takes care of establishing the transformation function to implement the reprojection, and will default a variety of other warp options.

By default all bands are transferred, with no masking or nodata values in effect. No metadata, projection info, or color tables are transferred to the output file.

#### Parameters

<i>hSrcDS</i>	the source image file.
<i>pszSrcWKT</i>	the source projection. If NULL the source projection is read from hSrcDS.
<i>hDstDS</i>	the destination image file.
<i>pszDstWKT</i>	the destination projection. If NULL the destination projection will be read from hDstDS.
<i>eResampleAlg</i>	the type of resampling to use.
<i>dfWarpMemoryLimit</i>	the amount of memory (in bytes) that the warp API is allowed to use for caching. This is in addition to the memory already allocated to the GDAL caching (as per <b>GDALSetCacheMax()</b> (p. ??)). May be 0.0 to use default memory settings.
<i>dfMaxError</i>	maximum error measured in input pixels that is allowed in approximating the transformation (0.0 for exact calculations).
<i>pfnProgress</i>	a <b>GDALProgressFunc()</b> (p. ??) compatible callback function for reporting progress or NULL.
<i>pProgressArg</i>	argument to be passed to pfnProgress. May be NULL.
<i>psOptions</i>	warp options, normally NULL.

#### Returns

CE\_None on success or CE\_Failure if something goes wrong.

References GDALWarpOperation::ChunkAndWarpImage(), GDALWarpOptions::eResampleAlg, GDALApproxTransform(), GDALCreateApproxTransformer(), GDALCreateGenImgProjTransformer(), GDALDestroyApproxTransformer(), GDALDestroyGenImgProjTransformer(), GDALGenImgProjTransform(), GDALGetRasterBand(), GDALGetRasterCount(), GDALGetRasterNoDataValue(), GDALGetRasterXSize(), GDALGetRasterYSize(), GDALWar-

pOptions::hDstDS, GDALWarpOptions::hSrcDS, GDALWarpOperation::Initialize(), GDALWarpOptions::nBandCount, GDALWarpOptions::padfSrcNoDataImag, GDALWarpOptions::padfSrcNoDataReal, GDALWarpOptions::panDstBands, GDALWarpOptions::panSrcBands, GDALWarpOptions::pfnProgress, GDALWarpOptions::pfnTransformer, GDALWarpOptions::pProgressArg, and GDALWarpOptions::pTransformerArg.

50.16.3.9 CPLErr GDALWarpRegion ( GDALWarpOperationH *hOperation*, int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize*, int *nSrcXOff*, int *nSrcYOff*, int *nSrcXSize*, int *nSrcYSize* )

**See also**

**GDALWarpOperation::WarpRegion()** (p. ??)

References GDALWarpRegion().

Referenced by GDALWarpRegion().

50.16.3.10 CPLErr GDALWarpRegionToBuffer ( GDALWarpOperationH *hOperation*, int *nDstXOff*, int *nDstYOff*, int *nDstXSize*, int *nDstYSize*, void \* *pDataBuf*, GDALDataType *eBufDataType*, int *nSrcXOff*, int *nSrcYOff*, int *nSrcXSize*, int *nSrcYSize* )

**See also**

**GDALWarpOperation::WarpRegionToBuffer()** (p. ??)

References GDALWarpRegionToBuffer().

Referenced by GDALWarpRegionToBuffer().