Subject: Re: MSVC 10 to Upp conversion
Posted by nlneilson on Wed, 01 Jun 2011 08:10:43 GMT
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This is what this app does:

1. Change the format of geo-referenced images to WSG84 if necessary.

2. Merge many images into one big mosaic.

3. Tiles the large image into a tiled pyramid for different resolutions of 512x512 pixels. The highest resolution level has the same resolution as the original images. Then 4 of those images are made into a one step lower resolution and so on.
This is the way it is done for Google Earth and many others.

All of this I can do directly with FWTools or OSGeo4W

EXCEPT the tiling and overviews.

The lowest level of resolution (lztd) default size is 180 degrees with gdal2tiles, which is a pain and often some resolution is lost.

The images I use most are the U.S. FAA Charts and I have been using dstile to tile them with and can specify the lztd (LevelZeroTileDelta) as 1, 2, 5 or 10 deg.
The NASA WorldWind project uses an lztd of 36 deg for Satellite images.

Part of a response from the person that patched the original dstile to work in Windows was this:
Quote:I suggest letting dstile fall into legacy and using this route instead.
The "new" way is geared toward smaller images, doing it on the fly and NO control over the lztd.

I tinkered with gdal2tiles for several days and got that to work for the format and naming convention but the resolution was less and that was only with an lztd of 180 deg.

It took some time to get the code to compile and run in MSVC 10 but I don't want to get tied into that to make changes.

Maybe if I can get the linking problems resolved I can do this in Upp which I prefer.