Subject: Re: MSVC 10 to Upp conversion
Posted by nlneilson on Wed, 01 Jun 2011 21:05:47 GMT

Great!

Much appreciated.

Adam Nowacki (nowak) did the original code for Linux and Tisham Dhar (whatnick) did the
conversion to work with Windows.
That is why the Linux code is still there.

The command line args are straight forward, most are just passed to GDAL.
The main arg I was concerned about is for the tile size.
gdal2tiles ONLY handles an lztd of 180 deg, dstile takes an arg for the size.

Now I can make a Upp GUI that handles the args and does some pre-checking.
To merge and tile 74 images it may take 5 hours.
To have it kick out because of a problem with one of the last few images is a pain,
the set has to be done as a whole.

Thanks Koldo!