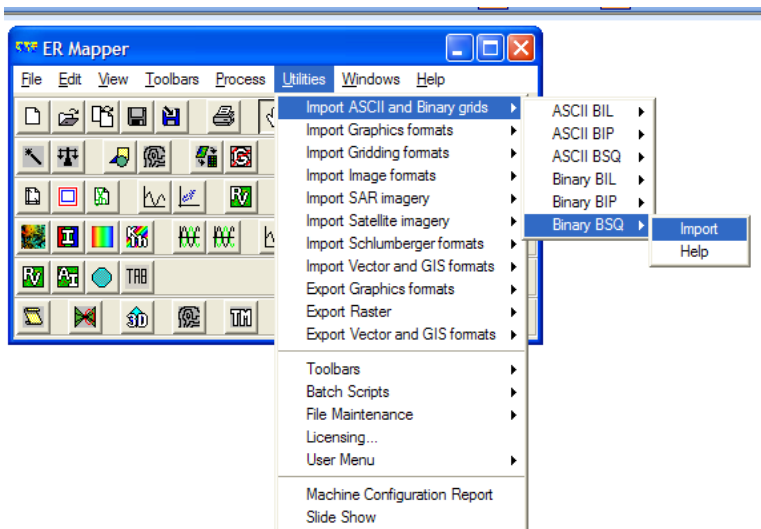
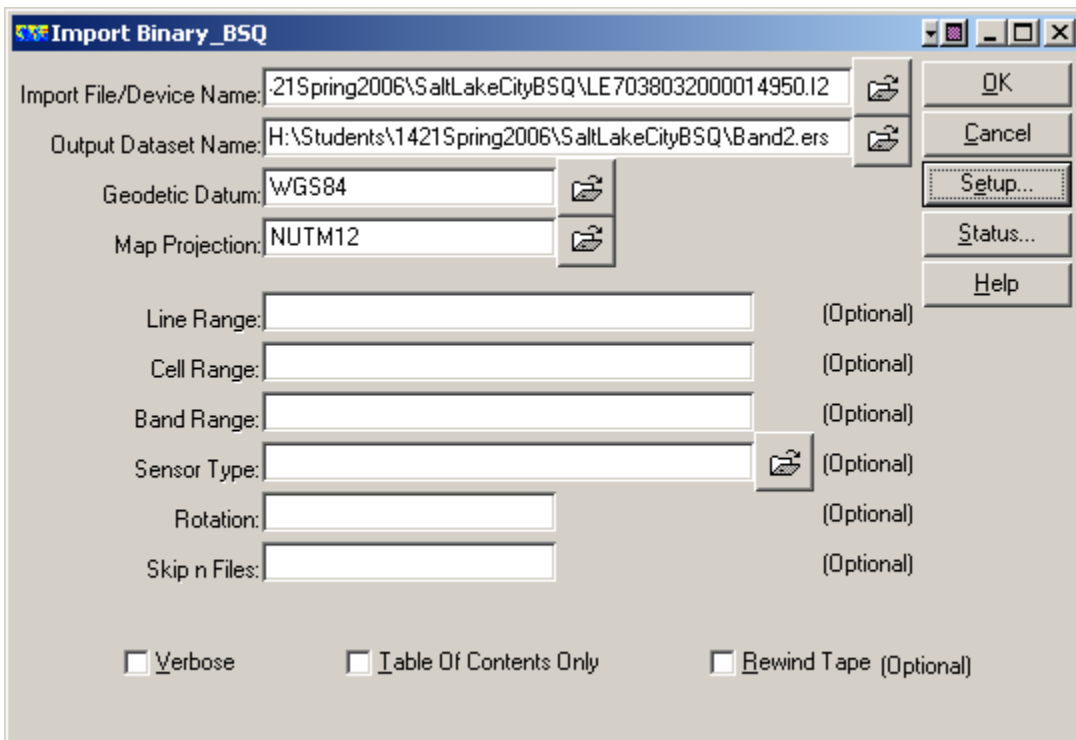


The example below shows how to load BSQ files from GLCF in ERMapper:

Pull up your import Binary BSQ from the ERMapper Utilities Button:

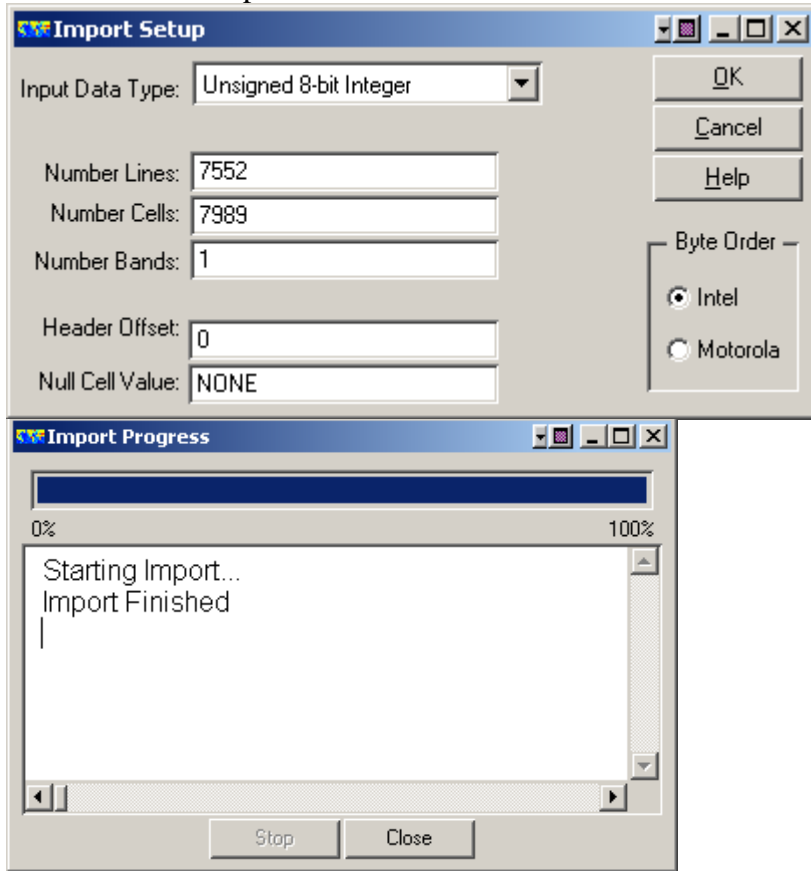


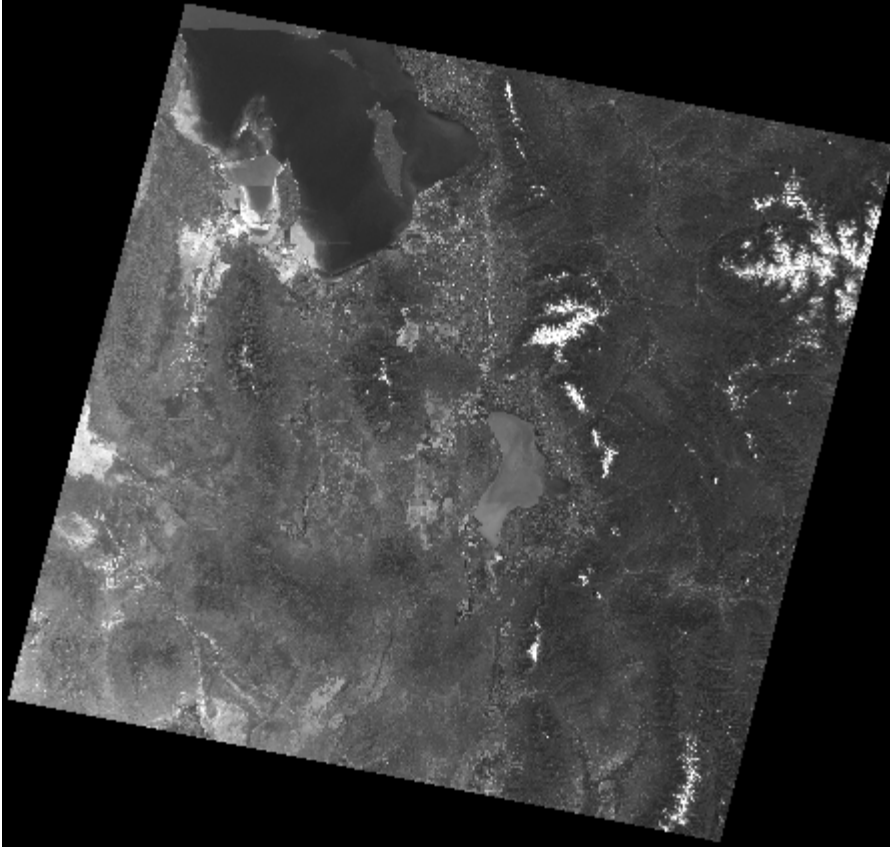
This screen pops up. Enter your import file name, type in the Band name you want to give the file, the geodetic datum and the map projection (see metafile for this information), then click the Setup... button:



The information needed here is gained from the information metafile see last screen.

The number of lines is called `Lines_per_data_file` by Landsat and the number of cells is defined as `Pixels_per_line`. Sometimes these names vary but, you can usually figure this out with this example.





```
LE7038032000014950 - Notepad
File Edit Format Help
NDF_REVISION=2.00;
DATA_SET_TYPE=EDC_ETM+;
PRODUCT_NUMBER=011010207010800001;
PIXEL_FORMAT=BYTE;
PIXEL_ORDER=NOT_INVERTED;
BITS_PER_PIXEL=8;
PIXELS_PER_LINE=7989;
LINES_PER_DATA_FILE=7552;
DATA_ORIENTATION=UPPER_LEFT/RIGHT;
NUMBER_OF_DATA_FILES=6;
DATA_FILE_INTERLEAVING=BSQ;
TAPE_SPANNING_FLAG=1/1;
START_LINE_NUMBER=1;
START_DATA_FILE=1;
LINES_PER_VOLUME=45312;
BLOCKING_FACTOR=1;
RECORD_SIZE=7989;
UPPER_LEFT_CORNER=1132250.3012w, 0411637.6584N, 300618.000, 4572255.000;
UPPER_RIGHT_CORNER=1103944.0822w, 0411804.5144N, 528276.000, 4572255.000;
LOWER_RIGHT_CORNER=1104018.3914w, 0392144.8469N, 528276.000, 4357051.500;
LOWER_LEFT_CORNER=1131848.7373w, 0392023.7111N, 300618.000, 4357051.500;
REFERENCE_POINT=SCENE_CENTER;
REFERENCE_POSITION=1120025.5300w, 0401940.9163N, 414447.000, 4464653.250, 3995.00, 3776.50;
REFERENCE_OFFSET=71.05, -19.85;
ORIENTATION=0.000000;
MAP_PROJECTION_NAME=UTM;
USGS_PROJECTION_NUMBER=1;
USGS_MAP_ZONE=12;
USGS_PROJECTION_PARAMETERS=6378137.0000000000000000, 6356752.3141400004000000, 0.0000000000000000
HORIZONTAL_DATUM=WGS84;
EARTH_ELLIPSOID_SEMI-MAJOR_AXIS=6378137.000;
EARTH_ELLIPSOID_SEMI-MINOR_AXIS=6356752.314;
EARTH_ELLIPSOID_ORIGIN_OFFSET=0.000, 0.000, 0.000;
EARTH_ELLIPSOID_ROTATION_OFFSET=0.000000, 0.000000, 0.000000;
PRODUCT_SIZE=FULL_SCENE;
PIXEL_SPACING=28.5000, 28.5000;
```

Note:
Lines_Per_Data_File= Number of Lines
Pixels_per_line = Number of Cells