

In order to use BSQ imagery in ERDAS IMAGINE 8.X, follow the steps below:

1. **Start IMAGINE:** In MS Windows this will generally be through either a desktop icon or an entry under the “Start -> Program Files” section of the Windows menu.
2. **Import the Data Set:** Unlike the GeoTIFF format which may be loaded directly into the image viewer, it is necessary to import BSQ files using the IMAGINE Import/Export utility on the main menu bar. Click the Import Icon. Select type as “Generic Binary” (there is no pre-built importer for BSQ). Select the media of origin, navigate to and select the appropriate BSQ data file (do not select the header if one exists). The “Import Generic Binary” dialogue window pops up. Select BSQ as the data format. Type in the correct number of rows and columns (these correspond to the “Number_Of_Lines” and “Pixels_Per_Line” feature in the .glcf metadata file that accompanies the Global Land Cover product).
3. **Load and Display the Bands:** Now that you have imported the .bsq file, you will have created an IMAGINE “.img” file. Open a “Traditional Viewer”. In the viewer window, select “File -> Open -> Raster Layer”. In the drop-down window, navigate to and select the file you just imported. Click the “Raster Options” tab and select “Display As: Pseudo Color”. Click okay and the land cover file will display in your viewer (Figure 1). Note that IMAGINE automatically imports the color table, class names, etc. (“Viewer -> Raster -> Attributes” to examine these features).

