Release Notes
ERDAS IMAGINE V8.7
Leica Photogrammetry Suite V8.7
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## Release Notes

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Release Notes

ERDAS IMAGINE V8.7

Microsoft Windows XP and 2000
Sun SPARCstation Solaris 9 and 8

Leica Photogrammetry Suite V8.7

Introduction

This document provides important information about ERDAS IMAGINE V8.7 and Leica Photogrammetry Suite (LPS) V8.7:

• Essential updates to installation and configuration instructions

• Facts to know, workarounds, helpful hints, and last-minute information we could not include in the documentation

⚠️ The Installation/Configuration section that follows contains important updated information that is crucial to the successful installation and operation of your software. Please read this section before trying to install or run ERDAS IMAGINE or LPS.

See the ERDAS IMAGINE Windows or UNIX Configuration Guide and/or the LPS Configuration Guide for complete installation and configuration instructions. Do NOT attempt to install ERDAS IMAGINE and/or LPS without reading these manuals.

📖 When reading this document, remember that underlined side heads pertain only to the item immediately adjacent to the underlined side head.

More Information

For more information regarding ERDAS IMAGINE and LPS, see the Leica Geosystems GIS & Mapping web site at http://gis.leica-geosystems.com.
Hardware Requirements

<table>
<thead>
<tr>
<th>System</th>
<th>Disk Space &lt;sup&gt;a&lt;/sup&gt;</th>
<th>Virtual Memory / Swap Space</th>
<th>Memory &lt;sup&gt;b&lt;/sup&gt;</th>
<th>Operating System</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel Pentium II and up</td>
<td>2.7 GB&lt;sup&gt;b&lt;/sup&gt;</td>
<td>1 GB</td>
<td>512 MB&lt;sup&gt;c&lt;/sup&gt;</td>
<td>MS Windows XP &amp; 2000</td>
</tr>
<tr>
<td>Sun SPARCstation</td>
<td>1.1 GB</td>
<td>200 MB</td>
<td>128 MB&lt;sup&gt;d&lt;/sup&gt;</td>
<td>Solaris 9 and 8</td>
</tr>
</tbody>
</table>

<sup>a</sup> This is the hard disk space requirement for installation of all modules.

<sup>b</sup> This number includes the installation of IMAGINE Geodatabase Support. The Geodatabase Support requires 50 MB on the system drive (the drive on which Microsoft Windows is installed) and 335 MB on the drive where ERDAS IMAGINE is installed.

<sup>c</sup> The minimum memory requirement for ERDAS IMAGINE alone is 265 MB.

<sup>d</sup> When you are using a 24-bit display board, you should have more memory. The first time you display a Viewer, the Viewer creates a backing store. A backing store allows the image in the Viewer to be refreshed quickly. However, with a 24-bit display, ERDAS IMAGINE uses about 4 MB of memory for each backing store. This is why extra memory is required. If you do not have extra memory, ERDAS IMAGINE will run slower. With an 8-bit display, ERDAS IMAGINE uses only 1 MB of memory for each backing store.

These requirements are subject to change. Please visit our web site at http://gis.leica-geosystems.com for the latest specifications.

Installation and Configuration

Refer to the following documents for detailed information:

- ERDAS IMAGINE Configuration Guide for Solaris (Unix_ConfigGuide.pdf)
- ERDAS IMAGINE Configuration Guide for Windows (Win_ConfigGuide.pdf)
- Leica Photogrammetry Suite Configuration Guide (LPS_ConfigGuide.pdf)

ArcGIS 8.3

LPS uses core technology included in ESRI's ArcGIS 8.3. You should not attempt to use LPS 8.7 with any other version of ArcGIS.

It is not necessary for you to have ArcGIS 8.3 installed on your system in order to use LPS. If you have ArcGIS installed, a side-by-side (SxS) patch will be applied to achieve the integration with ArcGIS. A different patch is needed if you have the Image Analysis for ArcGIS (IAfA) or the Stereo Analyst for ArcGIS (SAfA) extension installed.

You do not need to do anything if you install LPS after ArcGIS and the extensions; the correct SxS patch is installed automatically. If you choose to install ArcGIS, IAfA or SAfA after you have installed LPS, however, LPS will stop working correctly. Repair the LPS installation by running setup.exe in the LPS directory from the LPS V8.7 CD-ROM. Alternately, the repair can be started by clicking on Install Leica Photogrammetry Suite 8.7 on the LPS V8.7 CD-ROM master panel. You must use the CD; it will not help to run "Modify" or "Repair" from the Start / Control Panel / Add/Remove Programs.
LPS will consume an ArcGIS ArcView license if you have ArcGIS installed. You may see license expiration or unavailable license server warnings related to your ArcGIS license.

If you decide to uninstall ArcGIS after the patch to integrate with LPS has been installed, you must do the following before you will be able to uninstall ArcGIS:

1. Run **Start | Control Panel | Add/Remove Programs** and remove the patch with “SxS Patch for ArcGIS” in the name

2. Remove the file \raster\bin\ntx86\rdo.dll from the ArcGIS installation

**DirectX 9.0**

All supported Operating Systems have some version of Direct X available on their system. If you do not have DirectX version 9.0, you will be offered the option to upgrade to the generic DirectX 9.0 drivers from Microsoft. You are not required to upgrade to DirectX 9.0 in order to use LPS, but you may not receive the best performance available if you do not.

Many graphics card vendors have already released drivers for their products that are compliant with DirectX 9.0. You should download those drivers if you experience problems with the generic DirectX 9 drivers supplied by the LPS installation.

**ERDAS IMAGINE**

LPS 8.7 is integrated with ERDAS IMAGINE 8.7.

If you have an earlier version of LPS or IMAGINE 8.7 installed, you should not install ERDAS IMAGINE or LPS until you first remove any prior versions of the software and any “SxS Patch for ArcGIS” that are installed on your system.

**ORIMA**

ORIMA will be supported in the next version, LPS 8.7.1.

**Large File Compatibility**

ERDAS IMAGINE can read and write files larger than 4 GB on a local file system or on a network drive, provided an appropriate file system is selected. Our testing has been successful with the following configurations:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Local Drive</th>
<th>Remote Drive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solaris</td>
<td>UFS</td>
<td>NFS version 3 or later</td>
</tr>
<tr>
<td>Windows</td>
<td>NTFS or NTFSS</td>
<td>NTFS or NTFSS Other(a) SAMBA</td>
</tr>
</tbody>
</table>

\(a\) The Windows FAT32 file system cannot create a file larger than 4 GB, and is not appropriate for large files.

**Microsoft .NET Framework**

LPS requires the Microsoft .NET framework. If you do not have the .NET framework on your system, this will be installed for you automatically prior to the main installation of LPS.

**MicroStation**

PRO600 is an extension to MicroStation and cannot be installed unless MicroStation Version 8.1 or later is installed and licensed. No other features of LPS require MicroStation.

**Temporary Disk Space**

Several processes in ERDAS IMAGINE and LPS create temporary files. Be sure to set the Temporary File Directory in the User Interface and Session category of the Preference Editor to a directory with sufficient disk space. The default directory, C:\TEMP, often does not have enough space. The actual amount needed will depend on the sizes of the files you are using.
**Classification**

1. In the Dot Grid Tool, if you change the color of the Grid Labels and then save this change, the Dots in the current grid, and in any grid labeled afterward will use the new color. If you open a Dot Grid that was labeled before the color was changed, while the Grid Labels CellArray shows the new color, the Dot Grid itself will not update to show the new color.

   To update the Dot Grid to use the new color, you must unlock the Grid Labels, click on the color that was changed, and select the same color. The Dot Grid will then update to use the new color. This must be done for each of the Samples that were labeled using the initial color scheme.

2. Accuracy Assessment will allow zero to be used as a Class number in the CellArray but will not allow zero to be entered as a Reference number. This will not normally pose a problem since classifications produced by ERDAS IMAGINE use the value zero as "Unclassified".

3. HDF Scientific data sets may not work well in some ERDAS IMAGINE 8.7 tools that expect all bands to have the same pixel type. For instance, Unsupervised Classification may not work well on HDF Scientific data sets that contain a mixture of 16-bit unsigned and 32-bit floating point numbers. If an ERDAS IMAGINE process produces unexpected results, subset or rescale the image until you have a set of bands that are relatively homogenous.

4. The Copy/Paste functions in the Knowledge Engineer only work within a single Knowledge Engineer application and not across multiple applications.

5. The Print option in Knowledge Engineer does not print correctly. Use Save As to save the .ckb to another format, such as .ps/.eps, and then print the .ps/.eps file from another application (GhostView or Microsoft Word).

6. If you assign very long names to the hypotheses and rules, the graphic may become difficult to read. The size of the graphic boxes will expand to accommodate long names, but the spacing between these boxes will not change. You should keep names short to prevent this from occurring. This is a graphics-only issue and will not affect the classification result.

**Data Preparation**

**SOLARIS ONLY**

7. It is not possible to mosaic more than about 240 files in a single process.

8. Sometimes when using an AOI to define output map areas for a mosaic an extra row and/or column may be produced in the output.

9. The mosaic tool may fail if the cutline viewer is closed while mosaic is processing.

10. Closing an IMAGINE Viewer window while the Mosaic Tool is loading the imagery or cutlines into the window will cause the Mosaic Tool to hang. While this process is occurring do not close the IMAGINE Viewer window. It is safe to close the IMAGINE Viewer window after the Mosaic Tool has completely loaded the imagery and the cutlines into the Viewer.

11. In digitizing cutlines to be imported to Mosaic Tool (using Choose Cutline Source button), make sure that every cutline intersects with the overlapping area twice and only twice. Not intersecting or intersecting more than twice with the overlapping area may cause erroneous results.
12• Generating weighted cutlines on wholly overlapped images might crash Mosaic Tool. Manually generating cutlines under those circumstances is recommended.

13• If you add a .blk file to Mosaic Tool with a DTM file as the elevation source, when you do Image Dodging preview on images that are not totally within the DTM region, the preview might look bad, especially on edges that are outside of the DTM region. This does not affect the final Mosaic result.

14• Cutlines in the Viewer may not display correctly at first. If this occurs, use the box zoom tool to refresh the Viewer window.

15• When creating multiple mosaic outputs in TIFF format, be sure to remove any preexisting output files before running the process because Mosaic will not overwrite existing TIFF files, even if the files have write permission.

16• The Mosaic Tool’s Output Image Option to Output Multiple AOI Objects To: Multiple Files is not intended to open individual AOI objects in multiple files. Rather, it is meant to open one AOI file with multiple objects. This option will open each object as a separate item, allowing you to create a separate output image for each object. Please see On-Line Help for more information.

17• When using AOI tools to digitize a cutline, make sure that the starting and ending points of the manual cutline are located outside of the intersection polygon to make sure that all images will be included in the mosaic.

18• When reprojecting an image by using Data Preparation | Reproject Images..., no warning is given if one of the reprojections does not have proper datum information.

19• A raster layer created by "Recalculate Elevation Values" may be displayed in the Viewer as an entire white image. If this happens, compute statistics by selecting Direct or Linear Bin Function using "Compute Statistics..." in ImageInfo’s Edit menu; Save and close the image; then open it again in the Viewer. If the problem still persists, please check whether the input and output datums are valid for the geographic area, and whether the selection of the output unit will produce data that exceeds the valid range the data type of the raster layer.

**Developers’ Toolkit**

20• The Connect button that allows you to read Raster or Vector data from an ArcSDE database is not available in read-only directories. Navigate to a directory where you are allowed to create files.

**UNIX ONLY**

21• If a host is configured through the configuration editor to have more than one CPU, errors may result during resampling or classification of files holding image layers that contain more than 200 raster data blocks or that contain raster data blocks that are greater than 4 KB. Either reconfigure the host to have only a single CPU or increase the "Memory Map File Size Limit" in the "IMAGINE Image Files" preference category to a value greater than the file size (assuming the file being processed is an .img file).
**Documentation**


23. When printing the Hardcopy documentation on some printers, some paragraph text may not print.
   
   To solve this problem, try printing to another printer, or perform the following steps to print the text as an image:
   
   1. With the PDF document open, select File | Print...
   2. Click the Advanced button.
   3. Check the Print as Image checkbox.
   4. Click OK on the Print Settings dialog.
   5. Click OK on the Print dialog.

**UNIX ONLY**

24. If Netscape is killed or the machine is rebooted unexpectedly, Netscape may leave a lock file. In order for On-Line Help to work correctly and as expected, this lock file should be deleted from the home directory.

25. If you are using Internet Explorer and have Java 1.4 or later installed, the ERDAS IMAGINE On-Line Help navigation pane (TOC, Index, Find) may not work. To re-enable them, do the following:
   
   1. From the IE main menu, select Tools | Internet Options...
   2. Click the Advanced tab.
   3. Scroll down to the Java (Sun) list item.
   4. Clear the check mark from Use Java 2 1.4.0 for applet.
   5. Click Apply, and then click OK.
   6. Close the browser, then reopen it, and retry the ERDAS IMAGINE help.

26. To add or delete a column that belongs to a shapefile in a Geodatabase, you must first make sure that Enable Editing has not been turned on. If you have already enabled editing, save the file, close it, and then reopen it. Now you may add or delete columns.

27. If you open the On-Line Help on a Windows 2000 machine that does not have the Java Virtual Machine installed on it, the Navigation Pane (Table of Contents, Index, and Search) will not load.
   
   To solve this, you can point your browser to the following URL and follow the wizard to download and install the Java Virtual Machine:
   
   
   Note: You will have to reboot your machine before the changes take effect.

28. Making Graphics card changes during an ERDAS IMAGINE session could cause parts of the Stereo Analyst Viewer to stop working. You must reboot the system after any changes to graphics card parameters. Just closing and reopening SA will not work.

**Image Catalog**

29. If you click on the Catalog button on the ERDAS IMAGINE icon panel and nothing happens, and the Session Log does not show any error messages, an Image Catalog window is either hidden under other windows or iconified. Lower or iconify the windows on your desktop until you find the Image Catalog.
**Image Interpreter**

30. When batching commands for some Image Interpreter functions (such as Recode), the "Modify Commands Automatically" option will not produce valid commands. In these cases, you must use the "Modify Commands Manually" option to produce valid commands for batch processing.

31. For these Image Interpreter functions:
   - Spatial Enhancement | Texture, Spatial Enhancement | Statistical Filter, and Radiometric Enhancement | Noise Reduction
   When a non georeferenced file is chosen as input for these functions, the Coordinate Type for the Subset Definition is set to Map. In order to use these functions with non georeferenced files, set the Coordinate Type to File.

   To avoid this problem, either:
   - 1. De select "Stretch to Unsigned 8-bit, then use Rescale to Stretch the output to unsigned 8-bit."
   - 2. Run on single bands individually, and use Layer Stack to join the individual outputs into a multi band image.

33. In Image Interpreter / Spatial Enhancement / Wavelet Resolution Merge, if "Principal Component" is selected as the Spectral Transform, two or more bands must be specified in "Select Layers".

34. When using an AOI from a Viewer in an Image Interpreter function, make sure the AOI is selected in the Viewer before choosing the Viewer as the AOI source in the Image Interpreter function.

35. In Surface tool, when merging 3d shapefiles with other datasets in Cartesian coordinate systems, an error message: "coordinate unit mismatch" is displayed if the shapefile is added first. The workaround is to add shapefile(s) at the very end.

**IMAGIZER**

**PC ONLY**

36. Imagizer Viewer and ERDAS IMAGINE cannot be run at the same time. To run one of them, please make sure that the other one is not running.

37. The Imagizer Viewer, which is based on ERDAS IMAGINE V8.4, might not work properly with the *.vue files generated in ERDAS IMAGINE V8.6 or later. Please run your Imagizer Viewer application on your machine and make sure that it works before you ship it to your customers.

**PC ONLY**

38. If you install Imagizer Viewer on a machine which has ERDAS IMAGINE installed and then you have trouble running ERDAS IMAGINE, rebooting your machine should resolve the problem.

**Import/Export**

39. If a shapefile contains a NULL polygon shape (no coordinates), it will cause the Viewer to terminate abnormally when you perform a selection on the layer. The workaround is to delete this shape using the software in which it was originally created.

40. In the GLT viewer, the Dynamic Range Adjustment function will not work correctly with .sdi (SDE Raster) files. If you wish to use this function with SDE data, please export it to .img (IMAGINE) format first.
41. You may be unable to select a feature in an ArcIMS Feature Class layer using a point selection tool. If this happens, please select the feature using a rectangle selection tool instead.

**SOLARIS ONLY**

42. If you attempt to open an .sdi (SDE Raster) file that refers to a server that is no longer running, you may experience a delay in response from ERDAS IMAGINE depending on your network timeout values.

This also happens if you have one of these files in a directory and select the "All Raster Extensions" option from the open dialog dropdown. The solution is to remove the offending file from that directory.

**UNIX ONLY**

43. Importing an E00 file (Arc Interchange) created on a PC platform may fail because of the ASCII file format difference between PC and UNIX. Convert the format to UNIX before importing (on Solaris, you can run "dos2unix -ascii <inputfile> <outputfile>").

**UNIX ONLY**

44. When you open a SPOT-5 DIMAP image, a "FileTitleIdentifyAndOpen failed" message may appear for the TIFF (or other) file corresponding to the .DIM image. This can be corrected by renaming the associated file to match the mix of uppercase and lowercase characters that appears in the text of the error message.

45. Some TM data sets are produced without all 7 of the bands defined for Landsat 5 and earlier. You should be able to use these data sets as long as the bands selected for import or preview include valid band numbers. You can see which band numbers are valid in the Import Options dialog.

46. VPF exporter sometimes loses the projection name in the output. As a reference, you may use the projection information from the input coverage’s .prj file.

**UNIX ONLY**

47. When importing DFAD files (files with extension dfad) that reside on a CD, the files will not show up in the input file list. This is because UNIX truncates the file extension dfad to dfa. Typing * or *. in the input field will make all DFAD files visible (with file extension dfa).

48. If you preview a PCX image before using the Batch import process, it may fail. If you want to preview the file first, be sure to close the import dialog and re-open it before using Batch mode.

49. Access of certain TIFF images may generate excessive warnings from the public domain TIFF library into the Session Log. In order to suppress these warnings, modify your "Log Message Level" under "Session/Preferences..." in the "User Interface & Session" category to be "terse" rather than "verbose".

50. If you attempt to import Surfer 7 data using the "GRD (Surfer: ASCII/Binary)" importer, you will get the following message:

   "Wrong GRD file type identifier"

   because the Surfer 7 format is distinct from the ASCII and Binary formats used in previous releases of Surfer. Use the "Surfer Grid (Direct Read)" importer instead.

51. In Batch, exporting multiple Surfer Grid files may fail to create output files. Export each Surfer Grid file one at a time.

52. Some ASTER HDF files do not have any extensions. These types of files are not getting loaded into the Viewer directly and produce an error message. The easiest workaround is to assign an .HDF extension to them.
53. When trying to import the Pan Band (Band 8) of a Landsat TM HDF image in L1R format, you receive the following error message: No Metadata file in current directory. Before you can import the Pan data, you need to transfer all of the files to a hard drive. First, copy all of the metadata files (for help identifying the metadata files, see the readme file included with the data) from both of the CD-ROMs to the hard drive. You can then copy the data from the second CD-ROM into the same directory as the metadata files. This will enable you to import the data into ERDAS IMAGINE.

54. Importing a LSR_CURV SOCET SET project to a block and exporting the block to a SOCET SET project creates an LSR project. Editing the project file (*.prj) file to set the projection to LSR_CURV should fix the problem. LSR with curvature are handled as LSR in LPS.

55. While importing a SOCET SET project file (*.prj), a dialog stating that a virtual camera was created appears. You cannot use the mouse to dismiss this dialog, but the space bar will dismiss it. Alternatively you can use Alt-Tab to navigate to the importer progress meter and dismiss the progress meter.

56. Block files which have not been triangulated cannot be exported to a SOCET SET project.

57. When you export to a shapefile, the message "Warning: Unable to open DBase Match table" may appear in the Session Log. You can safely disregard this message, since the output shapefile is still valid.

58. If you use Import ShapeFile to create an ArcInfo coverage and check the Create Polygon Topology and Import Attributes option, you may encounter a FATAL ERROR or Segmentation Violation. First, make sure that the input shapefile does not have more than 93 columns, which is the limit of the number of columns. Second, make sure that the Scratch File directory (set in the Vector Preferences) is a valid workspace for ArcInfo. To be a valid workspace, you must have write permission and it must have an info subdirectory. To make the Scratch File directory a valid workspace, use the Copy Vector Layer command in the Vector Utilities to copy a coverage (e.g. zone88) to the Scratch File directory.

59. A SOCET SET grid file cannot be opened unless lps.prj exists in the same directory. Registering the SOCET SET project (using File > Register SOCET SET Project...) with which the grid may be associated, and copying lps.prj from the project’s data directory to the directory where the grid resides will allow access to the grid file.

60. If you install LPS 8.7 on a system that already has ArcGIS 8.3 and then remove ArcGIS 8.3, LPS applications like Terrain Editor and PRO600 will no longer work. This is due to the removal of some shared DLLs. You must uninstall and re-install LPS 8.7 to restore these DLLs.

61. During installation of LPS or ERDAS IMAGINE, when you select the option to Reconfigure DLLs, you may get a message reporting that configure_<???>.exe has terminated abnormally.

   If this message occurs, you can safely disregard it.

SOLARIS ONLY

62. Resampling from the Image Geocorrection tool fails if you configure your host to have more than one CPU. Make sure to specify that your host has only one CPU.
63• Under Session | Configuration, you cannot create a device with the same name as any device template. For instance, the "tapes" category contains a template named "tape"; this prevents you from creating a tape device named "tape", but would not prevent you from creating a host or printer named "tape". Assign a unique, descriptive name to each device.

64• Using the "Windows-e" keyboard shortcut to activate Windows Explorer while LPS is running has, on some machines, been seen to cause the Windows "Start" menu to become non-operational. Exiting LPS will return the Start menu to its normal state.

65• If Leica Photogrammetry Suite 8.7 is installed on a system that has ImageEqualizer 1.1, it might not be possible to use the Licensing Tools installed along with ImageEqualizer 1.1 after Leica Photogrammetry Suite 8.7 is removed. To resolve this problem, reinstall ImageEqualizer 1.1.

**PC ONLY**

66• IMAGINE Geodatabase Support is installed in the "Geodb" subdirectory under the main ERDAS IMAGINE directory. As such, the ERDAS IMAGINE directory tree should not be deleted prior to uninstalling IMAGINE Geodatabase Support.

67• The License Manager may show a message that says "There is no license server running on the chosen computer. Do you still want to add the server name as a license source?" This can happen when you add a license server as a license source even though there is a license server running on the chosen machine. This message occurs only once, the very first time you install the software and add a license server as a license source. LPS or ERDAS IMAGINE 8.7 will start successfully even if the License Manager shows this message.

68• The Backup button on the License Source Information Dialog for License Manager does not save the license information text pasted from another file. The workaround is to load the license file using the Load... button on the License Source Information dialog instead of copying and pasting the text into the edit box. The Backup button will now save all the contents merged license information text in the edit box into the backup file.

**SOLARIS ONLY**

69• If you update the licenses on a FLEXlm license server running under Solaris, the software may report `lmreread successful`, but then the license server will become unusable.

If you encounter this message, you must search for a process named `ERDAS` and kill it. You can avoid this problem by running `lmdown` first to stop the license server gracefully before updating the licenses.

After clearing out the ERDAS License Server, run the broker_start script as a regular (non-root) user so that new licenses will become available.

**WINDOWS ONLY**

70• If an LPS, IMAGINE or PRO600 installation is repaired using the Windows Installer "Repair" facility, then it is possible that a previously loaded node-locked license gets unloaded, or that a previously assigned floating license server gets unassigned. If this should happen, then use the "Leica Geosystems GIS & Mapping License Manager" tool to reload your licenses, following the instructions provided in the "Leica Photogrammetry Suite Configuration Guide" or the "ERDAS IMAGINE Configuration Guide for Windows".

**UNIX ONLY**

71• The Printmanager does not always respond to the Cancel button on its status dialog. It can be stopped using the Active Process List dialog from the Session Manager.
LPS Automated Terrain Extraction

72• A region (AOI) saved in LPS Automated Terrain Extraction is in image coordinates. It may not display as expected in the Viewer due to lack of map projection.

73• When using IRS-1C data, double-check the Side Incidence angle. Inaccurate initial angles may result in a low quality output. If you have minimal control (such as 5 GCPs), minimize the Polynomial Order in the Sensor Information/Model Parameters tab and turn off the Simple Gross Error Check in the Triangulation/Advanced Options tab.

74• Images in a block which have been taken offline will not be included in the list of Stereo Pairs available for Terrain Editing, even after you bring them back online. Recalculate the Stereo Pairs and all online images will be available for Terrain Editing.

75• Exclusion areas are saved in image space and a DEM is saved in ground space. It is very difficult to accurately locate those regions in the DEM without the average elevation of each exclusion area.

There are two ways to partially fix the problem:

1. Create a DEM without regions and find the average elevation of the DEM area. Input the average elevation as the Background Value to generate a DEM with exclusion regions. Using the average elevation value, you can identify the location of exclusion regions based on a 3D projection.

2. Increase the Maximal TIN Linking Distance in the LPS preferences. This allows TIN edges to be formed across the regions so that the average elevation of the exclusion regions can be approximated.

76• When the DTM Extraction dialog is closed by clicking OK, two items are not persisted; the Make Pixels Square option and the Use External DEM option on the Accuracy tab of the DTM Extraction Properties dialog (reached when you click the Advanced button on the DTM Extraction dialog). Even though the Make Pixels Square option is not saved, the cell size is already made square. If you want the Use External DEM option to be used when you extract the DTM, make sure you reselect this option again before you click Run. You can avoid loss of your selections if you click the Run button on the DTM Extraction dialog instead of the OK button.

77• When extracting a DTM from a list of images where some of the images do not have pyramid layers, warning messages will be displayed. To prevent the problem, you need to generate pyramid layers for those images with missing pyramid layers by clicking on the red cell in the “Pyr.” column. Pyramid layers help to speed up the DTM extraction process.

78• There is currently no way to undo adding a point while digitizing a polygon in the Area Selection tab of the DTM Extraction Properties dialog. Instead, you may edit the polygon with the Reshape tool after it is digitized.

79• There is a small difference in the overlaps computed by Stereo Analyst and those computed by LPS Automated Terrain Extraction for the same image pair. Stereo Analyst calculates overlap in object space, whereas LPS Automated Terrain Extraction calculates overlap in image space. The difference is due to rotation and non-rectangular areas.

80• The IRS-1C sensor model only supports square pixels.

81• It is normal that contour lines are not generated along a DEM border. Thus, the extent of contour lines is usually smaller than that of a DEM.
82. Once a DTM is generated by LPS Automated Terrain Extraction, all image masks for storing the exclusion areas are deleted.

To maintain the data, use a DEM for ortho resampling. Pixels within exclusion areas have been assigned the predefined values for those exclusion areas during the DEM generation in LPS Automated Terrain Extraction.

83. If an exclusion area is specified (with an AOI), then this area has a Background Value or Custom Z value according to the preference set in the DTM extraction. This is true when the output DTM is in a raster DEM format. However, if the DTM is in TerraModel TIN, 3D Shapefile, or ASCII format, there is no data in the exclusion area defined by the AOI.

84. Newly defined polygons in the Area Selection tab of the DTM Extraction Properties dialog may not be visible until selected.

85. Numbers (percentage) representing quality may differ in the DTM Point Status image and the DTM Extraction Report. In the DTM Point Status image, the value of each pixel is interpolated from the TIN surface. In the DTM Extraction Report file, those numbers representing the quality are calculated directly from mass points.

86. In the Area Selection tab of the DTM Extraction Properties dialog, edges of regions on the border of the image may not display. Zoom in to see the edges.

87. When generating TIN files, an internal tolerance is used to remove points that are too close to each other. In the case of Geographic coordinates (Lat/Lon), many points are deleted during the triangulation process. In order to preserve extracted mass points, LPS Automated Terrain Extraction multiplies by a scale factor of 100,000 if the units are in degrees, and 5,000,000 if the units are in radians. Therefore, the point coordinates in the saved *.pro file (plus the TIN file) are 100,000 (or 5,000,000) times larger than the real values.

88. There is a thirteen-character limit to ESRI GRID names; thus, if GRID Stack (*.stk) is chosen as the output type for ortho generation, the output name can be no longer than thirteen characters.

89. The upper limit of TIN engine used for DTM generation in LPS Automated Terrain Extraction is set by both the number of points defined in bin/NTx86/p3server.ini and the physical computer memory. When you have sufficient RAM, you can raise the limit by changing the maxRec and maxPt in the p3server.ini file. The triangulation could be slow if more than 3 million points are processed.

**LPS Project Manager**

90. When you import a SOCET SET project into an LPS block file, or you add .sup files directly to LPS, the physical values of camera fiducials are not imported because they are not present in .sup files (the warning "Virtual Camera created" is presented to make this point). As a result, fiducials cannot be viewed or measured without some additional preparation. If you know the interior orientation in an .sup is incorrect and you want to redo it in LPS, you should define your camera within Frame Editor and apply it to the images you want to remeasure.

91. Sometimes AIO may be unable to find enough fiducials for interior orientation the first time you run it. Accept the results of the first pass and then run AIO again. All the fiducials required for interior orientation should be found on the second pass.
92. If APM gives you no tie points or all the tie points are wrong, the initial orientation data can be wrong. In order to verify, you can measure two tie points manually, then run APM with the option to use tie points as initial data. In this example you will get enough tie points by using manual tie points.

93. If an image has many areas in the background, and APM does not generate enough tie points for you in default settings, you may try to define the pattern and exclude the background area, so APM could find more points for you.

94. APM and Automatic DTM Extraction in LPS require each image to have all pyramid levels. If your image pyramid is generated by IMAGINE tools, the first and second pyramid layers can be skipped. If this is the case, APM will try to delete the original pyramid layers and recompute a new pyramid. If there is no write permission or if the original pyramid (original image file) is used by some other application, you may get an error message such as "Cannot destroy layer".

95. If a block file consists of images with the same root name, which could be the case for SPOT 5, the loaded images in the left and right viewers of the Point Measurement tool cannot be changed. The workaround for switching images in the left and right viewers is to rename images and associated metadata files such as SPOT 5 DIMAP to different root names.

96. If the AutoTie function does not automatically collect tie points in a pair of images in the block, and you do not receive an error message, it is probably due to the fact that there is no overlap between the pair; there is too little overlap (less than 15%) between the pair; or you typed the wrong initial exterior orientation parameters so that the overlap is calculated incorrectly.

If tie points need to be extracted for images with less than 15% overlap, such as in the case of IKONOS images, reduce the strategy parameter for Initial Accuracy. If the Initial Accuracy is less than or equal to 5%, the software will reduce the overlap limit to 5%; if the Initial Accuracy is less than 10%, the software will reduce the overlap limit to 10%; otherwise, the overlap limit remains set at 15%.

97. If your project uses the Geographic coordinate system, the Triangulation Report gives you ground coordinates and camera/sensor station coordinates in meters in the Topocentric coordinate system.

98. It is highly recommended that you create image pyramid layers before you proceed with fiducial mark measurements, point measurements, and the automatic tie point generation process.

99. If a mistake is made during interior orientation fiducial mark measurement that causes exceptionally large errors, the RMSE value may not display in the Frame Editor.

100. In the Triangulation Summary interface for frame camera data, the image RMSE of the unit weight and the image RMSE of GCPs and check points are displayed without units information.

The RMSE of the unit weight is always the same as the image coordinate units for report, which is set by you, or as a default in the General tab of the Aerial Triangulation dialog.

However, the image RMSE of GCPs and check points is always displayed in pixels, which are consistent with the image coordinate residuals in the Point Measurement tool CellArray.

If you want to see the image residuals in the units you set, you can find them in the Triangulation Report. The RMSE units of the object coordinates for GCPs and check points are the same as the horizontal and vertical reference units of the block.
101. When the Unknown/Cartesian coordinate system is used, LPS Project Manager does not update the Z values from the DEM file in the Point Measurement tool.

102. When selecting different horizontal references, such as vector or annotation and image layers, the Viewer in the Point Measurement tool dialog does not clear the viewing space completely. Resizing the Point Measurement tool dialog corrects the problem.

103. While external ground control coordinate (GCC) and ASCII files for horizontal reference X, Y, and/or Z coordinates can be imported into the Point Measurement tool, similar files for image coordinates cannot be directly imported. GCC and ASCII files for image coordinates can be copied and pasted from ERDAS IMAGINE HfaView (for GCC files) or Microsoft WordPad (for ASCII files).

104. Pyramid layers (reduced resolution datasets) cannot be created on images that are read-only or that reside in read-only locations. Ensure that the image file, its containing directory, and any associated auxiliary files (e.g., an .aux file) are writable prior to attempting to create pyramid layers.

105. Certain session log messages indicate a potential problem with using DirectX on your computer. These messages begin with "KB eeml_CanvasCopyArea" and also contain other information reported by the ERDAS IMAGINE Viewer.

Some systems will also show visual artifacts on the display, yet others will not. Even if no apparent artifacts are seen, reporting these messages to the system log may slow Viewer performance and consume system memory.

If these messages are reported, set the "Use Direct X" Viewer preference to "never". This should eliminate these messages.

106. Loading some files from the example (tour guide) dataset might generate "There is no disk in the drive. Please insert a disk into drive A:" error message. Click "Ignore" and the file will continue to load normally.

107. LPS supports SOCET SET data by allowing block files to be created (for example, via import of a .prj file) or modified (for example, via addition of .sup files as Images) using SOCET SET data sources. If an attempt to create or modify a block using SOCET SET data sources results in failure of any kind (for example, "FileIdentifyAndOpen failed (2:The specified file does not appear to exist) for <image name>"), verify that all referenced paths in the SOCET SET data source(s) (.prj or .sup files) resolve to valid image locations.

108. Too many error messages are displayed when a Support file(*.sup) with incorrect datapath is added to a block or opened in a Viewer. Clicking on "OK to All" button should prevent a deluge of messages from popping up.

109. If the system identifier reported by the ERDAS IMAGINE 8.7 license tools is blank, or contains some value other than what you expect, please read the licensing information in the LPS Configuration Guide. Unlike previous releases, the ERDAS IMAGINE 8.7 licensing tools offer you a choice of system IDs.

110. A close-range DTM with Y as the photographic direction cannot be displayed and used without potential problems by Viewers and other applications. Therefore, close-range data using the Y-direction is not supported for DTM extraction and orthoresampling. If you want to generate a DTM and an orthoimage, it is recommended that you manually change the Y-coordinate axis and use the standard Z-direction as the photographic direction.
111. Attempting to get the image information of a DTM which is a TIN, such as a Terramodel TIN, from the DTM list in LPS will display an error message. Dismiss this message and the software will continue normally.

112. If you are using 8-bit data and you do not want to see a data stretch in the display, you must turn on the No Stretch preference.

   From the ERDAS IMAGINE icon panel, select Session | Preferences... In the Category window of the Preference Editor select Viewer In the preferences window, scroll down to No Stretch and click to check the checkbox.

   Read the On-Line Help for a description of the save options.

   NOTE: This may be unsuitable for 16-bit data. To turn stretch back on, simply click again to uncheck the No Stretch checkbox.

113. For Mixed Sensor geometric model, Ortho Resampling/Calibration and Mosaic will work correctly in the next release. For ADS40 images, please use GPro to make ortho images.

114. If ortho resampling does not work with a TerraModel TIN as the DTM source, remove the TIN from the DTM tree view list, save the blockfile, and close LPS. Restart LPS, open the block and add the TIN through the DTM source of the Ortho Resampling dialog.

115. While searching for a DEM for your DTM source when calibrating or orthorectifying, you may receive INVALID LIST MEMBER instead of Find dem... and the file chooser will not open. Close LPS and reopen and this will correct the problem.

Map Composer

POSTSCRIPT ONLY

116. It is not possible to print a map composition with custom annotation symbols that contain symbol-filled elements or a vector layer symbolized by such symbols to a PostScript (UNIX) printer or to Encapsulated PostScript (EPS).

117. The background color of a pseudocolor image may print out white, even though the background looks black in the Map Composer. This happens with DRG TIFFs, or any thematic image where Opacity is unspecified. To make these images print correctly:

   (1) For TIFFs, make sure the TIFF Edits Allowed preference is enabled.

   (2) Make sure the image is writable.

   (3) Use the Raster | Pixel Transparency... in the Viewer and turn off the Transparent Background.

   Another alternative is to import the TIFF to IMG.

SOLARIS ONLY

118. In a map composition, if you move a map frame outside of the paper area, it still displays on the screen, but it does not print. If you want to resize your map composition, use View | Map Size from the Map Composer window.

119. In some cases after first starting an X session, Netscape will fail to load when Help is selected. Load Netscape once and all subsequent attempts to use Help will work, even if Netscape is later closed.

120. Some combinations of vector coverages and image layers that have differing projections will cause the map symbology to be distorted when the map is printed.
If you select an annotation object and then click on a toolbox button, pressing arrow keys
does not move the object even though it is still selected. To make the arrow keys work,
you need to reselect the object.

If more than one raster layer is displayed in a Viewer and a magnifier Viewer is opened
and if the top layer is removed from the main Viewer, the change is not reflected in the
magnifier Viewer.

A map composition containing filled annotation symbols might not print correctly if it
gets rotated (to fit the paper) during printing. An alternative way to print such map
compositions is to use Force No Rotation from the Options tab of the Print Map
Composition dialog.

Graphic display performance of PRO600 design files may degrade over time if erase and
redraw operations are continually repeated. If performance drops below an acceptable
level, exit PRO600 and restart.

If running the LPS version of PRO600 v8.7 and the SOCET SET version of PRO600
v8.0 (or an earlier release) on the same computer, some conflicts with the $PRO600
environment variable need to be resolved. If the PRO600 for SOCET SET is using a
different version of MicroStation than LPS, the $MS variable needs to be resolved also.

PRO600 always uses the $MS variable to determine what installation of MicroStation to
use, and the $PRO600 variable for the location of the PRO600 installation.

When installing PRO600 for LPS, both of these variables are set in the Windows
environment. To have SOCET SET use earlier versions of PRO600 and MicroStation,
e.g. PRO600 v4.4.2 and/or MS/J v7.1, you will need to set these variables within the
SOCET SET environment. They should be set in the appropriate socet_config.bat file,
leaving the Windows environment pointing at the LPS locations.

To set the variables in socet_config.bat, add lines into the socet_config.bat like this:

```
set PRO600=C:\PRO600 (or wherever PRO600 for DPW (SOCET SET) is installed)
set MS=C:\Bentley\Program\MicroStation (or wherever MicroStation is installed; this
must be the folder containing ustation.exe)
```

Another way to resolve the conflict is to use PRO600 v8.7 for both SOCET SET and
LPS. The LPS installation of PRO600 includes the PRO600 for DPW 8.7 for SOCET
SET product, which works with SOCET SET v5.0. Thus if you upgrade the PRO600 you
are using with SOCET SET to the 8.7 level, a single PRO600 installation location can
be used for both SOCET SET and LPS. Note however that this requires the use of
SOCET SET v5.0.

When using IMAGINE IFSAR DEM to generate DEMs from a very complex image, the
process may run out of memory, causing IMAGINE IFSAR DEM to terminate
abnormally during the phase unwrapping step.

You may be able to avoid this problem by increasing the amount of swap space on your
system. If this does not help, use the Subset feature of IMAGINE IFSAR DEM to
process two overlapping subsets of the image and then mosaic the subsequent DEMs
together.
**Spatial Modeler**

127. Spatial models run from Image Interpreter, Model Maker or Model Librarian which have two or more inputs may result in output file(s) which have a pixel size that is unexpected. This may happen when the input files have different projection types, different units for pixel size, and/or non-square pixels.

To ensure that the model results in the desired pixel size, explicitly set the cell size. From Image Interpreter, use the View button to generate a graphical model, and edit that using Model Maker. From Model Maker, use Set Cell Size from the Model menu. From Model Librarian, add a SET CELLSIZE statement to the model.

**Spectral Analysis**

128. The Internal Average Relative Reflectance (IARR) method in the Atmospheric Adjustment Tool uses the image statistics in its calculation. Thus, to get the most accurate result, it is recommended that the image statistics are calculated using the skip factor of 1. This way, all pixels are used in the calculation of the statistics.

129. In the Workstation, if you run Anomaly | Target Detection and select Yes/No output type, you will get an Anomaly | Target Detection Results CellArray displayed at the bottom of the Workstation after the task is done. If you do the same thing using the Anomaly | Target Detection Wizard or running the task in Batch mode, you will not get the Results CellArray. If you prefer to have the Results CellArray, you must run those tasks in the Workstation.

130. In the Spectral Analysis Workstation, when you use View | Preset RGB Combinations | Preference to change the band combination of the analysis image, the RGB bands will be changed based on the preference settings in the User Interface & Session category (such as 3-Band Image Red Channel Default, and so on), instead of the RGB Band Combination Preference in the Spectral Analysis category.

131. In the Spectral Analysis Workstation, if you right-click on an archive spectrum library and select Cut on the context menu, the Workstation becomes unresponsive for an extended time. This is because the Cut operation takes a long time to finish, especially for spectrum libraries that have many spectrum records. Using Drag&Drop is recommended, since it is much faster.

132. In the Workstation, if you run Target | Anomaly Detection and select Yes/No output type, you will get a Target | Anomaly Detection Results CellArray displayed at the bottom of the Workstation. It is recommended that you close any existing Results CellArrays before you start your task. Otherwise, the CellArray that is already open might not be updated properly.

Also, any open Results CellArray should be closed before another Spectral Analysis project or analysis image is opened. Otherwise, moving the selector in the results CellArray may terminate the Workstation abnormally.

133. In order to save time and memory, the spectrum libraries in the Archive Libraries field are not opened when Spectral Analysis is launched. To open one of these libraries, you can either click the + icon that is on the left-hand side of the library label or double-click the library label. Then, a progress meter with Cancel button is displayed in the status bar of the workstation. You can click the Cancel button to abort the library opening process. If you abort the opening process, you can no longer open that library by left-clicking the + icon (which is gone) or double-clicking the library label. To open that library again, you must right-click in a blank area of the Archive Libraries field to display the context menu and select Open a spectrum library file.... In the Open Spectrum Library file chooser dialog box, change Files of type to the one you want, go to the directory that contains the archive spectrum library (usually, that directory is <IMAGINE_HOME>/etc/spectra), select the file, and click the OK button.
134• In the Workstation, you can select Arrange Layers... in the context menu of one of the three embedded viewers (full view, overview, or magnifying view) to bring up the Arrange Layers dialog. There, you can change the display order of the opened images by dragging & dropping them. You can also close an opened image by selecting Delete Layer from its context menu. It is highly recommended that you click the Apply button right after you change the display order or close an opened image. Unpredictable results may occur otherwise.

135• In the Spatial Subset Tool dialog, if you need the coordinate information of a particular pixel, you can get it from the status bar of the underlying Spectral Analysis Workstation window. If there is no such information in the status bar, you need to move the Spatial Subset Tool dialog so that it is on top of the Workstation window.

**Stereo Analyst**

136• A substantial shift in X-parallax occurs if the correct average height is not used in the Create Stereo Model dialog.

When using the default parameters gathered from a displayed block file, verify the average height determined for the new block file. The number for the default is an average created for the original block file. This value may not be the best for your new block file. This number should be replaced with the average height parameter used to create the original block file.

137• Shapefiles imported into a feature project may not display properly if the projection of the shapefile does not match the projection of the imagery. If the projection is different, reproject the shapefile before importing it into Stereo Analyst.

138• When sharing feature projects across a network, Stereo Analyst for ERDAS IMAGINE (SAfEI) will attempt to modify the path names in the feature project to reflect the path that was used to open the feature project. For this to work correctly the feature project must have write permissions. Additionally, SAfEI may terminate abnormally after correcting the paths within the feature project. Restart SAfEI and the feature project will load correctly.

139• When opening a block file created in Stereo Analyst, the image parallax may have shifted. This happens because the block file was made without control points, so Stereo Analyst must estimate the required parallax.

140• Always close Stereo Analyst before changing the screen resolution or any OpenGL options. Otherwise, Stereo Analyst may not display the imagery correctly.

141• All images must contain pyramid layers before displaying them in Stereo Analyst. With TIFF images, you may have to enable the Edits Allowed preference in the TIFF Image Files category of the ERDAS IMAGINE Preference Editor before creating the pyramid layers.

142• When opening a Feature Project from a mapped network drive within ERDAS Stereo Analyst the project may not open correctly. If the Feature Project does not appear to open correctly, use the open feature project option to re-open the Feature Project. The Feature Project will open correctly the second time.

143• Image Equalizer may terminate abnormally when used on an image with more than 4 bands. Stereo Analyst for ERDAS IMAGINE may terminate abnormally when used on an image with a large number of bands, such as AVIRIS (hyperspectral) imagery.

Use Data Prep | Subset Image, and select the bands from the input image you wish to analyze. The subset image can then be loaded into Image Equalizer or Stereo Analyst for ERDAS IMAGINE.
144. When using the View to Image function from the File menu, make sure there are no other dialogs overlapping the Stereo Analyst window. Otherwise, the output from View to Image may be corrupt.

145. Virus scan should be turned off while running Stereo Analyst.

146. The cursor tracking views (Left View and Right View) only display imagery if there is more than one image displayed in the Main View.

147. If you experience sluggish behavior within Stereo Analyst when viewing an LPS Project Manager block file, examine the type of image files that are associated with the block file. If these image files are TIFF images, try converting the TIFF images to IMAGINE Image (*.img) files to improve performance.

148. When displaying imagery with large dimensions (e.g., larger than 10k x 10k), increasing the Texture Block Size and Texture Memory Cache Size options (located in the Texture Memory Usage category of the Stereo Analyst Options) improves the display of the imagery.

149. If a window displays over the View, the scene may not be rendered appropriately. The scenes clear if you remove the window covering the View.

150. When selecting an overlap region in the Stereo Pair Chooser, and the overlap is within the same area as a larger overlap, you must select the image pair from the CellArray below the graphic.

151. If there is a large amount of parallax in the area where the Terrain Following cursor is being used, then the image parallax must be reduced to less than half of the search window size. By default, the window size is 41 pixels; therefore, there must be less than a 20-pixel parallax for the Terrain Following cursor to operate correctly.

152. When displaying stereo imagery within Stereo Analyst, the left image and the right image must have the same number of bands.

153. Expanding the CellArray of the Stereo Pair Chooser can cause the selection of multiple image pairs. Only the pair initially selected is highlighted in the graphical display.

154. The position crosshair from the Position Tool may display as multicolor if the Cursor Render Mode is set to XOR and a color is assigned to the crosshair. If this is not desired, change the Cursor Render Mode or change the crosshair to white.

155. Stereo Analyst may have difficulty opening RPF products. For best results, increase the Texture Cache Memory Size and compute pyramid layers.

156. When ESRI shapefiles are exported from Stereo Analyst (for ERDAS IMAGINE), the ERDAS IMAGINE projection information is converted into the ESRI PE projection. The ERDAS IMAGINE projection information is sometimes modified slightly to fit the PE format. However, the coordinates within the shapefile are saved correctly.

157. Reimporting a text file into a feature project that was originally exported from Stereo Analyst does not restore the feature class icon.

158. Scene rendering issues may occur using Cursor Render Mode XOR in conjunction with the Terrain Following Cursor on the Tornado graphics card if the default XOR Color is changed. To correct this, either change the Cursor Render Mode or reset the XOR Color to the default 0.502, 0.502, 0.502.
159. When opening imagery that contains external pyramid layers within any of the ERDAS IMAGINE applications, an error may be displayed if the original path to the pyramid layers references removable media on the local system. This error can be ignored.

160. Point and multipoint shapefiles created in Stereo Analyst and opened in IMAGINE VirtualGIS may not be displayed optimally (they appear using the default ring symbology), and may give Warning messages. Answer OK to the messages.

To correct the display of the points in the IMAGINE VirtualGIS viewer, go to Vector | Viewing Properties. Select Other from the dropdown list next to Points and Attributes. In the Symbol Chooser dialog, select a symbol and change Units to Map. Apply the changes and the points should appear correctly.

161. 3D shapefiles containing multielement features and sides of buildings created in Stereo Analyst may not display correctly within the ESRI ArcView 3D Analyst ArcScene or ArcGlobe products. These features do display correctly in IMAGINE VirtualGIS.

162. Shapefiles imported from ArcView may not show length in the Attribute table. To have Stereo Analyst recalculate length, make a minor reshape or copy (without pasting) the feature.

163. Opening Read-Only feature projects within the ERDAS Stereo Analyst product may cause the features to display incorrectly. Before opening the feature project ensure that the project folder and all of the files contained within the project have read-write access.

164. Changing the Stereo Mode to Color Anaglyph Stereo while a feature project is displayed may cause the window to not refresh properly. If this occurs, manually resize the window to refresh the contents.

165. When using the Parallel Line Tool to digitize a line that makes a sudden change in direction, the results may not be as expected. The algorithm used for the Parallel Line Tool maintains a constant distance between corresponding vertices in each line; however, it does not attempt to maintain an equal distance between the line segments themselves. Digitize with little space between vertices to correct this problem.

166. The Create Stereo Model Tool only initializes its parameters when an LPS Project Manager block file is displayed. All other image layers are ignored.

167. When opening shapefiles created with Stereo Analyst in other ERDAS IMAGINE products (e.g., IMAGINE VirtualGIS and the ERDAS IMAGINE Viewer), make sure that all of the features have valid coordinates.

This can be done by examining the length, area, or perimeter attributes for zero values. If a feature contains a zero value in any of these attributes, then delete that feature by selecting it in the Attributes CellArray and pressing the Delete key while the cursor is in the Main View. Opening shapefiles that contain features without coordinates may cause other ERDAS IMAGINE applications to terminate abnormally.

168. When importing features from ASCII files, ensure that all defined features have coordinates. You can import features up to the features that do not have coordinates.

169. A line can no longer be extended as a parallel line if you have modified an existing line created using the Parallel Line Tool. Modifying the line invalidates the relationship between the two lines.
170. Pressing the space bar on your keyboard (to select an element of a feature) while the cursor is over a tool in the toolbar after that tool has been selected causes the tool to become deselected. When using the space bar to select an element of a feature, move the cursor into the Main View.

171. If warnings are displayed when opening a feature project, the images may need to be reattached to both the LPS Project Manager block file and the Stereo Analyst feature project.

To reattach the images, first close the feature project, then open the block in the Block Image Path Editor, and then reattach the block to the feature project when the project is reopened.

To reattach the block to the feature project, open the Feature Project Properties dialog and reselect the block on the Stereo Model tab.

172. When using editing tools within Stereo Analyst which require the mouse button to be depressed while moving the mouse (e.g., the Stream Digitizing Tool and the Reshape Tool), the View does not auto-pan.

173. When the Stream Digitizing Tool and the Fixed Cursor mode are both enabled, the Fixed Cursor mode does not function while actually stream-digitizing points.

174. When using the Right Angle Mode, make sure the Fixed Cursor option is off.

175. When digitizing a feature in Fixed Cursor mode, a triple-click, rather than a double-click, is sometimes needed to finish the feature.

176. If the image begins to move while you are reshaping a feature, deselect the Reshape Tool and deselect the feature. Then reselect the feature and the Reshape Tool.

177. If a feature is composed of multiple elements, use the Box Selector Tool to select multiple elements to be extended using the 3D Extend Tool.

178. Digitized features may disappear if you open the Feature Import, the Feature Export, or the Feature Project Properties dialogs in conjunction with an Attribute Table. They reappear once the dialog is closed.

179. Edits to a feature project are automatically saved when the Feature Project Properties or the Import/Export dialogs are displayed.

180. When deselecting a feature class in the Feature Project Properties dialog, it may be necessary to remove the files associated with the feature class from the Feature Project directory before adding another feature class with the same class name.

181. To reset all Stereo Analyst options to the default values, remove all Stereo Analyst preferences from your user profile v8preferences.

182. Pressing ESC to deselect a class while the cursor is over the Feature Class Palette does not release the class. When deselecting a class, move the cursor into the Main View.

183. If multiple tools are selected in succession after selecting an existing feature for editing, the feature can get “stuck” in a state where it cannot be deselected. If this happens, click the Selector Tool and the state should be reset.
Features collected using the Parallel Line Tool are not considered parallel if the first vertices of each element (as you are setting the width) have a different elevation. If you need these elements to be parallel, correct the elevation of the vertex using Show XYZ Vertices.

After modifying a feature class property, the reference to the icon file is saved, including the full path name. If this project is opened from another location, the icon file may not be accessible. If this occurs, remove the full path name from the icon name in the *.fcl files within the feature project.

The Accumulated Messages dialog that is displayed after selecting the OK To All option when errors are displayed may not be active. However, Stereo Analyst should continue to operate normally.

If you zoom out so the extent of all of the data is smaller than a screen pixel then even a small amount of roaming might move the ground point so far away from the data that you cannot find the data again after zooming back in.

The "fit data to display" button will reset the zoom and ground point allowing you to find the data again.

While interacting with the user interface and using a Wildcat graphics card the stereo effect may be lost in the stereo window. If this occurs refresh the stereo window by moving the mouse over the stereo window.

Terrain Editor and PRO600 may terminate abnormally when using the Snap to Ground option while the imagery is still updating within the display. While using the Snap to Ground option make sure that the imagery is not still updating and that the fixed cursor mode is not enabled.

TerraModel TIN terrain files (*.pro) that are missing an associated .wcs file cannot be viewed/edited in Terrain Editor. The .wcs file describes the coordinate system of the terrain data. This situation may occur with files that originate outside of LPS.

A possible workaround is to create a new "dummy" terrain file in LPS with the required coordinate system, and then copy/rename the resulting .wcs file to match the terrain file of interest, i.e., <terrain_file>.wcs.

Editing SOCET SET grid DTM files in Terrain Editor in conjunction with IKONOS stereo imagery requires the Terrain Editor Display Settings for points to be specified as "Filled Squares". The styles "Filled Circle" and "Open Circle" do not display correctly.

Terrain Editor reads the contents of the block file and is unaware of the online status of images or DTMs. If you try to load an image pair with one or both images offline or a DTM that is offline, an error message is displayed. To avoid this, ensure all necessary images and DTMs are online in the LPS Project Manager prior to starting Terrain Editor.

If you have mapped one of the Terrain Edit Operators to a digitizing device button, you must click the Apply button on the Terrain Editing panel to read any change in parameter values. Thereafter, pressing the mapped device button applies the parameter values present when the Apply button was last clicked. After a change of parameter value, you must click the Apply button again for the value to be passed to the device button.
Utilities

194• Modify Commands Automatically in Batch does not work correctly with GIS Aggregation (Aggie) in Image Interpreter. Manually modify the commands instead.

195• In some cases the Image Interpreter | Utilities | Vector To Raster process does not run to completion and reports an error. This usually occurs when converting a fairly large complex vector input to a fairly high resolution raster output.

Some suggestions for avoiding this problem:
1. Use the Vector to Raster in Vector Utilities rather than the one in Image Interpreter. This requires the Vector module.
2. Use a larger pixel size for the raster output.
3. Increase physical and/or virtual memory.

UNIX ONLY

196• The Image Interpreter | Spectral Enhancement | Indices... operation will not produce results when placed into Batch for later operation.

197• Using the Modify commands automatically option in the Batch Wizard option to orthoresample will generate errors in the session log when the process completes. To avoid this, make any necessary modifications in the Ortho Resampling dialog and use the Modify commands manually option to start the process at a later time.

198• The Cancel button on the Batch Progress Meter attempts to cancel the currently running application in a passive manner. That is, it requests that the application stop. If the application does not check for these requests, then it will not be forced to stop.

199• After recoding a thematic image in the Viewer, it is necessary to change the layer type to athematic prior to recomputing statistics so that the bin function will be reconstructed. Once statistics are recomputed, the layer type may be changed back to thematic.

UNIX ONLY

200• The text editor cannot print to print queues that start with a numeric digit. Use a print queue that starts with a letter.

201• When converting a large vector file to a raster file, a No Memory error might occur during statistics calculation and pyramid layer construction. This error occurs when there is not enough memory on the machine to handle a file this size. You can either specify a bigger cell size (the default is 1) in the Vector to Raster dialog before the conversion starts, or manually recalculate the statistics and pyramid layers after the conversion. To manually recreate the statistics and pyramid layers, open the converted raster file in ImageInfo and use Edit | Compute Statistics to compute statistics; use Edit | Compute Pyramid Layer to generate pyramid layers.

PC ONLY

202• ImageInfo might not refresh field names properly if a large file is opened. However, refreshing the ImageInfo window by minimizing and then restoring it will solve the problem.

Vector

PC ONLY

203• When rendering polygons of a vector layer with patterned symbology in a Viewer, non-existing shapes may be drawn and the patterns may look disrupted. Use solid fill symbology instead.

204• Vectorizing a subset of raster data in Batch mode in Vector Utility will not produce a correct result.
205. The maximum length of an attribute column name for a shapefile is 8 characters. Adding an attribute column with a name exceeding this limit will fail and no error message will be generated.

206. ERDAS IMAGINE and ArcInfo use different definitions of the Modified Airy spheroid. The equivalent spheroid is Airy Modified 1849 in ERDAS IMAGINE. However, you can replace the parameters of Modified Airy with those of Airy Modified 1849 in $IMAGINE_HOME/etc/spheroids.tab to establish equivalence between ArcInfo and ERDAS IMAGINE on this spheroid.

**Viewer**

207. It is not recommended that you digitize, count, or edit features upon the in-view magnifier. Zoom in to the desired area instead.

208. On machines with color depth set to 16-bit, the background of any treeview, such as the GLT Counter Tool, will turn green. Selecting nodes on the treeview causes the background to become progressively darker until it finally turns black. At that point, the text associated with treeview nodes becomes unreadable unless selected. Setting the color depth to 24- or 32-bits restores normal function.

209. In the GLT viewer, using subset or snapshot with a GRID Stack output type can fail with certain types of data.

   If you encounter this problem, save to the IMAGINE .img format first, then export the data to GRID Stack as a separate step.

210. When using the swipe function of the Viewer, it is sometimes possible for a portion of one of the swiped images to appear corrupted. If this happens, only the viewed image is corrupted—the file data has not been harmed. To prevent this problem in the Viewer, set the "Use multiple threads" preference to "Never". You may also need to turn off "Use DirectX".

211. When using the Link Cursor option from the Surface profile tool, the profile line in the Viewer may be erased by the inquire cursor. If this occurs, refresh the Viewer window.

212. If multiple raster images are opened in a Viewer and if you select the File | View to Image File... option and save it, the resulting image appears to save only the topmost raster loaded in the Viewer. This is because the raster images are not opened with the background transparency option on. The solution for this is to open each raster image with background transparency on.

213. The "Sensor Look Angle" option in the "Align To" pop-up will only work if the image has been calibrated using a 3D sensor model. ERDAS IMAGINE requires this information to establish the 3D geometry necessary to compute the sensor look angle.

   However, this feature cannot be used in the case of an IKONOS or QuickBird scene with RPC or header files without additional processing. In this case, the sensor information is not associated with the image so the sensor look angle cannot be determined.

   You must first use the ERDAS IMAGINE Advantage or LPS geometric correction tools to calibrate the image using the RPC information before the "Sensor Look Angle" option will work for these images.

   Note that the sensor look angle cannot be determined from intrinsically 2D models such as polynomial/affine warps and rubber sheet models.
TerraModel TIN filters many points if they are very close. This is the case for geographic data. To fix the problem, LPS Automated Terrain Extraction multiplies x and y coordinates by a scale (5000000 if the units are radians or 100000 if the units are degrees).

The Viewer does not apply this scale factor in displaying this type of data. You should avoid using the Viewer with TerraModel TINs having closely-spaced data in a geographic representation.

PC ONLY

The Viewer may abnormally terminate when using the Virtual Roaming option on the STB Velocity 128 graphics card under Windows 2000. If this occurs, turn the Virtual Roaming feature off under the Viewer | View menu.

PC ONLY

ImageDrape may not display imagery correctly on systems using the Oxygen GVX1 graphics card.

The ERDAS IMAGINE default for identifying the column containing hyperlinks in an attribute table is Hyperlink. This name can be changed in the Viewer | Title of Hyperlink Attributes preference. The name of the column in your table that contains the hyperlinks must match this setting exactly; for example, every character must be an exact match, including case.

Before modifying an image using the Image Information utility, please make sure that the image is not being used by other programs. Failure to do this can cause erroneous results.

PC ONLY

When displaying imagery using the ERDAS IMAGINE Viewer on an ATI RAGE PRO graphics card, the system may abnormally terminate due to a problem with the graphics card display driver. This typically occurs if the display is set to 24-bit color. If this occurs, change the display to 32-bit color.

If the Tablet to GCP Editor dialog is closed after it has been displayed from the Geometric Correction tool, it cannot be redisplayed. Close the dialog and restart the Geometric Correction tool to regain access to the dialog.
Here’s the approach to making two halves of a 16-bit image share a common LUT:

The ideal solution is to mosaic the two halves back together again once you receive them. Then you would have no problems. Otherwise we have to delve into the realms of binning which is described below.

1. You can do this with Direct or Linear binning - its your choice, just remember to consistently use the same technique throughout these instructions depending on which technique you want to use. The Direct Binning in this example is chosen because its the most appropriate if you want to create LUTs for 16-bit data.

2. Using Image Info calculate statistics for each image using your selected binning technique (Direct Binning).

3. Display both images in the same Viewer. Call them image A and image B. Image B is on top of the stack because it was second into the Viewer.

4. Open the Data Scaling tool. To be able to apply a LUT from one image onto another image you need to have the same ranges (and binning) set for each image. So, you need to know what range you need to set. Unfortunately you can’t specify a range bigger than an images min - max range, so you have to go with a common smaller range. Therefore, the first step is to note the data ranges for each image. In the Data Scaling tool make a note, for image B, what is the Min and Max for the red band and repeat for green and blue (obviously you only need to do this once if looking at a gray scale image). Note that if you included zeros in the stats calculation, the Min may always be zero.

5. Use Arrange Layers to bring image A to the top and bring up the Data Scaling tool for A - repeat the process in step 4.

6. Now you need to know, for each band, what is the highest Min and what is the lowest Max (because you need a range which is common to both images. Make a note of what the ranges are for each band.

7. Using the Data Scaling tool you still have up for image A, type in the new Min and Max values for each band. Click the Save icon on the Viewer (new stats will be calculated based on the new data range).

8. Use Arrange Layers to bring image B to the top, bring up the Data Scale tool and enter the same ranges. Click Save for image B.

9. Now the two images have a common statistical range. Bring up whatever LUT tool you want to use (for example, the Break Point Editor) and create a LUT for image B that you like.

10. In the Breakpoint editor for B, use the right mouse button to get the Options list and pick Copy LUT for the Red LUT.

11. Using the Arrange Layers dialog also bring up the Breakpoint Editor for A - select Paste from the right-mouse menu in the Red LUT.

12. Repeat this process for Green and Blue histograms.

13. Save the images again so that the common LUT is used next time you open these images again.

Shapefiles that have a read-only .shx file may not display properly in ERDAS IMAGINE and may not be editable.

When you start ERDAS IMAGINE you get the dialog that gives you the option to select the type of Viewer you want. If you click Cancel, the “Select Viewer Type” dialog goes away, but the ERDAS IMAGINE splash screen remains.
**UNIX ONLY**

224• In the Band Combination dialog, if you use the nudger to change the band number, the number will keep moving beyond the band number you intended if the image has no statistics. Either compute statistics for the image or use the band name selector to change bands.

225• Geometrically calibrated images will not display correctly as a Virtual Mosaic. These images will, however, display correctly if opened as independent files. The Mosaic Tool can also be used to manually place the images together.

226• After unlocking the screen saver, the Viewer may not refresh the screen and "garbage" may introduced to the Viewer. If this occurs, you may not see part of the image anymore. Resizing the Viewer will not solve the problem and you may have to close the Viewer, start a new one and redisplay the image.

You should turn off your screen savers when using ERDAS IMAGINE if you experience this problem. If it does occur, GLT users can force a viewpane to refresh by pressing the increment Brightness control on the GLT toolbar, then pressing the decrement brightness button.

227• In the Viewer, when you select File | Save | Top Layer As of a read-only raster layer, you must redisplay the new layer in the Viewer for it to recognize that the layer is writable.

228• Shapefiles do not support specializations of various datums (for example, the HARN datum will appear as NAD83).

229• When two shapefile layers are displayed in a Viewer, selecting a feature in the bottom layer and then selecting one in the top layer will cause the unselected features of the top layer not to be rendered. Refreshing the display by clicking the Apply button in the Vector Properties will result in correct rendering.

230• When georeferenced raster data are reprojected on-the-fly to a Viewer in which there are already data displayed with a Geographic projection, a shift may occur if the map extent in the Viewer is really large (such as 30 degrees across in longitude). This shift will diminish if a smaller Reprojection RMS Error Tolerance value, such as 0.01, is set in Raster Processing category of ERDAS IMAGINE Preferences. The default setting is 0.1, which works for the majority of map reprojections.

**PC ONLY**

231• When certain dialogs open directly on top of the mouse pointer, the hourglass remains until the mouse is moved (usually across a border or icon).

232• When a small shapefile polygon overlays another, bigger polygon, you may not be able to select the smaller polygon in the Viewer. To select the smaller polygon, select the corresponding row in the Attribute Table.

233• If you bring up Image Drape from the GLT Viewer/Utilities and then do an Image Drape/Utility/dump contents to a Viewer, the Viewer that opens up is a classic Viewer instead of the GLT Viewer.

234• An image cannot be saved in HTML format to the same directory as the original input file. The image cannot be created when opening an image from a writable directory in a GLT Viewer, and then outputting the same image in HTML format to same directory using the default file name (which is the same name of the .img file with a .html extension).

Since ERDAS IMAGINE is trying to create a file with the same name as the original file to its same directory, ERDAS IMAGINE attempts to delete the original input image and cannot do so because it is being used by the GLT Viewer. To avoid this problem, save the HTML output to a different directory than the one that contains the original input file.
While printing, maps are rendered in strips to avoid flooding the printer memory. The height of these strips is determined by the Strip Height preference in the Map Printing category. By default this value is 64. However, since the block size in MrSID files is typically 256, printing maps with MrSID compressed data will be significantly faster if the Strip Height preference is set to 256.

**Viewplex**

On certain 3D Labs graphics cards (such as the Wildcat VP970) the graphics and GUI elements in the ‘left eye’ may not be displayed when working in stereo. There is no known workaround for this problem. The problem is expected to be related to the graphics card driver itself.

While using the System Mouse to move the ground point in Terrain Editor or PRO600, quick motion of the mouse may cause the cursor to escape the window and revert to the normal system mouse operation. To continue moving the ground point simply move the system cursor back into the image window. This effect happens more frequently for smaller image window sizes than for larger image window sizes. To avoid and/or limit the problem, try to move the ground point more slowly or increase the image window size.

The Fit-Image-To-Display functionality maintains the current ground point. Therefore the images, which have been scaled so they would fit into the display, might not be visible after this function is chosen. In order to recenter the ground point on the data use the F2 key.

Mapping the "Close Active Window" command to a device button, and then executing that command on the last/only stereo window via the motion device may cause the Viewplex to lose control of the motion device. Restart the application (Terrain Editor or PRO600) to restore the device to working condition.

Within the Terrain Editor or PRO600, the imagery may not display properly if the imagery is reduced to a small size on the screen using the scale tools. If this occurs drag the image pair from the project explorer and drop them into the viewport again to view the imagery at its default location.

Manually entering a cursor line weight or size in the Cursor Style dialog will not effect the displayed cursor line weight or size unless the up or down arrow buttons on the text entry fields are subsequently selected.

**VirtualGIS**

Enabling the Use Display List Rendering preference while at the same time disabling the Use Texture Object Extension preference will cause IMAGINE VirtualGIS to draw the DEM and raster layers abnormally. In order to avoid this problem, leave the Force Texture Environment preference enabled while using display lists.

The driver for ATI’s Radeon card may not support target mode within IMAGINE VirtualGIS.

Using a large negative polygon offset value (for example, -20) can cause vector layers to flicker when they are viewed within VirtualGIS. To work around this problem, exercise caution when using large polygon offset values, and if you experience this problem, try to bring the number closer to zero, such as -10 or -5.

The Nvidia Geforce 440 Go driver causes the calculations for the intervisibility layer to be performed incorrectly. This results in domes that show an intersection with an object that may not exist. Check the Nvidia website for the latest driver if this problem occurs.
246• The total frame count that can be displayed in the Movie tool windows is 230 frames and is imposed on all of the Movie windows combined. For example, if there is a Movie tool displayed with 100 frames, the next Movie tool can only display 130 frames.

**PC ONLY**

247• If the IMAGINE VirtualGIS or ImageDrape applications do not appear to be displaying the imagery correctly, check the ERDAS IMAGINE Session Log for the message "OpenGL Renderer = (NULL)". If this message appears, then try lowering the screen resolution and rebooting the system.

**PC ONLY**

248• The IMAGINE VirtualGIS Viewer may terminate abnormally when the screen saver is enabled on the STB Velocity 128 graphics card.

**SOLARIS ONLY**

249• OpenGL 1.2.3 or higher is required for ImageDrape and IMAGINE VirtualGIS. Imagery may not appear properly using this version of OpenGL on high resolution monitors (for example, greater than 1280 x 1024).

**PC ONLY**

250• IMAGINE VirtualGIS will cease to respond to input if you select the Show Data Layers in IMAGINE Viewer without linking with IMAGINE VirtualGIS button before opening a 2D Viewer.

**SOLARIS 8 ONLY**

251• On systems with an ELITE 3D graphics card, the IMAGINE VirtualGIS Viewer, and perhaps the entire X Server, may terminate abnormally if the Transparent Background option is selected while opening a raster layer. This issue does not occur in later versions of Solaris 8; it is recommended that all users of Solaris 8 update to the latest version.

**PC ONLY**

252• The HP FX-6 graphics card, which comes installed on the HP Visualize workstation, may consume a great deal of memory (sometimes more than a Gigabyte) when the Optimize DL Execution desktop property is selected. This may make it difficult or impossible to import large numbers of models through the model layer.

To resolve this, right-click on the Windows 2000 desktop, go to Properties | Settings | Advanced | Options, uncheck Optimize DL Execution, select OK on the options dialog, and select OK on the Display Properties dialog.

253• Users with an Elite 3D graphics card on Solaris or an Nvidia geforce 256-based video card on Windows 2000 XP may experience problems when importing more than 100-200 models in IMAGINE VirtualGIS. This problem will manifest itself with Virtual GIS failing to respond to user input. Installing the latest drivers for the Geforce will fix this problem on the PC; there is no work-around for Elite3D graphics cards.

254• The first generation of ATI Radeon cards has a driver problem that causes them to display incorrect colors when displaying filled Annotation polygons within the IMAGINE VirtualGIS scene. Downloading and installing the latest drivers may fix this issue.

255• When digitizing Paths in IMAGINE VirtualGIS Animation, both the DEM in the Viewer and the DEM inside VirtualGIS must have the same projection.

256• When linking a IMAGINE VirtualGIS viewer and an ERDAS IMAGINE Viewer, the linked Inquire Cursors will not display the same coordinates/values unless the ERDAS IMAGINE Viewer is displaying the imagery at 1:1 (default zoom).

257• There is a known issue that prevents IMAGINE VirtualGIS from exporting a model which has a name that begins with a number as a VRML model. In order to export a model to VRML, one must first rename this model so that it’s name begins with a letter. For example, a model named ‘12dem’ would need to be renamed to ‘a12dem’ or ‘dem’ in order for it to export to VRML correctly.
258• The joystick may lose its calibration when it is used to fly through the IMAGINE VirtualGIS scene. This will result in loss of navigation control. Resetting the view and changing to a different navigation mode may correct this.

259• When using Texture Mapped Vector Layers the Image Pixel Units are assumed to be in meters. Changing to a different unit size has no effect on the application of a texture to the surface of a texture mapped building.

SOLARIS ONLY

260• When performing convolution filtering in IMAGINE VirtualGIS, the Cancel button may not work.

261• If you have Annotations or Vector Layers open in IMAGINE VirtualGIS and attempt to close a 2D Viewer created by IMAGINE VirtualGIS before it loads, IMAGINE VirtualGIS will hang, and require a restart.

262• You cannot load DXF models into the IMAGINE VirtualGIS Model Library when the Preference "Perform Fast Directory Scans" is turned off. You must turn on this preference.

SOLARIS ONLY

263• If you have the Contrast Tool Open while changing the band combination of the current Raster Layer, IMAGINE VirtualGIS may terminate abnormally. To avoid this, first close the Contrast Tool and then change the band combination of the current Raster Layer.

264• Display lists are based on hardware implementations and are restricted to the amount of video memory available. If something goes wrong on the hardware side, such as running out of video memory, unknown issues can arise. These include missing data and slow performance. It is recommended to only turn on display lists if you get a performance gain in a slow scenario, otherwise always leave it off.

265• When using a VirtualDEM, all DEMs loaded as a VirtualDEM are counted as one. It will show up in arrange layers or any other feature layer as a single DEM.

SOLARIS ONLY

266• Shading may not appear correctly when displaying elevation models that are georeferenced in Geographic coordinates within IMAGINE VirtualGIS or ImageDrape on the SUN Elite 3D graphics card. If this occurs, reproject the imagery out of Geographic coordinates and redisplay in IMAGINE VirtualGIS or ImageDrape.

267• It may be possible to see the shading of an Intervisibility dome through the terrain of mountainous areas on some graphics cards.

268• When using the Model Properties dialog to position an imported model with the coordinate preference set to Lat/Lon, the model’s actual coordinate position may deviate slightly from the position displayed in the dialog.

269• Displaying imagery in IMAGINE VirtualGIS while in the Anaglyph stereo mode will not display correctly unless the background is set to black.

270• When displaying imagery within the VirtualGIS Viewer in Anaglyph mode, make sure that the background is set to a solid color; otherwise, the imagery may not display properly.

PC ONLY

271• Certain graphics cards, such as the ATI Rage Mobility, can render the DEM with certain artifacts such as spikes. Updating the latest drivers for the video card may help.
272• IMAGINE VirtualGIS fails to leave fallback mode when using the Labtec Spaceball controller to navigate. If IMAGINE VirtualGIS is set to enter fallback on motion, then it will stay in fallback mode when you stop using the Spaceball. In order to bring the level of detail back to normal, select Update Display under the View menu.

273• Many MPEG players are unable to display the Movie Creator Identifier, which is stored in the MPEG file during movie creation.

274• There are two file types in the Create Movie file chooser within IMAGINE VirtualGIS with the same .mov extension. When selecting an existing file to delete, the file chooser always switches to the last file type with that extension. Changing back to the original file type will create the movie properly.

275• IMAGINE VirtualGIS may experience certain rendering errors if Mipmapping is turned on while rendering a movie. If any texture rendering issues are experienced, turn off Mipmapping in the IMAGINE VirtualGIS preferences to see if this fixes the issue.

276• Due to the limitation on some hardware accelerators, specifically older brands, some cards may not have support or may have bad support for the extensions needed to hide the borders between raster tiles. One possible workaround is to use a Virtual DEM or convert the original DEM into a TIN. Using the VirtualDEM and TIN’s Virtual Raster capabilities may help to reduce this problem.

277• File types may be repeated in the file type lists that are given when opening a file. For example, when opening a DEM, the ArcInfo file type appears twice in the Files of type scrollist.

278• When using IMAGINE VirtualGIS TIN’s with the Wildcat series graphics cards, please ensure that you are using the most current graphics drivers.

279• IMAGINE VirtualGIS supports VRML 97/2.0 in ASCII format only. VRML 1.0 compliant files and files encoded in UTF-8 format are not supported. The VRML version can be verified by opening the VRML file in a text editor and reading the top line. VRML 1.0 files will have `#VRML 1.0 ascii` at the top of the file. If the file does not open as an ASCII file, then it is probably encoded in UTF-8 format, which will not work with the IMAGINE VirtualGIS importer.

280• Due to the fact that Multigen OpenFlight Models can have one polygon representing front and back (like a fence), this will cause problems when importing as a TIN. The easy way around it is to uncheck Render Top Side Only in scene properties under the DEM tab. The other solution is to import only the terrain as a TIN and use the model layer to import the models, excluding terrain.

281• IMAGINE VirtualGIS panoramic layers will move faster when playing with Animation Tool, as compared to using constant update. There is no relation between the two, except animation updates the screen faster than constant update.

282• When creating a MOV movie sequence in IMAGINE VirtualGIS, please ensure that the movie sequence is small enough to be loaded into memory and played by the IMAGINE Movie Player. If you do not have enough memory to load the movie, it will not play.

283• When using TINs or VirtualDEMs, you must have a raster loaded in order to display draped data over the terrain. This can be bypassed using the TIN by checking off the "Raster Enhanced Draping" option on the open dialog, but for VirtualDEMs this is a must.
284• If you change the band combinations of an image displayed in the IMAGINE VirtualGIS Viewer with the Arrange Layers dialog displayed, the changes to the band combinations will not be displayed correctly. Close and redisplay the Arrange Layers dialog for the changes to the band combinations to be displayed correctly within the tool.

285• When selecting a point within IMAGINE VirtualGIS to use when creating a flooded area, the observer must be zoomed in fairly close to the elevation model to determine the exact elevation value for the selected point. If the area is created using the default elevation value and no flood is generated, then you must manually set the elevation point to a lower value. In general, you should try to select a point that would represent a lower elevation than the surface of the flooded region.

286• When starting ERDAS IMAGINE, if there is an error displayed regarding the VGAPP.DLL file, your current installation includes the IMAGINE VirtualGIS module, and you do not have OpenGL installed on the system. Since VirtualGIS requires OpenGL, OpenGL must be installed on the system to keep this message from being displayed. Otherwise, ERDAS IMAGINE should be reinstalled without the IMAGINE VirtualGIS module.

287• There is limited support for symbology inside the IMAGINE VirtualGIS viewer. Rectangles, Ovals, Polygons, Arcs, and Polylines are supported with simple fill color attributes only. In other words, outlines and symbology are not supported as styles. Point symbols are supported as is plain text. Text with boxes, underlines, or shadows in them are not supported.

288• The VRML importer may texture models incorrectly when it is importing a VRML model that uses an indexedfaceset with faces that have a common vertex. This only occurs when textures are being tiled over the indexedfaceset.

289• Trees that are exported from IMAGINE VirtualGIS as VRML files have a black background when reimported into IMAGINE VirtualGIS. This occurs because IMAGINE VirtualGIS ignores the alpha channel when importing textures through VRML.

290• Some VRML importers may have problems importing texture files with more than one period in the name. To work around this problem, the texture files can be renamed so there is only one period in the name (foo.bar.jpg may be renamed foo_bar.jpg).

291• In order to use a Water Layer with multiple DEMs, first open each DEM, and only after all DEMs are opened should you open or create a Water Layer. If a DEM is added after a Water Layer is opened or created, then the Water Layer will only fill those DEMs that were created before the Water Layer was opened or created. It is recommended that for all feature layers, including the Water Layer, all DEMs are opened before adding a feature Layer. If a DEM is added after a feature layer is opened or created, it may cause unexpected behavior while using that feature layer.

292• If a Model is reprojected on the fly to fit over a DEM, that reprojection is not saved when the model is saved to VRML. The result is that the model and DEM will be in different coordinate systems when they are saved to VRML. This will result in either the DEM and model being very far apart, or unviewable, when the VRML file is reimported. A workaround is to make sure that both the DEM, raster, and model are in the same coordinate systems before exporting to VRML.

293• When building a Virtual World, small portions of your output world are cut out. The smaller your input DEM for the virtual world is, the more apparent these cutouts will be. Alternatively, you can convert your virtual world into a Static TIN, and take advantage of the TIN’s Virtual Rasters without having to build a virtual world.
• When creating a 2D viewshed for an Intervisibility Layer, the progress bar may not fill to 100% before finishing. When the "OK" button becomes active, the process has completed, regardless of the status of the progress bar.

• Saving a project with a layer initially opened without a DEM, and a DEM added afterwards will result in that layer being attached to the DEM when reopening the project.

**SOLARIS ONLY**

• The Viewshed Observer displayed in the 2D ERDAS IMAGINE Viewer may leave remnants as it is being moved. If this occurs, set your Use Fast Selectors preference in the Viewer category of the Preference Editor to false.

• Using the Layer Offset tools with Pixel Transparency with truecolor or grayscale imagery may cause some of the background to show through the imagery.

• Pyramid layers are never generated in IMAGINE VirtualGIS unless you are using a TIN with Virtual Rasters turned on, and you are prompted to do so. Regardless of your preferences in the Image Files (General) category of the Preference Editor, this will not happen for DEMS. To create pyramid layers, select Edit | Compute Pyramid Layers... from the ImageInfo dialog menu bar.

**PC ONLY**

• On Riva TNT-based graphics cards, the Pixel Transparency option may not work properly for raster overlay layers.

• Changes to viewing parameters are not remembered by the Set Look Direction dialog. If you change a viewing parameter, then close the dialog, you must reset that parameter the next time you open the dialog.

• On some graphics cards, editing a flight line point directly in the IMAGINE VirtualGIS Viewer may cause the elevation model to change colors to that of the Flight Line Color. Click Apply in the Scene Properties dialog to restore the elevation model color to that of the Terrain Color.

• The sun displayed in IMAGINE VirtualGIS using the Lens flare plug-in will not be displayed properly in a View to Image file operation if the output size is larger than 100%.

• The IMAGINE VirtualGIS Flight Path Editor may not work correctly if there are points within the Flight Path that have the exact same location. If this occurs, simply delete one of the flight path points and reapply. You are advised to use the Animation Tool as it has more features and this check is done automatically.

• Unless a graphics card specifically supports OpenGL when running more than one display, it should be assumed that IMAGINE VirtualGIS will not work when both displays are enabled. A workaround for users with two displays is to deactivate one of the displays, which will allow IMAGINE VirtualGIS to startup properly. This is an OpenGL/Windows limitation which can only be worked around if the graphics card manufacturer has written drivers to take advantage of OpenGL with more than one display.

• Vector coverages displayed in a Virtual World may not appear correctly if the original coverage was in a different projection than the Virtual World. If the vector coverage is in a different projection, use the Vector Information utility to reproject the coverage. The coverage may then have to be built using the Vector Build option to recreate the polygons within the coverage.
306• When using vector coverages in the IMAGINE Virtual World Editor, vector coverages should be in the same datum as the raster data. If the raster data is in one datum and the vector coverage is in another, it will cause problems when attempting to load the vector coverage into the Virtual World Editor.

307• When Virtual World Editor | Process | Build All is selected to run on sectors of previously built data, the sectors must be deselected then reselected before Display Selected Data in 2D Viewer and Display Selected Data in VirtualGIS become enabled.

308• Creating a Virtual World with more than one Raster Layer may result in a Virtual World with black gaps between images. There are two work arounds for this problem: 1. Use the Mosaic Tool to create one image out of the separate images. 2. Use a Virtual DEM instead of the Virtual World for viewing large data sets.