

Mosaic

Mosaic Directly to TNT Tileset

A tileset is a multifile object in a predefined structure designed for very efficient viewing of geodata sets. Google Maps, Google Earth, Open Layers, and the TNT products use tilesets for this purpose. The new Mosaic process in TNTmips can mosaic any number of images of any size directly to a TNT tileset raster. Since the resulting tileset raster comprises a linked set of uniformly-sized files in GeoJP2, PNG, or GeoTIFF format, it provides fast efficient access to a very large image for visualization and processing, and the individual tiles are directly useable in other software programs. Your mosaic can be either grayscale or composite color; a color mosaic can use a mixture of RGB raster sets and color composites as input (see the Technical Guide entitled *Mosaic: Grayscale, Multiband, and Color* for more information). The input images can also include any linked external image file (GeoJP2, GeoTIFF, MrSID, ...) in addition to rasters in MicroImages Project Files.

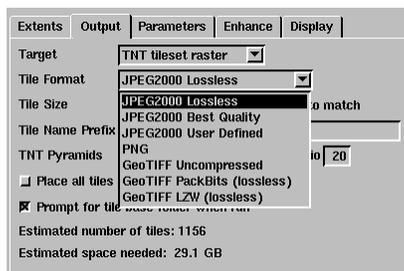
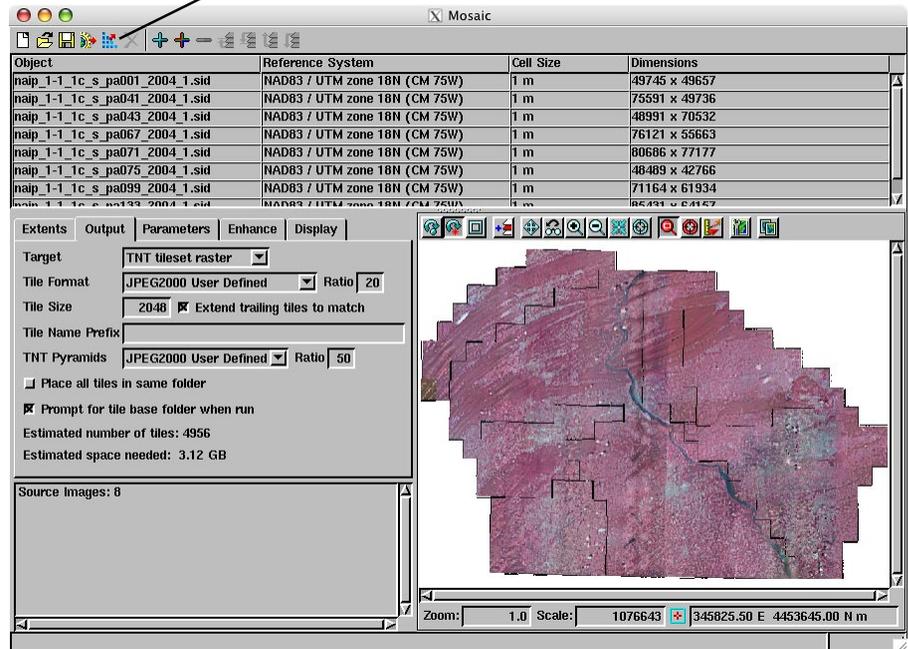
To mosaic to a TNT Tileset, set the Target menu on the Output tabbed panel to *TNT tileset raster*. You can then set the tile size and tile format, including compression options for GeoJP2 and GeoTIFF formats. The JPEG2000 User Defined option allows you to set a target compression ratio for lossy-compressed GeoJP2 tile files. Separate compression options can be set for the TNT pyramids that are stored with the tileset raster,

since pyramids can be more highly compressed than the parent image without sacrificing viewing quality.

The Output tabbed panel also provides options that govern the folder structure in which the tile files are stored, allowing you to provide a tile name prefix and to be prompted to identify or create the base folder in which the tiles will be stored. Unless you turn on the *Place all tiles in same folder* toggle, the files for each row of tiles are stored in separate, automatically-named subfolders within the base folder. (Placing a very large number of files in a

single destination folder can lead to poor performance due to limitations in some operating systems.) The Output panel also shows the estimated number of tiles and the estimated space needed with the current tileset settings.

Resume Incomplete Job icon button



compression ratio for lossy-compressed GeoJP2 tile files. Separate compression options can be set for the TNT pyramids that are stored with the tileset raster,

When you mosaic a very large number of images to a massive TNT tileset (such as 1-m orthoimages for an entire state), the operation may be time-consuming and thus may be vulnerable to interruptions such as power surges, outages, or system crashes. This may be especially true if you are mosaicking color images with different coordinate reference systems and/or cell sizes. Since the individual tile files are incrementally saved, an incomplete tileset mosaic operation that has been halted or interrupted can be resumed and completed. Simply restart the new Mosaic process and press the Resume Incomplete Job icon button. You are prompted to select the tileset mosaic job to resume. (A temporary file with the *.job file extension is automatically created in the same folder as the output Project File when you run a tileset mosaic and is automatically deleted if the process completes successfully. In order for the job file to be valid when you try to resume the operation, all input and output files must still exist in their original locations.) The process then creates the remaining tile files and completes the TNT tileset raster that links to the tile files.