

Note: these dll's were built using the ArcObjects 9.0 model and may not function in other versions of ArcGIS.

PolyDrill v0.6

Considerations:

Date: 02/16/04

Overview: Calculates the average value of a selected raster's z-value under the area of the polygon.

Instructions:

1. From a pulldown menu, select the name of the polygon
2. From a pulldown menu select the name of the raster layer
3. Click the Execute button

- It is assumed that the selected layers within the dataframe share a common projection.
- Multiple polygon features within the polygon layer are allowed.
- For each polygon, two values will be determined: the average z-value and the number of raster pixels used to calculate the average value. They will be stored in the attribute table as bxx_avg and bxx_cnt respectively where xx is the band number.

Raster Stacker v0.5

Date: 01/25/04

Overview: Allows the user to add or subtract bands from a selected raster layer to a target raster layer.

Instructions:

1. From a pulldown menu, select the name of the polygon
2. Before running the program, a target raster layer should have been selected.
3. Click the "Select Input Raster" button and select an input raster file
4. From the bands comprising the selected input raster file, select a band
5. Click on "Add ->" to add that band to the target raster
6. Selected bands on the target raster list can be deleted using the "Delete" button
7. "Raster Extent" determines whether the target raster will, when saved, be the union of the comprising bands or the intersection area of those bands
8. After a file name has been entered, click the "Save the Target Raster" to save the new target raster to the target raster directory.

ISU DrillDown v1.0

Date: 02/27/04

Overview: Determines the z-values of a raster at point coordinates.

Instructions:

The program consists of two independent parts: to create a random point file of points within a polygon and a drilldown to determine the raster z-values at point coordinates.

- To Create Random Points File:
 1. Enter a value for the number of points to create
 2. Select a polygon file (only a single polygon allowed within the polygon file) to determine the boundary of the points created
 3. Enter a field name to create for z-value data storage
 4. Click "Create Random Points"
- To Drill down to a Raster:
 1. Select the point layer file
 2. Select the raster layer into which you want to drill
 3. Enter a field name to store the drilldown values
 4. Click "Compute Drilldown"