Manual Raster Editing in Erdas Imagine

1. Pixel values in a classified raster map may be manually edited to either correct known errors or to update changes in the landscape. To begin, open the classified raster layer in a viewer. You can use the *flicker* and *swipe* functions under the *Utility* drop down menu to compare the classified map with satellite image data. It may also be helpful to open other windows with ancillary data (topo maps, vector layers, etc.) and use the viewer linking function to view the same area in each window. For more information about linking viewers and the flicker and swipe functions, refer to the *Loading multiple images for comparison in Erdas Imagine* guide.
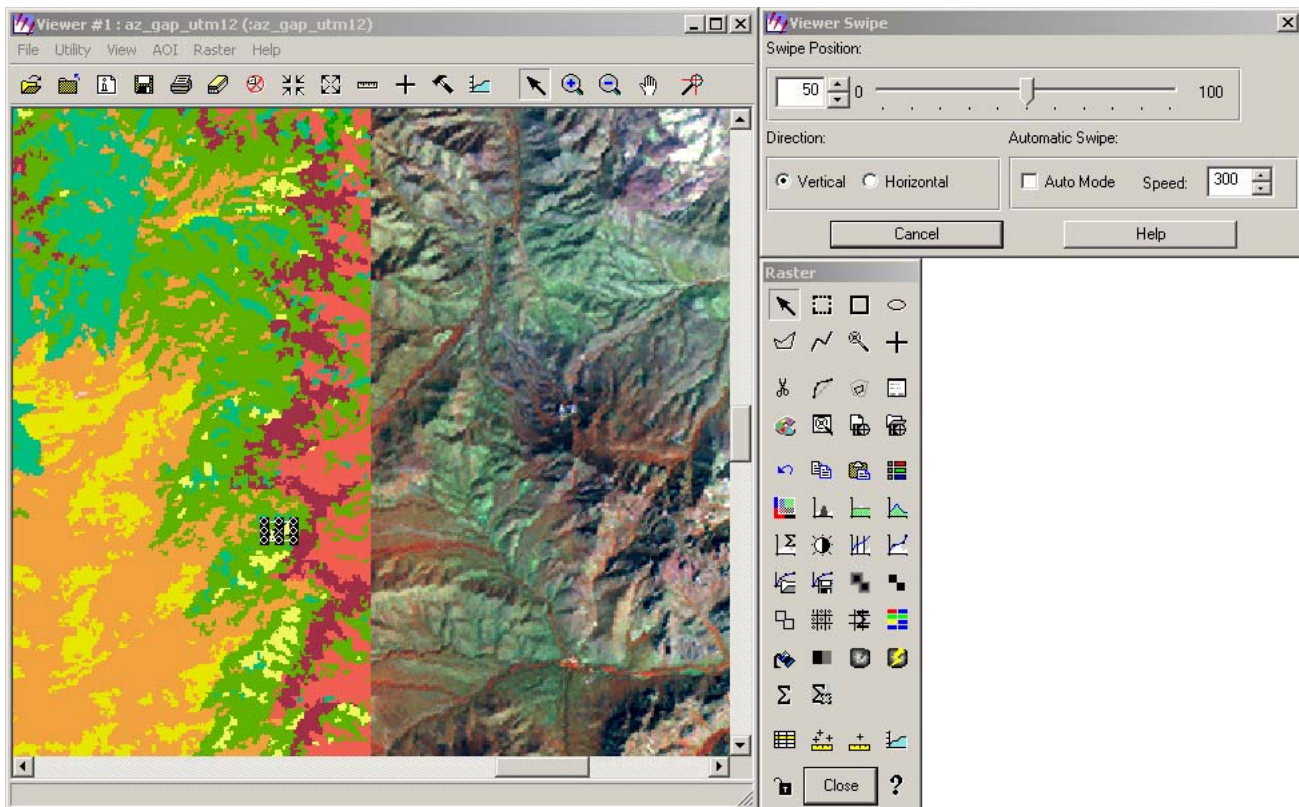
2. Access the raster tool set by choosing *Raster Tools* in the *Raster* drop down menu in the viewer. Use the *Create Polygon AOI* tool ⌣ to trace over an area that you want to change. You can also try using the *Region Grow AOI* Tool 🔍 to select entire patches that have the same land cover value. To adjust how the region growing tool selects areas, use the *Region Growing Properties* button ▣. In the properties menu, you can set the maximum number of pixels to be selected, and *Spectral Euclidean Distance* the default of one is sufficient for selecting classified patches.

3. Once a patch has been selected, there are two ways to change the pixel values. If all of
the selected pixels are to be changed to the same value, use the *Fill Area* function.
Select the correct value in the *Fill With* variable and choose *Apply*. If there are pixels of a
single value that should be excluded from the change, use the *Exclude Value* variable.
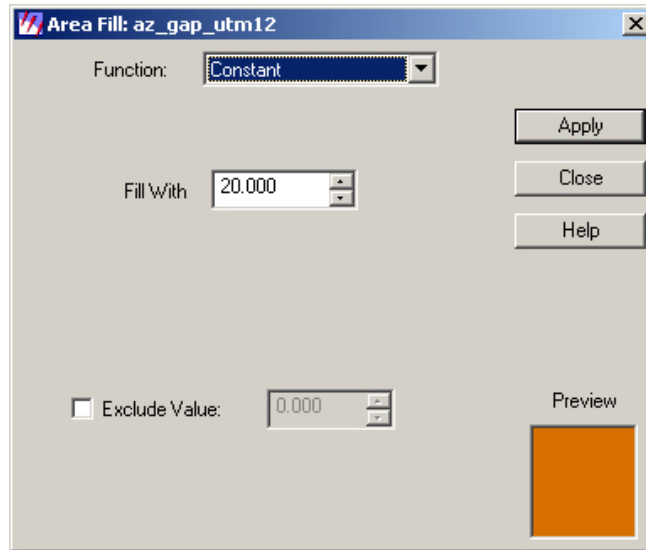
4. If there are multiple changes that need to be made within a selected polygon, use the
Recode Area function. In the recode dialog, add a new value to the *New Value* column,
highlight and use the *Change Selected Rows* button to change multiple values at once.
Click *Apply* to make the changes on the map.