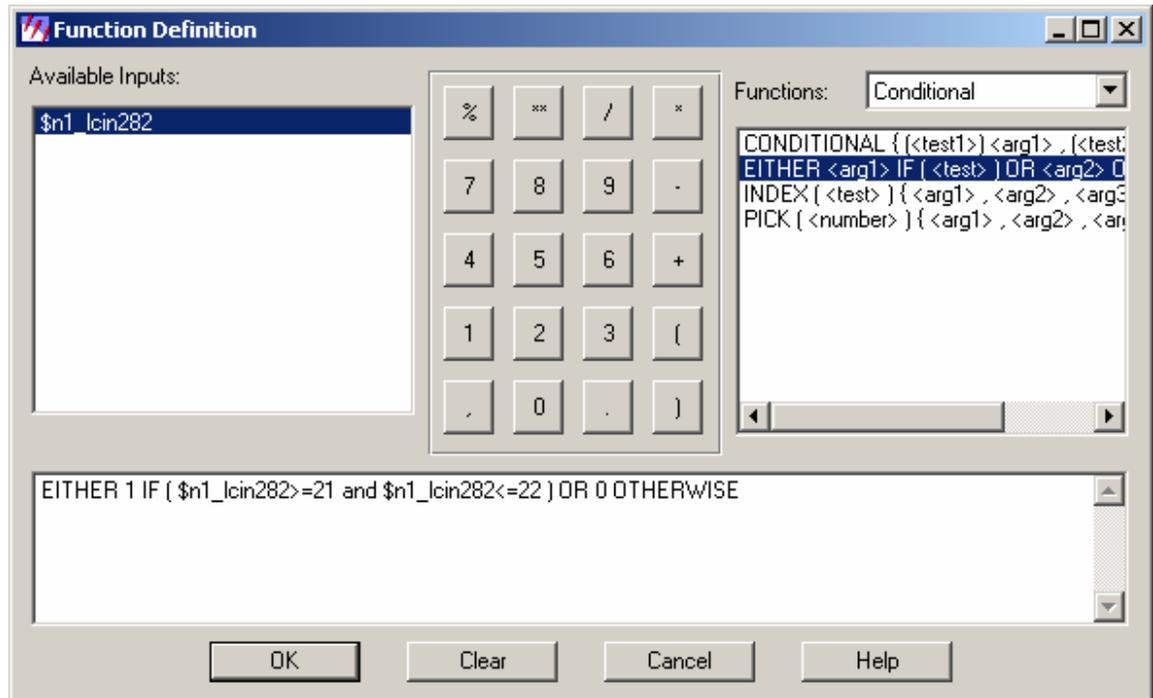


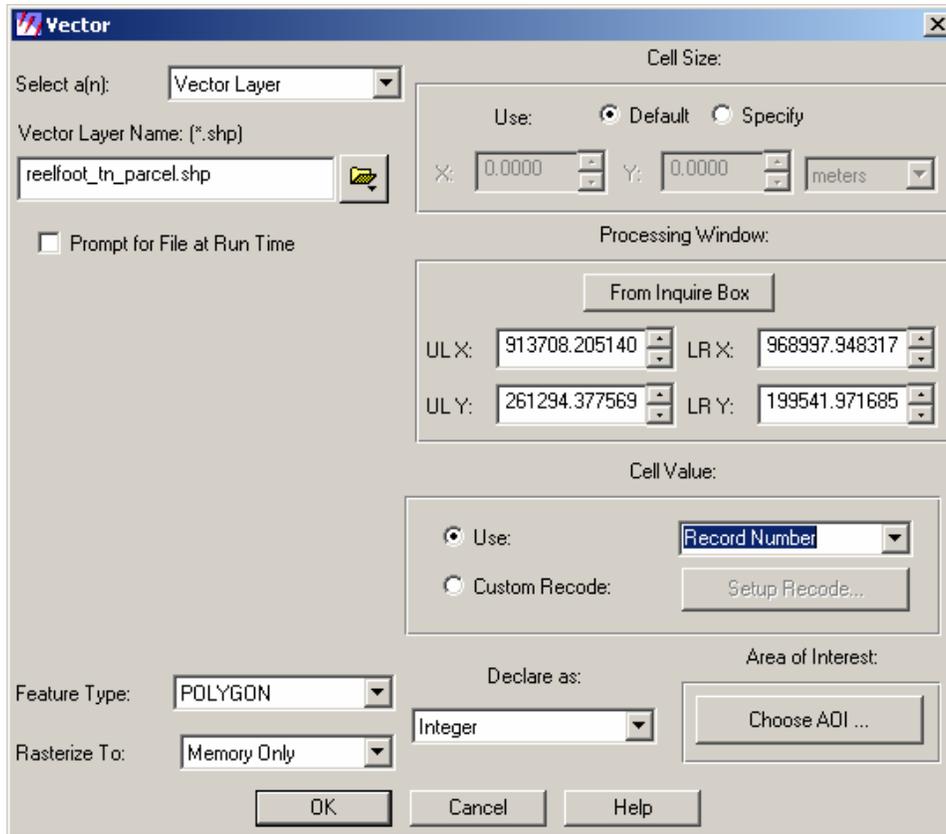
Land cover & Parcels

Once you have your Land Cover file saved out like earlier you may need to query it against other data like Parcels. To do this you need to single out each Land Cover class to query it to parcels. Do a model to say, single out class 21.



Your output will be 1s and 0, 1 being Land Cover 21.

Now to query it to Parcels, you run a model with Raster and Vector. Check your Cell Value and use Record Number or ID1. If you do not have ID1 numbers that skip then you can use that. But if your numbers skip then you will have to use Record Number. This happened with Reelfoot job. Your output can be unsigned 8 bit continuous if you have no more than 255 Parcels. But if you do have more than 255 Parcels then it will have to be unsigned 16 bit Thematic. Bring up your output image (make sure you run Compute Statistics) and your Parcel shape file and make sure it looks good, the numbers match, row to ID1 or Record Number. Add your area column in the Raster Attribute. Then you can highlight your columns out of each Attribute and copy it over to a spreadsheet.



Raster Attribute Editor - lc21_282-7all_tn_parcel.img(:Layer_1)

File Edit Help

Layer Number: 1

Row	Histogram	Value	Color	Opacity	Area
850	0	850		1	0.00
851	0	851		1	0.00
852	0	852		1	0.00
853	0	853		1	0.00
854	22	854		1	0.20
855	0	855		1	0.00
856	0	856		1	0.00
857	0	857		1	0.00
858	92	858		1	0.84
859	1	859		1	0.01
860	262	860		1	2.41

Attributes for reelfoot_tn_parcel.shp

File Edit View Help

Record	ID1	EOMETRY	OWNER	ACRES	MAP NUMBER	REAL ESTAT
849	855	1X2'_gA.			67g	2.01A
850	856	1X2'_gA			67g	2A
851	857	1X2'_g{			67g	2.02A
852	858	1X2'_g3x			67g	1A
853	859	1X2'_g0		1	67g	1.01A
854	860	1X2']=			5	19
855	861	1X2'@p		304.93	34	3
856	862	1X2'		205	34	40
857	863	1X2'f		105.64	43	6
858	864	1X2'G5		70	43	5
859	865	1X2'		110.27	43	6.01
860	866	1X2'		204	34	39
861	867	1X2'G9{		1	43	32
862	868	1X2'G9		15	43	33
863	869	1X2'G{		46.07	43	34.01