

# File name rule : L1

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
GID	G	C	1	S	G	1	_	Y	Y	Y	Y	M	M	D	D	H	H	m	m	s	P	P	P	S	S	_	L	L	x1	x2	_	K	K	K	m	r	_	a	p	p	p
Example	G	C	1	S	G	1	_	2	0	2	4	0	2	1	3	0	1	1	9	V	0	4	7	1	0	_	1	B	S	G	_	V	N	R	D	Q	_	2	0	0	9
Contents	Satellite (fix)		Sensor (fix)		-		Year		Month	Day	Hour	min	sec	Path※2		Scene ※3		-	Level ※8		Type ※9		Subsystem ※10		Mode※11	resolution ※13	-	algorithm ver. ※14		parameter ver. ※15											
	Observation start UT※1																																								

## ※1

- Set the ideal start time of product. (UTC time)
- As there is some overlap before and after product, it does not match with the time of product start line. The number of seconds is expressed by single alphabet.

※2 Path number : 1~485

※3 Scene number : 1~24

## ※8 Level

1A : L1A

1B : L1B

## ※9 Type

SG : Standard processing (global)

SL : Near-real time processing (around Japan)

SN : Near-real time processing (global)

## ※10 Subsystem

VNR : VNR-NP

POL : VNR-PL

IRS : IRS (SWIR+TIR)

## ※11 Mode

D : Day

N : Night

## ※13 Resolution

Q : 250m

K : 1000m

L : 1000m(low resolution resampling)

IRS has other pattern. (H, Y, X, M)

※14 algorithm ver. : 0~9、A~Z

※15 parameter ver. : 000~999

# File name rule : L2(scene)

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
GID	G	C	1	S	G	1	_	Y	Y	Y	Y	M	M	D	D	H	H	m	m	s	P	P	P	S	S	_	L	L	x1	x2	_	K	K	K	K	r	_	a	p	p	p
Example	G	C	1	S	G	1	_	2	0	2	4	0	2	1	3	0	1	1	5	R	0	4	7	0	9	_	L	2	S	G	_	S	S	T	_	K	_	3	0	0	1
Contents	Satellite (fix)		Sensor (fix)		-		Year					Month	Day	Hour	min	sec	Path※2		Scene ※3	-	Level ※8	Type ※9	-	Subsystem ※12		Resolution ※13	-	algorithm ver.※14	parameter ver. ※15												
	Observation start UT※1																																								

## ※1

•Set the ideal start time of product. (UTC time)  
 •As there is some overlap before and after product, it does not match with the time of product start line.  
 The number of seconds is expressed by single alphabet.

※2 Path number : 1~485

※3 Scene number : 1~24

※8 Level : L2

※9 Type

SG : Standard processing (global)

SL : Near-real time processing (around Japan)

SN : Near-real time processing (global)

## ※12 物理量

OKID  
 SST\_  
 IWPR  
 NWLR

## ※13 Resolution

Q : 250m  
 K : 1000m  
 L : 1000m(low resolution resampling)  
 IRS has other pattern. (H, Y, X, M)

※14 algorithm ver. : 0~9、A~Z

※15 parameter ver. : 000~999

# File name rule (seconds)

2024/03/01

The second of the observation time in L1 and L2 (scenes) is represented by a single letter of the alphabet.

Seconds symbol	Range of seconds
A	$00 \leq \text{sec} < 03$
B	$03 \leq \text{sec} < 06$
C	$06 \leq \text{sec} < 09$
D	$09 \leq \text{sec} < 12$
E	$12 \leq \text{sec} < 15$
F	$15 \leq \text{sec} < 18$
G	$18 \leq \text{sec} < 21$
H	$21 \leq \text{sec} < 24$
J	$24 \leq \text{sec} < 27$
K	$27 \leq \text{sec} < 30$
L	$30 \leq \text{sec} < 33$
M	$33 \leq \text{sec} < 36$
N	$36 \leq \text{sec} < 39$
P	$39 \leq \text{sec} < 42$
Q	$42 \leq \text{sec} < 45$
R	$45 \leq \text{sec} < 48$
S	$48 \leq \text{sec} < 51$
T	$51 \leq \text{sec} < 54$
U	$54 \leq \text{sec} < 57$
V	$57 \leq \text{sec} < 60$
W	$60 \leq \text{sec} < 61$

# File name rule : L2(Tile, Global, statistics), L3



2024/03/01

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
GID	G	C	1	S	G	1	_	Y	Y	Y	Y	M	M	D	D	m	t	t	t	_	g	A	A	A	A	_	L	L	x1	x2	_	K	K	K	K	r	_	a	p	p	p
Example	G	C	1	S	G	1	_	2	0	2	4	0	1	0	1	D	0	1	M	_	D	0	0	0	0	_	3	M	S	G	_	L	S	T	_	F	_	3	0	0	0
Contents	Satellite (fix)		Sensor (fix)		-		Year			Month	Day	A/D※4	Process time unit	Mapping※6		Area tile no. ※7		Level ※8	Type ※9	Subsystem ※12		resolution ※13	algorithm ver.※14	parameter ver. ※15																	
							Observation start UT※1						※5																												

※1 Observation start day  
 ・Set the ideal start time of product. (UTC time)

※4 A/D                      ※5 Process time unit  
 A : Ascending              01D : 1-day  
 D : Descending             08D : 8-day  
                                      01M : 1-month

※6 Mapping  
 X : EQA (one dimensional)    N : PS-N  
 A : EQA                            S : PS-S  
 D : EQR                            T : Tile

※7 Tile : 0000~1735 (global : 0000)

※8 Level  
 L2 : L2  
 3B : L3 Bin  
 3M : L3 Map

※9 Type  
 SG : Standard processing (global)  
 SL : Near-real time processing (around Japan)  
 SN : Near-real time processing (global)

※12 physical quantity

SICE	SIST	SIPR	SGSL
LTOA	RSRF	SWR_	VGI_
NDVI	EVI_	SDI_	LAI_
FPAR	AGB_	VRI_	LST_
CLFG	CLPR	ARNP	LCLR
PAR_	CHLA	TSM_	CDOM
SST_	CLTT	CLTH	COTW
CERW	COTI	SALB	AOTO
AOTL	AAEO	AAEL	AOTP
AAEP	ASSA		

※Please see p.5 for RSRF, NWLR, and CLPR.

※13 Resolution  
 Q : 250m    F : 1/24deg  
 K : 1000m    C : 1/12deg

※14 algorithm ver. : 0~9、A~Z  
 ※15 parameter ver. : 000~999

The following statistic product file names are DIFFERENT from their source L2 products, because they does NOT contain all physical parameters. Only LIMITED pyshical parameters are stored.

Input L2 products	Output statistics products	Description of products	Remarks
RSRF	GEO*	Sensor geometry (Including RLA, SNZ, SLZ)	*should be input observation sensor as follows. V: VNR-NP P: VNR-PL I: IRS
	RLA*	Relative azimuth	
	SNZ*	Sensor zenith angle	
	SLZ*	Solar zenith angle	
	RV**	VNR-NP Reflectance	**should be input band number. (01~11)
	RS**	IRS-SWIR Reflectance	**should be input band number. (01~04)
	RT**	IRS-TIR Reflectance	**should be input band number. (01~02)
	RN**	Reflectance of VNR-NP co-registered for VNR-PL	**should be input band number. (08, 11)
	RP**	VNR-PL Reflectance	**should be input band number. (01, 02)
CLPR	CFR*	Classified cloud fraction(Day)	* should be input each number from 1 to 9.
	CFR*	Classified cloud fraction(Night)	*should be input A(All), H(High layer), M(Middle layer) or L(Low layer)
NWLR	L***	Normalized Water Leaving Radiance	*** should be input wave length
	T***	Atmospheric correction parameter	*** should be input wave length