

Mosaic dataset attribute table

ArcMap 10.8

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Below lists the attribute table fields that will always appear by default when you create a mosaic dataset. When you add data using a particular raster type, more fields can be added to contain some specific metadata information. You can also add and populate additional fields. These fields can be used when defining a query on the mosaic dataset (or image service using the mosaic dataset). If you don't want all the fields exposed to those using the mosaic dataset, you can edit Allowed Fields on the Mosaic Dataset Properties dialog box.

The attribute table contains the following default fields:

- **ObjectID**—The ObjectID field is maintained by ArcGIS and guarantees a unique ID for each row in a table. It can be used as an image ID when using the Lock Raster mosaic method.
- **Raster**—Stores the link to the raster dataset and any individual properties, functions, or metadata. You can preview the processed raster by clicking in this field and clicking the arrow button that appears. In the window that appears, you can edit the functions and preview the properties and metadata.
- **Name**—Name of the source defined by the raster type, which can be the name of the raster dataset file or the metadata file defined in the raster type.
- **MinPS and MaxPS**—The minimum and maximum pixel sizes are computed from the LowPS and HighPS values and depend on the overlapping raster datasets. These values control which raster will be used to create the dynamically mosaicked image at particular scales or resolutions of the display or image request. For example, if you create a mosaic dataset from 1-meter source rasters and build overviews, you will see a range of minimum and maximum pixel sizes. If you view the entire mosaic dataset (fully zoomed out), you likely are viewing the image with the largest MinPS and MaxPS values. As you zoom in, the resolution of the image increases and smaller pixel sizes are required.
- **LowPS and HighPS**—These values are extracted from the source rasters and used to define the range of pixel sizes that the raster dataset contains. For example, a raster dataset that contains a pyramid (or internal overview) will have a range of pixel sizes—the low value will represent the base pixel value, and the high value will represent the top overview that is being used. For raster datasets with no pyramids, the low and high pixel sizes may be the same value.
- **Category**—Used for quickly identifying the type of dataset and its status within the mosaic dataset:
 - 0—Unknown
 - 1—Primary (base) data
 - 2—Overview
 - 3—Unprocessed overview
 - 4—Partially processed overview
 - 253—Uploaded
 - 254—Incomplete and needs to be synchronized
 - 255—Custom item
- **Tag**—Used for identifying the raster dataset that will participate in functions defined in a function template. For example, importing one mosaic dataset to another using the Table raster type (with some function templates defined on the raster type) heavily depends on Tag. In most cases, the value is defined by the raster type used for creating the dataset entry within the table.
- **GroupName**—A name given to one or more rows in the table that belong together. For example, for a QuickBird scene, the panchromatic and multispectral rasters are added as separate items in the table. Since each is required to

participate in pan sharpening when added using a particular raster type, they will be assigned a group name. This is defined by the raster type that created the dataset entry within the table.

- **ProductName**—This is derived from either the name or product type defined in the raster type.
- **CenterX and CenterY**—The x- and y-coordinates identifying the centroid or nadir of the raster dataset. They are used to render a mosaicked image when the mosaic method is Closest To Nadir or Closest To Viewpoint.
- **ZOrder**—Controls the ordering used in determining how the rasters will be mosaicked together when using the Closest To Center, North-West, By Attribute, Closest To Nadir, or Closest To Viewpoint mosaic methods. Generally, lower values push forward and larger values push back. For example, if there are three values, 10, 0, and -10, the larger value (10) becomes heavier and has a lower priority when creating the mosaicked image so it may be covered up by a lower ZOrder value (0 or -10). And the smaller the value, the more important and lighter it becomes, so it's displayed on top of a larger ZOrder value (therefore, -10 is on top of 0). Another way to think about this order of display value is, the higher number is displayed first and the remaining rasters are displayed overtop of the preceding raster in descending order, so the smallest numbered raster is on top.

This parameter can be used to control preferred display order or to display a lower-resolution raster with a specified footprint to cover areas that should not be seen at high resolutions.

A null value is presumed equal to zero.

Related topics

- [Mosaic dataset footprints](#)
- [Mosaic dataset seamlines](#)
- [Changing the mosaic method used when viewing the mosaic dataset](#)
- [Mosaic dataset properties](#)
- [Adding metadata into the mosaic dataset's attribute table](#)