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Style

Create

Create a simple style.

```
geo-shell> style create --params "stroke=black stroke-width=0.25 fill=wheat" --file
examples/style_create.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|--------|----------------------|-----------|-------------------|---------------------|
| params | The style parameters | true | | |
| file | The output file | true | | |

```
geo-shell> style create --params "stroke=black stroke-width=0.25 fill=wheat" --file
examples/style_create.sld
```

Style stroke=black stroke-width=0.25 fill=wheat written to /home/travis/build/jericks/geo-shell/examples/style_create.sld!

```
geo-shell> workspace open --name naturalearth --params src/test/resources/naturalearth.gpkg
Workspace naturalearth opened!
```

```
geo-shell> layer open --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries
```

```
geo-shell> layer style set --name countries --style examples/style_create.sld
Style /home/travis/build/jericks/geo-shell/examples/style_create.sld set on countries
```

```
geo-shell> layer open --workspace naturalearth --layer ocean --name ocean
Opened Workspace naturalearth Layer ocean as ocean
```

```
geo-shell> layer style set --name ocean --style examples/ocean.sld
Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean
```

```
geo-shell> map open --name map
Map map opened!
```

```
geo-shell> map add layer --name map --layer ocean
Added ocean layer to map map
```

```
geo-shell> map add layer --name map --layer countries
Added countries layer to map map
```

```
geo-shell> map draw --name map --file examples/style_create.png
Done drawing /home/travis/build/jericks/geo-shell/examples/style_create.png!
```

```
geo-shell> map close --name map
Map map closed!
```

```

<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <sld:PolygonSymbolizer>
            <sld:Fill>
              <sld:CssParameter name="fill">#f5deb3</sld:CssParameter>
              <sld:CssParameter name="fill-opacity">0.6</sld:CssParameter>
            </sld:Fill>
          </sld:PolygonSymbolizer>
          <sld:LineSymbolizer>
            <sld:Stroke>
              <sld:CssParameter name="stroke-width">0.25</sld:CssParameter>
            </sld:Stroke>
          </sld:LineSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>

```



Vector Default

Create a default vector style.

```
geo-shell> style vector default --layer countries --color #F5F5DC --file
examples/countries_default.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|---------|-----------------|-----------|-------------------|---------------------|
| layer | The Layer | true | | |
| color | The color | false | #f2f2f2 | #f2f2f2 |
| opacity | The opacity | false | 1.0 | 1.0 |
| file | The output file | true | | |

```
geo-shell> workspace open --name naturalearth --params src/test/resources/naturalearth.gpkg
Workspace naturalearth opened!
```

```
geo-shell> layer open --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries
```

```
geo-shell> style vector default --layer countries --color #F5F5DC --file
examples/countries_default.sld
Default Vector Style for countries written to /home/travis/build/jericks/geo-
shell/examples/countries_default.sld!
```

```
geo-shell> layer style set --name countries --style examples/countries_default.sld
Style /home/travis/build/jericks/geo-shell/examples/countries_default.sld set on countries
```

```
geo-shell> layer open --workspace naturalearth --layer ocean --name ocean
```

Opened Workspace naturalearth Layer ocean as ocean

```
geo-shell> style vector default --layer ocean --color DeepSkyBlue --file examples/ocean_default.sld  
Default Vector Style for ocean written to /home/travis/build/jericks/geo-shell/examples/ocean_default.sld!
```

```
geo-shell> layer style set --name ocean --style examples/ocean_default.sld  
Style /home/travis/build/jericks/geo-shell/examples/ocean_default.sld set on ocean
```

```
geo-shell> map open --name map  
Map map opened!
```

```
geo-shell> map add layer --name map --layer ocean  
Added ocean layer to map map
```

```
geo-shell> map add layer --name map --layer countries  
Added countries layer to map map
```

```
geo-shell> map draw --name map --file examples/style_vector_default.png  
Done drawing /home/travis/build/jericks/geo-shell/examples/style_vector_default.png!
```

```
geo-shell> map close --name map  
Map map closed!
```

Country Style

```

<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <sld:PolygonSymbolizer>
            <sld:Fill>
              <sld:CssParameter name="fill">#f5f5dc</sld:CssParameter>
            </sld:Fill>
          </sld:PolygonSymbolizer>
          <sld:LineSymbolizer>
            <sld:Stroke>
              <sld:CssParameter name="stroke">#abab9a</sld:CssParameter>
              <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
            </sld:Stroke>
          </sld:LineSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>

```

Ocean Style

```

<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <sld:PolygonSymbolizer>
            <sld:Fill>
              <sld:CssParameter name="fill">#00bfff</sld:CssParameter>
            </sld:Fill>
          </sld:PolygonSymbolizer>
          <sld:LineSymbolizer>
            <sld:Stroke>
              <sld:CssParameter name="stroke">#0085b2</sld:CssParameter>
              <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
            </sld:Stroke>
          </sld:LineSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>

```



Vector Gradient

Create a gradient vector style.

```
geo-shell> style vector gradient --layer countries --field PEOPLE --colors greens --number 8
--method quantile --file examples/style_vector_gradient.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|----------|---|-----------|-------------------|---------------------|
| layer | The Layer | true | | |
| field | The field | true | | |
| number | The number of categories | true | | |
| colors | The colors | true | | |
| method | The classification method (Quantile or EqualInterval) | false | Quantile | Quantile |
| elsemode | The else mode (ignore, min, max) | false | ignore | ignore |
| file | The output file | true | | |

```
geo-shell> workspace open --name naturalearth --params src/test/resources/naturalearth.gpkg
Workspace naturalearth opened!
```

```
geo-shell> layer open --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries
```


geo-shell> **style vector gradient** --layer countries --field PEOPLE --colors greens --number 8
--method quantile --file examples/style_vector_gradient.sld
Gradient Vector Style for countries's PEOPLE Field written to /home/travis/build/jericks/geo-shell/examples/style_vector_gradient.sld!

geo-shell> **layer style set** --name countries --style examples/style_vector_gradient.sld
Style /home/travis/build/jericks/geo-shell/examples/style_vector_gradient.sld set on countries

geo-shell> **layer open** --workspace naturalearth --layer ocean --name ocean
Opened Workspace naturalearth Layer ocean as ocean

geo-shell> **layer style set** --name ocean --style examples/ocean.sld
Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean

geo-shell> **map open** --name map
Map map opened!

geo-shell> **map add layer** --name map --layer ocean
Added ocean layer to map map

geo-shell> **map add layer** --name map --layer countries
Added countries layer to map map

geo-shell> **map draw** --name map --file examples/style_vector_gradient.png
Done drawing /home/travis/build/jericks/geo-shell/examples/style_vector_gradient.png!

geo-shell> **map close** --name map
Map map closed!

```
<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <ogc:Filter>
            <ogc:And>
              <ogc:PropertyIsGreaterThanOrEqualTo>
                <ogc:PropertyName>PEOPLE</ogc:PropertyName>
                <ogc:Literal>0</ogc:Literal>
              </ogc:PropertyIsGreaterThanOrEqualTo>
              <ogc:PropertyIsLessThan>
                <ogc:PropertyName>PEOPLE</ogc:PropertyName>
                <ogc:Literal>833285</ogc:Literal>
              </ogc:PropertyIsLessThan>
            </ogc:And>
          </ogc:Filter>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>
```

```

        </ogc:PropertyIsLessThan>
    </ogc:And>
</ogc:Filter>
<sld:PolygonSymbolizer>
    <sld:Fill>
        <sld:CssParameter name="fill">#F7FCF5</sld:CssParameter>
    </sld:Fill>
</sld:PolygonSymbolizer>
<sld:LineSymbolizer>
    <sld:Stroke/>
</sld:LineSymbolizer>
</sld:Rule>
<sld:Rule>
    <ogc:Filter>
        <ogc:And>
            <ogc:PropertyIsGreaterThanOrEqualTo>
                <ogc:PropertyName>PEOPLE</ogc:PropertyName>
                <ogc:Literal>833285</ogc:Literal>
            </ogc:PropertyIsGreaterThanOrEqualTo>
            <ogc:PropertyIsLessThan>
                <ogc:PropertyName>PEOPLE</ogc:PropertyName>
                <ogc:Literal>3360474</ogc:Literal>
            </ogc:PropertyIsLessThan>
        </ogc:And>
    </ogc:Filter>
    <sld:PolygonSymbolizer>
        <sld:Fill>
            <sld:CssParameter name="fill">#E5F5E0</sld:CssParameter>
        </sld:Fill>
    </sld:PolygonSymbolizer>
    <sld:LineSymbolizer>

```



Vector Unique Values

Create a unique values vector style.

```
geo-shell> style vector uniquevalues --layer countries --field NAME --colors random --file
examples/style_vector_uniquevalues.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|--------|-----------------|-----------|-------------------|---------------------|
| layer | The Layer | true | | |
| field | The field | true | | |
| colors | The colors | true | | |
| file | The output file | true | | |

```
geo-shell> workspace open --name naturalearth --params src/test/resources/naturalearth.gpkg
Workspace naturalearth opened!
```

```
geo-shell> layer open --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries
```

```
geo-shell> style vector uniquevalues --layer countries --field NAME --colors random --file
examples/style_vector_uniquevalues.sld
Unique Values Vector Style for countries's NAME Field written to /home/travis/build/jericks/geo-
shell/examples/style_vector_uniquevalues.sld!
```

```
geo-shell> layer style set --name countries --style examples/style_vector_uniquevalues.sld
Style /home/travis/build/jericks/geo-shell/examples/style_vector_uniquevalues.sld set on countries
```

geo-shell> **layer open** --workspace naturalearth --layer ocean --name ocean
Opened Workspace naturalearth Layer ocean as ocean

geo-shell> **layer style set** --name ocean --style examples/ocean.sld
Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean

geo-shell> **map open** --name map
Map map opened!

geo-shell> **map add layer** --name map --layer ocean
Added ocean layer to map map

geo-shell> **map add layer** --name map --layer countries
Added countries layer to map map

geo-shell> **map draw** --name map --file examples/style_vector_uniquevalues.png
Done drawing /home/travis/build/jericks/geo-shell/examples/style_vector_uniquevalues.png!

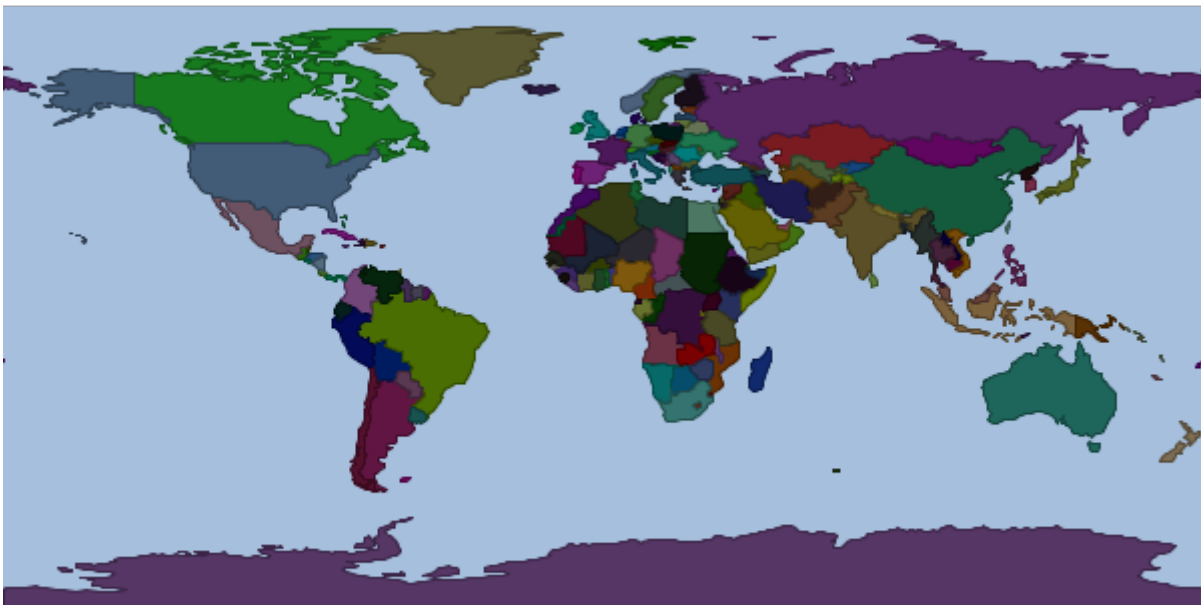
geo-shell> **map close** --name map
Map map closed!

```
<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <ogc:Filter>
            <ogc:PropertyIsEqualTo>
              <ogc:PropertyName>NAME</ogc:PropertyName>
              <ogc:Literal>Afghanistan</ogc:Literal>
            </ogc:PropertyIsEqualTo>
          </ogc:Filter>
          <sld:PolygonSymbolizer>
            <sld:Fill>
              <sld:CssParameter name="fill">#331d17</sld:CssParameter>
            </sld:Fill>
          </sld:PolygonSymbolizer>
          <sld:LineSymbolizer>
            <sld:Stroke>
              <sld:CssParameter name="stroke">#231410</sld:CssParameter>
              <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
            </sld:Stroke>
          </sld:LineSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>
```

```

</sld:Rule>
<sld:Rule>
  <ogc:Filter>
    <ogc:PropertyIsEqualTo>
      <ogc:PropertyName>NAME</ogc:PropertyName>
      <ogc:Literal>Albania</ogc:Literal>
    </ogc:PropertyIsEqualTo>
  </ogc:Filter>
  <sld:PolygonSymbolizer>
    <sld:Fill>
      <sld:CssParameter name="fill">#2c7a6a</sld:CssParameter>
    </sld:Fill>
  </sld:PolygonSymbolizer>
  <sld:LineSymbolizer>
    <sld:Stroke>
      <sld:CssParameter name="stroke">#1e554a</sld:CssParameter>
      <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
    </sld:Stroke>
  </sld:LineSymbolizer>
</sld:Rule>
<sld:Rule>
  <ogc:Filter>
    <ogc:PropertyIsEqualTo>

```



Vector Unique Values From Text File

Create a unique values vector style from a text file

geo-shell> style vector uniquevaluesfromtext --field UnitSymbol --textFile

```
src/test/resources/mars/I1802ABC_geo_units_RGBlut.txt --geometryType polygon --styleFile
examples/style_vector_uniquevaluesfromtext.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|--------------|--------------------------------|-----------|-------------------|---------------------|
| field | The field name | true | | |
| geometryType | The geometry type | true | | |
| textFile | The input text file | true | | |
| styleFile | The output sld or ysld file | true | | |

```
geo-shell> workspace open --name mars --params src/test/resources/mars
Workspace mars opened!
```

```
geo-shell> layer open --workspace mars --layer geo_units_oc_dd --name mars
Opened Workspace mars Layer geo_units_oc_dd as mars
```

```
geo-shell> style vector uniquevaluesfromtext --field UnitSymbol --textFile
src/test/resources/mars/I1802ABC_geo_units_RGBlut.txt --geometryType polygon --styleFile
examples/style_vector_uniquevaluesfromtext.sld
Create a unique values style from /home/travis/build/jericks/geo-
shell/src/test/resources/mars/I1802ABC_geo_units_RGBlut.txt for UnitSymbol and polygon to
/home/travis/build/jericks/geo-shell/examples/style_vector_uniquevaluesfromtext.sld
```

```
geo-shell> layer style set --name mars --style examples/style_vector_uniquevaluesfromtext.sld
Style /home/travis/build/jericks/geo-shell/examples/style_vector_uniquevaluesfromtext.sld set on
mars
```

```
geo-shell> map open --name map
Map map opened!
```

```
geo-shell> map add layer --name map --layer mars
Added mars layer to map map
```

```
geo-shell> map draw --name map --file examples/style_vector_uniquevaluesfromtext.png
Done drawing /home/travis/build/jericks/geo-
shell/examples/style_vector_uniquevaluesfromtext.png!
```

```
geo-shell> map close --name map
Map map closed!
```

```
<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
```

```

<sld:UserStyle>
  <sld:Name>Default Styler</sld:Name>
  <sld:FeatureTypeStyle>
    <sld:Name>name</sld:Name>
    <sld:Rule>
      <ogc:Filter>
        <ogc:PropertyIsEqualTo>
          <ogc:PropertyName>UnitSymbol</ogc:PropertyName>
          <ogc:Literal>AHa</ogc:Literal>
        </ogc:PropertyIsEqualTo>
      </ogc:Filter>
      <sld:PolygonSymbolizer>
        <sld:Fill>
          <sld:CssParameter name="fill">#af006f</sld:CssParameter>
        </sld:Fill>
      </sld:PolygonSymbolizer>
      <sld:LineSymbolizer>
        <sld:Stroke>
          <sld:CssParameter name="stroke">#7a004d</sld:CssParameter>
          <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
        </sld:Stroke>
      </sld:LineSymbolizer>
    </sld:Rule>
    <sld:Rule>
      <ogc:Filter>
        <ogc:PropertyIsEqualTo>
          <ogc:PropertyName>UnitSymbol</ogc:PropertyName>
          <ogc:Literal>AHat</ogc:Literal>
        </ogc:PropertyIsEqualTo>
      </ogc:Filter>
      <sld:PolygonSymbolizer>
        <sld:Fill>
          <sld:CssParameter name="fill">#c03616</sld:CssParameter>
        </sld:Fill>
      </sld:PolygonSymbolizer>
      <sld:LineSymbolizer>
        <sld:Stroke>
          <sld:CssParameter name="stroke">#86250f</sld:CssParameter>
          <sld:CssParameter name="stroke-width">0.5</sld:CssParameter>
        </sld:Stroke>
      </sld:LineSymbolizer>
    </sld:Rule>
    <sld:Rule>
      <ogc:Filter>
        <ogc:PropertyIsEqualTo>

```



Raster Default

Create a default raster style.

```
geo-shell> style raster default --raster pc --opacity 0.75 --file examples/style_raster_default.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|---------|-----------------|-----------|-------------------|---------------------|
| raster | The Raster | true | | |
| opacity | The opacity | false | 1.0 | 1.0 |
| file | The output file | true | | |

```
geo-shell> format open --name pierce_county --input src/test/resources/pc.tif
Format pierce_county opened!
```

```
geo-shell> raster open --format pierce_county --raster pc --name pc
Opened Format pierce_county Raster pc as pc
```

```
geo-shell> style raster default --raster pc --opacity 0.75 --file examples/style_raster_default.sld
Default Raster Style for pc written to /home/travis/build/jericks/geo-shell/examples/style_raster_default.sld!
```

```
geo-shell> raster style set --name pc --style examples/style_raster_default.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_default.sld set on pc
```

```
geo-shell> map open --name map
Map map opened!
```


geo-shell> **map add raster** --name map --raster pc

Added pc layer to map map

geo-shell> **map draw** --name map --file examples/style_raster_default.png

Done drawing /home/travis/build/jericks/geo-shell/examples/style_raster_default.png!

geo-shell> **map close** --name map

Map map closed!

```
<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <sld:RasterSymbolizer>
            <sld:Geometry>
              <ogc:Literal>grid</ogc:Literal>
            </sld:Geometry>
            <sld:Opacity>0.75</sld:Opacity>
            <sld:ContrastEnhancement/>
          </sld:RasterSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>
```



Raster Color Map

Create a color map raster style.

```
geo-shell>      style      raster      colormap      --raster      pc      --values
"25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5"      --file
examples/style_raster_colormap.sld
```

| Name | Description | Mandatory | Specified Default | Unspecified Default |
|----------|--|-----------|-------------------|---------------------|
| raster | The Raster | true | | |
| opacity | The opacity | false | 1.0 | 1.0 |
| values | The comma delimited list of values (key=value) | true | | |
| type | The type (intervals, values, ramp) | false | ramp | ramp |
| extended | Whether to use extended colors or not | false | false | false |
| file | The output file | true | | |

```
geo-shell> format open --name pierce_county --input src/test/resources/pc.tif
Format pierce_county opened!
```

```
geo-shell> raster open --format pierce_county --raster pc --name pc
```

Opened Format pierce_county Raster pc as pc

```
geo-shell> style raster colormap --raster pc --values  
"25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5"  
--file  
examples/style_raster_colormap.sld  
Colormap Raster Style for pc written to /home/travis/build/jericks/geo-  
shell/examples/style_raster_colormap.sld!
```

```
geo-shell> raster style set --name pc --style examples/style_raster_colormap.sld  
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pc
```

```
geo-shell> map open --name map  
Map map opened!
```

```
geo-shell> map add raster --name map --raster pc  
Added pc layer to map map
```

```
geo-shell> map draw --name map --file examples/style_raster_colormap.png  
Done drawing /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.png!
```

```
geo-shell> map close --name map  
Map map closed!
```

```

<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor
xmlns="http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld"
xmlns:gml="http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc"
version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </sld:LayerFeatureConstraints>
    <sld:UserStyle>
      <sld:Name>Default Styler</sld:Name>
      <sld:FeatureTypeStyle>
        <sld:Name>name</sld:Name>
        <sld:Rule>
          <sld:RasterSymbolizer>
            <sld:Geometry>
              <ogc:Literal>grid</ogc:Literal>
            </sld:Geometry>
            <sld:ColorMap>
              <sld:ColorMapEntry color="#9fd182" opacity="1.0" quantity="25"/>
              <sld:ColorMapEntry color="#3e7f3c" opacity="1.0" quantity="470"/>
              <sld:ColorMapEntry color="#133912" opacity="1.0" quantity="920"/>
              <sld:ColorMapEntry color="#08306b" opacity="1.0" quantity="1370"/>
              <sld:ColorMapEntry color="#ffffff5" opacity="1.0" quantity="1820"/>
            </sld:ColorMap>
            <sld:ContrastEnhancement/>
          </sld:RasterSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>

```

