Table of Contents

Raster

Open

Open a Raster.

geo-shell> **raster open** --format earth --raster earth --name earth

Name	Description	Mandatory	Specified Default	Unspecified Default
format	The Format name	true		
raster	The Raster name	true		
name	The name	false		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **raster close** --name earth
Raster earth closed!

geo-shell> **format close** --name earth
Format earth closed!

Close

Close a Raster.

geo-shell> **raster close** --name earth

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **raster close** --name earth
Raster earth closed!

geo-shell> **format close** --name earth
Format earth closed!

List

List open Rasters.

geo-shell> **raster list**

No parameters

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **raster list**
earth = GeoTIFF

geo-shell> **raster close** --name earth
Raster earth closed!

geo-shell> **format close** --name earth
Format earth closed!

Info

Get information about a Raster.

geo-shell> **raster info** --name earth

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **raster info** --name earth
Format: GeoTIFF
Size: 800, 400
Projection ID: EPSG:4326
Projection WKT: GEOGCS["WGS 84",
DATUM["World Geodetic System 1984",
SPHEROID["WGS 84", 6378137.0, 298.257223563, AUTHORITY["EPSG","7030"]],
AUTHORITY["EPSG","6326"]],
PRIMEM["Greenwich", 0.0, AUTHORITY["EPSG","8901"]],
UNIT["degree", 0.017453292519943295],

AXIS["Geodetic longitude", EAST],
AXIS["Geodetic latitude", NORTH],
AUTHORITY["EPSG","4326"]]
Extent: -179.99999999999997, -89.99999999998205, 179.99999999996405, 90.0
Pixel Size: 0.44999999999995505, 0.4499999999999551
Block Size: 800, 8
Bands:
RED_BAND
Min Value: 56.0 Max Value: 255.0
GREEN_BAND
Min Value: 84.0 Max Value: 255.0
BLUE_BAND
Min Value: 91.0 Max Value: 255.0

geo-shell> **raster close** --name earth
Raster earth closed!

geo-shell> **format close** --name earth
Format earth closed!

Value

Get a value from the Raster.

geo-shell> **raster value** --name earth --x 60 --y 45

geo-shell> **raster value** --name earth --x 10 --y 15 --type pixel

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
band	The x coordinate	false	0	0
x	The x coordinate	true		
y	The y coordinate	true		
type	The y coordinate	false	geometry	geometry

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **raster value** --name earth --x 60 --y 45
235.0

geo-shell> **raster value** --name earth --x 10 --y 15 --type pixel
109.0

geo-shell> **raster close** --name earth
Raster earth closed!

geo-shell> **format close** --name earth
Format earth closed!

Envelope

Create a Vector Layer from the envelope of a Raster.

geo-shell> **raster envelope** --name earth --output-workspace layers --output-name outline

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **raster envelope** --name earth --output-workspace layers --output-name outline
Done creating envelope in outline from earth!

geo-shell> **style create** --params "stroke=black stroke-width=3" --file examples/outline.sld
Style stroke=black stroke-width=3 written to /home/travis/build/jericks/geo-shell/examples/outline.sld!

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

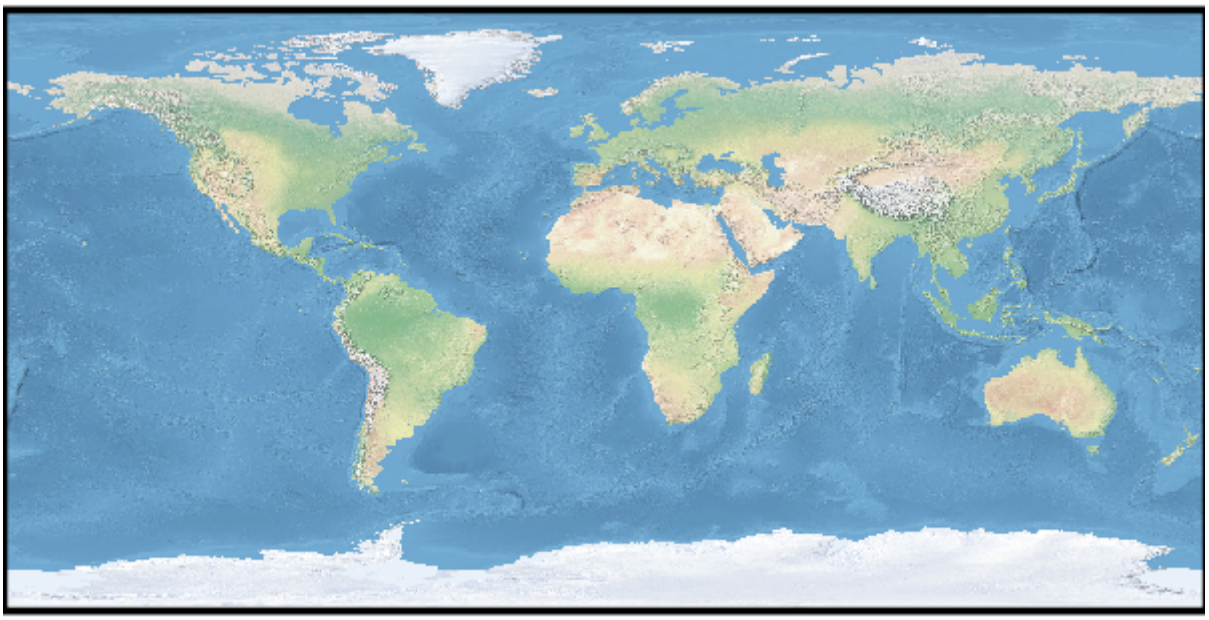
geo-shell> **map open** --name map
Map map opened!

geo-shell> **map add raster** --name map --raster earth
Added earth layer to map map

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

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

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



Get Style

Get the Raster's style.

geo-shell> **raster style get** --name pc --style examples/pc_style.sld

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
style	The SLD File	false		

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

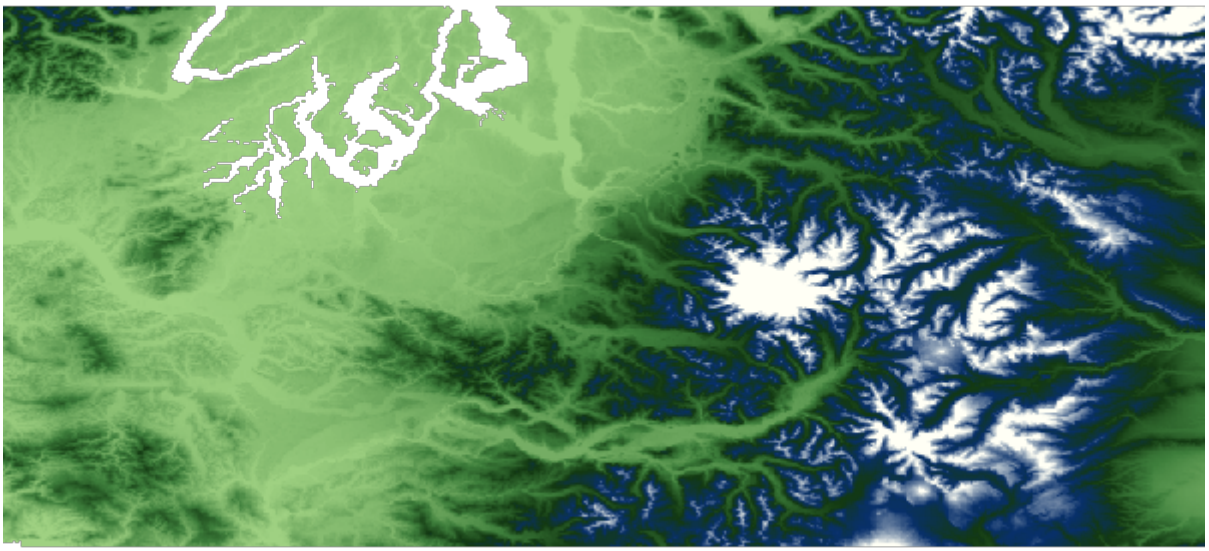
geo-shell> **map open** --name map
Map map opened!

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

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

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

geo-shell> **raster style get** --name pc --style examples/pc_style.sld
pc style written to /home/travis/build/jericks/geo-shell/examples/pc_style.sld



Set Style

Set a Raster's style

geo-shell> **raster style set** --name pc --style examples/style_raster_colormap.sld

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
style	The SLD or CSS 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!

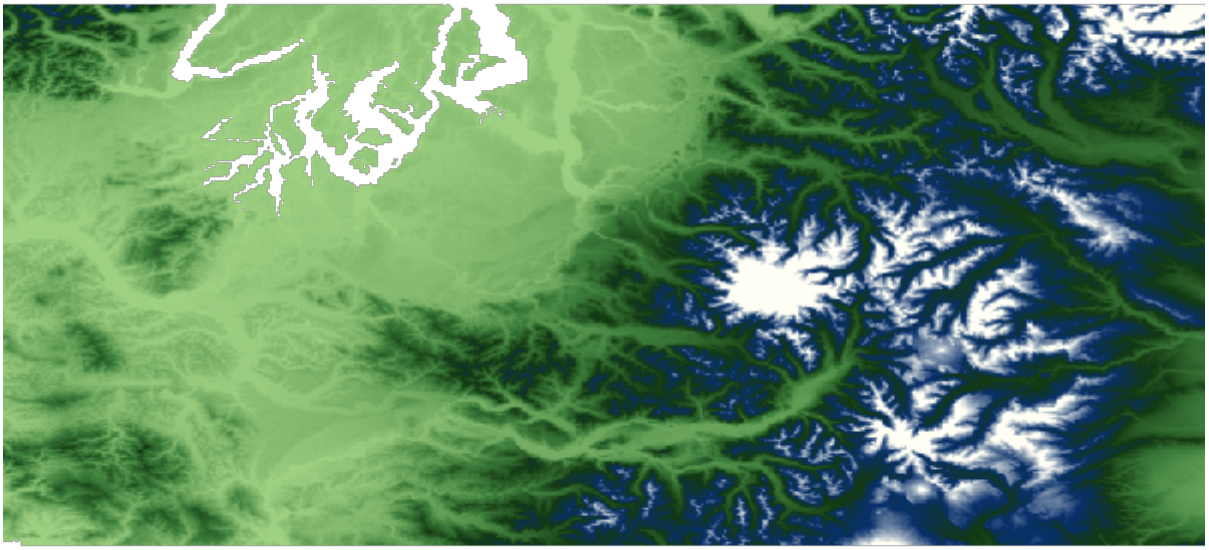
geo-shell> **raster style set** --name pc --style examples/style_raster_colormap.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pc

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

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



Add Raster

Add two Rasters together

geo-shell> **raster add raster** --name1 high --name2 low --output-format add --output-name add

Name	Description	Mandatory	Specified Default	Unspecified Default
name1	The Raster name	true		
name2	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

geo-shell> **format open** --name high --input src/test/resources/high.tif
Format high opened!

geo-shell> **raster open** --format high --raster high --name high
Opened Format high Raster high as high

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **style create** --params "stroke=black stroke-width=2 label=value label-size=12" --file examples/grid.sld
Style stroke=black stroke-width=2 label=value label-size=12 written to /home/travis/build/jericks/geo-shell/examples/grid.sld!

geo-shell> **raster polygon** --name high --output-workspace layers --output-name high_polygons
Done converting Raster high to a Polygon Layer high_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/high.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/high.sld!

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

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

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

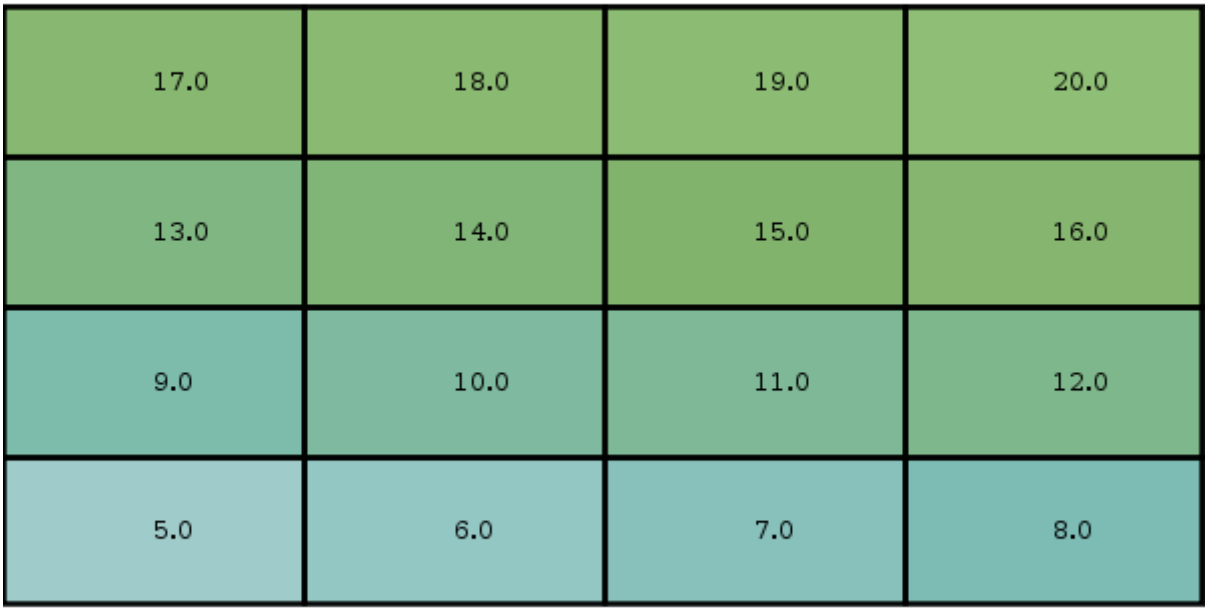
geo-shell> **map add raster** --name mapHigh --raster high
Added high layer to map mapHigh

geo-shell> **map add layer** --name mapHigh --layer high_polygons
Added high_polygons layer to map mapHigh

geo-shell> **map draw** --name mapHigh --file examples/raster_add_raster_high.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_add_raster_high.png!

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

Map mapHigh closed!



geo-shell> **format open** --name low --input src/test/resources/low.tif
Format low opened!

geo-shell> **raster open** --format low --raster low --name low
Opened Format low Raster low as low

geo-shell> **raster polygon** --name low --output-workspace layers --output-name low_polygons
Done converting Raster low to a Polygon Layer low_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/low.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/low.sld!

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

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

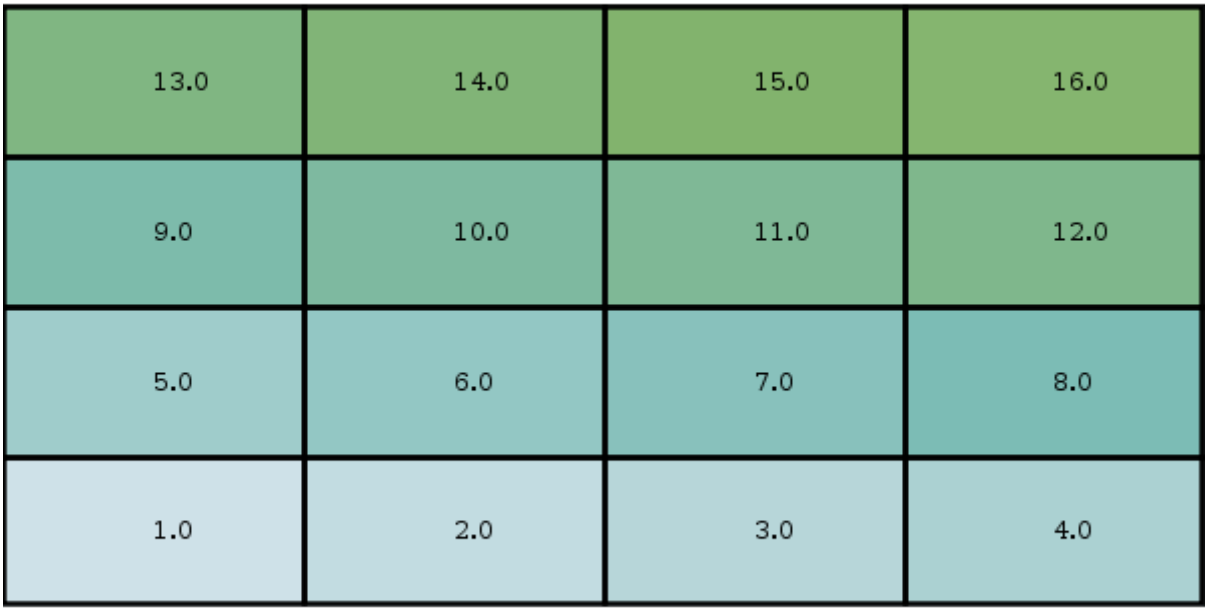
geo-shell> **map open** --name mapLow
Map mapLow opened!

geo-shell> **map add raster** --name mapLow --raster low
Added low layer to map mapLow

geo-shell> **map add layer** --name mapLow --layer low_polygons
Added low_polygons layer to map mapLow

geo-shell> **map draw** --name mapLow --file examples/raster_add_raster_low.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_add_raster_low.png!

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



geo-shell> **format open** --name add --input examples/add.tif
Format add opened!

geo-shell> **raster add raster** --name1 high --name2 low --output-format add --output-name add
Added high to low to create add!

geo-shell> **raster polygon** --name add --output-workspace layers --output-name add_polygons
Done converting Raster add to a Polygon Layer add_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/add.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/add.sld!

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

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

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

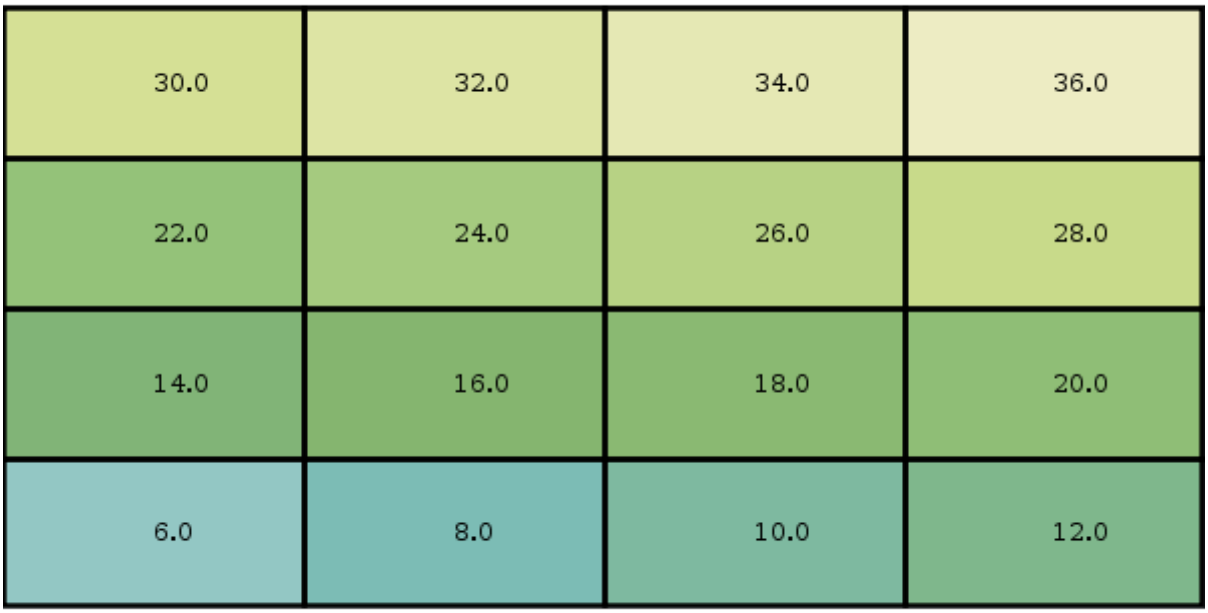
geo-shell> **map add raster** --name mapAdd --raster add

Added add layer to map mapAdd

geo-shell> **map add layer** --name mapAdd --layer add_polygons
Added add_polygons layer to map mapAdd

geo-shell> **map draw** --name mapAdd --file examples/raster_add_raster_add.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_add_raster_add.png!

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



Add Constant

Add constant values to a Raster

geo-shell> **raster add constant** --name pc --output-format pcAdd100 --output-name pcAdd100 --values 100

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
values	The values	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> **raster value** --name pc --x -121.799927 --y 46.867703
3069.0

geo-shell> **format open** --name pcAdd100 --input examples/pcAdd100.tif
Format pcAdd100 opened!

geo-shell> **raster add constant** --name pc --output-format pcAdd100 --output-name pcAdd100 --values 100
Added 100 to pc to create pcAdd100!

geo-shell> **raster value** --name pcAdd100 --x -121.799927 --y 46.867703
3169.0

geo-shell> **style raster colormap** --raster pcAdd100 --values "25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5" --file examples/style_raster_colormap.sld
Colormap Raster Style for pcAdd100 written to /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld!

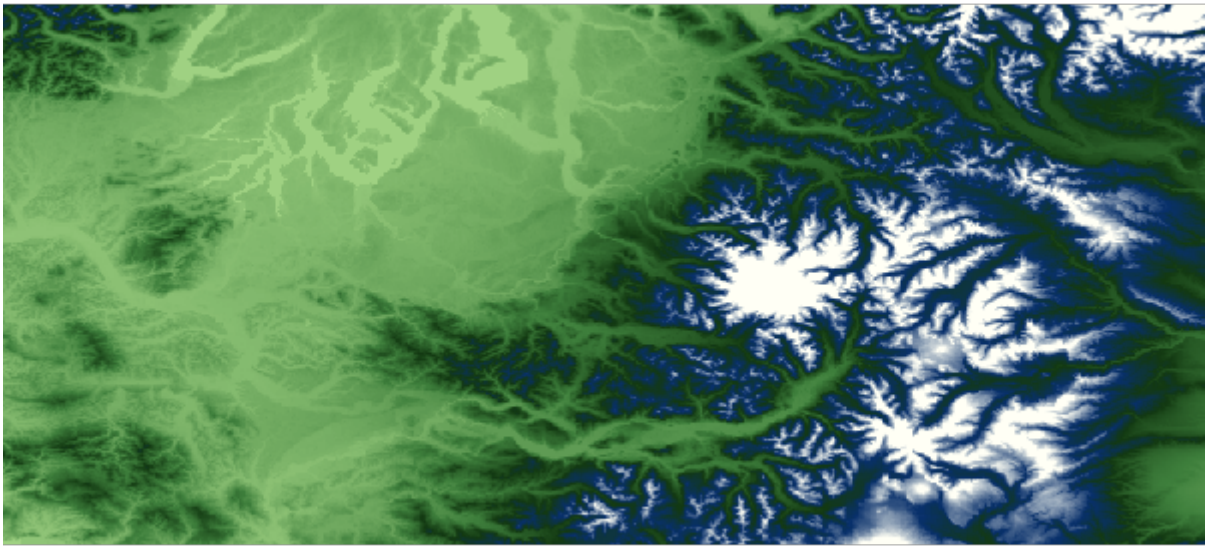
geo-shell> **raster style set** --name pcAdd100 --style examples/style_raster_colormap.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pcAdd100

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

geo-shell> **map add raster** --name map --raster pcAdd100
Added pcAdd100 layer to map map

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

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



Subtract Raster

Subtract one Raster from another

geo-shell> **raster subtract raster** --name1 high --name2 low --output-format subtract --output-name subtract

Name	Description	Mandatory	Specified Default	Unspecified Default
name1	The Raster name	true		
name2	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

geo-shell> **format open** --name high --input src/test/resources/high.tif
Format high opened!

geo-shell> **raster open** --format high --raster high --name high
Opened Format high Raster high as high

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **style create** --params "stroke=black stroke-width=2 label=value label-size=12" --file examples/grid.sld
Style stroke=black stroke-width=2 label=value label-size=12 written to

/home/travis/build/jericks/geo-shell/examples/grid.sld!

geo-shell> **raster polygon** --name high --output-workspace layers --output-name high_polygons
Done converting Raster high to a Polygon Layer high_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/high.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/high.sld!

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

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

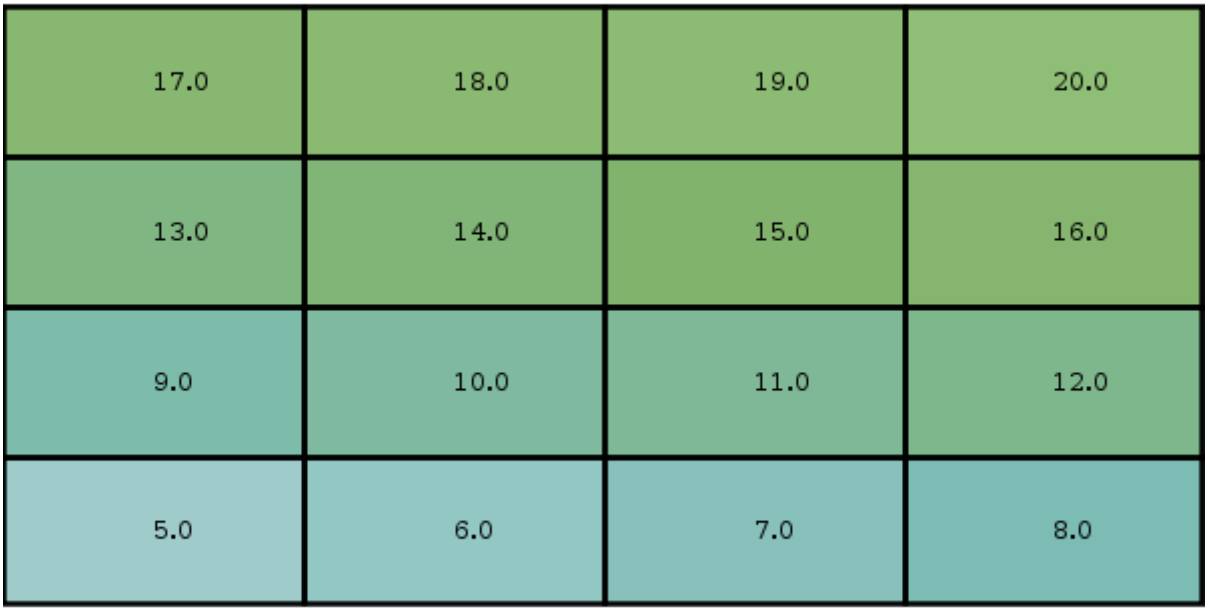
geo-shell> **map open** --name mapHigh
Map mapHigh opened!

geo-shell> **map add raster** --name mapHigh --raster high
Added high layer to map mapHigh

geo-shell> **map add layer** --name mapHigh --layer high_polygons
Added high_polygons layer to map mapHigh

geo-shell> **map draw** --name mapHigh --file examples/raster_subtract_raster_high.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_subtract_raster_high.png!

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



geo-shell> **format open** --name low --input src/test/resources/low.tif
Format low opened!

geo-shell> **raster open** --format low --raster low --name low
Opened Format low Raster low as low

geo-shell> **raster polygon** --name low --output-workspace layers --output-name low_polygons
Done converting Raster low to a Polygon Layer low_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/low.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/low.sld!

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

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

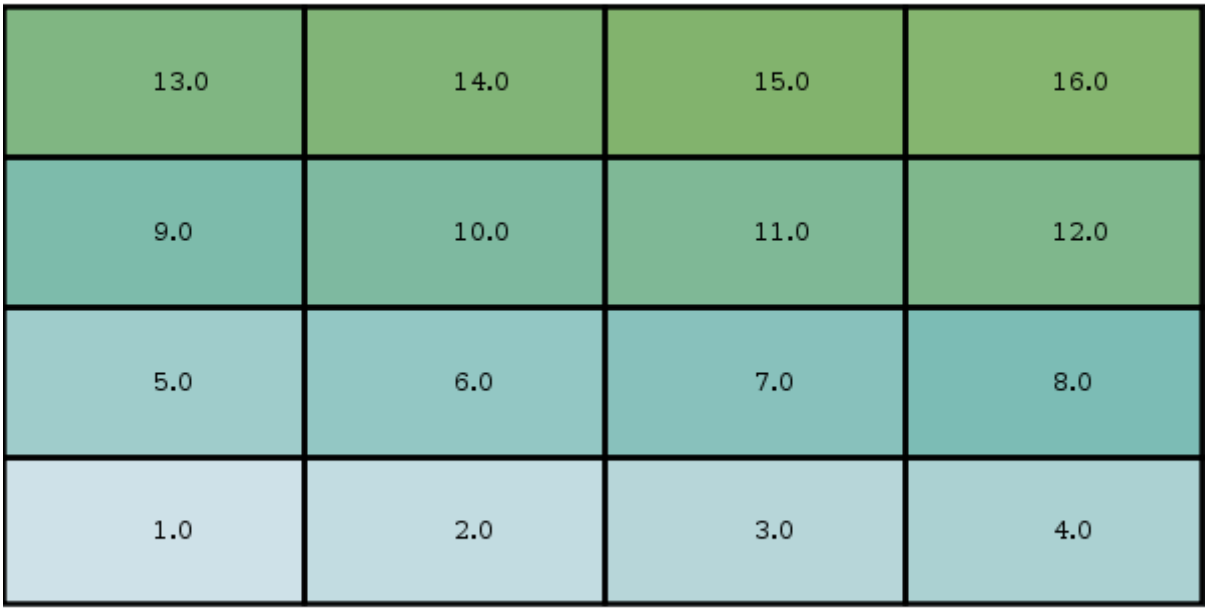
geo-shell> **map open** --name mapLow
Map mapLow opened!

geo-shell> **map add raster** --name mapLow --raster low
Added low layer to map mapLow

geo-shell> **map add layer** --name mapLow --layer low_polygons
Added low_polygons layer to map mapLow

geo-shell> **map draw** --name mapLow --file examples/raster_subtract_raster_low.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_subtract_raster_low.png!

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



geo-shell> **format open** --name subtract --input examples/subtract.tif
Format subtract opened!

geo-shell> **raster subtract raster** --name1 high --name2 low --output-format subtract --output-name subtract
Subtracted high from low to create subtract!

geo-shell> **raster polygon** --name subtract --output-workspace layers --output-name subtract_polygons
Done converting Raster subtract to a Polygon Layer subtract_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/subtract.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/subtract.sld!

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

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

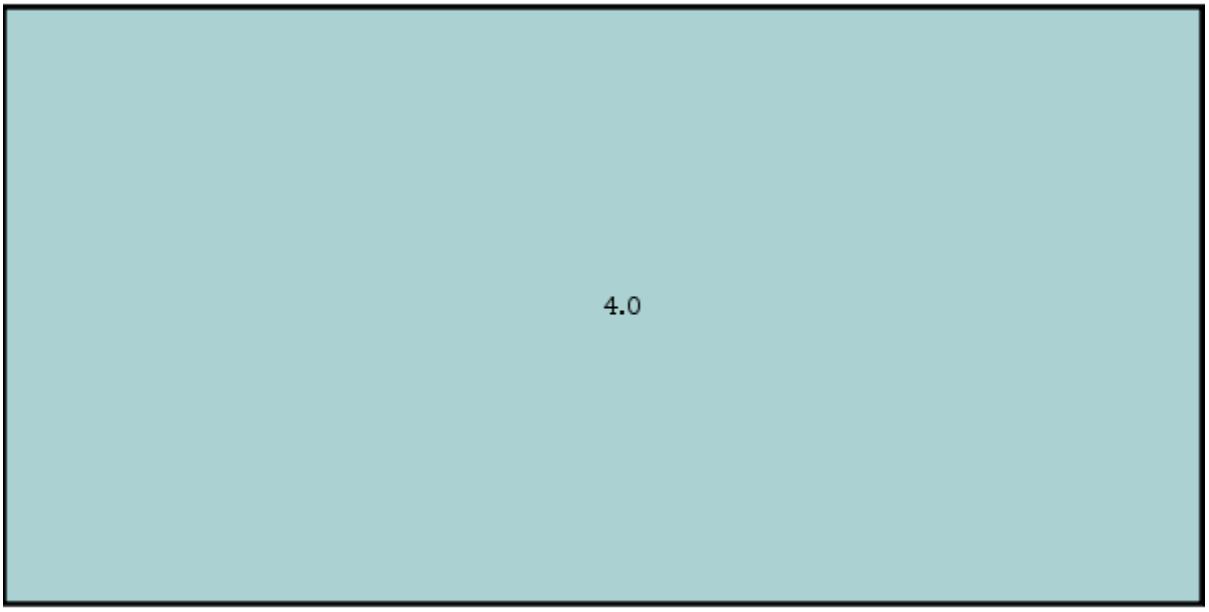
geo-shell> **map open** --name mapSubtract
Map mapSubtract opened!

geo-shell> **map add raster** --name mapSubtract --raster subtract
Added subtract layer to map mapSubtract

geo-shell> **map add layer** --name mapSubtract --layer subtract_polygons
Added subtract_polygons layer to map mapSubtract

geo-shell> **map draw** --name mapSubtract --file examples/raster_subtract_raster_subtract.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_subtract_raster_subtract.png!

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



Subtract Constant

Subtract constant values from a Raster

geo-shell> **raster subtract constant** --name pc --output-format pcMinus100 --output-name pcMinus100 --values 100

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
values	The values	true		
from	Whether to subtract the Raster from the constant or vice verse	false	false	false

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> **raster value** --name pc --x -121.799927 --y 46.867703
3069.0

geo-shell> **format open** --name pcMinus100 --input examples/pcMinus100.tif
Format pcMinus100 opened!

geo-shell> **raster subtract constant** --name pc --output-format pcMinus100 --output-name pcMinus100 --values 100
Subtracted 100 from pc to create pcMinus100!

geo-shell> **raster value** --name pcMinus100 --x -121.799927 --y 46.867703
2969.0

geo-shell> **style raster colormap** --raster pcMinus100 --values "25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5" --file examples/style_raster_colormap.sld
Colormap Raster Style for pcMinus100 written to /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld!

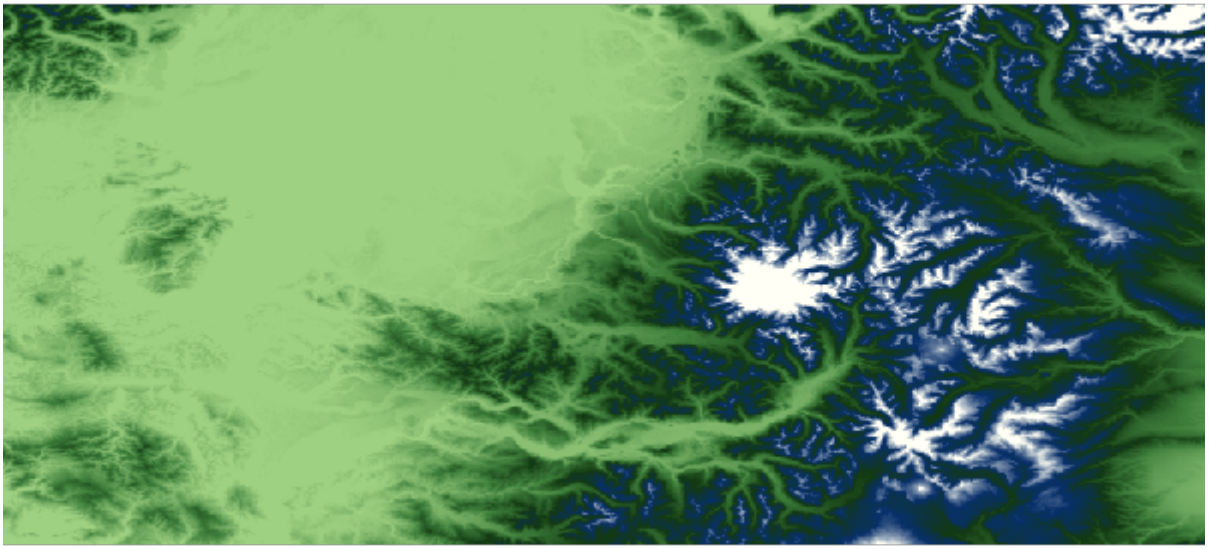
geo-shell> **raster style set** --name pcMinus100 --style examples/style_raster_colormap.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pcMinus100

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

geo-shell> **map add raster** --name map --raster pcMinus100
Added pcMinus100 layer to map map

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

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



Multiply Raster

Multiply two Raster together

geo-shell> **raster multiply raster** --name1 high --name2 low --output-format multiply --output -name multiply

Name	Description	Mandatory	Specified Default	Unspecified Default
name1	The Raster name	true		
name2	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

geo-shell> **format open** --name high --input src/test/resources/high.tif
Format high opened!

geo-shell> **raster open** --format high --raster high --name high
Opened Format high Raster high as high

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **style create** --params "stroke=black stroke-width=2 label=value label-size=12" --file examples/grid.sld
Style stroke=black stroke-width=2 label=value label-size=12 written to

/home/travis/build/jericks/geo-shell/examples/grid.sld!

geo-shell> **raster polygon** --name high --output-workspace layers --output-name high_polygons
Done converting Raster high to a Polygon Layer high_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/high.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/high.sld!

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

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

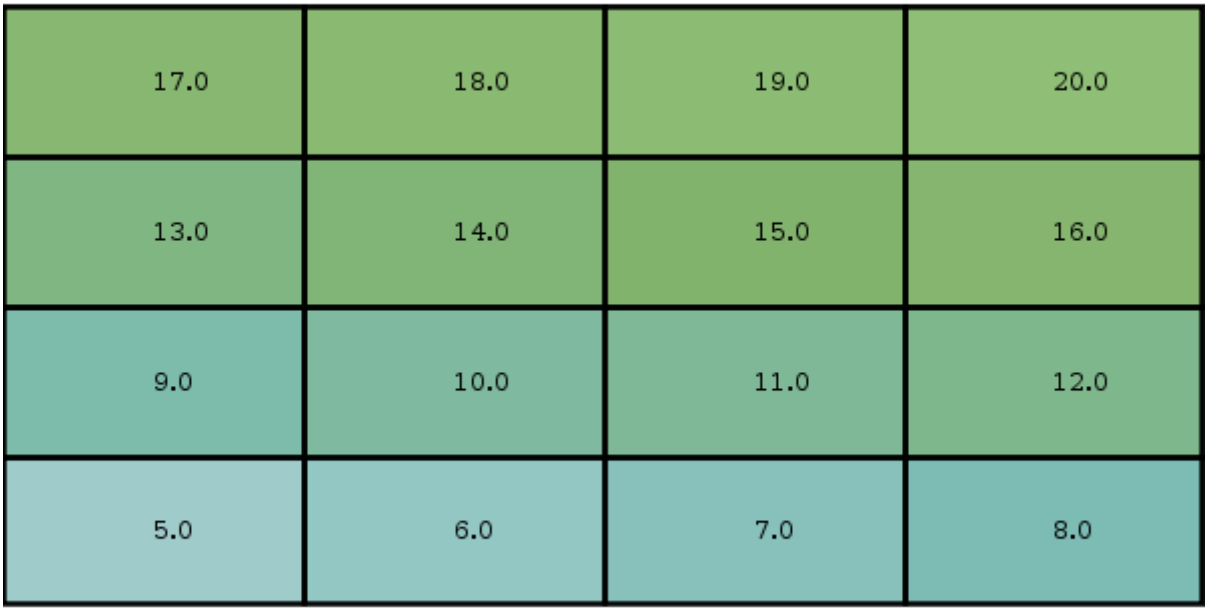
geo-shell> **map open** --name mapHigh
Map mapHigh opened!

geo-shell> **map add raster** --name mapHigh --raster high
Added high layer to map mapHigh

geo-shell> **map add layer** --name mapHigh --layer high_polygons
Added high_polygons layer to map mapHigh

geo-shell> **map draw** --name mapHigh --file examples/raster_multiply_raster_high.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_multiply_raster_high.png!

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



geo-shell> **format open** --name low --input src/test/resources/low.tif
Format low opened!

geo-shell> **raster open** --format low --raster low --name low
Opened Format low Raster low as low

geo-shell> **raster polygon** --name low --output-workspace layers --output-name low_polygons
Done converting Raster low to a Polygon Layer low_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/low.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/low.sld!

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

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

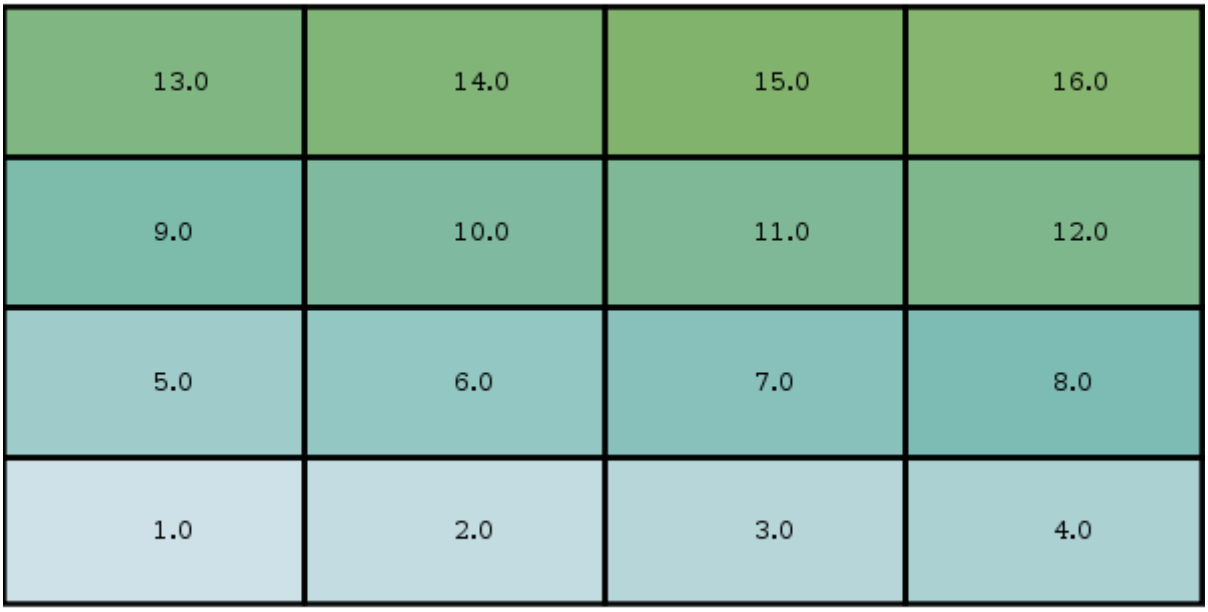
geo-shell> **map open** --name mapLow
Map mapLow opened!

geo-shell> **map add raster** --name mapLow --raster low
Added low layer to map mapLow

geo-shell> **map add layer** --name mapLow --layer low_polygons
Added low_polygons layer to map mapLow

geo-shell> **map draw** --name mapLow --file examples/raster_multiply_raster_low.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_multiply_raster_low.png!

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



geo-shell> **format open** --name multiply --input examples/multiply.tif
Format multiply opened!

geo-shell> **raster multiply raster** --name1 high --name2 low --output-format multiply --output -name multiply
Multiplied high and low to create multiply!

geo-shell> **raster polygon** --name multiply --output-workspace layers --output-name multiply_polygons
Done converting Raster multiply to a Polygon Layer multiply_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/multiply.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/multiply.sld!

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

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

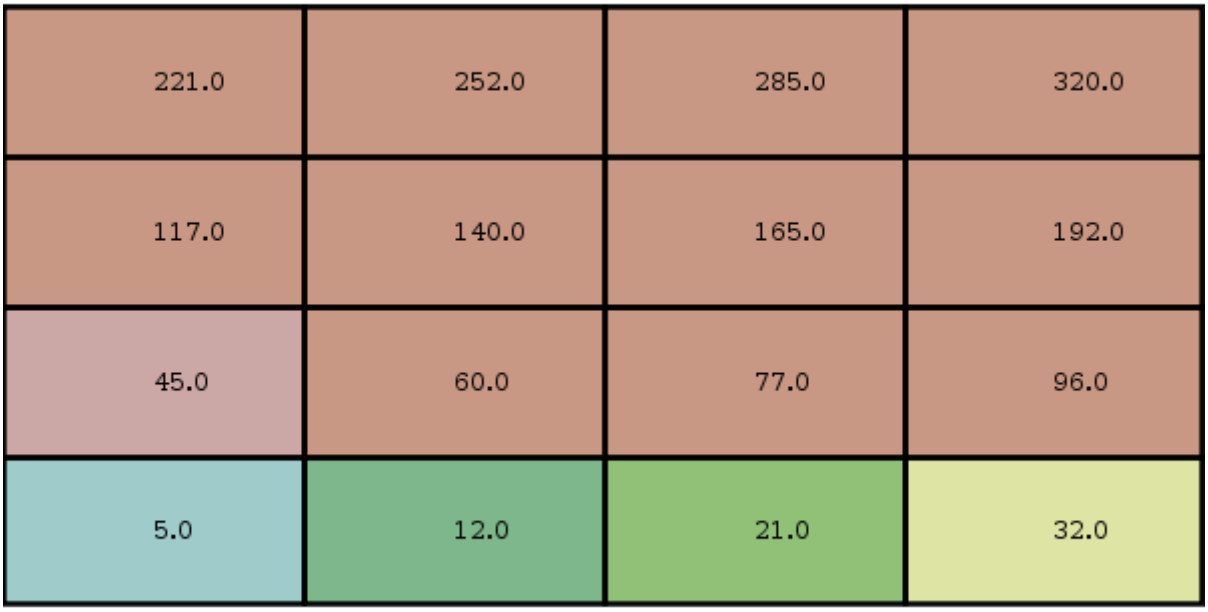
geo-shell> **map open** --name mapSubtract
Map mapSubtract opened!

geo-shell> **map add raster** --name mapSubtract --raster multiply
Added multiply layer to map mapSubtract

geo-shell> **map add layer** --name mapSubtract --layer multiply_polygons
Added multiply_polygons layer to map mapSubtract

geo-shell> **map draw** --name mapSubtract --file examples/raster_multiply_raster_multiply.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_multiply_raster_multiply.png!

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



Multiply Constant

Multiply constant values to a Raster

geo-shell> **raster multiply constant** --name pc --output-format pcTimes2 --output-name pcTimes2 --values 2

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
values	The values	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> **raster value** --name pc --x -121.799927 --y 46.867703
3069.0

geo-shell> **format open** --name pcTimes2 --input examples/pcTimes2.tif
Format pcTimes2 opened!

geo-shell> **raster multiply constant** --name pc --output-format pcTimes2 --output-name pcTimes2 --values 2
Multiplied pc by 2 to create pcTimes2!

geo-shell> **raster value** --name pcTimes2 --x -121.799927 --y 46.867703
6138.0

geo-shell> **style raster colormap** --raster pcTimes2 --values "25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5" --file examples/style_raster_colormap.sld
Colormap Raster Style for pcTimes2 written to /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld!

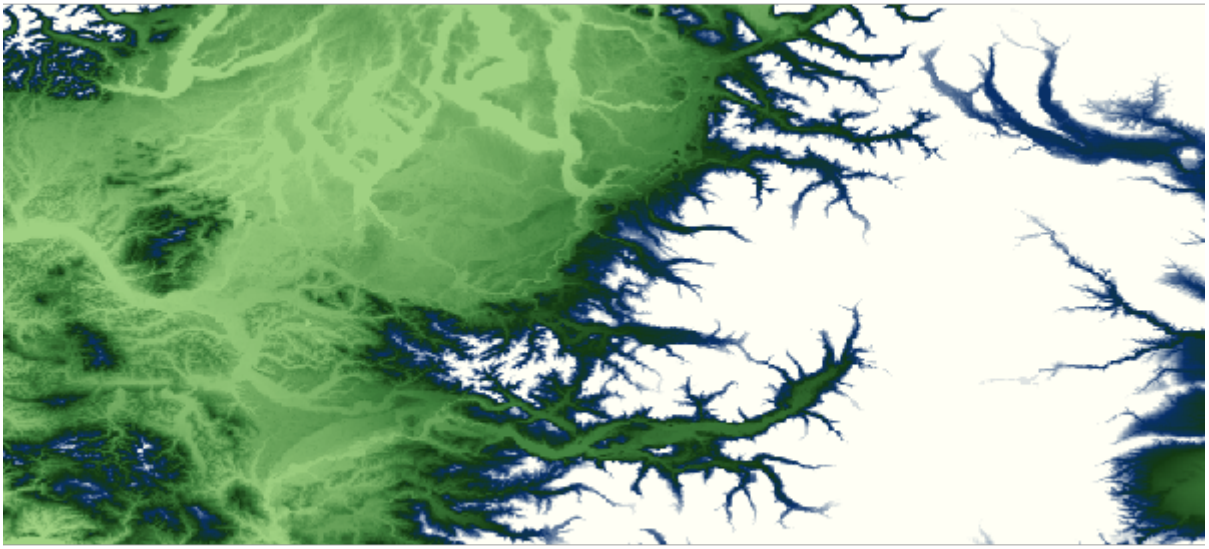
geo-shell> **raster style set** --name pcTimes2 --style examples/style_raster_colormap.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pcTimes2

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

geo-shell> **map add raster** --name map --raster pcTimes2
Added pcTimes2 layer to map map

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

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



Divide Raster

Divide one Raster by another Raster

geo-shell> **raster divide raster** --name1 high --name2 low --output-format divide --output-name divide

Name	Description	Mandatory	Specified Default	Unspecified Default
name1	The Raster name	true		
name2	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

geo-shell> **format open** --name high --input src/test/resources/high.tif
Format high opened!

geo-shell> **raster open** --format high --raster high --name high
Opened Format high Raster high as high

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **style create** --params "stroke=black stroke-width=2 label=value label-size=12" --file examples/grid.sld
Style stroke=black stroke-width=2 label=value label-size=12 written to

/home/travis/build/jericks/geo-shell/examples/grid.sld!

geo-shell> **raster polygon** --name high --output-workspace layers --output-name high_polygons
Done converting Raster high to a Polygon Layer high_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/high.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/high.sld!

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

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

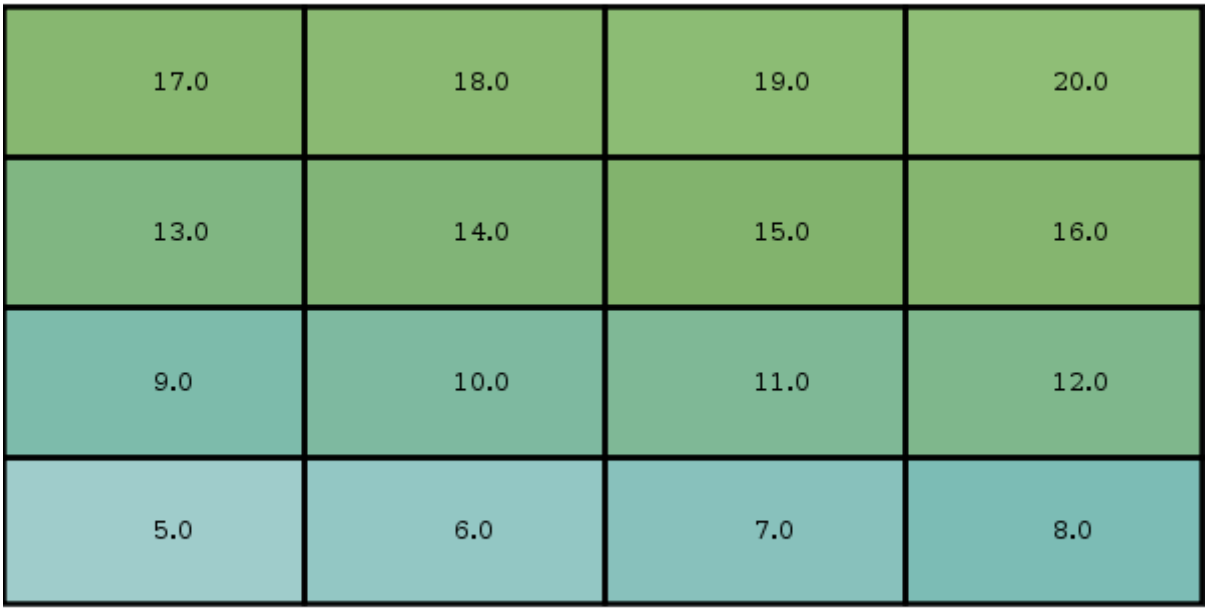
geo-shell> **map open** --name mapHigh
Map mapHigh opened!

geo-shell> **map add raster** --name mapHigh --raster high
Added high layer to map mapHigh

geo-shell> **map add layer** --name mapHigh --layer high_polygons
Added high_polygons layer to map mapHigh

geo-shell> **map draw** --name mapHigh --file examples/raster_divide_raster_high.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_divide_raster_high.png!

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



geo-shell> **format open** --name low --input src/test/resources/low.tif
Format low opened!

geo-shell> **raster open** --format low --raster low --name low
Opened Format low Raster low as low

geo-shell> **raster polygon** --name low --output-workspace layers --output-name low_polygons
Done converting Raster low to a Polygon Layer low_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/low.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/low.sld!

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

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

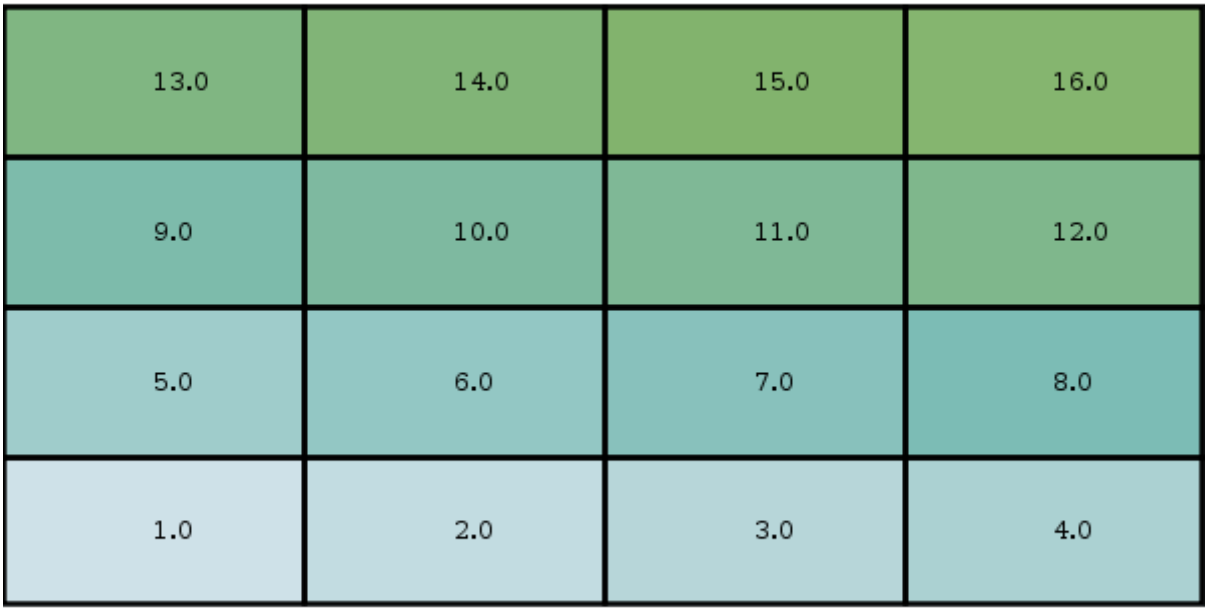
geo-shell> **map open** --name mapLow
Map mapLow opened!

geo-shell> **map add raster** --name mapLow --raster low
Added low layer to map mapLow

geo-shell> **map add layer** --name mapLow --layer low_polygons
Added low_polygons layer to map mapLow

geo-shell> **map draw** --name mapLow --file examples/raster_divide_raster_low.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_divide_raster_low.png!

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



geo-shell> **format open** --name divide --input examples/divide.tif
Format divide opened!

geo-shell> **raster divide raster** --name1 high --name2 low --output-format divide --output-name divide
Divided high by low to create divide!

geo-shell> **raster polygon** --name divide --output-workspace layers --output-name divide_polygons
Done converting Raster divide to a Polygon Layer divide_polygons!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/divide.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/divide.sld!

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

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

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

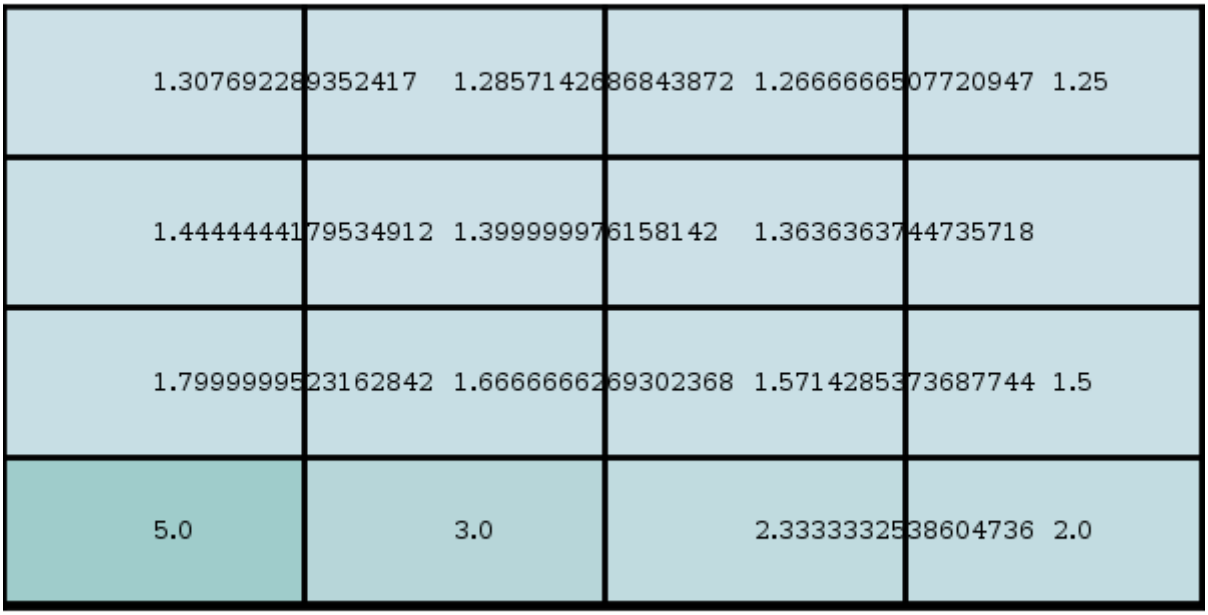
geo-shell> **map add raster** --name mapSubtract --raster divide
Added divide layer to map mapSubtract

geo-shell> **map add layer** --name mapSubtract --layer divide_polygons
Added divide_polygons layer to map mapSubtract

geo-shell> **map draw** --name mapSubtract --file examples/raster_divide_raster_divide.png --bounds

"-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_divide_raster_divide.png!

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



Divide Constant

Divide constant values against a Raster

geo-shell> **raster divide constant** --name pc --output-format pcDividedBy2 --output-name pcDividedBy2 --values 2

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
values	The values	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> **raster value** --name pc --x -121.799927 --y 46.867703
3069.0

geo-shell> **format open** --name pcDividedBy2 --input examples/pcDividedBy2.tif
Format pcDividedBy2 opened!

geo-shell> **raster divide constant** --name pc --output-format pcDividedBy2 --output-name pcDividedBy2 --values 2
Divided pc by 2 to create pcDividedBy2!

geo-shell> **raster value** --name pcDividedBy2 --x -121.799927 --y 46.867703
1534.5

geo-shell> **style raster colormap** --raster pcDividedBy2 --values "25=#9fd182,470=#3e7f3c,920=#133912,1370=#08306b,1820=#fffff5" --file examples/style_raster_colormap.sld
Colormap Raster Style for pcDividedBy2 written to /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld!

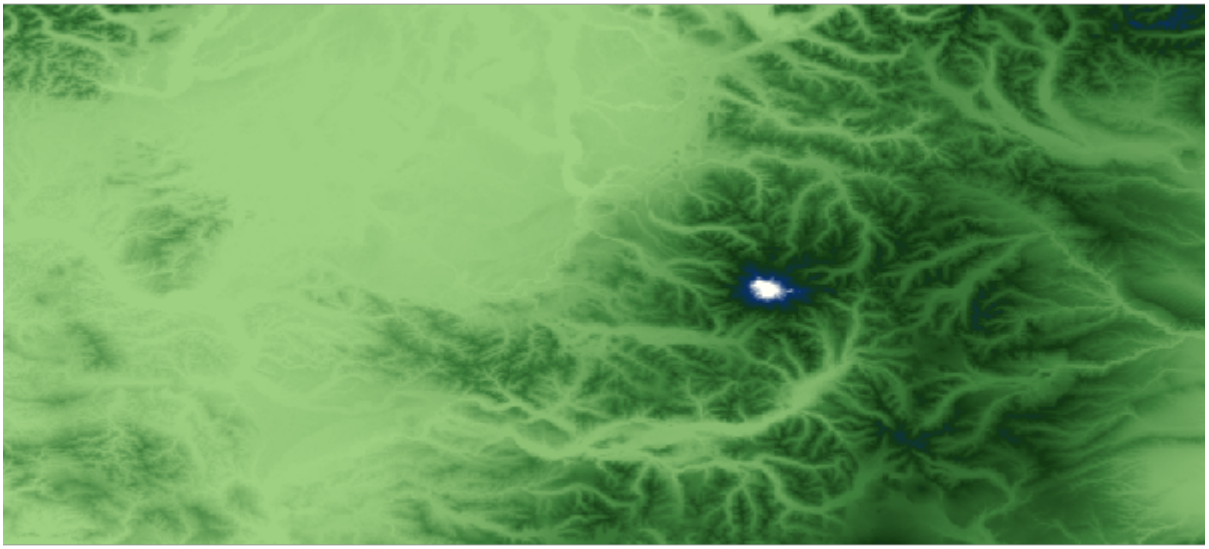
geo-shell> **raster style set** --name pcDividedBy2 --style examples/style_raster_colormap.sld
Style /home/travis/build/jericks/geo-shell/examples/style_raster_colormap.sld set on pcDividedBy2

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

geo-shell> **map add raster** --name map --raster pcDividedBy2
Added pcDividedBy2 layer to map map

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

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



Contours

Create contours.

geo-shell> **raster contours** --name pc --output-workspace contours --output-name contours --levels 0,100,200,300,600,900

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		
band	The Raster band to contour	false	0	0
levels	The contour level or interval	true		
simplify	Whether to simplify	false	false	false
smooth	Whether to smooth	false	false	false
bounds	The Bounds	false		

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

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

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

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

geo-shell> **workspace open** --name contours --params examples/contours.shp
Workspace contours opened!

geo-shell> **raster contours** --name pc --output-workspace contours --output-name contours --levels 0,100,200,300,600,900
Done creating contours!

geo-shell> **style create** --params "stroke=black stroke-width=0.25" --file examples/contours.sld
Style stroke=black stroke-width=0.25 written to /home/travis/build/jericks/geo-shell/examples/contours.sld!

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

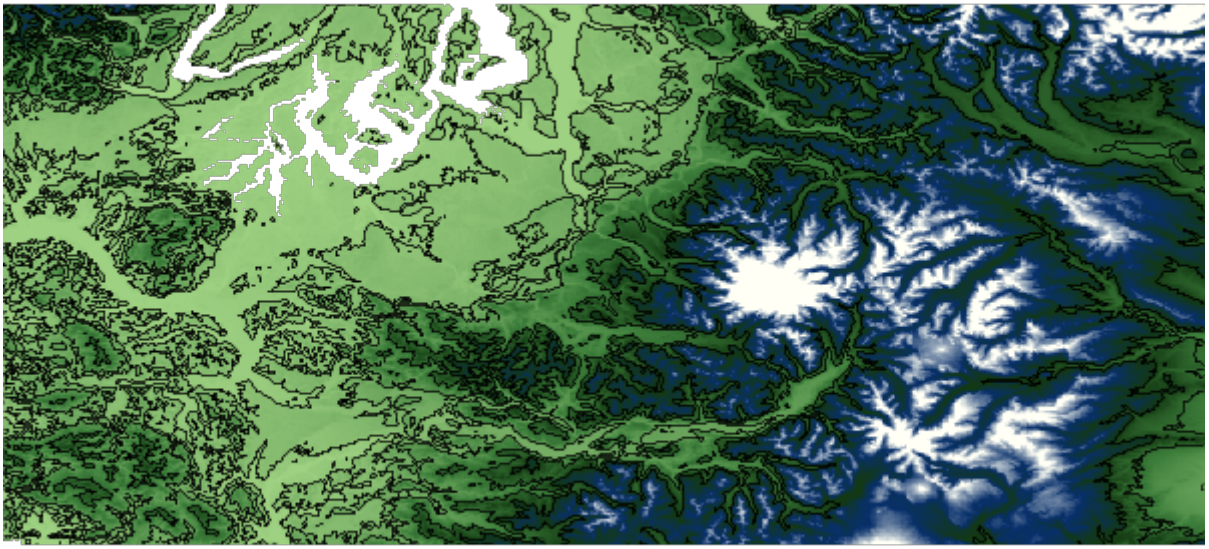
geo-shell> **map open** --name map
Map map opened!

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

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

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

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



Crop

Crop a Raster.

geo-shell> **raster crop** --name earth --output-format earthCropped --output-name earthCropped --geometry "-160.927734,6.751896,-34.716797,57.279043"

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
geometry	The geometry	true		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **format open** --name earthCropped --input examples/earthCropped.tif
Format earthCropped opened!

geo-shell> **raster crop** --name earth --output-format earthCropped --output-name earthCropped --geometry "-160.927734,6.751896,-34.716797,57.279043"
Raster earth cropped to earthCropped!

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

geo-shell> **map add raster** --name map --raster earthCropped
Added earthCropped layer to map map

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

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

Mosaic

Mosaic two Rasters together

geo-shell> **raster mosaic** --name1 alki2 --name2 alki3 --output-format mosaic --output-name mosaic

Name	Description	Mandatory	Specified Default	Unspecified Default
name1	The Raster name	true		
name2	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

geo-shell> **format open** --input examples/alki2.tif --name alki2

Format alki2 opened!

geo-shell> **raster open** --format alki2 --raster alki2 --name alki2
Opened Format alki2 Raster alki2 as alki2

geo-shell> **format open** --input examples/alki3.tif --name alki3
Format alki3 opened!

geo-shell> **raster open** --format alki3 --raster alki3 --name alki3
Opened Format alki3 Raster alki3 as alki3

geo-shell> **format open** --input examples/mosaic.tif --name mosaic
Format mosaic opened!

geo-shell> **raster mosaic** --name1 alki2 --name2 alki3 --output-format mosaic --output-name mosaic
Mosaic alki2 and alki3 to create mosaic!

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

geo-shell> **map add raster** --name map --raster mosaic
Added mosaic layer to map map

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

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

Reclassify

Reclassify a Raster.

geo-shell> **raster reclassify** --name pc --output-format pcReclass --output-name pcReclass --ranges "0-0=1,0-50=2,50-200=3,200-1000=4,1000-1500=5,1500-4000=6"

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
ranges	The comma delimited reclassification ranges (from-to=value)	true		
band	The Raster band to contour	false	0	0
nodata	The NODATA value	false	0	0

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

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

geo-shell> **format open** --name pcReclass --input examples/pcReclass.tif
Format pcReclass opened!

geo-shell> **raster reclassify** --name pc --output-format pcReclass --output-name pcReclass --ranges "0-0=1,0-50=2,50-200=3,200-1000=4,1000-1500=5,1500-4000=6"
Raster pc reclassified to pcReclass!

geo-shell> **style raster colormap** --raster pcReclass --values "1=#9fd182,2=#3e7f3c,3=#133912,4=#08306b,5=#FFF8DC,6=#ffffff" --file examples/pcReclass.sld
Colormap Raster Style for pcReclass written to /home/travis/build/jericks/geo-shell/examples/pcReclass.sld!

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

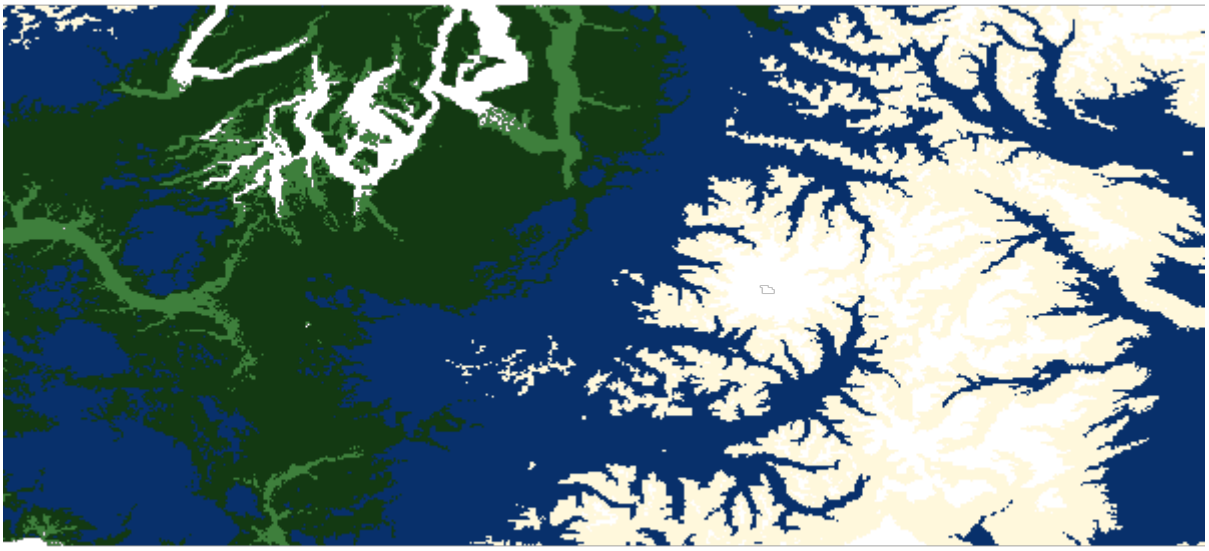
geo-shell> **map open** --name map
Map map opened!

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

Added pcReclass layer to map map

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

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



Reproject

Project a Raster.

geo-shell> **raster reproject** --name earthCropped --output-format earth3857 --output-name earth3857 --projection "EPSG:3857"

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
projection	The projection	true		

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth

Opened Format earth Raster earth as earth

geo-shell> **format open** --name earthCropped --input examples/earthCropped.tif
Format earthCropped opened!

geo-shell> **raster crop** --name earth --output-format earthCropped --output-name earthCropped --geometry "-180.0,-85.06,180.0,85.06"
Raster earth cropped to earthCropped!

geo-shell> **format open** --name earth3857 --input examples/earth3857.tif
Format earth3857 opened!

geo-shell> **raster reproject** --name earthCropped --output-format earth3857 --output-name earth3857 --projection "EPSG:3857"
Raster earthCropped reprojected to earth3857 as EPSG:3857!

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

geo-shell> **map add raster** --name map --raster earth3857
Added earth3857 layer to map map

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

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

Scale

Scale a Raster.

geo-shell> **raster scale** --name pc --output-format pcScaled --output-name pcScaled --x 0.5 --y 0.5

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
x	The scale factor along the x axis	true		
y	The scale factor along the y axis	true		
x-trans	The x translation	false	0	0
y-trans	The y translation	false	0	0
interpolation	The interpolation method (bicubic, bicubic2, bilinear, nearest)	false	nearest	nearest

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

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

geo-shell> **format open** --name pcScaled --input examples/pcScaled.tif
Format pcScaled opened!

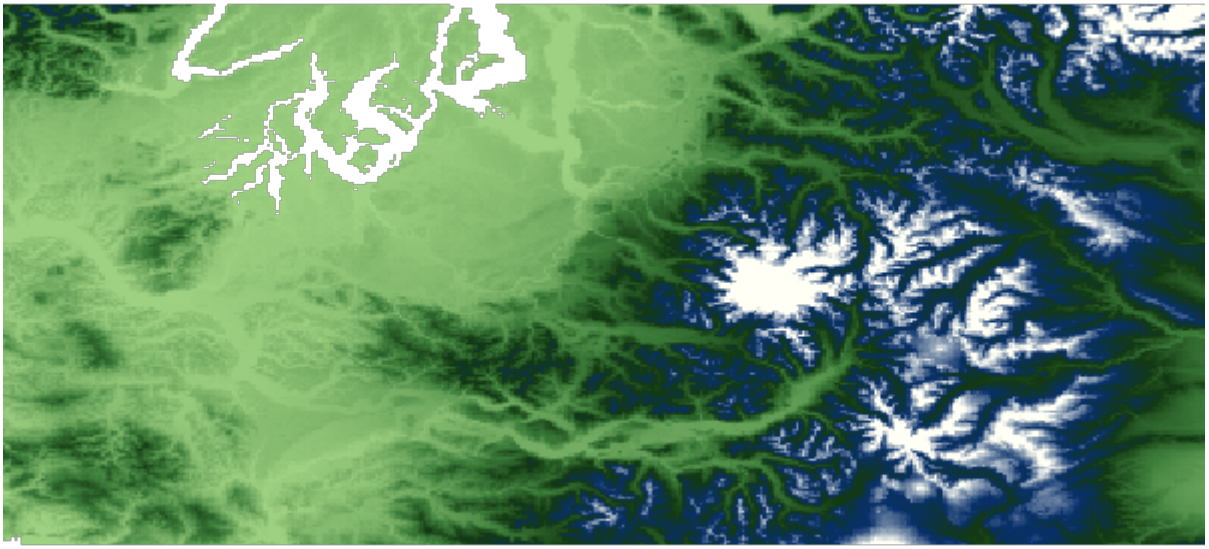
geo-shell> **raster scale** --name pc --output-format pcScaled --output-name pcScaled --x 0.5 --y 0.5
Raster pc scaled to pcScaled!

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

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

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

geo-shell> **map add raster** --name map --raster pcScaled
Added pcScaled layer to map map



Shaded Relief

Create a shaded relief raster

geo-shell> **raster shadedrelief** --name pc --output-format pcShaded --output-name pcShaded --scale 1.0 --altitude 25 --azimuth 260

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		
scale	The scale	true		
altitude	The altitude	true		
azimuth	The azimuth	true		
resx	The x resolution	false	0.5	0.5
resy	The y resolution	false	0.5	0.5
zetafactory	The zeta factory	false	1.0	1.0
algorithm	The x resolution	false	DEFAULT	DEFAULT

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

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

geo-shell> **format open** --name pcShaded --input examples/pcShaded.tif
Format pcShaded opened!

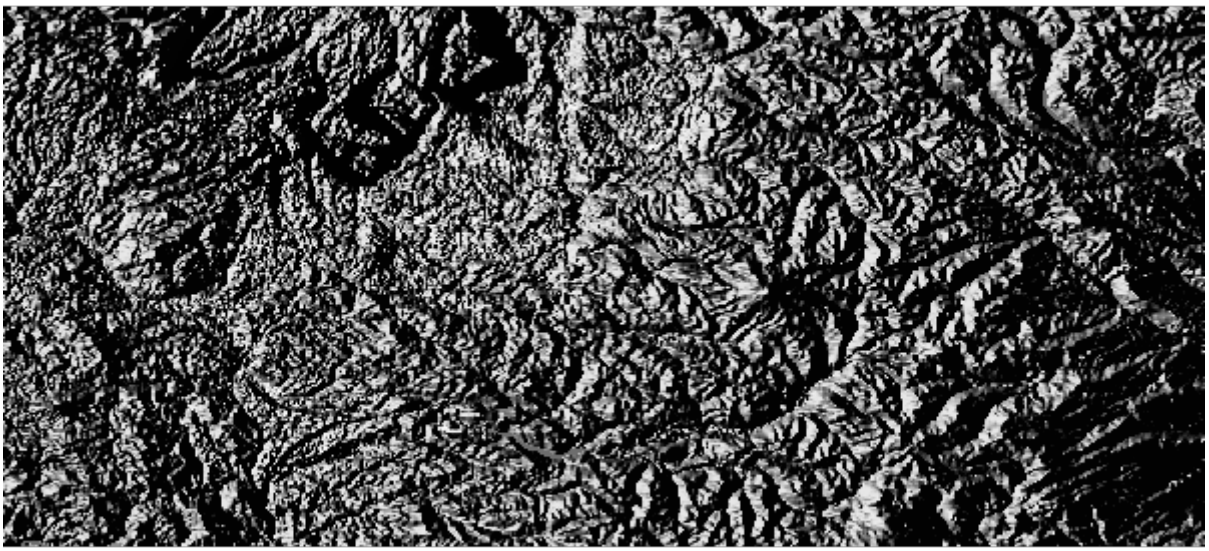
geo-shell> **raster shadedrelief** --name pc --output-format pcShaded --output-name pcShaded --scale 1.0 --altitude 25 --azimuth 260
Create shaded relief pcShaded from pc!

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

geo-shell> **map add raster** --name map --raster pcShaded
Added pcShaded layer to map map

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

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



Stylize

Create a new Raster by baking the style into an existing Raster

geo-shell> **raster stylize** --name pc --output-format pcStyled --output-name pcStyled

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-format	The output Format Workspace	true		
output-name	The output Raster name	false		

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

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

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

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

geo-shell> **format open** --name pcStyled --input examples/pcStyled.tif
Format pcStyled opened!

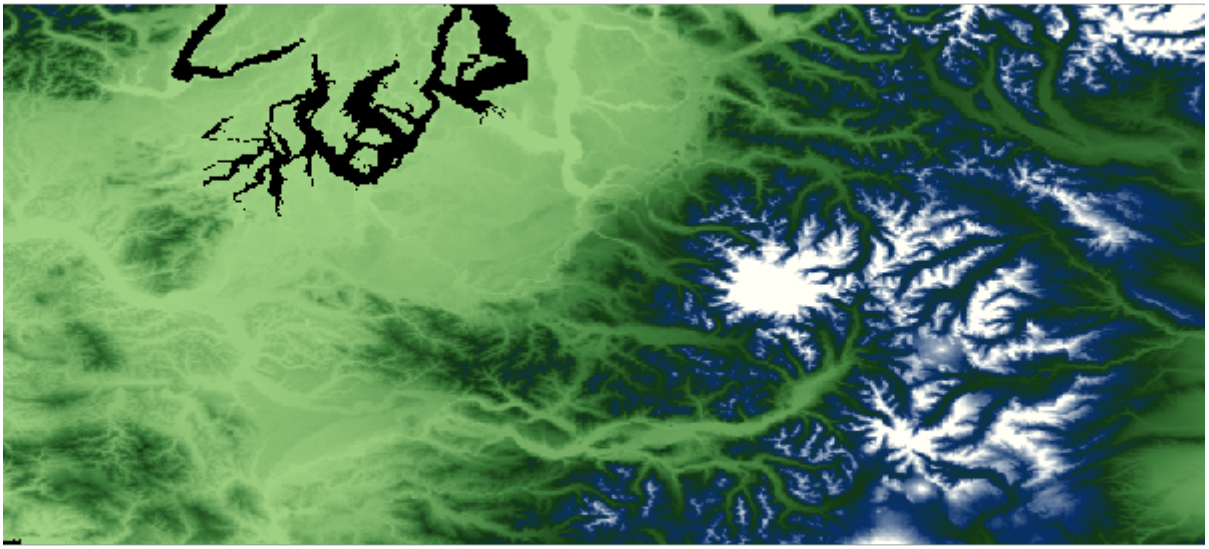
geo-shell> **raster stylize** --name pc --output-format pcStyled --output-name pcStyled
Stylized pc to create pcStyled!

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

geo-shell> **map add raster** --name map --raster pcStyled
Added pcStyled layer to map map

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

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



Polygon

Convert a raster in a polygon

geo-shell> **raster polygon** --name high --output-workspace layers --output-name grid

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Raster name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		
band	The band	false	0	0
inside-edges	Whether to include inside edges	false	true	true
roi	The region of interest	false		
nodata	The NODATA value	false	0	0

ranges	The comma delimited reclassification ranges (min,minIncluded, max,maxIncluded)	false		

geo-shell> **format open** --name high --input src/test/resources/high.tif
Format high opened!

geo-shell> **raster open** --format high --raster high --name high
Opened Format high Raster high as high

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **raster polygon** --name high --output-workspace layers --output-name grid
Done converting Raster high to a Polygon Layer grid!

geo-shell> **style raster palette colormap** --min 1 --max 50 --palette MutedTerrain --number 20 --file examples/high.sld
Colormap Palette Raster Style written to /home/travis/build/jericks/geo-shell/examples/high.sld!

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

geo-shell> **style create** --params "stroke=black stroke-width=2 label=value label-size=12" --file examples/grid.sld
Style stroke=black stroke-width=2 label=value label-size=12 written to /home/travis/build/jericks/geo-shell/examples/grid.sld!

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

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

geo-shell> **map add raster** --name map --raster high
Added high layer to map map

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

geo-shell> **map draw** --name map --file examples/raster_polygon.png --bounds "-180,-90,180,90,EPSG:4326"
Done drawing /home/travis/build/jericks/geo-shell/examples/raster_polygon.png!

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

17.0	18.0	19.0	20.0
13.0	14.0	15.0	16.0
9.0	10.0	11.0	12.0
5.0	6.0	7.0	8.0