GTB-tools in menu: Image Analysis
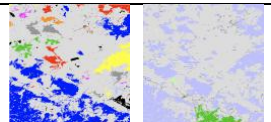
Objects: summarize shape and area of image objects
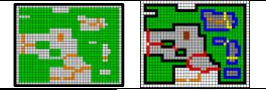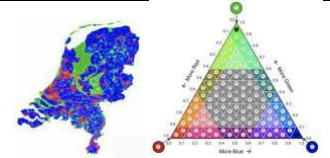
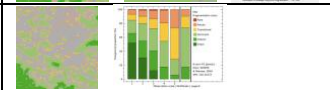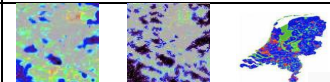|	
Accounting: group foreground objects into user-defined size classes *Input: Foreground (2b)* → *output: map/statistics of object size classes*	
Parcellation: simple statistics for each input category *Input: categorical map* → *output: summary statistics for each category*	
Contortion: complexity of foreground object perimeter *Input: Foreground (2b)* → *output: map of object perimeter complexity*	

Pattern: object morphology, focal analysis, landscape mosaic

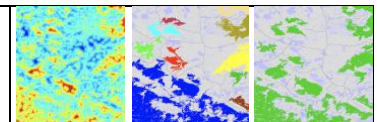|	
Morphological: varying detail of morphological feature classes *Input: Foreground (2b)* → *output: map/statistics of object morphology*	
Moving Window: focal class convolution analysis of foreground objects *Input: Foreground (2b)* → *output: map/statistics for spatial convolution* **Landscape Mosaic**: focal analysis of landcover heterogeneity *Input: tripolar map* → *output: map/summary of landscape mosaic*	
GraySpatCon: global and convolution analysis of grayscale data *Input: density map ([0b, 100b])* → *output: map/statistics for spatial convolution*	

GTN(MSPA): Graph Theory Network (GTN) analysis

Components; Node/Link Importance; Component Connectors; MSPA **ConeforInputs:** GTN analysis (Node/Link ↔ MSPA Core/Bridge) *Input: MSPA map* → *output: GTN component map/statistics*	
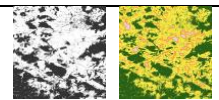
Fragmentation: fragmentation analysis

Fixed Observation Scale: fragmentation/connectivity at pixel- or patch level *Input: Foreground (2b)* → *output: map/statistics*	
Multiple Observation Scale: multiscale fragmentation or **Landscape Mosaic**	
Legacy: summary index and map analysis with legacy methods *Input: Foreground (2b)* → *output: map/statistics*	

Distance: Euclidean distance analysis

Euclidean Distance, Influence Zones, Proximity: distance analysis within and between foreground objects *Input: Foreground (2b)* → *output: map/statistics of distance analysis*	

Restoration Planner: assess network coherence and simulate restoration scenarios

Setup Tools: setup background resistance, insert custom shapes *Input: landcover map* → *output: resistance map with Foreground objects (2b)*	
Assessment: network status summary, find optimum restoration path, evaluate efficiency of restoration scenario *Input: resistance map with Foreground (2b)* → *output: restoration map/statistics*	