

# Table of Contents

Style .....	1
Create .....	1
Vector Default .....	3
Vector Gradient .....	7
Vector Unique Values .....	9
Vector Unique Values From Text File .....	12
Raster Default .....	14
Raster Color Map .....	17
Raster Palette Color Map .....	19

## 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/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/geo-shell/examples/countries_default.sld!
```

```
geo-shell> layer style set --name countries --style examples/countries_default.sld
Style /home/runner/work/geo-shell/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/runner/work/geo-shell/geo-shell/examples/ocean\_default.sld!

geo-shell> **layer style set** --name ocean --style examples/ocean\_default.sld

Style /home/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/geo-shell/examples/style_vector_gradient.sld!
```

```
geo-shell> layer style set --name countries --style examples/style_vector_gradient.sld  
Style /home/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/geo-shell/examples/style\_vector\_gradient.png!

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

Map map closed!

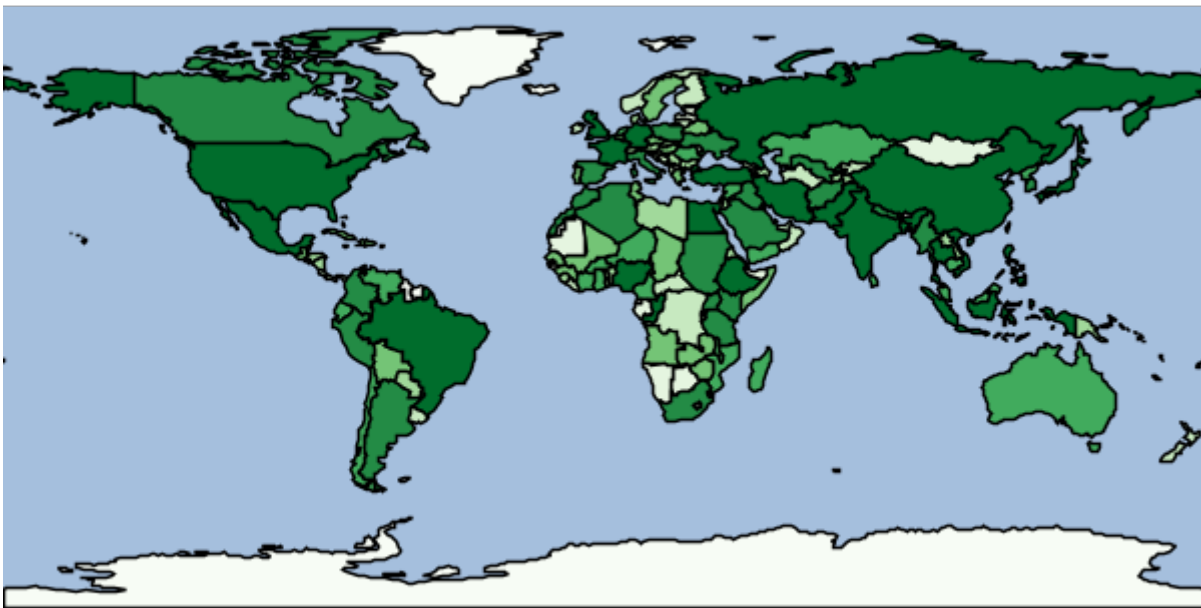
```
<?xml version="1.0" encoding="UTF-8"?><sld:StyledLayerDescriptor xmlns=
"http://www.opengis.net/sld" xmlns:sld="http://www.opengis.net/sld" xmlns:gml=
"http://www.opengis.net/gml" xmlns:ogc="http://www.opengis.net/ogc" version="1.0.0">
  <sld:UserLayer>
    <sld:LayerFeatureConstraints>
      <sld:FeatureTypeConstraint/>
    </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: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/runner/work/geo-shell/geo-shell/examples/style\_vector\_uniquevalues.sld!

geo-shell> **layer style set** --name countries --style examples/style\_vector\_uniquevalues.sld  
Style /home/runner/work/geo-shell/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/runner/work/geo-shell/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/runner/work/geo-shell/geo-shell/examples/style\_vector\_uniquevalues.png!

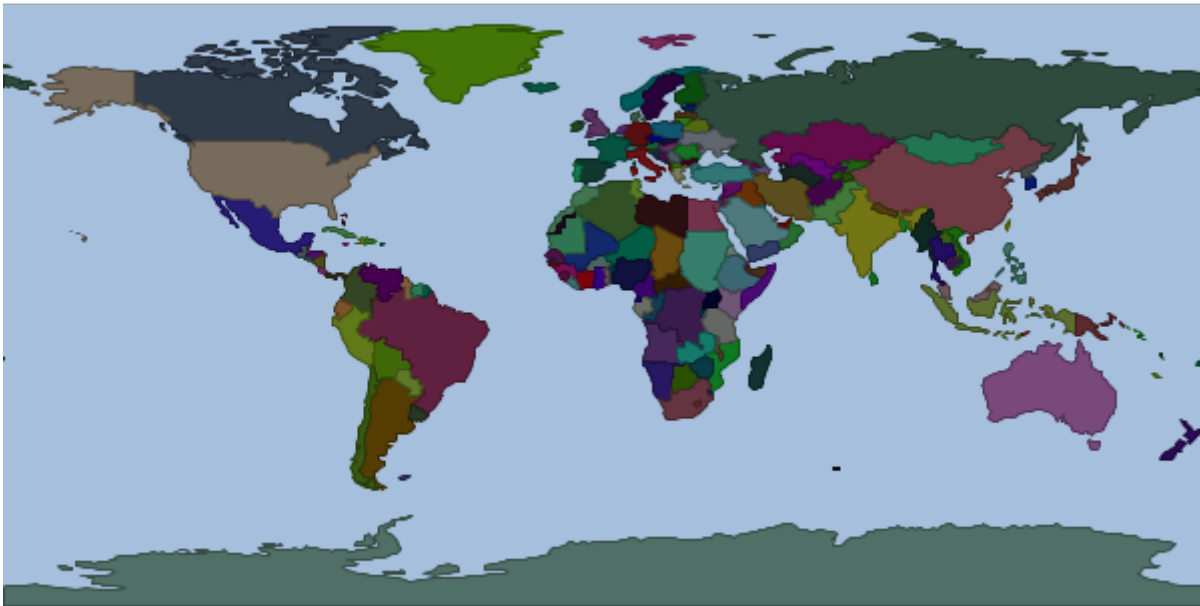
geo-shell> **map close** --name map  
Map map closed!

```
<?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">#420549</sld:CssParameter>
    </sld:Fill>
  </sld:PolygonSymbolizer>
  <sld:LineSymbolizer>
    <sld:Stroke>
      <sld:CssParameter name="stroke">#2e0333</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>NAME</ogc:PropertyName>
      <ogc:Literal>Albania</ogc:Literal>
    </ogc:PropertyIsEqualTo>
  </ogc:Filter>
  <sld:PolygonSymbolizer>
    <sld:Fill>
      <sld:CssParameter name="fill">#512303</sld:CssParameter>
    </sld:Fill>
  </sld:PolygonSymbolizer>
  <sld:LineSymbolizer>
    <sld:Stroke>
      <sld:CssParameter name="stroke">#381802</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/runner/work/geo-shell/geo-shell/src/test/resources/mars/I1802ABC\_geo\_units\_RGBlut.txt for UnitSymbol and polygon to

/home/runner/work/geo-shell/geo-shell/examples/style\_vector\_uniquevaluesfromtext.sld

```
geo-shell> layer style set --name mars --style examples/style_vector_uniquevaluesfromtext.sld
Style /home/runner/work/geo-shell/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/runner/work/geo-shell/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>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>
```

```

<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/runner/work/geo-shell/geo-shell/examples/style_raster_default.sld!
```

```
geo-shell> raster style set --name pc --style examples/style_raster_default.sld
Style /home/runner/work/geo-shell/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
```

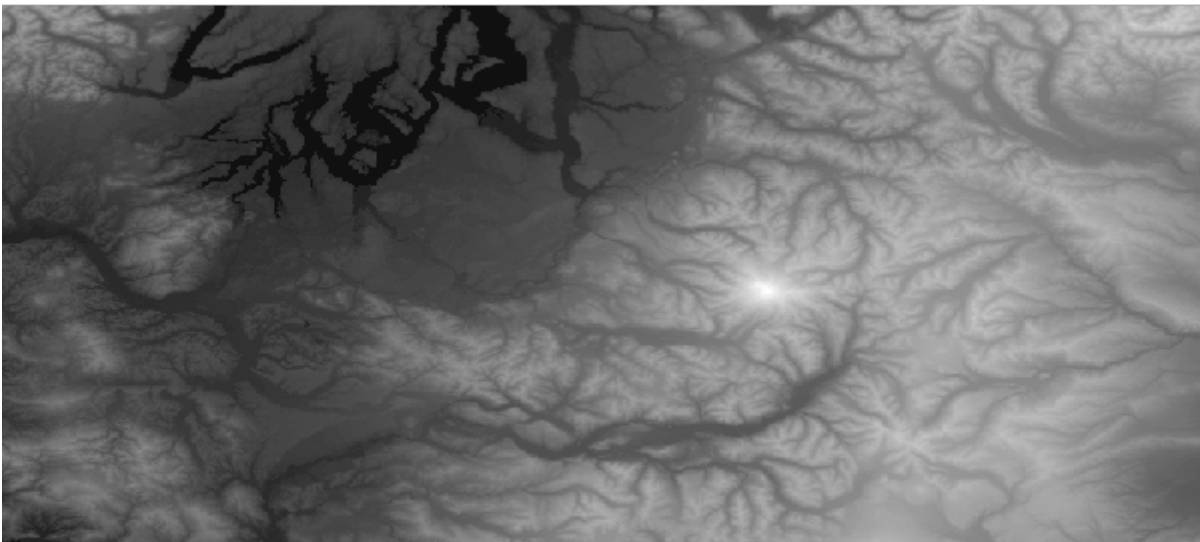
```
geo-shell> map draw --name map --file examples/style_raster_default.png
Done drawing /home/runner/work/geo-shell/geo-shell/examples/style_raster_default.png!
```

```
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/runner/work/geo-shell/geo-shell/examples/style_raster_colormap.sld!
```

```
geo-shell> raster style set --name pc --style examples/style_raster_colormap.sld
Style /home/runner/work/geo-shell/geo-shell/examples/style_raster_colormap.sld set on pc
```

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

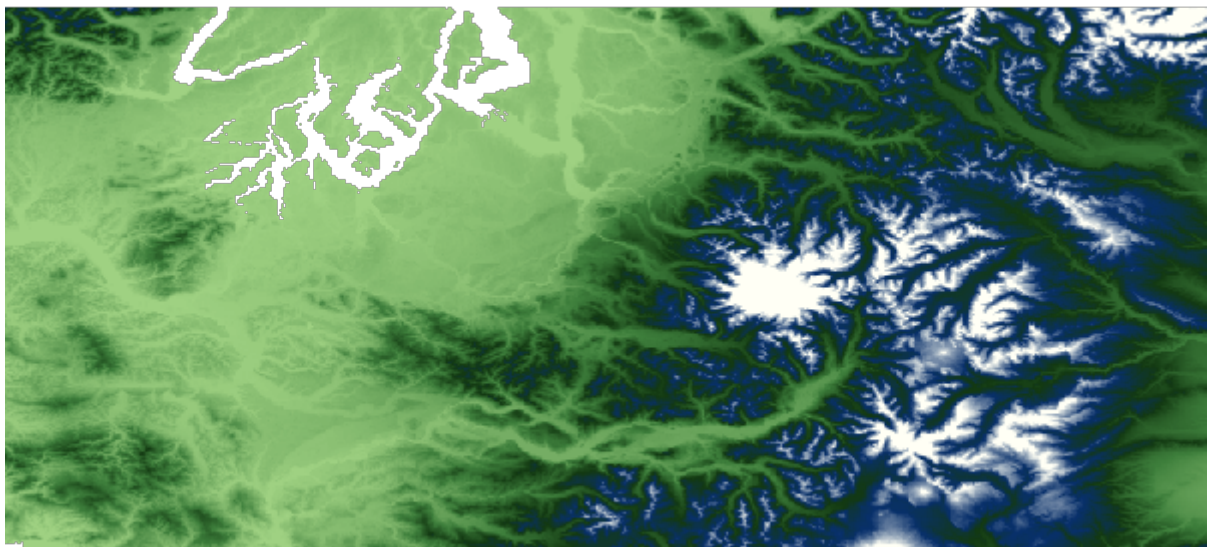
```
geo-shell> map add raster --name map --raster pc
Added pc layer to map map
```

```
geo-shell> map draw --name map --file examples/style_raster_colormap.png
Done drawing /home/runner/work/geo-shell/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>
```



## Raster Palette Color Map

Create a color map raster style from a color palette.

```
geo-shell> style raster palette colormap --min 1 --max 50 --palette MutedTerrain --number 20 --file
examples/style_raster_palette_colormap.sld
```

Name	Description	Mandatory	Specified Default	Unspecified Default
min	The min value	true		
max	The max value	true		
palette	The color palette name (from Color Brewer)	true		
number	The number of categories	true		
type	The type of interpolation	false	ramp	ramp
extended	Whether to use extended colors	false	false	false
opacity	The opacity	false	1.0	1.0
file	The output file	true		

```
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> style raster palette colormap --min 1 --max 50 --palette MutedTerrain --number 20 --file  
examples/style_raster_palette_colormap.sld  
Colormap    Palette    Raster    Style    written    to    /home/runner/work/geo-shell/geo-  
shell/examples/style_raster_palette_colormap.sld!
```

```
geo-shell> raster style set --name high --style examples/style_raster_palette_colormap.sld  
Style /home/runner/work/geo-shell/geo-shell/examples/style_raster_palette_colormap.sld set on high
```

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

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

```

<?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="#CEE1E8" opacity="1.0" quantity="1.0"/>
              <sld:ColorMapEntry color="#7CBCB5" opacity="1.0" quantity="8.0"/>
              <sld:ColorMapEntry color="#82B36D" opacity="1.0" quantity="15.0"/>
              <sld:ColorMapEntry color="#94C279" opacity="1.0" quantity="22.0"/>
              <sld:ColorMapEntry color="#D1DE8D" opacity="1.0" quantity="29.0"/>
              <sld:ColorMapEntry color="#EDEC3" opacity="1.0" quantity="36.0"/>
              <sld:ColorMapEntry color="#CCAFB4" opacity="1.0" quantity="43.0"/>
              <sld:ColorMapEntry color="#C99884" opacity="1.0" quantity="50.0"/>
            </sld:ColorMap>
            <sld:ContrastEnhancement/>
          </sld:RasterSymbolizer>
        </sld:Rule>
      </sld:FeatureTypeStyle>
    </sld:UserStyle>
  </sld:UserLayer>
</sld:StyledLayerDescriptor>

```

