



# **GDAL Documentation**

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## WHAT IS GDAL?

GDAL is a translator library for raster and vector geospatial data formats that is released under an MIT style Open Source [License](#) by the [Open Source Geospatial Foundation](#). As a library, it presents a single raster abstract data model and single vector abstract data model to the calling application for all supported formats. It also comes with a variety of useful command line utilities for data translation and processing. The [NEWS](#) page describes the October 2022 GDAL/OGR 3.5.3 release.



See *Software using GDAL*

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- **2019-06-28** [gdal-2.4.2.tar.gz](#) 2.4.2 Release Notes (2.4.2 md5)

### 3.3 Development Source

The main repository for GDAL is located on github at <https://github.com/OSGeo/GDAL>.

You can obtain a copy of the active source code by issuing the following command

```
git clone https://github.com/OSGeo/GDAL.git
```

#### 3.3.1 Build requirements

To build GDAL 3 or later, you need *at a minimum* a C++11 compatible compiler, and [PROJ 6 or later](#). This will only give you a minimum build which will lack a lot of drivers. Consult [Raster drivers](#) and [Vector drivers](#) pages for additional optional dependencies.

#### 3.3.2 Build instructions

See <https://trac.osgeo.org/gdal/wiki/BuildHints> for hints for existing autoconf and nmake build systems.

From GDAL 3.5, an *experimental CMake-based build* is available.

### 3.4 Binaries

In this section we list a number of the binary distributions of GDAL all of which should have fully reproducible open source build recipes.

#### 3.4.1 Windows

Windows builds are available via [Conda Forge](#) (64-bit only). See the [Conda](#) section for more detailed information.

#### 3.4.2 Debian

Debian packages are now available on [Debian Unstable](#).

### 3.4.3 Conda

Conda can be used on multiple platforms (Windows, macOS, and Linux) to install software packages and manage environments. Conda packages for GDAL are available at <https://anaconda.org/conda-forge/gdal>.

```
conda install [-c channel] [package...]
```

```
conda install -c conda-forge gdal
```

### 3.4.4 Vcpkg

The gdal port in vcpkg is kept up to date by Microsoft team members and community contributors. The url of vcpkg is: <https://github.com/Microsoft/vcpkg>. You can download and install gdal using the vcpkg dependency manager:

```
git clone https://github.com/Microsoft/vcpkg.git
cd vcpkg
./bootstrap-vcpkg.sh # ./bootstrap-vcpkg.bat for Windows
./vcpkg integrate install
./vcpkg install gdal
```

If the version is out of date, please [create an issue](#) or [pull request](#) on the vcpkg repository.

### 3.4.5 Linux Docker images

Images with nightly builds of GDAL master and tagged releases are available at [Docker Hub](#)

Information on the content of the different configurations can be found at <https://github.com/OSGeo/gdal/tree/master/docker>

#### 3.4.5.1 Build hints (cmake)

##### Build requirements

The minimum requirements are:

- CMake  $\geq 3.10$ , and an associated build system (make, ninja, Visual Studio, etc.)
- C99 compiler
- C++11 compiler
- PROJ  $\geq 6.0$

But a number of optional libraries are also strongly recommended for most builds: SQLite3, expat, libcurl, zlib, libtiff, libgeotiff, libpng, libjpeg, etc.

### CMake

With the CMake build system you can compile and install GDAL on more or less any platform. After unpacking the source distribution archive step into the source- tree:

```
cd gdal-{VERSION}
```

Create a build directory and step into it:

```
mkdir build  
cd build
```

From the build directory you can now configure CMake, build and install the binaries:

```
cmake ..  
cmake --build .  
cmake --build . --target install
```

On Windows, one may need to specify generator:

```
cmake -G "Visual Studio 15 2017" ..
```

If a dependency is installed in a custom location, specify the paths to the include directory and the library:

```
cmake -DSQLITE3_INCLUDE_DIR=/opt/SQLite/include -DSQLITE3_LIBRARY=/opt/SQLite/lib/  
↪libsqlite3.so ..
```

Alternatively, a custom prefix can be specified:

```
cmake -DCMAKE_PREFIX_PATH=/opt/SQLite ..
```

You can unset existing cached variables, by using the -U switch of cmake, for example with wildcards:

```
cmake .. -UGDAL_USE_*
```

You can assemble dependency settings in a file `ConfigUser.cmake` and use it with the -C option. The file contains `set()` commands that use the `CACHE` option. You can set for example a different name for the shared lib, *e.g.* `set (GDAL_LIB_OUTPUT_NAME gdal_x64 CACHE STRING "" FORCE)`:

```
cmake .. -C ConfigUser.cmake
```

**Warning:** When iterating to configure GDAL to add/modify/remove dependencies, some cache variables can remain in `CMakeCache.txt` from previous runs, and conflict with new settings. If strange errors appear during cmake run, you may try removing `CMakeCache.txt` to start from a clean state.

Refer to `using_gdal_in_cmake` for how to use GDAL in a CMake project.



## CMake general configure options

Options to configure a CMake are provided using `-D<var>=<value>`. All cached entries can be viewed using `cmake -LAH` from a build directory.

### **BUILD\_APPS=ON**

Build applications. Default is ON.

### **BUILD\_SHARED\_LIBS**

Build GDAL library shared. Default is ON. See also the CMake documentation for [BUILD\\_SHARED\\_LIBS](#).

### **CMAKE\_BUILD\_TYPE**

Choose the type of build, options are: None (default), Debug, Release, RelWithDebInfo, or MinSizeRel. See also the CMake documentation for [CMAKE\\_BUILD\\_TYPE](#).

---

**Note:** A default build is not optimized without specifying `-DCMAKE_BUILD_TYPE=Release` (or similar) during configuration, or by specifying `--config Release` with CMake multi-configuration build tools (see example below).

---

### **CMAKE\_C\_COMPILER**

C compiler. Ignored for some generators, such as Visual Studio.

### **CMAKE\_C\_FLAGS**

Flags used by the C compiler during all build types. This is initialized by the `CFLAGS` environment variable.

### **CMAKE\_CXX\_COMPILER**

C++ compiler. Ignored for some generators, such as Visual Studio.

### **CMAKE\_CXX\_FLAGS**

Flags used by the C++ compiler during all build types. This is initialized by the `CXXFLAGS` environment variable.

### **CMAKE\_INSTALL\_PREFIX**

Where to install the software. Default for Unix-like is `/usr/local/`.

### **CMAKE\_PREFIX\_PATH**

List of directories specifying installation prefixes to be searched when external dependencies are looked for.

Starting with CMake 3.12, it is also possible to use a `<Packagename>_ROOT` variable to define the prefix for a particular package. See <https://cmake.org/cmake/help/latest/release/3.12.html?highlight=root#commands>

### **ENABLE\_IPO=OFF**

Build library using the compiler's [interprocedural optimization](#) (IPO), if available, default OFF.

### **GDAL\_SET\_INSTALL\_RELATIVE\_RPATH=OFF**

Set to ON so that the rpath of installed binaries is written as a relative path to the library. This option overrides the [CMAKE\\_INSTALL\\_RPATH](#) variable, and assumes that the [CMAKE\\_SKIP\\_INSTALL\\_RPATH](#) variable is not set.

### CMake package dependent options

Generally speaking, packages (external dependencies) will be automatically found if they are in default locations used by CMake. This can be also tuned for example with the `CMAKE_PREFIX_PATH` variable.

Starting with CMake 3.12, it is also possible to use a `<Packagename>_ROOT` variable to define the prefix for a particular package. See <https://cmake.org/cmake/help/latest/release/3.12.html?highlight=root#commands> Note that the case of the package name matters for the `_ROOT`, `_INCLUDE_DIR` and `_LIBRARY` variables.

Most dependencies that would be found can also be disabled by setting the following option:

**GDAL\_USE\_<Packagename\_in\_upper\_case>:BOOL=ON/OFF**

Control whether a found dependency can be used for the GDAL build.

It is also possible to ask GDAL to disable the use of any external dependency (besides the required one, PROJ) by default by setting the following option to OFF. Individual libraries shall then be enabled explicitly with `GDAL_USE_<Packagename_in_upper_case>:BOOL=ON`.

**GDAL\_USE\_EXTERNAL\_LIBS:BOOL=ON/OFF**

Defaults to ON. When set to OFF, all external dependencies (but mandatory ones) will be disabled, unless individually enabled with `GDAL_USE_<Packagename_in_upper_case>:BOOL=ON`. This option should be set before `CMakeCache.txt` is created. If it is set to OFF after `CMakeCache.txt` is created, then cmake should be reinvoked with `“-UGDAL_USE_”` to cancel the activation of previously detected libraries.

Some of the GDAL dependencies (GEOTIFF, GIF, JPEG, JSONC, LERC, OPENCAD, PNG, QHULL, TIFF, ZLIB) have a copy of their source code inside the GDAL source code tree. It is possible to enable this internal copy by setting the `GDAL_USE_<Packagename_in_upper_case>_INTERNAL:BOOL=ON` variable. When set, this has precedence over the external library that may be detected. The behavior can also be globally controlled with the following variable:

**GDAL\_USE\_INTERNAL\_LIBS=ON/OFF/WHEN\_NO\_EXTERNAL**

Control how internal libraries should be used. If set to ON, they will always be used. If set to OFF, they will never be used (unless individually enabled with `GDAL_USE_<Packagename_in_upper_case>_INTERNAL:BOOL=ON`) If set to WHEN\_NO\_EXTERNAL (default value), they will be used only if no corresponding external library is found and enabled. This option should be set before `CMakeCache.txt` is created.

---

**Note:** Using together `GDAL_USE_EXTERNAL_LIBS=OFF` and `GDAL_USE_INTERNAL_LIBS=OFF` will result in a CMake configuration failure, because the following libraries (either as external dependencies or using the internal copy) are at least required: ZLIB, TIFF, GEOTIFF and JSONC. Enabling them as external or internal libraries is thus required.

---

### Armadillo

The `Armadillo` C++ library is used to speed up computations related to the Thin Plate Spline transformer. See <https://cmake.org/cmake/help/latest/module/FindArmadillo.html> for details. On Windows builds using Conda-Forge dependencies, the following packages may also need to be installed: `blas blas-devel libblas libcbblas liblapack liblapacke`

**GDAL\_USE\_ARMADILLO=ON/OFF**

Control whether to use Armadillo. Defaults to ON when Armadillo is found.

## Arrow

The *Apache Arrow C++* <<https://github.com/apache/arrow/tree/master/cpp>> library is required for the *(Geo)Arrow IPC File Format / Stream* and *(Geo)Parquet* drivers. Specify install prefix in the CMAKE\_PREFIX\_PATH variable.

**GDAL\_USE\_ARROW=ON/OFF**

Control whether to use Arrow. Defaults to ON when Arrow is found.

## basisu

The *Basis Universal* <[https://github.com/rouault/basis\\_universal/tree/cmake](https://github.com/rouault/basis_universal/tree/cmake)> library is required for the *BASISU – Basis Universal* and *KTX2* drivers. Specify install prefix in the CMAKE\_PREFIX\_PATH variable or basisu\_ROOT variable.

**GDAL\_USE\_BASISU=ON/OFF**

Control whether to use basisu. Defaults to ON when basisu is found.

## Blosc

*Blosc* is a library which offers a meta-compression, with different backends (LZ4, Snappy, Zlib, Zstd, etc.). It is used by the *Zarr* driver.

**BLOSC\_INCLUDE\_DIR**

Path to an include directory with the `blosc.h` header file.

**BLOSC\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_BLOSC=ON/OFF**

Control whether to use Blosc. Defaults to ON when Blosc is found.

## BRUNSLI

The *Brunsl*i JPEG repacking library, used by the *MRF – Meta Raster Format* driver.

**BRUNSLI\_INCLUDE\_DIR**

Path to an include directory with the `brunsl/decode.h` and `brunsl\encode.h` header files.

**BRUNSLI\_ENC\_LIB**

Path to the `brunslenc-c` library file.

**BRUNSLI\_DEC\_LIB**

Path to the `brunslidec-c` library file.

**GDAL\_USE\_BRUNSLI=ON/OFF**

Control whether to use BRUNSLI. Defaults to ON when Brunsl is found.

### CFITSIO

The [C FITS I/O](#) library is required for the *FITS – Flexible Image Transport System* driver. It can be detected with `pkg-config`.

#### **CFITSIO\_INCLUDE\_DIR**

Path to an include directory with the `fitsio.h` header file.

#### **CFITSIO\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_CFITSIO=ON/OFF**

Control whether to use CFITSIO. Defaults to ON when CFITSIO is found.

### Crnlib

[Crnlib / crunch](#) is required for the *DDS – DirectDraw Surface* driver.

#### **Crnlib\_INCLUDE\_DIR**

Path to Crnlib include directory with `crunch/crnlib.h` header.

#### **Crnlib\_LIBRARY**

Path to Crnlib library to be linked.

#### **GDAL\_USE\_CRNLIB=ON/OFF**

Control whether to use Crnlib. Defaults to ON when Crnlib is found.

### CURL

[libcurl](#) is required for all network accesses (HTTP, etc.).

#### **CURL\_INCLUDE\_DIR**

Path to an include directory with the `curl` directory.

#### **CURL\_LIBRARY\_RELEASE**

Path to a shared or static library file, such as `libcurl.dll`, `libcurl.so`, `libcurl.lib`, or other name.

#### **GDAL\_USE\_CURL=ON/OFF**

Control whether to use Curl. Defaults to ON when Curl is found.

### CryptoPP

The [Crypto++](#) library can be used for the RSA SHA256 signing functionality used by some authentication methods of Google Cloud. It might be required to use the *EEDAI - Google Earth Engine Data API Image* images or use the */vsigs/* virtual file system. It is also required for the */vsicrypt/* virtual file system.

#### **CRYPTOPP\_INCLUDE\_DIR**

Path to the base include directory.

#### **CRYPTOPP\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable `CRYPTOPP_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

**CRYPTOPP\_USE\_ONLY\_CRYPTODLL\_ALG=ON/OFF**

Defaults to OFF. Might be required to set to ON when linking against cryptopp.dll

**GDAL\_USE\_CRYPTOPP=ON/OFF**

Control whether to use CryptoPP. Defaults to ON when CryptoPP is found.

**Deflate**

`libdeflate` is a compression library which offers the lossless Deflate/Zip compression algorithm. It offers faster performance than ZLib, but is not a full replacement for it, consequently it must be used as a complement to ZLib.

**Deflate\_INCLUDE\_DIR**

Path to an include directory with the `libdeflate.h` header file.

**Deflate\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable `Deflate_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

**GDAL\_USE\_DEFLATE=ON/OFF**

Control whether to use Deflate. Defaults to ON when Deflate is found.

**ECW**

The Hexagon ECW SDK (closed source/proprietary) is required for the *ECW – Enhanced Compressed Wavelets (.ecw)* driver. Currently only support for ECW SDK 3.3 and 5.5 is offered.

For ECW SDK 5.5, `ECW_ROOT` or `CMAKE_PREFIX_PATH` should point to the directory into which there are include and lib subdirectories, typically ending with `ERDAS-ECW_JPEG_2000_SDK-5.5.0/Desktop_Read-Only`.

**ECW\_INCLUDE\_DIR**

Path to the include directory with the `NCSEWCClient.h` header file.

**ECW\_LIBRARY**

Path to library file `libNCSEcw`

**ECWnet\_LIBRARY**

Path to library file `libNCSCnet` (only needed for SDK 3.3)

**ECWC\_LIBRARY**

Path to library file `libNCSEcwC` (only needed for SDK 3.3)

**NCSUtil\_LIBRARY**

Path to library file `libNCSUtil` (only needed for SDK 3.3)

**GDAL\_USE\_ECW=ON/OFF**

Control whether to use ECW. Defaults to ON when ECW is found.

### EXPAT

[Expat](#) is a stream-oriented XML parser library which is required to enable XML parsing capabilities in an important number of OGR drivers (GML, GeoRSS, GPX, KML, LVBAG, OSM, ODS, SVG, WFS, XSLX, etc.). It is strongly recommended. Other driver such as ILI or GMLAS may also require the XercesC library.

#### **EXPAT\_INCLUDE\_DIR**

Path to the include directory with the `expat.h` header file.

#### **EXPAT\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_EXPAT=ON/OFF**

Control whether to use EXPAT. Defaults to ON when EXPAT is found.

### FileGDB

The [FileGDB SDK](#) (closed source/proprietary) is required for the [ESRI File Geodatabase \(FileGDB\)](#) driver (not to be confused with the [ESRI File Geodatabase \(OpenFileGDB\)](#) driver that has no external requirements)

FileGDB\_ROOT or CMAKE\_PREFIX\_PATH should point to the directory of the SDK.

#### **FileGDB\_INCLUDE\_DIR**

Path to the include directory with the `FileGDBAPI.h` header file.

#### **FileGDB\_LIBRARY**

Path to library file

#### **FileGDB\_LIBRARY\_RELEASE**

Path to Release library file (only used on Windows)

#### **FileGDB\_LIBRARY\_DEBUG**

Path to Debug library file (only used on Windows)

#### **GDAL\_USE\_FILEGDB=ON/OFF**

Control whether to use FileGDB. Defaults to ON when FileGDB is found.

### FreeXL

The [FreeXL](#) library is required for the [XLS - MS Excel format](#) driver.

#### **FREEXL\_INCLUDE\_DIR**

Path to an include directory with the `freexl.h` header file.

#### **FREEXL\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_FREEXL=ON/OFF**

Control whether to use FreeXL. Defaults to ON when FreeXL is found.

## FYBA

The [OpenFyba](#) libraries are needed to build the *Norwegian SOSI Standard* driver.

### **FYBA\_INCLUDE\_DIR**

Path to an include directory with the `fyba.h` header file.

### **FYBA\_FYBA\_LIBRARY**

Path to a library file `fyba`

### **FYBA\_FYGM\_LIBRARY**

Path to a library file `fygm`

### **FYBA\_FYUT\_LIBRARY**

Path to a library file `fyut`

### **GDAL\_USE\_FYBA=ON/OFF**

Control whether to use FYBA. Defaults to ON when FYBA is found.

## GEOTIFF

It is required for the *GTiff – GeoTIFF File Format* drivers, and a few other drivers. If not found, an internal copy of libgeotiff can be used.

### **GEOTIFF\_INCLUDE\_DIR**

Path to an include directory with the libgeotiff header files.

### **GEOTIFF\_LIBRARY\_RELEASE**

Path to a shared or static library file, such as `geotiff.dll`, `libgeotiff.so`, `geotiff.lib`, or other name. A similar variable `GEOTIFF_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

### **GDAL\_USE\_GEOTIFF=ON/OFF**

Control whether to use external libgeotiff. Defaults to ON when external libgeotiff is found.

### **GDAL\_USE\_GEOTIFF\_INTERNAL=ON/OFF**

Control whether to use internal libgeotiff copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_GEOTIFF=ON`

## GEOS

[GEOS](#) is a C++ library for performing operations on two-dimensional vector geometries. It is used as the backend for most geometry processing operations available in OGR (intersection, buffer, etc.). The `geos-config` program can be used to detect it.

### **GEOS\_INCLUDE\_DIR**

Path to an include directory with the `geos_c.h` header file.

### **GEOS\_LIBRARY**

Path to a shared or static library file (`libgeos_c`).

### **GDAL\_USE\_GEOS=ON/OFF**

Control whether to use GEOS. Defaults to ON when GEOS is found.

### GIF

`giflib` is required for the *GIF – Graphics Interchange Format* driver. If not found, an internal copy can be used.

#### **GIF\_INCLUDE\_DIR**

Path to an include directory with the `gif_lib.h` header file.

#### **GIF\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_GIF=ON/OFF**

Control whether to use external `giflib`. Defaults to ON when external `giflib` is found.

#### **GDAL\_USE\_GIF\_INTERNAL=ON/OFF**

Control whether to use internal `giflib` copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_GIF=ON`

### GTA

The *GTA* library is required for the *GTA - Generic Tagged Arrays* driver.

#### **GTA\_INCLUDE\_DIR**

Path to an include directory with the `gta/gta.h` header file.

#### **GTA\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_GTA=ON/OFF**

Control whether to use *GTA*. Defaults to ON when *GTA* is found.

### HEIF

The *HEIF* ( $\geq 1.1$ ) library used by the *HEIF / HEIC – ISO/IEC 23008-12:2017 High Efficiency Image File Format* driver. It can be detected with `pkg-config`.

#### **HEIF\_INCLUDE\_DIR**

Path to an include directory with the `libheif/heif.h` header file.

#### **HEIF\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_HEIF=ON/OFF**

Control whether to use *HEIF*. Defaults to ON when *HEIF* is found.

### HDF4

The *HDF4* C library is needed for the *HDF4 – Hierarchical Data Format Release 4 (HDF4)* driver.

#### **HDF4\_INCLUDE\_DIR**

Path to an include directory with the `hdf.h` header file.

#### **HDF4\_df\_LIBRARY\_RELEASE**

Path to a shared or static `dfalt` or `df` library file. A similar variable `HDF4_df_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.



**HDF4\_mfhdf\_LIBRARY\_RELEASE**

Path to a shared or static `mfhdf` library file. A similar variable `HDF4_mfhdf_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

**HDF4\_xdr\_LIBRARY\_RELEASE**

Path to a shared or static `xdr` library file. A similar variable `HDF4_xdr_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases. It is generally not needed for Linux builds

**HDF4\_szip\_LIBRARY\_RELEASE**

Path to a shared or static `szip` library file. A similar variable `HDF4_szip_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases. It is generally not needed for Linux builds

**HDF4\_COMPONENTS**

The value of this option is a list which defaults to `df;mfhdf;xdr;szip`. It may be customized if the linking of HDF4 require different libraries, in which case `HDF4_{comp_name}_LIBRARY_[RELEASE/DEBUG]` variables will be available to configure the library file.

**GDAL\_USE\_HDF4=ON/OFF**

Control whether to use HDF4. Defaults to ON when HDF4 is found.

**HDF5**

The **HDF5 C** library is needed for the *HDF5 – Hierarchical Data Format Release 5 (HDF5)* and *BAG – Bathymetry Attributed Grid* drivers. The **HDF5 CXX** library is needed for the *KEA* driver. The <https://cmake.org/cmake/help/latest/module/FindHDF5.html> module is used to detect the HDF5 library.

**GDAL\_USE\_HDF5=ON/OFF**

Control whether to use HDF5. Defaults to ON when HDF5 is found.

**HDFS**

The **Hadoop File System** native library is needed for the *vsihdfs/* virtual file system.

**HDFS\_INCLUDE\_DIR**

Path to an include directory with the `hdfs.h` header file.

**HDFS\_LIBRARY**

Path to a shared or static `hdfs` library file.

**GDAL\_USE\_HDFS=ON/OFF**

Control whether to use HDFS. Defaults to ON when HDFS is found.

**Iconv**

The **Iconv** library is used to convert text from one encoding to another encoding. It is generally available as a system library for Unix-like systems. On Windows, GDAL can leverage the API of the operating system for a few base conversions, but using Iconv will provide additional capabilities.

**Iconv\_INCLUDE\_DIR**

Path to an include directory with the `iconv.h` header file.

**Iconv\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_ICONV=ON/OFF**

Control whether to use Iconv. Defaults to ON when Iconv is found.

## **IDB**

The Informix DataBase Client SDK (closed source/proprietary) is needed to build the *IDB* driver. IDB\_ROOT or CMAKE\_PREFIX\_PATH should point to the directory of the SDK.

### **IDB\_INCLUDE\_DIR**

Path to an include directory (typically ending with `incl`) with the `c++/it.h` header file.

### **IDB\_IFCPP\_LIBRARY**

Path to a library file `ifc++` (typically in the `lib/c++` sub directory)

### **IDB\_IFDMI\_LIBRARY**

Path to a library file `ifdmi` (typically in the `lib/dmi` sub directory)

### **IDB\_IFSQL\_LIBRARY**

Path to a library file `ifsql` (typically in the `lib/esql` sub directory)

### **IDB\_IFCLI\_LIBRARY**

Path to a library file `ifcli` (typically in the `lib/cli` sub directory)

### **GDAL\_USE\_IDB=ON/OFF**

Control whether to use IDB. Defaults to ON when IDB is found.

## **JPEG**

libjpeg is required for the *JPEG – JPEG JFIF File Format* driver, and may be used by a few other drivers (*GPKG – GeoPackage raster*, *MRF – Meta Raster Format*, internal libtiff, etc.) If not found, an internal copy of libjpeg (6b) can be used. Using libjpeg-turbo is highly recommended to get best performance. See <https://cmake.org/cmake/help/latest/module/FindJPEG.html> for more details on how the library is detected.

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**Note:** When using libjpeg-turbo, JPEG\_LIBRARY[\_RELEASE/\_DEBUG] should point to a library with libjpeg ABI, not TurboJPEG. See <https://libjpeg-turbo.org/About/TurboJPEG> for the difference.

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### **JPEG\_INCLUDE\_DIR**

Path to an include directory with the `jpeglib.h` header file.

### **JPEG\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable JPEG\_LIBRARY\_DEBUG can also be specified to a similar library for building Debug releases.

### **GDAL\_USE\_JPEG=ON/OFF**

Control whether to use external libjpeg. Defaults to ON when external libjpeg is found.

### **GDAL\_USE\_JPEG\_INTERNAL=ON/OFF**

Control whether to use internal libjpeg copy. Defaults depends on GDAL\_USE\_INTERNAL\_LIBS. When set to ON, has precedence over GDAL\_USE\_JPEG=ON

### **EXPECTED\_JPEG\_LIB\_VERSION=number**

Used with external libjpeg. number is for example 80, for libjpeg 8 ABI. This can be used to check a build time that the expected JPEG library is the one that is included by GDAL.

## JPEG12

libjpeg-12 bit can be used by the *JPEG – JPEG JFIF File Format*, *GTiff – GeoTIFF File Format* (when using internal libtiff), *JPEG – JPEG JFIF File Format*, *MRF – Meta Raster Format* and *NITF – National Imagery Transmission Format* drivers to handle JPEG images with a 12 bit depth. It is only supported with the internal libjpeg (6b). This can be used independently of if for regular 8 bit JPEG an external or internal libjpeg is used.

**GDAL\_USE\_JPEG12\_INTERNAL=ON/OFF**

Control whether to use internal libjpeg-12 copy. Defaults to ON.

## JSON-C

The `json-c` library is required to read and write JSON content. It can be detected with `pkg-config`. If not found, an internal copy of `json-c` can be used.

**JSONC\_INCLUDE\_DIR**

Path to an include directory with the `json.h` header file.

**JSONC\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_JSONC=ON/OFF**

Control whether to use JSON-C. Defaults to ON when JSON-C is found.

**GDAL\_USE\_JSONC\_INTERNAL=ON/OFF**

Control whether to use internal JSON-C copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_JSONC=ON`

## JXL

The `libjxl` <<https://github.com/libjxl/libjxl>> library used by the *GTiff – GeoTIFF File Format* driver, when built against internal libtiff. It can be detected with `pkg-config`.

**JXL\_INCLUDE\_DIR**

Path to an include directory with the `jxl/decode.h` header file.

**JXL\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_JXL=ON/OFF**

Control whether to use JXL. Defaults to ON when JXL is found.

## KDU

The Kakadu library (proprietary) is required for the *JP2KAK – JPEG-2000 (based on Kakadu)* and *JPIP KAK - JPIP Streaming* drivers. There is no standardized installation layout, nor fixed library file names, so finding Kakadu artifacts is a bit challenging. Currently automatic finding of it from the `KDU_ROOT` variable is only implemented for Linux, Mac and Windows x86\_64 builds. For other platforms, users need to manually specify the `KDU_LIBRARY` and `KDU_AUX_LIBRARY` variable.

**KDU\_INCLUDE\_DIR**

Path to the root of the Kakadu build tree, from which the `coresys/common/kdu_elementary.h` header file should be found.

### KDU\_LIBRARY

Path to a shared library file whose name is like libkdu\_vXYR.so on Unix or kdu\_vXYR.lib on Windows, where X.Y is the Kakadu version.

### KDU\_AUX\_LIBRARY

Path to a shared library file whose name is like libkdu\_aXYR.so on Unix or kdu\_aXYR.lib on Windows, where X.Y is the Kakadu version.

### GDAL\_USE\_KDU=ON/OFF

Control whether to use KDU. Defaults to ON when KDU is found.

## KEA

The [KEA](#) library is required for the [KEA](#) driver. The HDF5 CXX library is also required.

### KEA\_INCLUDE\_DIR

Path to an include directory with the libkea/KEACommon.h header file.

### KEA\_LIBRARY

Path to a shared or static library file.

### GDAL\_USE\_KEA=ON/OFF

Control whether to use KEA. Defaults to ON when KEA is found.

## LERC

[LERC](#) is an open-source image or raster format which supports rapid encoding and decoding for any pixel type (not just RGB or Byte). Users set the maximum compression error per pixel while encoding, so the precision of the original input image is preserved (within user defined error bounds).

### LERC\_INCLUDE\_DIR

Path to an include directory with the Lerc\_c\_api.h header file.

### LERC\_LIBRARY

Path to a shared or static library file.

### GDAL\_USE\_LERC=ON/OFF

Control whether to use LERC. Defaults to ON when LERC is found.

### GDAL\_USE\_LERC\_INTERNAL=ON/OFF

Control whether to use the LERC internal library. Defaults depends on GDAL\_USE\_INTERNAL\_LIBS. When set to ON, has precedence over GDAL\_USE\_LERC=ON

## LibKML

[LibKML](#) is required for the [LIBKML Driver \(.kml .kmz\)](#) driver. It can be detected with pkg-config.

### LIBKML\_INCLUDE\_DIR

Path to the base include directory.

### LIBKML\_BASE\_LIBRARY

Path to a shared or static library file for kmlbase

**LIBKML\_DOM\_LIBRARY**

Path to a shared or static library file for `kmlDOM`

**LIBKML\_ENGINE\_LIBRARY**

Path to a shared or static library file for `kmlengine`

**GDAL\_USE\_LIBKML=ON/OFF**

Control whether to use LibKML. Defaults to ON when LibKML is found.

**LibLZMA**

**LibLZMA** is a compression library which offers the lossless LZMA2 compression algorithm. It is used by the internal libtiff library or the *Zarr* driver.

**LIBLZMA\_INCLUDE\_DIR**

Path to an include directory with the `lzma.h` header file.

**LIBLZMA\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_LIBLZMA=ON/OFF**

Control whether to use LibLZMA. Defaults to ON when LibLZMA is found.

**LibXml2**

The **LibXml2** processing library is used to do validation of XML files against a XML Schema (.xsd) in a few drivers (PDF, GMLAS, GML OGR VRT) and for advanced capabilities in GMLJP2v2 generation.

**LIBXML2\_INCLUDE\_DIR**

Path to the base include directory.

**LIBXML2\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_LIBXML2=ON/OFF**

Control whether to use LibXml2. Defaults to ON when LibXml2 is found.

**LURATECH**

The Luratech JPEG2000 SDK (closed source/proprietary) is required for the *JP2Lura – JPEG2000 driver based on Lurawave library* driver.

LURATECH\_ROOT or CMAKE\_PREFIX\_PATH should point to the directory of the SDK.

**LURATECH\_INCLUDE\_DIR**

Path to the include directory with the `lwf_jp2.h` header file.

**LURATECH\_LIBRARY**

Path to library file `lib_lwf_jp2.a` / `lwf_jp2.lib`

**GDAL\_USE\_LURATECH=ON/OFF**

Control whether to use LURATECH. Defaults to ON when LURATECH is found.

### LZ4

**LZ4** is a compression library which offers the lossless LZ4 compression algorithm. It is used by the *Zarr* driver.

#### **LZ4\_INCLUDE\_DIR**

Path to an include directory with the `lz4.h` header file.

#### **LZ4\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable `LZ4_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

#### **GDAL\_USE\_LZ4=ON/OFF**

Control whether to use LZ4. Defaults to ON when LZ4 is found.

### MONGOCXX

The **MongoCXX** and **BsonCXX** libraries are needed to build the *MongoDBv3* driver. They can be detected with `pkg-config`.

#### **MONGOCXX\_INCLUDE\_DIR**

Path to an include directory with the `mongocxx/client.hpp` header file.

#### **BSONCXX\_INCLUDE\_DIR**

Path to an include directory with the `bsoncxx/config/version.hpp` header file.

#### **MONGOCXX\_LIBRARY**

Path to a library file `mongocxx`

#### **BSONCXX\_LIBRARY**

Path to a library file `bsoncxx`

#### **GDAL\_USE\_MONGOCXX=ON/OFF**

Control whether to use MONGOCXX. Defaults to ON when MONGOCXX is found.

### MRSID

The MRSID Raster DSDK (closed source/proprietary) is required for the *MrSID – Multi-resolution Seamless Image Database* driver.

`MRSID_ROOT` or `CMAKE_PREFIX_PATH` should point to the directory of the SDK ending with `Raster_DSDK`. Note that on Linux, its `lib` subdirectory should be in the `LD_LIBRARY_PATH` so that the linking of applications succeeds and `libtbb.so` can be found.

#### **MRSID\_INCLUDE\_DIR**

Path to the include directory with the `lt_base.h` header file.

#### **MRSID\_LIBRARY**

Path to library file `libltidsdk`

#### **GDAL\_ENABLE\_DRIVER\_JP2MRSID**

Whether to enable JPEG2000 support through the MrSID SDK. The default value of this option is OFF.

#### **GDAL\_USE\_MRSID=ON/OFF**

Control whether to use MRSID. Defaults to ON when MRSID is found.

## MSSQL\_NCLI

The Microsoft SQL Native Client Library (closed source/proprietary) is required to enable bulk copy in the *MSSQLSpatial - Microsoft SQL Server Spatial Database* driver. If both MSSQL\_NCLI and MSSQL\_ODBC are found and enabled, MSSQL\_ODBC will be used. The library is normally found if installed in standard location, and at version 11.

### MSSQL\_NCLI\_VERSION

Major version of the Native Client, typically 11

### MSSQL\_NCLI\_INCLUDE\_DIR

Path to include directory with sqlncli.h header.

### MSSQL\_NCLI\_LIBRARY

Path to library to be linked.

### GDAL\_USE\_MSSQL\_NCLI=ON/OFF

Control whether to use MSSQL\_NCLI. Defaults to ON when MSSQL\_NCLI is found.

## MSSQL\_ODBC

The Microsoft SQL Native ODBC driver Library (closed source/proprietary) is required to enable bulk copy in the *MSSQLSpatial - Microsoft SQL Server Spatial Database* driver. If both MSSQL\_NCLI and MSSQL\_ODBC are found and enabled, MSSQL\_ODBC will be used. The library is normally found if installed in standard location, and at version 17.

### MSSQL\_ODBC\_VERSION

Major version of the Native Client, typically 17

### MSSQL\_ODBC\_INCLUDE\_DIR

Path to include directory with msodbcsql.h header.

### MSSQL\_ODBC\_LIBRARY

Path to library to be linked.

### GDAL\_USE\_MSSQL\_ODBC=ON/OFF

Control whether to use MSSQL\_ODBC. Defaults to ON when MSSQL\_ODBC is found.

## MYSQL

The MySQL or MariaDB client library is required to enable the *MySQL* driver.

### MYSQL\_INCLUDE\_DIR

Path to include directory with mysql.h header file.

### MYSQL\_LIBRARY

Path to library to be linked.

### GDAL\_USE\_MYSQL=ON/OFF

Control whether to use MYSQL. Defaults to ON when MYSQL is found.

### NetCDF

The **netCDF** is required to enable the *NetCDF: Network Common Data Form* driver. The `nc-config` program can be used to detect it.

#### **NETCDF\_INCLUDE\_DIR**

Path to an include directory with the `netcdf.h` header file.

#### **NETCDF\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_NETCDF=ON/OFF**

Control whether to use netCDF. Defaults to ON when netCDF is found.

### ODBC

ODBC is required for various drivers: *ODBC RDBMS*, *ESRI Personal GeoDatabase*, *SAP HANA* and *MSSQLSpatial - Microsoft SQL Server Spatial Database*. It is normally automatically found in system directories on Unix and Windows.

#### **ODBC\_INCLUDE\_DIR**

Path to ODBC include directory with `sql.h` header.

#### **ODBC\_LIBRARY**

Path to ODBC library to be linked.

#### **GDAL\_USE\_ODBC=ON/OFF**

Control whether to use ODBC. Defaults to ON when ODBC is found.

### ODBC-CPP

The `odbc-cpp-wrapper` library is required for the *SAP HANA* driver.

#### **ODBCCPP\_INCLUDE\_DIR**

Path to an include directory with the `odbc/Environment.h` header file.

#### **ODBCCPP\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_ODBCCPP=ON/OFF**

Control whether to use ODBC-CPP. Defaults to ON when ODBC-CPP is found.

### OGDI

The **OGDI** library is required for the *OGDI Vectors* driver. It can be detected with `pkg-config`.

#### **OGDI\_INCLUDE\_DIR**

Path to an include directory with the `ecs.h` header file.

#### **OGDI\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_OGDI=ON/OFF**

Control whether to use OGDI. Defaults to ON when OGDI is found.



## OpenCAD

`libopencad` is required for the *CAD – AutoCAD DWG* driver. If not found, an internal copy can be used.

### **OPENCAD\_INCLUDE\_DIR**

Path to an include directory with the `opencad.h` header file.

### **OPENCAD\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_OPENCAD=ON/OFF**

Control whether to use external `libopencad`. Defaults to ON when external `libopencad` is found.

### **GDAL\_USE\_OPENCAD\_INTERNAL=ON/OFF**

Control whether to use internal `libopencad` copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_OPENCAD=ON`

## OpenCL

The OpenCL library may be used to accelerate warping computations, typically with a GPU.

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**Note:** It is disabled by default even when detected, since the current OpenCL warping implementation lags behind the generic implementation.

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### **OpenCL\_INCLUDE\_DIR**

Path to an include directory with the `CL/cl.h` header file.

### **OpenCL\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_OPENCL=ON/OFF**

Control whether to use OPENCL. Defaults to *OFF* when OPENCL is found.

## OpenEXR

`OpenEXR` is required for the *EXR – Extended Dynamic Range Image File Format* driver

Specify `OpenEXR_ROOT` variable pointing to the parent directory of `/lib` and `/include` subdirectories, i.e. `/DEV/lib/openexr-3.0`. For `OpenEXR >= 3` additionally specify `Imath_ROOT` as this is a separate library now, i.e. `/DEV/lib/imath-3.1.3`

or

Specify root directory adding to the `CMAKE_PREFIX_PATH` variable to find `OpenEXR`'s `pkgconfig`. For example - `DCMAKE_PREFIX_PATH=/DEV/lib/openexr-3.0;/DEV/lib/imath-3.1.3`

or

Get real specific and set `OpenEXR_INCLUDE_DIR`, `Imath_INCLUDE_DIR`, `OpenEXR_LIBRARY`, `OpenEXR_UTIL_LIBRARY`, `OpenEXR_HALF_LIBRARY`, `OpenEXR_IEX_LIBRARY` explicitly

### **GDAL\_USE\_OPENEXR=ON/OFF**

Control whether to use `OpenEXR`. Defaults to ON when `OpenEXR` is found.

### OpenJPEG

The **OpenJPEG** library is an open-source JPEG-2000 codec written in C language. It is required for the *JP2OpenJPEG – JPEG2000 driver based on OpenJPEG library* driver, or other drivers that use JPEG-2000 functionality.

#### **OPENJPEG\_INCLUDE\_DIR**

Path to an include directory with the `openjpeg.h` header file.

#### **OPENJPEG\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_OPENJPEG=ON/OFF**

Control whether to use OpenJPEG. Defaults to ON when OpenJPEG is found.

### OpenSSL

The Crypto component of the **OpenSSL** library can be used for the RSA SHA256 signing functionality used by some authentication methods of Google Cloud. It might be required to use the *EEDAI - Google Earth Engine Data API Image* images or use the */vsigs/* virtual file system.

See <https://cmake.org/cmake/help/latest/module/FindOpenSSL.html> for details on how to configure the library

#### **GDAL\_USE\_OPENSSL=ON/OFF**

Control whether to use OpenSSL. Defaults to ON when OpenSSL is found.

### Oracle

The Oracle Instant Client SDK (closed source/proprietary) is required for the *Oracle Spatial* and the *Oracle Spatial GeoRaster* drivers

#### **Oracle\_ROOT**

Path to the root directory of the Oracle Instant Client SDK

#### **GDAL\_USE\_ORACLE=ON/OFF**

Control whether to use Oracle. Defaults to ON when Oracle is found.

### Parquet

The Parquet component of the *Apache Arrow C++* <<https://github.com/apache/arrow/tree/master/cpp>> library is required for the *(Geo)Parquet* driver. Specify install prefix in the `CMAKE_PREFIX_PATH` variable.

#### **GDAL\_USE\_PARQUET=ON/OFF**

Control whether to use Parquet. Defaults to ON when Parquet is found.

## PCRE2

**PCRE2** implements Perl-compatible Regular Expressions support. It is used for the REGEXP operator in drivers using SQLite3.

### **PCRE2\_INCLUDE\_DIR**

Path to an include directory with the `pcre2.h` header file.

### **PCRE2\_LIBRARY**

Path to a shared or static library file with “pcre2-8” in its name

### **GDAL\_USE\_PCRE2=ON/OFF**

Control whether to use PCRE2. Defaults to ON when PCRE2 is found.

## PDFIUM

The **PDFium** library is one of the possible backends for the *PDF – Geospatial PDF* driver.

### **PDFIUM\_INCLUDE\_DIR**

Path to an include directory with the `public/fpdfview.h` header file.

### **PDFIUM\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_PDFIUM=ON/OFF**

Control whether to use PDFIUM. Defaults to ON when PDFIUM is found.

## PNG

**libpng** is required for the *PNG – Portable Network Graphics* driver, and may be used by a few other drivers (*GRIB – WMO General Regularly-distributed Information in Binary form*, *GPKG – GeoPackage raster*, etc.) If not found, an internal copy of libpng can be used. See <https://cmake.org/cmake/help/latest/module/FindPNG.html> for more details on how the library is detected.

### **PNG\_PNG\_INCLUDE\_DIR**

Path to an include directory with the `png.h` header file.

### **PNG\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable `PNG_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

### **GDAL\_USE\_PNG=ON/OFF**

Control whether to use external libpng. Defaults to ON when external libpng is found.

### **GDAL\_USE\_PNG\_INTERNAL=ON/OFF**

Control whether to use internal libpng copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_PNG=ON`

### Poppler

The [Poppler](#) library is one of the possible backends for the *PDF – Geospatial PDF* driver.

#### **Poppler\_INCLUDE\_DIR**

Path to an include directory with the `poppler-config.h` header file.

#### **Poppler\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_POPPLER=ON/OFF**

Control whether to use Poppler. Defaults to ON when Poppler is found.

### PostgreSQL

The [PostgreSQL](#) client library is required for the *PostgreSQL / PostGIS* and *PostGISRaster – PostGIS Raster driver* drivers.

#### **PostgreSQL\_INCLUDE\_DIR**

Path to an include directory with the `libpq-fe.h` header file.

#### **PostgreSQL\_LIBRARY\_RELEASE**

Path to a shared or static library file `pq / libpq`. A similar variable `PostgreSQL_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

#### **GDAL\_USE\_POSTGRESQL=ON/OFF**

Control whether to use PostgreSQL. Defaults to ON when PostgreSQL is found.

### PROJ

`PROJ >= 6` is a *required* dependency for GDAL.

#### **PROJ\_INCLUDE\_DIR**

Path to an include directory with the `proj.h` header file.

#### **PROJ\_LIBRARY\_RELEASE**

Path to a shared or static library file, such as `proj.dll`, `libproj.so`, `proj.lib`, or other name. A similar variable `PROJ_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

### QB3

The [QB3](#) compression, used by the *MRF – Meta Raster Format* driver.

#### **GDAL\_USE\_QB3=ON/OFF**

Control whether to use QB3. Defaults to ON when QB3 is found.

## QHULL

The **QHULL** library is used for the linear interpolation of `gdal_grid`. If not found, an internal copy can be used.

### **QHULL\_PACKAGE\_NAME**

Name of the pkg-config package, typically `qhull_r` or `qhullstatic_r`. Defaults to `qhull_r`

### **QHULL\_INCLUDE\_DIR**

Path to an include directory with the `libqhull_r/libqhull_r.h` header file.

### **QHULL\_LIBRARY**

Path to a shared or static library file to the reentrant library.

### **GDAL\_USE\_QHULL=ON/OFF**

Control whether to use QHULL. Defaults to ON when QHULL is found.

### **GDAL\_USE\_QHULL\_INTERNAL=ON/OFF**

Control whether to use internal QHULL copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_QHULL=ON`

## RASTERLITE2

The **RasterLite2** ( $\geq 1.1.0$ ) library used by the *RasterLite2 - Rasters in SQLite DB* driver. It can be detected with pkg-config.

### **RASTERLITE2\_INCLUDE\_DIR**

Path to an include directory with the `rasterlite2/rasterlite2.h` header file.

### **RASTERLITE2\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_RASTERLITE2=ON/OFF**

Control whether to use RasterLite2. Defaults to ON when RasterLite2 is found.

## rdb

The **RDB** <<https://repository.riegl.com/software/libraries/rdblib>> (closed source/proprietary) library is required for the *RDB - RIEGL Database* driver. Specify install prefix in the `CMAKE_PREFIX_PATH` variable.

### **GDAL\_USE\_RDB=ON/OFF**

Control whether to use rdb. Defaults to ON when rdb is found.

## SPATIALITE

The **Spatialite** library used by the *SQLite / Spatialite RDBMS* and *GPKG – GeoPackage vector* drivers, and the *SQLite dialect*. It can be detected with pkg-config.

### **SPATIALITE\_INCLUDE\_DIR**

Path to an include directory with the `spatialite.h` header file.

### **SPATIALITE\_LIBRARY**

Path to a shared or static library file.

### **GDAL\_USE\_SPATIALITE=ON/OFF**

Control whether to use Spatialite. Defaults to ON when Spatialite is found.

### SQLite3

The [SQLite3](#) library is required for the *SQLite / Spatialite RDBMS* and *GPKG – GeoPackage vector* drivers (and also used by other drivers), and the *SQL SQLite dialect*.

#### SQLite3\_INCLUDE\_DIR

Path to an include directory with the `sqlite3.h` header file.

#### SQLite3\_LIBRARY

Path to a shared or static library file, such as `sqlite3.dll`, `libsqlite3.so`, `sqlite3.lib` or other name.

#### GDAL\_USE\_SQLITE3=ON/OFF

Control whether to use SQLite3. Defaults to ON when SQLite3 is found.

### SFCGAL

[SFCGAL](#) is a geometry library which supports ISO 19107:2013 and OGC Simple Features Access 1.2 for 3D operations (PolyhedralSurface, TINs, ...)

#### SFCGAL\_INCLUDE\_DIR

Path to the base include directory.

#### SFCGAL\_LIBRARY\_RELEASE

Path to a shared or static library file. A similar variable `SFCGAL_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

#### GDAL\_USE\_SFCGAL=ON/OFF

Control whether to use SFCGAL. Defaults to ON when SFCGAL is found.

### SWIG

[SWIG](#) is a software development tool that connects programs written in C and C++ with a variety of high-level programming languages. It is used for the Python, Java and CSharp bindings.

#### SWIG\_EXECUTABLE

Path to the SWIG executable.

Note that setting it explicitly might be needed, and that putting the directory of the installed binary into the `PATH` might not be sufficient. The reason is that when building from source, a “swig” binary will be generated, but FindSWIG will prefer a “swig-4.0” binary if found elsewhere in the `PATH`.

### TEIGHA

The TEIGHA / Open Design Alliance libraries (closed source/proprietary) are required for the *AutoCAD DWG* and *Microstation DGN v8* drivers. Note that on Linux, with a SDK consisting of shared libraries, the `bin/{platform_name}` subdirectory of the SDK should be in the `LD_LIBRARY_PATH` so that the linking of applications succeeds. The `TEIGHA_ROOT` variable must be set.

#### TEIGHA\_ROOT

Path to the base directory where the Kernel and Drawings package must be extracted.

**TEIGHA\_ACTIVATION\_FILE\_DIRECTORY**

Path to a directory where a `OdActivationInfo` file is located. If the file is somewhere under `TEIGHA_ROOT`, it will be automatically discovered. Otherwise this variable must be set for recent SDK versions (at least with 2021 and later).

**GDAL\_USE\_TEIGHA=ON/OFF**

Control whether to use TEIGHA. Defaults to ON when TEIGHA is found.

**TIFF**

`libtiff` is required for the *GTiff – GeoTIFF File Format* drivers, and a few other drivers. If not found, an internal copy of `libtiff` can be used.

**TIFF\_INCLUDE\_DIR**

Path to an include directory with the `tiff.h` header file.

**TIFF\_LIBRARY\_RELEASE**

Path to a shared or static library file, such as `tiff.dll`, `libtiff.so`, `tiff.lib`, or other name. A similar variable `TIFF_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

**GDAL\_USE\_TIFF=ON/OFF**

Control whether to use external `libtiff`. Defaults to ON when external `libtiff` is found.

**GDAL\_USE\_TIFF\_INTERNAL=ON/OFF**

Control whether to use internal `libtiff` copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_TIFF=ON`

**TileDB**

The *TileDB* <<https://github.com/TileDB-Inc/TileDB>> library is required for the *TileDB - TileDB* driver. Specify install prefix in the `CMAKE_PREFIX_PATH` variable.

**GDAL\_USE\_TILEDB=ON/OFF**

Control whether to use TileDB. Defaults to ON when TileDB is found.

**WebP**

*WebP* is a image compression library. It is required for the *WEBP - WEBP* driver, and may be used by the *GPKG – GeoPackage raster* and the internal `libtiff` library.

**WEBP\_INCLUDE\_DIR**

Path to an include directory with the `webp/encode.h` header file.

**WEBP\_LIBRARY**

Path to a shared or static library file.

**GDAL\_USE\_WEBP=ON/OFF**

Control whether to use WebP. Defaults to ON when WebP is found.

### XercesC

**Xerces-C** is a stream-oriented XML parser library which is required to enable XML parsing capabilities in the *NAS - ALKIS*, *“INTERLIS 1”* and *“INTERLIS 2”* drivers and *GMLAS - Geography Markup Language (GML) driven by application schemas* drivers. It can also be used as an alternative to Expat for the GML driver.

#### **XercesC\_INCLUDE\_DIR**

Path to the base include directory.

#### **XercesC\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_XERCESC=ON/OFF**

Control whether to use XercesC. Defaults to ON when XercesC is found.

### ZLIB

**ZLib** is a compression library which offers the lossless Deflate/Zip compression algorithm.

#### **ZLIB\_INCLUDE\_DIR**

Path to an include directory with the `zlib.h` header file.

#### **ZLIB\_LIBRARY\_RELEASE**

Path to a shared or static library file. A similar variable `ZLIB_LIBRARY_DEBUG` can also be specified to a similar library for building Debug releases.

#### **GDAL\_USE\_ZLIB=ON/OFF**

Control whether to use ZLIB. Defaults to ON when ZLIB is found.

#### **GDAL\_USE\_ZLIB\_INTERNAL=ON/OFF**

Control whether to use internal zlib copy. Defaults depends on `GDAL_USE_INTERNAL_LIBS`. When set to ON, has precedence over `GDAL_USE_ZLIB=ON`

### ZSTD

**ZSTD** is a compression library which offers the lossless ZStd compression algorithm (faster than Deflate/ZIP, but incompatible with it). It is used by the internal libtiff library or the *Zarr* driver.

#### **ZSTD\_INCLUDE\_DIR**

Path to an include directory with the `zstd.h` header file.

#### **ZSTD\_LIBRARY**

Path to a shared or static library file.

#### **GDAL\_USE\_ZSTD=ON/OFF**

Control whether to use ZSTD. Defaults to ON when ZSTD is found.



## Selection of drivers

By default, all drivers that have their build requirements satisfied will be built-in in the GDAL core library.

The following options are available to select a subset of drivers:

**GDAL\_ENABLE\_DRIVER\_<driver\_name>:BOOL=ON/OFF**

**OGR\_ENABLE\_DRIVER\_<driver\_name>:BOOL=ON/OFF**

Independently of options that control global behavior, drivers can be individually enabled or disabled with those options.

---

**Note:** <driver\_name> above and below is *generally*, but not systematically the short driver name.

Some drivers may also be grouped together for build purposes.

- A number of “raw” raster drivers (ACE2, BT, BYN, CPG, CTable2, DIPE<sub>x</sub>, DOQ1, DOQ2, EHDR, EIR, ENVI, FAST, GenBIN, GSC, GTX, MFF2, ISCE, KRO, MFF, LAN, LCP, LOSLAS, NDF, NTV2, PAUX, PNM, ROIPAC, RRASTER, SNODAS) are controlled by the GDAL\_ENABLE\_DRIVER\_RAW option.
- Planetary raster formats (PDS, PDS4, ISIS2, ISIS3, VICAR) are controlled by the GDAL\_ENABLE\_DRIVER\_PDS option.
- The AAIGRID, GRASSASCIIGRID and ISG raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_AAIGRID option.
- The ECW and JP2ECW raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_ECW option.
- The vector EEDA and raster EEDAI drivers are controlled by the GDAL\_ENABLE\_DRIVER\_EEDA option.
- The GSAG, GSBG and GS7BG raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_GSG option.
- The HDF5 and BAG raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_HDF5 option.
- The MrSID and JP2MrSID raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_MRSID option.
- The NITF, RPFTOC and ECRGTOC raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_NITF option.
- The NWT\_GRD and NWT\_GRC raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_NORTHWOOD option.
- The SRP and ADRG raster drivers are controlled by the GDAL\_ENABLE\_DRIVER\_ADRG option.
- The Interlis 1 and Interlis 2 vector drivers are controlled by the GDAL\_ENABLE\_DRIVER\_ILI option.
- The WFS and OAPIF vector drivers are controlled by the GDAL\_ENABLE\_DRIVER\_WFS option.
- The AVCBIN and AVCE00 vector drivers are controlled by the GDAL\_ENABLE\_DRIVER\_AVC option.
- The DWG and DGNv8 vector drivers are controlled by the GDAL\_ENABLE\_DRIVER\_DWG option.

There might be variations in naming, e.g. :

- the “AIG” raster driver is controlled by GDAL\_ENABLE\_DRIVER\_AIGRID.
- the “ESAT” raster driver is controlled by GDAL\_ENABLE\_DRIVER\_ENVISAT.
- the “GeoRaster” raster driver is controlled by GDAL\_ENABLE\_DRIVER\_GEOG.
- the “RST” raster driver is controlled by GDAL\_ENABLE\_DRIVER\_IDRISI.
- the “ElasticSearch” vector driver is controlled by OGR\_ENABLE\_DRIVER\_ELASTIC.

- the “PostgreSQL” vector driver is controlled by `OGR_ENABLE_DRIVER_PG`.
  - the “UK .NTF” vector driver is controlled by `OGR_ENABLE_DRIVER_NTF`.
- 

**Note:** Drivers that have both a raster and vector side (and are internally implemented by a single `GDALDriver` instance) are controlled by either a `GDAL_ENABLE_DRIVER_<driver_name>` option or a `OGR_ENABLE_DRIVER_<driver_name>` one, but not both:

- The CAD drivers are controlled by the `OGR_ENABLE_DRIVER_CAD` option.
  - The netCDF drivers are controlled by the `GDAL_ENABLE_DRIVER_NETCDF` option.
  - The PDF drivers are controlled by the `GDAL_ENABLE_DRIVER_PDF` option.
  - The GPKG drivers are controlled by the `OGR_ENABLE_DRIVER_GPKG` option.
  - The NGW drivers are controlled by the `OGR_ENABLE_DRIVER_NGW` option.
  - The SQLite drivers are controlled by the `OGR_ENABLE_DRIVER_SQLITE` option.
- 

**Note:** The `GDAL_ENABLE_DRIVER_<driver_name>` and `OGR_ENABLE_DRIVER_<driver_name>` options are only created when their required dependencies are found.

---

**GDAL\_BUILD\_OPTIONAL\_DRIVERS:BOOL=ON/OFF**

**OGR\_BUILD\_OPTIONAL\_DRIVERS:BOOL=ON/OFF**

Globally enable/disable all optional GDAL/raster, resp. all optional OGR/vector drivers. More exactly, setting those variables to ON affect the default value of the `GDAL_ENABLE_DRIVER_<driver_name>` or `OGR_ENABLE_DRIVER_<driver_name>` variables (when they are not yet set).

This can be combined with individual activation of a subset of drivers by using the `GDAL_ENABLE_DRIVER_<driver_name>:BOOL=ON` or `OGR_ENABLE_DRIVER_<driver_name>:BOOL=ON` variables. Note that changing the value of `GDAL_BUILD_OPTIONAL_DRIVERS/``OGR_BUILD_OPTIONAL_DRIVERS` after a first run of CMake does not change the activation of individual drivers. It might be needed to pass `-UGDAL_ENABLE_DRIVER_*` `-UOGR_ENABLE_DRIVER_*` to reset their state.

**Note:** The following GDAL drivers cannot be disabled: VRT, DERIVED, GTiff, COG, HFA, MEM. The following OGR drivers cannot be disabled: “ESRI Shapefile”, “MapInfo File”, OGR\_VRT, Memory, KML, GeoJSON, GeoJSONSeq, ESRIJSON, TopoJSON.

---

Example of minimal build with the JP2OpenJPEG and SVG drivers enabled:

```
cmake .. -UGDAL_ENABLE_DRIVER_* -UOGR_ENABLE_DRIVER_* \  
-DGDAL_BUILD_OPTIONAL_DRIVERS:BOOL=OFF -DOGR_BUILD_OPTIONAL_DRIVERS:BOOL=OFF \  
-DGDAL_ENABLE_DRIVER_JP2OPENPEG:BOOL=ON \  
-DOGR_ENABLE_DRIVER_SVG:BOOL=ON
```

## Build drivers as plugins

An important subset, but not all, drivers can be also built as plugin, that is to say as standalone .dll/.so shared libraries, to be installed in the `gdalplugins` subdirectory of the GDAL installation. This can be useful in particular for drivers that depend on libraries that have a license different (proprietary, copyleft, ...) from the core GDAL library.

The list of drivers that can be built as plugins can be obtained with:

```
cmake .. -L | grep -e "_ENABLE.*PLUGIN"
```

The following options are available to select the plugin/builtin status of a driver:

**GDAL\_ENABLE\_DRIVER\_<driver\_name>\_PLUGIN:BOOL=ON/OFF**

**OGR\_ENABLE\_DRIVER\_<driver\_name>\_PLUGIN:BOOL=ON/OFF**

Independently of options that control global behavior, drivers can be individually enabled or disabled with those options.

Note that for the driver to be built, the corresponding base `GDAL_ENABLE_DRIVER_{driver_name}:BOOL=ON` or `OGR_ENABLE_DRIVER_{driver_name}:BOOL=ON` option must be set.

**GDAL\_ENABLE\_PLUGINS:BOOL=ON/OFF**

Globally enable/disable building all (plugin capable), GDAL and OGR, drivers as plugins. More exactly, setting that variable to ON affects the default value of the `GDAL_ENABLE_DRIVER_<driver_name>_PLUGIN` or `OGR_ENABLE_DRIVER_<driver_name>_PLUGIN` variables (when they are not yet set).

This can be combined with individual activation/deactivation of the plugin status with the `GDAL_ENABLE_DRIVER_{driver_name}_PLUGIN:BOOL` or `OGR_ENABLE_DRIVER_{driver_name}_PLUGIN:BOOL` variables. Note that changing the value of `GDAL_ENABLE_PLUGINS` after a first run of CMake does not change the activation of the plugin status of individual drivers. It might be needed to pass `-UGDAL_ENABLE_DRIVER_* -UOGR_ENABLE_DRIVER_*` to reset their state.

Example of build with all potential drivers as plugins, except the JP2OpenJPEG one:

```
cmake .. -UGDAL_ENABLE_DRIVER_* -UOGR_ENABLE_DRIVER_* \
-DGDAL_ENABLE_PLUGINS:BOOL=ON \
-DGDAL_ENABLE_DRIVER_JP2OPENJPEG_PLUGIN:BOOL=OFF
```

There is a subtlety regarding `GDAL_ENABLE_PLUGINS:BOOL=ON`. It only controls the plugin status of plugin-capable drivers that have external dependencies, that are not part of GDAL core dependencies (e.g. are netCDF, HDF4, Oracle, PDF, etc.).

**GDAL\_ENABLE\_PLUGINS\_NO\_DEPS:BOOL=ON/OFF**

Globally enable/disable building all (plugin capable), GDAL and OGR, drivers as plugins, for drivers that have no external dependencies (e.g. BMP, FlatGeobuf), or that have dependencies that are part of GDAL core dependencies (e.g. GPX). Building such drivers as plugins is generally not necessary, hence the use of a different option from `GDAL_ENABLE_PLUGINS`.

In some circumstances, it might be desirable to prevent loading of GDAL plugins. This can be done with:

**GDAL\_AUTOLOAD\_PLUGINS:BOOL=ON/OFF**

Set to OFF to disable loading of GDAL plugins. Default is ON.

## Python bindings options

### **BUILD\_PYTHON\_BINDINGS:BOOL=ON/OFF**

Whether Python bindings should be built. It is ON by default, but only effective if a Python installation is found.

### **SWIG\_REGENERATE\_PYTHON:BOOL=ON/OFF**

Whether to refresh the generated SWIG Python bindings. It is OFF by default. Setting it to ON is needed if modifying the SWIG interface files.

A nominal Python installation should comprise the Python runtime ( $\geq 3.6$ ) and the `setuptools` module. `numpy` and its header and development library are also strongly recommended.

The Python installation is normally found if found in the path or registered through other standard installation mechanisms of the Python installers. It is also possible to specify it using several variables, as detailed in <https://cmake.org/cmake/help/git-stage/module/FindPython.html>

GDAL also provides the following option:

### **Python\_LOOKUP\_VERSION:STRING=major.minor.patch**

When it is specified, `Python_FIND_STRATEGY=VERSION` is assumed. Note that the patch number must be provided, as the `EXACT` strategy is used

Other useful options:

### **Python\_FIND\_VIRTUALENV**

Specify 'ONLY' to use `virtualenv` activated.

### **Python\_ROOT**

Specify Python installation prefix.

Examples:

```
cmake -DPython_LOOKUP_VERSION=3.6.0 ..
cmake -DPython_FIND_VIRTUALENV=ONLY ..
cmake -DPython_ROOT=C:\Python36 ..
```

The following options are advanced ones and only taken into account during the `install` CMake target.

### **GDAL\_PYTHON\_INSTALL\_PREFIX**

This option can be specified to a directory name, to override the `CMAKE_INSTALL_PREFIX` option. It is used to set the value of the `--prefix` option of `python setup.py install`.

### **GDAL\_PYTHON\_INSTALL\_LAYOUT**

This option can be specified to set the value of the `--install-layout` option of `python setup.py install`. The install layout is by default set to `deb` when it is detected that the Python installation looks for the `site-packages` subdirectory. Otherwise it is unspecified.

### **GDAL\_PYTHON\_INSTALL\_LIB**

This option can be specified to set the value of the `--install-lib` option of `python setup.py install`. It is only taken into account on MacOS systems, when the Python installation is a framework.

## Java bindings options

### **BUILD\_JAVA\_BINDINGS:BOOL=ON/OFF**

Whether Java bindings should be built. It is ON by default, but only effective if Java runtime and development packages are found. The relevant options that can be set are described in <https://cmake.org/cmake/help/latest/module/FindJava.html> and <https://cmake.org/cmake/help/latest/module/FindJNI.html>. The ant binary must also be available in the PATH.

### **GDAL\_JAVA\_INSTALL\_DIR**

Subdirectory into which to install the gdalalljni library and the .jar files. It defaults to “\${CMAKE\_INSTALL\_DATADIR}/java”

Option only to be used by maintainers:

### **GPG\_KEY**

GPG key to sign build artifacts. Needed to generate bundle.jar.

### **GPG\_PASS**

GPG pass phrase to sign build artifacts.

## C# bindings options

For more details on how to build and use the C# bindings read the dedicated section *Compiling the C# bindings - CMake Scripts*.

### **BUILD\_CSHARP\_BINDINGS:BOOL=ON/OFF**

Whether C# bindings should be built. It is ON by default, but only effective if C# runtime and development packages are found. Either .NET SDK can be used or Mono. The relevant options that can be set are described in `cmake/modules/thirdparty/FindDotNetFrameworkSdk.cmake` and `cmake/modules/thirdparty/FindMono.cmake`.

### **CSHARP\_MONO=ON/OFF**

Forces the use of Mono as opposed to .NET to compile the C# bindings.

### **CSHARP\_LIBRARY\_VERSION**

Sets the .NET (or Mono) target SDK to be used when compiling the C# binding libraries. [List of acceptable contents for .NET](#)

### **CSHARP\_APPLICATION\_VERSION**

Sets the .NET (or Mono) target SDK to be used when compiling the C# sample applications. [List of acceptable contents for .NET](#)

### **GDAL\_CSHARP\_ONLY=OFF/ON**

Build the C# bindings without building GDAL. This should be used when building the bindings on top of an existing GDAL installation - for instance on top of the CONDA package.

### Driver specific options

#### GDAL\_USE\_PUBLICDECOMPWT

The *MSG – Meteosat Second Generation* driver is built only if this option is set to ON (default is OFF). Its effect is to download the <https://gitlab.eumetsat.int/open-source/PublicDecompWT.git> repository (requires the git binary to be available at configuration time) into the build tree and build the needed files from it into the driver.

### Building on Windows with Conda dependencies and Visual Studio

It is less appropriate for Debug builds of GDAL, than other methods, such as using vcpkg.

#### Install git

Install `git`

#### Install miniconda

Install `miniconda`

#### Install GDAL dependencies

Start a Conda enabled console and assuming there is a `c:\dev` directory

```
cd c:\dev
conda create --name gdal
conda activate gdal
conda install --yes --quiet curl libiconv icu git python=3.7 swig numpy pytest zlib.
↪clcache
conda install --yes --quiet -c conda-forge compilers
conda install --yes --quiet -c conda-forge \
    cmake proj geos hdf4 hdf5 \
    libnetcdf openjpeg poppler libtiff libpng xerces-c expat libxml2 kealib json-c \
    cfitsio freexl geotiff jpeg libpq libspatialite libwebp-base pcre postgresql \
    sqlite tiledb zstd charls cryptopp cgal librttopo libkml openssl xz
```

---

**Note:** The compilers package will install `vs2017_win-64` (at time of writing) to set the appropriate environment for cmake to pick up. It is also possible to use the `vs2019_win-64` package if Visual Studio 2019 is to be used.

---

## Checkout GDAL sources

```
cd c:\dev
git clone https://github.com/OSGeo/gdal.git
```

## Build GDAL

From a Conda enabled console

```
conda activate gdal
cd c:\dev\gdal
cmake -S . -B build -DCMAKE_PREFIX_PATH:FILEPATH="%CONDA_PREFIX%" \
      -DCMAKE_C_COMPILER_LAUNCHER=clcache
      -DCMAKE_CXX_COMPILER_LAUNCHER=clcache
cmake --build build --config Release -j 8
```

## Cross-compiling for Android

First refer to <https://cmake.org/cmake/help/latest/manual/cmake-toolchains.7.html#cross-compiling-for-android> and to [https://github.com/OSGeo/gdal/blob/master/.github/workflows/android\\_cmake/start.sh](https://github.com/OSGeo/gdal/blob/master/.github/workflows/android_cmake/start.sh) for an example of a build script to cross-compile from Ubuntu.





## 4.1 What does GDAL stand for?

GDAL - Geospatial Data Abstraction Library

It is sometimes pronounced “goo-doll” (a bit like goo-gle), while others pronounce it “gee-doll,” and others pronounce it “gee-dall.”

[Listen](#) how Frank Warmerdam pronounces it and the history behind the acronym.

## 4.2 What is this OGR stuff?

OGR used to be a separate vector IO library inspired by OpenGIS Simple Features which was separated from GDAL. With the GDAL 2.0 release, the GDAL and OGR components were integrated together.

## 4.3 What does OGR stand for?

OGR used to stand for OpenGIS Simple Features Reference Implementation. However, since OGR is not fully compliant with the OpenGIS Simple Feature specification and is not approved as a reference implementation of the spec the name was changed to OGR Simple Features Library. The only meaning of OGR in this name is historical. OGR is also the prefix used everywhere in the source of the library for class names, filenames, etc.

## 4.4 What does CPL stand for?

Common Portability Library. Think of it as GDAL internal cross-platform standard library. Back in the early days of GDAL development, when cross-platform development as well as compatibility and standard conformance of compilers was a challenge (or PITA), CPL proved necessary for smooth portability of GDAL/OGR.

CPL, or parts of it, is used by some projects external to GDAL (eg. MITAB, libgeotiff).

## 4.5 When was the GDAL project started?

In late 1998, Frank Warmerdam started to work as independent professional on the GDAL/OGR library.

## 4.6 Is GDAL/OGR proprietary software?

No, GDAL/OGR is a Free and Open Source Software.

## 4.7 What license does GDAL/OGR use?

See *License*

## 4.8 What operating systems does GDAL-OGR run on?

You can use GDAL/OGR on all modern flavors of Unix: Linux, FreeBSD, Mac OS X; all supported versions of Microsoft Windows; mobile environments (Android and iOS). Both 32-bit and 64-bit architectures are supported.

## 4.9 Is there a graphical user interface to GDAL/OGR?

See *Software using GDAL*:

### 4.9.1 Software using GDAL

#### 4.9.1.1 Free and open source

- [actinia](#) A cloud based geoprocessing platform from mundialis (GPL v3)
- [Biodiverse](#) A tool for the spatial analysis of diversity. Uses GDAL for import/export of data (GPL v3)
- [Bluemapia](#) Multi-Map(Google,Microsoft,Open Street Map, NOAA/BSB Charts,self-calibrated raster) location-based GPS app for Windows Mobile. (GPL v2)
- [BRL-CAD](#) An open source solid modeling computer-aided design system.
- [Demeter](#) Another OpenGL based terrain engine somewhat similar to VTP.
- [EOxServer](#) OGC-compliant server for Earth Observation (EO) data supporting WMS and WCS with EO application profiles (EOxServer Open License)
- [exactextract](#) Fast and accurate raster/vector zonal statistics (Apache 2.0)
- [Feature Data Objects \(FDO\)](#) Open source spatial data access libraries (LGPL)
- [Fiona](#) Fiona is OGR's neater Python API – sleek and elegant on the outside, indomitable power on the inside.
- [GdalToTiles](#) C# Program (open source) for making image tiles for Google Earth with KML Superoverlay.
- [GeoDa](#) Introduction to Spatial Data Analysis (spatial autocorrelation and spatial regression) (GPL)
- [GeoDjango](#) A framework for building geographic web applications.
- [GeoKettle](#) An open source spatial ETL (Extract, Transform and Load) tool (LGPL)

- [GeoNotebook](#) a Jupyter notebook extension for geospatial visualization and analysis. (Apache 2.0)
- [GeoServer](#) a open source software server written in Java that allows users to share and edit geospatial data.
- [GMT \(Generic Mapping Tools\)](#) an open source collection of tools for processing and displaying xy and xyz datasets.
- [GRASS GIS](#) A raster/vector open source GIS that uses GDAL for raster/vector import and export (via `r.in.gdal/r.out.gdal`)
- [gstat](#) a geostatistical modelling package.
- [GuidosToolbox](#) A multi-platform desktop application for generic image object analysis.
- [gvSIG](#) Desktop GIS Client.
- [ILWIS](#) Remote Sensing and GIS Desktop Package.
- [Image I/O-Ext](#) includes `gdalframework`, a framework leveraging on GDAL via SWIG's generated JAVA bindings to provide support for a broad set of data formats.
- [libLAS](#) Open Source LAS 1.0/1.1 ASPRS LiDAR data translation toolset
- [Loader](#) A simple loader for geographic data in GML and KML that needs some preparation before loading via `ogr2ogr`.
- [MapGuide](#) Open source web mapping server.
- [Mapnik](#) C++/ Python mapping toolkit
- [MapServer](#) A popular web mapping application with GDAL support.
- [MapWindow](#) open source ActiveX control with GIS functionality.
- [MultiSpec](#) Application for interactively analyzing multispectral/hyperspectral image data.
- [NASA Ames Stereo Pipeline](#) Software for creating terrain models and ortho images from planetary stereo images. (Apache 2.0)
- [NASA WorldWind](#) Multiplatform virtual globe library to quickly and easily create interactive visualizations of 3D globes, map and geographical information.
- [NextGIS FormBuilder](#) Desktop application for creating and editing forms.
- [NextGIS Web](#) Server-side Web GIS and a framework for storage, visualization and permissions management of all kinds
- [Ogr2 GUI](#) Graphical user interface for `ogr2ogr`
- [OpenCPN](#) A concise ChartPlotter/Navigator. A cross-platform ship-borne GUI application.
- [OpenEV](#) An OpenGL/GTK/Python based graphical viewer which exclusively uses GDAL for raster access.
- [OFGT](#) a collection of utilities for multipurpose forest monitoring under the [Open Foris Initiative](#) Open Foris Initiative.
- [OpenFLUID](#) a software platform for spatial modelling of landscapes dynamics
- [OpenSceneGraph](#) 3D rendering engine with `osgdem` and `osgEarth` plugins.
- [Opticks](#) an open source remote sensing application and development framework, with a GDAL plugin.
- [Orfeo Toolbox \(OTB\)](#) a general remote sensing image processing library.
- [OSSIM](#) Another geospatial viewing and analysis environment which uses GDAL as one of several plugins.
- [PDAL](#) Point Cloud Data Abstraction Library
- [pktools](#) open source (GPLv3) tools written in C++ for remote sensing image processing

- [PNMapcalc](#) A raster map calculator with C-like scripting language.
- [PostGIS](#) spatial database extender for PostgreSQL: The raster loader and many of the raster SQL functions rely on GDAL.
- [PostgreSQL OGR Foreign Data Wrapper](#) Expose OGR layer as PostgreSQL foreign tables.
- [QGIS](#) A cross platform desktop GIS.
- [R](#) A free software environment for statistical computing and graphics, with bindings to GDAL via the `rgdal` package.
- [Rasterio](#) Python library and command line utilities to read and write GDAL rasters.
- [Rasterix](#) A cross platform open source utility to process raster data based on Qt and GDAL.
- [SAGA GIS](#) A free geographic information system (GIS), with a special 'Application Programming Interface' (API) for geographic data processing.
- [SNAP](#) Sentinel Application Platform for Earth Observation processing and analysis.
- [StarSpan](#) raster/vector analysis.
- [t-rex](#) Vector tile server written in Rust.
- [Thuban](#) A multi-platform interactive geographic data viewer.
- [Virtual Terrain Project](#) fostering tools for easy construction of the real world in interactive, 3D digital form.
- [ViRGiS](#) Creating a GIS Platform in Virtual Reality / Mixed Reality

### 4.9.1.2 Proprietary license / Other

- [3D DEM Viewer](#) from MS MacroSystem.
- [Cadcorp SIS](#): A Windows GIS with a GDAL and OGR plugins.
- [CARTO](#) A cloud mapping platform to analyze and visualize geospatial data.
- [Cartographica](#) Macintosh GIS package.
- [CatchmentSIM](#) A Windows terrain analysis model for hydrologic applications.
- [Daylon Leveller](#) A terrain/heightfield/bumpmap modeler
- [Enfusion](#) Analysis and visualization of time-varying spatial datasets integrated via true data fusion.
- [ERDAS ER Viewer](#) Image viewer for very large JPEG 2000 and ECW files.
- [ESRI ArcGIS 9.2+](#) A popular GIS platform.
- [Eternix Blaze](#) Advanced geo-spatial visualization application and SDK.
- [FalconView](#) Windows-based GIS platform with roots in military mission planning, now available as a free GIS visualization and analysis package.
- [flighttrack](#) GPS track viewing and downloading software for Mac.
- [FME](#) A GIS translator package includes a GDAL plugin.
- [GenGIS](#) Software for geospatial analysis of genetic data.
- [Geographic Imager](#) DEM / aerial / satellite image processing GIS plug-in for Adobe Photoshop, by Avenza Systems.
- [GeoDMS](#) A framework for building spatial calculation models.
- [GeoFusion](#) 3D visualization.

- [GeoView Pro](#) IOS mobile mapping application.
- [Geoweb3d](#) A 3D virtual globe that provides on-the-fly, game-quality visualization of GIS data.
- [Google Earth](#) A 3D world viewer.
- [GPSeismic](#) A suite of applications for seismic survey.
- [HydroDaVE Explorer](#) A web-enabled client that provides users an easy to use, secure, and reliable data management platform to efficiently manage, access, and analyze environmental data.
- [IDRISI](#) A GIS and Image Processing Windows Desktop application. Uses GDAL to import/export/warp raster data.
- [Infraworks](#) a BIM software for infrastructure project design, part of the Autodesk suite.
- [iShare](#) Web data integration and publishing platform by Astun Technology.
- [Makai Voyager](#) An advanced 3D/4D geospatial visualization platform.
- [MapInfo Professional](#) Desktop GIS and mapping application
- [MapTiler](#) Generator of tiles for interactive maps and overlays made from raster images and geodata.
- [Maptitude Mapping Software](#) Desktop GIS and business mapping application
- [MicroImages TNT](#) advanced software for geospatial analysis (Windows, Linux, Mac OS X and UNIX)
- [Micromine](#) A mining software solution that uses GDAL for reading/writing various geospatial file formats.
- [Mirone](#) Matlab based package for geospatial, oceanographic and geophysical analysis of grids
- [Mygeodata Converter](#) Online converter of GDAL raster and OGR vector formats
- [OPALS](#) Orientation and Processing of Airborne Laser Scanning Data
- [Procura](#) Landholding inspection system developed for the UK Homes and Communities Agency. GDAL is used for checking out background mapping.
- [ScanMagic](#) Win32 application for visualization, analysis and processing of remote sensing data.
- [Scalable Algorithmics \(SCALGO\)](#) Software for efficiently constructing and performing computations on very large raster and TIN terrain models.
- [Scenomics](#) Software for building terrain databases uses GDAL for projection and data import/export.
- [scenProc](#) scenProc: A tool to create scenery for Microsoft Flight Simulator and Lockheed Martin Prepar3D by processing G
- [SeaView](#) A 3D GIS package for geophysical and hydrographical data (side scan sonar, subbottom profiler, magnetometer, multibeam, etc.
- [SkylineGlobe](#) The Skyline suite of interactive applications allows you to build, view, query and analyze customized, virtual 3D landscapes.
- [SpacEyes3D](#) 3D visualization software for cartographic data.
- [Spatial Manager](#) A product suite designed designed to manage spatial data in a simple, fast and inexpensive way. Uses GDAL to import/export data.
- [Carmenta Engine](#) (previously known as SpatialAce): A GIS Rapid Application Development environment
- [TacitView](#) An imagery visualization and exploitation package for military intelligence.
- [TatukGIS](#) Desktop GIS mapping and data editing application.
- [Team Awareness Kit](#) Suite of georeferenced imagery and situational awareness tools developed for military planning and execution, now available for civilian use.

- [TerraGo Technologies](#) The GeoPDF file format is used to distribute and collaborate geospatial data and uses GDAL for data import/export.
- [TerrainView](#) Interactive real-time 3D GIS Software.
- [TransCAD GIS](#) Desktop Transportation Analysis Software
- [TravTime](#) .NET Application for visualizing, processing and analyzing GPS data for travel time, speed, and de
- [VectorWorks](#) The Vectorworks line of software products provides professional design solutions in the AEC, entertainment and landscape design industries.
- [WindNinja](#) wind model for fire behavior modeling.

### 4.10 What compiler can I use to build GDAL/OGR?

GDAL/OGR can be compiled with a C++11 capable compiler.

### 4.11 I have a question that's not answered here. Where can I get more information?

See [Community](#)

Keep in mind, the quality of the answer you get does bear some relation to the quality of the question. If you need more detailed explanation of this, you can find it in essay [How To Ask Questions The Smart Way](#) by Eric S. Raymond.

### 4.12 How do I add support for a new format?

To some extent this is now covered by the [Raster driver implementation tutorial](#) and [Vector driver implementation tutorial](#)

### 4.13 How do I cite GDAL ?

See [CITATION](#)

## PROGRAMS

## 5.1 Raster programs

### 5.1.1 Common options for raster programs

All GDAL command line programs support the following common options.

**--version**

Report the version of GDAL and exit.

**--build**

Report detailed information about GDAL in use.

**--formats**

List all raster formats supported by this GDAL build (read-only and read-write) and exit. The format support is indicated as follows: 'ro' is read-only driver; 'rw' is read or write (i.e. supports CreateCopy); 'rw+' is read, write and update (i.e. supports Create). A 'v' is appended for formats supporting virtual IO (/vsimem, /vsizip, /vsizip, etc). A 's' is appended for formats supporting subdatasets. Note: The valid formats for the output of gdalwarp are formats that support the Create() method (marked as rw+), not just the CreateCopy() method.

**--format <format>**

List detailed information about a single format driver. The format should be the short name reported in the --formats list, such as GTiff.

**--optfile <filename>**

Read the named file and substitute the contents into the command line options list. Lines beginning with # will be ignored. Multi-word arguments may be kept together with double quotes.

**--config <key> <value>**

Sets the named configuration keyword to the given value, as opposed to setting them as environment variables. Some common configuration keywords are GDAL\_CACHEMAX (memory used internally for caching in megabytes) and GDAL\_DATA (path of the GDAL "data" directory). Individual drivers may be influenced by other *configuration options*.

**--debug <value>**

Control what debugging messages are emitted. A value of ON will enable all debug messages. A value of OFF will disable all debug messages. Another value will select only debug messages containing that string in the debug prefix code.

**--help-general**

Gives a brief usage message for the generic GDAL command line options and exit.

### 5.1.1.1 Creating new files

Access an existing file to read it is generally quite simple. Just indicate the name of the file or dataset on the command line. However, creating a file is more complicated. It may be necessary to indicate the the format to create, various creation options affecting how it will be created and perhaps a coordinate system to be assigned. Many of these options are handled similarly by different GDAL utilities, and are introduced here.

#### **-of** <format>

Select the format to create the new file as. The formats are assigned short names such as GTiff (for GeoTIFF) or HFA (for Erdas Imagine). The list of all format codes can be listed with the `--formats` switch. Only formats list as (rw) (read-write) can be written.

New in version 2.3: If not specified, the format is guessed from the extension. Previously, it was generally GTiff for raster, or ESRI Shapefile for vector.

#### **-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the `--formats` command line option but the documentation for the format is the definitive source of information on driver creation options. See [Raster drivers](#) format specific documentation for legal creation options for each format.

#### **-a\_srs** <srs>

#### **-s\_srs** <srs>

#### **-t\_srs** <srs>

Several utilities (e.g. **gdal\_translate** and **gdalwarp**) include the ability to specify coordinate systems with command line options like **-a\_srs** (assign SRS to output), **-s\_srs** (source SRS) and **-t\_srs** (target SRS). These utilities allow the coordinate system (SRS = spatial reference system) to be assigned in a variety of formats.

- NAD27 | NAD83 | WGS84 | WGS72

These common geographic (lat/long) coordinate systems can be used directly by these names.

- EPSG:n

Coordinate systems (projected or geographic) can be selected based on their EPSG codes. For instance, EPSG:27700 is the British National Grid. A list of EPSG coordinate systems can be found in the GDAL data files `gcs.csv` and `pcs.csv`.

- PROJ.4 definition

A PROJ.4 definition string can be used as a coordinate system. Take care to keep the proj.4 string together as a single argument to the command (usually by double quoting).

For instance `+proj=utm +zone=11 +datum=WGS84`.

- OpenGIS Well Known Text

The Open GIS Consortium has defined a textual format for describing coordinate systems as part of the Simple Features specifications. This format is the internal working format for coordinate systems used in GDAL. The name of a file containing a WKT coordinate system definition may be used a coordinate system argument, or the entire coordinate system itself may be used as a command line option (though escaping all the quotes in WKT is quite challenging).

- ESRI Well Known Text



ESRI uses a slight variation on OGC WKT format in their ArcGIS product (ArcGIS .prj files), and these may be used in a similar manner o WKT files, but the filename should be prefixed with ESRI::.

For example, “*ESRI::NAD 1927 StatePlane Wyoming West FIPS 4904.prj*”.

- Spatial References from URLs

For example <http://spatialreference.org/ref/user/north-pacific-albers-conic-equal-area/>.

- filename

File containing WKT, PROJ.4 strings, or XML/GML coordinate system definitions can be provided.

## 5.1.2 gdalinfo

### 5.1.2.1 Synopsis

```
gdalinfo [--help-general] [-json] [-mm] [-stats | -approx_stats] [-hist] [-nogcp] [-nomd]
         [-norat] [-noct] [-nofl] [-checksum] [-proj4]
         [-listmdd] [-mdd domain|`all`]* [-wkt_format WKT1|WKT2|...]
         [-sd subdataset] [-oo NAME=VALUE]* [-if format]* datasetname
```

### 5.1.2.2 Description

**gdalinfo** program lists various information about a GDAL supported raster dataset.

The following command line parameters can appear in any order

#### **-json**

Display the output in json format. Since GDAL 3.6, this includes key-value pairs useful for building a [STAC item](#), including statistics and histograms if **-stats** or **-hist** flags are passed, respectively.

#### **-mm**

Force computation of the actual min/max values for each band in the dataset.

#### **-stats**

Read and display image statistics. Force computation if no statistics are stored in an image.

#### **-approx\_stats**

Read and display image statistics. Force computation if no statistics are stored in an image. However, they may be computed based on overviews or a subset of all tiles. Useful if you are in a hurry and don't want precise stats.

#### **-hist**

Report histogram information for all bands.

#### **-nogcp**

Suppress ground control points list printing. It may be useful for datasets with huge amount of GCPs, such as L1B AVHRR or HDF4 MODIS which contain thousands of them.

#### **-nomd**

Suppress metadata printing. Some datasets may contain a lot of metadata strings.

#### **-norat**

Suppress printing of raster attribute table.

**-noct**

Suppress printing of color table.

**-checksum**

Force computation of the checksum for each band in the dataset.

**-listmdd**

List all metadata domains available for the dataset.

**-mdd <domain>|all**

adds metadata using:

domain Report metadata for the specified domain.

all Report metadata for all domains.

**-nofl**

Only display the first file of the file list.

**-wkt\_format WKT1|WKT2|WKT2\_2015|WKT2\_2018**

WKT format used to display the SRS. Currently the supported values are:

WKT1

WKT2 (latest WKT version, currently *WKT2\_2018*)

WKT2\_2015

WKT2\_2018

New in version 3.0.0.

**-sd <n>**

If the input dataset contains several subdatasets read and display a subdataset with specified *n* number (starting from 1). This is an alternative of giving the full subdataset name.

**-proj4**

Report a PROJ.4 string corresponding to the file's coordinate system.

**-oo <NAME=VALUE>**

Dataset open option (format specific).

**-if <format>**

Format/driver name to be attempted to open the input file(s). It is generally not necessary to specify it, but it can be used to skip automatic driver detection, when it fails to select the appropriate driver. This option can be repeated several times to specify several candidate drivers.

New in version 3.2.

The `gdalinfo` will report all of the following (if known):

- The format driver used to access the file.
- Raster size (in pixels and lines).
- The coordinate system for the file (in OGC WKT).
- The geotransform associated with the file (rotational coefficients are currently not reported).
- Corner coordinates in georeferenced, and if possible lat/long based on the full geotransform (but not GCPs).
- Ground control points.
- File wide (including subdatasets) metadata.

- Band data types.
- Band color interpretations.
- Band block size.
- Band descriptions.
- Band min/max values (internally known and possibly computed).
- Band checksum (if computation asked).
- Band NODATA value.
- Band overview resolutions available.
- Band unit type (i.e.. “meters” or “feet” for elevation bands).
- Band pseudo-color tables.

### 5.1.2.3 C API

This utility is also callable from C with *GDALInfo()*.

New in version 2.1.

### 5.1.2.4 Example

```
gdalinfo ~/openev/utm.tif
Driver: GTiff/GeoTIFF
Size is 512, 512
Coordinate System is:
PROJCS["NAD27 / UTM zone 11N",
  GEOGCS["NAD27",
    DATUM["North_American_Datum_1927",
      SPHEROID["Clarke 1866",6378206.4,294.978698213901]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",-117],
  PARAMETER["scale_factor",0.9996],
  PARAMETER["false_easting",500000],
  PARAMETER["false_northing",0],
  UNIT["metre",1]]
Origin = (440720.000000,3751320.000000)
Pixel Size = (60.000000,-60.000000)
Corner Coordinates:
Upper Left ( 440720.000, 3751320.000) (117d38'28.21"W, 33d54'8.47"N)
Lower Left ( 440720.000, 3720600.000) (117d38'20.79"W, 33d37'31.04"N)
Upper Right ( 471440.000, 3751320.000) (117d18'32.07"W, 33d54'13.08"N)
Lower Right ( 471440.000, 3720600.000) (117d18'28.50"W, 33d37'35.61"N)
Center ( 456080.000, 3735960.000) (117d28'27.39"W, 33d45'52.46"N)
Band 1 Block=512x16 Type=Byte, ColorInterp=Gray
```

## 5.1.3 gdal\_translate

### 5.1.3.1 Synopsis

```
gdal_translate [--help-general]
  [-ot {Byte/Int16/UInt16/UInt32/Int32/UInt64/Int64/Float32/Float64/
        CInt16/CInt32/CFloat32/CFloat64}] [-strict]
  [-if format]* [-of format]
  [-b band]* [-mask band] [-expand {gray|rgb|rgba}]
  [-outsize xsize[%]|0 ysize[%]|0] [-tr xres yres]
  [-ovr level|AUTO|AUTO-n|NONE]
  [-r {nearest,bilinear,cubic,cubicspline,lanczos,average,rms,mode}]
  [-unscale] [-scale[_bn] [src_min src_max [dst_min dst_max]]]* [-exponent[_bn] exp_
  ↪ val]*
  [-srcwin xoff yoff xsize ysize] [-epo] [-eco]
  [-projwin ulx uly lrx lry] [-projwin_srs srs_def]
  [-a_srs srs_def] [-a_coord_epoch <epoch>]
  [-a_ullr ulx uly lrx lry] [-a_nodata value]
  [-a_scale value] [-a_offset value]
  [-nogcp] [-gcp pixel line easting northing [elevation]]*
  [-colorinterp{_bn} {red|green|blue|alpha|gray|undefined}]
  [-colorinterp {red|green|blue|alpha|gray|undefined},...]
  [-mo "META-TAG=VALUE"]* [-q] [-sds]
  [-co "NAME=VALUE"]* [-stats] [-norat] [-noxm]
  [-oo NAME=VALUE]*
  src_dataset dst_dataset
```

### 5.1.3.2 Description

The **gdal\_translate** utility can be used to convert raster data between different formats, potentially performing some operations like subsettings, resampling, and rescaling pixels in the process.

#### **-ot** <type>

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

#### **-strict**

Don't be forgiving of mismatches and lost data when translating to the output format.

#### **-if** <format>

Format/driver name to be attempted to open the input file(s). It is generally not necessary to specify it, but it can be used to skip automatic driver detection, when it fails to select the appropriate driver. This option can be repeated several times to specify several candidate drivers.

New in version 3.2.

#### **-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

#### **-b** <band>

Select an input band **band** for output. Bands are numbered from 1. Multiple **-b** switches may be used to select a set of input bands to write to the output file, or to reorder bands. **band** can also be set to "mask,1" (or just "mask") to mean the mask band of the first band of the input dataset.

**-mask** <band>

Select an input band **band** to create output dataset mask band. Bands are numbered from 1. **band** can be set to “none” to avoid copying the global mask of the input dataset if it exists. Otherwise it is copied by default (“auto”), unless the mask is an alpha channel, or if it is explicitly used to be a regular band of the output dataset (“-b mask”). **band** can also be set to “mask,1” (or just “mask”) to mean the mask band of the 1st band of the input dataset.

**-expand** gray|rgb|rgba

To expose a dataset with 1 band with a color table as a dataset with 3 (RGB) or 4 (RGBA) bands. Useful for output drivers such as JPEG, JPEG2000, MrSID, ECW that don’t support color indexed datasets. The ‘gray’ value enables to expand a dataset with a color table that only contains gray levels to a gray indexed dataset.

**-outsize** <xsize>[%]|0 <ysize>[%]|0

Set the size of the output file. Outsize is in pixels and lines unless ‘%’ is attached in which case it is as a fraction of the input image size. If one of the 2 values is set to 0, its value will be determined from the other one, while maintaining the aspect ratio of the source dataset.

**-tr** <xres> <yres>

set target resolution. The values must be expressed in georeferenced units. Both must be positive values. This is mutually exclusive with [-outsize](#) and [-a\\_ullr](#).

**-ovr** <level|AUTO|AUTO-n|NONE>

New in version 3.6.

To specify which overview level of source file must be used. The default choice, AUTO, will select the overview level whose resolution is the closest to the target resolution. Specify an integer value (0-based, i.e. 0=1st overview level) to select a particular level. Specify AUTO-n where n is an integer greater or equal to 1, to select an overview level below the AUTO one. Or specify NONE to force the base resolution to be used (can be useful if overviews have been generated with a low quality resampling method, and a higher quality resampling method is specified with [-r](#)).

When [-ovr](#) is specified to an integer value, and none of [-outsize](#) and [-tr](#) is specified, the size of the overview will be used as the output size.

When [-ovr](#) is specified, values of [-srcwin](#), when specified, should be expressed as pixel offset and size of the full resolution source dataset. Similarly when using [-outsize](#) with percentage values, they refer to the size of the full resolution source dataset.

**-r** {nearest (default),bilinear,cubic,cubicspline,lanczos,average,rms,mode}

Select a resampling algorithm.

nearest applies a nearest neighbour (simple sampling) resampler

average computes the average of all non-NODATA contributing pixels. Starting with GDAL 3.1, this is a weighted average taking into account properly the weight of source pixels not contributing fully to the target pixel.

rms computes the root mean squared / quadratic mean of all non-NODATA contributing pixels (GDAL >= 3.3)

bilinear applies a bilinear convolution kernel.

cubic applies a cubic convolution kernel.

cubicspline applies a B-Spline convolution kernel.

lanczos applies a Lanczos windowed sinc convolution kernel.

mode selects the value which appears most often of all the sampled points.

**-scale** [src\_min src\_max [dst\_min dst\_max]]

Rescale the input pixels values from the range **src\_min** to **src\_max** to the range **dst\_min** to **dst\_max**. If omitted the output range is 0 to 255. If omitted the input range is automatically computed from the source dataset, in its whole (not just the window of interest potentially specified with *-srcwin* or *-projwin*). This may be a slow operation on a large source dataset, and if using it multiple times for several `gdal_translate` invocation, it might be beneficial to call `gdalinfo -stats {source_dataset}` priorly to precompute statistics, for formats that support serializing statistics computations (GeoTIFF, VRT...) Note that the values specified after *-scale* are only used to compute a scale and offset to apply to the input raster values. In particular, **src\_min** and **src\_max** are not used to clip input values. *-scale* can be repeated several times (if specified only once, it also applies to all bands of the output dataset), so as to specify per band parameters. It is also possible to use the “-scale\_bn” syntax where bn is a band number (e.g. “-scale\_2” for the 2nd band of the output dataset) to specify the parameters of one or several specific bands.

**-exponent** <exp\_val>

To apply non-linear scaling with a power function. `exp_val` is the exponent of the power function (must be positive). This option must be used with the *-scale* option. If specified only once, *-exponent* applies to all bands of the output image. It can be repeated several times so as to specify per band parameters. It is also possible to use the “-exponent\_bn” syntax where bn is a band number (e.g. “-exponent\_2” for the 2nd band of the output dataset) to specify the parameters of one or several specific bands.

**-unscale**

Apply the scale/offset metadata for the bands to convert scaled values to unscaled values. It is also often necessary to reset the output datatype with the *-ot* switch. The unscaled value is computed from the scaled raw value with the following formula:

$$unscaled\_value = scaled\_value * scale + offset$$

**-srcwin** <xoff> <yoff> <xsize> <ysize>

Selects a subwindow from the source image for copying based on pixel/line location.

**-projwin** <ulx> <uly> <lrx> <lry>

Selects a subwindow from the source image for copying (like *-srcwin*) but with the corners given in georeferenced coordinates (by default expressed in the SRS of the dataset. Can be changed with *-projwin\_srs*).

---

**Note:** In GDAL 2.1.0 and 2.1.1, using *-projwin* with coordinates not aligned with pixels will result in a sub-pixel shift. This has been corrected in later versions. When selecting non-nearest neighbour resampling, starting with GDAL 2.1.0, sub-pixel accuracy is however used to get better results.

---

**-projwin\_srs** <srs\_def>

Specifies the SRS in which to interpret the coordinates given with *-projwin*. The <srs\_def> may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT.

**Warning:** This does not cause reprojection of the dataset to the specified SRS.

**-epo**

(Error when Partially Outside) If this option is set, *-srcwin* or *-projwin* values that falls partially outside the source raster extent will be considered as an error. The default behavior is to accept such requests, when they were considered as an error before.

**-eco**

(Error when Completely Outside) Same as *-epo*, except that the criterion for erroring out is when the request falls completely outside the source raster extent.

**-a\_srs** <srs\_def>

Override the projection for the output file.

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

---

**Note:** No reprojection is done.

---

**-a\_coord\_epoch** <epoch>

New in version 3.4.

Assign a coordinate epoch, linked with the output SRS. Useful when the output SRS is a dynamic CRS.

**-a\_scale** <value>

Set band scaling value (no modification of pixel values is done)

New in version 2.3.

**-a\_offset**<value>

Set band offset value (no modification of pixel values is done)

New in version 2.3.

**-a\_ullr** <ulx> <uly> <lrx> <lry>

Assign/override the georeferenced bounds of the output file. This assigns georeferenced bounds to the output file, ignoring what would have been derived from the source file. So this does not cause reprojection to the specified SRS.

**-a\_nodata** <value>

Assign a specified nodata value to output bands. It can be set to `none` to avoid setting a nodata value to the output file if one exists for the source file. Note that, if the input dataset has a nodata value, this does not cause pixel values that are equal to that nodata value to be changed to the value specified with this option.

**-colorinterp\_X** <red|green|blue|alpha|gray|undefined>

Override the color interpretation of band X (where X is a valid band number, starting at 1)

New in version 2.3.

**-colorinterp** <red|green|blue|alpha|gray|undefined[,red|green|blue|alpha|gray|undefined]\*>

Override the color interpretation of all specified bands. For example `-colorinterp red,green,blue,alpha` for a 4 band output dataset.

New in version 2.3.

**-mo** META-TAG=VALUE

Passes a metadata key and value to set on the output dataset if possible.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the `-formats` command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-nogcp**

Do not copy the GCPs in the source dataset to the output dataset.

**-gcp** <pixel> <line> <easting> <northing> <elevation>

Add the indicated ground control point to the output dataset. This option may be provided multiple times to provide a set of GCPs.

**-q**

Suppress progress monitor and other non-error output.

**-sds**

Copy all subdatasets of this file to individual output files. Use with formats like HDF that have subdatasets.

**-stats**

Force (re)computation of statistics.

**-norat**

Do not copy source RAT into destination dataset.

**-noxmp**

Do not copy the XMP metadata in the source dataset to the output dataset when driver is able to copy it.

New in version 3.2.

**-oo** NAME=VALUE

Dataset open option (format specific)

**<src\_dataset>**

The source dataset name. It can be either file name, URL of data source or subdataset name for multi-dataset files.

**<dst\_dataset>**

The destination file name.

### 5.1.3.3 C API

This utility is also callable from C with *GDALTranslate()*.

New in version 2.1.

### 5.1.3.4 Examples

```
gdal_translate -of GTiff -co "TILED=YES" utm.tif utm_tiled.tif
```

To create a JPEG-compressed TIFF with internal mask from a RGBA dataset

```
gdal_translate rgba.tif withmask.tif -b 1 -b 2 -b 3 -mask 4 -co COMPRESS=JPEG -co PHOTOMETRIC=YCBCR --config GDAL_TIFF_INTERNAL_MASK YES
```

To create a RGBA dataset from a RGB dataset with a mask

```
gdal_translate withmask.tif rgba.tif -b 1 -b 2 -b 3 -b mask
```



## 5.1.4 gdaladdo

### 5.1.4.1 Synopsis

```
gdaladdo [-r {nearest,average,rms,bilinear,gauss,cubic,cubicspline,lanczos,average_
↪magphase,mode}]
          [-b band]* [-minsize val]
          [-ro] [-clean] [-oo NAME=VALUE]* [--help-general] filename [levels]
```

### 5.1.4.2 Description

The **gdaladdo** utility can be used to build or rebuild overview images for most supported file formats with one of several downsampling algorithms.

**-r {nearest (default),average,rms,gauss,cubic,cubicspline,lanczos,average\_magphase,mode}**

Select a resampling algorithm.

**nearest** applies a nearest neighbour (simple sampling) resampler

**average** computes the average of all non-NODATA contributing pixels. Starting with GDAL 3.1, this is a weighted average taking into account properly the weight of source pixels not contributing fully to the target pixel.

**rms** computes the root mean squared / quadratic mean of all non-NODATA contributing pixels (GDAL >= 3.3)

**bilinear** applies a bilinear convolution kernel.

**gauss** applies a Gaussian kernel before computing the overview, which can lead to better results than simple averaging in e.g case of sharp edges with high contrast or noisy patterns. The advised level values should be 2, 4, 8, ... so that a 3x3 resampling Gaussian kernel is selected.

**cubic** applies a cubic convolution kernel.

**cubicspline** applies a B-Spline convolution kernel.

**lanczos** applies a Lanczos windowed sinc convolution kernel.

**average\_magphase** averages complex data in mag/phase space.

**mode** selects the value which appears most often of all the sampled points.

**-b <band>**

Select an input band **band** for overview generation. Band numbering starts from 1. Multiple **-b** switches may be used to select a set of input bands to generate overviews.

**-ro**

open the dataset in read-only mode, in order to generate external overview (for GeoTIFF especially).

**-clean**

remove all overviews.

**-oo NAME=VALUE**

Dataset open option (format specific)

**-minsize <val>**

Maximum width or height of the smallest overview level. Only taken into account if explicit levels are not specified. Defaults to 256.

New in version 2.3.

**<filename>**

The file to build overviews for (or whose overviews must be removed).

**<levels>**

A list of integral overview levels to build. Ignored with *-clean* option.

New in version 2.3: levels are no longer required to build overviews. In which case, appropriate overview power-of-two factors will be selected until the smallest overview is smaller than the value of the *-minsize* switch.

gdaladdo will honour properly NODATA\_VALUES tuples (special dataset metadata) so that only a given RGB triplet (in case of a RGB image) will be considered as the nodata value and not each value of the triplet independently per band.

Selecting a level value like 2 causes an overview level that is 1/2 the resolution (in each dimension) of the base layer to be computed. If the file has existing overview levels at a level selected, those levels will be recomputed and rewritten in place.

For internal GeoTIFF overviews (or external overviews in GeoTIFF format), note that *-clean* does not shrink the file. A later run of gdaladdo with overview levels will cause the file to be expanded, rather than reusing the space of the previously deleted overviews. If you just want to change the resampling method on a file that already has overviews computed, you don't need to clean the existing overviews.

Some format drivers do not support overviews at all. Many format drivers store overviews in a secondary file with the extension *.ovr* that is actually in TIFF format. By default, the GeoTIFF driver stores overviews internally to the file operated on (if it is writable), unless the *-ro* flag is specified.

Most drivers also support an alternate overview format using Erdas Imagine format. To trigger this use the *USE\_RRD=YES* configuration option. This will place the overviews in an associated *.aux* file suitable for direct use with Imagine or ArcGIS as well as GDAL applications. (e.g. *-config USE\_RRD YES*)

### 5.1.4.3 External overviews in GeoTIFF format

External overviews created in TIFF format may be compressed using the *COMPRESS\_OVERVIEW* configuration option. All compression methods, supported by the GeoTIFF driver, are available here. (e.g. *--config COMPRESS\_OVERVIEW DEFLATE*). The photometric interpretation can be set with the *PHOTOMETRIC\_OVERVIEW=RGB/YCBCR/...* configuration option, and the interleaving with the *INTERLEAVE\_OVERVIEW=PIXEL/BAND* configuration option.

Since GDAL 3.6, *COMPRESS\_OVERVIEW* and *decl\_configoption:INTERLEAVE\_OVERVIEW* are honoured when creating internal overviews of TIFF files.

For JPEG compressed external and internal overviews, the JPEG quality can be set with *--config JPEG\_QUALITY\_OVERVIEW* value.

For WEBP compressed external and internal overviews, the WEBP quality level can be set with *--config WEBP\_LEVEL\_OVERVIEW* value. If not set, will default to 75.

For WEBP compressed external and internal overviews, the WEBP lossless/lossy switch can be set with *--config WEBP\_LOSSLESS\_OVERVIEW* value. If not set, will default to NO (lossy). Added in GDAL 3.6.0

For LERC compressed external and internal overviews, the max error threshold can be set with *--config MAX\_Z\_ERROR\_OVERVIEW* value. If not set, will default to 0 (lossless). Added in GDAL 3.4.1

For DEFLATE or LERC\_DEFLATE compressed external and internal overviews, the compression level can be set with *--config ZLEVEL\_OVERVIEW* value. If not set, will default to 6. Added in GDAL 3.4.1

For ZSTD or LERC\_ZSTD compressed external and internal overviews, the compression level can be set with *--config ZSTD\_LEVEL\_OVERVIEW* value. If not set, will default to 9. Added in GDAL 3.4.1

For LZW, ZSTD or DEFLATE compressed external overviews, the predictor value can be set with *--config PREDICTOR\_OVERVIEW 1|2|3*.

To produce the smallest possible JPEG-In-TIFF overviews, you should use:

```
--config COMPRESS_OVERVIEW JPEG --config PHOTOMETRIC_OVERVIEW YCBCR --config INTERLEAVE_
↳ OVERVIEW PIXEL
```

External overviews can be created in the BigTIFF format by using the `BIGTIFF_OVERVIEW` configuration option: `--config BIGTIFF_OVERVIEW {IF_NEEDED|IF_SAFER|YES|NO}`.

The default value is `IF_SAFER` starting with GDAL 2.3.0 (previously was `IF_NEEDED`). The behavior of this option is exactly the same as the BigTIFF creation option documented in the GeoTIFF driver documentation.

- `YES` forces BigTIFF.
- `NO` forces classic TIFF.
- `IF_NEEDED` will only create a BigTIFF if it is clearly needed (uncompressed, and overviews larger than 4GB).
- `IF_SAFER` will create BigTIFF if the resulting file *might* exceed 4GB.

Sparse GeoTIFF overview files (that is tiles which are omitted if all their pixels are at the nodata value, when there's one, or at 0 otherwise) can be obtained with `--config SPARSE_OK_OVERVIEW ON`. Added in GDAL 3.4.1

See the documentation of the *GTiff – GeoTIFF File Format* driver for further explanations on all those options.

#### 5.1.4.4 Setting blocksize in Geotiff overviews

```
--config GDAL_TIFF_OVR_BLOCKSIZE <size>
```

Example: `--config GDAL_TIFF_OVR_BLOCKSIZE 256`

Default value is 128, or starting with GDAL 3.1, if creating overviews on a tiled GeoTIFF file, the tile size of the full resolution image. Note: without this setting, the file can have the full resolution image with a blocksize different from overviews blocksize.(e.g. full resolution image at blocksize 256, overviews at blocksize 128)

#### 5.1.4.5 Multithreading

New in version 3.2.

The `GDAL_NUM_THREADS` configuration option can be set to `ALL_CPUS` or a integer value to specify the number of threads to use for overview computation.

#### 5.1.4.6 C API

Functionality of this utility can be done from C with `GDALBuildOverviews()`.

#### 5.1.4.7 Examples

Create overviews, embedded in the supplied TIFF file, with automatic computation of levels (GDAL 2.3 or later)

```
gdaladdo -r average abc.tif
```

Create overviews, embedded in the supplied TIFF file:

```
gdaladdo -r average abc.tif 2 4 8 16
```

Create an external compressed GeoTIFF overview file from the ERDAS .IMG file:

```
gdaladdo -ro --config COMPRESS_OVERVIEW DEFLATE erdas.img 2 4 8 16
```

Create an external JPEG-compressed GeoTIFF overview file from a 3-band RGB dataset (if the dataset is a writable GeoTIFF, you also need to add the `-ro` option to force the generation of external overview):

```
gdaladdo --config COMPRESS_OVERVIEW JPEG --config PHOTOMETRIC_OVERVIEW YCBCR
--config INTERLEAVE_OVERVIEW PIXEL rgb_dataset.ext 2 4 8 16
```

Create an Erdas Imagine format overviews for the indicated JPEG file:

```
gdaladdo --config USE_RRD YES airphoto.jpg 3 9 27 81
```

Create overviews for a specific subdataset, like for example one of potentially many raster layers in a GeoPackage (the “filename” parameter must be driver prefix, filename and subdataset name, like e.g. shown by `gdalinfo`):

```
gdaladdo GPKG:file.gpkg:layer
```

## 5.1.5 gdalwarp

### 5.1.5.1 Synopsis

```
gdalwarp [--help-general] [--formats]
  [-s_srs srs_def] [-t_srs srs_def] [-ct string] [-to "NAME=VALUE"]* [-vshift | -
↪ novshift]
  [[-s_coord_epoch epoch] | [-t_coord_epoch epoch]]
  [-order n | -tps | -rpc | -geoloc] [-et err_threshold]
  [-refine_gcps tolerance [minimum_gcps]]
  [-te xmin ymin xmax ymax] [-te_srs srs_def]
  [-tr xres yres] [-tap] [-ts width height]
  [-ovr level|AUTO|AUTO-n|NONE] [-wo "NAME=VALUE"] [-ot Byte/Int16/...] [-wt Byte/
↪ Int16]
  [-srcnodata "value [value...]"] [-dstnodata "value [value...]"]
  [-srcalpha|-nosrcalpha] [-dstalpha]
  [-r resampling_method] [-wm memory_in_mb] [-multi] [-q]
  [-cutline datasource] [-cl layer] [-cwhere expression]
  [-csql statement] [-cblend dist_in_pixels] [-crop_to_cutline]
  [-if format]* [-of format] [-co "NAME=VALUE"]* [-overwrite]
  [-nomd] [-cvmd meta_conflict_value] [-setci] [-oo NAME=VALUE]*
  [-doo NAME=VALUE]*
  srcfile* dstfile
```

### 5.1.5.2 Description

The **gdalwarp** utility is an image mosaicing, reprojection and warping utility. The program can reproject to any supported projection, and can also apply GCPs stored with the image if the image is “raw” with control information.

**-s\_srs** <srs def>

Set source spatial reference. If not specified the SRS found in the input dataset will be used.

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e.

EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

Starting with GDAL 2.2, if the SRS has an explicit vertical datum that points to a PROJ.4 geoidgrids, and the input dataset is a single band dataset, a vertical correction will be applied to the values of the dataset.

#### **-s\_coord\_epoch** <epoch>

New in version 3.4.

Assign a coordinate epoch, linked with the source SRS. Useful when the source SRS is a dynamic CRS. Only taken into account if **-s\_srs** is used.

Currently **-s\_coord\_epoch** and **-t\_coord\_epoch** are mutually exclusive, due to lack of support for transformations between two dynamic CRS.

#### **-t\_srs** <srs\_def>

Set target spatial reference.

A source SRS must be available for reprojection to occur. The source SRS will be by default the one found in the input dataset when it is available, or as overridden by the user with **-s\_srs**

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

Starting with GDAL 2.2, if the SRS has an explicit vertical datum that points to a PROJ.4 geoidgrids, and the input dataset is a single band dataset, a vertical correction will be applied to the values of the dataset.

#### **-t\_coord\_epoch** <epoch>

New in version 3.4.

Assign a coordinate epoch, linked with the target SRS. Useful when the target SRS is a dynamic CRS. Only taken into account if **-t\_srs** is used.

Currently **-s\_coord\_epoch** and **-t\_coord\_epoch** are mutually exclusive, due to lack of support for transformations between two dynamic CRS.

#### **-ct** <string>

A PROJ string (single step operation or multiple step string starting with `+proj=pipeline`), a WKT2 string describing a `CoordinateOperation`, or a `urn:ogc:def:coordinateOperation:EPSG::XXXX` URN overriding the default transformation from the source to the target CRS. It must take into account the axis order of the source and target CRS.

New in version 3.0.

#### **-to** <NAME=VALUE>

Set a transformer option suitable to pass to `GDALCreateGenImgProjTransformer2()`. See `GDALCreateRPCTransformerV2()` for RPC specific options.

#### **-vshift**

Force the use of vertical shift. This option is generally not necessary, except when using an explicit coordinate transformation (**-ct**), and not specifying an explicit source and target SRS.

New in version 3.4.

#### **-novshift**

Disable the use of vertical shift when one of the source or target SRS has an explicit vertical datum, and the input dataset is a single band dataset.

---

**Note:** this option was named `-novshiftgrid` in GDAL 2.2 to 3.3.

---

New in version 3.4.

**-order** <n>

order of polynomial used for warping (1 to 3). The default is to select a polynomial order based on the number of GCPs.

**-tps**

Force use of thin plate spline transformer based on available GCPs.

**-rpc**

Force use of RPCs.

**-geoloc**

Force use of Geolocation Arrays.

**-et** <err\_threshold>

Error threshold for transformation approximation (in pixel units - defaults to 0.125, unless, starting with GDAL 2.1, the `RPC_DEM` transformer option is specified, in which case, an exact transformer, i.e. `err_threshold=0`, will be used).

**-refine\_gcps** <tolerance minimum\_gcps>

Refines the GCPs by automatically eliminating outliers. Outliers will be eliminated until `minimum_gcps` are left or when no outliers can be detected. The tolerance is passed to adjust when a GCP will be eliminated. Not that GCP refinement only works with polynomial interpolation. The tolerance is in pixel units if no projection is available, otherwise it is in SRS units. If `minimum_gcps` is not provided, the minimum GCPs according to the polynomial model is used.

**-te** <xmin ymin xmax ymax>

Set georeferenced extents of output file to be created (in target SRS by default, or in the SRS specified with `-te_srs`)

**-te\_srs** <srs\_def>

Specifies the SRS in which to interpret the coordinates given with `-te`. The `<srs_def>` may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT. This must not be confused with `-t_srs` which is the target SRS of the output dataset. `-te_srs` is a convenience e.g. when knowing the output coordinates in a geodetic long/lat SRS, but still wanting a result in a projected coordinate system.

**-tr** <xres> <yres>

Set output file resolution (in target georeferenced units).

If not specified (or not deduced from `-te` and `-ts`), `gdalwarp` will generate an output raster with `xres=yres`, and that even when using `gdalwarp` in scenarios not involving reprojection.

**-tap**

(target aligned pixels) align the coordinates of the extent of the output file to the values of the `-tr`, such that the aligned extent includes the minimum extent. Alignment means that `xmin / resx`, `ymin / resy`, `xmax / resx` and `ymax / resy` are integer values.

**-ts** <width> <height>

Set output file size in pixels and lines. If width or height is set to 0, the other dimension will be guessed from the computed resolution. Note that `-ts` cannot be used with `-tr`

**-ovr** <level|AUTO|AUTO-n|NONE>

To specify which overview level of source files must be used. The default choice, AUTO, will select the overview level whose resolution is the closest to the target resolution. Specify an integer value (0-based, i.e. 0=1st overview level) to select a particular level. Specify AUTO-n where n is an integer greater or equal to 1, to select an overview level below the AUTO one. Or specify NONE to force the base resolution to be used (can be useful if overviews have been generated with a low quality resampling method, and the warping is done using a higher quality resampling method).

**-wo** ``"NAME=VALUE"'`

Set a warp option. The *GDALWarpOptions::papszWarpOptions* docs show all options. Multiple **-wo** options may be listed.

**-ot** <type>

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

**-wt** <type>

Working pixel data type. The data type of pixels in the source image and destination image buffers.

**-r** <resampling\_method>

Resampling method to use. Available methods are:

**near:** nearest neighbour resampling (default, fastest algorithm, worst interpolation quality).

**bilinear:** bilinear resampling.

**cubic:** cubic resampling.

**cubicspline:** cubic spline resampling.

**lanczos:** Lanczos windowed sinc resampling.

**average:** average resampling, computes the weighted average of all non-NODATA contributing pixels.

**rms** root mean square / quadratic mean of all non-NODATA contributing pixels (GDAL >= 3.3)

**mode:** mode resampling, selects the value which appears most often of all the sampled points. In the case of ties, the first value identified as the mode will be selected.

**max:** maximum resampling, selects the maximum value from all non-NODATA contributing pixels.

**min:** minimum resampling, selects the minimum value from all non-NODATA contributing pixels.

**med:** median resampling, selects the median value of all non-NODATA contributing pixels.

**q1:** first quartile resampling, selects the first quartile value of all non-NODATA contributing pixels.

**q3:** third quartile resampling, selects the third quartile value of all non-NODATA contributing pixels.

**sum:** compute the weighted sum of all non-NODATA contributing pixels (since GDAL 3.1)

---

**Note:** When downsampling is performed (use of **-tr** or **-ts**), existing overviews (either internal/implicit or external ones) on the source image will be used by default by selecting the closest overview to the desired output resolution. The resampling method used to create those overviews is generally not the one you specify through the **-r** option. Some formats, like JPEG2000, can contain significant outliers due to wavelet compression works. It might thus be useful in those situations to use the **-ovr NONE** option to prevent existing overviews to be used.

---

**-srcnodata** <value [value...]>

Set nodata masking values for input bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. Masked

values will not be used in interpolation. Use a value of `None` to ignore intrinsic nodata settings on the source dataset.

When this option is set to a non-`None` value, it causes the `UNIFIED_SRC_NODATA` warping option (see *GDALWarpOptions::papszWarpOptions*) to be set to `YES`, if it is not explicitly set.

If `-srcnodata` is not explicitly set, but the source dataset has nodata values, they will be taken into account, with `UNIFIED_SRC_NODATA` at `PARTIAL` by default.

**-dstnodata** <value [value...]>

Set nodata values for output bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. New files will be initialized to this value and if possible the nodata value will be recorded in the output file. Use a value of `None` to ensure that nodata is not defined. If this argument is not used then nodata values will be copied from the source dataset.

**-srcalpha**

Force the last band of a source image to be considered as a source alpha band.

**-nosrcalpha**

Prevent the alpha band of a source image to be considered as such (it will be warped as a regular band)

New in version 2.2.

**-dstalpha**

Create an output alpha band to identify nodata (unset/transparent) pixels.

**-wm** <memory\_in\_mb>

Set the amount of memory that the warp API is allowed to use for caching. The value is interpreted as being in megabytes if the value is less than 10000. For values  $\geq 10000$ , this is interpreted as bytes.

**-multi**

Use multithreaded warping implementation. Two threads will be used to process chunks of image and perform input/output operation simultaneously. Note that computation is not multithreaded itself. To do that, you can use the `-wo NUM_THREADS=val/ALL_CPUS` option, which can be combined with *-multi*

**-q**

Be quiet.

**-if** <format>

Format/driver name to be attempted to open the input file(s). It is generally not necessary to specify it, but it can be used to skip automatic driver detection, when it fails to select the appropriate driver. This option can be repeated several times to specify several candidate drivers.

New in version 3.2.

**-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.



**-cutline** <datasource>

Enable use of a blend cutline from the name OGR support datasource.

**-cl** <layername>

Select the named layer from the cutline datasource.

**-cwhere** <expression>

Restrict desired cutline features based on attribute query.

**-csql** <query>

Select cutline features using an SQL query instead of from a layer with *-cl*.

**-cblend** <distance>

Set a blend distance to use to blend over cutlines (in pixels).

**-crop\_to\_cutline**

Crop the extent of the target dataset to the extent of the cutline.

**-overwrite**

Overwrite the target dataset if it already exists. Overwriting must be understood here as deleting and recreating the file from scratch. Note that if this option is *not* specified and the output file already exists, it will be updated in place.

**-nomd**

Do not copy metadata. Without this option, dataset and band metadata (as well as some band information) will be copied from the first source dataset. Items that differ between source datasets will be set to \* (see *-cvmd* option).

**-cvmd** <meta\_conflict\_value>

Value to set metadata items that conflict between source datasets (default is “\*”). Use “” to remove conflicting items.

**-setci**

Set the color interpretation of the bands of the target dataset from the source dataset.

**-oo** <NAME=VALUE>

Dataset open option (format specific)

**-doo** <NAME=VALUE>

Output dataset open option (format specific)

New in version 2.1.

**<srcfile>**

The source file name(s).

**<dstfile>**

The destination file name.

Mosaicing into an existing output file is supported if the output file already exists. The spatial extent of the existing file will not be modified to accommodate new data, so you may have to remove it in that case, or use the *-overwrite* option.

Polygon cutlines may be used as a mask to restrict the area of the destination file that may be updated, including blending. If the OGR layer containing the cutline features has no explicit SRS, the cutline features must be in the SRS of the destination file. When writing to a not yet existing target dataset, its extent will be the one of the original raster unless *-te* or *-crop\_to\_cutline* are specified.

Starting with GDAL 3.1, it is possible to use as output format a driver that only supports the CreateCopy operation. This may internally imply creation of a temporary file.

### 5.1.5.3 Examples

- Basic transformation:

```
gdalwarp -t_srs EPSG:4326 input.tif output.tif
```

- For instance, an eight bit spot scene stored in GeoTIFF with control points mapping the corners to lat/long could be warped to a UTM projection with a command like this:

```
gdalwarp -t_srs '+proj=utm +zone=11 +datum=WGS84' -overwrite raw_spot.tif utm11.tif
```

- For instance, the second channel of an ASTER image stored in HDF with control points mapping the corners to lat/long could be warped to a UTM projection with a command like this:

New in version 2.2.

```
gdalwarp -overwrite HDF4_SDS:ASTER_L1B:"pg-PR1B0000-2002031402_100_001":2 pg-PR1B0000-  
↪2002031402_100_001_2.tif
```

- To apply a cutline on a un-georeferenced image and clip from pixel (220,60) to pixel (1160,690):

```
gdalwarp -overwrite -to SRC_METHOD=NO_GEOTRANSFORM -to DST_METHOD=NO_GEOTRANSFORM -te_↪  
↪220 60 1160 690 -cutline cutline.csv in.png out.tif
```

where cutline.csv content is like:

```
id,WKT  
1,"POLYGON((...))"
```

- To transform a DEM from geoid elevations (using EGM96) to WGS84 ellipsoidal heights:

New in version 2.2.

```
gdalwarp -overwrite in_dem.tif out_dem.tif -s_srs EPSG:4326+5773 -t_srs EPSG:4979
```

### 5.1.5.4 See also

[Wiki page discussing options and behaviours of gdalwarp](#)

## 5.1.6 gdaltindex

### 5.1.6.1 Synopsis

```
gdaltindex [-f format] [-tileindex field_name] [-write_absolute_path]  
          [-skip_different_projection] [-t_srs target_srs]  
          [-src_srs_name field_name] [-src_srs_format [AUTO|WKT|EPSG|PROJ]]  
          [-lyr_name name] index_file [gdal_file]*
```

### 5.1.6.2 Description

This program creates an OGR-supported dataset with a record for each input raster file, an attribute containing the filename, and a polygon geometry outlining the raster. This output is suitable for use with [MapServer](#) as a raster tileindex.

**-f <format>**

The OGR format of the output tile index file. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was ESRI Shapefile).

**-tileindex <field\_name>**

The output field name to hold the file path/location to the indexed rasters. The default tile index field name is `location`.

**-write\_absolute\_path**

The absolute path to the raster files is stored in the tile index file. By default the raster filenames will be put in the file exactly as they are specified on the command line.

**-skip\_different\_projection**

Only files with same projection as files already inserted in the tileindex will be inserted (unless **-t\_srs** is specified). Default does not check projection and accepts all inputs.

**-t\_srs <target\_srs>:**

Geometries of input files will be transformed to the desired target coordinate reference system. Default creates simple rectangular polygons in the same coordinate reference system as the input rasters.

**-src\_srs\_name <field\_name>**

The name of the field to store the SRS of each tile. This field name can be used as the value of the `TILESRS` keyword in MapServer

**-src\_srs\_format <type>**

The format in which the SRS of each tile must be written. Types can be `AUTO`, `WKT`, `EPSG`, `PROJ`.

**-lyr\_name <name>**

Layer name to create/append to in the output tile index file.

**index\_file**

The name of the output file to create/append to. The default dataset will be created if it doesn't already exist, otherwise it will append to the existing dataset.

**<gdal\_file>**

The input GDAL raster files, can be multiple files separated by spaces. Wildcards may also be used. Stores the file locations in the same style as specified here, unless **-write\_absolute\_path** option is also used.

### 5.1.6.3 Examples

- Produce a shapefile (`doq_index.shp`) with a record for every image that the utility found in the `doq` folder. Each record holds information that points to the location of the image and also a bounding rectangle shape showing the bounds of the image:

```
gdaltindex doq_index.shp doq/*.tif
```

- Perform the same command as before, but now we create a GeoPackage instead of a Shapefile.

```
gdaltindex -f GPKG doq_index.gpkg doq/*.tif
```

- The `-t_srs` option can also be used to transform all input rasters into the same output projection:

```
gdaltindex -t_srs EPSG:4326 -src_srs_name src_srs tile_index_mixed_srs.shp *.tif
```

- Make a tile index from files listed in a text file :

```
gdaltindex doq_index.shp --optfile my_list.txt
```

#### 5.1.6.4 See also

*Common options for raster programs* for other command-line options, and in particular the `-optfile` switch that can be used to specify a list of input datasets.

### 5.1.7 gdalbuildvrt

#### 5.1.7.1 Synopsis

```
gdalbuildvrt [-tileindex field_name]
              [-resolution {highest|lowest|average|user}]
              [-te xmin ymin xmax ymax] [-tr xres yres] [-tap]
              [-separate] [-b band]* [-sd subdataset]
              [-allow_projection_difference] [-q]
              [-addalpha] [-hiddenodata]
              [-srcnodata "value [value...]"] [-vrtnodata "value [value...]"]
              [-ignore_srcmaskband]
              [-a_srs srs_def]
              [-r {nearest,bilinear,cubic,cubicspline,lanczos,average,mode}]
              [-oo NAME=VALUE]*
              [-input_file_list my_list.txt] [-overwrite]
              [-strict | -non_strict]
              output.vrt [gdalfile]*
```

#### 5.1.7.2 Description

This program builds a VRT (Virtual Dataset) that is a mosaic of the list of input GDAL datasets. The list of input GDAL datasets can be specified at the end of the command line, or put in a text file (one filename per line) for very long lists, or it can be a MapServer tileindex (see ref `gdaltindex` utility). In the later case, all entries in the tile index will be added to the VRT.

With `-separate`, each files goes into a separate band in the VRT dataset. Otherwise, the files are considered as tiles of a larger mosaic and the VRT file has as many bands as one of the input files.

If one GDAL dataset is made of several subdatasets and has 0 raster bands, all the subdatasets will be added to the VRT rather than the dataset itself.

`gdalbuildvrt` does some amount of checks to assure that all files that will be put in the resulting VRT have similar characteristics : number of bands, projection, color interpretation... If not, files that do not match the common characteristics will be skipped. (This is only true in the default mode, and not when using the `-separate` option)

If there is some amount of spatial overlapping between files, the order of files appearing in the list of source matter: files that are listed at the end are the ones from which the content will be fetched. Note that nodata will be taken into account to potentially fetch data from less priority datasets, but currently, alpha channel is not taken into account to do

alpha compositing (so a source with alpha=0 appearing on top of another source will override its content). This might be changed in later versions.

### **-tileindex**

Use the specified value as the tile index field, instead of the default value which is 'location'.

### **-resolution {highest|lowest|average|user}**

In case the resolution of all input files is not the same, the `-resolution` flag enables the user to control the way the output resolution is computed.

*highest* will pick the smallest values of pixel dimensions within the set of source rasters.

*lowest* will pick the largest values of pixel dimensions within the set of source rasters.

*average* is the default and will compute an average of pixel dimensions within the set of source rasters.

*user* must be used in combination with the `-tr` option to specify the target resolution.

### **-tr <xres> <yres>**

Set target resolution. The values must be expressed in georeferenced units. Both must be positive values. Specifying those values is of course incompatible with `highest|lowest|average` values for `-resolution` option.

### **-tap**

(target aligned pixels) align the coordinates of the extent of the output file to the values of the `-tr`, such that the aligned extent includes the minimum extent. Alignment means that  $xmin / resx$ ,  $ymin / resy$ ,  $xmax / resx$  and  $ymax / resy$  are integer values.

### **-te xmin ymin xmax ymax**

Set georeferenced extents of VRT file. The values must be expressed in georeferenced units. If not specified, the extent of the VRT is the minimum bounding box of the set of source rasters.

### **-addalpha**

Adds an alpha mask band to the VRT when the source raster have none. Mainly useful for RGB sources (or grey-level sources). The alpha band is filled on-the-fly with the value 0 in areas without any source raster, and with value 255 in areas with source raster. The effect is that a RGBA viewer will render the areas without source rasters as transparent and areas with source rasters as opaque. This option is not compatible with `-separate`.

### **-hidenodata**

Even if any band contains nodata value, giving this option makes the VRT band not report the NoData. Useful when you want to control the background color of the dataset. By using along with the `-addalpha` option, you can prepare a dataset which doesn't report nodata value but is transparent in areas with no data.

### **-srcnodata <value> [<value>...]**

Set nodata values for input bands (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. If the option is not specified, the intrinsic nodata settings on the source datasets will be used (if they exist). The value set by this option is written in the NODATA element of each ComplexSource element. Use a value of *None* to ignore intrinsic nodata settings on the source datasets.

### **-ignore\_srcmaskband**

New in version 3.3.

Starting with GDAL 3.3, if a source has a mask band (internal/external mask band, or alpha band), a `<ComplexSource>` element is created by default with a `<UseMaskBand>true</UseMaskBand>` child element, to instruct the VRT driver to use the mask band of the source to mask pixels being composited. This is a generalization of the NODATA element. When specifying the `-ignore_srcmaskband` option, the mask band of sources will not be taken into account, and in case of overlapping between sources, the last one will override previous ones in areas of overlap.

**-b <band>**

Select an input <band> to be processed. Bands are numbered from 1. If input bands not set all bands will be added to vrt. Multiple *-b* switches may be used to select a set of input bands.

**-sd< <subdataset>**

If the input dataset contains several subdatasets use a subdataset with the specified number (starting from 1). This is an alternative of giving the full subdataset name as an input.

**-vrtnodata <value> [<value>...]**

Set nodata values at the VRT band level (different values can be supplied for each band). If more than one value is supplied all values should be quoted to keep them together as a single operating system argument. If the option is not specified, intrinsic nodata settings on the first dataset will be used (if they exist). The value set by this option is written in the NoDataValue element of each VRTRasterBand element. Use a value of *None* to ignore intrinsic nodata settings on the source datasets.

**-separate**

Place each input file into a separate band. In that case, only the first band of each dataset will be placed into a new band. Contrary to the default mode, it is not required that all bands have the same datatype.

**-allow\_projection\_difference**

When this option is specified, the utility will accept to make a VRT even if the input datasets have not the same projection. Note: this does not mean that they will be reprojected. Their projection will just be ignored.

**-a\_srs <srs\_def>**

Override the projection for the output file. The <srs\_def> may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT. No reprojection is done.

**-r {nearest (default),bilinear,cubic,cubicspline,lanczos,average,mode}**

Select a resampling algorithm.

**-oo NAME=VALUE**

Dataset open option (format specific)

New in version 2.2.

**-input\_file\_list <mylist.txt>**

To specify a text file with an input filename on each line

**-q**

To disable the progress bar on the console

**-overwrite**

Overwrite the VRT if it already exists.

**-strict**

Turn warnings as failures. This is mutually exclusive with *-non\_strict*, the latter which is the default.

New in version 3.4.2.

**-non\_strict**

Skip source datasets that have issues with warnings, and continue processing. This is the default.

New in version 3.4.2.

### 5.1.7.3 Examples

- Make a virtual mosaic from all TIFF files contained in a directory :

```
gdalbuildvrt doq_index.vrt doq/*.tif
```

- Make a virtual mosaic from files whose name is specified in a text file :

```
gdalbuildvrt -input_file_list my_list.txt doq_index.vrt
```

- Make a RGB virtual mosaic from 3 single-band input files :

```
gdalbuildvrt -separate rgb.vrt red.tif green.tif blue.tif
```

- Make a virtual mosaic with blue background colour (RGB: 0 0 255) :

```
gdalbuildvrt -hidenodata -vrtnodata "0 0 255" doq_index.vrt doq/*.tif
```

## 5.1.8 gdal\_contour

### 5.1.8.1 Synopsis

```
gdal_contour [-b <band>] [-a <attribute_name>] [-amin <attribute_name>] [-amax
↪<attribute_name>]
               [-3d] [-inodata]
               [-snodata n] [-i <interval>]
               [-f <formatname>] [[-dsco NAME=VALUE] ...] [[-lco NAME=VALUE] ...]
               [-off <offset>] [-fl <level> <level>...] [-e <exp_base>]
               [-nln <outlayername>] [-q] [-p]
               <src_filename> <dst_filename>
```

### 5.1.8.2 Description

The **gdal\_contour** generates a vector contour file from the input raster elevation model (DEM).

The contour line-strings are oriented consistently and the high side will be on the right, i.e. a line string goes clockwise around a top.

**-b <band>**

Picks a particular band to get the DEM from. Defaults to band 1.

**-a <name>**

Provides a name for the attribute in which to put the elevation. If not provided no elevation attribute is attached. Ignored in polygonal contouring (**-p**) mode.

**-amin <name>**

Provides a name for the attribute in which to put the minimum elevation of contour polygon. If not provided no minimum elevation attribute is attached. Ignored in default line contouring mode.

New in version 2.4.0.

**-amax** <name>

Provides a name for the attribute in which to put the maximum elevation of contour polygon. If not provided no maximum elevation attribute is attached. Ignored in default line contouring mode.

New in version 2.4.0.

**-3d**

Force production of 3D vectors instead of 2D. Includes elevation at every vertex.

**-inodata**

Ignore any nodata value implied in the dataset - treat all values as valid.

**-snodata** <value>

Input pixel value to treat as “nodata”.

**-f** <format>

Create output in a particular format.

New in version 2.3.0: If not specified, the format is guessed from the extension (previously was ESRI Shapefile).

**-dsco** <NAME=VALUE>

Dataset creation option (format specific)

**-lco** <NAME=VALUE>

Layer creation option (format specific)

**-i** <interval>

Elevation interval between contours.

**-off** <offset>

Offset from zero relative to which to interpret intervals.

**-fl** <level>

Name one or more “fixed levels” to extract.

**-e** <base>

Generate levels on an exponential scale:  $base^k$ , for  $k$  an integer.

New in version 2.4.0.

**-nl** <name>

Provide a name for the output vector layer. Defaults to “contour”.

**-p**

Generate contour polygons rather than contour lines.

New in version 2.4.0.

**-q**

Be quiet.



### 5.1.8.3 C API

Functionality of this utility can be done from C with `GDALContourGenerate()`.

### 5.1.8.4 Example

This would create 10-meter contours from the DEM data in `dem.tif` and produce a shapefile in `contour.shp|shx|dbf` with the contour elevations in the `elev` attribute.

```
gdal_contour -a elev dem.tif contour.shp -i 10.0
```

## 5.1.9 gdaldem

### 5.1.9.1 Synopsis

```
gdaldem <mode> <input> <output> <options>
```

Generate a shaded relief map from any GDAL-supported elevation raster:

```
gdaldem hillshade input_dem output_hillshade
    [-z ZFactor (default=1)] [-s scale* (default=1)]
    [-az Azimuth (default=315)] [-alt Altitude (default=45)]
    [-alg Horn|ZevenbergenThorne] [-combined | -multidirectional | -igor]
    [-compute_edges] [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```

Generate a slope map from any GDAL-supported elevation raster:

```
gdaldem slope input_dem output_slope_map
    [-p use percent slope (default=degrees)] [-s scale* (default=1)]
    [-alg Horn|ZevenbergenThorne]
    [-compute_edges] [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```

Generate an aspect map from any GDAL-supported elevation raster, outputs a 32-bit float raster with pixel values from 0-360 indicating azimuth:

```
gdaldem aspect input_dem output_aspect_map
    [-trigonometric] [-zero_for_flat]
    [-alg Horn|ZevenbergenThorne]
    [-compute_edges] [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
```

Generate a color relief map from any GDAL-supported elevation raster:

```
gdaldem color-relief input_dem color_text_file output_color_relief_map
    [-alpha] [-exact_color_entry | -nearest_color_entry]
    [-b Band (default=1)] [-of format] [-co "NAME=VALUE"]* [-q]
where color_text_file contains lines of the format "elevation_value red green blue"
```

Generate a Terrain Ruggedness Index (TRI) map from any GDAL-supported elevation raster:

```
gdaldem TRI input_dem output_TRI_map
    [-alg Wilson|Riley]
    [-compute_edges] [-b Band (default=1)] [-of format] [-q]
```

Generate a Topographic Position Index (TPI) map from any GDAL-supported elevation raster:

```
gdaldem TPI input_dem output_TPI_map
        [-compute_edges] [-b Band (default=1)] [-of format] [-q]
```

Generate a roughness map from any GDAL-supported elevation raster:

```
gdaldem roughness input_dem output_roughness_map
        [-compute_edges] [-b Band (default=1)] [-of format] [-q]
```

### 5.1.9.2 Description

The **gdaldem** generally assumes that x, y and z units are identical. If x (east-west) and y (north-south) units are identical, but z (elevation) units are different, the scale (-s) option can be used to set the ratio of vertical units to horizontal. For LatLong projections near the equator, where units of latitude and units of longitude are similar, elevation (z) units can be converted to be compatible by using scale=370400 (if elevation is in feet) or scale=111120 (if elevation is in meters). For locations not near the equator, it would be best to reproject your grid using **gdalwarp** before using **gdaldem**.

**<mode>**

Where <mode> is one of the seven available modes:

- **hillshade**  
Generate a shaded relief map from any GDAL-supported elevation raster.
- **slope**  
Generate a slope map from any GDAL-supported elevation raster.
- **aspect**  
Generate an aspect map from any GDAL-supported elevation raster.
- **color-relief**  
Generate a color relief map from any GDAL-supported elevation raster.
- **TRI**  
Generate a map of Terrain Ruggedness Index from any GDAL-supported elevation raster.
- **TPI**  
Generate a map of Topographic Position Index from any GDAL-supported elevation raster.
- **roughness**  
Generate a map of roughness from any GDAL-supported elevation raster.

The following general options are available:

**input\_dem**

The input DEM raster to be processed

**output\_XXX\_map**

The output raster produced

**-of <format>**

Select the output format.

New in version 2.3.0: If not specified, the format is guessed from the extension (previously was *GTiff* – *GeoTIFF File Format*). Use the short format name.

**-compute\_edges**

Do the computation at raster edges and near nodata values

**-b <band>**

Select an input band to be processed. Bands are numbered from 1.

**-co <NAME=VALUE>**

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-q**

Suppress progress monitor and other non-error output.

For all algorithms, except color-relief, a nodata value in the target dataset will be emitted if at least one pixel set to the nodata value is found in the 3x3 window centered around each source pixel. The consequence is that there will be a 1-pixel border around each image set with nodata value.

If *-compute\_edges* is specified, gdaldem will compute values at image edges or if a nodata value is found in the 3x3 window, by interpolating missing values.

**5.1.9.3 Modes****hillshade**

This command outputs an 8-bit raster with a nice shaded relief effect. It's very useful for visualizing the terrain. You can optionally specify the azimuth and altitude of the light source, a vertical exaggeration factor and a scaling factor to account for differences between vertical and horizontal units.

The value 0 is used as the output nodata value.

The following specific options are available :

**-alg Horn|ZevenbergenThorne**

The literature suggests Zevenbergen & Thorne to be more suited to smooth landscapes, whereas Horn's formula to perform better on rougher terrain.

**-z <factor>**

Vertical exaggeration used to pre-multiply the elevations

**-s <scale>**

Ratio of vertical units to horizontal. If the horizontal unit of the source DEM is degrees (e.g Lat/Long WGS84 projection), you can use scale=111120 if the vertical units are meters (or scale=370400 if they are in feet)

**-az <azimuth>**

Azimuth of the light, in degrees. 0 if it comes from the top of the raster, 90 from the east, ... The default value, 315, should rarely be changed as it is the value generally used to generate shaded maps.

**-alt <altitude>**

Altitude of the light, in degrees. 90 if the light comes from above the DEM, 0 if it is raking light.

### **-combined**

combined shading, a combination of slope and oblique shading.

### **-multidirectional**

multidirectional shading, a combination of hillshading illuminated from 225 deg, 270 deg, 315 deg, and 360 deg azimuth.

New in version 2.2.

### **-igor**

shading which tries to minimize effects on other map features beneath. Can't be used with -alt option.

New in version 3.0.

Multidirectional hillshading applies the formula of <http://pubs.usgs.gov/of/1992/of92-422/of92-422.pdf>.

Igor's hillshading uses formula from Maperitive <http://maperitive.net/docs/Commands/GenerateReliefImageIgor.html>.

## **slope**

This command will take a DEM raster and output a 32-bit float raster with slope values. You have the option of specifying the type of slope value you want: degrees or percent slope. In cases where the horizontal units differ from the vertical units, you can also supply a scaling factor.

The value -9999 is used as the output nodata value.

The following specific options are available :

### **-alg** Horn|ZevenbergenThorne

The literature suggests Zevenbergen & Thorne to be more suited to smooth landscapes, whereas Horn's formula to perform better on rougher terrain.

### **-p**

If specified, the slope will be expressed as percent slope. Otherwise, it is expressed as degrees

### **-s**

Ratio of vertical units to horizontal. If the horizontal unit of the source DEM is degrees (e.g Lat/Long WGS84 projection), you can use scale=111120 if the vertical units are meters (or scale=370400 if they are in feet).

## **aspect**

This command outputs a 32-bit float raster with values between 0° and 360° representing the azimuth that slopes are facing. The definition of the azimuth is such that : 0° means that the slope is facing the North, 90° it's facing the East, 180° it's facing the South and 270° it's facing the West (provided that the top of your input raster is north oriented). The aspect value -9999 is used as the nodata value to indicate undefined aspect in flat areas with slope=0.

The following specific options are available :

### **-alg** Horn|ZevenbergenThorne

The literature suggests Zevenbergen & Thorne to be more suited to smooth landscapes, whereas Horn's formula to perform better on rougher terrain.

### **-trigonometric**

Return trigonometric angle instead of azimuth. Thus 0° means East, 90° North, 180° West, 270° South.

**-zero\_for\_flat**

Return 0 for flat areas with slope=0, instead of -9999.

By using those 2 options, the aspect returned by `gdaldem aspect` should be identical to the one of GRASS `r.slope.aspect`. Otherwise, it's identical to the one of Matthew Perry's `aspect.cpp` utility.

**color-relief**

This command outputs a 3-band (RGB) or 4-band (RGBA) raster with values are computed from the elevation and a text-based color configuration file, containing the association between various elevation values and the corresponding wished color. By default, the colors between the given elevation values are blended smoothly and the result is a nice colorized DEM. The `-exact_color_entry` or `-nearest_color_entry` options can be used to avoid that linear interpolation for values that don't match an index of the color configuration file.

The following specifics options are available :

**color\_text\_file**

Text-based color configuration file

**-alpha**

Add an alpha channel to the output raster

**-exact\_color\_entry**

Use strict matching when searching in the color configuration file. If none matching color entry is found, the "0,0,0,0" RGBA quadruplet will be used

**-nearest\_color\_entry**

Use the RGBA quadruplet corresponding to the closest entry in the color configuration file.

The color-relief mode is the only mode that supports VRT as output format. In that case, it will translate the color configuration file into appropriate LUT elements. Note that elevations specified as percentage will be translated as absolute values, which must be taken into account when the statistics of the source raster differ from the one that was used when building the VRT.

The text-based color configuration file generally contains 4 columns per line: the elevation value and the corresponding Red, Green, Blue component (between 0 and 255). The elevation value can be any floating point value, or the `nv` keyword for the nodata value. The elevation can also be expressed as a percentage: 0% being the minimum value found in the raster, 100% the maximum value.

An extra column can be optionally added for the alpha component. If it is not specified, full opacity (255) is assumed.

Various field separators are accepted: comma, tabulation, spaces, '·'.

Common colors used by GRASS can also be specified by using their name, instead of the RGB triplet. The supported list is: white, black, red, green, blue, yellow, magenta, cyan, aqua, grey/gray, orange, brown, purple/violet and indigo.

GMT .cpt palette files are also supported (COLOR\_MODEL = RGB only).

Note: the syntax of the color configuration file is derived from the one supported by GRASS `r.colors` utility. ESRI HDR color table files (.clr) also match that syntax. The alpha component and the support of tab and comma as separators are GDAL specific extensions.

For example:

```
3500  white
2500  235:220:175
50%   190 185 135
700   240 250 150
```

(continues on next page)

(continued from previous page)

```
0      50 180 50
nv     0  0  0  0
```

To implement a “round to the floor value” mode, the elevation value can be duplicate with a new value being slightly above the threshold. For example to have red in [0,10], green in ]10,20] and blue in ]20,30]:

```
0      red
10     red
10.001 green
20     green
20.001 blue
30     blue
```

## TRI

This command outputs a single-band raster with values computed from the elevation. *TRI* stands for Terrain Ruggedness Index, which measures the difference between a central pixel and its surrounding cells.

The value -9999 is used as the output nodata value.

The following option is available:

### **-alg** Wilson|Riley

Starting with GDAL 3.3, the Riley algorithm (see Riley, S.J., De Gloria, S.D., Elliot, R. (1999): A Terrain Ruggedness that Quantifies Topographic Heterogeneity. Intermountain Journal of Science, Vol.5, No.1-4, pp.23-27) is available and the new default value. This algorithm uses the square root of the sum of the square of the difference between a central pixel and its surrounding cells. This is recommended for terrestrial use cases.

The Wilson (see Wilson et al 2007, Marine Geodesy 30:3-35) algorithm uses the mean difference between a central pixel and its surrounding cells. This is recommended for bathymetric use cases.

## TPI

This command outputs a single-band raster with values computed from the elevation. *TPI* stands for Topographic Position Index, which is defined as the difference between a central pixel and the mean of its surrounding cells (see Wilson et al 2007, Marine Geodesy 30:3-35).

The value -9999 is used as the output nodata value.

There are no specific options.

## roughness

This command outputs a single-band raster with values computed from the elevation. Roughness is the largest inter-cell difference of a central pixel and its surrounding cell, as defined in Wilson et al (2007, Marine Geodesy 30:3-35).

The value -9999 is used as the output nodata value.

There are no specific options.

#### 5.1.9.4 C API

This utility is also callable from C with *GDALDEMProcessing()*.

New in version 2.1.

#### 5.1.9.5 Authors

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Derived from code by Michael Shapiro, Olga Waupotitsch, Marjorie Larson, Jim Westervelt: U.S. Army CERL, 1993. GRASS 4.1 Reference Manual. U.S. Army Corps of Engineers, Construction Engineering Research Laboratories, Champaign, Illinois, 1-425.

#### 5.1.9.6 See also

Documentation of related GRASS utilities:

<https://grass.osgeo.org/grass79/manuals/r.slope.aspect.html>

<https://grass.osgeo.org/grass79/manuals/r.relief.html>

<https://grass.osgeo.org/grass79/manuals/r.colors.html>

### 5.1.10 rgb2pct.py

#### 5.1.10.1 Synopsis

```
rgb2pct.py [-n colors | -pct palette_file] [-of format] <source_file> <dest_file>
```

#### 5.1.10.2 Description

This utility will compute an optimal pseudo-color table for a given RGB image using a median cut algorithm on a downsampled RGB histogram. Then it converts the image into a pseudo-colored image using the color table. This conversion utilizes Floyd-Steinberg dithering (error diffusion) to maximize output image visual quality.

**-n** <color>

Select the number of colors in the generated color table. Defaults to 256. Must be between 2 and 256.

**-pct** <palette\_file>

Extract the color table from <palette\_file> instead of computing it. Can be used to have a consistent color table for multiple files. The <palette\_file> must be either a raster file in a GDAL supported format with a palette or a color file in a supported format (txt, qml, qlr).

**-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name. Only output formats supporting pseudo-color tables should be used.

**<source\_file>**

The input RGB file.

**<dest\_file>**

The output pseudo-colored file that will be created.

NOTE: `rgb2pct.py` is a Python script, and will only work if GDAL was built with Python support.

### 5.1.10.3 Example

If it is desired to hand create the palette, likely the simplest text format is the GDAL VRT format. In the following example a VRT was created in a text editor with a small 4 color palette with the RGBA colors 238/238/238/255, 237/237/237/255, 236/236/236/255 and 229/229/229/255.

```
rgb2pct.py -pct palette.vrt rgb.tif pseudo-colored.tif
more < palette.vrt
<VRTDataset rasterXSize="226" rasterYSize="271">
  <VRTRasterBand dataType="Byte" band="1">
    <ColorInterp>Palette</ColorInterp>
    <ColorTable>
      <Entry c1="238" c2="238" c3="238" c4="255"/>
      <Entry c1="237" c2="237" c3="237" c4="255"/>
      <Entry c1="236" c2="236" c3="236" c4="255"/>
      <Entry c1="229" c2="229" c3="229" c4="255"/>
    </ColorTable>
  </VRTRasterBand>
</VRTDataset>
```

## 5.1.11 `pct2rgb.py`

### 5.1.11.1 Synopsis

```
pct2rgb.py [-of format] [-b band] [-rgba] [-pct palette_file] source_file dest_file
```

### 5.1.11.2 Description

This utility will convert a pseudo-color band on the input file into an output RGB file of the desired format.

**-of <format>**

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-b <band>**

Band to convert to RGB, defaults to 1.

**-rgba**

Generate a RGBA file (instead of a RGB file by default).

**-pct <palette\_file>**

Extract the color table from <palette\_file> instead of getting it from <source\_file>. Can be used to have a consistent color table for multiple files. The <palette\_file> must be either a raster file in a GDAL supported format with a palette or a color file in a supported format (txt, qml, qlr).

**<source\_file>**

The input file.



**<dest\_file>**

The output RGB file that will be created.

NOTE: `pct2rgb.py` is a Python script, and will only work if GDAL was built with Python support.

The ‘-expand rgb|rgba’ option of *gdal\_translate* obsoletes that utility.

## 5.1.12 `gdalattachpct.py`

### 5.1.12.1 Synopsis

```
gdalattachpct.py [-of format] palette_file source_file dest_file
```

### 5.1.12.2 Description

This utility will attach a color table file from an input raster file or a color table file to another raster.

**-of <format>**

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**<palette\_file>**

Extract the color table from <palette\_file>. The <palette\_file> must be either a raster file in a GDAL supported format with a palette or a color file in a supported format (txt, qml, qtr).

**<source\_file>**

The input file.

**<dest\_file>**

The output RGB file that will be created.

NOTE: `gdalattachpct.py` is a Python script, and will only work if GDAL was built with Python support.

## 5.1.13 `gdal_merge.py`

### 5.1.13.1 Synopsis

```
gdal_merge.py [-o out_filename] [-of out_format] [-co NAME=VALUE]*
               [-ps pixelsize_x pixelsize_y] [-tap] [-separate] [-q] [-v] [-pct]
               [-ul_lr ulx uly lrx lry] [-init "value [value...]"]
               [-n nodata_value] [-a_nodata output_nodata_value]
               [-ot datatype] [-createonly] input_files
```

### 5.1.13.2 Description

This utility will automatically mosaic a set of images. All the images must be in the same coordinate system and have a matching number of bands, but they may be overlapping, and at different resolutions. In areas of overlap, the last image will be copied over earlier ones. Nodata/transparency values are considered on a band by band level, i.e. a nodata/transparent pixel on one source band will not set a nodata/transparent value on all bands for the target pixel in the resulting raster nor will it overwrite a valid pixel value.

**-o** <out\_filename>

The name of the output file, which will be created if it does not already exist (defaults to “out.tif”).

**-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-ot** <type>

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

**-ps** <pixelsize\_x> <pixelsize\_y>

Pixel size to be used for the output file. If not specified the resolution of the first input file will be used.

**-tap**

(target aligned pixels) align the coordinates of the extent of the output file to the values of the -tr, such that the aligned extent includes the minimum extent. Alignment means that  $x_{min} / res_x$ ,  $y_{min} / res_y$ ,  $x_{max} / res_x$  and  $y_{max} / res_y$  are integer values.

**-ul\_lr** <ulx> <uly> <lrx> <lry>

The extents of the output file. If not specified the aggregate extents of all input files will be used.

**-v**

Generate verbose output of mosaicing operations as they are done.

**-separate**

Place each input file into a separate band.

**-pct**

Grab a pseudo-color table from the first input image, and use it for the output. Merging pseudo-colored images this way assumes that all input files use the same color table.

**-n** <nodata\_value>

Ignore pixels from files being merged in with this pixel value.

**-a\_nodata** <output\_nodata\_value>

Assign a specified nodata value to output bands.

**-init** <"value(s)">

Pre-initialize the output image bands with these values. However, it is not marked as the nodata value in the output file. If only one value is given, the same value is used in all the bands.

**-createonly**

The output file is created (and potentially pre-initialized) but no input image data is copied into it.

---

**Note:** `gdal_merge.py` is a Python script, and will only work if GDAL was built with Python support.

---

### 5.1.13.3 Example

Create an image with the pixels in all bands initialized to 255.

```
gdal_merge.py -init 255 -o out.tif in1.tif in2.tif
```

Create an RGB image that shows blue in pixels with no data. The first two bands will be initialized to 0 and the third band will be initialized to 255.

```
gdal_merge.py -init "0 0 255" -o out.tif in1.tif in2.tif
```

## 5.1.14 gdal2tiles.py

### 5.1.14.1 Synopsis

```
gdal2tiles.py [-p profile] [-r resampling] [-s srs] [-z zoom]
              [-e] [-a nodata] [-v] [-q] [-h] [-k] [-n] [-u url]
              [-w webviewer] [-t title] [-c copyright]
              [--processes=NB_PROCESSES] [--mpi] [--xyz]
              [--tilesize=PIXELS] [--tmscompatible]
              [-g googlekey] [-b bingkey] input_file [output_dir] [COMMON_OPTIONS]
```

### 5.1.14.2 Description

This utility generates a directory with small tiles and metadata, following the OSGeo Tile Map Service Specification. Simple web pages with viewers based on Google Maps, OpenLayers and Leaflet are generated as well - so anybody can comfortably explore your maps on-line and you do not need to install or configure any special software (like MapServer) and the map displays very fast in the web browser. You only need to upload the generated directory onto a web server.

GDAL2Tiles also creates the necessary metadata for Google Earth (KML SuperOverlay), in case the supplied map uses EPSG:4326 projection.

World files and embedded georeferencing is used during tile generation, but you can publish a picture without proper georeferencing too.

---

**Note:** Inputs with non-Byte data type (i.e. `Int16`, `UInt16`,...) will be clamped to the `Byte` data type, causing wrong results. To avoid this it is necessary to rescale input to the `Byte` data type using `gdal_translate` utility.

---

**Note:** Config options of the input drivers may have an effect on the output of `gdal2tiles`. An example driver config option is `GDAL_PDF_DPI`, which can be found at [Configuration options](#)

---

**-p** <PROFILE>, **--profile**=<PROFILE>

Tile cutting profile (mercator, geodetic, raster) - default 'mercator' (Google Maps compatible).

Starting with GDAL 3.2, additional profiles are available from `tms_XXXX.json` files placed in GDAL data directory (provided all zoom levels use same origin, tile dimensions, and resolution between consecutive zoom levels vary by a factor of two).

**-r** <RESAMPLING>, **--resampling**=<RESAMPLING>

Resampling method (average, near, bilinear, cubic, cubicspline, lanczos, antialias, mode, max, min, med, q1, q3) - default 'average'.

**-s** <SRS>, **--s\_srs**=<SRS>

The spatial reference system used for the source input data.

**--xyz**

Generate XYZ tiles (OSM Slippy Map standard) instead of TMS. In the default mode (TMS), tiles at `y=0` are the southern-most tiles, whereas in XYZ mode (used by OGC WMTS too), tiles at `y=0` are the northern-most tiles.

New in version 3.1.

**-d**, **--tmscompatible**

When using the geodetic profile, specifies the base resolution as 0.703125 or 2 tiles at zoom level 0.

**-z** <ZOOM>, **--zoom**=<ZOOM>

Zoom levels to render (format: '2-5', '10-' or '10').

**-e**, **--resume**

Resume mode. Generate only missing files.

**-a** <NODATA>, **--srcnodata**=<NODATA>

Value in the input dataset considered as transparent. If the input dataset had already an associate nodata value, it is overridden by the specified value.

**-v**, **--verbose**

Generate verbose output of tile generation.

**-x**, **--exclude**

Exclude transparent tiles from result tileset.

**-q**, **--quiet**

Disable messages and status to stdout

New in version 2.1.

**--processes**=<NB\_PROCESSES>

Number of parallel processes to use for tiling, to speed-up the computation.

New in version 2.3.

**--mpi**

Assume launched by `mpiexec`, enable MPI parallelism and ignore `-processes`. Requires working MPI environment and the MPI for Python (`mpi4py`) package. User should set `GDAL_CACHEMAX` to an appropriate cache size per process based on memory per node and the number of processes launched per node.

New in version 3.5.

**--tilesize=<PIXELS>**

Width and height in pixel of a tile. Default is 256.

New in version 3.1.

**--tiledriver=<DRIVER>**

Which output driver to use for the tiles, determines the file format of the tiles. Currently PNG and WEBP are supported. Default is PNG. Additional configuration for the WEBP driver are documented below.

New in version 3.6.

**-h, --help**

Show help message and exit.

**--version**

Show program's version number and exit.

## KML (Google Earth) options

Options for generated Google Earth SuperOverlay metadata

**-k, --force-kml**

Generate KML for Google Earth - default for 'geodetic' profile and 'raster' in EPSG:4326. For a dataset with different projection use with caution!

**-n, --no-kml**

Avoid automatic generation of KML files for EPSG:4326.

**-u <URL>, --url=<URL>**

URL address where the generated tiles are going to be published.

## Web viewer options

Options for generated HTML viewers a la Google Maps

**-w <WEBVIEWER>, --webviewer=<WEBVIEWER>**

Web viewer to generate (all, google, openlayers, leaflet, mapml, none) - default 'all'.

**-t <TITLE>, --title=<TITLE>**

Title of the map.

**-c <COPYRIGHT>, --copyright=<COPYRIGHT>**

Copyright for the map.

**-g <GOOGLEKEY>, --googlekey=<GOOGLEKEY>**

Google Maps API key from <http://code.google.com/apis/maps/signup.html>.

**-b <BINGKEY>, --bingkey=<BINGKEY>**

Bing Maps API key from <https://www.bingmapsportal.com/>

---

**Note:** gdal2tiles.py is a Python script that needs to be run against Python GDAL binding.

---

### MapML options

MapML support is new to GDAL 3.2. When `--webviewer=mapml` is specified, `--xyz` is implied, as well as `--tmscompatible` if `--profile=geodetic`.

The following profiles are supported:

- mercator: mapped to OSMTILE MapML tiling scheme
- geodetic: mapped to WGS84 MapML tiling scheme
- APSTILE: from the `tms_MapML_APSTILE.json` data file

The generated MapML file in the output directory is `mapml.mapl`

Available options are:

**`--mapml-template=<filename>`**

Filename of a template mapml file where variables will be substituted. If not specified, the generic `template_tiles.mapml` file from GDAL data resources will be used

The `--url` option is also used to substitute `${URL}` in the template MapML file.

### WEBP options

WEBP tiledriver support is new to GDAL 3.6. It is enabled by using `--tiledriver=WEBP`.

The following configuration options are available to further customize the webp output:

**`--webp-quality=<QUALITY>`**

QUALITY is a integer between 1-100. Default is 75.

**`--webp-lossless`**

Use WEBP lossless compression, default is lossy

---

**Note:** GDAL *WEBP driver* documentation can be consulted

---

#### 5.1.14.3 Examples

Basic example:

```
gdal2tiles.py --zoom=2-5 input.tif output_folder
```

MapML generation:

```
gdal2tiles.py --zoom=16-18 -w mapml -p APSTILE --url "https://example.com" input.tif ↵
↵ output_folder
```

MPI example:

```
mpiexec -n $NB_PROCESSES gdal2tiles.py --mpi --config GDAL_CACHEMAX 500 --zoom=2-5 input.
↵ tif output_folder
```

## 5.1.15 gdal2xyz.py

### 5.1.15.1 Synopsis

```
gdal2xyz [-help]
         [-skip factor]
         [-srcwin xoff yoff xsize ysize]
         [-b band]* [-allbands]
         [-skipnodata]
         [-csv]
         [-srcnodata value] [-dstnodata value]
         src_dataset [dst_dataset]
```

### 5.1.15.2 Description

The **gdal2xyz** utility can be used to translate a raster file into xyz format. *gdal2xyz* can be used as an alternative to *gdal\_translate of=xyz*, but supporting other options, for example:

- Select more then one band
- Skip or replace nodata value
- Return the output as numpy arrays.

#### **-skip**

How many rows/cols to skip in each iteration.

#### **-srcwin <xoff> <yoff> <xsize> <ysize>**

Selects a subwindow from the source image for copying based on pixel/line location.

#### **-b, -band <band>**

Select band *band* from the input spectral bands for output. Bands are numbered from 1 in the order spectral bands are specified. Multiple **-b** switches may be used. When no **-b** switch is used, the first band will be used. In order to use all input bands set *-allbands* or *-b 0*.

#### **-allbands**

Select all input bands.

#### **-csv**

Use comma instead of space as a delimiter.

#### **-skipnodata**

Exclude the output lines with nodata value (as determined by *srcnodata*)

#### **-srcnodata**

The nodata value of the dataset (for skipping or replacing) Default (*None*) - Use the dataset nodata value; *Sequence/Number* - Use the given nodata value (per band or per dataset).

#### **-dstnodata**

Replace source nodata with a given nodata. Has an effect only if not setting *-skipnodata*. Default(*None*) - Use *srcnodata*, no replacement; *Sequence/Number* - Replace the *srcnodata* with the given nodata value (per band or per dataset).

#### **-h, --help**

Show help message and exit.

**<src\_dataset>**

The source dataset name. It can be either file name, URL of data source or subdataset name for multi-dataset files.

**<dst\_dataset>**

The destination file name.

### 5.1.15.3 Examples

```
gdal2xyz -b 1 -b 2 -dstnodata 0 input.tif output.txt
```

To create a text file in *xyz* format from the input file *input.tif*, including the first and second bands, while replacing the dataset nodata values with zeros.

## 5.1.16 gdal\_rasterize

### 5.1.16.1 Synopsis

```
gdal_rasterize [-b band]* [-i] [-at]
  {[-burn value]* | [-a attribute_name] | [-3d]} [-add]
  [-l layername]* [-where expression] [-sql select_statement]
  [-dialect dialect] [-of format] [-a_srs srs_def] [-to NAME=VALUE]*
  [-co "NAME=VALUE"* [-a_nodata value] [-init value]*
  [-te xmin ymin xmax ymax] [-tr xres yres] [-tap] [-ts width height]
  [-ot {Byte/Int16/UInt16/UInt32/Int32/UInt64/Int64/Float32/Float64/
        CInt16/CInt32/CFloat32/CFloat64}]
  [-optim {[AUTO]/VECTOR/RASTER}] [-q]
  <src_datasource> <dst_filename>
```

### 5.1.16.2 Description

This program burns vector geometries (points, lines, and polygons) into the raster band(s) of a raster image. Vectors are read from OGR supported vector formats.

Note that on the fly reprojection of vector data to the coordinate system of the raster data is only supported since GDAL 2.1.0.

**-b <band>**

The band(s) to burn values into. Multiple -b arguments may be used to burn into a list of bands. The default is to burn into band 1. Not used when creating a new raster.

**-i**

Invert rasterization. Burn the fixed burn value, or the burn value associated with the first feature into all parts of the image *not* inside the provided polygon.

**-at**

Enables the ALL\_TOUCHED rasterization option so that all pixels touched by lines or polygons will be updated, not just those on the line render path, or whose center point is within the polygon. Defaults to disabled for normal rendering rules.



**-burn** <value>

A fixed value to burn into a band for all objects. A list of *-burn* options can be supplied, one per band being written to.

**-a** <attribute\_name>

Identifies an attribute field on the features to be used for a burn-in value. The value will be burned into all output bands.

**-3d**

Indicates that a burn value should be extracted from the “Z” values of the feature. Works with points and lines (linear interpolation along each segment). For polygons, works properly only if they are flat (same Z value for all vertices).

**-add**

Instead of burning a new value, this adds the new value to the existing raster. Suitable for heatmaps for instance.

**-l** <layername>

Indicates the layer(s) from the datasource that will be used for input features. May be specified multiple times, but at least one layer name or a *-sql* option must be specified.

**-where** <expression>

An optional SQL WHERE style query expression to be applied to select features to burn in from the input layer(s).

**-sql** <select\_statement>

An SQL statement to be evaluated against the datasource to produce a virtual layer of features to be burned in.

**-dialect** <dialect>

SQL dialect. In some cases can be used to use (unoptimized) OGR SQL instead of the native SQL of an RDBMS by passing OGRSQL. The “SQLITE” dialect can also be used with any datasource.

New in version 2.1.

**-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-a\_nodata** <value>

Assign a specified nodata value to output bands.

**-init** <value>

Pre-initialize the output image bands with these values. However, it is not marked as the nodata value in the output file. If only one value is given, the same value is used in all the bands.

**-a\_srs** <srs\_def>

Override the projection for the output file. If not specified, the projection of the input vector file will be used if available. When using this option, no reprojection of features from the SRS of the input vector to the specified SRS of the output raster, so use only this option to correct an invalid source SRS. The <srs\_def> may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT.

**-to** NAME=VALUE

set a transformer option suitable to pass to *GDALCreateGenImgProjTransformer2()*. This is used when converting geometries coordinates to target raster pixel space. For example this can be used to specify RPC related transformer options.

New in version 2.3.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-te** <xmin> <ymin> <xmax> <ymax>

Set georeferenced extents. The values must be expressed in georeferenced units. If not specified, the extent of the output file will be the extent of the vector layers.

**-tr** <xres> <yres>

Set target resolution. The values must be expressed in georeferenced units. Both must be positive values.

**-tap**

(target aligned pixels) Align the coordinates of the extent of the output file to the values of the *-tr*, such that the aligned extent includes the minimum extent. Alignment means that  $xmin / resx$ ,  $ymin / resy$ ,  $xmax / resx$  and  $ymax / resy$  are integer values.

**-ts** <width> <height>

Set output file size in pixels and lines. Note that *-ts* cannot be used with *-tr*

**-ot** <type>

Force the output bands to be of the indicated data type. Defaults to Float64

**-optim** {[AUTO]/VECTOR/RASTER}}

Force the algorithm used (results are identical). The raster mode is used in most cases and optimise read/write operations. The vector mode is useful with a decent amount of input features and optimise the CPU use. That mode have to be used with tiled images to be efficient. The auto mode (the default) will chose the algorithm based on input and output properties.

New in version 2.3.

**-q**

Suppress progress monitor and other non-error output.

**<src\_datasource>**

Any OGR supported readable datasource.

**<dst\_filename>**

The GDAL supported output file. Must support update mode access. This file will be created (or overwritten if it already exists):option:-of, *-a\_nodata*, *-init*, *-a\_srs*, *-co*, *-te*, *-tr*, *-tap*, *-ts*, or *-ot* options are used.

The program create a new target raster image when any of the *-of*, *-a\_nodata*, *-init*, *-a\_srs*, *-co*, *-te*, *-tr*, *-tap*, *-ts*, or *-ot* options are used. The resolution or size must be specified using the *-tr* or *-ts* option for all new rasters. The target raster will be overwritten if it already exists and any of these creation-related options are used.

### 5.1.16.3 C API

This utility is also callable from C with `GDALRasterize()`.

New in version 2.1.

### 5.1.16.4 Example

The following would burn all polygons from mask.shp into the RGB TIFF file work.tif with the color red (RGB = 255,0,0).

```
gdal_rasterize -b 1 -b 2 -b 3 -burn 255 -burn 0 -burn 0 -l mask mask.shp work.tif
```

The following would burn all “class A” buildings into the output elevation file, pulling the top elevation from the ROOF\_H attribute.

```
gdal_rasterize -a ROOF_H -where "class='A'" -l footprints footprints.shp city_dem.tif
```

The following would burn all polygons from footprint.shp into a new 1000x1000 rgb TIFF as the color red. Note that `-b` is not used; the order of the `-burn` options determines the bands of the output raster.

```
gdal_rasterize -burn 255 -burn 0 -burn 0 -ot Byte -ts 1000 1000 -l footprints footprints.  
↪shp mask.tif
```

## 5.1.17 gdaltransform

### 5.1.17.1 Synopsis

```
gdaltransform [--help-general]  
  [-i] [-s_srs srs_def] [-t_srs srs_def] [-to "NAME=VALUE"]  
  [-ct proj_string] [-order n] [-tps] [-rpc] [-geoloc]  
  [-gcp pixel line easting northing [elevation]]* [-output_xy]  
  [srcfile [dstfile]]
```

### 5.1.17.2 Description

The `gdaltransform` utility reprojects a list of coordinates into any supported projection, including GCP-based transformations.

**-s\_srs <srs\_def>**

Set source spatial reference. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSEs (i.e. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prj file containing well known text.

**-t\_srs <srs\_def>**

set target spatial reference. The coordinate systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG PCS and GCSEs (i.e. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prj file containing well known text.

**-ct <string>**

A PROJ string (single step operation or multiple step string starting with +proj=pipeline), a WKT2 string describing a CoordinateOperation, or a [urn:ogc:def:coordinateOperation:EPSG::XXXX](#) URN overriding the default transformation from the source to the target CRS. It must take into account the axis order of the source and target CRS.

New in version 3.0.

**-to NAME=VALUE**

set a transformer option suitable to pass to *GDALCreateGenImgProjTransformer2()*.

**-order <n>**

order of polynomial used for warping (1 to 3). The default is to select a polynomial order based on the number of GCPs.

**-tps**

Force use of thin plate spline transformer based on available GCPs.

**-rpc**

Force use of RPCs.

**-geoloc**

Force use of Geolocation Arrays.

**-i**

Inverse transformation: from destination to source.

**-gcp <pixel> <line> <easting> <northing> [<elevation>]**

Provide a GCP to be used for transformation (generally three or more are required)

**-output\_xy**

Restrict output to “x y” instead of “x y z”

**<srcfile>**

File with source projection definition or GCP's. If not given, source projection is read from the command-line [-s\\_srs](#) or [-gcp](#) parameters

**<dstfile>**

File with destination projection definition.

Coordinates are read as pairs, triples (for 3D,) or (since GDAL 3.0.0,) quadruplets (for X,Y,Z,time) of numbers per line from standard input, transformed, and written out to standard output in the same way. All transformations offered by gdalwarp are handled, including gcp-based ones.

Note that input and output must always be in decimal form. There is currently no support for DMS input or output.

If an input image file is provided, input is in pixel/line coordinates on that image. If an output file is provided, output is in pixel/line coordinates on that image.

### 5.1.17.3 Examples

#### Reprojection Example

Simple reprojection from one projected coordinate system to another:

```
gdaltransform -s_srs EPSG:28992 -t_srs EPSG:31370
177502 311865
```

Produces the following output in meters in the “Belge 1972 / Belgian Lambert 72” projection:

```
244510.77404604 166154.532871342 -1046.79270555763
```

#### Image RPC Example

The following command requests an RPC based transformation using the RPC model associated with the named file. Because the -i (inverse) flag is used, the transformation is from output georeferenced (WGS84) coordinates back to image coordinates.

```
gdaltransform -i -rpc 06OCT20025052-P2AS-005553965230_01_P001.TIF
125.67206 39.85307 50
```

Produces this output measured in pixels and lines on the image:

```
3499.49282422381 2910.83892848414 50
```

#### X,Y,Z,time transform

15-term time-dependent Helmert coordinate transformation from ITRF2000 to ITRF93 for a coordinate at epoch 2000.0

```
gdaltransform -ct "+proj=pipeline +step +proj=unitconvert +xy_in=deg \
+xy_out=rad +step +proj=cart +step +proj=helmert +convention=position_vector \
+x=0.0127 +dx=-0.0029 +rx=-0.00039 +drx=-0.00011 +y=0.0065 +dy=-0.0002 \
+ry=0.00080 +dry=-0.00019 +z=-0.0209 +dz=-0.0006 +rz=-0.00114 +drz=0.00007 \
+s=0.00195 +ds=0.00001 +t_epoch=1988.0 +step +proj=cart +inv +step \
+proj=unitconvert +xy_in=rad +xy_out=deg"
2 49 0 2000
```

Produces this output measured in longitude degrees, latitude degrees and ellipsoid height in metre:

```
2.00000005420366 49.00000003766711 -0.0222802283242345
```

## 5.1.18 nearblack

### 5.1.18.1 Synopsis

```
nearblack [-of format] [-white | [-color c1,c2,c3...cn]*] [-near dist] [-nb non_black_  
↪pixels]  
          [-setalpha] [-setmask] [-o outfile] [-q] [-co "NAME=VALUE"]* infile
```

### 5.1.18.2 Description

This utility will scan an image and try to set all pixels that are nearly or exactly black, white or one or more custom colors around the collar to black or white. This is often used to “fix up” lossy compressed air photos so that color pixels can be treated as transparent when mosaicing. The output format must use lossless compression if either alpha band or mask band is not set.

**-o** *<outfile>*

The name of the output file to be created.

**-of** *<format>*

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was ERDAS Imagine .img). Use the short format name (GTiff for GeoTIFF for example).

**-co** *`"NAME=VALUE"'*

Passes a creation option to the output format driver. Multiple **-co** options may be listed. See [Raster drivers](#) format specific documentation for legal creation options for each format.

Only valid when creating a new file

**-white**

Search for nearly white (255) pixels instead of nearly black pixels.

**-color** *<c1,c2,c3...cn>*

Search for pixels near the specified color. May be specified multiple times. When **-color** is specified, the pixels that are considered as the collar are set to 0.

**-near** *<dist>*

Select how far from black, white or custom colors the pixel values can be and still considered near black, white or custom color. Defaults to 15.

**-nb** *<non\_black\_pixels>*

number of non-black pixels that can be encountered before the giving up search inwards. Defaults to 2.

**-setalpha**

Adds an alpha band if the output file is specified and the input file has 3 bands, or sets the alpha band of the output file if it is specified and the input file has 4 bands, or sets the alpha band of the input file if it has 4 bands and no output file is specified. The alpha band is set to 0 in the image collar and to 255 elsewhere.

**-setmask**

Adds a mask band to the output file, or adds a mask band to the input file if it does not already have one and no output file is specified. The mask band is set to 0 in the image collar and to 255 elsewhere.

**-q**

Suppress progress monitor and other non-error output.

**<infile>**

The input file. Any GDAL supported format, any number of bands, normally 8bit Byte bands.

The algorithm processes the image one scanline at a time. A scan “in” is done from either end setting pixels to black or white until at least “non\_black\_pixels” pixels that are more than “dist” gray levels away from black, white or custom colors have been encountered at which point the scan stops. The nearly black, white or custom color pixels are set to black or white. The algorithm also scans from top to bottom and from bottom to top to identify indentations in the top or bottom.

The processing is all done in 8bit (Bytes).

If the output file is omitted, the processed results will be written back to the input file - which must support update.

**5.1.18.3 C API**

This utility is also callable from C with *GDALNearblack()*.

New in version 2.1.

**5.1.19 gdal\_retile.py****5.1.19.1 Synopsis**

```
gdal_retile.py [-v] [-co NAME=VALUE]* [-of out_format] [-ps pixelWidth pixelHeight]
               [-overlap val_in_pixel]
               [-ot {Byte/Int16/UInt16/UInt32/Int32/Float32/Float64/
                   CInt16/CInt32/CFloat32/CFloat64}] '
               [ -tileIndex tileIndexName [-tileIndexField tileIndexFieldName]]
               [ -csv fileName [-csvDelim delimiter]]
               [-s_srs srs_def] [-pyramidOnly]
               [-r {near/bilinear/cubic/cubicspline/lanczos}]
               -levels numberoflevels
               [-useDirForEachRow] [-resume]
               -targetDir TileDirectory input_files
```

**5.1.19.2 Description**

This utility will retile a set of input tile(s). All the input tile(s) must be georeferenced in the same coordinate system and have a matching number of bands.

Optionally pyramid levels are generated. All pyramid levels are generated from the input tiles (not from previous levels).

It is possible to generate shape file(s) for the tiled output.

If your number of input tiles exhausts the command line buffer, use the general *-optfile* option

**-targetDir <directory>**

The directory where the tile result is created. Pyramids are stored in sub-directories numbered from 1. Created tile names have a numbering schema and contain the name of the source tiles(s)

**-of <format>**

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-co <NAME=VALUE>**

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-ot <type>**

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

**-ps <pixelsize\_x> <pixelsize\_y>**

Pixel size to be used for the output file. If not specified, 256 x 256 is the default

**-overlap <val\_in\_pixel>**

Overlap in pixels between consecutive tiles. If not specified, 0 is the default

New in version 2.2.

**-levels <numberOfLevels>**

Number of pyramids levels to build.

**-v**

Generate verbose output of tile operations as they are done.

**-pyramidOnly**

No retiling, build only the pyramids

**-r <algorithm>**

Resampling algorithm, default is near

**-s\_srs <srs\_def>**

Source spatial reference to use. The coordinate systems that can be passed are anything supported by the OGRSpatialReference.SetFromUserInput() call, which includes EPSG, PCS, and GCSES (i.e. EPSG:4296), PROJ.4 declarations (as above), or the name of a .prj file containing well known text. If no srs\_def is given, the srs\_def of the source tiles is used (if there is any). The srs\_def will be propagated to created tiles (if possible) and to the optional shape file(s)

**-tileIndex <tileIndexName>**

The name of shape file containing the result tile(s) index

**-tileIndexField <tileIndexFieldName>**

The name of the attribute containing the tile name

**-csv <csvFileName>**

The name of the csv file containing the tile(s) georeferencing information. The file contains 5 columns: tile-name,minx,maxx,miny,maxy

**-csvDelim <column delimiter>**

The column delimiter used in the CSV file, default value is a semicolon “;”

**-useDirForEachRow**

Normally the tiles of the base image are stored as described in *-targetDir*. For large images, some file systems have performance problems if the number of files in a directory is too big, causing gdal\_retile not to finish in reasonable time. Using this parameter creates a different output structure. The tiles of the base image are stored



in a sub-directory called 0, the pyramids in sub-directories numbered 1,2,... Within each of these directories another level of sub-directories is created, numbered from 0...n, depending of how many tile rows are needed for each level. Finally, a directory contains only the tiles for one row for a specific level. For large images a performance improvement of a factor N could be achieved.

#### **-resume**

Resume mode. Generate only missing files.

---

**Note:** gdal\_retile.py is a Python script, and will only work if GDAL was built with Python support.

---

## 5.1.20 gdal\_grid

### 5.1.20.1 Synopsis

```
gdal_grid [-ot {Byte/Int16/UInt16/UInt32/Int32/Float32/Float64/
CInt16/CInt32/CFloat32/CFloat64}]
[-of format] [-co "NAME=VALUE"]
[-zfield field_name] [-z_increase increase_value] [-z_multiply multiply_value]
[-a_srs srs_def] [-spat xmin ymin xmax ymax]
[-clipsrc <xmin ymin xmax ymax>|WKT|datasource|spat_extent]
[-clipsrcsql sql_statement] [-clipsrclayer layer]
[-clipsrcwhere expression]
[-l layername]* [-where expression] [-sql select_statement]
[-txe xmin xmax] [-tye ymin ymax] [-tr xres yres] [-outsize xsize ysize]
[-a algorithm[:parameter1=value1]*] [-q]
<src_datasource> <dst_filename>
```

### 5.1.20.2 Description

This program creates regular grid (raster) from the scattered data read from the OGR datasource. Input data will be interpolated to fill grid nodes with values, you can choose from various interpolation methods.

It is possible to set the GDAL\_NUM\_THREADS configuration option to parallelize the processing. The value to specify is the number of worker threads, or ALL\_CPUS to use all the cores/CPU's of the computer.

#### **-ot <type>**

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

#### **-of <format>**

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

#### **-txe <xmin> <xmax>**

Set georeferenced X extents of output file to be created.

#### **-tye <ymin> <ymax>**

Set georeferenced Y extents of output file to be created.

**-tr** <xres> <yres>

Set output file resolution (in target georeferenced units). Note that **-tr** just works in combination with a valid input from **-tse** and **-tse**

New in version 3.2.

**-outsize** <xsize ysize>

Set the size of the output file in pixels and lines. Note that **-outsize** cannot be used with **-tr**

**-a\_srs** <srs\_def>

Override the projection for the output file. The *srs\_def* may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT. No reprojection is done.

**-zfield** <field\_name>

Identifies an attribute field on the features to be used to get a Z value from. This value overrides Z value read from feature geometry record (naturally, if you have a Z value in geometry, otherwise you have no choice and should specify a field name containing Z value).

**-z\_increase** <increase\_value>

Addition to the attribute field on the features to be used to get a Z value from. The addition should be the same unit as Z value. The result value will be Z value + Z increase value. The default value is 0.

**-z\_multiply** <multiply\_value>

This is multiplication ratio for Z field. This can be used for shift from e.g. foot to meters or from elevation to deep. The result value will be (Z value + Z increase value) \* Z multiply value. The default value is 1.

**-a** <[algorithm[:parameter1=value1][:parameter2=value2]...]>

Set the interpolation algorithm or data metric name and (optionally) its parameters. See *Interpolation algorithms* and *Data metrics* sections for further discussion of available options.

**-spat** <xmin> <ymin> <xmax> <ymax>

Adds a spatial filter to select only features contained within the bounding box described by (xmin, ymin) - (xmax, ymax).

**-clipsrc** [xmin ymin xmax ymax] |WKT|datasource|spat\_extent

Adds a spatial filter to select only features contained within the specified bounding box (expressed in source SRS), WKT geometry (POLYGON or MULTIPOLYGON), from a datasource or to the spatial extent of the **-spat** option if you use the *spat\_extent* keyword. When specifying a datasource, you will generally want to use it in combination of the **-clipsrclayer**, **-clipsrcwhere** or **-clipsrcsql** options.

**-clipsrcsql** <sql\_statement>

Select desired geometries using an SQL query instead.

**-clipsrclayer** <layername>

Select the named layer from the source clip datasource.

**-clipsrcwhere** <expression>

Restrict desired geometries based on attribute query.

**-l** <layername>

Indicates the layer(s) from the datasource that will be used for input features. May be specified multiple times, but at least one layer name or a **-sql** option must be specified.

**-where** <expression>

An optional SQL WHERE style query expression to be applied to select features to process from the input layer(s).

**-sql** <select\_statement>

An SQL statement to be evaluated against the datasource to produce a virtual layer of features to be processed.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-q**

Suppress progress monitor and other non-error output.

**<src\_datasource>**

Any OGR supported readable datasource.

**<dst\_filename>**

The GDAL supported output file.

### 5.1.20.3 Interpolation algorithms

There are number of interpolation algorithms to choose from.

More details about them can also be found in *GDAL Grid Tutorial*

#### invdist

Inverse distance to a power. This is default algorithm. It has following parameters:

- **power**: Weighting power (default 2.0).
- **smoothing**: Smoothing parameter (default 0.0).
- **radius1**: The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius2**: The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius**: Set first and second radius (mutually exclusive with radius1 and radius2). Default is 0.0. Added in GDAL 3.6
- **angle**: Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).
- **max\_points**: Maximum number of data points to use. Do not search for more points than this number. This is only used if search ellipse is set (both radii are non-zero). Zero means that all found points should be used. Default is 0.
- **min\_points**: Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. This is only used if search ellipse is set (both radii are non-zero). Default is 0.
- **max\_points\_per\_quadrant**: Maximum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. When specified, this actually uses invdistnn implementation.
- **min\_points\_per\_quadrant**: Minimum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. When specified, this actually uses invdistnn implementation.
- **nodata**: NODATA marker to fill empty points (default 0.0).

## invdistnn

New in version 2.1.

Inverse distance to a power with nearest neighbor searching, ideal when `max_points` is used. It has following parameters:

- **power**: Weighting power (default 2.0).
- **smoothing**: Smoothing parameter (default 0.0).
- **radius**: The radius of the search circle, which should be non-zero. Default is 1.0.
- **max\_points**: Maximum number of data points to use. Do not search for more points than this number. Found points will be ranked from nearest to furthest distance when weighting. Default is 12.
- **min\_points**: Minimum number of data points to use. If less amount of points found the grid node is considered empty and will be filled with NODATA marker. Default is 0.
- **max\_points\_per\_quadrant**: Maximum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. When specified, the algorithm will only take into account up to `max_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.
- **min\_points\_per\_quadrant**: Minimum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. If that number is not reached, the point being interpolated will be set with the NODATA marker. When specified, the algorithm will collect at least `min_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.
- **nodata**: NODATA marker to fill empty points (default 0.0).

When `min_points_per_quadrant` or `max_points_per_quadrant` is specified, the search will start with the closest point to the point being interpolated from the first quadrant, then the closest point to the point being interpolated from the second quadrant, etc. up to the 4th quadrant, and will continue with the next closest point in the first quadrant, etc. until `max_points` and/or `max_points_per_quadrant` thresholds are reached.

## average

Moving average algorithm. It has following parameters:

- **radius1**: The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius2**: The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius**: Set first and second radius (mutually exclusive with `radius1` and `radius2`). Default is 0.0. Added in GDAL 3.6
- **angle**: Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).
- **max\_points**: Maximum number of data points to use. Do not search for more points than this number. Found points will be ranked from nearest to furthest distance when weighting. Default is 0. Added in GDAL 3.6 Only taken into account if one or both of `min_points_per_quadrant` or `max_points_per_quadrant` is specified
- **min\_points**: Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. Default is 0.
- **max\_points\_per\_quadrant**: Maximum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. When specified, the algorithm will only take into account up to `max_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.

- **min\_points\_per\_quadrant**: Minimum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. If that number is not reached, the point being interpolated will be set with the NODATA marker. When specified, the algorithm will collect at least `min_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.
- **nodata**: NODATA marker to fill empty points (default 0.0).

Note, that it is essential to set search ellipse for moving average method. It is a window that will be averaged when computing grid nodes values.

When `min_points_per_quadrant` or `max_points_per_quadrant` is specified, the search will start with the closest point to the point being interpolated from the first quadrant, then the closest point to the point being interpolated from the second quadrant, etc. up to the 4th quadrant, and will continue with the next closest point in the first quadrant, etc. until `max_points` and/or `max_points_per_quadrant` thresholds are reached.

### nearest

Nearest neighbor algorithm. It has following parameters:

- **radius1**: The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius2**: The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius**: Set first and second radius (mutually exclusive with `radius1` and `radius2`). Default is 0.0. Added in GDAL 3.6
- **angle**: Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).
- **nodata**: NODATA marker to fill empty points (default 0.0).

### linear

New in version 2.1.

Linear interpolation algorithm.

The Linear method performs linear interpolation by computing a Delaunay triangulation of the point cloud, finding in which triangle of the triangulation the point is, and by doing linear interpolation from its barycentric coordinates within the triangle. If the point is not in any triangle, depending on the radius, the algorithm will use the value of the nearest point or the nodata value.

It has following parameters:

- **radius**: In case the point to be interpolated does not fit into a triangle of the Delaunay triangulation, use that maximum distance to search a nearest neighbour, or use nodata otherwise. If set to -1, the search distance is infinite. If set to 0, nodata value will be always used. Default is -1.
- **nodata**: NODATA marker to fill empty points (default 0.0).

#### 5.1.20.4 Data metrics

Besides the interpolation functionality `gdal_grid` can be used to compute some data metrics using the specified window and output grid geometry. These metrics are:

- **minimum:** Minimum value found in grid node search ellipse.
- **maximum:** Maximum value found in grid node search ellipse.
- **range:** A difference between the minimum and maximum values found in grid node search ellipse.
- **count:** A number of data points found in grid node search ellipse.
- **average\_distance:** An average distance between the grid node (center of the search ellipse) and all of the data points found in grid node search ellipse.
- **average\_distance\_pts:** An average distance between the data points found in grid node search ellipse. The distance between each pair of points within ellipse is calculated and average of all distances is set as a grid node value.

All the metrics have the same set of options:

- **radius1:** The first radius (X axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius2:** The second radius (Y axis if rotation angle is 0) of search ellipse. Set this parameter to zero to use whole point array. Default is 0.0.
- **radius:** Set first and second radius (mutually exclusive with `radius1` and `radius2`). Default is 0.0. Added in GDAL 3.6
- **angle:** Angle of search ellipse rotation in degrees (counter clockwise, default 0.0).
- **min\_points:** Minimum number of data points to use. If less amount of points found the grid node considered empty and will be filled with NODATA marker. This is only used if search ellipse is set (both radii are non-zero). Default is 0.
- **max\_points\_per\_quadrant:** Maximum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. When specified, the algorithm will only take into account up to `max_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.
- **min\_points\_per\_quadrant:** Minimum number of data points to use per quadrant. Default is 0. Added in GDAL 3.6. If that number is not reached, the point being interpolated will be set with the NODATA marker. When specified, the algorithm will collect at least `min_points_per_quadrant` points for each of the right-top, left-top, right-bottom and right-top quadrant relative to the point being interpolated.
- **nodata:** NODATA marker to fill empty points (default 0.0).

When `min_points_per_quadrant` or `max_points_per_quadrant` is specified, the search will start with the closest point to the point being interpolated from the first quadrant, then the closest point to the point being interpolated from the second quadrant, etc. up to the 4th quadrant, and will continue with the next closest point in the first quadrant, etc. until `max_points` and/or `max_points_per_quadrant` thresholds are reached.

### 5.1.20.5 Reading comma separated values

Often you have a text file with a list of comma separated XYZ values to work with (so called CSV file). You can easily use that kind of data source in `gdal_grid`. All you need is create a virtual dataset header (VRT) for you CSV file and use it as input datasource for `gdal_grid`. You can find details on VRT format at [VRT – Virtual Format](#) description page.

Here is a small example. Let we have a CSV file called *dem.csv* containing

```
Easting,Northing,Elevation
86943.4,891957,139.13
87124.3,892075,135.01
86962.4,892321,182.04
87077.6,891995,135.01
...
```

For above data we will create *dem.vrt* header with the following content:

```
<OGRVRTDataSource>
  <OGRVRTLayer name="dem">
    <SrcDataSource>dem.csv</SrcDataSource>
    <GeometryType>wkbPoint</GeometryType>
    <GeometryField encoding="PointFromColumns" x="Easting" y="Northing" z="Elevation" />
  </OGRVRTLayer>
</OGRVRTDataSource>
```

This description specifies so called 2.5D geometry with three coordinates X, Y and Z. Z value will be used for interpolation. Now you can use *dem.vrt* with all OGR programs (start with `ogrinfo` to test that everything works fine). The datasource will contain single layer called “*dem*” filled with point features constructed from values in CSV file. Using this technique you can handle CSV files with more than three columns, switch columns, etc.

If your CSV file does not contain column headers then it can be handled in the following way:

```
<GeometryField encoding="PointFromColumns" x="field_1" y="field_2" z="field_3"/>
```

The [Comma Separated Value \(.csv\)](#) description page contains details on CSV format supported by GDAL/OGR.

### 5.1.20.6 C API

This utility is also callable from C with `GDALGrid()`.

### 5.1.20.7 Examples

The following would create raster TIFF file from VRT datasource described in [Reading comma separated values](#) section using the inverse distance to a power method. Values to interpolate will be read from Z value of geometry record.

```
gdal_grid -a invdist:power=2.0:smoothing=1.0 -txe 85000 89000 -tye 894000 890000 -
↳ outsize 400 400 -of GTiff -ot Float64 -l dem dem.vrt dem.tiff
```

The next command does the same thing as the previous one, but reads values to interpolate from the attribute field specified with `-zfield` option instead of geometry record. So in this case X and Y coordinates are being taken from geometry and Z is being taken from the “*Elevation*” field. The `GDAL_NUM_THREADS` is also set to parallelize the computation.

```
gdal_grid -zfield "Elevation" -a invdist:power=2.0:smoothing=1.0 -txe 85000 89000 -tye_
↳894000 890000 -outsize 400 400 -of GTiff -ot Float64 -l dem dem.vrt dem.tiff --config_
↳GDAL_NUM_THREADS ALL_CPUS
```

## 5.1.21 gdal\_proximity.py

### 5.1.21.1 Synopsis

```
gdal_proximity.py <srcfile> <dstfile> [-srcband n] [-dstband n]
                    [-of format] [-co name=value]*
                    [-ot Byte/UInt16/UInt32/Float32/etc]
                    [-values n,n,n] [-distunits PIXEL/GEO]
                    [-maxdist n] [-nodata n] [-use_input_nodata YES/NO]
                    [-fixed-buf-val n]
```

### 5.1.21.2 Description

The **gdal\_proximity.py** script generates a raster proximity map indicating the distance from the center of each pixel to the center of the nearest pixel identified as a target pixel. Target pixels are those in the source raster for which the raster pixel value is in the set of target pixel values.

#### <srcfile>

The source raster file used to identify target pixels.

#### <dstfile>

The destination raster file to which the proximity map will be written. It may be a pre-existing file of the same size as srcfile. If it does not exist it will be created.

#### -srcband <n>

Identifies the band in the source file to use (default is 1).

#### -dstband <n>

Identifies the band in the destination file to use (default is 1).

#### -of <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

#### -co <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

#### -ot <type>

Specify a data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32 (default), or Float64.



**-values** <n>, <n>, <n>

A list of target pixel values in the source image to be considered target pixels. If not specified, all non-zero pixels will be considered target pixels.

**-distunits** PIXEL|GEO

Indicate whether distances generated should be in pixel or georeferenced coordinates (default PIXEL).

**-maxdist** <n>

The maximum distance to be generated. The nodata value will be used for pixels beyond this distance. If a nodata value is not provided, the output band will be queried for its nodata value. If the output band does not have a nodata value, then the value 65535 will be used. Distance is interpreted in pixels unless -distunits GEO is specified.

**-nodata** <n>

Specify a nodata value to use for the destination proximity raster.

**-use\_input\_nodata** YES/NO

Indicate whether nodata pixels in the input raster should be nodata in the output raster (default NO).

**-fixed-buf-val** <n>

Specify a value to be applied to all pixels that are within the -maxdist of target pixels (including the target pixels) instead of a distance value.

## 5.1.22 gdal\_polygonize.py

### 5.1.22.1 Synopsis

```
gdal_polygonize.py [-8] [-nomask] [-mask filename] <raster_file> [-b band]
                  [-q] [-f ogr_format] <out_file> [layer] [fieldname]
```

### 5.1.22.2 Description

This utility creates vector polygons for all connected regions of pixels in the raster sharing a common pixel value. Each polygon is created with an attribute indicating the pixel value of that polygon. A raster mask may also be provided to determine which pixels are eligible for processing.

The utility will create the output vector datasource if it does not already exist, defaulting to GML format.

The utility is based on the `:GDALPolygonize()` function which has additional details on the algorithm.

**-8**

Use 8 connectedness. Default is 4 connectedness.

**-nomask**

Do not use the default validity mask for the input band (such as nodata, or alpha masks).

**-mask** <filename>

Use the first band of the specified file as a validity mask (zero is invalid, non-zero is valid). If not specified, the default validity mask for the input band (such as nodata, or alpha masks) will be used (unless -nomask is specified)

**<raster\_file>**

The source raster file from which polygons are derived.

**-b <band>**

The band on <raster\_file> to build the polygons from. Starting with GDAL 2.2, the value can also be set to “mask”, to indicate that the mask band of the first band must be used (or “mask,band\_number” for the mask of a specified band)

**-f <ogr\_format>**

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GML). Use the short format name

**<out\_file>**

The destination vector file to which the polygons will be written.

**<layer>**

The name of the layer created to hold the polygon features.

**<fieldname>**

The name of the field to create (defaults to “DN”).

**-q**

The script runs in quiet mode. The progress monitor is suppressed and routine messages are not displayed.

## 5.1.23 gdal\_sieve.py

### 5.1.23.1 Synopsis

```
gdal_sieve.py [-q] [-st threshold] [-4] [-8] [-o name=value]
              srcfile [-nomask] [-mask filename] [-of format] [dstfile]
```

### 5.1.23.2 Description

**gdal\_sieve.py** script removes raster polygons smaller than a provided threshold size (in pixels) and replaces them with the pixel value of the largest neighbour polygon. The result can be written back to the existing raster band, or copied into a new file.

The input dataset is read as integer data which means that floating point values are rounded to integers. Re-scaling source data may be necessary in some cases (e.g. 32-bit floating point data with min=0 and max=1).

Additional details on the algorithm are available in the *GDALSieveFilter()* docs.

## 5.1.24 gdal\_fillnodata.py

### 5.1.24.1 Synopsis

```
gdal_fillnodata.py [-q] [-md max_distance] [-si smooth_iterations]
                  [-o name=value] [-b band]
                  srcfile [-nomask] [-mask filename] [-of format] [dstfile]
```

### 5.1.24.2 Description

**gdal\_fillnodata.py** script fills selection regions (usually nodata areas) by interpolating from valid pixels around the edges of the area.

Additional details on the algorithm are available in the *GDALFillNodata()* docs.

**-q**

The script runs in quiet mode. The progress monitor is suppressed and routine messages are not displayed.

**-md** max\_distance

The maximum distance (in pixels) that the algorithm will search out for values to interpolate. The default is 100 pixels.

**-si** smooth\_iterations

The number of 3x3 average filter smoothing iterations to run after the interpolation to dampen artifacts. The default is zero smoothing iterations.

**-o** name=value

Specify a special argument to the algorithm. Currently none are supported.

**-b** band

The band to operate on, by default the first band is operated on.

**srcfile**

The source raster file used to identify target pixels. Only one band is used.

**-mask** filename

Use the first band of the specified file as a validity mask (zero is invalid, non-zero is valid).

**dstfile**

The new file to create with the interpolated result. If not provided, the source band is updated in place.

**-of** format

Select the output format. The default is *GTiff* – *GeoTIFF File Format*. Use the short format name.

## 5.1.25 gdallocationinfo

### 5.1.25.1 Synopsis

```
Usage: gdallocationinfo [--help-general] [-xml] [-lifonly] [-valonly]
                        [-b band]* [-overview overview_level]
                        [-l_srs srs_def] [-geoloc] [-wgs84]
                        [-oo NAME=VALUE]* srcfile [x y]
```

### 5.1.25.2 Description

The **gdallocationinfo** utility provide a mechanism to query information about a pixel given its location in one of a variety of coordinate systems. Several reporting options are provided.

**-xml**

The output report will be XML formatted for convenient post processing.

**-lifonly**

The only output is filenames production from the LocationInfo request against the database (i.e. for identifying impacted file from VRT).

**-valonly**

The only output is the pixel values of the selected pixel on each of the selected bands.

**-b <band>**

Selects a band to query. Multiple bands can be listed. By default all bands are queried.

**-overview <overview\_level>**

Query the (overview\_level)th overview (overview\_level=1 is the 1st overview), instead of the base band. Note that the x,y location (if the coordinate system is pixel/line) must still be given with respect to the base band.

**-l\_srs <srs\_def>**

The coordinate system of the input x, y location.

**-geoloc**

Indicates input x,y points are in the georeferencing system of the image.

**-wgs84**

Indicates input x,y points are WGS84 long, lat.

**-oo NAME=VALUE**

Dataset open option (format specific)

**<srcfile>**

The source GDAL raster datasource name.

**<x>**

X location of target pixel. By default the coordinate system is pixel/line unless -l\_srs, -wgs84 or -geoloc supplied.

**<y>**

Y location of target pixel. By default the coordinate system is pixel/line unless -l\_srs, -wgs84 or -geoloc supplied.

This utility is intended to provide a variety of information about a pixel. Currently it reports:

- The location of the pixel in pixel/line space.
- The result of a LocationInfo metadata query against the datasource. This is implement for VRT files which will report the file(s) used to satisfy requests for that pixel, and by the *MBTiles* driver
- The raster pixel value of that pixel for all or a subset of the bands.
- The unscaled pixel value if a Scale and/or Offset apply to the band.

The pixel selected is requested by x/y coordinate on the command line, or read from stdin. More than one coordinate pair can be supplied when reading coordinates from stdin. By default pixel/line coordinates are expected. However with use of the *-geoloc*, *-wgs84*, or *-l\_srs* switches it is possible to specify the location in other coordinate systems.

The default report is in a human readable text format. It is possible to instead request xml output with the -xml switch.

For scripting purposes, the -valonly and -lifonly switches are provided to restrict output to the actual pixel values, or the LocationInfo files identified for the pixel.

It is anticipated that additional reporting capabilities will be added to gdallocationinfo in the future.

### 5.1.25.3 Examples

Simple example reporting on pixel (256,256) on the file utm.tif.

```
$ gdallocationinfo utm.tif 256 256
Report:
Location: (256P,256L)
Band 1:
  Value: 115
```

Query a VRT file providing the location in WGS84, and getting the result in xml.

```
$ gdallocationinfo -xml -wgs84 utm.vrt -117.5 33.75
<Report pixel="217" line="282">
  <BandReport band="1">
    <LocationInfo>
      <File>utm.tif</File>
    </LocationInfo>
    <Value>16</Value>
  </BandReport>
</Report>
```

Reading location from stdin.

```
$ cat coordinates.txt
443020 3748359
441197 3749005
443852 3747743

$ cat coordinates.txt | gdallocationinfo -geoloc utmsmall.tif
Report:
  Location: (38P,49L)
  Band 1:
    Value: 214
Report:
  Location: (7P,38L)
  Band 1:
    Value: 107
Report:
  Location: (52P,59L)
  Band 1:
    Value: 148
```

## 5.1.26 gdalsrsinfo

### 5.1.26.1 Synopsis

```
Usage: gdalsrsinfo [--single-line] [-V] [-e] [-o <out_type>] <srs_def>
```

### 5.1.26.2 Description

The **gdalsrsinfo** utility reports information about a given SRS from one of the following:

- The filename of a dataset supported by GDAL/OGR which contains SRS information
- Any of the usual GDAL/OGR forms (complete WKT, PROJ.4, EPSG:n or a file containing the SRS)

**--single-line**

Print WKT on single line

**-v**

Validate SRS

**-e**

Search for EPSG number(s) corresponding to SRS

**-o <out\_type>**

Output types:

- **default**: proj4 and wkt (default option)
- **all**: all options available
- **wkt\_all**: all wkt options available
- **PROJJSON**: PROJJSON string (GDAL >= 3.1 and PROJ >= 6.2)
- **proj4**: PROJ.4 string
- **wkt1**: OGC WKT format (full)
- **wkt\_simple**: OGC WKT 1 (simplified)
- **wkt\_noct**: OGC WKT 1 (without OGC CT params)
- **wkt\_esri**: ESRI WKT format
- **wkt**: Latest WKT version supported, currently wkt2\_2019
- **wkt2**: Latest WKT2 version supported, currently wkt2\_2019
- **wkt2\_2015**: OGC WKT2:2015
- **wkt2\_2019**: OGC WKT2:2019 (for GDAL < 3.6, use wkt2\_2018)
- **mapinfo**: Mapinfo style CoordSys format
- **xml**: XML format (GML based)

**<srs\_def>**

may be the filename of a dataset supported by GDAL/OGR from which to extract SRS information OR any of the usual GDAL/OGR forms (complete WKT, PROJ.4, EPSG:n or a file containing the SRS)

### 5.1.26.3 Example

```
$ gdalsrsinfo EPSG:4326
```

```
PROJ.4 : +proj=longlat +datum=WGS84 +no_defs
```

```
OGC WKT :
```

```
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    AUTHORITY["EPSG","6326"]],
  PRIMEM["Greenwich",0,
    AUTHORITY["EPSG","8901"]],
  UNIT["degree",0.0174532925199433,
    AUTHORITY["EPSG","9122"]],
  AUTHORITY["EPSG","4326"]]
```

```
$ gdalsrsinfo -o proj4 osr/data/lcc_esri.prj
```

```
'+proj=lcc +lat_1=34.3333333333334 +lat_2=36.1666666666666 +lat_0=33.75 +lon_0=-79 +x_
0=609601.22 +y_0=0 +datum=NAD83 +units=m +no_defs '
\endverbatim
```

```
$ gdalsrsinfo -o proj4 landsat.tif
```

```
PROJ.4 : '+proj=utm +zone=19 +south +datum=WGS84 +units=m +no_defs '
```

```
$ gdalsrsinfo -o wkt "EPSG:32722"
```

```
PROJCRS["WGS 84 / UTM zone 22S",
  BASEGEOGCRS["WGS 84",
    DATUM["World Geodetic System 1984",
      ELLIPSOID["WGS 84",6378137,298.257223563,
        LENGTHUNIT["metre",1]],
      PRIMEM["Greenwich",0,
        ANGLEUNIT["degree",0.0174532925199433]]],
    CONVERSION["UTM zone 22S",
      METHOD["Transverse Mercator",
        ID["EPSG",9807]],
      PARAMETER["Latitude of natural origin",0,
        ANGLEUNIT["degree",0.0174532925199433],
        ID["EPSG",8801]],
      PARAMETER["Longitude of natural origin",-51,
        ANGLEUNIT["degree",0.0174532925199433],
        ID["EPSG",8802]],
      PARAMETER["Scale factor at natural origin",0.9996,
        SCALEUNIT["unity",1],
        ID["EPSG",8805]],
      PARAMETER["False easting",500000,
        LENGTHUNIT["metre",1],
        ID["EPSG",8806]],
      PARAMETER["False northing",10000000,
        LENGTHUNIT["metre",1],
```

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```

        ID["EPSG",8807]]],
    CS[Cartesian,2],
        AXIS["(E)",east,
            ORDER[1],
            LENGTHUNIT["metre",1]],
        AXIS["(N)",north,
            ORDER[2],
            LENGTHUNIT["metre",1]],
    USAGE[
        SCOPE["unknown"],
        AREA["World - S hemisphere - 54°W to 48°W - by country"],
        BBOX[-80,-54,0,-48]],
    ID["EPSG",32722]]

```

```

$ gdalsrsinfo -o wkt_all "EPSG:4322"
OGC WKT 1:
GEOGCS["WGS 72",
    DATUM["World_Geodetic_System_1972",
        SPHEROID["WGS 72",6378135,298.26,
            AUTHORITY["EPSG","7043"]],
        TOWGS84[0,0,4.5,0,0,0.554,0.2263],
        AUTHORITY["EPSG","6322"]],
    PRIMEM["Greenwich",0,
        AUTHORITY["EPSG","8901"]],
    UNIT["degree",0.0174532925199433,
        AUTHORITY["EPSG","9122"]],
    AXIS["Latitude",NORTH],
    AXIS["Longitude",EAST],
    AUTHORITY["EPSG","4322"]]

OGC WKT2:2015 :
BOUNDCRS[
    SOURCECRS[
        GEODCRS["WGS 72",
            DATUM["World Geodetic System 1972",
                ELLIPSOID["WGS 72",6378135,298.26,
                    LENGTHUNIT["metre",1]]],
            PRIMEM["Greenwich",0,
                ANGLEUNIT["degree",0.0174532925199433]],
            CS[ellipsoidal,2],
                AXIS["geodetic latitude (Lat)",north,
                    ORDER[1],
                    ANGLEUNIT["degree",0.0174532925199433]],
                AXIS["geodetic longitude (Lon)",east,
                    ORDER[2],
                    ANGLEUNIT["degree",0.0174532925199433]],
            AREA["World"],
            BBOX[-90,-180,90,180],
            ID["EPSG",4322]]],
    TARGETCRS[
        GEODCRS["WGS 84",
            DATUM["World Geodetic System 1984",

```

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```

        ELLIPSOID["WGS 84",6378137,298.257223563,
            LENGTHUNIT["metre",1]]],
    PRIMEM["Greenwich",0,
        ANGLEUNIT["degree",0.0174532925199433]],
    CS[ellipsoidal,2],
        AXIS["latitude",north,
            ORDER[1],
            ANGLEUNIT["degree",0.0174532925199433]],
        AXIS["longitude",east,
            ORDER[2],
            ANGLEUNIT["degree",0.0174532925199433]],
    ID["EPSG",4326]]],
ABRIDGEDTRANSFORMATION["WGS 72 to WGS 84 (1)",
    METHOD["Position Vector transformation (geog2D domain)",
        ID["EPSG",9606]],
    PARAMETER["X-axis translation",0,
        ID["EPSG",8605]],
    PARAMETER["Y-axis translation",0,
        ID["EPSG",8606]],
    PARAMETER["Z-axis translation",4.5,
        ID["EPSG",8607]],
    PARAMETER["X-axis rotation",0,
        ID["EPSG",8608]],
    PARAMETER["Y-axis rotation",0,
        ID["EPSG",8609]],
    PARAMETER["Z-axis rotation",0.554,
        ID["EPSG",8610]],
    PARAMETER["Scale difference",1.0000002263,
        ID["EPSG",8611]],
    AREA["World"],
    BBOX[-90,-180,90,180],
    ID["EPSG",1237]]]

```

OGC WKT2:2019 :

BOUND CRS[

SOURCE CRS[

```

    GEOGCRS["WGS 72",
        DATUM["World Geodetic System 1972",
            ELLIPSOID["WGS 72",6378135,298.26,
                LENGTHUNIT["metre",1]]],
        PRIMEM["Greenwich",0,
            ANGLEUNIT["degree",0.0174532925199433]],
        CS[ellipsoidal,2],
            AXIS["geodetic latitude (Lat)",north,
                ORDER[1],
                ANGLEUNIT["degree",0.0174532925199433]],
            AXIS["geodetic longitude (Lon)",east,
                ORDER[2],
                ANGLEUNIT["degree",0.0174532925199433]],
        USAGE[
            SCOPE["unknown"],
            AREA["World"],

```

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```

        BBOX[-90,-180,90,180]],
        ID["EPSG",4322]]],
TARGETCRS[
    GEOGCRS["WGS 84",
        DATUM["World Geodetic System 1984",
            ELLIPSOID["WGS 84",6378137,298.257223563,
                LENGTHUNIT["metre",1]]],
        PRIMEM["Greenwich",0,
            ANGLEUNIT["degree",0.0174532925199433]],
        CS[ellipsoidal,2],
        AXIS["latitude",north,
            ORDER[1],
            ANGLEUNIT["degree",0.0174532925199433]],
        AXIS["longitude",east,
            ORDER[2],
            ANGLEUNIT["degree",0.0174532925199433]],
        ID["EPSG",4326]]],
ABRIDGEDTRANSFORMATION["WGS 72 to WGS 84 (1)",
    METHOD["Position Vector transformation (geog2D domain)",
        ID["EPSG",9606]],
    PARAMETER["X-axis translation",0,
        ID["EPSG",8605]],
    PARAMETER["Y-axis translation",0,
        ID["EPSG",8606]],
    PARAMETER["Z-axis translation",4.5,
        ID["EPSG",8607]],
    PARAMETER["X-axis rotation",0,
        ID["EPSG",8608]],
    PARAMETER["Y-axis rotation",0,
        ID["EPSG",8609]],
    PARAMETER["Z-axis rotation",0.554,
        ID["EPSG",8610]],
    PARAMETER["Scale difference",1.00000002263,
        ID["EPSG",8611]],
    USAGE[
        SCOPE["unknown"],
        AREA["World"],
        BBOX[-90,-180,90,180]],
    ID["EPSG",1237]]]

OGC WKT 1 (simple) :
GEOGCS["WGS 72",
    DATUM["World_Geodetic_System_1972",
        SPHEROID["WGS 72",6378135,298.26],
        TOWGS84[0,0,4.5,0,0,0.554,0.2263]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433]]

OGC WKT 1 (no CT) :
GEOGCS["WGS 72",
    DATUM["World_Geodetic_System_1972",
        SPHEROID["WGS 72",6378135,298.26]],

```

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```

PRIMEM["Greenwich",0],
UNIT["degree",0.0174532925199433]]

ESRI WKT :
GEOGCS["GCS_WGS_1972",
  DATUM["D_WGS_1972",
    SPHEROID["WGS_1972",6378135.0,298.26]],
  PRIMEM["Greenwich",0.0],
  UNIT["Degree",0.0174532925199433]]

```

## 5.1.27 gdalmove.py

### 5.1.27.1 Synopsis

```

gdalmove.py [-s_srs <srs_defn>] -t_srs <srs_defn>
            [-et <max_pixel_err>] <target_file>

```

### 5.1.27.2 Description

The **gdalmove.py** script transforms the bounds of a raster file from one coordinate system to another, and then updates the coordinate system and geotransform of the file. This is done without altering pixel values at all. It is loosely similar to using **gdalwarp** to transform an image but avoiding the resampling step in order to avoid image damage. It is generally only suitable for transformations that are effectively linear in the area of the file.

If no error threshold value (**-et**) is provided then the file is not actually updated, but the errors that would be incurred are reported. If **-et** is provided then the file is only modified if the apparent error being introduced is less than the indicated threshold (in pixels).

Currently the transformed geotransform is computed based on the transformation of the top left, top right, and bottom left corners. A reduced overall error could be produced using a least squares fit of at least all four corner points.

**-s\_srs <srs\_defn>**

Override the coordinate system of the file with the indicated coordinate system definition. Optional. If not provided the source coordinate system is read from the source file.

**-t\_srs <srs\_defn>**

Defines the target coordinate system. This coordinate system will be written to the file after an update.

**-et <max\_pixel\_err>**

The error threshold (in pixels) beyond which the file will not be updated. If not provided no update will be applied to the file, but errors will be reported.

**<target\_file>**

The file to be operated on. To update this must be a file format that supports in place updates of the geotransform and SRS.

## 5.1.28 gdal\_edit.py

### 5.1.28.1 Synopsis

```
gdal_edit [--help-general] [-ro] [-a_srs srs_def]
          [-a_ullr ulx uly lrx lry] [-a_ulurll ulx uly urx ury llx lly]
          [-tr xres yres] [-unsetgt] [-unsetrpc] [-a_nodata value] [-unsetnodata]
          [-unsetstats] [-stats] [-approx_stats]
          [-setstats min max mean stddev]
          [-scale value] [-offset value] [-units value]
          [-colorinterp_X red|green|blue|alpha|gray|undefined]*
          [-gcp pixel line easting northing [elevation]]*
          [-unsetmd] [-oo NAME=VALUE]* [-mo "META-TAG=VALUE"]* datasetname
```

### 5.1.28.2 Description

The **gdal\_edit.py** script can be used to edit in place various information of an existing GDAL dataset (projection, geotransform, nodata, metadata).

It works only with raster formats that support update access to existing datasets.

**Caution:** Depending on the format, older values of the updated information might still be found in the file in a “ghost” state, even if no longer accessible through the GDAL API. This is for example the case of the *GTiff – GeoTIFF File Format* format (this is not a exhaustive list).

#### --help-general

Gives a brief usage message for the generic GDAL commandline options and exit.

#### -ro

Open the dataset in read-only. Might be useful for drivers refusing to use the dataset in update-mode. In which case, updated information will go into PAM `.aux.xml` files.

#### -a\_srs <srs\_def>

Defines the target coordinate system. This coordinate system will be written to the dataset. If the empty string or None is specified, then the existing coordinate system will be removed (for TIFF/GeoTIFF, might not be well supported besides that).

#### -a\_ullr ulx uly lrx lry:

Assign/override the georeferenced bounds of the dataset.

#### -a\_ulurll ulx uly urx ury llx lly:

Assign/override the georeferenced bounds of the dataset from three points: upper-left, upper-right and lower-left. Unlike *-a\_ullr*, this also supports rotated datasets (edges not parallel to coordinate system axes).

New in version 3.1.

#### -tr <xres> <yres>

Set target resolution. The values must be expressed in georeferenced units. Both must be positive values.

#### -unsetgt

Remove the georeference information.

**-unsetrpc**

Remove RPC information.

New in version 2.4.

**-unsetstats**

Remove band statistics information.

New in version 2.0.

**-stats**

Calculate and store band statistics.

New in version 2.0.

**-setstats min max mean stddev**

Store user-defined values for band statistics (minimum, maximum, mean and standard deviation). If any of the values is set to None, the real statistics are calculated from the file and the ones set to None are used from the real statistics.

New in version 2.4.

**-approx\_stats**

Calculate and store approximate band statistics.

New in version 2.0.

**-a\_nodata <value>**

Assign a specified nodata value to output bands.

**-unsetnodata**

Remove existing nodata values.

New in version 2.1.

**-scale <value>**

Assign a specified scale value to output bands. If a single scale value is provided it will be set for all bands. Alternatively one scale value per band can be provided, in which case the number of scale values must match the number of bands. If no scale is needed, it is recommended to set the value to 1. Scale and Offset are generally used together. For example, scale and offset might be used to store elevations in a unsigned 16bit integer file with a precision of 0.1, and starting from -100. True values would be calculated as:  $\text{true\_value} = (\text{pixel\_value} * \text{scale}) + \text{offset}$

---

**Note:** These values can be applied using -unscale during a **gdal\_translate** run.

---

New in version 2.2.

**-offset <value>**

Assign a specified offset value to output bands. If a single offset value is provided it will be set for all bands. Alternatively one offset value per band can be provided, in which case the number of offset values must match the number of bands. If no offset is needed, it is recommended to set the value to 0. For more see scale.

New in version 2.2.

**-units <value>**

Assign a unit to output band(s).

New in version 3.1.

**-colorinterp\_X** red|green|blue|alpha|gray|undefined

Change the color interpretation of band X (where X is a valid band number, starting at 1).

New in version 2.3.

**-gcp** pixel line easting northing [elevation]

Add the indicated ground control point to the dataset. This option may be provided multiple times to provide a set of GCPs.

**-unsetmd**

Remove existing metadata (in the default metadata domain). Can be combined with *-mo*.

New in version 2.0.

**-mo** META-TAG=VALUE

Passes a metadata key and value to set on the output dataset if possible. This metadata is added to the existing metadata items, unless *-unsetmd* is also specified.

**-oo** NAME=VALUE

Open option (format specific).

New in version 2.0.

The *-a\_ullr*, *-a\_ulurll*, *-tr* and *-unsetgt* options are exclusive.

The *-unsetstats* and either *-stats* or *-approx\_stats* options are exclusive.

### 5.1.28.3 Example

```
gdal_edit -mo DATUM=WGS84 -mo PROJ=GEODETIC -a_ullr 7 47 8 46 test.ecw
```

```
gdal_edit -scale 1e3 1e4 -offset 0 10 twoBand.tif
```

## 5.1.29 gdal\_calc.py

### 5.1.29.1 Synopsis

```
gdal_calc.py --calc=expression --outfile=out_filename [-A filename]
               [--A_band=n] [-B...-Z filename] [other_options]
```

## DESCRIPTION

Command line raster calculator with numpy syntax. Use any basic arithmetic supported by numpy arrays such as +, -, \*, and \ along with logical operators such as >. Note that all files must have the same dimensions (unless extent option is used), but no projection checking is performed (unless projectionCheck option is used).

**--help**

Show this help message and exit

**-h**

The same as *--help*.

**--calc=expression**

Calculation in numpy syntax using +, -, /, \*, or any numpy array functions (i.e. `log10()`). Multiple `--calc` options can be listed to produce a multiband file (GDAL >= 3.2).

**-A <filename>**

Input gdal raster file, you can use any letter (a-z, A-Z). (lower case supported since GDAL 3.3)

A letter may be repeated, or several values (separated by space) can be provided (GDAL >= 3.3). Since GDAL 3.5, wildcard exceptions (using `?`, `*`) are supported for all shells/platforms. The effect will be to create a 3-dim numpy array. In such a case, the calculation formula must use this input as a 3-dim array and must return a 2D array (see examples below). In case the calculation does not return a 2D array an error would be generated.

**--A\_band=<n>**

Number of raster band for file A (default 1).

**--outfile=<filename>**

Output file to generate or fill.

**--NoDataValue=<value>**

Output NoDataValue (default datatype specific value). To indicate not setting a NoDataValue use `-NoDataValue=None` (GDAL >= 3.3)

---

**Note:** Using the Python API: `None` value will indicate default datatype specific value. `'none'` value will indicate not setting a NoDataValue.

---

**--hideNoData**

New in version 3.3.

Ignores the input bands NoDataValue. By default, the input bands NoDataValue are not participating in the calculation. By setting this setting - no special treatment will be performed on the input NoDataValue. and they will be participating in the calculation as any other value. The output will not have a set NoDataValue, unless you explicitly specified a specific value by setting `-NoDataValue=<value>`.

**--type=<datatype>**

Output datatype, must be one of [Byte, UInt16, Int16, UInt32, Int32, UInt64, Int64, Float64, Float32, CInt16, CInt32, CFloat64, CFloat32].

---

**Note:** Despite the datatype set using `--type`, when doing intermediate arithmetic operations using operands of the same type, the operation result will honor the original datatype. This may lead into unexpected results in the final result.

---



---

**Note:** UInt64, Int64, CInt16, CInt32, CFloat32, CFloat64 have been added in GDAL 3.5.3

---

**--format=<gdal\_format>**

GDAL format for output file.

**--color-table=<filename>**

Allows specifying a filename of a color table (or a ColorTable object) (with Palette Index interpretation) to be used for the output raster. Supported formats: txt (i.e. like `gdaldem`, but color names are not supported), qir, qml (i.e. exported from QGIS)

**--extent=<option>**

New in version 3.3.

This option determines how to handle rasters with different extents. This option is mutually exclusive with the *projwin* option, which is used for providing a custom extent.

For all the options below the pixel size (resolution) and SRS (Spatial Reference System) of all the input rasters must be the same.

**ignore** (default) - only the dimensions of the rasters are compared. if the dimensions do not agree the operation will fail.

**fail** - the dimensions and the extent (bounds) of the rasters must agree, otherwise the operation will fail.

**union** - the extent (bounds) of the output will be the minimal rectangle that contains all the input extents.

**intersect** - the extent (bounds) of the output will be the maximal rectangle that is contained in all the input extents.

**--projwin <ulx> <uly> <lr> <lry>**

New in version 3.3.

This option provides a custom extent for the output, it is mutually exclusive with the *extent* option.

**--projectionCheck**

New in version 3.3.

By default, no projection checking will be performed. By setting this option, if the projection is not the same for all bands then the operation will fail.

**--creation-option=<option>**

Passes a creation option to the output format driver. Multiple options may be listed. See format specific documentation for legal creation options for each format.

**--co=<option>**

The same as *creation-option*.

**--allBands=[a-z, A-Z]**

Process all bands of given raster (a-z, A-Z). Requires a single calc for all bands.

**--overwrite**

Overwrite output file if it already exists. Overwriting must be understood here as deleting and recreating the file from scratch. Note that if this option is *not* specified and the output file already exists, it will be updated in place.

**--debug**

Print debugging information.

**--quiet**

Suppress progress messages.



### 5.1.29.2 Python options

New in version 3.3.

The following options are available by using function the python interface of `gdal_calc`. They are not available using the command prompt.

#### **user\_namespace**

A dictionary of custom functions or other names to be available for use in the Calc expression.

#### **return\_ds**

If enabled, the output dataset would be returned from the function and not closed.

#### **color\_table**

Allows specifying a `ColorTable` object (with `Palette Index` interpretation) to be used for the output raster.

### 5.1.29.3 Example

Add two files together:

```
gdal_calc.py -A input1.tif -B input2.tif --outfile=result.tif --calc="A+B"
```

Average of two layers:

```
gdal_calc.py -A input1.tif -B input2.tif --outfile=result.tif --calc="(A+B)/2"
```

**Note:** In the previous example, beware that if A and B inputs are of the same datatype, for example integers, you may need to force the conversion of one of the operands before the division operation.

```
gdal_calc.py -A input1.tif -B input2.tif --outfile=result.tif --calc="(A.astype(numpy.
↪ float64) + B) / 2"
```

Add three files together (two options with the same result):

```
gdal_calc.py -A input1.tif -B input2.tif -C input3.tif --outfile=result.tif --calc="A+B+C
↪ "
```

New in version 3.3.

```
gdal_calc.py -A input1.tif -A input2.tif -A input3.tif --outfile=result.tif --calc=
↪ "numpy.sum(A,axis=0)".
```

Average of three layers (two options with the same result):

```
gdal_calc.py -A input1.tif -B input2.tif -C input3.tif --outfile=result.tif --calc=
↪ "(A+B+C)/3"
```

New in version 3.3.

```
gdal_calc.py -A input1.tif input2.tif input3.tif --outfile=result.tif --calc="numpy.
↪ average(a,axis=0)".
```

Maximum of three layers (two options with the same result):

```
gdal_calc.py -A input1.tif -B input2.tif -C input3.tif --outfile=result.tif --calc=
↳ "numpy.max((A,B,C),axis=0)"
```

New in version 3.3.

```
gdal_calc.py -A input1.tif input2.tif input3.tif --outfile=result.tif --calc="numpy.
↳ max(A,axis=0)"
```

Set values of zero and below to null:

```
gdal_calc.py -A input.tif --outfile=result.tif --calc="A*(A>0)" --NoDataValue=0
```

Using logical operator to keep a range of values from input:

```
gdal_calc.py -A input.tif --outfile=result.tif --calc="A*logical_and(A>100,A<150)"
```

Work with multiple bands:

```
gdal_calc.py -A input.tif --A_band=1 -B input.tif --B_band=2 --outfile=result.tif --calc=
↳ "(A+B)/2" --calc="B*logical_and(A>100,A<150)"
```

## 5.1.30 gdal\_pansharpen.py

### 5.1.30.1 Synopsis

```
gdal_pansharpen [--help-general] pan_dataset {spectral_dataset[,band=num]}+ out_dataset
                [-of format] [-b band]* [-w weight_val]*
                [-r {nearest,bilinear,cubic,cubicspline,lanczos,average}]
                [-threads {ALL_CPUS|number}] [-bitdepth val] [-nodata val]
                [-spat_adjust {union,intersection,none,nonewithoutwarning}]
                [-co NAME=VALUE]* [-q]
```

### 5.1.30.2 Description

The **gdal\_pansharpen.py** script performs a pan-sharpening operation. It can create a “classic” output dataset (such as GeoTIFF), or a VRT dataset describing the pan-sharpening operation.

More details can be found in the *Pansharpened VRT* section.

**-of** <format>:

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name. VRT can also be used.

**-b** <band>

Select band *band* from the input spectral bands for output. Bands are numbered from 1 in the order spectral bands are specified. Multiple **-b** switches may be used. When no **-b** switch is used, all input spectral bands are set for output.

**-w** <weight\_val>

Specify a weight for the computation of the pseudo panchromatic value. There must be as many **-w** switches as input spectral bands.

**-r** {nearest,bilinear,cubic (default),cubicspline,lanczos,average}

Select a resampling algorithm.

**-threads** {ALL\_CPUS,number}

Specify number of threads to use to do the resampling and pan-sharpening itself. Can be an integer number or ALL\_CPUS.

**-bitdepth** <val>

Specify the bit depth of the panchromatic and spectral bands (e.g. 12). If not specified, the NBITS metadata item from the panchromatic band will be used if it exists.

**-nodata** <val>

Specify nodata value for bands. Used for the resampling and pan-sharpening computation itself. If not set, deduced from the input bands, provided they have a consistent setting.

**-spat\_adjust** {union(default),intersection,none,nonewithoutwarning}

Select behavior when bands have not the same extent. See *SpatialExtentAdjustment* documentation in *Pansharpened VRT*

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-q**

Suppress progress monitor and other non-error output.

**<pan\_dataset>**

Dataset with panchromatic band (first band will be used).

**<spectral\_dataset>[,band=num]**

Dataset with one or several spectral bands. If the band option is not specified, all bands of the datasets are taken into account. Otherwise, only the specified (num)th band. The same dataset can be repeated several times.

**<out\_dataset>**

Output dataset

Bands should be in the same projection.

### 5.1.30.3 Example

With spectral bands in a single dataset :

```
gdal_pansharpen.py panchro.tif multispectral.tif pansharpened_out.tif
```

With a few spectral bands from a single dataset, reordered :

```
gdal_pansharpen.py panchro.tif multispectral.tif,band=3 multispectral.tif,band=2↵
↵multispectral.tif,band=1 pansharpened_out.tif
```

With spectral bands in several datasets :

```
gdal_pansharpen.py panchro.tif band1.tif band2.tif band3.tif pansharpened_out.tif
```

Specify weights:

```
gdal_pansharpen.py -w 0.7 -w 0.2 -w 0.1 panchro.tif multispectral.tif pansharpened_out.  
↪tif
```

Specify RGB bands from a RGBNir multispectral dataset while computing the pseudo panchromatic intensity on the 4 RGBNir bands:

```
gdal_pansharpen.py -b 1 -b 2 -b 3 panchro.tif rgbnir.tif pansharpened_out.tif
```

## 5.1.31 gdal-config (Unix)

Determines various information about a GDAL installation.

### 5.1.31.1 Synopsis

```
gdal-config [OPTIONS]  
Options:  
    [--prefix[=DIR]]  
    [--libs]  
    [--cflags]  
    [--version]  
    [--ogr-enabled]  
    [--formats]
```

### 5.1.31.2 Description

This utility script (available on Unix systems) can be used to determine various information about a GDAL installation. It is normally just used by configure scripts for applications using GDAL but can be queried by an end user.

#### **--prefix**

the top level directory for the GDAL installation.

#### **--libs**

The libraries and link directives required to use GDAL.

#### **--cflags**

The include and macro definition required to compiled modules using GDAL.

#### **--version**

Reports the GDAL version.

#### **--ogr-enabled**

Reports “yes” or “no” to standard output depending on whether OGR is built into GDAL.

#### **--formats**

Reports which formats are configured into GDAL to stdout.

## 5.1.32 gdalmanage

### 5.1.32.1 Synopsis

```
Usage: gdalmanage mode [-r] [-u] [-f format]
        datasetname [newdatasetname]
```

### 5.1.32.2 Description

The **gdalmanage** program can perform various operations on raster data files, depending on the chosen *mode*. This includes identifying raster data types and deleting, renaming or copying the files.

#### <mode>

Mode of operation

#### **identify <datasetname>:**

List data format of file.

#### **copy <datasetname> <newdatasetname>:**

Create a copy of the raster file with a new name.

#### **rename <datasetname> <newdatasetname>:**

Change the name of the raster file.

#### **delete <datasetname>:**

Delete raster file.

#### **-r**

Recursively scan files/folders for raster files.

#### **-u**

Report failures if file type is unidentified.

#### **-f <format>**

Specify format of raster file if unknown by the application. Uses short data format name (e.g. *GTiff*).

#### **<datasetname>**

Raster file to operate on.

#### **<newdatasetname>**

For copy and rename modes, you provide a *source* filename and a *target* filename, just like copy and move commands in an operating system.

### 5.1.32.3 Examples

#### Using identify mode

Report the data format of the raster file by using the *identify* mode and specifying a data file name:

```
$ gdalmanage identify NE1_50M_SR_W.tif
NE1_50M_SR_W.tif: GTiff
```

Recursive mode will scan subfolders and report the data format:

```
$ gdalmanage identify -r 50m_raster/

NE1_50M_SR_W/ne1_50m.jpg: JPEG
NE1_50M_SR_W/ne1_50m.png: PNG
NE1_50M_SR_W/ne1_50m_20pct.tif: GTiff
NE1_50M_SR_W/ne1_50m_band1.tif: GTiff
NE1_50M_SR_W/ne1_50m_print.png: PNG
NE1_50M_SR_W/NE1_50M_SR_W.aux: HFA
NE1_50M_SR_W/NE1_50M_SR_W.tif: GTiff
NE1_50M_SR_W/ne1_50m_sub.tif: GTiff
NE1_50M_SR_W/ne1_50m_sub2.tif: GTiff
```

### Using copy mode

Copy the raster data:

```
$ gdalmanage copy NE1_50M_SR_W.tif ne1_copy.tif
```

### Using rename mode

Rename raster data:

```
$ gdalmanage rename NE1_50M_SR_W.tif ne1_rename.tif
```

### Using delete mode

Delete the raster data:

```
gdalmanage delete NE1_50M_SR_W.tif
```

## 5.1.33 gdalcompare.py

### 5.1.33.1 Synopsis

```
gdalcompare.py [-sds] golden_file new_file
```

### 5.1.33.2 Description

The **gdalcompare.py** script compares two GDAL supported datasets and reports the differences. In addition to reporting differences to the standard output the script will also return the difference count in its exit value.

Image pixels, and various metadata are checked. There is also a byte by byte comparison done which will count as one difference. So if it is only important that the GDAL visible data is identical a difference count of 1 (the binary difference) should be considered acceptable.

**-sds**

If this flag is passed the script will compare all subdatasets that are part of the dataset, otherwise subdatasets are ignored.

**<golden\_file>**

The file that is considered correct, referred to as the golden file.

**<new\_file>**

The file being compared to the golden file, referred to as the new file.

Note that the **gdalcompare.py** script (like all the other scripts) can also be called as a library from python code: *from osgeo\_utils import gdalcompare*. The primary entry point is *gdalcompare.compare()* which takes a golden *gdal.Dataset* and a new *gdal.Dataset* as arguments and returns a difference count (excluding the binary comparison). The *gdalcompare.compare\_sds()* entry point can be used to compare subdatasets.

## 5.1.34 gdal\_viewshed

### 5.1.34.1 Synopsis

```
gdal_viewshed [-b <band>]
               [-a_nodata <value>] [-f <formatname>]
               [-oz <observer_height>] [-tz <target_height>] [-md <max_distance>]
               -ox <observer_x> -oy <observer_y>
               [-vv <visibility>] [-iv <invisibility>]
               [-ov <out_of_range>] [-cc <curvature_coef>]
               [[-co NAME=VALUE] ...]
               [-q] [-om <output mode>]
               <src_filename> <dst_filename>
```

### 5.1.34.2 Description

By default the **gdal\_viewshed** generates a binary visibility raster from one band of the input raster elevation model (DEM). The output raster will be of type Byte. With the -mode flag can also return a minimum visible height raster of type Float64.

**Note:** The algorithm as implemented currently will only output meaningful results if the georeferencing is in a projected coordinate reference system.

**-co <NAME=VALUE>**

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-b <band>**

Select an input band **band** containing the DEM data. Bands are numbered from 1. Only a single band can be used. Only the part of the raster within the specified maximum distance around the observer point is processed.

**-a\_nodata** <value>

The value to be set for the cells in the output raster that have no data.

---

**Note:** Currently, no special processing of input cells at a nodata value is done (which may result in erroneous results).

---

**-ox** <value>

The X position of the observer (in SRS units).

**-oy** <value>

The Y position of the observer (in SRS units).

**-oz** <value>

The height of the observer above the DEM surface in the height unit of the DEM. Default: 2

**-tz** <value>

The height of the target above the DEM surface in the height unit of the DEM. Default: 0

**-md** <value>

Maximum distance from observer to compute visibility. It is also used to clamp the extent of the output raster.

**-cc** <value>

Coefficient to consider the effect of the curvature and refraction. When calculating visibility between two points (i.e. Line Of Sight or Viewshed), The magnitude of this effect varies with atmospheric conditions and depends on the wavelength.

Different applications for calculating visibility use different interchangeable notation to describe this phenomena: Refraction Coefficient, Curvature Coefficient, and Sphere Diameter Factor. `gdal_viewshed` uses the Curvature Coefficient notation.

$$CurvCoeff = 1 - RefractionCoeff$$

Changes in air density curve the light downward causing an observer to see further and the earth to appear less curved, as if the sphere (earth) diameter is larger then it actually is. The ratio between that imaginary sphere diameter and the actual sphere diameter is given by the formula:

$$SphereDiameterFactor = 1/CurvCoeff = 1/(1 - RefractionCoeff)$$

For visible light, the standard atmospheric refraction coefficient that is generally used is 1/7. Thus the default value (since GDAL 3.4) for `CurvCoeff` that `gdal_viewshed` uses is 0.85714 ( $\approx 1-1/7$ ) for Earth CRS. Starting with GDAL 3.6, for non-Earth CRS (those whose semi-major axis differs by more than 5% with the one of WGS 84), `CurvCoeff` default value is 1.0, to account for the no refraction use case.

The height of the DEM is corrected according to the following formula:

$$Height_{Corrected} = Height_{DEM} - CurvCoeff \frac{TargetDistance^2}{SphereDiameter}$$

Typical coefficient values are given in the table below (use Curvature Coeff value for the `cc` option)

Use Case	Refraction Coeff	<b>Curvature Coeff</b>	Sphere Diameter Factor
No Refraction	0	1	1
Visible Light	1/7	6/7 ( $\approx 0.85714$ )	7/6 ( $\approx 1.1666$ )
Radio Waves	0.25 ~ 0.325	0.75 ~ 0.675	1.33 ~ 1.48
Flat Earth	1	0	inf



- iv** <value>  
Pixel value to set for invisible areas. Default: 0
- ov** <value>  
Pixel value to set for the cells that fall outside of the range specified by the observer location and the maximum distance. Default: 0
- vv** <value>  
Pixel value to set for visible areas. Default: 255
- om** <output mode>  
Sets what information the output contains.  
Possible values: NORMAL, DEM, GROUND  
NORMAL returns a raster of type Byte containing visible locations.  
DEM and GROUND will return a raster of type Float64 containing the minimum target height for target to be visible from the DEM surface or ground level respectively. Flags -tz, -iv and -vv will be ignored.  
Default NORMAL

### 5.1.34.3 C API

Functionality of this utility can be done from C with *GDALViewshedGenerate()*.

### 5.1.34.4 Example

Compute the visibility of an elevation raster data source with defaults

```
gdal_viewshed -md 500 -ox -10147017 -oy 5108065 source.tif destination.tif
```

## 5.1.35 gdal\_create

### 5.1.35.1 Synopsis

```
gdal_create [--help-general]
  [-of format]
  [-outsize xsize ysize]
  [-bands count]
  [-burn value]*
  [-ot {Byte/Int16/UInt16/UInt32/Int32/UInt64/Int64/Float32/Float64/
        CInt16/CInt32/CFloat32/CFloat64}] [-strict]
  [-a_srs srs_def] [-a_ullr ulx uly lrx lry] [-a_nodata value]
  [-mo "META-TAG=VALUE"]* [-q]
  [-co "NAME=VALUE"]*
  [-if input_dataset]
  out_dataset
```

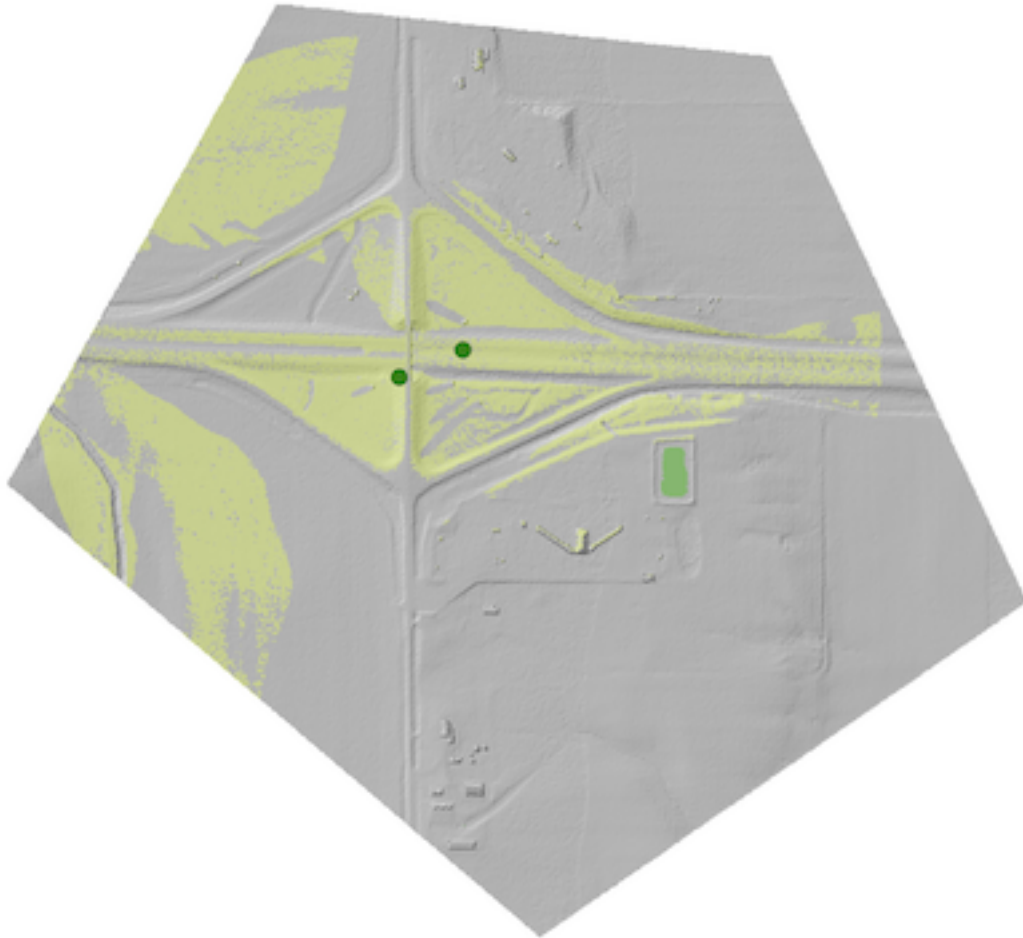


Fig. 1: A computed visibility for two separate  $-ox$  and  $-oy$  points on a DEM.

### 5.1.35.2 Description

The **gdal\_create** utility can be used to initialize a new raster file, from its dimensions, band count and set various parameters, such as CRS, geotransform, nodata value, metadata. It can be used also in special cases, like creating a PDF file from a XML composition file.

**-ot** <type>

Force the output image bands to have a specific data type supported by the driver, which may be one of the following: Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

**-of** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was GTiff). Use the short format name.

**-outsize** <xsize> <ysize>

Set the size of the output file in pixels. First figure is width. Second one is height.

**-bands** <count>

Number of bands. Defaults to 1 if -outsize is specified, or 0 otherwise.

**-burn** <value>

A fixed value to burn into a band for all objects. A list of *-burn* options can be supplied, one per band being written to.

**-a\_srs** <srs\_def>

Override the projection for the output file. The<srs\_def> may be any of the usual GDAL/OGR forms, complete WKT, PROJ.4, EPSG:n or a file containing the WKT. No reprojection is done.

**-a\_ullr** <ulx> <uly> <lrx> <lry>

Assign the georeferenced bounds of the output file.

**-a\_nodata** <value>

Assign a specified nodata value to output bands.

**-mo** META-TAG=VALUE

Passes a metadata key and value to set on the output dataset if possible.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created. For instance, the GeoTIFF driver supports creation options to control compression, and whether the file should be tiled.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

**-q**

Suppress progress monitor and other non-error output.

**-if** <input\_dataset>

New in version 3.3.

Name of GDAL input dataset that serves as a template for default values of options -outsize, -bands, -ot, -a\_srs, -a\_ullr and -a\_nodata. Note that the pixel values will *not* be copied.

**<out\_dataset>**

The destination file name.

### 5.1.35.3 Examples

- Initialize a new GeoTIFF file with a uniform value of 10

```
gdal_create -outsize 20 20 -a_srs EPSG:4326 -a_ullr 2 50 3 49 -burn 10 out.  
↳tif
```

- Create a PDF file from a XML composition file:

```
gdal_create -co COMPOSITION_FILE=composition.xml out.pdf
```

- Initialize a blank GeoTIFF file from an input one:

```
gdal_create -if prototype.tif output.tif
```

## 5.2 Multidimensional Raster programs

### 5.2.1 gdalmdiminfo

#### 5.2.1.1 Synopsis

```
gdalmdiminfo [--help-general] [-oo NAME=VALUE]* [-arrayoption NAME=VALUE]*  
              [-detailed] [-nopretty] [-array {array_name}] [-limit {number}]  
              [-stats] [-if format]* <datasetname>
```

#### 5.2.1.2 Description

**gdalmdiminfo** program lists various information about a GDAL supported multidimensional raster dataset as JSON output. It follows the following [JSON schema](#)

The following command line parameters can appear in any order

**-detailed**

Most verbose output. Report attribute data types and array values.

**-nopretty**

Outputs on a single line without any indentation.

**-array** {array\_name}

Name of the array used to restrict the output to the specified array.

**-limit** {number}

Number of values in each dimension that is used to limit the display of array values. By default, unlimited. Only taken into account if used with -detailed.

**-oo** <NAME=VALUE>

Dataset open option (format specific). This option may be used several times.

**-arrayoption** <NAME=VALUE>

Option passed to *GDALGroup::GetMDArrayNames()* to filter reported arrays. Such option is format specific. Consult driver documentation. This option may be used several times.

**-stats**

Read and display image statistics. Force computation if no statistics are stored in an image.

New in version 3.2.

**-if <format>**

Format/driver name to be attempted to open the input file(s). It is generally not necessary to specify it, but it can be used to skip automatic driver detection, when it fails to select the appropriate driver. This option can be repeated several times to specify several candidate drivers.

New in version 3.2.

**5.2.1.3 C API**

This utility is also callable from C with *GDALMultiDimInfo()*.

**5.2.1.4 Examples**

- Display general structure1

```
$ gdalmdiminfo netcdf-4d.nc
```

```
{
  "type": "group",
  "name": "/",
  "attributes": {
    "Conventions": "CF-1.5"
  },
  "dimensions": [
    {
      "name": "levelist",
      "full_name": "/levelist",
      "size": 2,
      "type": "VERTICAL",
      "indexing_variable": "/levelist"
    },
    {
      "name": "longitude",
      "full_name": "/longitude",
      "size": 10,
      "type": "HORIZONTAL_X",
      "direction": "EAST",
      "indexing_variable": "/longitude"
    },
    {
      "name": "latitude",
      "full_name": "/latitude",
      "size": 10,
      "type": "HORIZONTAL_Y",
      "direction": "NORTH",
      "indexing_variable": "/latitude"
    }
  ]
}
```

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```

        "name": "time",
        "full_name": "/time",
        "size": 4,
        "type": "TEMPORAL",
        "indexing_variable": "/time"
    }
],
"arrays": {
    "levelist": {
        "datatype": "Int32",
        "dimensions": [
            "/levelist"
        ],
        "attributes": {
            "long_name": "pressure_level"
        },
        "unit": "millibars"
    },
    "longitude": {
        "datatype": "Float32",
        "dimensions": [
            "/longitude"
        ],
        "attributes": {
            "standard_name": "longitude",
            "long_name": "longitude",
            "axis": "X"
        },
        "unit": "degrees_east"
    },
    "latitude": {
        "datatype": "Float32",
        "dimensions": [
            "/latitude"
        ],
        "attributes": {
            "standard_name": "latitude",
            "long_name": "latitude",
            "axis": "Y"
        },
        "unit": "degrees_north"
    },
    "time": {
        "datatype": "Float64",
        "dimensions": [
            "/time"
        ],
        "attributes": {
            "standard_name": "time",
            "calendar": "standard"
        },
        "unit": "hours since 1900-01-01 00:00:00"
    }
}

```

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```

    },
    "t": {
      "datatype": "Int32",
      "dimensions": [
        "/time",
        "/levelist",
        "/latitude",
        "/longitude"
      ],
      "nodata_value": -32767
    }
  },
  "structural_info": {
    "NC_FORMAT": "CLASSIC"
  }
}

```

- Display detailed information about a given array

```
$ gdalmdiminfo netcdf-4d.nc -array t -detailed -limit 3
```

## 5.2.2 gdalmdimtranslate

### 5.2.2.1 Synopsis

```

gdalmdimtranslate [--help-general] [-co "NAME=VALUE"]*
                  [-if format]* [-of format]
                  [-array <array_spec>]*
                  [-group <group_spec>]*
                  [-subset <subset_spec>]*
                  [-scaleaxes <scaleaxes_spec>]*
                  [-oo NAME=VALUE]*
                  <src_filename> <dst_filename>

```

### 5.2.2.2 Description

**gdalmdimtranslate** program converts multidimensional raster between different formats, and/or can perform selective conversion of specific arrays and groups, and/or subsetting operations.

The following command line parameters can appear in any order.

**-if** <format>

Format/driver name to be attempted to open the input file(s). It is generally not necessary to specify it, but it can be used to skip automatic driver detection, when it fails to select the appropriate driver. This option can be repeated several times to specify several candidate drivers.

New in version 3.2.

**-of** <format>

Select the output format. This can be a format that supports multidimensional output (such as *NetCDF: Network Common Data Form*, *Multidimensional VRT*), or a “classic” 2D formats, if only one single 2D array results of

the other specified conversion operations. When this option is not specified, the format is guessed when possible from the extension of the destination filename.

**-co** <NAME=VALUE>

Many formats have one or more optional creation options that can be used to control particulars about the file created.

The creation options available vary by format driver, and some simple formats have no creation options at all. A list of options supported for a format can be listed with the *-formats* command line option but the documentation for the format is the definitive source of information on driver creation options. See *Raster drivers* format specific documentation for legal creation options for each format.

Array-level creation options may be passed by prefixing them with `ARRAY:`. See `GDALGroup::CopyFrom()` for further details regarding such options.

**-array** <array\_spec>

Instead of converting the whole dataset, select one array, and possibly perform operations on it. This option can be specified several times to operate on different arrays.

<array\_spec> may be just an array name, potentially using a fully qualified syntax (/group/subgroup/array\_name). Or it can be a combination of options with the syntax: name={src\_array\_name}[,dstname={dst\_array\_name}][,transpose=[{axis1},{axis2},...][,view={view\_expr}]

[{axis1},{axis2},...] is the argument of `GDALMDArray::Transpose()`. For example, transpose=[1,0] switches the axis order of a 2D array.

{view\_expr} is the value of the `viewExpr` argument of `GDALMDArray::GetView()`

When specifying a `view_expr` that performs a slicing or subsetting on a dimension, the equivalent operation will be applied to the corresponding indexing variable.

**-group** <group\_spec>

Instead of converting the whole dataset, select one group, and possibly perform operations on it. This option can be specified several times to operate on different groups. If only one group is specified, its content will be copied directly to the target root group. If several ones are specified, they are copied under the target root group

<group\_spec> may be just a group name, potentially using a fully qualified syntax (/group/subgroup/subsubgroup\_name). Or it can be a combination of options with the syntax: name={src\_group\_name}[,dstname={dst\_group\_name}][,recursive=no]

**-subset** <subset\_spec>

Performs a subsetting (trimming or slicing) operation along a dimension, provided that it is indexed by a 1D variable of numeric or string data type, and whose values are monotonically sorted. <subset\_spec> follows exactly the [OGC WCS 2.0 KVP encoding](#) for subsetting.

That is `dim_name(min_val,max_val)` or `dim_name(sliced_val)` The first syntax will subset the dimension `dim_name` to values in the `[min_val,max_val]` range. The second syntax will slice the dimension `dim_name` to value `sliced_val` (and this dimension will be removed from the arrays that reference to it)

Using `-subset` is incompatible of specifying a `view` option in `-array`.

**-scaleaxes** <scaleaxes\_spec>

Applies a integral scale factor to one or several dimensions, that is extract 1 value every N values (without resampling).

<scaleaxes\_spec> follows exactly the syntax of the KVP encoding of the SCALEAXES parameter of [OGC WCS 2.0 Scaling Extension](#), but limited to integer scale factors.

That is `dim1_name(scale_factor)[,dim2_name(scale_factor)]*`

Using `-scaleaxes` is incompatible of specifying a `view` option in `-array`.



**-oo** <NAME=VALUE>

New in version 3.4.

Source dataset open option (format specific)

**<src\_dataset>**

The source dataset name.

**<dst\_dataset>**

The destination file name.

### 5.2.2.3 C API

This utility is also callable from C with *GDALMultiDimTranslate()*.

### 5.2.2.4 Examples

- Convert a netCDF file to a multidimensional VRT file

```
$ gdalmdimtranslate in.nc out.vrt
```

- Extract a 2D slice of a time,Y,X array

```
$ gdalmdimtranslate in.nc out.tif -subset 'time("2010-01-01")' -array temperature
```

- Subsample along X and Y axis

```
$ gdalmdimtranslate in.nc out.nc -scaleaxes "X(2),Y(2)"
```

- Reorder the values of a time,Y,X array along the Y axis from top-to-bottom to bottom-to-top (or the reverse)

```
$ gdalmdimtranslate in.nc out.nc -array "name=temperature,view=[:,:-1,:]"
```

- Transpose an array that has X,Y,time dimension order to time,Y,X

```
$ gdalmdimtranslate in.nc out.nc -array "name=temperature,transpose=[2,1,0]"
```

## 5.3 Vector programs

### 5.3.1 Common options for vector programs

All GDAL OGR command line programs support the following common options.

**--version**

Report the version of GDAL and exit.

**--build**

Report detailed information about GDAL in use.

**--formats**

List all vector formats supported by this GDAL build (read-only and read-write) and exit. The format support is indicated as follows: `ro` is read-only driver; `rw` is read or write (i.e. supports `CreateCopy()`); `rw+` is read, write and update (i.e. supports `Create`). A `v` is appended for formats supporting virtual IO (`/vsimem`, `/vsizip`, `/vsizip`, etc). A `s` is appended for formats supporting subdatasets.

**--format <format>**

List detailed information about a single format driver. The format should be the short name reported in the `--formats` list, such as `GML`.

**--optfile <filename>**

Read the named file and substitute the contents into the command line options list. Lines beginning with `#` will be ignored. Multi-word arguments may be kept together with double quotes.

**--config <key> <value>**

Sets the named configuration keyword to the given value, as opposed to setting them as environment variables. Some common configuration keywords are `SHAPE_ENCODING` (force shapefile driver to read DBF files with the given character encoding) and `CPL_TEMPDIR` (define the location of temporary files). Individual drivers may be influenced by other *configuration options*.

**--debug <value>**

Control what debugging messages are emitted. A value of `ON` will enable all debug messages. A value of `OFF` will disable all debug messages. Otherwise, a debug message will be emitted if its category appears somewhere in the value string.

**--help-general**

Gives a brief usage message for the generic GDAL OGR command line options and exit.

## 5.3.2 ogrinfo

### 5.3.2.1 Synopsis

```
ogrinfo [--help-general] [-ro] [-q] [-where restricted_where|@filename]
        [-spat xmin ymin xmax ymax] [-geomfield field] [-fid fid]
        [-sql statement|@filename] [-dialect dialect] [-al] [-rl] [-so] [-fields={YES/NO}
→]
        [-geom={YES/NO/SUMMARY/WKT/ISO_WKT}] [--formats] [[-oo NAME=VALUE] ...]
        [-nomd] [-listmdd] [-mdd domain|`all`]*
        [-nocount] [-noextent] [-nogeomtype] [-wkt_format WKT1|WKT2|...]
        [-fielddomain name]
        <datasource_name> [<layer> [<layer> ...]]
```

### 5.3.2.2 Description

The **ogrinfo** program lists various information about an OGR-supported data source to stdout (the terminal). By executing SQL statements it is also possible to edit data.

**-ro**

Open the data source in read-only mode.

**-al**

List all features of all layers (used instead of having to give layer names as arguments).

**-rl**

Enable random layer reading mode, i.e. iterate over features in the order they are found in the dataset, and not layer per layer. This can be significantly faster for some formats (for example OSM, GMLAS).

New in version 2.2.

**-so**

Summary Only: suppress listing of individual features and show only summary information like projection, schema, feature count and extents.

**-q**

Quiet verbose reporting of various information, including coordinate system, layer schema, extents, and feature count.

**-where** <restricted\_where>

An attribute query in a restricted form of the queries used in the SQL *WHERE* statement. Only features matching the attribute query will be reported. Starting with GDAL 2.1, the \filename syntax can be used to indicate that the content is in the pointed filename.

**-sql** <statement>

Execute the indicated SQL statement and return the result. Starting with GDAL 2.1, the @filename syntax can be used to indicate that the content is in the pointed filename. Data can also be edited with SQL INSERT, UPDATE, DELETE, DROP TABLE, ALTER TABLE etc. Editing capabilities depend on the selected dialect.

**-dialect** <dialect>

SQL dialect. In some cases can be used to use (unoptimized) *OGR SQL dialect* instead of the native SQL of an RDBMS by passing the OGRSQL dialect value. The *SQL SQLite dialect* dialect can be select with the SQLITE and INDIRECT\_SQLITE dialect values, and this can be used with any datasource.

**-spat** <xmin> <ymin> <xmax> <ymax>

The area of interest. Only features within the rectangle will be reported.

**-geomfield** <field>

Name of the geometry field on which the spatial filter operates.

**-fid** <fid>

If provided, only the feature with this feature id will be reported. Operates exclusive of the spatial or attribute queries. Note: if you want to select several features based on their feature id, you can also use the fact the 'fid' is a special field recognized by OGR SQL. So, *-where "fid in (1,3,5)"* would select features 1, 3 and 5.

**-fields** YES|NO:

If set to NO, the feature dump will not display field values. Default value is YES.

**-fielddomain** <domain\_name>

New in version 3.3.

Display details about a field domain.

**-geom** YES|NO|SUMMARY|WKT|ISO\_WKT

If set to NO, the feature dump will not display the geometry. If set to SUMMARY, only a summary of the geometry will be displayed. If set to YES or ISO\_WKT, the geometry will be reported in full OGC WKT format. If set to WKT the geometry will be reported in legacy WKT. Default value is YES. (WKT and ISO\_WKT are available starting with GDAL 2.1, which also changes the default to ISO\_WKT)

**-oo** NAME=VALUE

Dataset open option (format-specific)

**-nomd**

Suppress metadata printing. Some datasets may contain a lot of metadata strings.

**-listmdd**

List all metadata domains available for the dataset.

**-mdd <domain>**

Report metadata for the specified domain. all can be used to report metadata in all domains.

**-nocount**

Suppress feature count printing.

**-noextent**

Suppress spatial extent printing.

**-nogeomtype**

Suppress layer geometry type printing.

New in version 3.1.

**--formats**

List the format drivers that are enabled.

**-wkt\_format <format>**

The WKT format used to display the SRS. Currently supported values for the format are:

WKT1

WKT2 (latest WKT version, currently *WKT2\_2018*)

WKT2\_2015

WKT2\_2018

New in version 3.0.0.

**<datasource\_name>**

The data source to open. May be a filename, directory or other virtual name. See the OGR Vector Formats list for supported datasources.

**<layer>**

One or more layer names may be reported. If no layer names are passed then ogrinfo will report a list of available layers (and their layer wide geometry type). If layer name(s) are given then their extents, coordinate system, feature count, geometry type, schema and all features matching query parameters will be reported to the terminal. If no query parameters are provided, all features are reported.

Geometries are reported in OGC WKT format.

### 5.3.2.3 Examples

Example of reporting the names of the layers in a NTF file:

```
ogrinfo wrk/SKETLAND_ISLANDS.NTF

# INFO: Open of `wrk/SKETLAND_ISLANDS.NTF'
# using driver `UK .NTF' successful.
# 1: BL2000_LINK (Line String)
# 2: BL2000_POLY (None)
```

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```
# 3: BL2000_COLLECTIONS (None)
# 4: FEATURE_CLASSES (None)
```

Example of retrieving a summary (-so) of a layer without showing details about every single feature:

```
ogrinfo \
  -so \
  natural_earth_vector.gpkg \
  ne_10m_admin_0_antarctic_claim_limit_lines

# INFO: Open of `natural_earth_vector.gpkg'
#       using driver `GPKG' successful.

# Layer name: ne_10m_admin_0_antarctic_claim_limit_lines
# Geometry: Line String
# Feature Count: 23
# Extent: (-150.000000, -90.000000) - (160.100000, -60.000000)
# Layer SRS WKT:
# GEOGCS["WGS 84",
#   DATUM["WGS_1984",
#     SPHEROID["WGS 84",6378137,298.257223563,
#       AUTHORITY["EPSG","7030"]],
#     AUTHORITY["EPSG","6326"]],
#   PRIMEM["Greenwich",0,
#     AUTHORITY["EPSG","8901"]],
#   UNIT["degree",0.0174532925199433,
#     AUTHORITY["EPSG","9122"]],
#   AUTHORITY["EPSG","4326"]]
# FID Column = fid
# Geometry Column = geom
# type: String (15.0)
# scalerank: Integer (0.0)
# featurecla: String (50.0)
```

Example of using an attribute query to restrict the output of the features in a layer:

```
ogrinfo -ro \
  -where 'GLOBAL_LINK_ID=185878' \
  wrk/SHETLAND_ISLANDS.NTF BL2000_LINK

# INFO: Open of `wrk/SHETLAND_ISLANDS.NTF'
# using driver `UK .NTF' successful.
#
# Layer name: BL2000_LINK
# Geometry: Line String
# Feature Count: 1
# Extent: (419794.100000, 1069031.000000) - (419927.900000, 1069153.500000)
# Layer SRS WKT:
# PROJCS["OSGB 1936 / British National Grid",
#   GEOGCS["OSGB 1936",
#     DATUM["OSGB_1936",
#       SPHEROID["Airy 1830",6377563.396,299.3249646]],
```

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```
# PRIMEM["Greenwich",0],
# UNIT["degree",0.0174532925199433]],
# PROJECTION["Transverse_Mercator"],
# PARAMETER["latitude_of_origin",49],
# PARAMETER["central_meridian",-2],
# PARAMETER["scale_factor",0.999601272],
# PARAMETER["false_easting",400000],
# PARAMETER["false_northing",-100000],
# UNIT["metre",1]]
# LINE_ID: Integer (6.0)
# GEOM_ID: Integer (6.0)
# FEAT_CODE: String (4.0)
# GLOBAL_LINK_ID: Integer (10.0)
# TILE_REF: String (10.0)
# OGRFeature(BL2000_LINK):2
# LINE_ID (Integer) = 2
# GEOM_ID (Integer) = 2
# FEAT_CODE (String) = (null)
# GLOBAL_LINK_ID (Integer) = 185878
# TILE_REF (String) = SHETLAND I
# LINestring (419832.100 1069046.300,419820.100 1069043.800,419808.300
# 1069048.800,419805.100 1069046.000,419805.000 1069040.600,419809.400
# 1069037.400,419827.400 1069035.600,419842 1069031,419859.000
# 1069032.800,419879.500 1069049.500,419886.700 1069061.400,419890.100
# 1069070.500,419890.900 1069081.800,419896.500 1069086.800,419898.400
# 1069092.900,419896.700 1069094.800,419892.500 1069094.300,419878.100
# 1069085.600,419875.400 1069087.300,419875.100 1069091.100,419872.200
# 1069094.600,419890.400 1069106.400,419907.600 1069112.800,419924.600
# 1069133.800,419927.900 1069146.300,419927.600 1069152.400,419922.600
# 1069153.500,419917.100 1069153.500,419911.500 1069153.000,419908.700
# 1069152.500,419903.400 1069150.800,419898.800 1069149.400,419894.800
# 1069149.300,419890.700 1069149.400,419890.600 1069149.400,419880.800
# 1069149.800,419876.900 1069148.900,419873.100 1069147.500,419870.200
# 1069146.400,419862.100 1069143.000,419860 1069142,419854.900
# 1069138.600,419850 1069135,419848.800 1069134.100,419843
# 1069130,419836.200 1069127.600,419824.600 1069123.800,419820.200
# 1069126.900,419815.500 1069126.900,419808.200 1069116.500,419798.700
# 1069117.600,419794.100 1069115.100,419796.300 1069109.100,419801.800
# 1069106.800,419805.000 1069107.300)
```

Example of updating a value of an attribute in a shapefile with SQL by using the SQLite dialect:

```
ogrinfo test.shp -dialect sqlite -sql "update test set attr='bar' where attr='foo'"
```

### 5.3.3 ogr2ogr

#### 5.3.3.1 Synopsis

```
ogr2ogr [--help-general] [--skipfailures] [--append | -upsert] [--update]
  [--select field_list] [--where restricted_where|@filename]
  [--progress] [--sql <sql statement>|@filename] [--dialect dialect]
  [--preserve_fid] [--fid FID] [--limit nb_features]
  [--spat xmin ymin xmax ymax] [--spat_srs srs_def] [--geomfield field]
  [--a_srs srs_def] [--t_srs srs_def] [--s_srs srs_def] [--ct string]
  [--f format_name] [--overwrite] [--dsco NAME=VALUE] ...]
dst_datasource_name src_datasource_name
  [--lco NAME=VALUE] [--nln name]
  [--nlt type|PROMOTE_TO_MULTI|CONVERT_TO_LINEAR|CONVERT_TO_CURVE]
  [--dim XY|XYZ|XYM|XYZM|2|3|layer_dim] [layer [layer ...]]

# Advanced options
  [--gt n]
  [[--oo NAME=VALUE] ...] [[--doo NAME=VALUE] ...]
  [--clipsrc [xmin ymin xmax ymax]|WKT|datasource|spat_extent]
  [--clipsrcsql sql_statement] [--clipsrclayer layer]
  [--clipsrcwhere expression]
  [--clipdst [xmin ymin xmax ymax]|WKT|datasource]
  [--clipdstsql sql_statement] [--clipdstlayer layer]
  [--clipdstwhere expression]
  [--wrapdateline] [--datelineoffset val]
  [[--simplify tolerance] | [--segmentize max_dist]]
  [--makevalid]
  [--addfields] [--unsetFid] [--emptyStrAsNull]
  [--relaxedFieldNameMatch] [--forceNullable] [--unsetDefault]
  [--fieldTypeToString All|(type1[,type2]*)] [--unsetFieldWidth]
  [--mapFieldType type1|All=type2[,type3=type4]*]
  [--fieldmap identity | index1[,index2]*]
  [--splitlistfields] [--maxsubfields val]
  [--resolveDomains]
  [--explodecollections] [--zfield field_name]
  [--gcp ungeoref_x ungeoref_y georef_x georef_y [elevation]]* [--order n | -tps]
  [[--s_coord_epoch epoch] | [--t_coord_epoch epoch] | [--a_coord_epoch epoch]]
  [--nomd] [--mo "META-TAG=VALUE"*] [--noNativeData]
```

#### 5.3.3.2 Description

**ogr2ogr** can be used to convert simple features data between file formats. It can also perform various operations during the process, such as spatial or attribute selection, reducing the set of attributes, setting the output coordinate system or even reprojecting the features during translation.

**-f <format\_name>**

Output file format name, e.g. ESRI Shapefile, MapInfo File, PostgreSQL. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was ESRI Shapefile).

**-append**

Append to existing layer instead of creating new

**-upsert**

New in version 3.6.

Variant of *-append* where the `OGRLayer::UpsertFeature()` operation is used to insert or update features instead of appending with `OGRLayer::CreateFeature()`.

This is currently implemented only in a few drivers: *GPKG – GeoPackage vector* and *MongoDBv3*.

The upsert operation uses the FID of the input feature, when it is set and is a “significant” (that is the FID column name is not the empty string), as the key to update existing features. It is crucial to make sure that the FID in the source and target layers are consistent.

For the GPKG driver, it is also possible to upsert features whose FID is unset or non-significant (*-unsetFid* can be used to ignore the FID from the source feature), when there is a UNIQUE column that is not the integer primary key.

**-overwrite**

Delete the output layer and recreate it empty

**-update**

Open existing output datasource in update mode rather than trying to create a new one

**-select <field\_list>**

Comma-delimited list of fields from input layer to copy to the new layer. A field is skipped if mentioned previously in the list even if the input layer has duplicate field names. (Defaults to all; any field is skipped if a subsequent field with same name is found.) Geometry fields can also be specified in the list.

Note this setting cannot be used together with *-append*. To control the selection of fields when appending to a layer, use *-fieldmap* or *-sql*.

**-progress**

Display progress on terminal. Only works if input layers have the “fast feature count” capability.

**-sql <sql\_statement>**

SQL statement to execute. The resulting table/layer will be saved to the output. Starting with GDAL 2.1, the *@filename* syntax can be used to indicate that the content is in the pointed filename.

**-dialect <dialect>**

SQL dialect. In some cases can be used to use (unoptimized) *OGR SQL dialect* instead of the native SQL of an RDBMS by passing the OGRSQL dialect value. The *SQL SQLite dialect* can be select with the SQLITE and INDIRECT\_SQLITE dialect values, and this can be used with any datasource.

**-where restricted\_where**

Attribute query (like SQL WHERE). Starting with GDAL 2.1, the *@filename* syntax can be used to indicate that the content is in the pointed filename.

**-skipfailures**

Continue after a failure, skipping the failed feature.

**-spat <xmin> <ymin> <xmax> <ymax>**

spatial query extents, in the SRS of the source layer(s) (or the one specified with *-spat\_srs*). Only features whose geometry intersects the extents will be selected. The geometries will not be clipped unless *-clipsrc* is specified.

**-spat\_srs <srs\_def>**

Override spatial filter SRS.

**-geomfield <field>**

Name of the geometry field on which the spatial filter operates on.



**-dsco NAME=VALUE**

Dataset creation option (format specific)

**-lco NAME=VALUE**

Layer creation option (format specific)

**-nln <name>**

Assign an alternate name to the new layer

**-nlt <type>**

Define the geometry type for the created layer. One of NONE, GEOMETRY, POINT, LINESTRING, POLYGON, GEOMETRYCOLLECTION, MULTIPOINT, MULTIPOLYGON, MULTILINESTRING, CIRCULARSTRING, COMPOUNDCURVE, CURVEPOLYGON, MULTICURVE, and MULTISURFACE non-linear geometry types. Add Z, M, or ZM to the type name to specify coordinates with elevation, measure, or elevation and measure. PROMOTE\_TO\_MULTI can be used to automatically promote layers that mix polygon or multipolygons to multipolygons, and layers that mix linestrings or multilinestrings to multilinestrings. Can be useful when converting shapefiles to PostGIS and other target drivers that implement strict checks for geometry types. CONVERT\_TO\_LINEAR can be used to convert non-linear geometry types into linear geometry types by approximating them, and CONVERT\_TO\_CURVE to promote a non-linear type to its generalized curve type (POLYGON to CURVEPOLYGON, MULTIPOLYGON to MULTISURFACE, LINESTRING to COMPOUNDCURVE, MULTILINESTRING to MULTICURVE). Starting with version 2.1 the type can be defined as measured ("25D" remains as an alias for single "Z"). Some forced geometry conversions may result in invalid geometries, for example when forcing conversion of multi-part multipolygons with **-nlt POLYGON**, the resulting polygon will break the Simple Features rules.

Starting with GDAL 3.0.5, **-nlt CONVERT\_TO\_LINEAR** and **-nlt PROMOTE\_TO\_MULTI** can be used simultaneously.

**-dim <val>**

Force the coordinate dimension to val (valid values are XY, XYZ, XYM, and XYZM - for backwards compatibility 2 is an alias for XY and 3 is an alias for XYZ). This affects both the layer geometry type, and feature geometries. The value can be set to `layer_dim` to instruct feature geometries to be promoted to the coordinate dimension declared by the layer. Support for M was added in GDAL 2.1.

**-a\_srs <srs\_def>**

Assign an output SRS, but without reprojecting (use **-t\_srs** to reproject)

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

**-a\_coord\_epoch <epoch>**

New in version 3.4.

Assign a coordinate epoch, linked with the output SRS. Useful when the output SRS is a dynamic CRS. Only taken into account if **-a\_srs** is used.

**-t\_srs <srs\_def>**

Reproject/transform to this SRS on output, and assign it as output SRS.

A source SRS must be available for reprojection to occur. The source SRS will be by default the one found in the source layer when it is available, or as overridden by the user with **-s\_srs**

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

**-t\_coord\_epoch** <epoch>

New in version 3.4.

Assign a coordinate epoch, linked with the output SRS. Useful when the output SRS is a dynamic CRS. Only taken into account if **-t\_srs** is used. It is also mutually exclusive with **-a\_coord\_epoch**.

Currently **-s\_coord\_epoch** and **-t\_coord\_epoch** are mutually exclusive, due to lack of support for transformations between two dynamic CRS.

**-s\_srs** <srs\_def>

Override source SRS. If not specified the SRS found in the input layer will be used. This option has only an effect if used together with **-t\_srs** to reproject.

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

**-s\_coord\_epoch** <epoch>

New in version 3.4.

Assign a coordinate epoch, linked with the source SRS. Useful when the source SRS is a dynamic CRS. Only taken into account if **-s\_srs** is used.

Currently **-s\_coord\_epoch** and **-t\_coord\_epoch** are mutually exclusive, due to lack of support for transformations between two dynamic CRS.

**-ct** <string>

A PROJ string (single step operation or multiple step string starting with `+proj=`pipeline), a WKT2 string describing a `CoordinateOperation`, or a `urn:ogc:def:coordinateOperation:EPSG::XXXX` URN overriding the default transformation from the source to the target CRS. It must take into account the axis order of the source and target CRS.

New in version 3.0.

**-preserve\_fid**

Use the FID of the source features instead of letting the output driver automatically assign a new one (for formats that require a FID). If not in append mode, this behavior is the default if the output driver has a FID layer creation option, in which case the name of the source FID column will be used and source feature IDs will be attempted to be preserved. This behavior can be disabled by setting **-unsetFid**.

**-fid** fid

If provided, only the feature with the specified feature id will be processed. Operates exclusive of the spatial or attribute queries. Note: if you want to select several features based on their feature id, you can also use the fact the 'fid' is a special field recognized by OGR SQL. So, *-where "fid in (1,3,5)"* would select features 1, 3 and 5.

**-limit** nb\_features

Limit the number of features per layer.

**-oo** NAME=VALUE

Input dataset open option (format specific).

**-doo** NAME=VALUE

Destination dataset open option (format specific), only valid in **-update** mode.

**-gt** n

Group n features per transaction (default 100 000). Increase the value for better performance when writing into DBMS drivers that have transaction support. n can be set to unlimited to load the data into a single transaction.

**-ds\_transaction**

Force the use of a dataset level transaction (for drivers that support such mechanism), especially for drivers such as FileGDB that only support dataset level transaction in emulation mode.

**-clipsrc** [xmin ymin xmax ymax] |WKT|datasource|spat\_extent

Clip geometries to the specified bounding box (expressed in source SRS), WKT geometry (POLYGON or MULTIPOLYGON), from a datasource or to the spatial extent of the -spat option if you use the spat\_extent keyword. When specifying a datasource, you will generally want to use it in combination of the -clipsrclayer, -clipsrcwhere or -clipsrcsql options

**-clipsrcsql** <sql\_statement>

Select desired geometries using an SQL query instead.

**-clipsrclayer** <layername>

Select the named layer from the source clip datasource.

**-clipsrcwhere** <expression>

Restrict desired geometries based on attribute query.

**-clipdst** <xmin> <ymin> <xmax> <ymax>

Clip geometries after reprojection to the specified bounding box (expressed in dest SRS), WKT geometry (POLYGON or MULTIPOLYGON) or from a datasource. When specifying a datasource, you will generally want to use it in combination of the -clipdstlayer, -clipdstwhere or -clipdstsql options

**-clipdstsql** <sql\_statement>

Select desired geometries using an SQL query instead.

**-clipdstlayer** <layername>

Select the named layer from the destination clip datasource.

**-clipdstwhere** <expression>

Restrict desired geometries based on attribute query.

**-wrapdateline**

Split geometries crossing the dateline meridian (long. = +/- 180deg)

**-datelineoffset**

Offset from dateline in degrees (default long. = +/- 10deg, geometries within 170deg to -170deg will be split)

**-simplify** <tolerance>

Distance tolerance for simplification. Note: the algorithm used preserves topology per feature, in particular for polygon geometries, but not for a whole layer.

**-segmentize** <max\_dist>

Maximum distance between 2 nodes. Used to create intermediate points.

**-makevalid**

Run the `OGRGeometry::MakeValid()` operation, followed by `OGRGeometryFactory::removeLowerDimensionSubGeoms()`, on geometries to ensure they are valid regarding the rules of the Simple Features specification.

**-fieldTypeToString** type1,...

Converts any field of the specified type to a field of type string in the destination layer. Valid types are : Integer, Integer64, Real, String, Date, Time, DateTime, Binary, IntegerList, Integer64List, RealList, StringList. Special value All can be used to convert all fields to strings. This is an alternate way to using the CAST operator of OGR SQL, that may avoid typing a long SQL query. Note that this does not influence the field types used by the source driver, and is only an afterwards conversion.

**-mapFieldType** srctype|All=dsttype,...

Converts any field of the specified type to another type. Valid types are : Integer, Integer64, Real, String, Date, Time, DateTime, Binary, IntegerList, Integer64List, RealList, StringList. Types can also include subtype between parenthesis, such as Integer(Boolean), Real(Float32), ... Special value All can be used to convert all fields to another type. This is an alternate way to using the CAST operator of OGR SQL, that may avoid typing a long SQL query. This is a generalization of -fieldTypeToString. Note that this does not influence the field types used by the source driver, and is only an afterwards conversion.

**-unsetFieldWidth**

Set field width and precision to 0.

**-splitlistfields**

Split fields of type StringList, RealList or IntegerList into as many fields of type String, Real or Integer as necessary.

**-maxsubfields** <val>

To be combined with -splitlistfields to limit the number of subfields created for each split field.

**-explodecollections**

Produce one feature for each geometry in any kind of geometry collection in the source file, applied after any -sql option.

**-zfield** <field\_name>

Uses the specified field to fill the Z coordinate of geometries.

**-gcp** <ungeoref\_x> <ungeoref\_y> <georef\_x> <georef\_y> <elevation>

Add the indicated ground control point. This option may be provided multiple times to provide a set of GCPs.

**-order** <n>

Order of polynomial used for warping (1 to 3). The default is to select a polynomial order based on the number of GCPs.

**-tps**

Force use of thin plate spline transformer based on available GCPs.

**-fieldmap**

Specifies the list of field indexes to be copied from the source to the destination. The (n)th value specified in the list is the index of the field in the target layer definition in which the n(th) field of the source layer must be copied. Index count starts at zero. To omit a field, specify a value of -1. There must be exactly as many values in the list as the count of the fields in the source layer. We can use the 'identity' setting to specify that the fields should be transferred by using the same order. This setting should be used along with the -append setting.

**-addfields**

This is a specialized version of -append. Contrary to -append, -addfields has the effect of adding, to existing target layers, the new fields found in source layers. This option is useful when merging files that have non-strictly identical structures. This might not work for output formats that don't support adding fields to existing non-empty layers. Note that if you plan to use -addfields, you may need to combine it with -forceNullable, including for the initial import.

**-relaxedFieldNameMatch**

Do field name matching between source and existing target layer in a more relaxed way if the target driver has an implementation for it.

**-forceNullable**

Do not propagate not-nullable constraints to target layer if they exist in source layer.

**-unsetDefault**

Do not propagate default field values to target layer if they exist in source layer.

**-unsetFid**

Can be specified to prevent the name of the source FID column and source feature IDs from being re-used for the target layer. This option can for example be useful if selecting source features with a ORDER BY clause.

**-emptyStrAsNull**

New in version 3.3.

Treat empty string values as null.

**-resolveDomains**

New in version 3.3.

When this is specified, any selected field that is linked to a coded field domain will be accompanied by an additional field (`{dstfield}_resolved`), that will contain the description of the coded value.

**-nomd**

To disable copying of metadata from source dataset and layers into target dataset and layers, when supported by output driver.

**-mo META-TAG=VALUE**

Passes a metadata key and value to set on the output dataset, when supported by output driver.

**-noNativeData**

To disable copying of native data, i.e. details of source format not captured by OGR abstraction, that are otherwise preserved by some drivers (like GeoJSON) when converting to same format.

New in version 2.1.

**5.3.3.3 Performance Hints**

When writing into transactional DBMS (SQLite/PostgreSQL,MySQL, etc...), it might be beneficial to increase the number of INSERT statements executed between BEGIN TRANSACTION and COMMIT TRANSACTION statements. This number is specified with the `-gt` option. For example, for SQLite, explicitly defining `-gt 65536` ensures optimal performance while populating some table containing many hundreds of thousands or millions of rows. However, note that `-skipfailures` overrides `-gt` and sets the size of transactions to 1.

For PostgreSQL, the `PG_USE_COPY` config option can be set to YES for a significant insertion performance boost. See the PG driver documentation page.

More generally, consult the documentation page of the input and output drivers for performance hints.

**5.3.3.4 C API**

This utility is also callable from C with `GDALVectorTranslate()`.

### 5.3.3.5 Examples

Basic conversion from Shapefile to GeoPackage:

```
ogr2ogr \  
-f GPKG output.gpkg \  
input.shp
```

Change the coordinate reference system from EPSG:4326 to EPSG:3857:

```
ogr2ogr \  
-s_srs EPSG:4326 \  
-t_srs EPSG:3857 \  
-f GPKG output.gpkg \  
input.gpkg
```

Example appending to an existing layer (both `-update` and `-append` flags need to be used):

```
ogr2ogr -update -append -f PostgreSQL PG:dbname=warmerda abc.tab
```

Clip input layer with a bounding box (`<xmin> <ymin> <xmax> <ymax>`):

```
ogr2ogr \  
-spat -13.931 34.886 46.23 74.12 \  
-f GPKG output.gpkg \  
natural_earth_vector.gpkg
```

Filter Features by a `-where` clause:

```
ogr2ogr \  
-where "\"POP_EST\" < 1000000" \  
-f GPKG output.gpkg \  
natural_earth_vector.gpkg \  
ne_10m_admin_0_countries
```

Example reproprojecting from ETRS\_1989\_LAEA\_52N\_10E to EPSG:4326 and clipping to a bounding box:

```
ogr2ogr -wrapdateline -t_srs EPSG:4326 -clipdst -5 40 15 55 france_4326.shp europe_laea.  
→shp
```

Example for using the `-fieldmap` setting. The first field of the source layer is used to fill the third field (index 2 = third field) of the target layer, the second field of the source layer is ignored, the third field of the source layer used to fill the fifth field of the target layer.

```
ogr2ogr -append -fieldmap 2,-1,4 dst.shp src.shp
```

More examples are given in the individual format pages.

## 5.3.4 ogrtindex

### 5.3.4.1 Synopsis

```
ogrindex [-lnum n]... [-lname name]... [-f output_format]
          [-write_absolute_path] [-skip_different_projection]
          [-t_srs target_srs]
          [-src_srs_name field_name] [-src_srs_format [AUTO|WKT|EPSG|PROJ]]
          [-accept_different_schemas]
          <output_dataset> <src_dataset>...
```

### 5.3.4.2 Description

**ogrindex** program can be used to create a tileindex - a file containing a list of the identities of a bunch of other files along with their spatial extents. This is primarily intended to be used with [MapServer](#) for tiled access to layers using the OGR connection type.

**-lnum** <n>

Add layer number n from each source file in the tile index.

**-lname** <name>

Add the layer named name from each source file in the tile index.

**-f** <output\_format>

Select an output format name. The default is to create a shapefile.

**-tileindex** <field\_name>

The name to use for the dataset name. Defaults to LOCATION.

**-write\_absolute\_path**

Filenames are written with absolute paths

**-skip\_different\_projection**

Only layers with same projection ref as layers already inserted in the tileindex will be inserted.

**-t\_srs** <target\_srs>

Extent of input files will be transformed to the desired target coordinate reference system. Using this option generates files that are not compatible with MapServer < 7.2. Default creates simple rectangular polygons in the same coordinate reference system as the input vector layers.

New in version 2.2.0.

**-src\_srs\_name** <field\_name>

The name of the field to store the SRS of each tile. This field name can be used as the value of the TILESRS keyword in MapServer >= 7.2.

New in version 2.2.0.

**-src\_srs\_format** <format>

The format in which the SRS of each tile must be written. Available formats are: AUTO, WKT, EPSG, PROJ.

New in version 2.2.0.

**-accept\_different\_schemas**

By default ogrindex checks that all layers inserted into the index have the same attribute schemas. If you specify this option, this test will be disabled. Be aware that resulting index may be incompatible with MapServer!

If no `-lnum` or `-lname` arguments are given it is assumed that all layers in source datasets should be added to the tile index as independent records.

If the tile index already exists it will be appended to, otherwise it will be created.

### 5.3.4.3 Example

This example would create a shapefile (`tindex.shp`) containing a tile index of the `BL2000_LINK` layers in all the NTF files in the `wrk` directory:

```
ogrindex tindex.shp wrk/*.NTF 1069148.900,419873.100 1069147.500,419870.200
1069146.400,419862.100 1069143.000,419860 1069142,419854.900
1069138.600,419850 1069135,419848.800 1069134.100,419843
1069130,419836.200 1069127.600,419824.600 1069123.800,419820.200
1069126.900,419815.500 1069126.900,419808.200 1069116.500,419798.700
1069117.600,419794.100 1069115.100,419796.300 1069109.100,419801.800
1069106.800,419805.000 1069107.300)
```

## 5.3.5 ogrlineref

### 5.3.5.1 Synopsis

```
ogrlineref [--help-general] [-progress] [-quiet]
    [-f format_name] [[-dsco NAME=VALUE] ...] [[-lco NAME=VALUE]...]
    [-create]
    [-l src_line_datasource_name] [-ln layer_name] [-lf field_name]
    [-p src_repers_datasource_name] [-pn layer_name] [-pm pos_field_name] [-pf field_
↵name]
    [-r src_parts_datasource_name] [-rn layer_name]
    [-o dst_datasource_name] [-on layer_name] [-of field_name] [-s step]
    [-get_pos] [-x long] [-y lat]
    [-get_coord] [-m position]
    [-get_subline] [-mb position] [-me position]
```

### 5.3.5.2 Description

The **ogrlineref** program can be used for:

- create linear reference file from input data
- return the “linear referenced” distance for the projection of the input coordinates (point) on the path
- return the coordinates (point) on the path according to the “linear referenced” distance
- return the portion of the path according to the “linear referenced” begin and end distances

The **ogrlineref** creates a linear reference - a file containing a segments of special length (e.g. 1 km in reference units) and get coordinates, linear referenced distances or sublines (subpaths) from this file. The utility not required the `M` or `Z` values in geometry. The results can be stored in any OGR supported format. Also some information is written to the stdout.

#### **--help-general**

Show the usage.



- progress**  
Show progress.
- quiet**  
Suppress all messages except errors and results.
- f <format\_name>**  
Select an output format name. The default is to create a shapefile.
- dsco <NAME=VALUE>**  
Dataset creation option (format specific)
- lco <NAME=VALUE>**  
Layer creation option (format specific).
- create**  
Create the linear reference file (linestring of parts).
- l <src\_line\_datasource\_name>**  
The path to input linestring datasource (e.g. the road)
- ln <layer\_name>**  
The layer name in datasource
- lf <field\_name>**  
The field name of unique values to separate the input lines (e.g. the set of roads).
- p <src\_repers\_datasource\_name>**  
The path to linear references points (e.g. the road mile-stones)
- pn <layer\_name>**  
The layer name in datasource
- pm <pos\_field\_name>**  
The field name of distances along path (e.g. mile-stones values)
- pf <field\_name>**  
The field name of unique values to map input reference points to lines.
- r <src\_parts\_datasource\_name>**  
The path to linear reference file.
- rn <layer\_name>**  
The layer name in datasource
- o <dst\_datasource\_name>**  
The path to output linear reference file (linestring datasource)
- on <layer\_name>**  
The layer name in datasource
- of <field\_name>**  
The field name for storing the unique values of input lines
- s <step>**  
The part size in linear units

**-get\_pos**

Return linear referenced position for input X, Y

**-x <long>**

Input X coordinate

**-y <lat>**

Input Y coordinate

**-get\_coord**

Return point on path for input linear distance

**-m <position>**

The input linear distance

**-get\_subline**

Return the portion of the input path from and to input linear positions.

**-mb <position>**

The input begin linear distance

**-me <position>**

The input end linear distance

### 5.3.5.3 Example

This example would create a shapefile (`parts.shp`) containing a data needed for linear referencing (1 km parts):

```
ogr2ogr -create -l roads.shp -p references.shp -pm dist -o parts.shp -s 1000 -progress
```

## 5.3.6 ogrmerge.py

### 5.3.6.1 Synopsis

```
ogrmerge.py -o out_dsname src_dsname [src_dsname]*  
  [-f format] [-single] [-nln layer_name_template]  
  [-update | -overwrite_ds] [-append | -overwrite_layer]  
  [-src_geom_type geom_type_name[,geom_type_name]*]  
  [-dsco NAME=VALUE]* [-lco NAME=VALUE]*  
  [-s_srs srs_def] [-t_srs srs_def | -a_srs srs_def]  
  [-progress] [-skipfailures] [--help-general]
```

Options specific to the *-single* option:

```
[-field_strategy FirstLayer|Union|Intersection]  
[-src_layer_field_name name]  
[-src_layer_field_content layer_name_template]
```

### 5.3.6.2 Description

New in version 2.2.

**ogrmerge.py** script takes as input several vector datasets, each of them having one or several vector layers, and copy them in a target dataset.

There are essential two modes:

- the default one, where each input vector layer, is copied as a separate layer into the target dataset
- another one, activated with the `-single` switch, where the content of all input vector layers is appended into a single target layer. This assumes that the schema of those vector layers is more or less the same.

Internally this generates a *VRT – Virtual Format* file, and if the output format is not VRT, final translation is done with **ogr2ogr** or `gdal.VectorTranslate()`. So, for advanced uses, output to VRT, potential manual editing of it and **ogr2ogr** can be done.

**-o** <out\_dsname>

Output dataset name. Required.

**<src\_dsname>**

One or several input vector datasets. Required

**-f** <format>

Select the output format. Starting with GDAL 2.3, if not specified, the format is guessed from the extension (previously was ESRI Shapefile). Use the short format name

**-single**

If specified, all input vector layers will be merged into a single one.

**-nln** <layer\_name\_template>

Name of the output vector layer (in single mode, and the default is “merged”), or template to name the output vector layers in default mode (the default value is {AUTO\_NAME}). The template can be a string with the following variables that will be substituted with a value computed from the input layer being processed:

- {AUTO\_NAME}: equivalent to {DS\_BASENAME}\_{LAYER\_NAME} if both values are different, or {LAYER\_NAME} when they are identical (case of shapefile). ‘different
- {DS\_NAME}: name of the source dataset
- {DS\_BASENAME}: base name of the source dataset
- {DS\_INDEX}: index of the source dataset
- {LAYER\_NAME}: name of the source layer
- {LAYER\_INDEX}: index of the source layer

**-update**

Open an existing dataset in update mode.

**-overwrite\_ds**

Overwrite the existing dataset if it already exists (for file based datasets)

**-append**

Open an existing dataset in update mode, and if output layers already exist, append the content of input layers to them.

**-overwrite\_layer**

Open an existing dataset in update mode, and if output layers already exist, replace their content with the one of the input layer.

**-src\_geom\_type** <geom\_type\_name[,geom\_type\_name]\\*>

Only take into account input layers whose geometry type match the type(s) specified. Valid values for geom\_type\_name are GEOMETRY, POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON, GEOMETRYCOLLECTION, CIRCULARSTRING, CURVEPOLYGON, MULTICURVE, MULTISURFACE, CURVE, SURFACE, TRIANGLE, POLYHEDRALSURFACE and TIN.

**-dsco** <NAME=VALUE>

Dataset creation option (format specific)

**-lco** <NAME=VALUE>

Layer creation option (format specific)

**-a\_srs** <srs\_def>

Assign an output SRS

**-t\_srs** <srs\_def>

Reproject/transform to this SRS on output

**-s\_srs** <srs\_def>

Override source SRS

**-progress**

Display progress on terminal. Only works if input layers have the “fast feature count” capability.

**-skipfailures**

Continue after a failure, skipping the failed feature.

**-field\_strategy** FirstLayer|Union|Intersection

Only used with [-single](#). Determines how the schema of the target layer is built from the schemas of the input layers. May be FirstLayer to use the fields from the first layer found, Union to use a super-set of all the fields from all source layers, or Intersection to use a sub-set of all the common fields from all source layers. Defaults to Union.

**-src\_layer\_field\_name** <name>

Only used with [-single](#). If specified, the schema of the target layer will be extended with a new field ‘name’, whose content is determined by -src\_layer\_field\_content.

**-src\_layer\_field\_content** <layer\_name\_template>

Only used with [-single](#). If specified, the schema of the target layer will be extended with a new field (whose name is given by [-src\\_layer\\_field\\_name](#), or ‘source\_ds\_lyr’ otherwise), whose content is determined by layer\_name\_template. The syntax of layer\_name\_template is the same as for [-nlm](#).

### 5.3.6.3 Examples

Create a VRT with a layer for each input shapefiles

```
ogrmerge.py -f VRT -o merged.vrt *.shp
```

Same, but creates a GeoPackage file

```
ogrmerge.py -f GPKG -o merged.gpkg *.shp
```

Concatenate the content of france.shp and germany.shp in merged.shp, and adds a 'country' field to each feature whose value is 'france' or 'germany' depending where it comes from.

```
ogrmerge.py -single -o merged.shp france.shp germany.shp -src_layer_field_name country
```

### 5.3.7 ogr\_layer\_algebra.py

New in version 3.6.

#### 5.3.7.1 Synopsis

```
ogr_layer_algebra.py Union|Intersection|SymDifference|Identity|Update|Clip|Erase
    -input_ds name [-input_lyr name]
    -method_ds [-method_lyr name]
    -output_ds name [-output_lyr name] [-overwrite]
    [-opt NAME=VALUE]*
    [-f format_name] [-dsco NAME=VALUE]* [-lco NAME=VALUE]*
    [-input_fields NONE|ALL|fld1,fld2,...fldN] [-method_fields_
↳NONE|ALL|fld1,fld2,...fldN]
    [-nlt geom_type] [-a_srs srs_def]
```

#### 5.3.7.2 Description

The **ogr\_layer\_algebra.py** provides a command line utility to perform various vector layer algebraic operations. The utility takes a vector input source, a method source and generates the output of the operation in the specified output file

**<mode>**

Where <mode> is one of the seven available modes:

- Union

A union is a set of features, which represent areas that are in either of the operand layers.

- Intersection

An intersection is a set of features, which represent the common areas of two layers.

- SymDifference

A symmetric difference is a set of features, which represent areas that are in operand layers but which do not intersect.

- Identity

The identity method identifies features in the input layer with features in the method layer possibly splitting features into several features. By default the result layer has attributes from both operand layers.

- Update

The update method creates a layer, which add features into the input layer from the method layer possibly cutting features in the input layer. By default the result layer has attributes only from the input layer.

- Clip

The clip method creates a layer, which has features from the input layer clipped to the areas of the features in the method layer. By default the result layer has attributes of the input layer.

- Erase

The erase method creates a layer, which has features from the input layer whose areas are erased by the features in the method layer. By default the result layer has attributes of the input layer.

**-input\_ds** <path>

Input data set path for the operation to be performed. For operations involving 2 datasets, this is one of the dataset.

**-input\_lyr** <name>

Layer name of the input\_ds for which the operations have to be performed ( Optional )

**-method\_ds** <path>

Method data set path for the operation to be performed. This is usually the conditional data set supplied to the operation ( ex: clip , erase , update ) This is the Second data set in the operation ( ex : Union, Intersection , SymDifference )

**-method\_lyr** <name>

Layer name of the method\_ds for which the operations have to be performed ( Optional )

**-output\_ds** <path>

Output data set path for writing the result of the operations performed by ogr\_layer\_algebra

**-output\_lyr\_name** <name>

Layer name of the output\_lyr\_name where the output vector has to be written. ( Optional )

**-overwrite**

Indicates whether the output\_ds have to be overwritten with the generated result of ogr\_layer\_algebra

**-opt** <NAME=VALUE>

Attributes for which the operation has to run on input\_ds and method\_ds

**-f** <format\_name>

Select the output format.If not specified, the format is guessed from the extension (previously was ESRI Shape-file). Use the short format name

**-dsco** <NAME=VALUE>

Dataset creation option (format specific)

**-lco** <NAME=VALUE>

Layer creation option (format specific)

**-input\_fields** <NONE|ALL|fld1,fld2,fld3...>

Comma-delimited list of fields from input layer to copy to the output layer , if eligible according to the operation

**-method\_fields** <NONE|ALL|fld1,fld2,fld3...>

Comma-delimited list of fields from method layer to copy to the output layer , if eligible according to the operation

**-nlt** <geom\_type>

Define the geometry type for the created layer. One of NONE, GEOMETRY, POINT, LINESTRING, POLYGON, GEOMETRYCOLLECTION, MULTIPOINT, MULTIPOLYGON, GEOMETRY25D, POINT25D, LINESTRING25D, POLYGON25D, GEOMETRYCOLLECTION25D, MULTIPOINT25D, MULTIPOLYGON25D.

**-a\_srs** <srs\_def>

Assign an output SRS, but without reprojecting

The coordinate reference systems that can be passed are anything supported by the `OGRSpatialReference.SetFromUserInput()` call, which includes EPSG Projected, Geographic or Compound CRS (i.e. EPSG:4296), a well known text (WKT) CRS definition, PROJ.4 declarations, or the name of a .prj file containing a WKT CRS definition.

## 5.4 Geographic network programs

### 5.4.1 gnmmanage

#### 5.4.1.1 Synopsis

```
gnmmmanage [--help] [-q] [-quiet] [--long-usage]
    [info]
    [create [-f <format_name>] [-t_srs <srs_name>] [-dsco NAME=VALUE] ... ]
    [import src_dataset_name] [-l layer_name]
    [connect <gfid_src> <gfid_tgt> <gfid_con> [-c <cost>] [-ic <inv_cost>] [-dir
    ↪ <dir>]]
    [disconnect <gfid_src> <gfid_tgt> <gfid_con>]
    [rule <rule_str>]
    [autoconnect <tolerance>]
    [delete]
    [change [-bl gfid] [-unbl gfid] [-unblall]]
    <gnm_name> [<layer> [<layer> ...]]
```

#### 5.4.1.2 Description

The **gnmmmanage** program can perform various managing operations on geographical networks in GDAL. In addition to creating and deleting networks this includes capabilities of managing network's features, topology and rules.

**-info**

Different information about network: system and class layers, network metadata, network spatial reference.

**create**

Create network.

**-f** <format\_name>

Output file format name.

**-t\_srs** <srs\_name>

Spatial reference input.

**-dsco** NAME=VALUE

Network creation option set as pair name=value.

**import** <src\_dataset\_name>

Import layer with dataset name to copy.

**-l** layer\_name

Layer name in dataset. If unset, 0 layer is copied.

**connect** <gfid\_src> <gfid\_tgt> <gfid\_con>

Make a topological connection, where the gfid\_src and gfid\_tgt are vertices and gfid\_con is edge (gfid\_con can be -1, so the system edge will be inserted).

Manually assign the following values:

**-c** <cost>

Cost / weight

**-ic** <invcost>

Inverse cost

**-dir** <dir>

Direction of the edge.

**disconnect** <gfid\_src> <gfid\_tgt> <gfid\_con>

Removes the connection from the graph.

**rule** <rule\_str>

Creates a rule in the network by the given rule\_str string.

**autoconnect** <tolerance>

Create topology automatically with the given double tolerance and layer names. In no layer name provided all layers of network will be used.

**delete**

Delete network.

**change**

Change blocking state of network edges or vertices.

**-bl** <gfid>

Block feature before the main operation. Blocking features are saved in the special layer.

**-unbl** <gfid>

Unblock feature before the main operation.

**-unblall**

Unblock all blocked features before the main operation.

<gnm\_name>

The network to work with (path and name).

<layer>

The network layer name.

## 5.4.2 gnmanalyse

### 5.4.2.1 Synopsis

```
gnmanalyse [--help][--quiet][--long-usage]
            [dijkstra <start_gfid> <end_gfid> [[-alo NAME=VALUE] ...]]
            [kpaths <start_gfid> <end_gfid> <k> [[-alo NAME=VALUE] ...]]
            [resource [[-alo NAME=VALUE] ...]]
            [-ds <ds_name>][-f <ds_format>][-l <layer_name>]
            [[-dsco NAME=VALUE] ...][-lco NAME=VALUE]
            <gnm_name>
```



### 5.4.2.2 Description

The **gnmanalyse** program provides analysing capabilities of geographical networks in GDAL. The results of calculations are return in an OGRLayer format or as a console text output if such layer is undefined. All calculations are made considering the blocking state of features.

**dijkstra** <start\_gfid> <end\_gfid>

Calculates the best path between two points using Dijkstra algorithm from start\_gfid point to end\_gfid point.

**kpaths** <start\_gfid> <end\_gfid>

Calculates K shortest paths between two points using Yen's algorithm (which internally uses Dijkstra algorithm for single path calculating) from start\_gfid point to end\_gfid point.

**resource**

Calculates the "resource distribution". The connected components search is performed using breadth-first search and starting from that features which are marked by rules as 'EMITTERS'.

**-d** <ds\_name>

The name and path of the dataset to save the layer with resulting paths. Not need to be existed dataset.

**-f** <ds\_format>

Define this to set the format of newly created dataset.

**-l** <layer\_name>

The name of the resulting layer. If the layer exist already - it will be rewritten.

**<gnm\_name>**

The network to work with (path and name).

**-dsco** NAME=VALUE

Dataset creation option (format specific)

**-lco** NAME=VALUE

Layer creation option (format specific)

**-alo** NAME=VALUE

Algorithm option (format specific)



## RASTER DRIVERS

Short name	Long name	Creation	Copy	Geo-referencing	Build requirements
<i>AAIGrid</i>	Arc/Info ASCII Grid	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ACE2</i>	ACE2	No	No	<b>Yes</b>	Built-in by default
<i>ADRG</i>	ADRG/ARC Digitized Raster Graphics (.gen/.thf)	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>AIG</i>	Arc/Info Binary Grid	No	No	<b>Yes</b>	Built-in by default
<i>AIRSAR</i>	AIRSAR Polarimetric Format	No	No	No	Built-in by default
<i>ARG</i>	Azavea Raster Grid	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>BAG</i>	Bathymetry Attributed Grid	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	libhdf5
<i>BASISU</i>	Basis Universal	No	<b>Yes</b>	No	Basis Universal
<i>BLX</i>	Magellan BLX Topo File Format	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>BMP</i>	Microsoft Windows Device Independent Bitmap	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>BSB</i>	Maptech/NOAA BSB Nautical Chart Format	No	No	<b>Yes</b>	Built-in by default
<i>BT</i>	VTP .bt Binary Terrain Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>BYN</i>	Natural Resources Canada's Geoid file format (.byn)	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>CAD</i>	AutoCAD DWG raster layer	No	No	<b>Yes</b>	(internal libopencad provided)
<i>CALS</i>	CALS Type 1	No	<b>Yes</b>	No	Built-in by default
<i>CEOS</i>	CEOS Image	No	<b>Yes</b>	No	Built-in by default
<i>COASP</i>	DRDC COASP SAR Processor Raster	No	No	No	Built-in by default
<i>COG</i>	Cloud Optimized GeoTIFF generator	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>COSAR</i>	TerraSAR-X Complex SAR Data Product	No	No	No	Built-in by default
<i>CPG</i>	Convair PolGASP data	No	No	<b>Yes</b>	Built-in by default
<i>CTable2</i>	CTable2 Datum Grid Shift	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>CTG</i>	USGS LULC Composite Theme Grid	No	No	<b>Yes</b>	Built-in by default
<i>DAAS</i>	DAAS (Airbus DS Intelligence Data As A Service driver)	No	No	<b>Yes</b>	libcurl
<i>DDS</i>	DirectDraw Surface	No	<b>Yes</b>	No	Crunch Lib
<i>DE-RIVED</i>	Derived subdatasets driver	No	No	No	Built-in by default
<i>DIMAP</i>	Spot DIMAP	No	No	<b>Yes</b>	Built-in by default
<i>DIPEX</i>	ELAS DIPEX	No	No	<b>Yes</b>	Built-in by default
<i>DOQI</i>	First Generation USGS DOQ	No	No	<b>Yes</b>	Built-in by default

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Table 1 – continued from previous page

Short name	Long name	Creation	Copy	Geo-referencing	Build requirements
<i>DOQ2</i>	New Labelled USGS DOQ	No	No	<b>Yes</b>	Built-in by default
<i>DTED</i>	Military Elevation Data	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ECRGTOC</i>	ECRG Table Of Contents (TOC.xml)	No	No	<b>Yes</b>	Built-in by default
<i>ECW</i>	Enhanced Compressed Wavelets (.ecw)	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	ECW SDK
<i>EEDAI</i>	Google Earth Engine Data API Image	No	No	<b>Yes</b>	libcurl
<i>EHdr</i>	ESRI .hdr Labelled	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>EIR</i>	Erdas Imagine Raw	No	No	<b>Yes</b>	Built-in by default
<i>ELAS</i>	Earth Resources Laboratory Applications Software	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ENVI</i>	ENVI .hdr Labelled Raster	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ERS</i>	ERMapper .ERS	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ESAT</i>	Envisat Image Product	No	No	No	Built-in by default
<i>ESRIC</i>	Esri Compact Cache	No	No	<b>Yes</b>	Built-in by default
<i>EXR</i>	Extended Dynamic Range Image File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	libopenexr
<i>FAST</i>	EOSAT FAST Format	No	No	<b>Yes</b>	Built-in by default
<i>FIT</i>	FIT	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>FITS</i>	Flexible Image Transport System	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	libcfitsio
<i>GenBin</i>	Generic Binary (.hdr labelled)	No	No	No	Built-in by default
<i>Geo-Raster</i>	Oracle Spatial GeoRaster	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Oracle client libraries
<i>GFF</i>	Sandia National Laboratories GSAT File Format	No	No	No	Built-in by default
<i>GIF</i>	Graphics Interchange Format	No	<b>Yes</b>	No	(internal GIF library provided)
<i>GPKG</i>	GeoPackage raster	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	libsqlite3 (and any or all of PNG, JPEG, WEBP drivers)
<i>GRASS</i>	GRASS Raster Format	No	No	No	gdal-grass-driver
<i>GRASS-ASCII-IGrid</i>	GRASS ASCII Grid	No	No	<b>Yes</b>	Built-in by default
<i>GRIB</i>	WMO General Regularly-distributed Information in Binary form	No	No	<b>Yes</b>	Built-in by default
<i>GS7BG</i>	Golden Software Surfer 7 Binary Grid File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GSAG</i>	Golden Software ASCII Grid File Format	No	No	<b>Yes</b>	Built-in by default
<i>GSBG</i>	Golden Software Binary Grid File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GSC</i>	GSC Geogrid	No	No	No	Built-in by default
<i>GTA</i>	Generic Tagged Arrays	No	<b>Yes</b>	<b>Yes</b>	libgta
<i>GTiff</i>	GeoTIFF File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GXF</i>	Grid eXchange File	No	No	<b>Yes</b>	Built-in by default
<i>HDF4</i>	Hierarchical Data Format Release 4 (HDF4)	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	lib hdf
<i>HDF5</i>	Hierarchical Data Format Release 5 (HDF5)	No	No	<b>Yes</b>	libhdf5

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Table 1 – continued from previous page

Short name	Long name	Creation	Copy	Geo-referencing	Build requirements
<i>HEIF</i>	ISO/IEC 23008-12:2017 High Efficiency Image File Format	No	No	No	libheif ( $\geq 1.1$ ), built against libde265
<i>HF2</i>	HF2/HFZ heightfield raster	No	Yes	Yes	Built-in by default
<i>HFA</i>	Erdas Imagine .img	Yes	Yes	Yes	Built-in by default
<i>RST</i>	Idrisi Raster Format	Yes	Yes	Yes	Built-in by default
<i>ILWIS</i>	Raster Map	Yes	Yes	Yes	Built-in by default
<i>IRIS</i>	Vaisala's weather radar software format	No	No	Yes	Built-in by default
<i>ISCE</i>	ISCE	Yes	Yes	Yes	Built-in by default
<i>ISG</i>	International Service for the Geoid	No	No	Yes	Built-in by default
<i>ISIS2</i>	USGS Astrogeology ISIS Cube (Version 2)	Yes	Yes	Yes	Built-in by default
<i>ISIS3</i>	USGS Astrogeology ISIS Cube (Version 3)	Yes	Yes	Yes	Built-in by default
<i>JDEM</i>	Japanese DEM (.mem)	No	No	Yes	Built-in by default
<i>JP2ECW</i>	ERDAS JPEG2000 (.jp2)	Yes	Yes	Yes	ECW SDK
<i>JP2KAK</i>	JPEG-2000 (based on Kakadu)	No	Yes	Yes	Kakadu library
<i>JP2LURA</i>	JPEG2000 driver based on Lurawave library	No	Yes	Yes	Lurawave library
<i>JP2MrSID</i>	JPEG2000 via MrSID SDK	No	Yes	Yes	MrSID SDK
<i>JP2OpenJPEG</i>	JPEG2000 driver based on OpenJPEG library	No	Yes	Yes	openjpeg $\geq 2.1$
<i>JPEG</i>	JPEG JFIF File Format	No	Yes	Yes	(internal libjpeg provided)
<i>JPEGXL</i>	JPEG-XL File Format	No	Yes	Yes	libjxl
<i>JPIP-KAK</i>	JPIP Streaming	No	No	Yes	Kakadu library
<i>KEA</i>	KEA	Yes	Yes	Yes	libkea and libhdf5 libraries
<i>KMLSuperoverlay</i>	KMLSuperoverlay	No	Yes	Yes	Built-in by default
<i>KRO</i>	KOLOR Raw format	Yes	Yes	No	Built-in by default
<i>KTX2</i>	KTX2	No	Yes	No	Basis Universal
<i>LIB</i>	NOAA Polar Orbiter Level 1b Data Set (AVHRR)	No	No	Yes	Built-in by default
<i>LAN</i>	Erdas 7.x .LAN and .GIS	No	No	Yes	Built-in by default
<i>LCP</i>	FARSITE v.4 LCP Format	No	Yes	Yes	Built-in by default
<i>Leveller</i>	Daylon Leveller Heightfield	Yes	Yes	Yes	Built-in by default
<i>LOSLAS</i>	NADCON .los/.las Datum Grid Shift	No	No	Yes	Built-in by default
<i>MAP</i>	OziExplorer .MAP	No	No	Yes	Built-in by default
<i>MRF</i>	Meta Raster Format	Yes	Yes	Yes	Built-in by default
<i>MBTiles</i>	MBTiles	Yes	Yes	Yes	libsqlite3
<i>MEM</i>	In Memory Raster	Yes	Yes	Yes	Built-in by default
<i>MFF</i>	Vexcel MFF Raster	Yes	Yes	Yes	Built-in by default
<i>MFF2</i>	Vexcel MFF2 Image	Yes	Yes	Yes	Built-in by default
<i>MrSID</i>	Multi-resolution Seamless Image Database	No	No	Yes	MrSID SDK
<i>MSG</i>	Meteosat Second Generation	No	No	Yes	msg library

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Table 1 – continued from previous page

Short name	Long name	Creation	Copy	Geo-referencing	Build requirements
<i>MSGN</i>	Meteosat Second Generation (MSG) Native Archive Format (.nat)	No	No	<b>Yes</b>	Built-in by default
<i>NDF</i>	NLAPS Data Format	No	No	<b>Yes</b>	Built-in by default
<i>netCDF</i>	NetCDF: Network Common Data Form	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	libnetcdf
<i>NGS-GEOID</i>	NOAA NGS Geoid Height Grids	No	No	<b>Yes</b>	Built-in by default
<i>NGW</i>	NextGIS Web	No	No	<b>Yes</b>	libcurl
<i>NITF</i>	National Imagery Transmission Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>NTv2</i>	NTv2 Datum Grid Shift	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>NWT_GRD</i>	Northwood/Vertical Mapper File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>NWT_GRC</i>	Northwood/Vertical Mapper File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>OG-CAPI</i>	OGC API Tiles / Maps / Coverage	No	No	<b>Yes</b>	libcurl
<i>OZI</i>	OZF2/OZFX3 raster	No	No	<b>Yes</b>	Built-in by default
<i>JAXA-PALSAR</i>	JAXA PALSAR Processed Products	No	No	<b>Yes</b>	Built-in by default
<i>PAux</i>	PCI .aux Labelled Raw Format	<b>Yes</b>	<b>Yes</b>	No	Built-in by default
<i>PCIDSK</i>	PCI Geomatics Database File	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>PCRaster</i>	PCRaster raster file format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	(internal libcf provided)
<i>PDF</i>	Geospatial PDF	No	<b>Yes</b>	<b>Yes</b>	none for write support, Poppler/PoDoFo/PDFium for read support
<i>PDS</i>	Planetary Data System v3	No	No	<b>Yes</b>	Built-in by default
<i>PDS4</i>	NASA Planetary Data System (Version 4)	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>PLMosaic</i>	PLMosaic (Planet Labs Mosaics API)	No	No	<b>Yes</b>	libcurl
<i>PNG</i>	Portable Network Graphics	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>PNM</i>	Netpbm (.pgm, .ppm)	No	<b>Yes</b>	No	Built-in by default
<i>Post-GIS-Raster</i>	PostGIS Raster driver	No	<b>Yes</b>	<b>Yes</b>	PostgreSQL library
<i>PRF</i>	PHOTOMOD Raster File	No	No	No	Built-in by default
<i>R</i>	R Object Data Store	No	<b>Yes</b>	No	Built-in by default
<i>Ras-daman</i>	Rasdaman GDAL driver	No	No	No	raslib
<i>Raster-lite</i>	Rasters in SQLite DB	No	<b>Yes</b>	<b>Yes</b>	libsqlite3
<i>SQLite</i>	Rasters in SQLite DB	No	<b>Yes</b>	<b>Yes</b>	libsqlite3, librasterlite2, libspatialite
<i>RDB</i>	RIEGL Database	No	No	<b>Yes</b>	rdblib >= 2.2.0.
<i>RIK</i>	Swedish Grid Maps	No	No	<b>Yes</b>	(internal zlib is used if necessary)
<i>RMF</i>	Raster Matrix Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default

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Table 1 – continued from previous page

Short name	Long name	Creation	Copy	Geo-referencing	Build requirements
<i>ROI_PAC</i>	ROI_PAC	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>RPFTOC</i>	Raster Product Format/RPF (a.toc)	No	No	<b>Yes</b>	Built-in by default
<i>RRASTER</i>	R Raster	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>RS2</i>	RadarSat 2 XML Product	No	No	<b>Yes</b>	Built-in by default
<i>SAFE</i>	Sentinel-1 SAFE XML Product	No	No	<b>Yes</b>	Built-in by default
<i>SAR_CEOS</i>	CEOS SAR Image	No	No	<b>Yes</b>	Built-in by default
<i>SAGA</i>	SAGA GIS Binary Grid File Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>SDTS</i>	USGS SDTS DEM	No	No	<b>Yes</b>	Built-in by default
<i>SENTINEL2</i>	Sentinel-2 Products	No	No	<b>Yes</b>	Built-in by default
<i>SGI</i>	SGI Image Format	<b>Yes</b>	<b>Yes</b>	No	Built-in by default
<i>SIG-DEM</i>	Scaled Integer Gridded DEM	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>SNODAS</i>	Snow Data Assimilation System	No	No	<b>Yes</b>	Built-in by default
<i>SRP</i>	Standard Product Format (ASRP/USRP) (.gen)	No	No	<b>Yes</b>	Built-in by default
<i>SRTMHGT</i>	SRTM HGT Format	No	No	<b>Yes</b>	Built-in by default
<i>STACIT</i>	Spatio-Temporal Asset Catalog Items	No	No	No	Built-in by default
<i>STACTA</i>	Spatio-Temporal Asset Catalog Tiled Assets	No	No	No	Built-in by default
<i>Terragen</i>	Terragen™ Terrain File	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>TGA</i>	TARGA Image File Format	No	No	No	Built-in by default
<i>TIL</i>	EarthWatch/DigitalGlobe .TIL	No	No	<b>Yes</b>	Built-in by default
<i>TileDB</i>	TileDB	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	TileDB
<i>TSX</i>	TerraSAR-X Product	No	No	<b>Yes</b>	Built-in by default
<i>USGS-DEM</i>	USGS ASCII DEM (and CDED)	<b>Yes</b>	No	<b>Yes</b>	Built-in by default
<i>VICAR</i>	VICAR	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>VRT</i>	GDAL Virtual Format	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>WCS</i>	OGC Web Coverage Service	No	No	<b>Yes</b>	libcurl
<i>WEBP</i>	WEBP	No	<b>Yes</b>	No	libwebp
<i>WMS</i>	Web Map Services	No	<b>Yes</b>	<b>Yes</b>	libcurl
<i>WMTS</i>	OGC Web Map Tile Service	No	No	<b>Yes</b>	libcurl
<i>XPM</i>	X11 Pixmap	No	<b>Yes</b>	No	Built-in by default
<i>XYZ</i>	ASCII Gridded XYZ	No	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>Zarr</i>	Zarr	<b>Yes</b>	No	<b>Yes</b>	Built-in by default, but liblz4, libxz (lzma), libzstd and libblosc
<i>ZMAP</i>	ZMap Plus Grid	No	<b>Yes</b>	<b>Yes</b>	Built-in by default

**Note:** The following drivers have been retired and moved to the <https://github.com/OSGeo/gdal-extra-drivers> repository: BPG, E00GRID, EPSILON, IGNFHeightASCIIGrid, NTV1

## 6.1 AAIGrid – Arc/Info ASCII Grid

---

### Driver short name

AAIGrid

---

---

### Driver built-in by default

This driver is built-in by default

---

Supported for read and write access, including reading of an affine georeferencing transform and some projections. This format is the ASCII interchange format for Arc/Info Grid, and takes the form of an ASCII file, plus sometimes an associated .prj file. It is normally produced with the Arc/Info ASCIIGRID command.

The projections support (read if a \*.prj file is available) is quite limited. Additional sample .prj files may be sent to the maintainer, [warmerdam@pobox.com](mailto:warmerdam@pobox.com).

The NODATA value for the grid read is also preserved when available in the same format as the band data.

By default, the datatype returned for AAIGRID datasets by GDAL is autodetected, and set to Float32 for grid with floating point values or Int32 otherwise. This is done by analysing the format of the NODATA value and, if needed, the data of the grid. You can explicitly specify the datatype by setting the AAIGRID\_DATATYPE configuration option (Int32, Float32 and Float64 values are supported currently)

If pixels being written are not square (the width and height of a pixel in georeferenced units differ) then DX and DY parameters will be output instead of CELLSIZE. Such files can be used in Golden Surfer, but not most other ascii grid reading programs. For force the X pixel size to be used as CELLSIZE use the FORCE\_CELLSIZE=YES creation option or resample the input to have square pixels.

When writing floating-point values, the driver uses the "%.20g" format pattern as a default. You can consult a [reference manual](#) for printf to have an idea of the exact behavior of this ;-). You can alternatively specify the number of decimal places with the DECIMAL\_PRECISION creation option. For example, DECIMAL\_PRECISION=3 will output numbers with 3 decimal places(using %lf format). Another option is SIGNIFICANT\_DIGITS=3, which will output 3 significant digits (using %g format).

The *AIG – Arc/Info Binary Grid* driver is also available for Arc/Info Binary Grid format.

NOTE: Implemented as `gdal/frmts/aaigrid/aaigriddataset.cpp`.

### 6.1.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

---



This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.2 ACE2 – ACE2

---

### Driver short name

ACE2

---

---

### Driver built-in by default

This driver is built-in by default

---

This is a convenience driver to read ACE2 DEMs. Those files contain raw binary data. The georeferencing is entirely determined by the filename. Quality, source and confidence layers are of Int16 type, whereas elevation data is returned as Float32.

[ACE2 product overview](#)

NOTE: Implemented as `gdal/frmts/raw/ace2dataset.cpp`.

### 6.2.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.3 ADRG – ADRG/ARC Digitized Raster Graphics (.gen/.thf)

---

### Driver short name

ADRG

---

---

### Driver built-in by default

This driver is built-in by default

---

Supported by GDAL for read access. Creation is possible, but it must be considered as experimental and a means of testing read access (although files created by the driver can be read successfully on another GIS software)

An ADRG dataset is made of several files. The file recognised by GDAL is the General Information File (.GEN). GDAL will also need the image file (.IMG), where the actual data is.

The Transmission Header File (.THF) can also be used as an input to GDAL. If the THF references more than one image, GDAL will report the images it is composed of as subdatasets. If the THF references just one image, GDAL will open it directly.

Overviews, legends and insets are not used. Polar zones (ARC zone 9 and 18) are not supported (due to the lack of test data).

See also : the [ADRG specification \(MIL-A-89007\)](#)

### 6.3.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.4 AIG – Arc/Info Binary Grid

---

#### Driver short name

AIG

---

---

#### Driver built-in by default

This driver is built-in by default

---

Supported by GDAL for read access. This format is the internal binary format for Arc/Info Grid, and takes the form of a coverage level directory in an Arc/Info database. To open the coverage select the coverage directory, or an .adf file (such as hdr.adf) from within it. If the directory does not contain file(s) with names like w001001.adf then it is not a grid coverage.

Support includes reading of an affine georeferencing transform, some projections, and a color table (.clr) if available.

This driver is implemented based on a reverse engineering of the format. See the [Arc/Info Binary Grid Format](#) for more details.

The projections support (read if a prj.adf file is available) is quite limited. Additional sample prj.adf files may be sent to the maintainer, [warmerdam@pobox.com](mailto:warmerdam@pobox.com).

NOTE: Implemented as `gdal/frmts/aigrid/aigdataset.cpp`.

## 6.4.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---



---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

#### 6.4.1.1 Arc/Info Binary Grid Format

by Frank Warmerdam ([warmerdam@pobox.com](mailto:warmerdam@pobox.com))

The Arc/Info Binary Grid format is the internal working format of the Arc/Info Grid product. It is also usable and creatable within the spatial analyst component of ArcView. It is a tiled (blocked) format with run length compression capable of holding raster data of up to 4 byte integers or 4 byte floating data.

This format should not be confused with the Arc/Info ASCII Grid format which is the interchange format for grids. Files can be converted between binary and ASCII format with the GRIDASCII and ASCIIGRID commands in Arc/Info. This format is also different than the flat binary raster output of the GRIDFLOAT command. The Arc/Info binary float, and ASCII formats are also accessible from within ArcView.

This format should also not be confused with what I know as ESRI BIL format. This is really a standard ESRI way of creating a header file (.HDR) describing the data layout a binary raster file containing raster data.

### Version

I am not sure yet how the versions work for grid files. I have been working primarily with grid files generated by ArcView 3.x, and its associated gridio API. The hdr.adf files I have examined start with the string **GRID1.2** for what that's worth. Certainly the file naming conventions seem to follow the Arc/Info 7.x conventions rather than that of earlier versions.

### File Set

A grid coverage actually consists of a number of files. A grid normally lives in its own directory named after the grid. For instance, the grid **nwgrd1** lives in the directory **nwgrd1**, and has the following component files:

-rwxr--r--	1	warmerda	users	32	Jan 22 16:07	nwgrd1/dblbnnd.adf
-rwxr--r--	1	warmerda	users	308	Jan 22 16:07	nwgrd1/hdr.adf
-rwxr--r--	1	warmerda	users	32	Jan 22 16:07	nwgrd1/sta.adf
-rwxr--r--	1	warmerda	users	2048	Jan 22 16:07	nwgrd1/vat.adf

(continues on next page)

(continued from previous page)

-rwxr--r--	1	warmerda	users	187228	Jan 22 16:07	nwgrd1/w001001.adf
-rwxr--r--	1	warmerda	users	6132	Jan 22 16:07	nwgrd1/w001001x.adf

Sometimes datasets will also include a prj.adf files containing the projection definition in the usual ESRI format. Grids also normally have associated tables in the info directory. This is beyond the scope of my discussion for now.

The files have the following roles:

- *dblbnd.adf*: Contains the bounds (LLX, LLY, URX, URY) of the portion of utilized portion of the grid.
  - *hdr.adf*: This is the header, and contains information on the tile sizes, and number of tiles in the dataset. It also contains assorted other information I have yet to identify.
  - *sta.adf*: This contains raster statistics. In particular, the raster min, max, mean and standard deviation.
  - *vat.adf*: This relates to the value attribute table. This is the table corresponding integer raster values with a set of attributes. I presume it is really just a pointer into info in a manner similar to the pat.adf file in a vector coverage, but I haven't investigated yet.
  - *w001001.adf*: This is the file containing the actual raster data.
  - *w001001x.adf*: This is an index file containing pointers to each of the tiles in the w001001.adf raster file.
- 

### dblbnd.adf - Georef Bounds

Fields:

Start Byte

# of Bytes

Format

Name

Description

0

8

MSB double

D\_LLX

Lower left X (easting) of the grid. Generally -0.5 for an ungeoreferenced grid.

8

8

MSB double

D\_LLY

Lower left Y (northing) of the grid. Generally -0.5 for an ungeoreferenced grid.

16

8

MSB double

**D\_URX**

Upper right X (easting) of the grid. Generally #Pixels-0.5 for an ungeoreferenced grid.

24

8

MSB double

**D\_URY**

Upper right Y (northing) of the grid. Generally #Lines-0.5 for an ungeoreferenced grid.

This file is always 32 bytes long. The bounds apply to the portion of the grid that is in use, not the whole thing.

**w001001x.adf - Tile Index**

This is a binary dump of the first 320 bytes of a w001001x.adf file.

```

0: 0000270A FFFFC14 00000000 00000000 ~ ~ ' ~~~~~
16: 00000000 00000000 00000BFA 00000000 ~~~~~
32: 00000000 00000000 00000000 00000000 ~~~~~
48: 00000000 00000000 00000000 00000000 ~~~~~
64: 00000000 00000000 00000000 00000000 ~~~~~
80: 00000000 00000000 00000000 00000000 ~~~~~
96: 00000000 00000032 00000202 00000235 ~~~~~ 2 ~~~~~ 5
112: 000001D4 0000040A 00000000 0000040B ~~~~~
128: 00000000 0000040C 00000000 0000040D ~~~~~
144: 00000000 0000040E 00000000 0000040F ~~~~~
160: 00000000 00000410 00000202 00000613 ~~~~~
176: 000001D4 000007E8 00000000 000007E9 ~~~~~
192: 00000000 000007EA 00000000 000007EB ~~~~~
208: 00000000 000007EC 00000000 000007ED ~~~~~
224: 00000000 000007EE 00000202 000009F1 ~~~~~
240: 000001D4 00000BC6 00000000 00000BC7 ~~~~~
256: 00000000 00000BC8 00000000 00000BC9 ~~~~~
272: 00000000 00000BCA 00000000 00000BCB ~~~~~
288: 00000000 00000BCC 00000202 00000DCF ~~~~~
304: 000001D4 00000FA4 00000000 00000FA5 ~~~~~

```

Fields:

Start Byte

# of Bytes

Format

Description

0

8

Magic Number (always hex 00 00 27 0A FF FF \*\*, usually ending in FC 14, FB F8 or FC 08).

8

16

zero fill

24

4

MSB Int32

Size of whole file in shorts (multiply by two to get file size in bytes).

28

72

zero fill

$100 + t * 8$

4

MSB Int32

Offset to tile  $t$  in w001001.adf measured in two byte shorts.

$104 + t * 8$

4

MSB Int32

Size of tile  $t$  in 2 byte shorts.

---

### sta.adf - Raster Statistics

Fields:

Start Byte

# of Bytes

Format

Name

Description

0

8

MSB double

SMin

Minimum value of a raster cell in this grid.

8

8

MSB double

SMax

Maximum value of a raster cell in this grid.

16

8

MSB double

SMean

Mean value of a raster cells in this grid.

24

8

MSB double

SStdDev

Standard deviation of raster cells in this grid.

This file is always 32 bytes long.

### w001001.adf - Raster Data

This is a binary dump of the first 320 bytes of a w001001.adf file.

```

0: 0000270A FFFFC14 00000000 00000000 ~' ~~~~~~
16: 00000000 00000000 00016DAE 00000000 ~~~~~~m~~~~~
32: 00000000 00000000 00000000 00000000 ~~~~~~
48: 00000000 00000000 00000000 00000000 ~~~~~~
64: 00000000 00000000 00000000 00000000 ~~~~~~
80: 00000000 00000000 00000000 00000000 ~~~~~~
96: 00000000 02020800 00373D42 5C5A4D31 ~~~~~7=B\ZM1
112: 200A0108 0E1D4F89 9C9A9392 8C7E6653 ~~~~~O~~~~~fS
128: 5151596D 83919290 868A8B87 807A7A7B QQYm~~~~~zz{
144: 7C7A766F 64481D00 0406305F 6B6C6A5B |zvodH~~~~0_klj[
160: 5D53513C 2D2D2732 24293F54 40354C55 ]SQ<--'2$)?T@5LU
176: 67686258 514E4943 5859534A 41394D70 ghbXQNICYsJA9Mp
192: 75665659 66625A63 737A848E 9090979F ufVYfbZcsz~~~~~
208: 9F908C8F 8F96998E 8778685B 53536274 ~~~~~~xh[SSbt
224: 747B838A 8A8C8F92 8D979B94 8C8D9294 t{~~~~~
240: 8D8D8D8D 8C8B8989 8B8E908F 8E8E9092 ~~~~~~
256: 90929394 989C9891 92939698 9B9B9C9C ~~~~~~
272: 8E8E8F8F 8E8E8F90 898E918F 8B8A8E93 ~~~~~~
288: 8B8D9093 94918C86 838DA1BC B7CEC9B0 ~~~~~~
304: D4B0BB96 A0929E99 9797999B 9D9C9C9B ~~~~~~

```

Fields:

Start Byte

# of Bytes

Format

Name

Description

0

8

RMagic

Magic Number (always hex 00 00 27 0A FF FF \*\* \*\*, usually ending in FC 14, FB F8 or FC 08).

8

16

zero fill

24

4

MSB Int32

RFileSize

Size of whole file in shorts (multiply by two to get file size in bytes).

28

72

zero fill

100, ...

2

MSB Int16

RTileSize

Size of this tiles data measured in shorts. This matches the size in the index file, and does not include the tile size itself. The next tile starts  $2*n+2$  bytes after the start of this tile, where  $n$  is the value of this field.

102, ...

1

byte

RTileType

Tile type code indicating the organization of the following data (integer coverages only).

103, ...

1

byte

RMinSize

Number of bytes following to form the minimum value for the tile (integer coverages only).

104, ...

(RMinSize bytes)

MSB Int (var size)

RMin



The minimum value pixels for this tile. This number is added to the pixel values for each pixel in this tile (integer coverages only). I must stress that if RMinSize is less than 4 this is still a signed quantity. For instance, if RMinSize is 2, the value is 65536 - byte0\*256 - byte1 if byte0 is > 127.

104+RMinSize, ...

RTileSize\*2 - 3 - RMinSize

variable

RTileData

The data for this tile. Format varies according to RTileType for integer coverages.

The fields RTileSize, RTileType, RMinSize, RMin, and RTileData occur in the file for each tile of data present. They are usually packed one after the other, but this isn't necessarily guaranteed. The index file (w001001x.adf) should be used to establish the tile locations. Note that tiles that appear in the index file with a size of zero will appear as just two bytes (zeros) for the RTileSize for that tile.

## Raster Size

The size of a the grid isn't as easy to deduce as one might expect. The hdr.adf file contains the HTilesPerRow, HTilesPerColumn, HTileXSize, and HTileYSize fields which imply a particular raster space. However, it seems that this is created much larger than necessary to hold the users raster data. I have created 3x1 rasters which resulted in the standard 8x512 tiles of 256x4 pixels each.

It seems that the user portion of the raster has to be computed based on the georeferenced bounds in the dblbnd.adf file (assumed to be anchored at the top left of the total raster space), and the HPixelSizeX, and HPixelSizeY fields from hdr.adf.

**#Pixels = (D\_URX - D\_LRX) / HPixelSizeX**

**#Lines = (D\_URY - D\_LRY) / HPixelSizeY**

Based on this number of pixels and lines, it is possible to establish what portion out of the top left of the raster is really *of interest*. All regions outside this appear to empty tiles, or filled with no data markers.

## RTileType/RTileData

Each tile contains HBlockXSize \* HBlockYSize pixels of data. For floating point and uncompressed integer files the data is just the tile size (in two bytes) followed by the pixel data as 4 byte MSB order IEEE floating point words. For compressed integer tiles it is necessary to interpret the RTileType to establish the details of the tile organization:

### RTileType = 0x00 (constant block)

All pixels take the value of the RMin. Data is ignored. It appears there is sometimes a bit of meaningless data (up to four bytes) in the block.

**RTileType = 0x01 (raw 1bit data)**

One full tile worth of data pixel values follows the RMin field, with 1bit per pixel.

**RTileType = 0x04 (raw 4bit data)**

One full tiles worth of data pixel values follows the RMin field, with 4 bits per pixel. The high order four bits of a byte comes before the low order four bits.

**RTileType = 0x08 (raw byte data)**

One full tiles worth of data pixel values (one byte per pixel) follows the RMin field.

**RTileType = 0x10 (raw 16bit data)**

One full tiles worth of data pixel values follows the RMin field, with 16 bits per pixel (MSB).

**RTileType = 0x20 (raw 32bit data)**

One full tiles worth of data pixel values follows the RMin field, with 32 bits per pixel (MSB).

**RTileType = 0xCF (16 bit literal runs/nodata runs)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as:

- **Marker < 128:** The marker is followed by **Marker** pixels of literal data with two MSB bytes per pixel.
- **Marker > 127:** The marker indicates that **256-Marker** pixels of *no data* pixels should be put into the output stream. No data (other than the next marker) follows this marker.

**RTileType = 0xD7 (literal runs/nodata runs)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as:

- **Marker < 128:** The marker is followed by **Marker** pixels of literal data with one byte per pixel.
- **Marker > 127:** The marker indicates that **256-Marker** pixels of *no data* pixels should be put into the output stream. No data (other than the next marker) follows this marker.

**RTileType = 0xDF (RMin runs/nodata runs)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as:

- **Marker < 128:** The marker is followed by **Marker** pixels of literal data with one byte per pixel.
- **Marker > 127:** The marker indicates that **256-Marker** pixels of *no data* pixels should be put into the output stream. No data (other than the next marker) follows this marker.

This is similar to 0xD7, except that the data size is zero bytes instead of 1, so only RMin values are inserted into the output stream.

**RTileType = 0xE0 (run length encoded 32bit)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as a **count**. The four bytes following the count should be interpreted as an MSB Int32 **value**. They indicate that **count** pixels of **value** should be inserted into the output stream.

**RTileType = 0xF0 (run length encoded 16bit)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as a **count**. The two bytes following the count should be interpreted as an MSB Int16 **value**. They indicate that **count** pixels of **value** should be inserted into the output stream.

**RTileType = 0xFC/0xF8 (run length encoded 8bit)**

The data is organized in a series of runs. Each run starts with a marker which should be interpreted as a **count**. The following byte is the **value**. They indicate that **count** pixels of **value** should be inserted into the output stream.

The interpretation is the same for 0xFC, and 0xF8. I believe that 0xFC has a lower dynamic (2 bit) range than 0xF8 (4 or 8 bit).

**RTileType = 0xFF (RMin CCITT RLE 1Bit)**

The data stream for this file is CCITT RLE (G1 fax) compressed. The format is complex but source is provided with the sample program (derived from libtiff) for reading it. The result of uncompressing is 1bit data so which the RMin value should be added.

**hdr.adf - Header**

This is a binary dump of the first 308 bytes of a hdr.adf file.

```

0: 47524944 312E3200 00000000 FFFFFFFF GRID1.2~~~~~
16: 00000001 00000000 0000164E 3F800000 ~~~~~N?~~~
32: 00000F00 F6180000 90060000 3603D601 ~~~~~6~~~
48: 6403E301 01000000 7620F808 43012B03 d~~~~~v ~C~+~
64: D6019903 E3012B03 D6019903 E301F7BF ~~~~~+~~~~~
80: 00007406 6E1FC2A4 7A370D00 0B004200 ~t~n~~~z7~~~~B~
96: 4E1654A4 00000000 00000000 00000000 N~T~~~~~
112: 34A5A89D FF0414A5 A70F0002 00000000 4~~~~~
128: 00000000 3C0B5F06 A8C05F06 08005AC0 ~~~~<~_~~~_~~~Z~
144: 0A00E101 36035AC0 72085F06 FAA42F3C ~~~~6~Z~r~_~~~/<
160: 0A001667 02000E00 A80B0200 08370200 ~~~g~~~~~7~~
176: 0CA00200 9C0B0200 04370200 36A0E436 ~~~~~~7~~6~~6
192: 84000000 36A00200 5F063EA5 0883FF04 ~~~~6~~~_>~~~~~
208: 00008400 00000010 BD810200 5F010000 ~~~~~~_~~~
224: 670E0000 5F01560E 4C4F0001 84008CA5 g~~~_~V~LO~~~~~
240: 28008F01 1000E00A 6628F7BF 4076FF04 (~~~~~~f(~@v~~
256: 3FF00000 00000000 3FF00000 00000000 ?~~~~~?~~~~~
272: C08FFC00 00000000 C0A1BF00 00000000 ~~~~~~

```

(continues on next page)

(continued from previous page)

288: 000000008 00000200 00000100 00000001 ~~~~~~
304: 00000004 ~~~~~

Fields:

Start Byte

# of Bytes

Format

Name

Description

0

8

Char

HMagic

Magic Number - always "GRID1.20"

8

8

assorted data, I don't know the purpose.

16

4

MSB Int32

HCellType

1 = int cover, 2 = float cover.

20

4

MSB Int32

CompFlag

0 = compressed, 1 = uncompressed

24

232

assorted data, I don't know the purpose.

256

8

MSB Double

HPixelSizeX

Width of a pixel in georeferenced coordinates. Generally 1.0 for ungeoreferenced rasters.

264

8

MSB Double

HPixelSizeY

Height of a pixel in georeferenced coordinates. Generally 1.0 for ungeoreferenced rasters.

272

8

MSB Double

XRef

 $dfLLX - (nBlocksPerRow * nBlockXSize * dfCellSizeX) / 2.0$ 

280

8

MSB Double

YRef

 $dfURY - (3 * nBlocksPerColumn * nBlockYSize * dfCellSizeY) / 2.0$ 

288

4

MSB Int32

HTilesPerRow

The width of the file in tiles (often 8 for files of less than 2K in width).

292

4

MSB Int32

HTilesPerColumn

The height of the file in tiles. Note this may be much more than the number of tiles actually represented in the index file.

296

4

MSB Int32

HTileXSize

The width of a file in pixels. Normally 256.

300

4

MSB Int32

Unknown, usually 1.

304

4

MSB Int32

HTileYSize

Height of a tile in pixels, usually 4.

---

## Acknowledgements

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- Martin Manningham of Global Geomatics for additional problem sample files.
- Harry Anderson of EDX Engineering, for showing me that floating point tiles don't have RTileType.
- Ian Turton for supplying a sample files demonstrating the need to be careful with the sign of "short" RMin values.
- Duncan Chaundy at PCI for poking hard till I finally deduced 0xFF tiles.
- Stephen Cheeseman of GeoSoft for yet more problem files.
- Geoffrey Williams for a files demonstrating tile type 0x20.

## 6.5 AIRSAR – AIRSAR Polarimetric Format

---

### Driver short name

AIRSAR

---

---

### Driver built-in by default

This driver is built-in by default

---

Most variants of the AIRSAR Polarimetric Format produced by the AIRSAR Integrated Processor are supported for reading by GDAL. AIRSAR products normally include various associated data files, but only the imagery data themselves is supported. Normally these are named *mission\_l.dat* (L-Band) or *mission\_c.dat* (C-Band).

AIRSAR format contains a polarimetric image in compressed stokes matrix form. Internally GDAL decompresses the data into a stokes matrix, and then converts that form into a covariance matrix. The returned six bands are the six values needed to define the 3x3 Hermitian covariance matrix. The convention used to represent the covariance matrix in terms of the scattering matrix elements HH, HV (=VH), and VV is indicated below. Note that the non-diagonal elements of the matrix are complex values, while the diagonal values are real (though represented as complex bands).

- Band 1: Covariance\_11 (Float32) =  $HH * \text{conj}(HH)$
- Band 2: Covariance\_12 (CFloat32) =  $\sqrt{2} * HH * \text{conj}(HV)$
- Band 3: Covariance\_13 (CFloat32) =  $HH * \text{conj}(VV)$
- Band 4: Covariance\_22 (Float32) =  $2 * HV * \text{conj}(HV)$

- Band 5: Covariance\_23 (CFloat32) =  $\sqrt{2} * HV * \text{conj}(VV)$
- Band 6: Covariance\_33 (Float32) =  $VV * \text{conj}(VV)$

The identities of the bands are also reflected in metadata and in the band descriptions.

The AIRSAR product format includes (potentially) several headers of information. This information is captured and represented as metadata on the file as a whole. Information items from the main header are prefixed with “MH\_”, items from the parameter header are prefixed with “PH\_” and information from the calibration header are prefixed with “CH\_”. The metadata item names are derived automatically from the names of the fields within the header itself.

No effort is made to read files associated with the AIRSAR product such as *mission\_1.mocomp*, *mission\_meta.airsar* or *mission\_meta.podaac*.

## 6.5.1 Driver capabilities

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

## 6.5.2 See Also

- [AIRSAR Data Format](#)

## 6.6 ARG – Azavea Raster Grid

### Driver short name

ARG

### Driver built-in by default

This driver is built-in by default

Driver implementation for a raw format that is used in [GeoTrellis](#) and called ARG. [ARG format specification](#). Format is essentially a raw format, with a companion .JSON file.

NOTE: Implemented as `gdal/frmts/arg/argdataset.cpp`.

### 6.6.1 Driver capabilities

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

### Supports Georeferencing

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.7 BAG – Bathymetry Attributed Grid

---

### Driver short name

BAG

---

### Build dependencies

libhdf5

---

This driver provides read-only support, and starting with GDAL 2.4 for creation, for bathymetry data in the BAG format. BAG files are actually a specific product profile in an HDF5 file, but a custom driver exists to present the data in a more convenient manner than is available through the generic HDF5 driver.

BAG files have two image bands representing Elevation (band 1), Uncertainty (band 2) values for each cell in a raster grid area. Nominal Elevation values may also be present, and starting with GDAL 3.2, any 2D array of numeric data type and with the same dimensions as Elevation present under BAG\_root will be reported as a GDAL band.

The geotransform and coordinate system is extracted from the internal XML metadata provided with the dataset. However, some products may have unsupported coordinate system formats, if using the non-WKT way of encoding the spatial reference system.

The full XML metadata is available in the “xml:BAG” metadata domain.

Nodata, minimum and maximum values for each band are also reported.

### 6.7.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

New in version 3.2.

---



---

### Supports Georeferencing

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.7.2 Open options

For open options specific to variable resolution, see following chapter.

Other open options are:

- **REPORT\_VERTCRS=YES/NO** (starting with GDAL 3.2). Defaults to YES. To report the vertical CRS from BAG XML metadata as the vertical component of a compound CRS. If set to NO, only the horizontal part will be reported.

## 6.7.3 Variable resolution (VR) grid support

Starting with GDAL 2.4, GDAL can handle BAG files with **variable resolution grids**. Such datasets are made of a low-resolution grid, which is the one presented by default by the driver, and for each of those low-resolution cells, a higher resolution grid can be present in the file. Such higher resolution grids are dubbed “supergrids” in GDAL.

The driver has different modes of working which can be controlled by the **MODE** open option:

- **MODE=LOW\_RES\_GRID**: this is the default mode. The driver will expose the low resolution grid, and indicate in the dataset metadata if the dataset has supergrids (**HAS\_SUPERGRIDS=TRUE**), as well as the minimum and maximum resolution of those grids.
- **MODE=LIST\_SUPERGRIDS**: in this mode, the driver will report the various supergrids in the subdataset list. It is possible to apply in this mode additional open options to restrict the search
  - **SUPERGRIDS\_INDICES=(y1,x1),(y2,x2),...**: Tuple or list of tuples, of supergrids described by their y,x indices (starting from 0, y from the south of the grid, x from the west of the grid).
  - **MINX=value**: Minimum georeferenced X value to use as a filter for the supergrids to list.
  - **MINY=value**: Minimum georeferenced Y value to use as a filter for the supergrids to list.
  - **MAXX=value**: Maximum georeferenced X value to use as a filter for the supergrids to list.
  - **MAXY=value**: Maximum georeferenced Y value to use as a filter for the supergrids to list.
  - **RES\_FILTER\_MIN=value**: Minimum resolution of supergrids to take into account (excluded bound)
  - **RES\_FILTER\_MAX=value**: Maximum resolution of supergrids to take into account (included bound)
- **Opening a supergrid**. This mode is triggered by using as a dataset name a string formatted like **BAG:my.bag:supergrid:{y}:{x}**, which is the value of the **SUBDATASET\_x\_NAME** metadata items reported by the above described mode. {y} is the index (starting from 0, from the south of the grid), and {x} is the index (starting from 0, from the west of the grid) of the supergrid to open.
- **MODE=RESAMPLED\_GRID**: in this mode, the user specify the extent and resolution of a target grid, and for each cell of this target grid, the driver will find the nodes of the supergrids that fall into that cell. By default, it will select the node with the maximum elevation value to populate the cell value. Or if no node of any supergrid are found, the cell value will be set to the nodata value. Overviews are reported: note that, those overviews

correspond to resampled grids computed with different values of the RESX and RESY parameters, but using the same value population rules (and not nearest neighbour resampling of the full resolution resampled grid).

The available open options in this mode are:

- MINX=value: Minimum georeferenced X value for the resampled grid. By default, the corresponding value of the low resolution grid.
- MINY=value: Minimum georeferenced Y value for the resampled grid. By default, the corresponding value of the low resolution grid.
- MAXX=value: Maximum georeferenced X value for the resampled grid. By default, the corresponding value of the low resolution grid.
- MAXY=value: Maximum georeferenced Y value for the resampled grid. By default, the corresponding value of the low resolution grid.
- RESX=value: Horizontal resolution. By default, and if RES\_STRATEGY is set to AUTO, this will be the minimum resolution among all the supergrids.
- RESY=value: Vertical resolution (positive value). By default, and if RES\_STRATEGY is set to AUTO, this will be the minimum resolution among all the supergrids.
- RES\_STRATEGY=AUTO/MIN/MAX/MEAN: Which strategy to apply to set the resampled grid resolution. By default, if none of RESX, RESY, RES\_FILTER\_MIN and RES\_FILTER\_MAX is specified, the AUTO strategy will correspond to the MIN strategy: that is the minimum resolution among all the supergrids is used. If MAX is specified, the maximum resolution among all the supergrids is used. If MEAN is specified, the mean resolution among all the supergrids is used. RESX and RESY, if defined, will override the resolution determined by RES\_STRATEGY.
- RES\_FILTER\_MIN=value: Minimum resolution of supergrids to take into account (excluded bound, except if it is the minimum resolution of supergrids). By default, the minimum resolution of supergrids available. If this value is specified and none of RES\_STRATEGY, RES\_FILTER\_MAX, RESX or RESY is specified, the maximum resolution among all the supergrids will be used as the resolution for the resampled grid.
- RES\_FILTER\_MAX=value: Maximum resolution of supergrids to take into account (included bound). By default, the maximum resolution of supergrids available. If this value is specified and none of RES\_STRATEGY, RESX or RESY is specified, this will also be used as the resolution for the resampled grid.
- VALUE\_POPULATION=MIN/MAX/MEAN/COUNT: Which value population strategy to apply to compute the resampled cell values. This default to MAX: the elevation value of a target cell is the maximum elevation of all supergrid nodes (potentially filtered with RES\_FILTER\_MIN and/or RES\_FILTER\_MAX) that fall into this cell; the corresponding uncertainty will be the uncertainty of the source node where this maximum elevation is reached. If no supergrid node fall into the target cell, the nodata value is set. The MIN strategy is similar, except that this is the minimum elevation value among intersecting nodes that is selected. The MEAN strategy uses the mean value of the elevation of intersecting nodes, and the maximum uncertainty of those nodes. The COUNT strategy (GDAL >= 3.2) exposes one single UInt32 band where each target cell contains the count of supergrid nodes that fall into it.
- SUPERGRIDS\_MASK=YES/NO. Default to NO. If set to YES, instead of the elevation and uncertainty band, the dataset contains a single Byte band which is boolean valued. For a target cell, if at least one supergrids nodes (potentially filtered with RES\_FILTER\_MIN and/or RES\_FILTER\_MAX) falls into the cell, the cell value is set at 255. Otherwise it is set at 0. This can be used to distinguish if elevation values at nodata are due to no source supergrid node falling into them, or if that/those supergrid nodes were themselves at the nodata value.
- NODATA\_VALUE=value. Override the default value, which is usually 1000000.

## 6.7.4 Spatial metadata support

Starting with GDAL 3.2, GDAL can expose BAG files with [spatial metadata](#).

When such spatial metadata is present, the subdataset list will include names of the form ‘BAG:”{filename}”:georef\_metadata:{name\_of\_layer}’ where `name_of_layer` is the name of a subgroup under `/BAG_root/Georef_metadata`

The values of the `keys` dataset under each metadata layer are used as the GDAL raster value. And the corresponding values dataset is exposed as a GDAL Raster Attribute Table associated to the GDAL raster band. If `keys` is absent, record 1 of `values` is assumed to be met for each elevation point that does not match the nodata value of the elevation band.

When variable resolution grids are present, the `MODE=LIST_SUPERGRIDS` open option will cause subdatasets of names of the form ‘BAG:”{filename}”:georef\_metadata:{name\_of\_layer}:{y}:{x}’ to be reported. When opening such a subdataset, the `varres_keys` dataset will be used to populate the GDAL raster value. If `varres_keys` is absent, record 1 of `values` is assumed to be met for each elevation point that does not match the nodata value of the variable resolution elevation band.

## 6.7.5 Tracking list support

When the dataset is opened in vector mode (`ogrinfo`, `ogr2ogr`, etc.), the `tracking_list` dataset will be reported as a OGR vector layer

## 6.7.6 Creation support

Starting with GDAL 2.4, the driver can create a BAG dataset (without variable resolution extension) with the elevation and uncertainty bands from a source dataset. The source dataset must be georeferenced, and have one or two bands. The first band is assumed to be the elevation band, and the second band the uncertainty band. If the second band is missing, the uncertainty will be set to nodata.

The driver will instantiate the BAG XML metadata by using a template file, which is by default, [bag\\_template.xml](#), found in the GDAL data definition files. This template contains variables, present as `${KEYNAME}` or `${KEYNAME:default_value}` in the XML file, that can be substituted by providing a creation option whose name is the `VAR_` string prefixed to the key name. Currently those creation options are:

- `VAR_INDIVIDUAL_NAME=string`: to fill `contact/CI_ResponsibleParty/individualName`. If not provided, default to “unknown”.
- `VAR_ORGANISATION_NAME=string`: to fill `contact/CI_ResponsibleParty/organisationName`. If not provided, default to “unknown”.
- `VAR_POSITION_NAME=string`: to fill `contact/CI_ResponsibleParty/positionName`. If not provided, default to “unknown”.
- `VAR_DATE=YYYY-MM-DD`: to fill `dateStamp/Date`. If not provided, default to current date.
- `VAR_VERT_WKT=wkt_string`: to fill `referenceSystemInfo/MD_ReferenceSystem/referenceSystemIdentifier/RS_Identifier/code` for the vertical coordinate reference system. If not provided, and if the input CRS is not a compound CRS, default to `VERT_CS[“unknown”, VERT_DATUM[“unknown”, 2000]]`.
- `VAR_ABSTRACT=string`: to fill `identificationInfo/abstract`. If not provided, default to empty string
- `VAR_PROCESS_STEP_DESCRIPTION=string`: to fill `dataQualityInfo/lineage/LI_Lineage/processStep/LI_ProcessStep/description`. If not provided, default to “Generated by GDAL x.y.z”.
- `VAR_DATETIME=YYYY-MM-DDTHH:MM:SS`: to fill `dataQualityInfo/lineage/LI_Lineage/processStep/LI_ProcessStep/dateTime`. If not provided, default to current datetime.

- `VAR_RESTRICTION_CODE=enumerated_value`: to fill `metadataConstraints/MD_LegalConstraints/useConstraints/MD_RestrictionCode`. If not provided, default to “otherRestrictions”.
- `VAR_OTHER_CONSTRAINTS=string`: to fill `metadataConstraints/MD_LegalConstraints/otherConstraints`. If not provided, default to “unknown”.
- `VAR_CLASSIFICATION=enumerated_value`: to fill `metadataConstraints/MD_SecurityConstraints/classification/MD_Classification`. If not provided, default to “unclassified”.
- `VAR_SECURITY_USER_NOTE=string`: to fill `metadataConstraints/MD_SecurityConstraints/userNote`. If not provided, default to “none”.

Other required variables found in the template, such as `RES`, `RESX`, `RESY`, `RES_UNIT`, `HEIGHT`, `WIDTH`, `CORNER_POINTS` and `HORIZ_WKT` will be automatically filled from the input dataset metadata.

The other following creation options are available:

- `TEMPLATE=filename`: Path to a XML file that can serve as a template. This will typically be a customized version of the base `bag_template.xml` file. The file can contain other substituable variables than the ones mentioned above by using a similar syntax.
- `VAR_xxxx=value`: Substitute variable `${xxxx}` in the template XML value by the provided value.
- `BAG_VERSION=string`: Value to write in the `/BAG_root/BAG Version` attribute. Default to 1.6.2.
- `COMPRESS=NONE/DEFLATE`: Compression for elevation and uncertainty grids. Default to DEFLATE.
- `ZLEVEL=[1-9]`: Deflate compression level. Defaults to 6.
- `BLOCK_SIZE=value_in_pixel`: Chunking size of the HDF5 arrays. Default to 100, or the maximum dimension of the raster if smaller than 100.

### 6.7.7 Usage examples

- Opening in low resolution mode:

```
$ gdalinfo data/test_vr.bag

[...]
Size is 6, 4
[...]
  HAS_SUPERGRIDS=TRUE
  MAX_RESOLUTION_X=29.900000
  MAX_RESOLUTION_Y=31.900000
  MIN_RESOLUTION_X=4.983333
  MIN_RESOLUTION_Y=5.316667
[...]
```

- Displaying available supergrids:

```
$ gdalinfo data/test_vr.bag -oo MODE=LIST_SUPERGRIDS

[...]
Subdatasets:
  SUBDATASET_1_NAME=BAG:"data/test_vr.bag":supergrid:0:0
  SUBDATASET_1_DESC=Supergrid (y=0, x=0) from (x=70.100000,y=499968.100000) to ↵
  ↵(x=129.900000,y=500031.900000), resolution (x=29.900000,y=31.900000)
  SUBDATASET_2_NAME=BAG:"data/test_vr.bag":supergrid:0:1
```

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```

SUBDATASET_2_DESC=Supergrid (y=0, x=1) from (x=107.575000,y=499976.075000) to
↳(x=152.424999,y=500023.924999), resolution (x=14.950000,y=15.950000)
[...]
SUBDATASET_24_NAME=BAG:"data/test_vr.bag":supergrid:3:5
SUBDATASET_24_DESC=Supergrid (y=3, x=5) from (x=232.558335,y=500077.391667) to
↳(x=267.441666,y=500114.608334), resolution (x=4.983333,y=5.316667)
[...]

```

- Opening a particular supergrid:

```
$ gdalinfo BAG:"data/test_vr.bag":supergrid:3:5
```

- Converting a BAG in resampling mode with default parameters (use of minimum resolution of supergrids, MAX value population rule):

```
$ gdal_translate data/test_vr.bag -oo MODE=RESAMPLED_GRID out.tif
```

- Converting a BAG in resampling mode with a particular grid origin and resolution

```
$ gdal_translate data/test_vr.bag -oo MODE=RESAMPLED_GRID -oo MINX=80 -oo
↳MINY=500000 -oo RESX=16 -oo RESY=16 out.tif
```

- Converting a BAG in resampling mode, with a mask indicating where supergrids nodes intersect the cell of the resampled dataset.

```
$ gdal_translate data/test_vr.bag -oo MODE=RESAMPLED_GRID -oo SUPERGRIDS_MASK=YES
↳out.tif
```

- Converting a BAG in resampling mode, by filtering on supergrid resolutions (and the resampled grid will use 4 meter resolution by default)

```
$ gdal_translate data/test_vr.bag -oo MODE=RESAMPLED_GRID -oo RES_FILTER_MIN=4 -oo
↳RES_FILTER_MAX=8 out.tif
```

- Converting a GeoTIFF file to a BAG dataset, and provide a custom value for the ABSTRACT substitutable variable.

```
$ gdal_translate in.tif out.bag -co "VAR_ABSTRACT=My abstract"
```

- Converting a (VR) BAG in resampling mode with a particular grid resolution (5m) to a BAG dataset (without variable resolution extension), and provide a custom value for the ABSTRACT metadata:

```
$ gdal_translate data/test_vr.bag -oo MODE=RESAMPLED_GRID -oo RESX=5 -oo RESY=5 out.
↳bag -co "VAR_ABSTRACT=My abstract"
```

- Displaying the tracking list:

```
$ ogrinfo -al data/my.bal
```

### 6.7.8 See Also

- Implemented as `gdal/frmts/hdf5/bagdataset.cpp`.
- The Open Navigation Surface Project
- Description of Bathymetric Attributed Grid Object (BAG) Version 1.6
- Variable resolution grid extension for BAG files

## 6.8 BASISU – Basis Universal

New in version 3.6.

---

**Driver short name**

BASISU

---

---

**Build dependencies**

Basis Universal

---

From [https://github.com/BinomialLLC/basis\\_universal](https://github.com/BinomialLLC/basis_universal),

Basis Universal is a “supercompressed” GPU texture data interchange system that supports two highly compressed intermediate file formats (.basis or the .KTX2 open standard from the Khronos Group) that can be quickly transcoded to a very wide variety of GPU compressed and uncompressed pixel formats.

This driver handles textures with the .basis extension. For KTX2, refer to the [KTX2](#) driver.

Note that while the file format supports direct transcoding to other GPU pixel formats, this GDAL driver supports only conversion between uncompressed RGB(A) data and Basis Universal textures.

When a file is made of several images, they are exposed as subdataset, with the *BASISU:filename:image\_idx* syntax.

Mipmaps levels are exposed as GDAL overviews.

### 6.8.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.8.2 Creation options

The format supports 2 modes: a high quality mode which is internally based off the [UASTC compressed texture format](#), and the original lower quality mode which is based off a subset of ETC1 called “ETC1S”. The default is ETC1S. Only input of type Byte and with 1 (grey), 2 (grey+alpha), 3 (RGB) or 4 (RGB + alpha) bands is supported. Refer to [https://github.com/BinomialLLC/basis\\_universal](https://github.com/BinomialLLC/basis_universal) for more details on those modes and their options.

The following creation options are available:

- **COMPRESSION**=ETC1S/UASTC. Defaults to ETC1S.
- **UASTC\_LEVEL**=integer in [0,4] range. Defaults to 2. The higher value, the higher the quality but the slower computing time. 4 is impractically slow. Only valid when COMPRESSION=UASTC.
- **UASTC\_RDO\_LEVEL**=float. Rate distortion optimization level. The lower value, the higher the quality, but the larger the file size. Usual range is [0.2,3]. Default is 1. Only valid when COMPRESSION=UASTC.
- **ETC1S\_LEVEL**=integer in [0,6] range. Defaults to 1. The higher value, the higher the quality but the slower computing time. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_QUALITY\_LEVEL**=integer in [1,255] range. Defaults to 128. The higher value, the higher the quality, but the larger the file size. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_MAX\_ENDPOINTS\_CLUSTERS**=integer in [1,16128] range. Maximum number of endpoint clusters. When set, ETC1S\_MAX\_SELECTOR\_CLUSTERS must also be set. Mutually exclusive with ETC1S\_QUALITY\_LEVEL. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_MAX\_SELECTOR\_CLUSTERS**=integer in [1,16128] range. Maximum number of selector clusters. When set, ETC1S\_MAX\_ENDPOINTS\_CLUSTERS must also be set. Mutually exclusive with ETC1S\_QUALITY\_LEVEL. Only valid when COMPRESSION=ETC1S.
- **NUM\_THREADS**=integer. Defaults to the maximum number of virtual CPUs available. Can also be controlled with the GDAL\_NUM\_THREADS configuration option
- **MIPMAP**=YES/NO. Whether to enable MIPMAP generation. Defaults to NO.
- **COLORSPACE**=PERCEPTUAL\_SRGB/LINEAR. Defaults to PERCEPTUAL\_SRGB. For non-photometric input, use LINEAR to avoid unnecessary artifacts.

## 6.8.3 Build instructions

Building basisu as a library requires currently building the *cmake* branch of the [https://github.com/rouault/basis\\_universal/tree/cmake](https://github.com/rouault/basis_universal/tree/cmake) fork.

```
git clone -b cmake https://github.com/rouault/basis_universal
cd basis_universal
mkdir build
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=/path/to/install-basisu -DCMAKE_BUILD_TYPE=Release -
↳ DBUILD_SHARED_LIBS=ON
cmake --build . --config Release --target install
```

Once basisu is built, GDAL CMake options must be configured by pointing the basisu install prefix in the CMAKE\_PREFIX\_PATH variable or basisu\_ROOT variable.

## 6.9 BLX – Magellan BLX Topo File Format

---

**Driver short name**

BLX

---

---

**Driver built-in by default**

This driver is built-in by default

---

BLX is the format for storing topographic data in Magellan GPS units. This driver supports both reading and writing. In addition the 4 overview levels inherent in the BLX format can be used with the driver.

The BLX format is tile based, for the moment the tile size is fixed to 128x128 size. Furthermore the dimensions must be a multiple of the tile size.

The data type is fixed to Int16 and the value for undefined values is fixed to -32768. In the BLX format undefined values are only really supported on tile level. For undefined pixels in non-empty tiles see the FILLUNDEF/FILLUNDEFVAL options.

### 6.9.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.9.2 Georeferencing

The BLX projection is fixed to WGS84 and georeferencing from BLX is supported in the form of one tiepoint and pixelsize.



### 6.9.3 Creation Issues

Creation Options:

- **ZSCALE=1**: Set the desired quantization increment for write access. A higher value will result in better compression and lower vertical resolution.
- **BIGENDIAN=YES**: If BIGENDIAN is defined, the output file will be in XLB format (big endian blx).
- **FILLUNDEF=YES**: If FILLUNDEF is yes the value of FILLUNDEFVAL will be used instead of -32768 for non-empty tiles. This is needed since the BLX format only support undefined values for full tiles, not individual pixels.
- **FILLUNDEFVAL=0**: See FILLUNDEF

## 6.10 BMP – Microsoft Windows Device Independent Bitmap

---

### Driver short name

BMP

---



---

### Driver built-in by default

This driver is built-in by default

---

MS Windows Device Independent Bitmaps supported by the Windows kernel and mostly used for storing system decoration images. Due to the nature of the BMP format it has several restrictions and could not be used for general image storing. In particular, you can create only 1-bit monochrome, 8-bit pseudocoloured and 24-bit RGB images only. Even grayscale images must be saved in pseudocolour form.

This driver supports reading almost any type of the BMP files and could write ones which should be supported on any Windows system. Only single- or three- band files could be saved in BMP file. Input values will be resampled to 8 bit.

If an ESRI world file exists with the .bpw, .bmpw or .wld extension, it will be read and used to establish the geotransform for the image.

### 6.10.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---



---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.10.2 Creation Options

- **WORLDFILE=YES**: Force the generation of an associated ESRI world file (with the extension .wld).

## 6.10.3 See Also

- Implemented as `gdal/frmts/bmp/bmpdataset.cpp`.
- [Wikipedia BMP file format](#)

## 6.11 BSB – Maptech/NOAA BSB Nautical Chart Format

---

### Driver short name

BSB

---

---

### Driver built-in by default

This driver is built-in by default

---

BSB Nautical Chart format is supported for read access, including reading the colour table and the reference points (as GCPs). Note that the .BSB files cannot be selected directly. Instead select the .KAP files. Versions 1.1, 2.0 and 3.0 have been tested successfully.

This driver should also support GEO/NOS format as supplied by Softchart. These files normally have the extension .nos with associated .geo files containing georeferencing ... the .geo files are currently ignored.

This driver is based on work by Mike Higgins. See the `frmts/bsb/bsb_read.c` files for details on patents affecting BSB format.

It is possible to select an alternate color palette via the `BSB_PALETTE` configuration option. The default value is RGB. Other common values that can be found are : DAY, DSK, NGT, NGR, GRY, PRC, PRG...

NOTE: Implemented as `gdal/frmts/bsb/bsbdataset.cpp`.

### 6.11.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

---

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.11.2 Metadata

The following metadata items may be reported:

- **BSB\_KNP**: content of the KNP/ header field, giving information on the coordinate reference system.
- **BSB\_KNQ**: content of the KNQ/ header field, giving information on the coordinate reference system.
- **BSB\_CUTLINE**: (starting with GDAL 3.1). When PLY/ header is present, Well-Known text representation of a polygon with coordinates in longitude, latitude order, representing the cutline of the chart.

## 6.12 BT – VTP .bt Binary Terrain Format

---

### Driver short name

BT

---



---

### Driver built-in by default

This driver is built-in by default

---

The .bt format is used for elevation data in the VTP software. The driver includes support for reading and writing .bt 1.3 format including support for Int16, Int32 and Float32 pixel data types.

The driver does **not** support reading or writing gzipped (.bt.gz) .bt files even though this is supported by the VTP software. Please unpack the files before using with GDAL using the “gzip -d file.bt.gz”.

Projections in external .prj files are read and written, and support for most internally defined coordinate systems is also available.

Read/write imagery access with the GDAL .bt driver is terribly slow due to a very inefficient access strategy to this column oriented data. This could be corrected, but it would be a fair effort.

NOTE: Implemented as `gdal/frmts/raw/btdataset.cpp`.

See Also: The [BT file format](#) is defined on the [VTP](#) web site.

### 6.12.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.13 BYN - Natural Resources Canada's Geoid file format (.byn)

---

### Driver short name

BYN

---

---

### Driver built-in by default

This driver is built-in by default

---

Files with extension “.byn” have a binary format. The format includes two sections which are the Header and the Data. The data are stored by rows starting from the north. Each row is stored from the west to the east. The data are either short (2 bytes) or standard (4 bytes) integers. The size of the bytes is defined in the header.

The total size of the file is 80 bytes + (Row x Column x (2 or 4) bytes) where Row is the number of rows in the grid and Column is the number of columns in the grid. Row and Column can be calculated by these two equations:

Row = (North Boundary - South Boundary) / (NS Spacing) + 1

Column = (East Boundary - West Boundary) / (EW Spacing) + 1

The “.byn” files may contain undefined data. Depending if the data are stored as 2-byte or 4-byte integers, the undefined data are expressed the following way:

4-byte data (Standard integer): 9999.0 \* Factor, the Factor is given in the header

2 byte data (Short integer): 32767

Most of the parameters in the “.byn” header can be read by clicking the “Information” icon in software GPS-H.

NOTE: Files with extension “.err” are also in the “.byn” format. An “.err” file usually contains the error estimates of the “.byn” file of the same name (e.g., CGG2013n83.byn and CGG2013n83.err). The “.err” file will have variable Data equal to 1 or 3.

### 6.13.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.13.2 Factor

When translating from or into BYN file to or from another formats the scale will affect the result profoundly.

Translating to a format that supports Scale (GTIFF for example) will maintain the data type and the scale information. The pixel values are perfectly preserved.

Translating to a format that does not support Scale will maintain the data type but without the Scale, meaning loss of information on every pixels.

The solution to the problem above is to use “-unscale” and “-ot Float32” when using `gdal_translate` or GDAL API. That will produce a dataset without scale but with the correct pixel information. Ex.:

```
gdal_translate CGG2013an83.err test2.tif -unscale -ot Float32
```

NOTE: The BYN header variable **Factor** is the inverse of GDAL **Scale**. ( $\text{Scale} = 1.0 / \text{Factor}$ ).

### 6.13.3 See Also

- Implemented as `gdal/frmts/raw/byndataset.{h,cpp}`.
- [www.nrcan.gc.ca](http://www.nrcan.gc.ca)

## 6.14 CAD – AutoCAD DWG raster layer

---

**Driver short name**CAD

---

New in version 2.2.

---

**Build dependencies**(internal libopencad provided)

---

OGR DWG support is based on libopencad, so the list of supported DWG (DXF) versions can be seen in libopencad documentation. All drawing entities are separated into layers as they are in DWG file. The rasters are usually a separate georeferenced files (GeoTiff, Jpeg, Png etc.) which exist in DWG file as separate layers. The driver try to get spatial reference and other methadata from DWG Image description and set it to GDALDataset.

NOTE: Implemented as `ogr/ogrsf_frmts/cad/gdalcaddataset.cpp`.

### 6.14.1 Driver capabilities

---

**Supports Georeferencing**This driver supports georeferencing

---

---

**Supports VirtualIO**This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.15 CALS – CALS Type 1

---

**Driver short name**CALS

---

New in version 2.1.

---

**Driver built-in by default**This driver is built-in by default

---

CALS Type 1 rasters are untiled back and white rasters made of a 2048-byte text header in the MIL-STD-1840 standard, followed by a single datastream compressed with CCITT/ITU-T Recommendation 6, aka Group 6, aka CCITT FAX 4. CALS Type 1 rasters are one of the 4 types of formats described by MIL-PRF-28002C (this standard is now deprecated). Other types are not handled by this driver.

This driver supports reading and creation of CALS Type 1 rasters. Update of existing rasters is not supported.

A CALS dataset is exposed by the driver as a single-band 1-bit raster with a 2-entry color table. The first entry (0) is white (RGB=255,255,255) and the second entry (1) is black (RGB=0,0,0).

### 6.15.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.15.2 Metadata

The following metadata items might be exposed by the driver (or read from the input dataset to generate a cor

- **PIXEL\_PATH**: First value of the “rorient” header field, measured in degrees counterclockwise from the positive horizontal axis (east). The pel path value represents the number of degrees the image would have to be rotated counterclockwise in order to display the image with proper viewing orientation. The permissible values for the pixel path direction shall be “0”, “90”, “180”, or “270”. 0 is the typical value. If PIXEL\_PATH=0 and LINE\_PROGRESSION=270, neither are reported.
- **LINE\_PROGRESSION**: Second value of the “rorient” header field. The line progression direction is measured in degrees counterclockwise from the pel path direction. The permissible values for the line progression direction shall be “90” or “270”. 270 is the typical value. If PIXEL\_PATH=0 and LINE\_PROGRESSION=270, neither are reported.
- **TIFFTAG\_XRESOLUTION**: Scan X resolution in dot per inch, from the “rdensty” header field. TIFFTAG\_XRESOLUTION and TIFFTAG\_YRESOLUTION are always equal in CALS.
- **TIFFTAG\_YRESOLUTION**: Scan Y resolution in dot per inch, from the “rdensty” header field. TIFFTAG\_XRESOLUTION and TIFFTAG\_YRESOLUTION are always equal in CALS.

### 6.15.3 Creation issues

Only single band 1-bit rasters are valid input to create a new CALS file. If the input raster has no color table, 0 is assumed to be black and 1 to be white. If the input raster has a (2 entries) color table, the value for the black and white color will be determined from the color table.

### 6.15.4 See Also

- [MIL-PRF-28002C](#)
- [MIL-STD-1840C](#)

## 6.16 CEOS – CEOS Image

---

**Driver short name**

CEOS

---

---

**Driver built-in by default**

This driver is built-in by default

---

This is a simple, read-only reader for ceos image files. To use, select the main imagery file. This driver reads only the image data, and does not capture any metadata, or georeferencing.

This driver is known to work with CEOS data produced by Spot Image, but will have problems with many other data sources. In particular, it will only work with eight bit unsigned data.

See the separate *SAR\_CEOS* driver for access to SAR CEOS data products.

NOTE: Implemented as `gdal/frmts/ceos/ceosdataset.cpp`.

### 6.16.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.17 COASP – DRDC COASP SAR Processor Raster

---

**Driver short name**

COASP

---

---

**Driver built-in by default**

This driver is built-in by default

---



NOTE: Implemented as `gdal/frmts/coasp/coasp_dataset.cpp`.

## 6.18 COG – Cloud Optimized GeoTIFF generator

New in version 3.1.

---

### Driver short name

COG

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver supports the creation of Cloud Optimized GeoTIFF (COG)

It essentially relies upon the *GTiff – GeoTIFF File Format* driver with the `COPY_SRC_OVERVIEWS=YES` creation option, but automatically does the needed preprocessing stages (reprojection if asked and creation of overviews on imagery and/or mask) if not already done, and also takes care of morphing the input dataset into the expected form when using some compression types (for example a RGBA dataset will be transparently converted to a RGB+mask dataset when selecting JPEG compression)

### 6.18.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.18.2 Creation Options

#### 6.18.2.1 General creation options

- **BLOCKSIZE=n**: Sets the tile width and height in pixels. Defaults to 512. Must be divisible by 16.
- **COMPRESS=[NONE/LZW/JPEG/DEFLATE/ZSTD/WEBP/LERC/LERC\_DEFLATE/LERC\_ZSTD/LZMA]**: Set the compression to use. Defaults to LZW starting with GDAL 3.4 (default in previous version is NONE).

- JPEG should generally only be used with Byte data (8 bit per channel). But if GDAL is built with internal libtiff and libjpeg, it is possible to read and write TIFF files with 12bit JPEG compressed TIFF files (seen as UInt16 bands with NBITS=12). See the “8 and 12 bit JPEG in TIFF” wiki page for more details. For the COG driver, JPEG compression for 3 or 4-band images automatically selects the PHOTOMETRIC=YCBCR colorspace with a 4:2:2 subsampling of the Y,Cb,Cr components.
- LZW, DEFLATE and ZSTD compressions can be used with the PREDICTOR creation option.
- ZSTD is available when using internal libtiff and if GDAL built against libzstd >=1.0, or if built against external libtiff with zstd support.
- LERC is available when using internal libtiff.
- LERC\_ZSTD is available when LERC and ZSTD are available.
- JXL is for JPEG-XL, and is only available when using internal libtiff and building GDAL against <https://github.com/libjxl/libjxl>. JXL compression may only be used on datasets with 4 bands or less. Option added in GDAL 3.4
- **LEVEL=integer\_value:** DEFLATE/ZSTD/LERC\_DEFLATE/LERC\_ZSTD/LZMA compression level. A lower number will result in faster compression but less efficient compression rate. 1 is the fastest.
  - For DEFLATE/LZMA, 9 is the slowest/higher compression rate (or 12 when using a libtiff with libdeflate support). The default is 6.
  - For ZSTD, 22 is the slowest/higher compression rate. The default is 9.
- **MAX\_Z\_ERROR=threshold:** Set the maximum error threshold on values for LERC/LERC\_DEFLATE/LERC\_ZSTD compression. The default is 0 (lossless).
- **QUALITY=integer\_value:** JPEG/WEBP quality setting. A value of 100 is best quality (least compression), and 1 is worst quality (best compression). The default is 75. For WEBP, QUALITY=100 automatically turns on lossless mode.
- **JXL\_LOSSLESS=YES/NO:** Set whether JPEG-XL compression should be lossless (YES, default) or lossy (NO). For lossy compression, the underlying data should be either gray, gray+alpha, rgb or rgb+alpha.
- **JXL\_EFFORT=[1-9]:** Level of effort for JPEG-XL compression. The higher, the smaller file and slower compression time. Default is 5.
- **JXL\_DISTANCE=[0.1-15]:** Distance level for lossy JPEG-XL compression 0=mathematically lossless, 1.0=visually lossless, usual range [0.5,3]. Default is 1.0
- **NUM\_THREADS=number\_of\_threads/ALL\_CPUS:** Enable multi-threaded compression by specifying the number of worker threads. Default is compression in the main thread. This also determines the number of threads used when reprojection is done with the TILING\_SCHEME or TARGET\_SRS creation options. (Overview generation is also multithreaded since GDAL 3.2)
- **PREDICTOR=[YES/NO/STANDARD/FLOATING\_POINT]:** Set the predictor for LZW, DEFLATE and ZSTD compression. The default is NO. If YES is specified, then standard predictor (Predictor=2) is used for integer data type, and floating-point predictor (Predictor=3) for floating point data type (in some circumstances, the standard predictor might perform better than the floating-point one on floating-point data). STANDARD or FLOATING\_POINT can also be used to select the precise algorithm wished.
- **BIGTIFF=YES/NO/IF\_NEEDED/IF\_SAFER:** Control whether the created file is a BigTIFF or a classic TIFF.
  - YES forces BigTIFF.
  - NO forces classic TIFF.
  - IF\_NEEDED will only create a BigTIFF if it is clearly needed (in the uncompressed case, and image larger than 4GB. So no effect when using a compression).

- **IF\_SAFER** will create BigTIFF if the resulting file *might* exceed 4GB. Note: this is only a heuristic that might not always work depending on compression ratios.

BigTIFF is a TIFF variant which can contain more than 4GiB of data (size of classic TIFF is limited by that value). This option is available if GDAL is built with libtiff library version 4.0 or higher. The default is IF\_NEEDED.

When creating a new GeoTIFF with no compression, GDAL computes in advance the size of the resulting file. If that computed file size is over 4GiB, GDAL will automatically decide to create a BigTIFF file. However, when compression is used, it is not possible in advance to know the final size of the file, so classical TIFF will be chosen. In that case, the user must explicitly require the creation of a BigTIFF with BIGTIFF=YES if the final file is anticipated to be too big for classical TIFF format. If BigTIFF creation is not explicitly asked or guessed and the resulting file is too big for classical TIFF, libtiff will fail with an error message like “TIFFAppendToStrip:Maximum TIFF file size exceeded”.

- **RESAMPLING=[NEAREST/AVERAGE/BILINEAR/CUBIC/CUBICSPLINE/LANCZOS/MODE/RMS]:** Resampling method used for overview generation or reprojection. For paletted images, NEAREST is used by default, otherwise it is CUBIC.
- **OVERVIEW\_RESAMPLING=[NEAREST/AVERAGE/BILINEAR/CUBIC/CUBICSPLINE/LANCZOS/MODE/RMS]:** (since GDAL 3.2) Resampling method used for overview generation. For paletted images, NEAREST is used by default, otherwise it is CUBIC. This overrides, for overview generation, the value of RESAMPLING if it is specified.
- **WARP\_RESAMPLING=[NEAREST/AVERAGE/BILINEAR/CUBIC/CUBICSPLINE/LANCZOS/MODE/RMS/MIN/MAX]:** (since GDAL 3.2) Resampling method used for reprojection. For paletted images, NEAREST is used by default, otherwise it is CUBIC. This overrides, for reprojection, the value of RESAMPLING if it is specified.
- **OVERVIEWS=[AUTO/IGNORE\_EXISTING/FORCE\_USE\_EXISTING/NONE]:** Describe the behavior regarding overview generation and use of source overviews.
  - **AUTO** (default): source overviews will be used if present. If not present, overviews will be automatically generated in the output file.
  - **IGNORE\_EXISTING**: potential existing overviews on the source dataset will be ignored and new overviews will be automatically generated.
  - **FORCE\_USE\_EXISTING**: potential existing overviews on the source will be used. If there is no source overview, this is equivalent to specifying NONE.
  - **NONE**: potential source overviews will be ignored, and no overview will be generated.

---

**Note:** When using the `gdal_translate` utility, source overviews will not be available if general options (i.e. options which are not creation options, like subsetting, etc.) are used.

---

- **OVERVIEW\_COUNT=integer\_value:** (since GDAL 3.6) Number of overview levels to generate. This can be used to increase or decrease the number of levels in the COG file (when GDAL computes overviews from the full resolution dataset, that is when there are no source overviews or the user specifies OVERVIEWS=IGNORE\_EXISTING), or decrease the number of levels copied from the source dataset (in OVERVIEWS=AUTO or FORCE\_USE\_EXISTING modes when there are such overviews in the source dataset).  
If not specified, the driver will use all the overviews available in the source raster, in OVERVIEW=AUTO or FORCE\_USE\_EXISTING modes. In situations where GDAL generates overviews, the default number of overview levels is such that the dimensions of the smallest overview are smaller or equal to the BLOCKSIZE value.
- **OVERVIEW\_COMPRESS=[AUTO/NONE/LZW/JPEG/DEFLATE/ZSTD/WEBP/LERC/LERC\_DEFLATE/LERC\_ZSTD]:** Set the compression method (see COMPRESS) to use when storing the overviews in the COG.  
By default (AUTO) the overviews will be created with the same compression method as the COG.

- **OVERVIEW\_QUALITY=integer\_value**: JPEG/WEBP quality setting. A value of 100 is best quality (least compression), and 1 is worst quality (best compression). By default the overviews will be created with the same quality as the COG, unless the compression type is different then the default is 75.
- **OVERVIEW\_PREDICTOR=[YES/NO/STANDARD/FLOATING\_POINT]**: Set the predictor for LZW, DEFLATE and ZSTD overview compression. By default the overviews will be created with the same predictor as the COG, unless the compression type of the overview is different, then the default is NO.
- **GEOTIFF\_VERSION=[AUTO/1.0/1.1]**: Select the version of the GeoTIFF standard used to encode georeferencing information. 1.0 corresponds to the original 1995, [GeoTIFF Revision 1.0, by Ritter & Ruth](#). 1.1 corresponds to the OGC standard 19-008, which is an evolution of 1.0, which clear ambiguities and fix inconsistencies mostly in the processing of the vertical part of a CRS. AUTO mode (default value) will generally select 1.0, unless the CRS to encode has a vertical component or is a 3D CRS, in which case 1.1 is used.

---

**Note:** Write support for GeoTIFF 1.1 requires libgeotiff 1.6.0 or later.

---

- **SPARSE\_OK=TRUE/FALSE** (GDAL >= 3.2): Should empty blocks be omitted on disk? When this option is set, any attempt of writing a block whose all pixels are 0 or the nodata value will cause it not to be written at all (unless there is a corresponding block already allocated in the file). Sparse files have 0 tile/strip offsets for blocks never written and save space; however, most non-GDAL packages cannot read such files. On the reading side, the presence of a omitted tile after a non-empty one may cause optimized readers to have to issue an extra GET request to the TileByteCounts array. The default is FALSE.

### 6.18.2.2 Reprojection related creation options

- **TILING\_SCHEME=CUSTOM/GoogleMapsCompatible/...**: Default value: CUSTOM. If set to a value different than CUSTOM, the definition of the specified tiling scheme will be used to reproject the dataset to its CRS, select the resolution corresponding to the closest zoom level and align on tile boundaries at this resolution (the actual resolution can be controlled with the ZOOM\_LEVEL or ZOOM\_LEVEL\_STRATEGY options).

The tile size indicated in the tiling scheme definition (generally 256 pixels) will be used, unless the user has specified a value with the BLOCKSIZE creation option, in which case the user specified one will be taken into account (that is if setting a higher value than 256, the original tiling scheme is modified to take into account the size of the HiDPI tiles).

In non-CUSTOM mode, TARGET\_SRS, RES and EXTENT options are ignored. Starting with GDAL 3.2, the value of TILING\_SCHEME can also be the filename of a JSON file according to the [OGC Two Dimensional Tile Matrix Set standard](#), a URL to such file, the radical of a definition file in the GDAL data directory (e.g. F00 for a file named tms\_F00.json) or the inline JSON definition. The list of available tiling schemes can be obtained by looking at values of the TILING\_SCHEME option reported by `gdalinfo --format COG`.

- **ZOOM\_LEVEL=integer**. (GDAL >= 3.5) Zoom level number (starting at 0 for coarsest zoom level). Only used for TILING\_SCHEME different from CUSTOM. If this option is specified, ZOOM\_LEVEL\_STRATEGY is ignored.
- **ZOOM\_LEVEL\_STRATEGY=AUTO/LOWER/UPPER**. (GDAL >= 3.2) Strategy to determine zoom level. Only used for TILING\_SCHEME different from CUSTOM. LOWER will select the zoom level immediately below the theoretical computed non-integral zoom level, leading to subsampling. On the contrary, UPPER will select the immediately above zoom level, leading to oversampling. Defaults to AUTO which selects the closest zoom level.
- **TARGET\_SRS=string**: to force reprojection of the input dataset to another SRS. The string can be a WKT string, a EPSG:XXXX code or a PROJ string.
- **RES=value**: Set the resolution of the target raster, in the units of TARGET\_SRS. Only taken into account if TARGET\_SRS is specified.

- **EXTENT=minx,miny,maxx,maxy**: Set the extent of the target raster, in the units of TARGET\_SRS. Only taken into account if TARGET\_SRS is specified.
- **ALIGNED\_LEVELS=INT**: Number of resolution levels for which GeoTIFF tile and tiles defined in the tiling scheme match. When specifying this option, padding tiles will be added to the left and top sides of the target raster, when needed, so that a GeoTIFF tile matches with a tile of the tiling scheme. Only taken into account if TILING\_SCHEME is different from CUSTOM. Effect of this option is only visible when setting it at 2 or more, since the full resolution level is by default aligned with the tiling scheme. For a tiling scheme whose consecutive zoom level resolutions differ by a factor of 2, care must be taken in setting this value to a high number of levels, as up to  $2^{(\text{ALIGNED\_LEVELS}-1)}$  tiles can be added in each dimension. The driver enforces a hard limit of 10.
- **ADD\_ALPHA=YES/NO**: Whether an alpha band is added in case of reprojection. Defaults to YES.

### 6.18.3 File format details

#### 6.18.3.1 High level

A Cloud optimized GeoTIFF has the following characteristics:

- TIFF or BigTIFF file
- Tiled (512 pixels by default) for imagery, mask and overviews
- Overviews until the maximum dimension of the smallest overview level is lower than 512 pixels.
- Compressed or not
- Pixel interleaving for multi-band dataset
- Optimized layout of TIFF sections to minimize the number of GET requests needed by a reader doing random read access.

#### 6.18.3.2 Low level

A COG file is organized as the following (if using libtiff  $\geq 4.0.11$  or GDAL internal libtiff. For other versions, the layout will be different and some of the optimizations will not be available).

- TIFF/BigTIFF header/signature and pointer to first IFD (Image File Directory)
- “ghost area” with COG optimizations (see [Header ghost area](#))
- IFD of the full resolution image, followed by TIFF tags values, excluding the TileOffsets and TileByteCounts arrays.
- IFD of the mask of the full resolution image, if present, followed by TIFF tags values, excluding the TileOffsets and TileByteCounts arrays.
- IFD of the first (largest in dimensions) overview level, if present
- ...
- IFD of the last (smallest) overview level, if present
- IFD of the first (largest in dimensions) overview level of the mask, if present
- ...
- IFD of the last (smallest) overview level of the mask, if present
- TileOffsets and TileByteCounts arrays of the above IFDs

- tile data of the smallest overview, if present (with each tile followed by the corresponding tile of mask data, if present), with *leader and trailer bytes*
- ...
- tile data of the largest overview, if present (interleaved with mask data if present)
- tile data of the full resolution image, if present (interleaved with corresponding mask data if present)

### 6.18.3.3 Header ghost area

To describe the specific layout of COG files, a description of the features used is located at the beginning of the file, so that optimized readers (like GDAL) can use them and take shortcuts. Those features are described as ASCII strings “hidden” just after the 8 first bytes of a ClassicTIFF (or after the 16 first ones for a BigTIFF). That is the first IFD starts just after those strings. It is completely valid to have *ghost* areas like this in a TIFF file, and readers will normally skip over them. So for a COG file with a transparency mask, those strings will be:

```
GDAL_STRUCTURAL_METADATA_SIZE=000174 bytes
LAYOUT=IFDS_BEFORE_DATA
BLOCK_ORDER=ROW_MAJOR
BLOCK_LEADER=SIZE_AS_UINT4
BLOCK_TRAILER=LAST_4_BYTES_REPEATED
KNOWN_INCOMPATIBLE_EDITION=NO
MASK_INTERLEAVED_WITH_IMAGERY=YES
```

---

**Note:**

- A newline character `\n` is used to separate those strings.
  - A space character is inserted after the newline following `KNOWN_INCOMPATIBLE_EDITION=NO`
  - For a COG without mask, the `MASK_INTERLEAVED_WITH_IMAGERY` item will not be present of course.
- 

The ghost area starts with `GDAL_STRUCTURAL_METADATA_SIZE=XXXXXX bytes\n` (of a fixed size of 43 bytes) where `XXXXXX` is a 6-digit number indicating the remaining size of the section (that is starting after the linefeed character of this starting line).

- `LAYOUT=IFDS_BEFORE_DATA`: the IFDs are located at the beginning of the file. GDAL will also makes sure that the tile index arrays are written just after the IFDs and before the imagery, so that a first range request of 16 KB will always get all the IFDs
- `BLOCK_ORDER=ROW_MAJOR`: (strile is a contraction of ‘strip or tile’) the data for tiles is written in increasing tile id order. Future enhancements could possibly implement other layouts.
- `BLOCK_LEADER=SIZE_AS_UINT4`: each tile data is preceded by 4 bytes, in a *ghost* area as well, indicating the real tile size (in little endian order). See *Tile data leader and trailer* for more details.
- `BLOCK_TRAILER=LAST_4_BYTES_REPEATED`: just after the tile data, the last 4 bytes of the tile data are repeated. See *Tile data leader and trailer* for more details.
- `KNOWN_INCOMPATIBLE_EDITION=NO`: when a COG is generated this is always written. If GDAL is then used to modify the COG file, as most of the changes done on an existing COG file, will break the optimized structure, GDAL will change this metadata item to `KNOWN_INCOMPATIBLE_EDITION=YES`, and issue a warning on writing, and when reopening such file, so that users know they have *broken* their COG file
- `MASK_INTERLEAVED_WITH_IMAGERY=YES`: indicates that mask data immediately follows imagery data. So when reading data at `offset=TileOffset[i] - 4` and `size=TileOffset[i+1]-TileOffset[i]+4`, you’ll get a buffer with:

- leader with imagery tile size (4 bytes)
- imagery data (starting at TileOffsets[i] and of size TileByteCounts[i])
- trailer of imagery (4 bytes)
- leader with mask tile size (4 bytes)
- mask data (starting at mask.TileOffsets[i] and of size mask.TileByteCounts[i], but none of them actually need to be read)
- trailer of mask data (4 bytes)

---

**Note:** The content of the header ghost area can be retrieved by getting the GDAL\_STRUCTUREAL\_METADATA metadata item of the TIFF metadata domain on the dataset object (with GetMetadataItem())

---

#### 6.18.3.4 Tile data leader and trailer

Each tile data is immediately preceded by a leader, consisting of a unsigned 4-byte integer, in little endian order, giving the number of bytes of *payload* of the tile data that follows it. This leader is *ghost* in the sense that the TileOffsets[] array does not point to it, but points to the real payload. Hence the offset of the leader is TileOffsets[i]-4.

An optimized reader seeing the BLOCK\_LEADER=SIZE\_AS\_UINT4 metadata item will thus look for TileOffset[i] and TileOffset[i+1] to deduce it must fetch the data starting at offset=TileOffset[i] - 4 and of size=TileOffset[i+1]-TileOffset[i]+4. It then checks the 4 first bytes to see if the size in this leader marker is consistent with TileOffset[i+1]-TileOffset[i]. When there is no mask, they should normally be equal (modulo the size taken by BLOCK\_LEADER and BLOCK\_TRAILER). In the case where there is a mask and MASK\_INTERLEAVED\_WITH\_IMAGERY=YES, then the tile size indicated in the leader will be < TileOffset[i+1]-TileOffset[i] since the data for the mask will follow the imagery data (see MASK\_INTERLEAVED\_WITH\_IMAGERY=YES)

Each tile data is immediately followed by a trailer, consisting of the repetition of the last 4 bytes of the payload of the tile data. The size of this trailer is *not* included in the TileByteCounts[] array. The purpose of this trailer is forces readers to be able to check if TIFF writers, not aware of those optimizations, have modified the TIFF file in a way that breaks the optimizations. If an optimized reader detects an inconsistency, it can then fallbacks to the regular/slower method of using TileOffsets[i] + TileByteCounts[i].

### 6.18.4 Examples

```
gdalwarp src1.tif src2.tif out.tif -of COG
```

```
gdal_translate world.tif world_webmerc_cog.tif -of COG -co TILING_
↪SCHEME=GoogleMapsCompatible -co COMPRESS=JPEG
```

#### 6.18.5 See Also

- *GTiff – GeoTIFF File Format* driver
- [How to generate and read cloud optimized GeoTIFF files](#) (before GDAL 3.1)
- If your source dataset is an internally tiled geotiff with the desired georeferencing and compression, using [cogger](#) (possibly along with [gdaladdo](#) to create overviews) will be much faster than the COG driver.

## 6.19 COSAR – TerraSAR-X Complex SAR Data Product

---

**Driver short name**

COSAR

---

---

**Driver built-in by default**

This driver is built-in by default

---

This driver provides the capability to read TerraSAR-X complex data. While most users will receive products in GeoTIFF format (representing detected radiation reflected from the targets, or geocoded data), ScanSAR products will be distributed in COSAR format.

Essentially, COSAR is an annotated binary matrix, with each sample held in 4 bytes (16 bits real, 16 bits imaginary) stored with the most significant byte first (Big Endian). Within a COSAR container there are one or more “bursts” which represent individual ScanSAR bursts. Note that if a Stripmap or Spotlight product is held in a COSAR container it is stored in a single burst.

Support for ScanSAR data is currently under way, due to the difficulties in fitting the ScanSAR “burst” identifiers into the GDAL model.

### 6.19.1 Driver capabilities

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.19.2 See Also

- DLR Document TX-GS-DD-3307 “Level 1b Product Format Specification.”

## 6.20 CPG – Convair PolGASP data

---

**Driver short name**

CPG

---

---

**Driver built-in by default**

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/raw/cpgdataset.cpp`.



### 6.20.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.21 CTable2 – CTable2 Datum Grid Shift

---

#### Driver short name

CTable2

---



---

#### Driver built-in by default

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/raw/ctable2dataset.cpp`.

### 6.21.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.22 CTG – USGS LULC Composite Theme Grid

---

**Driver short name**

CTG

---

---

**Driver built-in by default**

This driver is built-in by default

---

This driver can read USGS Land Use and Land Cover (LULC) grids encoded in the Character Composite Theme Grid (CTG) format. Each file is reported as a 6-band dataset of type Int32. The meaning of each band is the following one :

1. Land Use and Land Cover Code
2. Political units Code
3. Census county subdivisions and SMSA tracts Code
4. Hydrologic units Code
5. Federal land ownership Code
6. State land ownership Code

Those files are typically named `grid_cell.gz`, `grid_cell1.gz` or `grid_cell2.gz` on the USGS site.

- [Land Use and Land Cover Digital Data \(Data Users Guide 4\)](#) - PDF version from USGS
- [Land Use and Land Cover Digital Data \(Data Users Guide 4\)](#) - HTML version converted by Ben Discoe
- [USGS LULC data at 250K and 100K](#)

NOTE: Implemented as `gdal/frmts/ctg/ctgdataset.cpp`.

### 6.22.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.23 DAAS (Airbus DS Intelligence Data As A Service driver)

---

### Driver short name

DAAS

---

New in version 3.0.

---

### Build dependencies

libcurl

---

This driver can connect to the Airbus DS Intelligence Data As A Service API. GDAL/OGR must be built with Curl support in order for the DAAS driver to be compiled.

Orthorectified (with geotransform) and raw (with RPCs) images are supported.

Overviews are supported.

The API is not publicly available but will be released soon. Further information will be found here: <https://api.oneatlas.airbus.com/>

### 6.23.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.23.2 Dataset name syntax

The nominal syntax to open a datasource is :

```
DAAS:https://example.com/path/to/image/metadata
```

A more minimal syntax can be used:

```
DAAS:
```

provided that the GET\_METADATA\_URL open option is filled.

### 6.23.3 Authentication

Access to the API requires an authentication token. There are two methods supported:

- Authentication with an API key and a client id. They must be provided respectively with the API\_KEY open option (or GDAL\_DAAS\_API\_KEY configuration option) and the CLIENT\_ID open option (or GDAL\_DAAS\_CLIENT\_Id configuration option). In that case, the driver will authenticate against the authentication endpoint to get an access token.
- Directly providing the access token with the ACCESS\_TOKEN open option (or GDAL\_DAAS\_ACCESS\_TOKEN configuration option).

In both cases, the `X_FORWARDED_USER` open option (or `GDAL_DAAS_X_FORWARDED_USER` configuration option) can be specified to fill the HTTP X-Forwarded-User header in requests sent to the DAAS service endpoint with the user from which the request originates from.

See <https://api.oneatlas.airbus.com/guides/g-authentication/> for further details

### 6.23.4 Open options

The following open options are available :

- **GET\_METADATA\_URL**=value: URL to the GetImageMetadata endpoint. Required if not specified in the connection string.
- **API\_KEY**=value: API key for authentication. If specified, must be used together with the `CLIENT_ID` option. Can be specified also through the `GDAL_DAAS_API_KEY` configuration option.
- **CLIENT\_ID**=value: Client id for authentication. If specified, must be used together with the `API_KEY` option. Can be specified also through the `GDAL_DAAS_CLIENT_ID` configuration option.
- **ACCESS\_TOKEN**=value: Access token. Can be specified also through the `GDAL_DAAS_ACCESS_TOKEN` configuration option. Exclusive of `API_KEY/CLIENT_ID`
- **X\_FORWARDED\_USER**=value: User from which the request originates from. Can be specified also through the `GDAL_DAAS_X_FORWARDED_USER` configuration option.
- **BLOCK\_SIZE**=value. Size of a block in pixels requested to the server. Defaults to 512 pixels. Between 64 and 8192.
- **PIXEL\_ENCODING**=value. Format in which pixels are queried. Defaults to
  - **AUTO**: for 1, 3 or 4-band images of type Byte, resolves to PNG. Otherwise to RAW
  - **RAW**: compatible of all images. Pixels are requested in a uncompressed raw format.
  - **PNG**: compatible of 1, 3 or 4-band images of type Byte
  - **JPEG**: compatible of 1 or 3-band images of type Byte
  - **JPEG2000**: compatible of all images. Requires GDAL to be built with one of its JPEG2000-capable drivers.
- **MASKS**=YES/NO. Whether to expose mask bands. Default to YES.

## 6.24 DDS – DirectDraw Surface

---

**Driver short name**

DDS

---

---

**Build dependencies**

Crunch Lib

---

The DirectDraw Surface file format (uses the filename extension DDS), from Microsoft, is a standard for storing data compressed with the lossy S3 Texture Compression (S3TC) algorithm. The DDS format and compression are provided by the crunch library.

Support for reading has been added in GDAL 3.1. Previous versions have write-only support.

The driver supports the following texture formats: DXT1, DXT1A, DXT3 (default), DXT5 and ETC1. You can set the texture format using the creation option `FORMAT`.

The driver supports the following compression quality: SUPERFAST, FAST, NORMAL (default), BETTER and UBER. You can set the compression quality using the creation option `QUALITY`.

More information about [Crunch Lib](#) (see below for build instructions of a working fork of that repository)

NOTE: Implemented as `gdal/frmts/dds/ddsdataset.cpp`.

## 6.24.1 Driver capabilities

---

### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

## 6.24.2 Build instructions

Building crunch can be a bit difficult. The *build\_fixes* branch of <https://github.com/rouault/crunch/> includes a CMake build system, as well as a few fixes that are not found in the upstream repository

### 6.24.2.1 Build crunch

#### Linux

```
git clone -b build_fixes https://github.com/rouault/crunch
cd crunch
mkdir build
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=$HOME/install-crunch -DCMAKE_BUILD_TYPE=Release
make -j8 install
```

#### Windows

```
git clone -b build_fixes https://github.com/rouault/crunch
cd crunch
mkdir build
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=c:\dev\install-crunch -G "Visual Studio 15 2017 Win64"
cmake --build . --config Release --target install
```

### 6.24.2.2 Build GDAL against crunch

#### Linux

```
./configure --with-dds=$HOME/install-crunch
```

#### Windows

In nmake.local, add the following lines:

```
CRUNCH_INC = -Ic:\dev\install-crunch\include\crunch  
CRUNCH_LIB = c:\dev\install-crunch\lib\crunch.lib
```

## 6.25 DERIVED – Derived subdatasets driver

---

### Driver short name

DERIVED

---

---

### Driver built-in by default

This driver is built-in by default

---

This driver allows accessing subdatasets derived from a given dataset. Those derived datasets have the same projection reference, geo-transform and metadata than the original dataset, but derives new pixel values using gdal pixel functions.

### 6.25.1 Available functions

Available derived datasets are:

- **AMPLITUDE**: Amplitude of pixels from input bands
- **PHASE**: Phase of pixels from input bands
- **REAL**: Real part of pixels from input bands
- **IMAG**: Imaginary part of pixels from input bands
- **CONJ**: Conjugate of pixels from input bands
- **INTENSITY**: Intensity (squared amplitude) of pixels from input bands
- **LOGAMPLITUDE**: Log10 of amplitude of pixels from input bands

Note: for non-complex data types, only LOGAMPLITUDE will be listed.

A typical use is to directly access amplitude, phase or log-amplitude of any complex dataset.

## 6.25.2 Accessing derived subdatasets

Derived subdatasets are stored in the DERIVED\_SUBDATASETS metadata domain, and can be accessed using the following syntax:

```
DERIVED_SUBDATASET:FUNCTION:dataset_name
```

where function is one of AMPLITUDE, PHASE, REAL, IMAG, CONJ, INTENSITY, LOGAMPLITUDE. So as to ensure numerical precision, all derived subdatasets bands will have Float64 or CFloat64 precision (depending on the function used).

For instance:

```
$ gdalinfo cint_sar.tif
```

```
Driver: GTiff/GeoTIFF
Files: cint_sar.tif
Size is 5, 6
Coordinate System is ``
GCP Projection =
GEOGCS["WGS 84",
    DATUM["WGS_1984",
        SPHEROID["WGS 84",6378137,298.257223563,
            AUTHORITY["EPSG","7030"]],
        AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433],
    AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=1, Info=
    (-1910.5,-7430.5) -> (297.507,16.368,0)
GCP[ 1]: Id=2, Info=
    (588.5,-7430.5) -> (297.938,16.455,0)
GCP[ 2]: Id=3, Info=
    (588.5,7363.5) -> (297.824,16.977,0)
GCP[ 3]: Id=4, Info=
    (-1910.5,7363.5) -> (297.393,16.89,0)
Metadata:
  AREA_OR_POINT=Area
  CEOS_ACQUISITION_TIME=19970718024119087
  CEOS_ELLIPSOID=GEM6
  CEOS_INC_ANGLE=24.824
  CEOS_LINE_SPACING_METERS=3.9900000
  CEOS_LOGICAL_VOLUME_ID=0001667400297672
  CEOS_PIXEL_SPACING_METERS=7.9040000
  CEOS_PIXEL_TIME_DIR=INCREASE
  CEOS_PLATFORM_HEADING=347.339
  CEOS_PLATFORM_LATITUDE=16.213
  CEOS_PLATFORM_LONGITUDE=-65.311
  CEOS_PROCESSING_AGENCY=ESA
  CEOS_PROCESSING_COUNTRY=ITALY
  CEOS_PROCESSING_FACILITY=ES
  CEOS_SEMI_MAJOR=6378.1440000
  CEOS_SEMI_MINOR=6356.7590000
  CEOS_SENSOR_CLOCK_ANGLE=90.000
```

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```

CEOS_SOFTWARE_ID=ERS2-SLC-6.1
CEOS_TRUE_HEADING=345.5885834
Image Structure Metadata:
  INTERLEAVE=BAND
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,    6.0)
Upper Right (    5.0,    0.0)
Lower Right (    5.0,    6.0)
Center      (    2.5,    3.0)
Band 1 Block=5x6 Type=CInt16, ColorInterp=Gray

```

```
$ gdalinfo DERIVED_SUBDATASET:LOGAMPLITUDE:cint_sar.tif
```

```

Driver: DERIVED/Derived datasets using VRT pixel functions
Files: cint_sar.tif
Size is 5, 6
Coordinate System is ``
GCP Projection =
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    AUTHORITY["EPSG","6326"]],
  PRIMEM["Greenwich",0],
  UNIT["degree",0.0174532925199433],
  AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=1, Info=
  (-1910.5,-7430.5) -> (297.507,16.368,0)
GCP[ 1]: Id=2, Info=
  (588.5,-7430.5) -> (297.938,16.455,0)
GCP[ 2]: Id=3, Info=
  (588.5,7363.5) -> (297.824,16.977,0)
GCP[ 3]: Id=4, Info=
  (-1910.5,7363.5) -> (297.393,16.89,0)
Metadata:
  AREA_OR_POINT=Area
  CEOS_ACQUISITION_TIME=19970718024119087
  CEOS_ELLIPSOID=GEM6
  CEOS_INC_ANGLE=24.824
  CEOS_LINE_SPACING_METERS=3.9900000
  CEOS_LOGICAL_VOLUME_ID=0001667400297672
  CEOS_PIXEL_SPACING_METERS=7.9040000
  CEOS_PIXEL_TIME_DIR=INCREASE
  CEOS_PLATFORM_HEADING=347.339
  CEOS_PLATFORM_LATITUDE=16.213
  CEOS_PLATFORM_LONGITUDE=-65.311
  CEOS_PROCESSING_AGENCY=ESA
  CEOS_PROCESSING_COUNTRY=ITALY
  CEOS_PROCESSING_FACILITY=ES
  CEOS_SEMI_MAJOR=6378.1440000

```

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```

CEOS_SEMI_MINOR=6356.75900000
CEOS_SENSOR_CLOCK_ANGLE=90.000
CEOS_SOFTWARE_ID=ERS2-SLC-6.1
CEOS_TRUE_HEADING=345.5885834
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,    6.0)
Upper Right (    5.0,    0.0)
Lower Right (    5.0,    6.0)
Center      (    2.5,    3.0)
Band 1 Block=5x6 Type=Float64, ColorInterp=Undefined

```

### 6.25.3 Listing available subdatasets

Available subdatasets are reported in the DERIVED\_SUBDATASETS metadata domain. Only functions that make sense will be reported for a given dataset, which means that AMPLITUDE, PHASE, REAL, IMAG, CONJ and INTENSITY will only be reported if the dataset has at least one complex band. Nevertheless, even if not reported, those derived datasets are still reachable with the syntax presented above.

```
$ gdalinfo -mdd DERIVED_SUBDATASETS cint_sar.tif
```

```

Driver: GTiff/GeoTIFF
Files: cint_sar.tif
Size is 5, 6
Coordinate System is ``
GCP Projection =
GEOGCS["WGS 84",
    DATUM["WGS_1984",
        SPHEROID["WGS 84",6378137,298.257223563,
            AUTHORITY["EPSG","7030"]],
        AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433],
    AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=1, Info=
    (-1910.5,-7430.5) -> (297.507,16.368,0)
GCP[ 1]: Id=2, Info=
    (588.5,-7430.5) -> (297.938,16.455,0)
GCP[ 2]: Id=3, Info=
    (588.5,7363.5) -> (297.824,16.977,0)
GCP[ 3]: Id=4, Info=
    (-1910.5,7363.5) -> (297.393,16.89,0)
Metadata:
  AREA_OR_POINT=Area
  CEOS_ACQUISITION_TIME=19970718024119087
  CEOS_ELLIPSOID=GEM6
  CEOS_INC_ANGLE=24.824
  CEOS_LINE_SPACING_METERS=3.99000000
  CEOS_LOGICAL_VOLUME_ID=0001667400297672
  CEOS_PIXEL_SPACING_METERS=7.90400000

```

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```

CEOS_PIXEL_TIME_DIR=INCREASE
CEOS_PLATFORM_HEADING=347.339
CEOS_PLATFORM_LATITUDE=16.213
CEOS_PLATFORM_LONGITUDE=-65.311
CEOS_PROCESSING_AGENCY=ESA
CEOS_PROCESSING_COUNTRY=ITALY
CEOS_PROCESSING_FACILITY=ES
CEOS_SEMI_MAJOR=6378.1440000
CEOS_SEMI_MINOR=6356.7590000
CEOS_SENSOR_CLOCK_ANGLE=90.000
CEOS_SOFTWARE_ID=ERS2-SLC-6.1
CEOS_TRUE_HEADING=345.5885834
Metadata (DERIVED_SUBDATASETS):
  DERIVED_SUBDATASET_1_NAME=DERIVED_SUBDATASET:AMPLITUDE:cint_sar.tif
  DERIVED_SUBDATASET_1_DESC=Amplitude of input bands from cint_sar.tif
  DERIVED_SUBDATASET_2_NAME=DERIVED_SUBDATASET:PHASE:cint_sar.tif
  DERIVED_SUBDATASET_2_DESC=Phase of input bands from cint_sar.tif
  DERIVED_SUBDATASET_3_NAME=DERIVED_SUBDATASET:REAL:cint_sar.tif
  DERIVED_SUBDATASET_3_DESC=Real part of input bands from cint_sar.tif
  DERIVED_SUBDATASET_4_NAME=DERIVED_SUBDATASET:IMAG:cint_sar.tif
  DERIVED_SUBDATASET_4_DESC=Imaginary part of input bands from cint_sar.tif
  DERIVED_SUBDATASET_5_NAME=DERIVED_SUBDATASET:CONJ:cint_sar.tif
  DERIVED_SUBDATASET_5_DESC=Conjugate of input bands from cint_sar.tif
  DERIVED_SUBDATASET_6_NAME=DERIVED_SUBDATASET:INTENSITY:cint_sar.tif
  DERIVED_SUBDATASET_6_DESC=Intensity (squared amplitude) of input bands from cint_sar.
  ↳tif
  DERIVED_SUBDATASET_7_NAME=DERIVED_SUBDATASET:LOGAMPLITUDE:cint_sar.tif
  DERIVED_SUBDATASET_7_DESC=log10 of amplitude of input bands from cint_sar.tif
Image Structure Metadata:
  INTERLEAVE=BAND
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,    6.0)
Upper Right (    5.0,    0.0)
Lower Right (    5.0,    6.0)
Center      (    2.5,    3.0)
Band 1 Block=5x6 Type=CInt16, ColorInterp=Gray

```

#### 6.25.4 See Also:

- *Using Derived Bands part of the GDAL VRT tutorial*

## 6.26 DIMAP – Spot DIMAP

---

### Driver short name

DIMAP

---



---

### Driver built-in by default

This driver is built-in by default

---

This is a read-only read for Spot DIMAP described images. To use, select the METADATA.DIM (DIMAP 1), VOL\_PHR.XML (DIMAP 2) or VOL\_PNEO.XML (DIMAP 2 VHR-2020) file in a product directory, or the product directory itself.

The imagery is in a distinct imagery file, often a TIFF file, but the DIMAP dataset handles accessing that file, and attaches geolocation and other metadata to the dataset from the metadata xml file.

The content of the <Spectral\_Band\_Info> node is reported as metadata at the level of the raster band. Note that the content of the Spectral\_Band\_Info of the first band is still reported as metadata of the dataset, but this should be considered as a deprecated way of getting this information.

For multi-component products, each component will be exposed in a subdataset.

NOTE: Implemented as `gdal/frmts/dimap/dimapdataset.cpp`.

### 6.26.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.27 DIPEX – ELAS DIPEX

---

### Driver short name

DIPEX

---



---

### Driver built-in by default

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/raw/dipxdataset.cpp`.

## 6.27.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.28 DOQ1 – First Generation USGS DOQ

---

### Driver short name

DOQ1

---

---

### Driver built-in by default

This driver is built-in by default

---

Support for read access, including reading of an affine georeferencing transform, and capture of the projection string. This format is the old, unlabelled DOQ (Digital Ortho Quad) format from the USGS.

NOTE: Implemented as `gdal/frmts/raw/doq1dataset.cpp`.

## 6.28.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

---

## 6.29 DOQ2 – New Labelled USGS DOQ

---

### Driver short name

DOQ2

---

---

### Driver built-in by default

This driver is built-in by default

---

Support for read access, including reading of an affine georeferencing transform, capture of the projection string and reading of other auxiliary fields as metadata. This format is the new, labelled DOQ (Digital Ortho Quad) format from the USGS.

This driver was implemented by Derrick J Brashear.

NOTE: Implemented as `gdal/frmts/raw/doq2dataset.cpp`.

See Also: [USGS DOQ Standards](#)

### 6.29.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.30 DTED – Military Elevation Data

---

### Driver short name

DTED

---

---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports DTED Levels 0, 1, and 2 elevation data for read access. Elevation data is returned as 16 bit signed integer. Appropriate projection and georeferencing information is also returned. A variety of header fields are returned dataset level metadata.

## 6.30.1 Driver capabilities

---

### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.30.2 Read Issues

### 6.30.2.1 Read speed

Elevation data in DTED files are organized per columns. This data organization doesn't fit very well with some scanline oriented algorithms and can cause slowdowns, especially for DTED Level 2 datasets. By defining `GDAL_DTED_SINGLE_BLOCK=TRUE`, a whole DTED dataset will be considered as a single block. The first access to the file will be slow, but further accesses will be much quicker. Only use that option if you need to do processing on a whole file.

### 6.30.2.2 Georeferencing Issues

The DTED specification ([MIL-PRF-89020B](#)) states that *horizontal datum shall be the World Geodetic System (WGS 84)*. The vertical datum is defined as EGM96, or EPSG:5773. However, there are still people using old data files georeferenced in WGS 72. A header field indicates the horizontal datum code, so we can detect and handle this situation.

- If the horizontal datum specified in the DTED file is WGS84, the DTED driver will report WGS 84 as SRS.
- If the horizontal datum specified in the DTED file is WGS72, the DTED driver will report WGS 72 as SRS and issue a warning.
- If the horizontal datum specified in the DTED file is neither WGS84 nor WGS72, the DTED driver will report WGS 84 as SRS and issue a warning.

### 6.30.2.3 Configuration options

This paragraph lists the configuration options that can be set to alter the default behavior of the DTED driver.

- `REPORT_COMPD_CS`: (GDAL  $\geq$  2.2.2). Can be set to `TRUE` to avoid stripping the vertical CS of compound CS when reading the SRS of a file. Default value : `FALSE`

### 6.30.2.4 Checksum Issues

The default behavior of the DTED driver is to ignore the checksum while reading data from the files. However, you may specify the environment variable `DTED_VERIFY_CHECKSUM=YES` if you want the checksums to be verified. In some cases, the checksum written in the DTED file is wrong (the data producer did a wrong job). This will be reported as a warning. If the checksum written in the DTED file and the checksum computed from the data do not match, an error will be issued.

### 6.30.3 Creation Issues

The DTED driver does support creating new files, but the input data must be exactly formatted as a Level 0, 1 or 2 cell. That is the size, and bounds must be appropriate for a cell.

### 6.30.4 GeoTransform

The `DTED_APPLY_PIXEL_IS_POINT=TRUE` environment variable can be set (GDAL  $\geq$  3.1) to apply a pixel-is-point interpretation to the data when reading the geotransform.

### 6.30.5 See Also

- Implemented as `gdal/frmts/dted/dteddataset.cpp`.

## 6.31 ECRGTOC – ECRG Table Of Contents (TOC.xml)

---

#### Driver short name

ECRGTOC

---



---

#### Driver built-in by default

This driver is built-in by default

---

This is a read-only reader for ECRG (Enhanced Compressed Raster Graphic) products, that uses the table of content file, TOC.xml, and exposes it as a virtual dataset whose coverage is the set of ECRG frames contained in the table of content.

The driver will report a different subdataset for each subdataset found in the TOC.xml file. Each subdataset consists of the frames of same product id, disk id, and with same scale.

Result of a `gdalinfo` on a TOC.xml file.

Subdatasets:

```
SUBDATASET_1_NAME=ECRG_TOC_ENTRY:ECRG:FalconView:1_500_K:ECRG_Sample/EPF/TOC.xml
SUBDATASET_1_DESC=Product ECRG, Disk FalconView, Scale 1:500 K
```

### 6.31.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.31.2 See Also

- *NITF – National Imagery Transmission Format*: format of the ECRG frames
- [MIL-PRF-32283](#) : specification of ECRG products

NOTE: Implemented as `gdal/frmts/nitf/ecrgtocdataset.cpp`

## 6.32 ECW – Enhanced Compressed Wavelets (.ecw)

---

#### Driver short name

ECW

---

---

#### Build dependencies

ECW SDK

---

GDAL supports reading and writing ECW files using the ERDAS ECW/JP2 SDK developed by Hexagon Geospatial (formerly Intergraph, ERDAS, ERMapper). Support is optional and requires linking in the libraries available from the [ECW/JP2 SDK Download page](#).



### 6.32.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.32.2 Licensing

The ERDAS ECW/JP2 SDK v5.x is available under multiple license types. For Desktop usage, decoding any sized ECW/JP2 image is made available free of charge. To compress, deploy on a Server platform, or decode unlimited sized files on Mobile platforms a license must be purchased from Hexagon Geospatial.

### 6.32.3 History

- v3.x - Last release, 2006
- v4.x - Last release, 2012
- v5.x - Active development, 2013 - current

### 6.32.4 Creation Options

The ERDAS ECW/JP2 v4.x and v5.x SDK is only free for image decompression. To compress images it is necessary to build with the read/write SDK and to provide an OEM licensing key at runtime which may be purchased from ERDAS.

For those still using the ECW 3.3 SDK, images less than 500MB may be compressed for free, while larger images require licensing from ERDAS. See the licensing agreement and the `LARGE_OK` option.

Files to be compressed into ECW format must also be at least 128x128. ECW currently only supports 8 bits per channel for ECW Version 2 files. ECW Version 3 files supports 16 bits per channel (as `UInt16` data type). Please see Creation options to enable ECW V3 files writing

When writing coordinate system information to ECW files, many less common coordinate systems are not mapped properly. If you know the ECW name for the coordinate system you can force it to be set at creation time with the `PROJ` and `DATUM` creation options.

ECW format does not support creation of overviews since the ECW format is already considered to be optimized for “arbitrary overviews”.

### 6.32.5 Creation Options:

- **LARGE\_OK=YES:** (*v3.x SDK only*) Allow compressing files larger than 500MB in accordance with EULA terms. Deprecated since v4.x and replaced by ECW\_ENCODE\_KEY & ECW\_ENCODE\_COMPANY.
- **ECW\_ENCODE\_KEY=key:** (*v4.x SDK or higher*) Provide the OEM encoding key to unlock encoding capability up to the licensed gigapixel limit. The key is approximately 129 hex digits long. The Company and Key must match and must be re-generated with each minor release of the SDK. It may also be provided globally as a configuration option.
- **ECW\_ENCODE\_COMPANY=name:** (*v4.x SDK or higher*) Provide the name of the company in the issued OEM key (see ECW\_ENCODE\_KEY). The Company and Key must match and must be re-generated with each minor release of the SDK. It may also be provided globally as a configuration option.
- **TARGET=percent:** Set the target size reduction as a percentage of the original. If not provided defaults to 90% for greyscale images, and 95% for RGB images.
- **PROJ=name:** Name of the ECW projection string to use. Common examples are NUTM11, or GEODETIC.
- **DATUM=name:** Name of the ECW datum string to use. Common examples are WGS84 or NAD83.
- **UNITS=name:** Name of the ECW projection units to use : METERS (default) or FEET (us-foot).
- **ECW\_FORMAT\_VERSION=2/3:** When build with the ECW 5.x SDK this option can be set to allow ECW Version 3 files to be created. Default, 2 to retain widest compatibility.

### 6.32.6 Configuration Options

The ERDAS ECW SDK supports a variety of [runtime configuration options](#) to control various features. Most of these are exposed as GDAL configuration options. See the ECW SDK documentation for full details on the meaning of these options.

- **ECW\_CACHE\_MAXMEM=bytes:** maximum bytes of RAM used for in-memory caching. If not set, up to one quarter of physical RAM will be used by the SDK for in-memory caching.
- **ECWP\_CACHE\_LOCATION=path:** Path to a directory to use for caching ECWP results. If unset ECWP caching will not be enabled.
- **ECWP\_CACHE\_SIZE\_MB=number\_of\_megabytes:** The maximum number of megabytes of space in the ECWP\_CACHE\_LOCATION to be used for caching ECWP results.
- **ECWP\_BLOCKING\_TIME\_MS:** time an ecwp:// blocking read will wait before returning - default 10000 ms.
- **ECWP\_REFRESH\_TIME\_MS:** time delay between blocks arriving and the next refresh callback - default 10000 ms. For the purposes of GDAL this is the amount of time the driver will wait for more data on an ecwp connection for which the final result has not yet been returned. If set small then RasterIO() requests will often produce low resolution results.
- **ECW\_TEXTURE\_DITHER=TRUE/FALSE:** This may be set to FALSE to disable dithering when decompressing ECW files. Defaults to TRUE.
- **ECW\_FORCE\_FILE\_REOPEN=TRUE/FALSE:** This may be set to TRUE to force open a file handle for each file for each connection made. Defaults to FALSE.
- **ECW\_CACHE\_MAXOPEN=number:** The maximum number of files to keep open for ECW file handle caching. Defaults to unlimited.
- **ECW\_RESILIENT\_DECODING=TRUE/FALSE:** Controls whether the reader should be forgiving of errors in a file, trying to return as much data as is available. Defaults to TRUE. If set to FALSE an invalid file will result in an error.

The GDAL-specific options:

- **ECW\_ALWAYS\_UPWARD=TRUE/FALSE:** If TRUE, the driver sets negative Y-resolution and assumes an image always has the “Upward” orientation (Y coordinates increase upward). This may be set to FALSE to let the driver rely on the actual image orientation, using Y-resolution value (sign) of an image, to allow correct processing of rare images with “Downward” orientation (Y coordinates increase “Downward” and Y-resolution is positive). Defaults to TRUE.

#### 6.32.6.1 ECW Version 3 Files

ECW 5.x SDK introduces a new file format version which,

1. Storage of data statistics, histograms, metadata, RPC information within the file header
2. Support for UInt16 data type
3. Ability to update regions within an existing ECW v3 file
4. Introduces other space saving optimizations

Note: This version is not backward compatible and will fail to decode in v3.x or v4.x ECW/JP2 SDK's. The File VERSION Metadata will advertise whether the file is ECW v2 or ECW v3.

#### 6.32.6.2 ECWP

In addition to local files, this driver also supports access to streaming network imagery services using the proprietary “ECWP” protocol from the ERDAS APOLLO product. Use the full `ecwp://` prefixed dataset url as input. When built with ECW/JP2 SDK v4.1 or newer it is also possible to take advantage of rfc-24 for asynchronous / progressive streaming access to ECWP services.

#### 6.32.6.3 Metadata / Georeferencing

The PROJ, DATUM and UNITS found in the ECW header are reported in the ECW metadata domain. They can also be set with the `SetMetadataItem()` method, in order to update the header information of an existing ECW file, opened in update mode, without modifying the imagery.

The geotransform and projection can also be modified with the `SetGeoTransform()` and `SetProjection()` methods. If the projection is set with `SetProjection()` and the PROJ, DATUM or UNITS with `SetMetadataItem()`, the later values will override the values built from the projection string.

All those can for example be modified with the `-a_ullr`, `-a_srs` or `-mo` switches of the *gdal\_edit.py* utility.

For example:

```
gdal_edit.py -mo DATUM=WGS84 -mo PROJ=GEODETIC -a_ullr 7 47 8 46 test.ecw
gdal_edit.py -a_srs EPSG:3068 -a_ullr 20800 22000 24000 19600 test.ecw
```

#### 6.32.6.4 File Metadata Keys:

- FILE\_METADATA\_ACQUISITION\_DATE
- FILE\_METADATA\_ACQUISITION\_SENSOR\_NAME
- FILE\_METADATA\_ADDRESS
- FILE\_METADATA\_AUTHOR
- FILE\_METADATA\_CLASSIFICATION
- FILE\_METADATA\_COMPANY - should be set to ECW\_ENCODE\_COMPANY
- FILE\_METADATA\_COMPRESSION\_SOFTWARE - updated during recompression
- FILE\_METADATA\_COPYRIGHT
- FILE\_METADATA\_EMAIL
- FILE\_METADATA\_TELEPHONE
- CLOCKWISE\_ROTATION\_DEG
- COLORSPACE
- COMPRESSION\_DATE
- COMPRESSION\_RATE\_ACTUAL
- COMPRESSION\_RATE\_TARGET. This is the percentage of the target compressed file size divided by the uncompressed file size. This is equal to  $100 / (100 - \text{TARGET})$  where TARGET is the value of the TARGET creation option used at file creation, so a COMPRESSION\_RATE\_TARGET=1 is equivalent to a TARGET=0 (ie no compression), COMPRESSION\_RATE\_TARGET=5 is equivalent to TARGET=80 (ie dividing uncompressed file size by 5), etc...
- VERSION

#### 6.32.7 See Also

- Implemented as `gdal/frmts/ecw/ecwdataset.cpp`.
- ECW/JP2 SDK available at [www.hexagongeospatial.com](http://www.hexagongeospatial.com)
- Further product information available in the [User Guide](#)
- Support for non-GDAL specific issues should be directed to the [Hexagon Geospatial public forum](#)
- [GDAL ECW Build Hints](#)

## 6.33 EEDAI - Google Earth Engine Data API Image

---

**Driver short name**EEDAI

---

New in version 2.4.

---

**Build dependencies**

---

---

libcurl

---

The driver supports read-only operations to access image content, using Google Earth Engine REST API.

### 6.33.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.33.2 Dataset name syntax

The minimal syntax to open a datasource is :

EEDAI:[asset][:band\_names]

where asset is something like projects/earthengine-public/assets/COPERNICUS/S2/20170430T190351\_20170430T190351\_T10SEG, and band\_names a comma separated list of band names (typically indicated by subdatasets on the main image)

### 6.33.3 Open options

The following open options are available :

- **ASSET**=string: To specify the asset if not specified in the connection string.
- **BANDS**=bandname1[,bandnameX]\*: Comma separated list of band names.
- **PIXEL\_ENCODING**=AUTO/PNG/JPEG/AUTO\_JPEG\_PNG/GEO\_TIFF/NPY: Format in which to request pixels.
- **BLOCK\_SIZE**=integer: Size of a GDAL block, which is the minimum unit to query pixels. Default is 256.

### 6.33.4 Authentication methods

The following authentication methods can be used:

- Authentication Bearer header passed through the EEDA\_BEARER or EEDA\_BEARER\_FILE configuration options.
- Service account private key file, through the GOOGLE\_APPLICATION\_CREDENTIALS configuration option.
- OAuth2 Service Account authentication through the EEDA\_PRIVATE\_KEY/ EEDA\_PRIVATE\_KEY\_FILE + EEDA\_CLIENT\_EMAIL configuration options.
- Finally if none of the above method succeeds, the code will check if the current machine is a Google Compute Engine instance, and if so will use the permissions associated to it (using the default service account associated with the VM). To force a machine to be detected as a GCE instance (for example for code running in a container with no access to the boot logs), you can set CPL\_MACHINE\_IS\_GCE to YES.

### 6.33.5 Configuration options

The following configuration options are available :

- **EEDA\_BEARER**=value: Authentication Bearer value to pass to the API. This option is only useful when the token is computed by external code. The bearer validity is typically one hour from the time where it as been requested.
- **EEDA\_BEARER\_FILE**=filename: Similar to EEDA\_BEARER option, except than instead of passing the value directly, it is the filename where the value should be read.
- **GOOGLE\_APPLICATION\_CREDENTIALS**=file.json: Service account private key file that contains a private key and client email
- **EEDA\_PRIVATE\_KEY**=string: RSA private key encoded as a PKCS#8 PEM file, with its header and footer. Used together with EEDA\_CLIENT\_EMAIL to use OAuth2 Service Account authentication. Requires GDAL to be built against libcrypto++ or libssl.
- **EEDA\_PRIVATE\_KEY\_FILE**=filename: Similar to EEDA\_PRIVATE\_KEY option, except than instead of passing the value directly, it is the filename where the key should be read.
- **EEDA\_CLIENT\_EMAIL**=string: email to be specified together with EEDA\_PRIVATE\_KEY/EEDA\_PRIVATE\_KEY\_FILE to use OAuth2 Service Account authentication.

### 6.33.6 Overviews

The driver expose overviews, following a logic of decreasing power of 2 factors, until both dimensions of the smallest overview are lower than 256 pixels.

### 6.33.7 Subdatasets

When all bands don't have the same georeferencing, resolution, CRS or image dimensions, the driver will expose subdatasets. Each subdataset groups together bands of the same dimension, extent, resolution and CRS.

### 6.33.8 Metadata

The driver will expose metadata reported in "properties" as dataset-level or band-level metadata.

### 6.33.9 Pixel encoding

By default (PIXEL\_ENCODING=AUTO), the driver will request pixels in a format compatible of the number and data types of the bands. The PNG, JPEG and AUTO\_JPEG\_PNG can only be used with bands of type Byte.

#### 6.33.9.1 Examples

Get metadata on an image:

```
gdalinfo "EEDAI:" -oo ASSET=projects/earthengine-public/assets/COPERNICUS/S2/  
→20170430T190351_20170430T190351_T10SEG --config EEDA_CLIENT_EMAIL "my@email" --config_  
→EEDA_PRIVATE_KEY_FILE my.pem
```

or

```
gdalinfo "EEDAI:projects/earthengine-public/assets/COPERNICUS/S2/20170430T190351_
↳20170430T190351_T10SEG" --config EEDA_CLIENT_EMAIL "my@email" --config EEDA_PRIVATE_
↳KEY_FILE my.pem
```

### 6.33.10 See Also

- *Google Earth Engine Data API driver*

## 6.34 EHdr – ESRI .hdr Labelled

### Driver short name

EHdr

### Driver built-in by default

This driver is built-in by default

GDAL supports reading and writing the ESRI .hdr labeling format, often referred to as ESRI BIL format. Eight, sixteen and thirty-two bit integer raster data types are supported as well as 32 bit floating point. Coordinate systems (from a .prj file), and georeferencing are supported. Unrecognized options in the .hdr file are ignored. To open a dataset select the file with the image file (often with the extension .bil). If present .clr color table files are read, but not written. If present, image.rep file will be read to extract the projection system of SpatioCarte Defense 1.0 raster products.

This driver does not always do well differentiating between floating point and integer data. The GDAL extension to the .hdr format to differentiate is to add a field named PIXELTYPE with values of either FLOAT, SIGNEDINT or UNSIGNEDINT. In combination with the NBITS field it is possible to described all variations of pixel types.

eg.

```
ncols 1375
nrows 649
cellsize 0.050401
xllcorner -130.128639
yllcorner 20.166799
nodata_value 9999.000000
nbits 32
pixeltype float
byteorder msbfirst
```

This driver may be sufficient to read GTOPO30 data.

NOTE: Implemented as `gdal/frmts/raw/ehdrdataset.cpp`.

### 6.34.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.34.2 See Also

- [ESRI whitepaper: + Extendable Image Formats for ArcView GIS 3.1 and 3.2 \(BIL, see p. 5\)](#)
- [GTOPO30 - Global Topographic Data](#)
- [GTOPO30 Documentation](#)
- [SpatioCarte Defense 1.0 specification \(in French\)](#)
- [SRTMHGT Driver](#)

## 6.35 EIR – Erdas Imagine Raw

---

#### Driver short name

EIR

---

---

#### Driver built-in by default

This driver is built-in by default

---

GDAL supports the Erdas Imagine Raw format for read access including 1, 2, 4, 8, 16 and 32bit unsigned integers, 16 and 32bit signed integers and 32 and 64bit complex floating point. Georeferencing is supported.

To open a dataset select the file with the header information. The driver finds the image file from the header information. Erdas documents call the header file the “raw” file and it may have the extension .raw while the image file that contains the actual raw data may have the extension .bl.

NOTE: Implemented as `gdal/frmts/raw/eirdataset.cpp`.



### 6.35.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.36 ELAS - Earth Resources Laboratory Applications Software

---

#### Driver short name

ELAS

---



---

#### Driver built-in by default

This driver is built-in by default

---

ELAS is an old remote sensing system still used for a variety of research projects within NASA. The ELAS format support can be found in `gdal/frmts/elas`.

### 6.36.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.36.2 See Also

- [Short announcement of ELAS driver in GDAL](#)
- [NASA Software Used In Imaging Service](#) includes ELAS overview

## 6.37 ENVI – ENVI .hdr Labelled Raster

---

**Driver short name**

ENVI

---

---

**Driver built-in by default**

This driver is built-in by default

---

GDAL supports some variations of raw raster files with associated ENVI style .hdr files describing the format. To select an existing ENVI raster file select the binary file containing the data (as opposed to the .hdr file), and GDAL will find the .hdr file by replacing the dataset extension with .hdr.

GDAL should support reading bil, bip and bsq interleaved formats, and most pixel types are supported, including 8bit unsigned, 16 and 32bit signed and unsigned integers, 32bit and 64 bit floating point, and 32bit and 64bit complex floating point. There is limited support for recognising map\_info keywords with the coordinate system and georeferencing. In particular, UTM and State Plane should work.

All ENVI header fields are stored in the ENVI metadata domain, and all of these can then be written out to the header file.

Creation Options:

- **INTERLEAVE=BSQ/BIP/BIL**: Force the generation specified type of interleaving. **BSQ** – band sequential (default), **BIP** — data interleaved by pixel, **BIL** – data interleaved by line. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a INTERLEAVE metadata item, if the INTERLEAVE creation option is not specified, the source dataset INTERLEAVE will be automatically taken into account.
- **SUFFIX=REPLACE/ADD**: Force adding “.hdr” suffix to supplied filename, e.g. if user selects “file.bin” name for output dataset, “file.bin.hdr” header file will be created. By default header file suffix replaces the binary file suffix, e.g. for “file.bin” name “file.hdr” header file will be created.

NOTE: Implemented as `gdal/frmts/raw/envidataset.cpp`.

### 6.37.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports Create()**

This driver supports the `GDALDriver::Create()` operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.38 ESAT – Envisat Image Product

---

**Driver short name**

ESAT

---

---

**Driver built-in by default**

This driver is built-in by default

---

GDAL supports the Envisat product format for read access. All sample types are supported. Files with two matching measurement datasets (MDS) are represented as having two bands. Currently all ASAR Level 1 and above products, and some MERIS and AATSR products are supported.

The control points of the GEOLOCATION GRID ADS dataset are read if available, generally giving a good coverage of the dataset. The GCPs are in WGS84.

Virtually all key/value pairs from the MPH and SPH (primary and secondary headers) are copied through as dataset level metadata.

ASAR and MERIS parameters contained in the ADS and GADS records (excluded geolocation ones) can be retrieved as key/value pairs using the “RECORDS” metadata domain.

NOTE: Implemented as `gdal/frmts/envisat/envisatdataset.cpp`.

See Also: [Envisat Data Products](#) at ESA.

### 6.38.1 Driver capabilities

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.39 ESRIC – Esri Compact Cache

---

### Driver short name

ESRIC

---

---

### Driver built-in by default

This driver is built-in by default

---

Read Esri Compact Cache V2 as a single raster

### 6.39.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.39.2 Esri Compact Cache V2

A reader for [Esri Compact Cache V2](#). The cache is stored in multiple files located in a specific folder structure. From the point of view of this driver the raster is represented by the file named `conf.xml`, which resides in the root folder of the cache. The exact content of this XML file is not fully documented by Esri, and is subject to change. This driver uses only a few of the XML fields, as necessary to read the raster.

#### 6.39.2.1 Usage examples

If the `/path/Layers` contains an Esri Compact Cache in V2 format in the normal Web Mercator tile grid, this command will copy the level 2 content into a TIF file.

```
gdal_translate -outsize 1024 1024 path/Layers/conf.xml output.tif
```

#### 6.39.2.2 Features and Limitations

- Only V2 Compact cache is supported. This format is identified by the value **esriMapCacheStorageModeCompactV2** in the **CacheInfo.TileCacheInfo.StorageFormat** element of the `conf.xml` file. Other legacy Esri cache formats are not supported.
- Only caches with tiles of 256 by 256 pixels are supported. These are stored as the values of the **CacheInfo.TileCacheInfo.TileRows** and **CacheInfo.TileCacheInfo.TileCols** elements.

- Tiles in the cache can be in different formats, including JPEG and PNG. The most common are 8 bit color or grayscale JPEG and color PNG with or without opacity. These caches will have the value **JPEG**, **PNG** or **MIXED** in the **CacheInfo.TileImageInfo.CacheTileFormat** element. Other tile formats, such as **PNG8** are not supported. The raster will be promoted to RGB or RGBA by this driver, even if the source is grayscale.
- Only caches with 128 by 128 tiles in a bundle file are supported. This value, the linear number of tiles in a bundle, is contained in the **CacheInfo.CacheStorageInfo.PacketSize** element.
- The spatial reference is obtained from the **CacheInfo.TileCacheInfo.SpatialReference.WKT** field. If this field is not present, the default value of EPSG:4326 is assumed.
- As defined in the standard conf.xml file, the cache tile grid has an origin location, stored in the **CacheInfo.TileCacheInfo.TileOrigin** element, which has X and Y components. The cache size is not explicitly defined. The ESRIC format driver will assume a symmetric area around the 0,0 coordinates, in the reference system coordinates. This is true for the standard Web Mercator and GCS reference systems. If this assumption is not valid, the conf.xml file can be modified, adding a non-standard **CacheInfo.TileCacheInfo.TileEnd** element with the appropriate values for the X and Y components, similar to the **TileOrigin**. Note that the grid origin and size is different from the raster data extent. For example, it is common to generate a cache in the standard Web Mercator tile grid, which is defined for the whole Earth, even if data is only available for a small region of the globe.
- A bundled cache has multiple resolution levels, encoded in a series of **CacheInfo.TileCacheInfo.LODInfos.LODInfo** nodes. The **LODInfo** XML nodes are identified by the **LevelID** value, which have to be successive, starting with 0 for the level with the largest value for the **Resolution** and increasing towards the **LODInfo** node with smallest **Resolution** value. The level convention is similar to other Level, Row and Column tile addressing schemes used in WMTS for example. While common, it is not a requirement to have the resolutions of two successive levels differ by a factor of two. Each cache level will be read as an overview, at the appropriate resolution. The resolution values are in spatial reference distance units per pixel.
- Many caches are built level by level from different sources, similar to many web map tile protocols supported by the GDAL WMS driver. This means that the content of a specific level might be from a different source than an adjacent one, or content for a specific level can be missing altogether. This driver will return opaque black when reading areas which do not have tiles in the cache at a given resolution level, even if data does exist at other levels at the same location.
- A cache can exceed the maximum size supported by GDAL, which is INT32\_MAX, in either dimension. This driver will generate an error when opening such caches. Removing the **LODInfo** nodes with the highest **LevelID** from the conf.xml file until the raster size drops below INT32\_MAX is a possible workaround, but the highest resolution levels will not be read.

### 6.39.3 See Also

- Implemented as `gdal/frmts/esric/esric_dataset.cpp`.

## 6.40 ERS – ERMapper .ERS

---

**Driver short name**

ERS

---



---

**Driver built-in by default**

This driver is built-in by default

---

GDAL supports reading and writing raster files with .ers header files, with some limitations. The .ers ascii format is used by ERMapper for labeling raw data files, as well as for providing extended metadata, and georeferencing for some other file formats. The .ERS format, or variants are also used to hold descriptions of ERMapper algorithms, but these are not supported by GDAL.

The PROJ, DATUM and UNITS values found in the ERS header are reported in the ERS metadata domain.

### 6.40.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

#### Supports Georeferencing

This driver supports georeferencing

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.40.2 Creation Issues

Creation Options:

- **PIXELTYPE=value:** By setting this to SIGNEDBYTE, a new Byte file can be forced to be written as signed byte
- **PROJ=name:** Name of the ERS projection string to use. Common examples are NUTM11, or GEODETIC. If defined, this will override the value computed by SetProjection() or SetGCPs().
- **DATUM=name:** Name of the ERS datum string to use. Common examples are WGS84 or NAD83. If defined, this will override the value computed by SetProjection() or SetGCPs().
- **UNITS=name:** Name of the ERS projection units to use : METERS (default) or FEET (us-foot). If defined, this will override the value computed by SetProjection() or SetGCPs().

### 6.40.3 See Also

- Implemented as `gdal/frmts/ers/ersdataset.cpp`.

## 6.41 EXR – Extended Dynamic Range Image File Format

New in version 3.1.

---

### Driver short name

EXR

---



---

### Build dependencies

libopenexr

---

OpenEXR is a high dynamic range raster file format. The driver supports reading and writing images in that format.

Georeferencing is written as a WKT CRS string and a 3x3 geotransform matrix in EXR header metadata.

“Deep images” are not supported.

### 6.41.1 Creation Options

- **COMPRESS=[NONE/RLE/ZIPS/ZIP/PIZ/PXR24/B44/B44A/DWAA/DWAB]**: Compression method. Defaults to ZIP. Details on the format [Wikipedia page](#)
- **PIXEL\_TYPE=HALF/FLOAT/UINT**: Pixel type used for encoding.
  - HALF corresponds to a IEEE-754 16-bit floating point value.
  - FLOAT corresponds to a IEEE-754 32-bit floating point value.
  - UINT corresponds to a 32-bit unsigned integer value.

If not specified, the following GDAL data types will be mapped as following:

- Byte ==> HALF
- Int16 ==> HALF (potentially lossy)
- UInt16 ==> HALF (potentially lossy)
- Int32 ==> FLOAT (potentially lossy)
- UInt32 ==> UINT
- Float32 ==> FLOAT
- Float64 ==> FLOAT (generally lossy)
- **TILED=YES/NO**: By default tiled files will be created, unless this option is set to NO. In Create() mode, setting TILED=NO is not possible.
- **BLOCKXSIZE=n**: Sets tile width, defaults to 256.
- **BLOCKYSIZE=n**: Sets tile height, defaults to 256.
- **OVERVIEWS=YES/NO**: Whether to create overviews. Default to NO. Only compatible of CreateCopy() mode.

- **OVERVIEW\_RESAMPLING=NEAR/AVERAGE/CUBIC/...**: Resampling method to use for overview creation. Defaults to CUBIC.
- **PREVIEW=YES/NO**: Whether to create a preview. Default to NO. Only compatible of CreateCopy() mode, and with RGB(A) data of type Byte.
- **AUTO\_RESCALE=YES/NO**: Whether to rescale Byte RGB(A) values from 0-255 to the 0-1 range usually used in EXR ecosystem.
- **DWA\_COMPRESSION\_LEVEL=n**: DWA compression level. The higher, the more compressed the image will be (and the more artifacts). Defaults to 45 for OpenEXR 2.4

### 6.41.2 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports Create()**

With the caveat, that it is only for tiled data, and each tile must be written at most once, and written tiles cannot be read back before dataset closing.

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.42 FAST – EOSAT FAST Format

---

**Driver short name**

FAST

---

---

**Driver built-in by default**

This driver is built-in by default

---

Supported reading from FAST-L7A format (Landsat TM data) and EOSAT Fast Format Rev. C (IRS-1C/1D data). If you want to read other datasets in this format (SPOT), write to me (Andrey Kiselev, [dron@ak4719.spb.edu](mailto:dron@ak4719.spb.edu)). You should share data samples with me.

Datasets in FAST format represented by several files: one or more administrative headers and one or more files with actual image data in raw format. Administrative files contains different information about scene parameters including



filenames of images. You can read files with administrative headers with any text viewer/editor, it is just plain ASCII text.

This driver wants administrative file for input. Filenames of images will be extracted and data will be imported, every file will be interpreted as band.

## 6.42.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---



---

### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.42.2 Data

### 6.42.2.1 FAST-L7A

FAST-L7A consists form several files: big ones with image data and three small files with administrative information. You should give to driver one of the administrative files:

- L7fpprrr\_rrrYYYYMMDD\_HP.N.FST: panchromatic band header file with 1 band
- L7fpprrr\_rrrYYYYMMDD\_HRF.FST: VNIR/ SWIR bands header file with 6 bands
- L7fpprrr\_rrrYYYYMMDD\_HTM.FST: thermal bands header file with 2 bands

All raw images corresponded to their administrative files will be imported as GDAL bands.

From the `` [Level 1 Product Output Files Data Format Control Book](#)``:

The file naming convention for the FAST-L7A product files is L7fpprrr\_rrrYYYYMMDD\_AAA.FST where L7 = Landsat 7 mission f = ETM+ format (1 or 2) (data not pertaining to a specific format defaults to 1) ppp = starting path of the product rrr\_rrr = starting and ending rows of the product YYYYMMDD = acquisition date of the image AAA = file type: HPN = panchromatic band header file HRF = VNIR/ SWIR bands header file HTM = thermal bands header file B10 = band 1 B20 = band 2 B30 = band 3 B40 = band 4 B50 = band 5 B61 = band 6L B62 = band 6H B70 = band 7 B80 = band 8 FST = FAST file extension

So you should give to driver one of the L7fpprrr\_rrrYYYYMMDD\_HP.N.FST, L7fpprrr\_rrrYYYYMMDD\_HRF.FST or L7fpprrr\_rrrYYYYMMDD\_HTM.FST files.

### 6.42.2.2 IRS-1C/1D

Fast Format REV. C does not contain band filenames in administrative header. So we should guess band filenames, because different data distributors name their files differently. Several naming schemes hardcoded in GDAL's FAST driver. These are:

`<header>.<ext> <header>.1.<ext> <header>.2.<ext> ...`

or

`<header>.<ext> band1.<ext> band2.<ext> ...`

or

`<header>.<ext> band1.dat band2.dat ...`

or

`<header>.<ext> imagery1.<ext> imagery2.<ext> ...`

or

`<header>.<ext> imagery1.dat imagery2.dat ...`

in lower or upper case. Header file could be named arbitrarily. This should cover majority of distributors fantasy in naming files. But if you out of luck and your datasets named differently you should rename them manually before importing data with GDAL.

GDAL also supports the logic for naming band files for datasets produced by Euromap GmbH for IRS-1C/IRS-1D PAN, LISS3 and WIFS sensors. Their filename logic is explained in the [Euromap Naming Conventions](#) document.

### 6.42.3 Georeference

All USGS projections should be supported (namely UTM, LCC, PS, PC, TM, OM, SOM). Contact me if you have troubles with proper projection extraction.

### 6.42.4 Metadata

Calibration coefficients for each band reported as metadata items.

- **ACQUISITION\_DATE**: First scene acquisition date in yyyyddmm format.
- **SATELLITE**: First scene satellite name.
- **SENSOR**: First scene sensor name.
- **BIASn**: Bias value for the channel **n**.
- **GAINn**: Gain value for the channel **n**.

### 6.42.5 See Also

Implemented as `gdal/frmts/raw/fastdataset.cpp`.

Landsat FAST L7A format description available from [http://ftpwww.gsfc.nasa.gov/IAS/htmls/l7\\_review.html](http://ftpwww.gsfc.nasa.gov/IAS/htmls/l7_review.html) (see ES-DIS Level 1 Product Generation System (LPGS) Output Files DFCB, Vol. 5, Book 2)

EOSAT Fast Format REV. C description available from [http://www.euromap.de/docs/doc\\_001.html](http://www.euromap.de/docs/doc_001.html)

## 6.43 FIT – FIT

---

### Driver short name

FIT

---



---

### Driver built-in by default

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/fit/fitdataset.cpp`.

### 6.43.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.44 FITS – Flexible Image Transport System

---

### Driver short name

FITS

---



---

### Build dependencies

FITS is a format used mainly by astronomers, but it is a relatively simple format that supports arbitrary image types and multi-spectral images, and so has found its way into GDAL. FITS support is implemented in terms of the standard [CFITSIO library](#), which you must have on your system in order for FITS support to be enabled (see [notes on CFITSIO linking](#)). Both reading and writing of FITS files is supported.

Starting from version 3.0 georeferencing system support is implemented via the conversion of WCS (World Coordinate System) keywords. Only Latitude - Longitude systems (see the [FITS standard document](#)) have been implemented, those for which remote sensing processing is commonly used. As 3D Datum information is missing in FITS/WCS standard, Radii and target bodies are translated using the planetary extension proposed [here](#).

Non-standard header keywords that are present in the FITS file will be copied to the dataset's metadata when the file is opened, for access via GDAL methods. Similarly, non-standard header keywords that the user defines in the dataset's metadata will be written to the FITS file when the GDAL handle is closed.

Note to those familiar with the CFITSIO library: The automatic rescaling of data values, triggered by the presence of the BSCALE and BZERO header keywords in a FITS file, is disabled in GDAL < v3.0. Those header keywords are accessible and updatable via dataset metadata, in the same way as any other header keywords, but they do not affect reading/writing of data values from/to the file. Starting from version 3.0 BZERO and BSCALE keywords are managed via standard `GDALRasterBand::GetOffset()` / `GDALRasterBand::SetOffset()` and `GDALRasterBand::GetScale()` / `GDALRasterBand::SetScale()` GDAL functions and no more referred as meta-data.

### 6.44.1 Multiple image support

Starting with GDAL 3.2, Multi-Extension FITS (MEF) files that contain one or more extensions following the primary HDU are supported. When more than 2 image HDUs are found, they are reported as subdatasets.

The connection string for a given subdataset/HDU is `FITS:"filename.fits":hdu_number`

### 6.44.2 Binary table support

Starting with GDAL 3.2, binary tables will be exposed as vector layers (update and creation support from GDAL 3.2.1).

The FITS data types are mapped to OGR data types as the following:

Table 2: Data types

TFORM value	TSCAL, TOFFSET value	Occurrence count
'L' (Logical)	ignored	1
'L' (Logical)	ignored	> 1
'X' (bit)	ignored	each bit mapped to a OGR field
'B' (unsigned byte)	1, 0 (unsigned byte) or 1, -128 (signed byte)	1
'B' (unsigned byte)	1, 0 (unsigned byte) or 1, -128 (signed byte)	> 1
'I' (16 bit signed integer)	1, 0	1
'I' (16 bit integer, interpreted as unsigned)	1, 32768	1
'I' (16 bit signed integer)	other than (1,0) and (1,32768)	1
'I' (16 bit integer)	1, 0	>1
'I' (16 bit integer, interpreted as unsigned)	1, 32768	>1
'I' (16 bit signed integer)	other than (1, 0) and (1, 32768)	> 1
'J' (32 bit signed integer)	1, 0	1
'J' (32 bit integer, interpreted as unsigned)	1, 2147483648	1

Table 2 – continued from previous page

TFORM value	TSCAL, TOFFSET value	Occurrence count
'J' (32 bit signed integer)	other than (1, 0) and (1, 2147483648)	1
'J' (32 bit integer)	1, 0	> 1
'J' (32 bit integer, interpreted as unsigned)	1, 2147483648	> 1
'J' (32 bit signed integer)	other than (1, 0) and (1, 2147483648)	> 1
'K' (64 bit signed integer)	1, 0	1
'K' (64 bit signed integer)	other than (1, 0)	1
'K' (64 bit signed integer)	1, 0	> 1
'K' (64 bit signed integer)	other than (1, 0)	> 1
'A' (character)	ignored	if TFORM='Axxx' and no TDIM header
'A' (character)	ignored	TDIM for 2D field, or variable length ('P'
'E' (single precision floating point)	1, 0	1
'E' (single precision floating point)	other than (1, 0)	1
'E' (single precision floating point)	1, 0	> 1
'E' (single precision floating point)	other than (1, 0)	> 1
'D' (double precision floating point)	any	1
'D' (double precision floating point)	any	> 1
'C' (single precision complex)	any	1
'C' (single precision complex)	any	> 1
'M' (double precision complex)	any	1
'M' (double precision complex)	any	> 1

Fields with a repeat count > 1 expressing fixed size arrays, or fields using array descriptors 'P' and 'Q' for variable length arrays are mapped to OGR OFTxxxxxList data types. The potential 2D structure of such field has no direct equivalence in OGR, so OGR will expose a linear structure. For fixed size arrays, the user can retrieve the value of the TDIMxx header in the layer metadata to recover the dimensionality of the field.

Fields that have TSCAL and/or TZERO headers are automatically scaled and offset to the physical value (only applies to numeric data types)

TNULL headers are used for integer numeric data types and for a single-occurrence field to set a OGR field to NULL.

### 6.44.3 Layer creation options

The following layer creation options are available:

- **REPEAT\_{fieldname}=number.** For a given field (substitute {fieldname} by its name) of type IntegerList, Integer64List or RealList, specify a fixed number of elements. Otherwise those fields will be created as variable-length FITS columns, which can have performance impact on creation.
- **COMPUTE\_REPEAT=AT\_FIELD\_CREATION/AT\_FIRST\_FEATURE\_CREATION.** For fields of type IntegerList, Integer64List or RealList, specifies when they are mapped to a FITS column type. The default is AT\_FIELD\_CREATION, and implies that they will be created as variable-length FITS columns, unless a REPEAT\_{fieldname} option is specified. When AT\_FIRST\_FEATURE\_CREATION is specified, the number of elements in the first feature will be taken into account to create fixed-size FITS columns.

When using ogr2ogr or *GDALVectorTranslate()* with a FITS source, the FITS header will be taken into account, in particular to help to determine the FITS data type of target columns.

## 6.44.4 Examples

- Listing subdatasets in a MEF .fits:

```
$ gdalinfo ../autotest/gdrivers/data/fits/image_in_first_and_second_hdu.fits

Driver: FITS/Flexible Image Transport System
Files: ../autotest/gdrivers/data/fits/image_in_first_and_second_hdu.fits
Size is 512, 512
Metadata:
EXTNAME=FIRST_IMAGE
Subdatasets:
SUBDATASET_1_NAME=FITS:"../autotest/gdrivers/data/fits/image_in_first_and_
↪second_hdu.fits":1
SUBDATASET_1_DESC=HDU 1 (1x2, 1 band), FIRST_IMAGE
SUBDATASET_2_NAME=FITS:"../autotest/gdrivers/data/fits/image_in_first_and_
↪second_hdu.fits":2
SUBDATASET_2_DESC=HDU 2 (1x3, 1 band)
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)
```

- Opening a given raster HDU:

```
$ gdalinfo FITS:"../autotest/gdrivers/data/fits/image_in_first_and_second_
↪hdu.fits":1

Driver: FITS/Flexible Image Transport System
Files: none associated
Size is 1, 2
Metadata:
EXTNAME=FIRST_IMAGE
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,    2.0)
Upper Right (    1.0,    0.0)
Lower Right (    1.0,    2.0)
Center      (    0.5,    1.0)
Band 1 Block=1x1 Type=Byte, ColorInterp=Undefined
```

- Listing potential binary tables in a FITS file:

```
$ ogrinfo my.fits
```

- Converting a GeoPackage layer into a FITS binary table:

```
$ ogr2ogr out.fits my.gpkg my_table
```

### 6.44.5 Other

NOTE: Implemented as `gdal/frmts/fits/fitsdataset.cpp`.

### 6.44.6 Notes on CFITSIO linking in GDAL

#### 6.44.6.1 Linux

##### From source

Install CFITSIO headers from your distro (eg, `cfitsio-devel` on Fedora; `libcfitsio-dev` on Debian-Ubuntu), then compile GDAL as usual. CFITSIO will be automatically detected and linked.

##### From distros

On Fedora/CentOS install CFITSIO then GDAL with `dnf` (`yum`): `cfitsio` is automatically linked.

#### 6.44.6.2 MacOSX

The last versions of the MacOSX packages are not linked against CFITSIO. Install CFITSIO as described in the [official documentation](#).

### 6.44.7 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.45 GenBin – Generic Binary (.hdr labelled)

---

**Driver short name**

GenBin

---

---

**Driver built-in by default**

This driver is built-in by default

---

This driver supporting reading “Generic Binary” files labelled with a .hdr file, but distinct from the more common ESRI labelled .hdr format (EHdr driver). The origin of this format is not entirely clear. The .hdr files supported by this driver are look something like this:

```
{{{  
BANDS:      1  
ROWS:      6542  
COLS:      9340  
...  
}}}
```

Pixel data types of U8, U16, S16, F32, F64, and U1 (bit) are supported. Georeferencing and coordinate system information should be supported when provided.

NOTE: Implemented as `gdal/frmts/raw/genbindataset.cpp`.

### 6.45.1 Driver capabilities

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.46 Oracle Spatial GeoRaster

---

**Driver short name**

GeoRaster

---

---

**Build dependencies**

Oracle client libraries

---

This driver supports reading and writing raster data in Oracle Spatial GeoRaster format (10g or later). The Oracle Spatial GeoRaster driver is optionally built as a GDAL plugin, but it requires Oracle client libraries.

When opening a GeoRaster, its name should be specified in the form:



```
georaster:<user>{,/><pwd>{, @ }[db],[schema.][table],[column],[where]
georaster:<user>{,/><pwd>{, @ }[db],<rdt>,<rid>
```

Where:

user = Oracle server user's name login  
 pwd = user password  
 db = Oracle server identification (database name)  
 schema = name of a schema  
 table = name of a GeoRaster table (table that contains GeoRaster columns)  
 column = name of a column data type MDSYS.SDO\_GEORASTER  
 where = a simple where clause to identify one or multiples GeoRaster(s)  
 rdt = name of a raster data table  
 rid = numeric identification of one GeoRaster

Examples:

```
geor:scott,tiger,demodb,table,column,id=1
geor:scott,tiger,demodb,table,column,"id = 1"
"georaster:scott/tiger@demodb,table,column,gain>10"
"georaster:scott/tiger@demodb,table,column,city='Brasilia'"
georaster:scott,tiger,,rdt_10$,10
geor:scott/tiger,,rdt_10$,10
```

Note: do not use space around the field values and the commas.

Note: like in the last two examples, the database name field could be left empty ("") and the TNSNAME will be used.

Note: If the query results in more than one GeoRaster it will be treated as a GDAL metadata's list of sub-datasets (see below)

### 6.46.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---



---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---



---

#### Supports Georeferencing

---

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.46.2 Browsing the database for GeoRasters

By providing some basic information the GeoRaster driver is capable of listing the existing rasters stored on the server:

To list all the GeoRaster table on the server that belongs to that user name and database:

```
% gdalinfo georaster:scott/tiger@db1
```

To list all the GeoRaster type columns that exist in that table:

```
% gdalinfo georaster:scott/tiger@db1,table_name
```

That will list all the GeoRaster objects stored in that table.

```
% gdalinfo georaster:scott/tiger@db1,table_name,georaster_column
```

That will list all the GeoRaster existing on that table according to a Where clause.

```
% gdalinfo georaster:scott/tiger@db1,table_name,georaster_column,city='Brasilia'
```

Note that the result of those queries are returned as GDAL metadata sub-datasets, e.g.:

```
% gdalinfo georaster:scott/tiger
```

Driver: GeoRaster/Oracle Spatial GeoRaster

Subdatasets:

SUBDATASET\_1\_NAME=georaster:scott,tiger,,LANDSAT SUBDATASET\_1\_DESC=Table:LANDSAT

SUBDATASET\_2\_NAME=georaster:scott,tiger,,GDAL\_IMPORT

SUBDATASET\_2\_DESC=Table:GDAL\_IMPORT

## 6.46.3 Creation Options

- **BLOCKXSIZE**: The number of pixel columns on raster block.
- **BLOCKYSIZE**: The number of pixel rows on raster block.
- **BLOCKBSIZE**: The number of bands on raster block.
- **BLOCKING**: Decline the use of blocking (NO) or request an automatic blocking size (OPTIMUM).
- **SRID**: Assign a specific EPSG projection/reference system identification to the GeoRaster.

- **INTERLEAVE**: Band interleaving mode, BAND, LINE, PIXEL (or BSQ, BIL, BIP) for band sequential, Line or Pixel interleaving. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a INTERLEAVE metadata item, if the INTERLEAVE creation option is not specified, the source dataset INTERLEAVE will be automatically taken into account, unless the COMPRESS creation option is specified.
- **DESCRIPTION**: A simple description of a newly created table in SQL syntax. If the table already exist, this create option will be ignored, e.g.:

```
% gdal_translate -of georaster landsat_823.tif geor:scott/tiger@orcl,landsat,raster \ -co DESCRIPTION="(ID NUMBER, NAME VARCHAR2(40), RASTER MDSYS.SDO_GEORASTER)" \ -co INSERT="VALUES (1,'Scene 823',SDO_GEOR.INIT())"
```

- **INSERT**: A simple SQL insert/values clause to inform the driver what values to fill up when inserting a new row on the table, e.g.:

```
% gdal_translate -of georaster landsat_825.tif geor:scott/tiger@orcl,landsat,raster \ -co INSERT="(ID, RASTER) VALUES (2,SDO_GEOR.INIT())"
```

- **COMPRESS**: Compression options, JPEG-F, JP2-F, DEFLATE or NONE. The JPEG-F options is lossy, meaning that the original pixel values are changed. The JP2-F compression is lossless if JP2\_QUALITY=100.
- **GENPYRAMID**: Generate pyramid after a GeoRaster object have been loaded to the database. The content of that parameter must be the resampling method of choice NN (nearest neighbor) , BILINEAR, BIQUADRATIC, CUBIC, AVERAGE4 or AVERAGE16. If GENPYRLEVELS is not informed the PL/SQL function sdo\_geor.generatePyramid will calculate the number of levels to generate.
- **GENPYRLEVELS**: Define the number of pyramid levels to be generated. If GENPYRAMID is not informed the resample method NN (nearest neighbor) will apply.
- **QUALITY**: Quality compression option for JPEG ranging from 0 to 100. The default is 75.
- **JP2\_QUALITY=float\_value,float\_value,...** Only if COMPRESS=JP2-f : Percentage between 0 and 100. A value of 50 means the file will be half-size in comparison to uncompressed data, 33 means 1/3, etc.. Defaults to 25 (unless the dataset is made of a single band with color table, in which case the default quality is 100).
- **JP2\_REVERSIBLE=YES/NO** Only if COMPRESS=JP2-f : YES means use of reversible 5x3 integer-only filter, NO use of the irreversible DWT 9-7. Defaults to NO (unless the dataset is made of a single band with color table, in which case reversible filter is used).
- **JP2\_RESOLUTIONS=int\_value** Only if COMPRESS=JP2-f : Number of resolution levels. Default value is selected such the smallest overview of a tile is no bigger than 128x128.
- **JP2\_BLOCKXSIZE=int\_value** Only if COMPRESS=JP2-f : Tile width. Defaults to 1024.
- **JP2\_BLOCKYSIZE=int\_value** Only if COMPRESS=JP2-f : Tile height. Defaults to 1024.
- **JP2\_PROGRESSION=LRCP/RLCP/RPCL/PCRL/CPRL** Only if COMPRESS=JP2-f : Progression order. Defaults to LRCP.
- **NBITS**: Sub byte data type, options: 1, 2 or 4.
- **SPATIALEXTENT**: Generate Spatial Extents. The default for that options is TRUE, that means that this option only need to be informed to force the Spatial Extent to remain as NULL. If EXTENTSRID is not informed the Spatial Extent geometry will be generated with the same SRID as the GeoRaster object.
- **EXTENTSRID**: SRID code to be used on the Spatial Extent geometry. If the table/column has already a spatial index, the value informed should be the same as the SRID on the Spatial Extents of the other existing GeoRaster objects, on which the spatial index is built.

- **OBJECTTABLE**: To create RDT as SDO\_RASTER object inform TRUE otherwise, the default is FALSE and the RDT will be created as regular relational tables. That does not apply for Oracle version older than 11.

#### 6.46.4 Importing GeoRaster

During the process of importing raster into a GeoRaster object it is possible to give the driver a simple SQL table definition and also a SQL insert/values clause to inform the driver about the table to be created and the values to be added to the newly created row. The following example does that:

```
% gdal_translate -of georaster Newpor.tif georaster:scott/tiger,,landsat,scene \  
-co "DESCRIPTION=(ID NUMBER, SITE VARCHAR2(45), SCENE MDSYS.SDO_GEORASTER)" \  
-co "INSERT=VALUES(1,'West fields', SDO_GEOR.INIT())" \  
-co "BLOCKXSIZE=512" -co "BLOCKYSIZE=512" -co "BLOCKBSIZE=3" \  
-co "INTERLEAVE=PIXEL" -co "COMPRESS=JPEG-F"
```

Note that the create option **DESCRIPTION** requires to inform table name (in bold). And column name (underlined) should match the description:

```
% gdal_translate -of georaster landsat_1.tif georaster:scott/tiger,,landsat,scene \  
-co "DESCRIPTION=(ID NUMBER, SITE VARCHAR2(45), SCENE MDSYS.SDO_GEORASTER)" \  
-co "INSERT=VALUES(1,'West fields', SDO_GEOR.INIT())"
```

If the table "landsat" exist, the option "DESCRIPTION" is ignored. The driver can only update one GeoRaster column per run of `gdal_translate`. Oracle create default names and values for RDT and RID during the initialization of the SDO\_GEORASTER object but user are also able to specify a name and value of their choice.

```
% gdal_translate -of georaster landsat_1.tif georaster:scott/tiger,,landsat,scene \  
-co "INSERT=VALUES(10,'Main building', SDO_GEOR.INIT('RDT', 10))"
```

If no information is given about where to store the raster the driver will create (if doesn't exist already) a default table named GDAL\_IMPORT with just one GeoRaster column named RASTER and a table GDAL\_RDT as the RDT, the RID will be given automatically by the server, example:

```
% gdal_translate -of georaster input.tif "geor:scott/tiger@dbdemo"
```

### 6.46.5 Exporting GeoRaster

A GeoRaster can be identified by a Where clause or by a pair of RDT & RID:

```
% gdal_translate -of gtiff geor:scott/tiger@dbdemo,landsat,scene,id=54 output.tif % gdal_translate -of gtiff
geor:scott/tiger@dbdemo,st_rdt_1,130 output.tif
```

### 6.46.6 Cross schema access

As long as the user was granted full access the GeoRaster table and the Raster Data Table, e.g.:

```
% sqlplus scott/tiger SQL> grant select,insert,update,delete on gdal_import to spock; SQL> grant
select,insert,update,delete on gdal_rdt to spock;
```

It is possible to an user access to extract and load GeoRaster from another user/schema by informing the schema name as showed here:

Browsing:

```
% gdalinfo geor:spock/lion@orcl,scott. %gdalinfo geor:spock/lion@orcl,scott.gdal_import,raster,"t.raster.rasterid >
100"
```

```
%gdalinfo geor:spock/lion@orcl,scott.gdal_import,raster,t.raster.rasterid=101 Extracting:
```

```
% gdal_translate geor:spock/lion@orcl,scott.gdal_import,raster,t.raster.rasterid=101out.tif %
gdal_translate geor:spock/lion@orcl,gdal_rdt,101 out.tif Note: On the above example that accessing by RDT/RID
doesn't need schame name as long as the users is granted full access to both tables.
```

Loading:

```
% gdal_translate -of georaster input.tifgeor:spock/lion@orcl,scott. % gdal_translate -of georaster input.tif
geor:spock/lion@orcl,scott.cities,image \ -co INSERT="(1,'Rio de Janeiro',sdo_geor.init('cities_rdt'))"
```

### 6.46.7 General use of GeoRaster

GeoRaster can be used in any GDAL command line tool with all the available options. Like a image subset extraction or re-project:

```
% gdal_translate -of gtiff geor:scott/tiger@dbdemo,landsat,scene,id=54 output.tif \ -srcwin 0 0 800 600 % gdalwarp
-of png geor:scott/tiger@dbdemo,st_rdt_1,130 output.png -t_srs EPSG:9000913 Two different GeoRaster can be used
as input and output on the same operation:
```

```
% gdal_translate -of georaster geor:scott/tiger@dbdemo,landsat,scene,id=54 geor:scott/tiger@proj1,projview,image
-co INSERT="VALUES (102, SDO_GEOR.INIT())" Applications that use GDAL can theoretically read and write
from GeoRaster just like any other format but most of then are more inclined to try to access files on the file system so
one alternative is to create VRT to represent the GeoRaster description, e.g.:
```

```
% gdal_translate -of VRT geor:scott/tiger@dbdemo,landsat,scene,id=54 view_54.vrt % openenv view_54.vrt
```

## 6.47 GFF – Sandia National Laboratories GSAT File Format

---

#### Driver short name

GFF

---



---

#### Driver built-in by default

This driver is built-in by default

---

This read-only GDAL driver is designed to provide access to processed data from Sandia National Laboratories' various experimental sensors. The format is essentially an arbitrary length header containing instrument configuration and performance parameters along with a binary matrix of 16- or 32-bit complex or byte real data.

The GFF format was implemented based on the Matlab code provided by Sandia to read the data. The driver supports all types of data (16-bit or 32-bit complex, real bytes) theoretically, however due to a lack of data only 32-bit complex data has been tested.

Sandia provides some sample data at <http://www.sandia.gov/radar/complex-data/>.

The extension for GFF formats is .gff.

NOTE: Implemented as `gdal/frmts/gff/gff_dataset.cpp`.

### 6.47.1 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*vsimem*, etc.)

---

## 6.48 GIF – Graphics Interchange Format

---

#### Driver short name

GIF

---

---

#### Build dependencies

(internal GIF library provided)

---

GDAL supports reading and writing of normal, and interlaced GIF files. Gif files always appear as having one colormapped eight bit band. GIF files have no support for georeferencing.

A GIF image with transparency will have that entry marked as having an alpha value of 0.0 (transparent). Also, the transparent value will be returned as the NoData value for the band.

If an ESRI world file exists with the .gfw, .gifw or .wld extension, it will be read and used to establish the geotransform for the image.

XMP metadata can be extracted from the file, and will be stored as XML raw content in the xml:XMP metadata domain.

### 6.48.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.48.2 Creation Issues

GIF files can only be created as 1 8bit band using the “CreateCopy” mechanism. If written from a file that is not colormapped, a default greyscale colormap is generated. Transparent GIFs are not currently supported on creation.

**WORLDFILE=ON**: Force the generation of an associated ESRI world file (.wld).

Interlaced (progressive) GIF files can be generated by supplying the **INTERLACING=ON** option on creation.

GDAL’s internal GIF support is implemented based on source from the giflib 4.1.6 library (written by Gershon Elbor, Eric Raymond and Toshio Kuratomi), hence generating LZW compressed GIF.

The driver was written with the financial support of the [DM Solutions Group](#), and [CIET International](#).

### 6.48.3 See Also

- [giflib Home Page](#)

## 6.49 GPKG – GeoPackage raster

---

#### Driver short name

GPKG

---



---

#### Build dependencies

libsqlite3 (and any or all of PNG, JPEG, WEBP drivers)

---

This driver implements full read/creation/update of tables containing raster tiles in the [OGC GeoPackage format standard](#). The GeoPackage standard uses a SQLite database file as a generic container, and the standard defines:

- Expected metadata tables (`gpkg_contents`, `gpkg_spatial_ref_sys`, `gpkg_tile_matrix`, `gpkg_tile_matrix_set`, ...)
- Tile format encoding (PNG and JPEG for base specification, WebP as extension) and tiling conventions
- Naming and conventions for extensions

This driver reads and writes SQLite files from the file system, so it must be run by a user with read/write access to the files it is working with.

The driver can also handle GeoPackage vectors. See [GeoPackage vector](#) documentation page

Various kind of input datasets can be converted to GeoPackage raster :

- Single band grey level
- Single band with R,G,B or R,G,B,A color table
- Two bands: first band with grey level, second band with alpha channel
- Three bands: Red, Green, Blue
- Four band: Red, Green, Blue, Alpha

GeoPackage rasters only support Byte data type.

All raster extensions standardized by the GeoPackage specification are supported in read and creation :

- *gpkg\_webp*: when storing WebP tiles, provided that GDAL is compiled against libwebp.
- *gpkg\_zoom\_other*: when resolution of consecutive zoom levels does not vary with a factor of 2.

### 6.49.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.49.2 Opening options

By default, the driver will expose a GeoPackage dataset as a four band (Red,Green, Blue,Alpha) dataset, which gives the maximum compatibility with the various encodings of tiles that can be stored. It is possible to specify an explicit number of bands with the *BAND\_COUNT* opening option. Starting with GDAL 3.6, a special metadata item is written when creating a GeoPackage raster with GDAL (when using the default *CUSTOM* tiling scheme), and it is used on reading as the default number of bands.

The driver will use the geographic/projected extent indicated in the *gpkg\_contents* table, and do necessary clipping, if needed, to respect that extent. However that information being optional, if omitted, the driver will use the extent provided by the *gpkg\_tile\_matrix\_set*, which covers the extent at all zoom levels. The user can also specify the



USE\_TILE\_EXTENT=YES open option to use the actual extent of tiles at the maximum zoom level. Or it can specify any of MINX/MINY/MAXX/MAXY to have a custom extent.

The following open options are available:

- **TABLE**=table\_name: Name of the table containing the tiles (called “[Tile Pyramid User Data Table](#)” in the GeoPackage specification language). If the GeoPackage dataset only contains one table, this option is not necessary. Otherwise, it is required.
- **ZOOM\_LEVEL**=value: Integer value between 0 and the maximum filled in the *gpkg\_tile\_matrix* table. By default, the driver will select the maximum zoom level, such as at least one tile at that zoom level is found in the raster table.
- **BAND\_COUNT**=AUTO/1/2/3/4: Number of bands of the dataset exposed after opening. Only used for Byte data type. Some conversions will be done when possible and implemented, but this might fail in some cases, depending on the BAND\_COUNT value and the number of bands of the tile. Before GDAL 3.6, the default value is 4 (which is the always safe value). Starting with GDAL 3.6, when the metadata of the file contains an hint of the number of bands, this one is used in AUTO mode (default value), or fallback to 4 when it is not present.
- **MINX**=value: Minimum longitude/easting of the area of interest.
- **MINY**=value: Minimum latitude/northing of the area of interest.
- **MAXX**=value: Maximum longitude/easting of the area of interest.
- **MAXY**=value: Maximum latitude/northing of the area of interest.
- **USE\_TILE\_EXTENT**=YES/NO: Whether to use the extent of actual existing tiles at the zoom level of the full resolution dataset. Defaults to NO.
- **TILE\_FORMAT**=PNG\_JPEG/PNG/PNG8/JPEG/WEBP: Format used to store tiles. See [Tile formats](#). Only used in update mode and for Byte data type. Defaults to PNG\_JPEG, unless, starting with GDAL 3.6, if the raster has one band, in which case PNG is used.
- **QUALITY**=1-100: Quality setting for JPEG and WEBP compression. Only used in update mode. Default to 75.
- **ZLEVEL**=1-9: DEFLATE compression level for PNG tiles. Only used in update mode. Default to 6.
- **DITHER**=YES/NO: Whether to use Floyd-Steinberg dithering (for TILE\_FORMAT=PNG8). Only used in update mode. Defaults to NO.

Note: open options are typically specified with “-oo name=value” syntax in most GDAL utilities, or with the GDALOpenEx() API call.

### 6.49.3 Creation issues

Depending of the number of bands of the input dataset and the tile format selected, the driver will do the necessary conversions to be compatible with the tile format.

To add several tile tables to a GeoPackage dataset (seen as GDAL subdatasets), or to add a tile table to an existing vector-only GeoPackage, the generic APPEND\_SUBDATASET=YES creation option must be provided.

Fully transparent tiles will not be written to the database, as allowed by the format.

The driver implements the Create() and IWriteBlock() methods, so that arbitrary writing of raster blocks is possible, enabling the direct use of GeoPackage as the output dataset of utilities such as gdalwarp.

On creation, raster blocks can be written only if the geotransformation matrix has been set with SetGeoTransform(). This is effectively needed to determine the zoom level of the full resolution dataset based on the pixel resolution, dataset and tile dimensions.

Technical/implementation note: when a dataset is opened with a non-default area of interest (i.e. use of MINX,MINY,MAXX,MAXY or USE\_TILE\_EXTENT open option), or when creating/ opening a dataset with a non-custom tiling scheme, it is possible that GDAL blocks do not exactly match a single GeoPackage tile. In which case, each GDAL block will overlap four GeoPackage tiles. This is easily handled on the read side, but on creation/update side, such configuration could cause numerous decompression/ recompression of tiles to be done, which might cause unnecessary quality loss when using lossy compression (JPEG, WebP). To avoid that, the driver will create a temporary database next to the main GeoPackage file to store partial GeoPackage tiles in a lossless (and uncompressed) way. Once a tile has received data for its four quadrants and for all the bands (or the dataset is closed or explicitly flushed with FlushCache()), those uncompressed tiles are definitely transferred to the GeoPackage file with the appropriate compression. All of this is transparent to the user of GDAL API/utilities

The driver updates the GeoPackage `last_change` timestamp when the file is created or modified. If consistent binary output is required for reproducibility, the timestamp can be forced to a specific value by setting the `OGR_CURRENT_DATE` global configuration option. When setting the option, take care to meet the specific time format requirement of the GeoPackage standard, e.g. [for version 1.2](#).

### 6.49.3.1 Tile formats

#### Tiled rasters

This section only applies for raster of Byte data type.

GeoPackage can store tiles in different formats, PNG and/or JPEG for the baseline specification, and WebP for extended GeoPackage. Support for those tile formats depend if the underlying drivers are available in GDAL, which is generally the case for PNG and JPEG, but not necessarily for WebP since it requires GDAL to be compiled against the optional libwebp.

By default, GDAL will use a mix of PNG and JPEG tiles (PNG\_JPEG tile format, or AUTO). PNG tiles will be used to store tiles that are not completely opaque, either because input dataset has an alpha channel with non fully opaque content, or because tiles are partial due to clipping at the right or bottom edges of the raster, or when a dataset is opened with a non-default area of interest, or with a non-custom tiling scheme. On the contrary, for fully opaque tiles, JPEG format will be used. Starting with GDAL 3.6, if the raster has only one band, the default is PNG.

It is possible to select one unique tile format by setting the creation/open option `TILE_FORMAT` to one of PNG, JPEG or WEBP. When using JPEG, the alpha channel will not be stored. When using WebP, the `gpkg_webp` extension will be registered. The lossy compression of WebP is used. Note that a recent enough libwebp ( $\geq 0.1.4$ ) must be used to support alpha channel in WebP tiles.

PNG8 can be selected to use 8-bit PNG with a color table up to 256 colors. On creation, an optimized color table is computed for each tile. The `DITHER` option can be set to YES to use Floyd/Steinberg dithering algorithm, which spreads the quantization error on neighbouring pixels for better rendering (note however than when zooming in, this can cause non desirable visual artifacts). Setting it to YES will generally cause less effective compression. Note that at that time, such an 8-bit PNG formulation is only used for fully opaque tiles, as the median-cut algorithm currently implemented to compute the optimal color table does not support alpha channel (even if PNG8 format would potentially allow color table with transparency). So when selecting PNG8, non fully opaque tiles will be stored as 32-bit PNG.

## Tiled gridded coverage data

Since GDAL 2.3, [tiled gridded coverage data](#) can be stored using PNG unsigned 16bit tiles (with potential offset and scaling so as to be able to represent floating point data) or TIFF 32-bit floating-point LZW compressed tiles.

When converting a GDAL Int16 or UInt16 dataset, PNG tiles will be used. When converting a GDAL Float32 dataset, TIFF tiles will be used by default, unless PNG is explicitly selected, in which case scaling and offsetting will be automatically computed for each tile.

**Warning:** The [tiled gridded extension](#) initially implemented in GDAL 2.2 was not officially adopted and had been later reworked by OGC. The adopted [tiled gridded coverage data](#) has a few differences that will make GDAL 2.2 datasets not be compliant with the final extension. GDAL 2.3 can open those GDAL 2.2-generated files.

### 6.49.3.2 Tiling schemes

By default, conversion to GeoPackage will create a custom tiling scheme, such that the input dataset can be losslessly converted, both at the pixel and georeferencing level (if using a lossless tile format such as PNG). That tiling scheme is such that its origin (*min\_x*, *max\_y*) in the [gpkg\\_tile\\_matrix\\_set](#) table perfectly matches the top left corner of the dataset, and the selected resolution (*pixel\_x\_size*, *pixel\_y\_size*) at the computed maximum *zoom\_level* of the [gpkg\\_tile\\_matrix](#) table will match the pixel width and height of the raster.

However to ease interoperability with other implementations, and enable use of GeoPackage with tile servicing software, it is possible to select a predefined tiling scheme that has world coverage. The available tiling schemes are :

- *GoogleMapsCompatible*, as described in WMTS 1.0 specification, Annex E.4. That tiling schemes consists of a single 256x256 tile at its zoom level 0, in EPSG:3857 CRS, with extent in easting and northing in the range [-20037508.34,20037508.34].
- *InspireCRS84Quad*, as described in [Inspire View Services](#). That tiling schemes consists of two 256x256 tiles at its zoom level 0, in EPSG:4326 CRS, with extent in longitude in the range [-180,180] and in latitude in the range [-90,90].
- *PseudoTMS\_GlobalGeodetic*, based on the [global-geodetic](#) profile of OSGeo TMS (Tile Map Service) specification. This has exactly the same definition as *InspireCRS84Quad* tiling scheme. Note however that full interoperability with TMS is not possible due to the origin of numbering of tiles being the top left corner in GeoPackage (consistently with WMTS convention), whereas TMS uses the bottom left corner as origin.
- *PseudoTMS\_GlobalMercator*, based on the [global-mercator](#) profile of OSGeo TMS (Tile Map Service) specification. That tiling schemes consists of four 256x256 tiles at its zoom level 0, in EPSG:3857 CRS, with extent in easting and northing in the range [-20037508.34,20037508.34]. The same remark as with *PseudoTMS\_GlobalGeodetic* applies regarding interoperability with TMS.
- *GoogleCRS84Quad*, as described in [OGC 07-057r7 WMTS 1.0](#) specification, Annex E.3. That tiling schemes consists of a single 256x256 tile at its zoom level 0, in EPSG:4326 CRS, with extent in longitude and latitude in the range [-180,180]. Consequently, at zoom level 0, 64 lines are unused at the top and bottom of that tile. This may cause issues with some implementations of the specification, and there are some ambiguities about the exact definition of this tiling scheme. Using *InspireCRS84Quad*/*PseudoTMS\_GlobalGeodetic* instead is therefore recommended. NOTE: [OGC WMTS Simple Profile 13-082r2](#) changed the definition of *GoogleCRS84Quad* (so not implemented by the driver). The new definition includes a -1 level (that cannot be modeled in GeoPackage given constraints on *zoom\_level* being positive or 0), with a single tile at origin -180,90 and whose bottom 128 lines are empty. Levels 0 or greater are identical to the *InspireCRS84Quad* tiling scheme. So for practical purposes, *InspireCRS84Quad* in GeoPackage is conformant to the new *GoogleCRS84Quad* definition.

In all the above tiling schemes, consecutive zoom levels defer by a resolution of a factor of two.

Starting with GDAL 3.2, it is also possible to use a Tile Matrix Set definition, encoded as a JSON file, according to the [OGC Two Dimensional Tile Matrix Set standard](http://schemas.opengis.net/tms/1.0/json/examples/). Examples of such files can be found at <http://schemas.opengis.net/tms/1.0/json/examples/>. The GDAL data directory also contains files prefixed with `tms_` and with a `.json` extension. If there is a `tms_F00.json` file, then `F00` can be used as the value of the `TILING_SCHEME` creation option. There are restrictions on the types of tile matrix set supported:

- all zoom levels must have the same origin
- consecutive zoom levels defer by a resolution of a factor of two.
- all zoom levels must have the same tile dimension
- variable matrix width tile set are not supported.

### 6.49.3.3 Nodata value

The concept of the nodata value is only supported for tiled gridded elevation datasets. For regular tiled rasters, the alpha band must rather be used.

For Float32 datasets with TIFF tiles, the concepts of nodata in GDAL and `null_value` in the GeoPackage internals perfectly match.

For Int16, UInt16 or Float32 with PNG tiles, GDAL will generally remap the input nodata value to another value.

On writing, for PNG tiles, the behavior is the following one:

GDAL data type	Input GDAL nodata value	<code>null_value</code> in <code>gpkg_2d_gridded_coverage_ancillary</code> GPKG
Int16	Any	65535
UInt16	X (if coverage offset == 0 and coverage scale == 1)	X
Float32	Any	65535

On reading, for PNG tiles, the behavior is the following one:

GDAL data type	<code>null_value</code> in <code>gpkg_2d_gridded_coverage_ancillary</code> GPKG	Exposed GDAL nodata value
Int16	$\geq 32768$	-32768
Int16	$X \leq 32767$	X
UInt16	X	X
Float32	X	X

Thus, perfect roundtripping is achieved in the following cases:

GDAL data type	GDAL nodata value	<code>null_value</code> in <code>gpkg_2d_gridded_coverage_ancillary</code> GPKG
Int16	-32768	65535
UInt16	X (if coverage offset == 0 and coverage scale == 1)	X
Float32	65535	65535

### 6.49.3.4 Creation options

The following creation options are available:

- **RASTER\_TABLE**=string. Name of tile user table. By default, based on the filename (i.e. if filename is foo.gpkg, the table will be called “foo”).
- **APPEND\_SUBDATASET**=YES/NO: If set to YES, an existing GeoPackage will not be priorly destroyed, such as to be able to add new content to it. Defaults to NO.
- **RASTER\_IDENTIFIER**=string. Human-readable identifier (e.g. short name), put in the *identifier* column of the *gpkg\_contents* table.
- **RASTER\_DESCRIPTION**=string. Human-readable description, put in the *description* column of the *gpkg\_contents* table.
- **BLOCKSIZE**=integer. Block size in width and height in pixels. Defaults to 256. Maximum supported is 4096. Should not be set when using a non-custom TILING\_SCHEME.
- **BLOCKXSIZE**=integer. Block width in pixels. Defaults to 256. Maximum supported is 4096.
- **BLOCKYSIZE**=integer. Block height in pixels. Defaults to 256. Maximum supported is 4096.
- **TILE\_FORMAT**=PNG/JPEG/PNG8/JPEG/WEBP/TIFF/AUTO: Format used to store tiles. See [Tile formats](#). Defaults to AUTO.
- **QUALITY**=1-100: Quality setting for JPEG and WEBP compression. Default to 75.
- **ZLEVEL**=1-9: DEFLATE compression level for PNG tiles. Default to 6.
- **DITHER**=YES/NO: Whether to use Floyd-Steinberg dithering (for TILE\_FORMAT=PNG8). Defaults to NO.
- **TILING\_SCHEME**=CUSTOM/GoogleCRS84Quad/GoogleMapsCompatible/InspireCRS84Quad/PseudoTMS\_GlobalGeodetic. See [Tiling schemes](#). Defaults to CUSTOM. Starting with GDAL 3.2, the value of TILING\_SCHEME can also be the filename of a JSON file according to the [OGC Two Dimensional Tile Matrix Set standard](#), a URL to such file, the radical of a definition file in the GDAL data directory (e.g. F00 for a file named tms\_F00.json) or the inline JSON definition. Note: the TILING\_SCHEME option with a non-CUSTOM value is best used with the gdal\_translate utility / CreateCopy() API operation. If used with gdalwarp, it requires setting the -tr switch to the exact value expected by one zoom level of the tiling scheme.
- **ZOOM\_LEVEL\_STRATEGY**=AUTO/LOWER/UPPER. Strategy to determine zoom level. Only used by CreateCopy() for TILING\_SCHEME different from CUSTOM. LOWER will select the zoom level immediately below the theoretical computed non-integral zoom level, leading to subsampling. On the contrary, UPPER will select the immediately above zoom level, leading to oversampling. Defaults to AUTO which selects the closest zoom level.
- **RESAMPLING**=NEAREST/BILINEAR/CUBIC/CUBICSPLINE/LANCZOS/MODE/AVERAGE. Resampling algorithm. Only used by CreateCopy() for TILING\_SCHEME different from CUSTOM. Defaults to BILINEAR.
- **PRECISION**=floating\_point\_value\_in\_vertical\_units: Smallest significant value. Only used for tile gridded coverage datasets. Defaults to 1.
- **UOM**=string: (GDAL >= 2.3) Unit of Measurement. Only used for tiled gridded coverage datasets. Also set through SetUnitType()
- **FIELD\_NAME**=string: (GDAL >= 2.3) Field name. Only used for tiled gridded coverage datasets. Defaults to Height.
- **QUANTITY\_DEFINITION**=string: (GDAL >= 2.3) Description of the field. Only used for tiled gridded coverage datasets. Defaults to Height.

- **GRID\_CELL\_ENCODING**=grid-value-is-center/grid-value-is-area/ grid-value-is-corner: (GDAL >= 2.3) Grid cell encoding. Only used for tiled gridded coverage datasets. Defaults to grid-value-is-center, when AREA\_OR\_POINT metadata item is not set.
- **VERSION**=AUTO/1.0/1.1/1.2/1.3: (GDAL >= 2.2) Set GeoPackage version (for application\_id and user\_version fields). In AUTO mode, this will be equivalent to 1.2 starting with GDAL 2.3. 1.3 is available starting with GDAL 3.3
- **ADD\_GPKG\_OGR\_CONTENTS**=YES/NO: (GDAL >= 2.2) Defines whether to add a gpkg\_ogr\_contents table to keep feature count for vector layers, and associated triggers. Defaults to YES.

## 6.49.4 Overviews

gdaladdo / BuildOverviews() can be used to compute overviews. Power-of-two overview factors (2,4,8,16,...) should be favored to be conformant with the baseline GeoPackage specification. Use of other overview factors will work with the GDAL driver, and cause the `gpkg_zoom_other` extension to be registered, but that could potentially cause interoperability problems with other implementations that do not support that extension.

Overviews can also be cleared with the -clean option of gdaladdo (or BuildOverviews() with nOverviews=0)

## 6.49.5 Metadata

GDAL uses the standardized ``gpkg_metadata`` <[http://www.geopackage.org/spec/#\\_metadata\\_table](http://www.geopackage.org/spec/#_metadata_table)>`\_\_ and ``gpkg_metadata_reference`` <[http://www.geopackage.org/spec/#\\_metadata\\_reference\\_table](http://www.geopackage.org/spec/#_metadata_reference_table)>`\_\_ tables to read and write metadata.

GDAL metadata, from the default metadata domain and possibly other metadata domains, is serialized in a single XML document, conformant with the format used in GDAL PAM (Persistent Auxiliary Metadata) .aux.xml files, and registered with md\_scope=dataset and md\_standard\_uri=<http://gdal.org> in gpkg\_metadata. In gpkg\_metadata\_reference, this entry is referenced with a reference\_scope=table and table\_name={name of the raster table}

It is possible to read and write metadata that applies to the global GeoPackage, and not only to the raster table, by using the *GEOPACKAGE* metadata domain.

Metadata not originating from GDAL can be read by the driver and will be exposed as metadata items with keys of the form GPKG\_METADATA\_ITEM\_XXX and values the content of the *metadata* columns of the gpkg\_metadata table. Update of such metadata is not currently supported through GDAL interfaces ( although it can be through direct SQL commands).

The specific DESCRIPTION and IDENTIFIER metadata item of the default metadata domain can be used in read/write to read from/update the corresponding columns of the gpkg\_contents table.

You can set the CREATE\_METADATA\_TABLES configuration option to NO to avoid creating and filling the metadata tables.

## 6.49.6 Level of support of GeoPackage Extensions

(Restricted to those have a raster scope)

Table 3: Extensions

Extension name	OGC adopted extension ?	Supported by GDAL?
Zoom Other intervals	Yes	Yes
Tiles Encoding WebP	Yes	Yes
Metadata	Yes	Yes
WKT for Coordinate Reference Systems (WKT v2)	Yes	Partially, since GDAL 2.2. GDAL can read databases using this extension. GDAL 3.0 brings support for the WKT v2 entry.
Tiled Gridded Coverage Data	Yes	Yes, since GDAL 2.3 (GDAL 2.2 supported a preliminary version of this extension)

### 6.49.7 Examples

- Simple translation of a GeoTIFF into GeoPackage. The table 'byte' will be created with the tiles.

```
gdal_translate -of GPKG byte.tif byte.gpkg
```

- Translation of a GeoTIFF into GeoPackage using WebP tiles

```
gdal_translate -of GPKG byte.tif byte.gpkg -co TILE_FORMAT=WEBP
```

- Translation of a GeoTIFF into GeoPackage using GoogleMapsCompatible tiling scheme (with reprojection and resampling if needed)

```
gdal_translate -of GPKG byte.tif byte.gpkg -co TILING_SCHEME=GoogleMapsCompatible
```

- Building of overviews of an existing GeoPackage, and forcing JPEG tiles

```
gdaladdo -r cubic -oo TILE_FORMAT=JPEG my.gpkg 2 4 8 16 32 64
```

- Addition of a new subdataset to an existing GeoPackage, and choose a non default name for the raster table.

```
gdal_translate -of GPKG new.tif existing.gpkg -co APPEND_SUBDATASET=YES -co RASTER_
↳TABLE=new_table
```

- Reprojection of an input dataset to GeoPackage

```
gdalwarp -of GPKG in.tif out.gpkg -t_srs EPSG:3857
```

- Open a specific raster table in a GeoPackage



```
gdalinfo my.gpkg -oo TABLE=a_table
```

### 6.49.8 See Also

- [GeoPackage vector](#) documentation page
- [Getting Started With GeoPackage](#)
- [OGC GeoPackage format standard](#) specification, HTML format (current/development version of the standard)
- [OGC GeoPackage Encoding Standard](#) page
- [SQLite](#)
- [PNG driver](#) documentation page
- [JPEG driver](#) documentation page
- [WEBP driver](#) documentation page
- [OGC 07-057r7 WMTS 1.0](#) specification
- [OSGeo TMS \(Tile Map Service\)](#) specification

### 6.49.9 Other notes

Development of raster support in the GeoPackage driver was financially supported by [Safe Software](#).

## 6.50 GRASS Raster Format

---

### Driver short name

GRASS

---

---

### Build dependencies

gdal-grass-driver

---

The GDAL-GRASS driver can read GRASS GIS raster maps. The driver is maintained at the [GDAL-GRASS GIS driver repository](#).

For the driver documentation, please visit the [GDAL-GRASS GIS raster driver page](#).



### 6.50.1 See Also

- [GRASS GIS home page](#)

## 6.51 GRASSASCIIGrid – GRASS ASCII Grid

---

### Driver short name

GRASSASCIIGrid

---



---

### Driver built-in by default

This driver is built-in by default

---

Supports reading GRASS ASCII grid format (similar to Arc/Info ASCIIGRID command).

By default, the datatype returned for GRASS ASCII grid datasets by GDAL is autodetected, and set to Float32 for grid with floating point values or Int32 otherwise. This is done by analysing the format of the null value and the first 100k bytes of data of the grid. You can also explicitly specify the datatype by setting the GRASSASCIIGRID\_DATATYPE configuration option (Int32, Float32 and Float64 values are supported currently)

NOTE: Implemented as `gdal/frmts/aaigrid/aaigriddataset.cpp`.

### 6.51.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.52 GRIB – WMO General Regularly-distributed Information in Binary form

---

### Driver short name

GRIB

---



---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports GRIB1 (reading) and GRIB2 (reading and writing) format raster data, with support for common coordinate system, georeferencing and other metadata. GRIB format is commonly used for distribution of Meteorological information, and is propagated by the World Meteorological Organization.

The GDAL GRIB driver is based on a modified version of the degrib application which is written primarily by Arthur Taylor of NOAA NWS NDFD (MDL). The degrib application (and the GDAL GRIB driver) are built on the g2clib grib decoding library written primarily by John Huddleston of NOAA NWS NCEP.

GRIB2 files without projection on lon/lat grids have the peculiarity of using longitudes in the [0,360] range and wrapping around the antimeridian as opposed to the usual wrapping around the prime meridian of other raster datasets. Starting with GDAL 3.4.0, when reading such files, a transparent conversion of the longitudes to [-180,180] will be performed and the data will be rewrapped around the prime meridian - the split&swap mode. This behavior can be disabled by setting the GRIB\_ADJUST\_LONGITUDE\_RANGE configuration option to *NO*.

There are several encoding schemes for raster data in GRIB format. Most common ones should be supported including PNG encoding. JPEG2000 encoded GRIB files will generally be supported if GDAL is also built with JPEG2000 support via one of the GDAL JPEG2000 drivers.

GRIB files may be represented in GDAL as having many bands, with some sets of bands representing a time sequence. GRIB bands are represented as Float64 (double precision floating point) regardless of the actual values. GRIB metadata is captured as per-band metadata and used to set band descriptions, similar to this:

```
Description = 100000[Pa] ISBL="Isobaric surface"
GRIB_UNIT=[gpm]
GRIB_COMMENT=Geopotential height [gpm]
GRIB_ELEMENT=HGT
GRIB_SHORT_NAME=100000-ISBL
GRIB_REF_TIME= 1201100400 sec UTC
GRIB_VALID_TIME= 1201104000 sec UTC
GRIB_FORECAST_SECONDS=3600 sec
```

GRIB2 files may also include an extract of other metadata, such as the [identification section](#), [product definition](#) template number (GRIB\_PDS\_PDTN, octet 8-9), and the product definition template values (GRIB\_PDS\_TEMPLATE\_NUMBERS, octet 10+) as metadata like this:

```
GRIB_DISCIPLINE=0(Meteorological)
GRIB_IDS=CENTER=7(US-NCEP) SUBCENTER=0 MASTER_TABLE=8 LOCAL_TABLE=1 SIGNF_REF_
→TIME=1(Start_of_Forecast) REF_TIME=2017-10-20T06:00:00Z PROD_STATUS=0(Operational)↵
→TYPE=1(Forecast)
GRIB_PDS_PDTN=32
GRIB_PDS_TEMPLATE_NUMBERS=5 7 2 0 0 0 0 0 1 0 0 0 0 1 0 31 1 29 67 140 2 0 0 238 217
GRIB_PDS_TEMPLATE_ASSEMBLED_VALUES=5 7 2 0 0 0 0 1 0 1 31 285 17292 2 61145
```

GRIB\_DISCIPLINE was added in GDAL 2.3.0 and is the [Discipline](#) field of the Section 0 of the message.

GRIB\_IDS was added in GDAL 2.3.0 and is the [identification section](#) / Section 1 of the message.

GRIB\_PDS\_TEMPLATE\_ASSEMBLED\_VALUES was added in GDAL 2.3.0, and use template definitions to assemble several bytes that make a template item into a 16 or 32 bit signed/unsigned integers, whereas GRIB\_PDS\_TEMPLATE\_NUMBERS expose raw bytes

### 6.52.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.52.2 Configuration options

This paragraph lists the configuration options that can be set to alter the default behavior of the GRIB driver.

- **GRIB\_NORMALIZE\_UNITS=YES/NO** : Default to YES. Can be set to NO to avoid gdal to normalize units to metric. By default (GRIB\_NORMALIZE\_UNITS=YES), temperatures are reported in degree Celsius (°C). With GRIB\_NORMALIZE\_UNITS=NO, they are reported in degree Kelvin (°K).
- **GRIB\_RESOURCE\_DIR=path** : Path to a directory where grib2\_\*.csv tables are located. If not specified, the GDAL\_DATA configuration option (or hard coded paths) used for all GDAL resources will be used.

### 6.52.3 Open options

- **USE\_IDX=YES/NO**: (From GDAL 3.4) Enable automatic reading of external wgrib2 external index files when available. Default is YES. GDAL will look for a <GRIB>.idx in the same place as the dataset. These files when combined with careful usage of the API or the CLI tools allow a GRIBv2 file to be opened without reading all the bands. In particular, this allows an orders of magnitude faster extraction of select bands from large GRIBv2 files on remote storage (like NOMADS on AWS S3). In order to avoid unnecessary I/O only the text description of the bands should be accessed as accessing the metadata will require loading of the band header. gdal\_translate is supported but gdalinfo is not. This option is ignored when using the multidimensional API (index is then ignored)

### 6.52.4 GRIB2 write support

GRIB2 write support is available since GDAL 2.3.0, through the CreateCopy() / gdal\_translate interface.

Each band of the input dataset is translated as a GRIB2 message, and all of them are concatenated in a single file, conforming to the usual practice.

The input dataset must be georeferenced, and the supported projections are: Geographic Longitude/Latitude, Mercator 1SP/2SP, Transverse Mercator, Polar Stereographic, Lambert Conformal Conic 1SP/2SP, Albers Conic Equal Area and Lambert Azimuthal Equal Area.

A number of creation options are available as detailed in below sections. Those creation options are valid for all bands. But it is possible to override those global settings in a per-band way, by defining creation options that use the same key and are prefixed by BAND\_X\_ where X is the band number between 1 and the total number of bands. For example BAND\_1\_PDS\_PDTN

#### 6.52.4.1 Product identification and definition

Users are strongly advised to provide necessary information to appropriately fill the [Section 0 / “Indicator”](#), [Section 1 / “Identification section”](#) and [Section 4 / “Product definition section”](#) with the following creation options. Otherwise, GDAL will fill with default values, but readers might have trouble exploiting GRIB2 datasets generating with those defaults.

- **DISCIPLINE**=integer: sets the Discipline field of Section 0. Valid values are given by [Table 0.0](#):
  - 0: Meteorological Products. Default value
  - 1: Hydrological Products
  - 2: Land Surface Products
  - 3, 4: Space Products
  - 10: Oceanographic Product
- **IDS**=string. String with different elements to fill the fields of the Section 1 / Identification section. The value of that string will typically be retrieved from the GRIB\_IDS metadata item of an existing GRIB product. For example “IDS=CENTER=7(US-NCEP) SUBCENTER=0 MASTER\_TABLE=8 SIGNF\_REF\_TIME=1(Start\_of\_Forecast) REF\_TIME=2017-10-20T06:00:00Z PROD\_STATUS=0(Operational) TYPE=1(Forecast)”. More formally, the format of the string is a list of KEY=VALUE items, with space separator. The accepted keys are CENTER, SUBCENTER, MASTER\_TABLE, SIGNF\_REF\_TIME, REF\_TIME, PROD\_STATUS and TYPE. Only the numerical part of the value is taken into account (the precision between parenthesis will be ignored). It is possible to use both this IDS creation option and a specific IDS\_xxx creation option that will override the potential corresponding xxx key of IDS. For example with the previous example, if both “IDS=CENTER=7(US-NCEP)...” and “IDS\_CENTER=8” are define, the actual value used with be 8.
- **IDS\_CENTER**=integer. Identification of originating/generating center, according to [Table 0](#). Defaults to 255/Missing
- **IDS\_SUBCENTER**=integer. Identification of originating/generating center, according to [Table C](#). Defaults to 65535/Missing
- **IDS\_MASTER\_TABLE**=integer. GRIB master tables version number, according to [Table 1.0](#). Defaults to 2
- **IDS\_SIGNF\_REF\_TIME**=integer. Significance of reference time, according to [Table 1.2](#). Defaults to 0/Analysis
- **IDS\_REF\_TIME**=datetime as YYYY-MM-DD[THH:MM:SSZ]. Reference time. Defaults to 1970-01-01T00:00:00Z
- **IDS\_PROD\_STATUS**=integer. Production status of processed data, according to [Table 1.3](#). Defaults to 255/Missing
- **IDS\_TYPE**=integer. Type of processed data, according to [Table 1.4](#). Defaults to 255/Missing
- **PDS\_PDTN**=integer. Product definition template number, according to [Table 4.0](#). Defaults to 0/Analysis or forecast at a horizontal level or in a horizontal layer at a point in time. If this default template number is used, and none of PDS\_TEMPLATE\_NUMBERS or PDS\_TEMPLATE\_ASSEMBLED\_VALUES is specified, then a default template definition is also used, with most fields set to Missing.
- **PDS\_TEMPLATE\_NUMBERS**=string. Product definition template raw numbers. This is a list of byte values (between 0 and 255 each), space separated. The number of values and their semantics depends on the template number specified by PDS\_PDTN, and you have to consult the template structures pointed by [Table 4.0](#). It might be easier to use the GRIB\_PDS\_TEMPLATE\_NUMBERS reported by existing GRIB2 products as the value for this item. If the template structure is known by the reading side of the driver, an effort to validate the number of template numbers against the template structure is made (with warnings if more elements than needed are

specified, and error if less are specified). It is also possible to define a template that is not or partially implemented by the reading side of the driver.

- **PDS\_TEMPLATE\_ASSEMBLED\_VALUES**=string. Product definition template assembled values. This is a list of values (with the range of signed/unsigned 1, 2 or 4-byte wide integers, depending on the item), space separated. The number of values and their semantics depends on the template number specified by PDS\_PDTN, and you have to consult the template structures pointed by [Table 4.0](#). It might be easier to use the GRIB\_PDS\_TEMPLATE\_ASSEMBLED\_VALUES reported by existing GRIB2 products as the value for this item. PDS\_TEMPLATE\_NUMBERS and PDS\_TEMPLATE\_ASSEMBLED\_VALUES are exclusive. To use this creation option, the template structure must be known by the reading side of the driver.

#### 6.52.4.2 Data encoding

In GRIB2, a number of data encoding schemes exist (see [Section 5 / “Data representation section”](#)). By default, GDAL will select an appropriate data encoding that will preserve the range of input data. with the **DATA\_ENCODING**, **NBITS**, **DECIMAL\_SCALE\_FACTOR**, **JPEG200\_DRIVER**, **COMPRESSION\_RATIO** and **SPATIAL\_DIFFERENCING\_ORDER** creation options.

Users can override those defaults with the following creation options are:

- **DATA\_ENCODING**=AUTO / SIMPLE\_PACKING / COMPLEX\_PACKING / IEEE\_FLOATING\_POINT / PNG / JPEG2000: Choice of the [Data representation template number](#). Defaults to AUTO.
  - In AUTO mode, COMPLEX\_PACKING is selected if input band has a nodata value. Otherwise if input band datatype is Float32 or Float64, IEEE\_FLOATING\_POINT is selected. Otherwise SIMPLE\_PACKING is selected.
  - **SIMPLE\_PACKING**: use integer representation internally, with offset and decimal and/or binary scaling. So can be used for any datatype.
  - **COMPLEX\_PACKING**: evolution of SIMPLE\_PACKING with nodata handling. By default, a [non-spatial differencing encoding is used](#), but if SPATIAL\_DIFFERENCING\_ORDER=1 or 2, [complex packing with spatial differencing](#) is used
  - **IEEE\_FLOATING\_POINT**: store values as IEEE-754 single or double precision numbers.
  - **PNG**: uses the same preparation steps as SIMPLE\_PACKING but with PNG encoding of the integer values.
  - **JPEG2000**: uses the same preparation steps as SIMPLE\_PACKING but with JPEG2000 encoding of the integer values.
- **NBITS**=integer between 1 to 31. Bit width for each sample value. Might be only loosely honored by some DATA\_ENCODING. If not specified, the bit width is computed automatically from the range of input values for integral data types, or default to 8 for Float32/Float64.
- **DECIMAL\_SCALE\_FACTOR**=integer\_value. Input values are multiplied by 10^DECIMAL\_SCALE\_FACTOR before integer encoding (and automatically divided by this value at decoding, so this only affect precision). For example, if the type of the data is a temperature, with floating point data type, DECIMAL\_SCALE\_FACTOR=1 can be used to specify that the data has a precision of 1/10 of degree. The default is 0 (no premultiplication)
- **SPATIAL\_DIFFERENCING\_ORDER**=0/1/2. Only used for COMPLEX\_PACKING. Defines the order of the spatial differencing. 0 means that the values are encoded independently, 1 means that the difference of consecutive values is encoded and 2 means that the difference of the difference of consecutive values is encoded. Defaults to 0
- **COMPRESSION\_RATIO**=integer\_value between 1 and 100. Defaults to 1 for lossless JPEG2000 encoding. Only used for JPEG2000 encoding. If a value greater than 1 is specified, lossy JPEG2000 compression is used. The value indicates the desired compression factor with respected to uncompressed data. For example a value

of 10 means that the desired JPEG2000 codestream should be 10 times smaller than the corresponding uncompressed file (with NBITS bits per pixel).

- **JPEG2000\_DRIVER**=JP2KAK/JP2OPENJPEG/JPEG2000/JP2ECW (possible values depend on the actually available JPEG2000 driver in the GDAL build). To specify which JPEG2000 driver should be used. If not specified, drivers are searched in the order given in the enumeration.

#### 6.52.4.3 Data units

Internally GRIB stores values in the units of the international system (ie Metric system). So temperatures must be stored as Kelvin degrees. But on the reading side of the driver, fields with temperatures are exposed in Celsius degrees (unless the `GRIB_NORMALIZE_UNITS` configuration option is set to NO). For consistency, the writing side of the driver also assumed that temperature (detected if the first value of a product definition template, ie the *Parameter category* is 0=Temperature) values in the input dataset will be in Celsius degrees, and will automatically offset them to Kelvin degrees. It is possible to control that behavior by setting the **INPUT\_UNIT** creation option to C (for Celsius) or K (for Kelvin). The default is C.

#### 6.52.4.4 GRIB2 to GRIB2 conversions

If GRIB2 to GRIB2 translation is done with `gdal_translate` (or `CreateCopy()`), the `GRIB_DISCIPLINE`, `GRIB_IDS`, `GRIB_PDS_PDTN` and `GRIB_PDS_TEMPLATE_NUMBERS` metadata items of the bands of the source dataset are used by default (unless creation options override them).

`DECIMAL_SCALE_FACTOR` and `NBITS` will also be attempted to be retrieved from the GRIB special metadata domain.

#### 6.52.4.5 Examples

```
gdal_translate in.tif out.grb2 -of GRIB \
  -co "IDS=CENTER=8(US-NWSTG) SIGNF_REF_TIME=1(Start_of_Forecast) REF_TIME=2008-02-
↪ 21T17:00:00Z PROD_STATUS=0(Operational) TYPE=1(Forecast)" \
  -co "PDS_PDTN=8" \
  -co "PDS_TEMPLATE_ASSEMBLED_VALUES=0 5 2 0 0 255 255 1 43 1 0 0 255 -1 -2147483647
↪ 2008 2 23 12 0 0 1 0 3 255 1 12 1 0"
```

#### 6.52.5 See Also:

- NOAA NWS NDFD “degrib” GRIB2 Decoder
- NOAA NWS NCEP g2clib grib decoding library
- WMO GRIB1 Format Documents
- NCEP WMO GRIB2 Documentation

### 6.52.6 Credits

Support for GRIB2 write capabilities has been funded by Meteorological Service of Canada.

## 6.53 GS7BG – Golden Software Surfer 7 Binary Grid File Format

---

### Driver short name

GS7BG

---



---

### Driver built-in by default

This driver is built-in by default

---

This is the binary (non-human-readable) version of one of the raster formats used by Golden Software products (such as the Surfer series). This format differs from the *GSBG – Golden Software Binary Grid File Format* format (also known as Surfer 6 binary grid format), it is more complicated and flexible.

NOTE: Implemented as `gdal/frmts/gsg/gs7bgdataset.cpp`.

### 6.53.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.54 GSAG – Golden Software ASCII Grid File Format

---

**Driver short name**

GSAG

---

---

**Driver built-in by default**

This driver is built-in by default

---

This is the ASCII-based (human-readable) version of one of the raster formats used by Golden Software products (such as the Surfer series). This format is supported for both reading and writing (including create, delete, and copy). Currently the associated formats for color, metadata, and shapes are not supported.

NOTE: Implemented as `gdal/frmts/gsg/gsagdataset.cpp`.

### 6.54.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.55 GSBG – Golden Software Binary Grid File Format

---

**Driver short name**

GSBG

---

---

**Driver built-in by default**

This driver is built-in by default

---

This is the binary (non-human-readable) version of one of the raster formats used by Golden Software products (such as the Surfer series). Like the ASCII version, this format is supported for both reading and writing (including create, delete, and copy). Currently the associated formats for color, metadata, and shapes are not supported.

Surfer 8 uses a fixed nodata value at `1.701410009187828e+38`. When writing a GSBG dataset, GDAL remaps the user-specified input nodata value to `1.701410009187828e+38`.

NOTE: Implemented as `gdal/frmts/gsg/gsbgdataset.cpp`.



---

### 6.55.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.56 GSC – GSC Geogrid

---

#### Driver short name

GSC

---

---

#### Driver built-in by default

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/raw/gscdataset.cpp`.

### 6.56.1 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.57 GTA - Generic Tagged Arrays

---

**Driver short name**

GTA

---

---

**Build dependencies**

libgta

---

GDAL can read and write GTA data files through the libgta library.

GTA is a file format that can store any kind of multidimensional array data, allows generic manipulations of array data, and allows easy conversion to and from other file formats.

### 6.57.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

### 6.57.2 Creation options

- **COMPRESS=method** Set the GTA compression method: NONE (default) or one of BZIP2, XZ, ZLIB, ZLIB1, ZLIB2, ZLIB3, ZLIB4, ZLIB5, ZLIB6, ZLIB7, ZLIB8, ZLIB9.

### 6.57.3 See Also

- [GTA home page](#)

## 6.58 GTiff – GeoTIFF File Format

---

**Driver short name**

GTiff

---

---

**Driver built-in by default**

This driver is built-in by default

---

Most forms of TIFF and GeoTIFF files are supported by GDAL for reading, and somewhat less varieties can be written. GDAL also supports reading and writing BigTIFF files (evolution of the TIFF format to support files larger than 4 GB).

Currently band types of Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 and CFloat64 are supported for reading and writing. Paletted images will return palette information associated with the band. The compression formats listed below should be supported for reading as well.

As well, one bit files, and some other unusual formulations of GeoTIFF file, such as YCbCr color model files, are automatically translated into RGBA (red, green, blue, alpha) form, and treated as four eight bit bands.

### 6.58.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.58.2 Georeferencing

Most GeoTIFF projections should be supported, with the caveat that in order to translate uncommon Projected, and Geographic coordinate systems into OGC WKT it is necessary to have the PROJ proj.db database available. It must be found at the location pointed to by the PROJ\_LIB environment variable, or at one of the locations set programmatically via OSRSetPROJSearchPaths().

Georeferencing from GeoTIFF is supported in the form of one tiepoint and pixel size, a transformation matrix, or a list of GCPs.

If no georeferencing information is available in the TIFF file itself, GDAL will also check for, and use an ESRI *world file* with the extension .tfw, .tifw/.tiffw or .wld, as well as a MapInfo .tab file.

By default, information is fetched in following order (first listed is the most priority): PAM (Persistent Auxiliary metadata) .aux.xml sidecar file, INTERNAL (GeoTIFF keys and tags), TABFILE (.tab), WORLDFILE (.tfw, .tifw/.tiffw or .wld).

Starting with GDAL 2.2, the allowed sources and their priority order can be changed with the GDAL\_GEOREF\_SOURCES configuration option (or GEOREF\_SOURCES open option) whose value is a comma-separated list of the following keywords : PAM, INTERNAL, TABFILE, WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or GeoTIFF.

GDAL can read and write the *RPCCoefficientTag* as described in the [RPCs in GeoTIFF](#) proposed extension. The tag is written only for files created with the default profile GDALGeoTIFF. For other profiles, a .RPB file is created. In GDAL data model, the RPC coefficients are stored into the RPC metadata domain. For more details, see the [rfc-22](#). If .RPB or \_RPC.TXT files are found, they will be used to read the RPCs, even if the *RPCCoefficientTag* tag is set.

### 6.58.3 Internal nodata masks

TIFF files can contain internal transparency masks. The GeoTIFF driver recognizes an internal directory as being a transparency mask when the FILETYPE\_MASK bit value is set on the TIFFTAG\_SUBFILETYPE tag. According to the TIFF specification, such internal transparency masks contain 1 sample of 1-bit data. Although the TIFF specification allows for higher resolutions for the internal transparency mask, the GeoTIFF driver only supports internal transparency masks of the same dimensions as the main image. Transparency masks of internal overviews are also supported.

When the GDAL\_TIFF\_INTERNAL\_MASK configuration option is set to YES and the GeoTIFF file is opened in update mode, the CreateMaskBand() method on a TIFF dataset or rasterband will create an internal transparency mask. Otherwise, the default behavior of nodata mask creation will be used, that is to say the creation of a .msk file, as per [rfc-15](#).

1-bit internal mask band are deflate compressed. When reading them back, to make conversion between mask band and alpha band easier, mask bands are exposed to the user as being promoted to full 8 bits (i.e. the value for unmasked pixels is 255) unless the GDAL\_TIFF\_INTERNAL\_MASK\_TO\_8BIT configuration option is set to NO. This does not affect the way the mask band is written (it is always 1-bit).

### 6.58.4 Overviews

The GeoTIFF driver supports reading, creation and update of internal overviews. Internal overviews can be created on GeoTIFF files opened in update mode (with `gdaladdo` for instance). If the GeoTIFF file is opened as read only, the creation of overviews will be done in an external .ovr file. Overview are only updated on request with the `BuildOverviews()` method.

The block size (tile width and height) used for overviews (internal or external) can be specified by setting the GDAL\_TIFF\_OVR\_BLOCKSIZE environment variable to a power-of-two value between 64 and 4096. The default is 128, or starting with GDAL 3.1 to use the same block size as the full-resolution dataset if possible (i.e. block height and width are equal, a power-of-two, and between 64 and 4096).

### 6.58.5 Overviews and nodata masks

The following configurations can be encountered depending if overviews and nodata masks are internal or not.

There are two well supported configurations:

- Internal overviews, internal nodata mask: If a GeoTIFF file has a internal transparency mask (and the GDAL\_TIFF\_INTERNAL\_MASK environment variable is not set to NO) and the GeoTIFF file is opened in update mode, `BuildOverviews()` will automatically create overviews for the internal transparency mask.
- External overviews, external nodata mask: When opened in read-only mode, `BuildOverviews()` will automatically create overviews for the external transparency mask (in a .msk.ovr file)

For the two other mixed configurations, behavior is less obvious:

- Internal overviews, external nodata mask: when running `BuildOverviews()` in update mode on the .tif file, only the overviews of the main bands will be generated. Overviews of the external .msk file must be explicitly generated by running `BuildOverviews()` on the .msk.

- External overviews, internal nodata mask: when running `BuildOverviews()` in read-only mode on the .tif file, only the overviews of the main bands will be generated. Generating the overviews of the internal nodata mask is not currently supported by the driver.

Practical note: for a command line point of view, `BuildOverview()` in update mode means “`gdaladdo the.tif`” (without `-ro`). Whereas `BuildOverviews()` in read-only mode means “`gdaladdo -ro the.tif`”.

### 6.58.6 Metadata

GDAL can deal with the following baseline TIFF tags as dataset-level metadata :

- `TIFFTAG_DOCUMENTNAME`
- `TIFFTAG_IMAGEDESCRIPTION`
- `TIFFTAG_SOFTWARE`
- `TIFFTAG_DATETIME`
- `TIFFTAG_ARTIST`
- `TIFFTAG_HOSTCOMPUTER`
- `TIFFTAG_COPYRIGHT`
- `TIFFTAG_XRESOLUTION`
- `TIFFTAG_YRESOLUTION`
- `TIFFTAG_RESOLUTIONUNIT`
- `TIFFTAG_MINSAMPLEVALUE` (read only)
- `TIFFTAG_MAXSAMPLEVALUE` (read only)
- **Geo\_METADATA**: This tag may be used for embedding XML-encoded instance documents prepared using 19139-based schema (GeoTIFF DGIWG) (GDAL >= 2.3)
- **TIFF\_RSID**: This tag specifies a File Universal Unique Identifier, or RSID, according to DMF definition (GeoTIFF DGIWG) (GDAL >= 2.3)

The name of the metadata item to use is one of the above names (“`TIFFTAG_DOCUMENTNAME`”, ...). On creation, those tags can for example be set with

```
gdal_translate in.tif out.tif -mo {TAGNAME}=VALUE
```

Other non standard metadata items can be stored in a TIFF file created with the profile `GDALGeoTIFF` (the default, see below in the Creation issues section). Those metadata items are grouped together into a XML string stored in the non standard `TIFFTAG_GDAL_METADATA` ASCII tag (code 42112). When `BASELINE` or `GeoTIFF` profile are used, those non standard metadata items are stored into a PAM .aux.xml file.

The value of `GDALMD_AREA_OR_POINT` (“`AREA_OR_POINT`”) metadata item is stored in the GeoTIFF key `RasterPixelIsPoint` for `GDALGeoTIFF` or `GeoTIFF` profiles.

XMP metadata can be extracted from the file, and will be reported as XML raw content in the `xml:XMP` metadata domain.

EXIF metadata can be extracted from the file, and will be reported in the EXIF metadata domain.

### 6.58.7 Color Profile Metadata

GDAL can deal with the following color profile metadata in the COLOR\_PROFILE domain:

- SOURCE\_ICC\_PROFILE (Base64 encoded ICC profile embedded in file. If available, other tags are ignored.)
- SOURCE\_PRIMARIES\_RED (xyY in “x,y,1” format for red primary.)
- SOURCE\_PRIMARIES\_GREEN (xyY in “x,y,1” format for green primary)
- SOURCE\_PRIMARIES\_BLUE (xyY in “x,y,1” format for blue primary)
- SOURCE\_WHITEPOINT (xyY in “x,y,1” format for whitepoint)
- TIFFTAG\_TRANSFERFUNCTION\_RED (Red table of TIFFTAG\_TRANSFERFUNCTION)
- TIFFTAG\_TRANSFERFUNCTION\_GREEN (Green table of TIFFTAG\_TRANSFERFUNCTION)
- TIFFTAG\_TRANSFERFUNCTION\_BLUE (Blue table of TIFFTAG\_TRANSFERFUNCTION)
- TIFFTAG\_TRANSFERRANGE\_BLACK (Min range of TIFFTAG\_TRANSFERRANGE)
- TIFFTAG\_TRANSFERRANGE\_WHITE (Max range of TIFFTAG\_TRANSFERRANGE)

Note that these metadata properties can only be used on the original raw pixel data. If automatic conversion to RGB has been done, the color profile information cannot be used.

All these metadata tags can be overridden and/or used as creation options.

### 6.58.8 Nodata value

GDAL stores band nodata value in the non standard TIFFTAG\_GDAL\_NODATA ASCII tag (code 42113) for files created with the default profile GDALGeoTIFF. Note that all bands must use the same nodata value. When BASELINE or GeoTIFF profile are used, the nodata value is stored into a PAM .aux.xml file.

### 6.58.9 Sparse files

GDAL makes a special interpretation of a TIFF tile or strip whose offset and byte count are set to 0, that is to say a tile or strip that has no corresponding allocated physical storage. On reading, such tiles or strips are considered to be implicitly set to 0 or to the nodata value when it is defined. On writing, it is possible to enable generating such files through the Create() interface by setting the SPARSE\_OK creation option to YES. Then, blocks that are never written through the IWriteBlock()/IRasterIO() interfaces will have their offset and byte count set to 0. This is particularly useful to save disk space and time when the file must be initialized empty before being passed to a further processing stage that will fill it. To avoid ambiguities with another sparse mechanism discussed in the next paragraphs, we will call such files with implicit tiles/strips “TIFF sparse files”. They will be likely **not** interoperable with TIFF readers that are not GDAL based and would consider such files with implicit tiles/strips as defective.

Starting with GDAL 2.2, this mechanism is extended to the CreateCopy() and Open() interfaces (for update mode) as well. If the SPARSE\_OK creation option (or the SPARSE\_OK open option for Open()) is set to YES, even an attempt to write a all 0/nodata block will be detected so that the tile/strip is not allocated (if it was already allocated, then its content will be replaced by the 0/nodata content).

Starting with GDAL 2.2, in the case where SPARSE\_OK is **not** defined (or set to its default value FALSE), for uncompressed files whose nodata value is not set, or set to 0, in Create() and CreateCopy() mode, the driver will delay the allocation of 0-blocks until file closing, so as to be able to write them at the very end of the file, and in a way compatible of the filesystem sparse file mechanisms (to be distinguished from the TIFF sparse file extension discussed earlier). That is that all the empty blocks will be seen as properly allocated from the TIFF point of view (corresponding strips/tiles will have valid offsets and byte counts), but will have no corresponding physical storage. Provided that the filesystem supports such sparse files, which is the case for most Linux popular filesystems (ext2/3/4, xfs, btrfs, ...) or

NTFS on Windows. If the file system does not support sparse files, physical storage will be allocated and filled with zeros.

### 6.58.10 Raw mode

For some TIFF formulations that have “odd” photometric color spaces, on-the-fly decoding as RGBA is done. This might not be desirable in some use cases. This behavior can be disabled by prefixing the filename with `GTIFF_RAW`:

For example to translate a CMYK file to another one :

```
gdal_translate GTIFF_RAW:in.tif out.tif -co PHOTOMETRIC=CMYK
```

### 6.58.11 Open options

- **NUM\_THREADS=number\_of\_threads/ALL\_CPUS:** (From GDAL 2.1) Enable multi-threaded compression by specifying the number of worker threads. Worth it for slow compression algorithms such as DEFLATE or LZMA. Default is compression in the main thread. Starting with GDAL 3.6, this option also enables multi-threaded decoding when `RasterIO()` requests intersect several tiles/strips. The `GDAL_NUM_THREADS` configuration option can also be used as an alternative to setting the open option.
- **GEOREF\_SOURCES=string:** (GDAL > 2.2) Define which georeferencing sources are allowed and their priority order. See *Georeferencing* paragraph.
- **SPARSE\_OK=TRUE/FALSE** ((GDAL > 2.2): Should empty blocks be omitted on disk? When this option is set, any attempt of writing a block whose all pixels are 0 or the nodata value will cause it not to be written at all (unless there is a corresponding block already allocated in the file). Sparse files have 0 tile/strip offsets for blocks never written and save space; however, most non-GDAL packages cannot read such files. The default is FALSE.

### 6.58.12 Creation Issues

GeoTIFF files can be created with any GDAL defined band type, including the complex types. Created files may have any number of bands. Files of type Byte with exactly 3 bands will be given a photometric interpretation of RGB, files of type Byte with exactly four bands will have a photometric interpretation of RGBA, while all other combinations will have a photometric interpretation of MIN\_IS\_BLACK. Starting with GDAL 2.2, non-standard (regarding to the intrinsic TIFF capabilities) band color interpretation, such as BGR ordering, will be handled in creation and reading, by storing them in the GDAL internal metadata TIFF tag.

The TIFF format only supports R,G,B components for palettes / color tables. Thus on writing the alpha information will be silently discarded.

You may want to read hints to [generate and read cloud optimized GeoTIFF files](#)

#### 6.58.12.1 Creation Options

- **TFW=YES:** Force the generation of an associated ESRI world file (.tfw). See the *World Files* page for details.
- **RPB=YES:** Force the generation of an associated .RPB file to describe RPC (Rational Polynomial Coefficients), if RPC information is available. If not specified, this file is automatically generated if there's RPC information and that the PROFILE is not the default GDALGeoTIFF.
- **RPCTXT=YES:** Force the generation of an associated \_RPC.TXT file to describe RPC (Rational Polynomial Coefficients), if RPC information is available.

- **INTERLEAVE=[BAND,PIXEL]**: By default TIFF files with pixel interleaving (PLANARCONFIG\_CONTIG in TIFF terminology) are created. These are slightly less efficient than BAND interleaving for some purposes, but some applications only support pixel interleaved TIFF files. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a INTERLEAVE metadata item, if the INTERLEAVE creation option is not specified, the source dataset INTERLEAVE will be automatically taken into account, unless the COMPRESS creation option is specified.
- **TILED=YES**: By default striped TIFF files are created. This option can be used to force creation of tiled TIFF files.
- **BLOCKXSIZE=n**: Sets tile width, defaults to 256. Must be divisible by 16.
- **BLOCKYSIZE=n**: Set tile or strip height. Tile height defaults to 256, strip height defaults to a value such that one strip is 8K or less. Must be divisible by 16 when TILED=YES.
- **NBITS=n**: Create a file with less than 8 bits per sample by passing a value from 1 to 7. The apparent pixel type should be Byte. Values of n=9...15 (UInt16 type) and n=17...31 (UInt32 type) are also accepted. From GDAL 2.2, n=16 is accepted for Float32 type to generate half-precision floating point values.
- **COMPRESS=[JPEG/LZW/PACKBITS/DEFLATE/CCITTRLE/CCITTFAX3/CCITTFAX4/LZMA/ZSTD/LERC/LERC\_**  
Set the compression to use.
  - JPEG should generally only be used with Byte data (8 bit per channel). Better compression for RGB images can be obtained by using the PHOTOMETRIC=YCBCR colorspace with a 4:2:2 subsampling of the Y,Cb,Cr components.

Starting with GDAL 3.4, if GDAL is built with its internal libtiff, read and write support for JPEG-in-TIFF compressed images with 12-bit sample is enabled by default (if JPEG support is also enabled), using GDAL internal libjpeg (based on IJG libjpeg-6b, with additional changes for 12-bit sample support). Support for JPEG with 12-bit sample is independent of whether 8-bit JPEG support is enabled through internal IJG libjpeg-6b or external libjpeg (like libjpeg-turbo)
  - CCITTFAX3, CCITTFAX4 or CCITTRLE compression should only be used with 1bit (NBITS=1) data
  - LZW, DEFLATE and ZSTD compressions can be used with the PREDICTOR creation option.
  - ZSTD is available since GDAL 2.3 when using internal libtiff and if GDAL built against libzstd >=1.0, or if built against external libtiff with zstd support.
  - LERC and LERC\_DEFLATE are available only when using internal libtiff for GDAL < 3.3.0. Since GDAL 3.3.0, LERC compression is also available when building GDAL against external libtiff >= 4.3.0, built itself against <https://github.com/esri/lerc>
  - LERC\_ZSTD is available when LERC and ZSTD are available.
  - JXL is for JPEG-XL, and is only available when using internal libtiff and building GDAL against <https://github.com/libjxl/libjxl> . For GDAL < 3.6.0, JXL compression may only be used alongside INTERLEAVE=PIXEL (the default) on datasets with 4 bands or less.
  - NONE is the default.
- **NUM\_THREADS=number\_of\_threads/ALL\_CPUS**: (From GDAL 2.1) Enable multi-threaded compression by specifying the number of worker threads. Worth for slow compressions such as DEFLATE or LZMA. Will be ignored for JPEG. Default is compression in the main thread.
- **PREDICTOR=[1/2/3]**: Set the predictor for LZW, DEFLATE and ZSTD compression. The default is 1 (no predictor), 2 is horizontal differencing and 3 is floating point prediction. PREDICTOR=2 is only supported for 8, 16, 32 and 64 bit samples (support for 64 bit was added in libtiff > 4.3.0). PREDICTOR=3 is only supported for 16, 32 and 64 bit floating-point data.



- **DISCARD\_LSB=nbits or nbits\_band1,nbits\_band2,...nbits\_bandN**: Set the number of least-significant bits to clear, possibly different per band. Lossy compression scheme to be best used with PREDICTOR=2 and LZW/DEFLATE/ZSTD compression.
- **SPARSE\_OK=TRUE/FALSE**: Should newly created files (through Create() interface) be allowed to be sparse? Sparse files have 0 tile/strip offsets for blocks never written and save space; however, most non-GDAL packages cannot read such files. Starting with GDAL 2.2, SPARSE\_OK=TRUE is also supported through the CreateCopy() interface. Starting with GDAL 2.2, even an attempt to write a block whose all pixels are 0 or the nodata value will cause it not to be written at all (unless there is a corresponding block already allocated in the file). The default is FALSE.
- **JPEG\_QUALITY=[1-100]**: Set the JPEG quality when using JPEG compression. A value of 100 is best quality (least compression), and 1 is worst quality (best compression). The default is 75.
- **JPEGTABLESMODE=0/1/2/3**: Configure how and where JPEG quantization and Huffman tables are written in the TIFF JpegTables tag and strip/tile. Default to 1.
  - 0: JpegTables is not written. Each strip/tile contains its own quantization tables and use optimized Huffman coding.
  - 1: JpegTables is written with only the quantization tables. Each strip/tile refers to those quantized tables and use optimized Huffman coding. This is generally the optimal choice for smallest file size, and consequently is the default.
  - 2: JpegTables is written with only the default Huffman tables. Each strip/tile refers to those Huffman tables (thus no optimized Huffman coding) and contains its own quantization tables (identical). This option has no anticipated practical value.
  - 3: JpegTables is written with the quantization and default Huffman tables. Each strip/tile refers to those tables (thus no optimized Huffman coding). This option could perhaps with some data be more efficient than 1, but this should only occur in rare circumstances.
- **ZLEVEL=[1-9] or [1-12]**: Set the level of compression when using DEFLATE compression (or LERC\_DEFLATE). A value of 9 (resp. 12) is best/slowest when using zlib (resp. libdeflate), and 1 is least/fastest compression. The default is 6.
- **ZSTD\_LEVEL=[1-22]**: Set the level of compression when using ZSTD compression (or LERC\_ZSTD). A value of 22 is best (very slow), and 1 is least compression. The default is 9.
- **MAX\_Z\_ERROR=threshold**: Set the maximum error threshold on values for LERC/LERC\_DEFLATE/LERC\_ZSTD compression. The default is 0 (lossless).
- **WEBP\_LEVEL=[1-100]**: Set the WEBP quality level when using WEBP compression. A value of 100 is best quality (least compression), and 1 is worst quality (best compression). The default is 75.
- **WEBP\_LOSSLESS=True/False**: (GDAL >= 2.4.0 and libwebp >= 0.1.4): By default, lossy compression is used. If set to True, lossless compression will be used. There is a significant time penalty for each tile/strip with lossless WebP compression, so you may want to increase the BLOCKYSIZE value for strip layout.
- **JXL\_LOSSLESS=YES/NO**: Set whether JPEG-XL compression should be lossless (YES, default) or lossy (NO). For lossy compression, the underlying data should be either gray, gray+alpha, rgb or rgb+alpha. For lossy compression, the pixel data should span the whole range of the underlying pixel type (i.e. 0-255 for Byte, 0-65535 for UInt16)
- **JXL\_EFFORT=[1-9]**: Level of effort for JPEG-XL compression. The higher, the smaller file and slower compression time. Default is 5.
- **JXL\_DISTANCE=[0.1-15]**: Distance level for lossy JPEG-XL compression 0=mathematically lossless, 1.0=visually lossless, usual range [0.5,3]. Default is 1.0

- **PHOTOMETRIC**=[MINISBLACK/MINISWHITE/RGB/CMYK/YCBCR/CIELAB/ICCLAB/ITULAB]: Set the photometric interpretation tag. Default is MINISBLACK, but if the input image has 3 or 4 bands of Byte type, then RGB will be selected. You can override default photometric using this option.
- **ALPHA**=[YES/NON-PREMULIPLIED/PREMULIPLIED/UNSPECIFIED]: The first “extrasample” is marked as being alpha if there are any extra samples. This is necessary if you want to produce a greyscale TIFF file with an alpha band (for instance). YES is an alias for NON-PREMULIPLIED alpha.
- **PROFILE**=[GDALGeoTIFF/GeoTIFF/BASELINE]: Control what non-baseline tags are emitted by GDAL.
  - With GDALGeoTIFF (the default) various GDAL custom tags may be written.
  - With GeoTIFF only GeoTIFF tags will be added to the baseline.
  - With BASELINE no GDAL or GeoTIFF tags will be written. BASELINE is occasionally useful when writing files to be read by applications intolerant of unrecognized tags.
- **BIGTIFF**=YES/NO/IF\_NEEDED/IF\_SAFER: Control whether the created file is a BigTIFF or a classic TIFF.
  - YES forces BigTIFF.
  - NO forces classic TIFF.
  - IF\_NEEDED will only create a BigTIFF if it is clearly needed (in the uncompressed case, and image larger than 4GB. So no effect when using a compression).
  - IF\_SAFER will create BigTIFF if the resulting file *might* exceed 4GB. Note: this is only a heuristics that might not always work depending on compression ratios.

BigTIFF is a TIFF variant which can contain more than 4GiB of data (size of classic TIFF is limited by that value). This option is available if GDAL is built with libtiff library version 4.0 or higher. The default is IF\_NEEDED.

When creating a new GeoTIFF with no compression, GDAL computes in advance the size of the resulting file. If that computed file size is over 4GiB, GDAL will automatically decide to create a BigTIFF file. However, when compression is used, it is not possible in advance to know the final size of the file, so classical TIFF will be chosen. In that case, the user must explicitly require the creation of a BigTIFF with BIGTIFF=YES if the final file is anticipated to be too big for classical TIFF format. If BigTIFF creation is not explicitly asked or guessed and the resulting file is too big for classical TIFF, libtiff will fail with an error message like “TIFFAppendToStrip:Maximum TIFF file size exceeded”.

- **PIXELTYPE**=[DEFAULT/SIGNEDBYTE]: By setting this to SIGNEDBYTE, a new Byte file can be forced to be written as signed byte.
- **COPY\_SRC\_OVERVIEWS**=[YES/NO]: (CreateCopy() only) By setting this to YES (default is NO), the potential existing overviews of the source dataset will be copied to the target dataset without being recomputed. This option is typically used to generate Cloud Optimized Geotiff (starting with GDAL 3.1, the *COG – Cloud Optimized GeoTIFF generator* driver can be used as a convenient shortcut). If overviews of mask band also exist, provided that the GDAL\_TIFF\_INTERNAL\_MASK configuration option is set to YES, they will also be copied. Note that this creation option will have *no effect* if general options (i.e. options which are not creation options) of gdal\_translate are used. Creation options related to compression are also applied to the output overviews.
- **GEOTIFF\_KEYS\_FLAVOR**=[STANDARD/ESRI\_PE]: (GDAL >= 2.1.0) Determine which “flavor” of GeoTIFF keys must be used to write the SRS information. The STANDARD way (default choice) will use the general accepted formulations of GeoTIFF keys, including extensions of the values accepted for ProjectedCSTypeGeoKey to new EPSG codes. The ESRI\_PE flavor will write formulations that are (more) compatible of ArcGIS. At the time of writing, the ESRI\_PE choice has mostly an effect when writing the EPSG:3857 (Web Mercator) SRS. For other SRS, the standard way will be used, with the addition of a ESRI\_PE WKT string as the value of PCSCitationGeoKey.
- **GEOTIFF\_VERSION**=[AUTO/1.0/1.1]: (GDAL >= 3.1.0) Select the version of the GeoTIFF standard used to encode georeferencing information. 1.0 corresponds to the original 1995, *GeoTIFF Revision 1.0, by Ritter & Ruth*. 1.1 corresponds to the OGC standard 19-008, which is an evolution of 1.0, which clear ambiguities

and fix inconsistencies mostly in the processing of the vertical part of a CRS. AUTO mode (default value) will generally select 1.0, unless the CRS to encode has a vertical component or is a 3D CRS, in which case 1.1 is used.

---

**Note:** Write support for GeoTIFF 1.1 requires libgeotiff 1.6.0 or later.

---

### 6.58.12.2 Subdatasets

Multi-page TIFF files are exposed as subdatasets. On opening, a subdataset name is GTIFF\_DIR:{index}:filename.tif, where {index} starts at 1.

Starting with GDAL 3.0, subdataset creation is possible by using the APPEND\_SUBDATASET=YES creation option. The filename passed to Create() / CreateCopy() should be the regular filename (not with GTIFF\_DIR: syntax. Creating overviews on a multi-page TIFF is not supported.

Starting with GDAL 3.2, read-only access to subdataset overviews and masks is possible provided that they are referenced by their parent IFD through the TIFFTAG\_SUBIFD tag.

### 6.58.12.3 About JPEG compression of RGB images

When translating a RGB image to JPEG-In-TIFF, using PHOTOMETRIC=YCBCR can make the size of the image typically 2 to 3 times smaller than the default photometric value (RGB). When using PHOTOMETRIC=YCBCR, the INTERLEAVE option must be kept to its default value (PIXEL), otherwise libtiff will fail to compress the data.

Note also that the dimensions of the tiles or strips must be a multiple of 8 for PHOTOMETRIC=RGB or 16 for PHOTOMETRIC=YCBCR

### 6.58.12.4 Lossless conversion of JPEG into JPEG-in-TIFF

The conversion of a JPEG file (but *not* a JPEG-in-TIFF file) to a JPEG-in-TIFF file without decompression and compression cycles, and thus without any additional quality loss, can be done with gdal\_translate (or the CreateCopy() API), if all the following conditions are met:

- the source dataset is a JPEG file (or a VRT with a JPEG as a single SimpleSource)
- the target dataset is a JPEG-in-TIFF file
- no explicitly target JPEG quality is specified
- no change in colorspace is specified
- no sub-windowing is requested
- and more generally, no change that alters pixel values

The generation of a tiled JPEG-in-TIFF from the original JPEG image is possible. Explicit assignment of target SRS and bounds are also possible.

So, the following commands will use the lossless copy method :

```
gdal_translate in.jpg out.tif -co COMPRESS=JPEG

gdal_translate in.jpg out.tif -co COMPRESS=JPEG -co TILED=YES

gdal_translate in.jpg out.tif -co COMPRESS=JPEG -a_srs EPSG:4326 -a_ullr -180 90 180 -90
```

whereas the following commands will *not* (and thus cause JPEG decompression and compression):

```
gdal_translate in.jpg out.tif -co COMPRESS=JPEG -co JPEG_QUALITY=60  
gdal_translate in.jpg out.tif -srcwin 0 0 500 500 -co COMPRESS=JPEG
```

### 6.58.12.5 Streaming operations

The GeoTIFF driver can support reading or writing TIFF files (with some restrictions detailed below) in a streaming compatible way.

When reading a file from `/vsistdin/`, a named pipe (on Unix), or if forcing streamed reading by setting the `TIFF_READ_STREAMING` configuration option to `YES`, the GeoTIFF driver will assume that the TIFF Image File Directory (IFD) is at the beginning of the file, i.e. at offset 8 for a classical TIFF file or at offset 16 for a BigTIFF file. The values of the tags of array type must be contained at the beginning of file, after the end of the IFD and before the first image strip/tile. The reader must read the strips/tiles in the order they are written in the file. For a pixel interleaved file (`PlanarConfiguration=Contig`), the recommended order for a writer, and thus for a reader, is from top to bottom for a strip-organized file or from top to bottom, which a chunk of a block height, and left to right for a tile-organized file. For a band organized file (`PlanarConfiguration=Separate`), the above order is recommended with the content of the first band, then the content of the second band, etc. . . . Technically this order corresponds to increasing offsets in the `TileOffsets/StripOffsets` tag. This is the order that the GDAL raster copy routine will assume.

If the order is not the one described above, the `UNORDERED_BLOCKS=YES` dataset metadata item will be set in the TIFF metadata domain. Each block offset can be determined by querying the “`BLOCK_OFFSET_[xblock]_[yblock]`” band metadata items in the TIFF metadata domain (where `xblock`, `yblock` is the coordinate of the block), and a reader could use that information to determine the appropriate reading order for image blocks.

The files that are streamed into the GeoTIFF driver may be compressed, even if the GeoTIFF driver cannot produce such files in streamable output mode (regular creation of TIFF files will produce such compatible files for streamed reading).

When writing a file to `/vsistdout/`, a named pipe (on Unix), or when defining the `STREAMABLE_OUTPUT=YES` creation option, the `CreateCopy()` method of the GeoTIFF driver will generate a file with the above defined constraints (related to position of IFD and block order), and this is only supported for an uncompressed file. The `Create()` method also supports creating streamable compatible files, but the writer must be careful to set the projection, geotransform or metadata before writing image blocks (so that the IFD is written at the beginning of the file). And when writing image blocks, the order of blocks must be the one of the above paragraph, otherwise errors will be reported.

Some examples :

```
gdal_translate in.tif /vsistdout/ -co TILED=YES | gzip | gunzip | gdal_translate /  
↪vsistdin/ out.tif -co TILED=YES -co COMPRESS=DEFLATE
```

or

```
mkfifo my_fifo  
gdalwarp in.tif my_fifo -t_srs EPSG:3857  
gdal_translate my_fifo out.png -of PNG
```

Note: not all utilities are compatible with such input or output streaming operations, and even those which may deal with such files may not manage to deal with them in all circumstances, for example if the reading driver driven by the output file is not compatible with the block order of the streamed input.

### 6.58.12.6 Configuration options

This paragraph lists the configuration options that can be set to alter the default behavior of the GTiff driver.

- `GTIFF_IGNORE_READ_ERRORS` : Can be set to `TRUE` to avoid turning libtiff errors into GDAL errors. Can help reading partially corrupted TIFF files
- `ESRI_XML_PAM` : Can be set to `TRUE` to force metadata in the xml:ESRI domain to be written to PAM.
- `COMPRESS_OVERVIEW` : See [Creation Options COMPRESS](#) section. Set the compression type to use for overviews. For internal overviews, only honoured since GDAL 3.6
- `PHOTOMETRIC_OVERVIEW` : YCBCR Set the photometric color space for overview creation
- `PREDICTOR_OVERVIEW` : Integer 1,2 or 3. Set the predictor to use for overviews with LZW, DEFLATE and ZSTD compression
- `JPEG_QUALITY_OVERVIEW` : Integer between 0 and 100. Default value: 75. Quality of JPEG compressed overviews, either internal or external.
- `WEBP_LEVEL_OVERVIEW` : Integer between 1 and 100. Default value: 75. WEBP quality level of overviews, either internal or external.
- `WEBP_LOSSLESS_OVERVIEW` : Boolean value (YES/NO). Default value: NO. Whether WEBP compression is lossless or not. Added in GDAL 3.6
- `ZLEVEL_OVERVIEW` : Integer between 1 and 9 (or 12 when libdeflate is used). Default value: 6. Deflate compression level of overviews, for `COMPRESS_OVERVIEW=DEFLATE` or `LERC_DEFLATE`, either internal or external. Added in GDAL 3.4.1
- `ZSTD_LEVEL_OVERVIEW` : Integer between 1 and 22. Default value: 9. ZSTD compression level of overviews, for `COMPRESS_OVERVIEW=DEFLATE` or `LERC_ZSTD`, either internal or external. Added in GDAL 3.4.1
- `MAX_Z_ERROR_OVERVIEW` : Floating-point value. Default value: 0 (lossless) Maximum error threshold on values for `LERC/LERC_DEFLATE/LERC_ZSTD` compression of overviews, either internal or external. Added in GDAL 3.4.1
- `SPARSE_OK_OVERVIEW` : Boolean value. Default value: OFF When set to ON, blocks whose pixels are all at nodata (or 0 if no nodata is defined) will not be written. Added in GDAL 3.4.1
- `GDAL_TIFF_INTERNAL_MASK` : See *Internal nodata masks* section. Default value : `FALSE`.
- `GDAL_TIFF_INTERNAL_MASK_TO_8BIT` : See *Internal nodata masks* section. Default value : `TRUE`
- `USE_RRD` : Can be set to `TRUE` to force external overviews in the RRD format. Default value : `FALSE`
- `TIFF_USE_OVR` : Can be set to `TRUE` to force external overviews in the GeoTIFF (.ovr) format. Default value : `FALSE`
- `GTIFF_POINT_GEO_IGNORE` : Can be set to `TRUE` to revert back to the behavior of ancient GDAL versions regarding how `PixelsPoint` is interpreted w.r.t geotransform. See rfc-33 for more details. Default value : `FALSE`
- `GTIFF_REPORT_COMPD_CS` : Can be set to `TRUE` to avoid stripping the vertical CRS of compound CRS when reading the SRS of a file. Does not affect the writing side. Default value : `FALSE` for GeoTIFF 1.0 files, or `TRUE` (starting with GDAL 3.1) for GeoTIFF 1.1 files.
- `GDAL_ENABLE_TIFF_SPLIT` : Can be set to `FALSE` to avoid all-in-one-strip files being presented as having. Default value : `TRUE`
- `GDAL_TIFF_OVR_BLOCKSIZE` : See [Overviews](#) section.
- `GTIFF_LINEAR_UNITS` : Can be set to `BROKEN` to read GeoTIFF files that have false easting/northing improperly set in meters when it ought to be in coordinate system linear units. ([Ticket #3901](#)).

- `TAB_APPROX_GEOTRANSFORM = YES/NO`: To decide if an approximate geotransform is acceptable when reading a .tab file. Default value: NO
- `GTIFF_DIRECT_IO = YES/NO`: Can be set to YES to use specialized `RasterIO()` implementations when reading un-compressed TIFF files (un-tiled only in GDAL 2.0, both un-tiled and tiled in GDAL 2.1) to avoid using the block cache. Setting it to YES even when the optimized cases do not apply should be safe (generic implementation will be used). Default value: NO
- `GTIFF_VIRTUAL_MEM_IO = YES/NO/IF_ENOUGH_RAM`: Can be set to YES to use specialized `RasterIO()` implementations when reading un-compressed TIFF files to avoid using the block cache. This implementation relies on memory-mapped file I/O, and is currently only supported on Linux (64-bit build strongly recommended) or, starting with GDAL 2.1, on other POSIX-like systems. Setting it to YES even when the optimized cases do not apply should be safe (generic implementation will be used), but if the file exceeds RAM, disk swapping might occur if the whole file is read. Setting it to `IF_ENOUGH_RAM` will first check if the uncompressed file size is no bigger than the physical memory. Default value: NO. If both `GTIFF_VIRTUAL_MEM_IO` and `GTIFF_DIRECT_IO` are enabled, the former is used in priority, and if not possible, the later is tried.
- `GDAL_GEOREF_SOURCES = comma-separated list with one or several of PAM, INTERNAL, TABFILE or WORLDFILE`. (GDAL >= 2.2). See *Georeferencing* paragraph.
- `GDAL_NUM_THREADS = number_of_threads/ALL_CPUS`: (GDAL >= 2.1) Enable multi-threaded compression by specifying the number of worker threads. Worth it for slow compression algorithms such as DEFLATE or LZMA. Will be ignored for JPEG. Default is compression in the main thread. Note: this configuration option also apply to other parts to GDAL (warping, gridding, ...). Starting with GDAL 3.6, this option also enables multi-threaded decoding when `RasterIO()` requests intersect several tiles/strips.
- `GTIFF_WRITE_TOWGS84 = AUTO/YES/NO`: (GDAL >= 3.0.3). When set to AUTO, a `GeogTOWGS84GeoKey` geokekey will be written with TOWGS84 3 or 7-parameter Helmert transformation, if the CRS has no EPSG code attached to it, or if the TOWGS84 transformation attached to the CRS doesn't match the one imported from the EPSG code. If set to YES, then the TOWGS84 transformation attached to the CRS will be always written. If set to NO, then the transformation will not be written in any situation.

## 6.58.13 Codec Recommendations

### 6.58.13.1 LZW

If you don't know what to choose, choose this one.

### 6.58.13.2 DEFLATE

The most commonly supported TIFF codec, especially with older non-geo software.

### 6.58.13.3 LERC

Used for storing quantized floating point data. <https://github.com/esri/lerc>

#### 6.58.13.4 ZSTD

Smaller and faster than DEFLATE, but not as commonly supported.

#### 6.58.13.5 WEBP

A smaller and faster JPEG.

#### 6.58.13.6 JXL

Next-gen JPG from the JPG group.

#### 6.58.13.7 LZMA

Slow but storage efficient.

#### 6.58.13.8 CCITTRLE/CCITTFAX3/CCITTFAX4

Did you happen to have fax files from the 1990s? Use these.

### 6.58.14 See Also

- [GeoTIFF Information Page](#)
- [libtiff Page](#)
- [Details on BigTIFF file format](#)
- *COG – Cloud Optimized GeoTIFF generator* driver

#### 6.58.14.1 WLD – ESRI World File

A world file file is a plain ASCII text file consisting of six values separated by newlines. The format is:

```
pixel X size
rotation about the Y axis (usually 0.0)
rotation about the X axis (usually 0.0)
negative pixel Y size
X coordinate of upper left pixel center
Y coordinate of upper left pixel center
```

For example:

```
60.0000000000
0.0000000000
0.0000000000
-60.0000000000
440750.0000000000
3751290.0000000000
```

You can construct that file simply by using your favorite text editor.

World file usually has suffix `.wld`, but sometimes it may has `.tfw`, `.tifw`, `.jgw` or other suffixes depending on the image file it comes with.

## 6.59 GXF – Grid eXchange File

---

### Driver short name

GXF

---

---

### Driver built-in by default

This driver is built-in by default

---

This is a raster exchange format propagated by Geosoft, and made a standard in the gravity/magnetics field. GDAL supports reading (but not writing) GXF-3 files, including support for georeferencing information, and projections.

By default, the datatype returned for GXF datasets by GDAL is Float32. You can specify the datatype by setting the `GXF_DATATYPE` configuration option (Float64 supported currently)

Details on the supporting code, and format can be found on the [GXF-3](#) page.

NOTE: Implemented as `gdal/frmts/gxf/gxfdataset.cpp`.

### 6.59.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.60 HDF4 – Hierarchical Data Format Release 4 (HDF4)

---

### Driver short name

HDF4

---

---

### Driver short name

HDF4Image

---



---

## Build dependencies

libdf

---

There are two HDF formats, HDF4 (4.x and previous releases) and HDF5. These formats are completely different and NOT compatible. This driver intended for HDF4 file formats importing. NASA's Earth Observing System (EOS) maintains its own HDF modification called HDF-EOS. This modification is suited for use with remote sensing data and fully compatible with underlying HDF. This driver can import HDF4-EOS files. Currently EOS use HDF4-EOS for data storing (telemetry from `Terra` and `Aqua` satellites). In the future they will switch to HDF5-EOS format, which will be used for telemetry from `Aura` satellite.

### 6.60.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.60.2 Multiple Image Handling (Subdatasets)

Hierarchical Data Format is a container for several different datasets. For data storing Scientific Datasets (SDS) used most often. SDS is a multidimensional array filled by data. One HDF file may contain several different SDS arrays. They may differ in size, number of dimensions and may represent data for different regions.

If the file contains only one SDS that appears to be an image, it may be accessed normally, but if it contains multiple images it may be necessary to import the file via a two step process. The first step is to get a report of the components images (SDS arrays) in the file using `gdalinfo`, and then to import the desired images using `gdal_translate`. The `gdalinfo` utility lists all multidimensional subdatasets from the input HDF file. The name of individual images (subdatasets) are assigned to the `SUBDATASET_n_NAME` metadata item. The description for each image is found in the `SUBDATASET_n_DESC` metadata item. For HDF4 images the subdataset names will be formatted like this:

*HDF4\_SDS:subdataset\_type:file\_name:subdataset\_index*

where *subdataset\_type* shows predefined names for some of the well known HDF datasets, *file\_name* is the name of the input file, and *subdataset\_index* is the index of the image to use (for internal use in GDAL).

On the second step you should provide this name for `gdalinfo` or `gdal_translate` for actual reading of the data.

For example, we want to read data from the MODIS Level 1B dataset:

```
$ gdalinfo GSUB1.A2001124.0855.003.200219309451.hdf
Driver: HDF4/Hierarchical Data Format Release 4
Size is 512, 512
```

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Coordinate System is ``

Metadata:

```

HDFEOSVersion=HDFEOS_V2.7
Number of Scans=204
Number of Day mode scans=204
Number of Night mode scans=0
Incomplete Scans=0

```

...a lot of metadata output skipped...

Subdatasets:

```

SUBDATASET_1_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:0
SUBDATASET_1_DESC=[408x271] Latitude (32-bit floating-point)
SUBDATASET_2_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:1
SUBDATASET_2_DESC=[408x271] Longitude (32-bit floating-point)
SUBDATASET_3_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:2
SUBDATASET_3_DESC=[12x2040x1354] EV_1KM_RefSB (16-bit unsigned integer)
SUBDATASET_4_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:3
SUBDATASET_4_DESC=[12x2040x1354] EV_1KM_RefSB_Uncert_Indexes (8-bit unsigned integer)
SUBDATASET_5_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:4
SUBDATASET_5_DESC=[408x271] Height (16-bit integer)
SUBDATASET_6_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:5
SUBDATASET_6_DESC=[408x271] SensorZenith (16-bit integer)
SUBDATASET_7_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:6
SUBDATASET_7_DESC=[408x271] SensorAzimuth (16-bit integer)
SUBDATASET_8_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:7
SUBDATASET_8_DESC=[408x271] Range (16-bit unsigned integer)
SUBDATASET_9_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:8
SUBDATASET_9_DESC=[408x271] SolarZenith (16-bit integer)
SUBDATASET_10_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:9
SUBDATASET_10_DESC=[408x271] SolarAzimuth (16-bit integer)
SUBDATASET_11_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:10
SUBDATASET_11_DESC=[408x271] gflags (8-bit unsigned integer)
SUBDATASET_12_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:12
SUBDATASET_12_DESC=[16x10] Noise in Thermal Detectors (8-bit unsigned integer)
SUBDATASET_13_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:13
SUBDATASET_13_DESC=[16x10] Change in relative responses of thermal detectors (8-bit
↳ unsigned integer)
SUBDATASET_14_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:14
SUBDATASET_14_DESC=[204x16x10] DC Restore Change for Thermal Bands (8-bit integer)
SUBDATASET_15_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:15
SUBDATASET_15_DESC=[204x2x40] DC Restore Change for Reflective 250m Bands (8-bit
↳ integer)
SUBDATASET_16_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:16
SUBDATASET_16_DESC=[204x5x20] DC Restore Change for Reflective 500m Bands (8-bit
↳ integer)
SUBDATASET_17_NAME=HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:17
SUBDATASET_17_DESC=[204x15x10] DC Restore Change for Reflective 1km Bands (8-bit
↳ integer)
Corner Coordinates:
Upper Left ( 0.0, 0.0)
Lower Left ( 0.0, 512.0)

```

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```
Upper Right ( 512.0, 0.0)
Lower Right ( 512.0, 512.0)
Center      ( 256.0, 256.0)
```

Now select one of the subdatasets, described as [12x2040x1354] EV\_1KM\_RefSB (16-bit unsigned integer):

```
$ gdalinfo HDF4_SDS:MODIS_L1B:GSUB1.A2001124.0855.003.200219309451.hdf:2
Driver: HDF4Image/HDF4 Internal Dataset
Size is 1354, 2040
Coordinate System is ``
Metadata:
  long_name=Earth View 1KM Reflective Solar Bands Scaled Integers
```

...metadata skipped...

```
Corner Coordinates:
Upper Left  ( 0.0, 0.0)
Lower Left  ( 0.0, 2040.0)
Upper Right ( 1354.0, 0.0)
Lower Right ( 1354.0, 2040.0)
Center      ( 677.0, 1020.0)
Band 1 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 2 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 3 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 4 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 5 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 6 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 7 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 8 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 9 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 10 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 11 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
Band 12 Block=1354x2040 Type=UInt16, ColorInterp=Undefined
```

Or you may use **gdal\_translate** for reading image bands from this dataset.

Note that you should provide exactly the contents of the line marked **SUBDATASET\_n\_NAME** to GDAL, including the **HDF4\_SDS:** prefix.

This driver is intended only for importing remote sensing and geospatial datasets in form of raster images. If you want explore all data contained in HDF file you should use another tools (you can find information about different HDF tools using links at end of this page).

### 6.60.3 Georeference

There is no universal way of storing georeferencing in HDF files. However, some product types have mechanisms for saving georeferencing, and some of these are supported by GDAL. Currently supported are (*subdataset\_type* shown in parenthesis):

- HDF4 files created by GDAL (**GDAL\_HDF4**)
- ASTER Level 1A (**ASTER\_L1A**)
- ASTER Level 1B (**ASTER\_L1B**)

- ASTER Level 2 (**ASTER\_L2**)
- ASTER DEM (**AST14DEM**)
- MODIS Level 1B Earth View products (**MODIS\_L1B**)
- MODIS Level 3 products (**MODIS\_L3**)
- SeaWiFS Level 3 Standard Mapped Image Products (**SEAWIFS\_L3**)

By default the hdf4 driver only reads the gcps from every 10th row and column from EOS\_SWATH datasets. You can change this behavior by setting the GEOL\_AS\_GCPS environment variable to PARTIAL (default), NONE, or FULL.

### 6.60.4 Creation Issues

This driver supports creation of the HDF4 Scientific Datasets. You may create set of 2D datasets (one per each input band) or single 3D dataset where the third dimension represents band numbers. All metadata and band descriptions from the input dataset are stored as HDF4 attributes. Projection information (if it exists) and affine transformation coefficients also stored in form of attributes. Files, created by GDAL have the special attribute:

“Signature=Created with GDAL (<http://www.remotesensing.org/gdal/>)”

and are automatically recognised when read, so the projection info and transformation matrix restored back.

Creation Options:

- **RANK=n**: Create **n**-dimensional SDS. Currently only 2D and 3D datasets supported. By default a 3-dimensional dataset will be created.

### 6.60.5 Metadata

All HDF4 attributes are transparently translated as GDAL metadata. In the HDF file attributes may be assigned assigned to the whole file as well as to particular subdatasets.

### 6.60.6 Open options

The following open option is supported:

- **LIST\_SDS=AUTO/YES/NO**: (GDAL >= 3.2) Whether to report Scientific Data Sets (SDS). By default, when a HDF file contains EOS\_SWATH or EOS\_GRID, SDS will not be listed as GDAL subdatasets (as this would cause them to be reported twice). Listing them can be forced by setting LIST\_SDS to YES.

### 6.60.7 Multidimensional API support

New in version 3.1.

The HDF4 driver supports the *Multidimensional Raster Data Model* for reading operations.

### 6.60.8 Driver building

This driver built on top of NCSA HDF library, so you need one to compile GDAL with HDF4 support. You may search your operating system distribution for the precompiled binaries or download source code or binaries from the NCSA HDF Home Page (see links below).

Please note, that NCSA HDF library compiled with several defaults which is defined in *hlimits.h* file. For example, *hlimits.h* defines the maximum number of opened files:

```
#  define MAX_FILE  32
```

If you need open more HDF4 files simultaneously you should change this value and rebuild HDF4 library (and relink GDAL if using static HDF libraries).

### 6.60.9 See Also

- Implemented as `gdal/frmts/hdf4/hdf4dataset.cpp` and `gdal/frmts/hdf4/hdf4imagedataset.cpp`.
- [The HDF Group](#)
- Sources of the data in HDF4 and HDF4-EOS formats:

[Earth Observing System Data Gateway](#)

Documentation to individual products, supported by this driver:

- [Geo-Referencing ASTER L1B Data](#)
- [ASTER Standard Data Product Specifications Document](#)
- [MODIS Level 1B Product Information and Status](#)
- [MODIS Ocean User's Guide](#)

## 6.61 HDF5 – Hierarchical Data Format Release 5 (HDF5)

---

#### Driver short name

HDF5

---



---

#### Driver short name

HDF5Image

---



---

#### Build dependencies

libhdf5

---

This driver intended for HDF5 file formats importing.

## 6.61.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

New in version 2.4:

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.61.2 Multiple Image Handling (Subdatasets)

Hierarchical Data Format is a container for several different datasets. For data storing. HDF contains multidimensional arrays filled by data. One HDF file may contain several arrays. They may differ in size, number of dimensions.

The first step is to get a report of the components images (arrays) in the file using **gdalinfo**, and then to import the desired images using **gdal\_translate**. The **gdalinfo** utility lists all multidimensional subdatasets from the input HDF file. The name of individual images (subdatasets) are assigned to the **SUBDATASET\_n\_NAME** metadata item. The description for each image is found in the **SUBDATASET\_n\_DESC** metadata item. For HDF5 images the subdataset names will be formatted like this:

*HDF5:file\_name:subdataset*

where:

*file\_name* is the name of the input file, and

*subdataset* is the dataset name of the array to use (for internal use in GDAL).

On the second step you should provide this name for **gdalinfo** or **gdal\_translate** for actual reading of the data.

For example, we want to read data from the OMI/Aura Ozone (O3) dataset:

```
$ gdalinfo OMI-Aura_L2-OMT03_2005m0326t2307-o03709_v002-2005m0428t201311.he5
Driver: HDF5/Hierarchical Data Format Release 5
Size is 512, 512
Coordinate System is ``

Subdatasets:
  SUBDATASET_1_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
↪he5"://HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/APrioriLayer03
  SUBDATASET_1_DESC=[1496x60x11] //HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/
↪APrioriLayer03 (32-bit floating-point)
  SUBDATASET_2_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
↪he5"://HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/AlgorithmFlags
  SUBDATASET_2_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/
↪AlgorithmFlags (8-bit unsigned character)
  SUBDATASET_3_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
↪he5"://HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/CloudFraction
  SUBDATASET_3_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_O3/Data_Fields/
```

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```

↳ CloudFraction (32-bit floating-point)
  SUBDATASET_4_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/CloudTopPressure
  SUBDATASET_4_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ CloudTopPressure (32-bit floating-point)
  SUBDATASET_5_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/ColumnAmount03
  SUBDATASET_5_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ ColumnAmount03 (32-bit floating-point)
  SUBDATASET_6_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/LayerEfficiency
  SUBDATASET_6_DESC=[1496x60x11] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ LayerEfficiency (32-bit floating-point)
  SUBDATASET_7_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/NValue
  SUBDATASET_7_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/NValue
  ↳ (32-bit floating-point)
  SUBDATASET_8_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/03BelowCloud
  SUBDATASET_8_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ 03BelowCloud (32-bit floating-point)
  SUBDATASET_9_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/QualityFlags
  SUBDATASET_9_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ QualityFlags (16-bit unsigned integer)
  SUBDATASET_10_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/Reflectivity331
  SUBDATASET_10_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ Reflectivity331 (32-bit floating-point)
  SUBDATASET_11_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/Reflectivity360
  SUBDATASET_11_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ Reflectivity360 (32-bit floating-point)
  SUBDATASET_12_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/Residual
  SUBDATASET_12_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ Residual (32-bit floating-point)
  SUBDATASET_13_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/ResidualStep1
  SUBDATASET_13_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ ResidualStep1 (32-bit floating-point)
  SUBDATASET_14_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/ResidualStep2
  SUBDATASET_14_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ ResidualStep2 (32-bit floating-point)
  SUBDATASET_15_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/SO2index
  SUBDATASET_15_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/SO2index
  ↳ (32-bit floating-point)
  SUBDATASET_16_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/Sensitivity
  SUBDATASET_16_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/

```

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```

↳ Sensitivity (32-bit floating-point)
  SUBDATASET_17_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/StepOne03
  SUBDATASET_17_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ StepOne03 (32-bit floating-point)
  SUBDATASET_18_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/StepTwo03
  SUBDATASET_18_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ StepTwo03 (32-bit floating-point)
  SUBDATASET_19_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/TerrainPressure
  SUBDATASET_19_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ TerrainPressure (32-bit floating-point)
  SUBDATASET_20_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/UVAerosolIndex
  SUBDATASET_20_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/
  ↳ UVAerosolIndex (32-bit floating-point)
  SUBDATASET_21_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/dN_dR
  SUBDATASET_21_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/dN_dR
  ↳ (32-bit floating-point)
  SUBDATASET_22_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/dN_dT
  SUBDATASET_22_DESC=[1496x60x12] //HDFEOS/SWATHS/OMI_Column_Amount_03/Data_Fields/dN_dT
  ↳ (32-bit floating-point)
  SUBDATASET_23_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/GroundPixelQualityFlags
  SUBDATASET_23_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ GroundPixelQualityFlags (16-bit unsigned integer)
  SUBDATASET_24_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/Latitude
  SUBDATASET_24_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ Latitude (32-bit floating-point)
  SUBDATASET_25_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/Longitude
  SUBDATASET_25_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ Longitude (32-bit floating-point)
  SUBDATASET_26_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/RelativeAzimuthAngle
  SUBDATASET_26_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ RelativeAzimuthAngle (32-bit floating-point)
  SUBDATASET_27_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/SolarAzimuthAngle
  SUBDATASET_27_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ SolarAzimuthAngle (32-bit floating-point)
  SUBDATASET_28_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/SolarZenithAngle
  SUBDATASET_28_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ SolarZenithAngle (32-bit floating-point)
  SUBDATASET_29_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/TerrainHeight
  SUBDATASET_29_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/

```

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```

↳ TerrainHeight (16-bit integer)
  SUBDATASET_30_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/ViewingAzimuthAngle
  SUBDATASET_30_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ ViewingAzimuthAngle (32-bit floating-point)
  SUBDATASET_31_NAME=HDF5:"OMI-Aura_L2-OMT03_2005m0113t0224-o02648_v002-2005m0625t035355.
  ↳ he5"://HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/ViewingZenithAngle
  SUBDATASET_31_DESC=[1496x60] //HDFEOS/SWATHS/OMI_Column_Amount_03/Geolocation_Fields/
  ↳ ViewingZenithAngle (32-bit floating-point)
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)

```

Now select one of the subdatasets, described as [1645x60] CloudFraction (32-bit floating-point):

```

$ gdalinfo HDF5:"OMI-Aura_L2-OMT03_2005m0326t2307-o03709_v002-2005m0428t201311.he5
↳ ":CloudFraction
Driver: HDF5Image/HDF5 Dataset
Size is 60, 1645
Coordinate System is:
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    TOWGS84[0,0,0,0,0,0,0],
    AUTHORITY["EPSG","6326"]],
  PRIMEM["Greenwich",0,
    AUTHORITY["EPSG","8901"]],
  UNIT["degree",0.0174532925199433,
    AUTHORITY["EPSG","9108"]],
  AXIS["Lat",NORTH],
  AXIS["Long",EAST],
  AUTHORITY["EPSG","4326"]]
GCP Projection = GEOGCS["WGS 84",DATUM["WGS_1984",SPHEROID["WGS 84",6378137,298.
↳ 257223563,AUTHORITY["EPSG","7030"]],TOWGS84[0,0,0,0,0,0,0],AUTHORITY["EPSG","6326"]],
↳ PRIMEM["Greenwich",0,AUTHORITY["EPSG","8901"]],UNIT["degree",0.0174532925199433,
↳ AUTHORITY["EPSG","9108"]],AXIS["Lat",NORTH],AXIS["Long",EAST],AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=, Info=
  (0.5,0.5) -> (261.575,-84.3495,0)
GCP[ 1]: Id=, Info=
  (2.5,0.5) -> (240.826,-85.9928,0)
GCP[ 2]: Id=, Info=
  (4.5,0.5) -> (216.754,-86.5932,0)
GCP[ 3]: Id=, Info=
  (6.5,0.5) -> (195.5,-86.5541,0)
GCP[ 4]: Id=, Info=
  (8.5,0.5) -> (180.265,-86.2009,0)
GCP[ 5]: Id=, Info=
  (10.5,0.5) -> (170.011,-85.7315,0)

```

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```
GCP[ 6]: Id=, Info=
          (12.5,0.5) -> (162.987,-85.2337,0)
... 3000 GCPs are read from the file if Latitude and Longitude arrays are presents
```

Corner Coordinates: Upper Left ( 0.0, 0.0) Lower Left ( 0.0, 1645.0) Upper Right ( 60.0, 0.0) Lower Right ( 60.0, 1645.0) Center ( 30.0, 822.5) Band 1 Block=60x1 Type=Float32, ColorInterp=Undefined Open GDAL Datasets: 1 N DriverIsNULL 512x512x0

You may use **gdal\_translate** for reading image bands from this dataset.

Note that you should provide exactly the contents of the line marked **SUBDATASET\_n\_NAME** to GDAL, including the **HDF5:** prefix.

This driver is intended only for importing remote sensing and geospatial datasets in form of raster images(2D or 3D arrays). If you want explore all data contained in HDF file you should use another tools (you can find information about different HDF tools using links at end of this page).

### 6.61.3 Georeference

There is no universal way of storing georeferencing in HDF files. However, some product types have mechanisms for saving georeferencing, and some of these are supported by GDAL. Currently supported are (*subdataset\_type* shown in parenthesis):

- HDF5 OMI/Aura Ozone (O3) Total Column 1-Orbit L2 Swath 13x24km (**Level-2 OMT03**)

### 6.61.4 Multi-file support

Starting with GDAL 3.1, the driver supports opening datasets split over several files using the ‘family’ HDF5 file driver. For that, GDAL must be provided with the filename of the first part, containing in it a single ‘0’ (zero) character, or ending with 0.h5 or 0.hdf5

### 6.61.5 Multidimensional API support

New in version 3.1.

The HDF5 driver supports the *Multidimensional Raster Data Model* for reading operations.

### 6.61.6 Driver building

This driver built on top of NCSA HDF5 library, so you need to download prebuild HDF5 libraries: HDF5-1.6.4 library or higher. You also need zlib 1.2 and szlib 2.0. For windows user be sure to set the attributes writable (especially if you are using Cygwin) and that the DLLs can be located somewhere by your PATH environment variable. You may also download source code NCSA HDF Home Page (see links below).

### 6.61.7 See Also

Implemented as `gdal/frmts/hdf5/hdf5dataset.cpp` and `gdal/frmts/hdf5/hdf5imagedataset.cpp`.

The NCSA HDF5 Download Page at the National Center for Supercomputing Applications

The HDFView is a visual tool for browsing and editing NCSA HDF4 and HDF5 files.

Documentation to individual products, supported by this driver:

- OMT03: OMI/Aura Ozone (O3) Total Column 1-Orbit L2 Swath 13x24km V003

## 6.62 HEIF / HEIC – ISO/IEC 23008-12:2017 High Efficiency Image File Format

New in version 3.2.

---

### Driver short name

HEIF

---



---

### Build dependencies

libheif (>= 1.1), built against libde265

---

High Efficiency Image File Format (HEIF) is a container format for individual images and image sequences. The driver has mostly been developed and tested to be able to read images using the High Efficiency Video Coding (HEVC, ITU-T H.265) codec. Such images are usually called HEIC (HEVC in HEIF) files, and have the .heic extension. iOS 11 can generate such files.

libheif 1.4 or later is needed to support images with more than 8-bits per channel.

The driver can read EXIF metadatata (exposed in the EXIF metadata domain) and XMP metadata (exposed in the `xml:XMP` metadata domain)

The driver will expose the thumbnail as an overview (when its number of bands matches the one of the full resolution image)

If a file contains several top-level images, they will be exposed as GDAL subdatasets.

### 6.62.1 Driver capabilities

---

#### Supports VirtualIO

if libheif >= 1.4

---

### 6.62.2 Built hints on Windows

- Download source archives for libheif at <https://github.com/strukturag/libheif> and libde265 at <https://github.com/strukturag/libde265>
- Unpack the archives (for example libde265-1.0.5.tar.gz and libheif-1.7.0.tar.gz)
- Build libde265:

```
cd libde265-1.0.5
mkdir build
cd build
cmake -G "Visual Studio 15 2017 Win64" .. -DCMAKE_INSTALL_PREFIX=c:/dev/
install-libheif
cmake --build . --config Release --target install
cd ..
copy libde265\de265.h c:/dev/install-libheif/include/libde265
copy libde265\de265-version.h c:/dev/install-libheif/include/libde265
cd ..
```

- Build libheif with libde265 support:

```
cd libheif-1.7.0
mkdir build
cd build
cmake -G "Visual Studio 15 2017 Win64" .. \
  -DCMAKE_INSTALL_PREFIX=c:/dev/install-libheif \
  -DLIBDE265_FOUND=ON \
  -DLIBDE265_CFLAGS=/Ic:/dev/install-libheif/include \
  -DLIBDE265_LIBRARIES=c:/dev/install-libheif/lib/libde265
```

- Add in GDAL's nmake.local the following lines before building GDAL:

```
HEIF_INC = -Ic:\dev\install-libheif\include
HEIF_LIB = C:\dev\install-libheif\lib\heif.lib
```

## 6.63 HF2 – HF2/HFZ heightfield raster

---

### Driver short name

HF2

---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports reading and writing HF2/HFZ/HF2.GZ heightfield raster datasets.

HF2 is a heightfield format that records difference between consecutive cell values. HF2 files can also optionally be compressed by the gzip algorithm, and so the HF2.GZ files (or HFZ, equivalently) may be significantly smaller than the uncompressed data. The file format enables the user to have control on the desired accuracy through the vertical precision parameter.

GDAL can read and write georeferencing information through extended header blocks.

### 6.63.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.63.2 Creation options

- **COMPRESS=**YES/NO : whether the file must be compressed with GZip or no. Defaults to NO
- **BLOCKSIZE=**block\_size : internal tile size. Must be  $\geq 8$ . Defaults to 256
- **VERTICAL\_PRECISION=**vertical\_precision : Must be  $> 0$ . Defaults to 0.01

Increasing the vertical precision decreases the file size, especially with COMPRESS=YES, but at the loss of accuracy.

### 6.63.3 See also

- [Specification of HF2/HFZ format](#)
- [Specification of HF2 extended header blocks](#)

## 6.64 HFA – Erdas Imagine .img

---

#### Driver short name

HFA

---



---

#### Driver built-in by default

This driver is built-in by default

---

GDAL supports Erdas Imagine .img format for read access and write. The driver supports reading overviews, palettes, and georeferencing. It supports the Erdas band types u8, s8, u16, s16, u32, s32, f32, f64, c64 and c128.

Compressed and missing tiles in Erdas files should be handled properly on read. Files between 2GiB and 4GiB in size should work on Windows NT, and may work on some Unix platforms. Files with external spill files (needed for datasets larger than 2GiB) are also support for reading and writing.

Metadata reading and writing is supported at the dataset level, and for bands, but this is GDAL specific metadata - not metadata in an Imagine recognized form. The metadata is stored in a table called GDAL\_MetaData with each column being a metadata item. The title is the key and the row 1 value is the value.

### 6.64.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.64.2 Creation Issues

Erdas Imagine files can be created with any GDAL defined band type, including the complex types. Created files may have any number of bands. Pseudo-Color tables will be written if using the *GDALDriver::CreateCopy()* methodology. Most projections should be supported though translation of unusual datums (other than WGS84, WGS72, NAD83, and NAD27) may be problematic.

Creation Options:

- **BLOCKSIZE=blocksize**: Tile width/height (32-2048). Default=64
- **USE\_SPILL=YES**: Force the generation of a spill file (by default spill file created for images larger 2GiB only). Default=NO
- **COMPRESSED=YES**: Create file as compressed. Use of spill file disables compression. Default=NO
- **NBITS=1/2/4**: Create file with special sub-byte data types.
- **PIXELTYPE=[DEFAULT/SIGNEDBYTE]**: By setting this to SIGNEDBYTE, a new Byte file can be forced to be written as signed byte.
- **AUX=YES**: To create a .aux file. Default=NO
- **IGNOREUTM=YES** : Ignore UTM when selecting coordinate system - will use Transverse Mercator. Only used for Create() method. Default=NO
- **STATISTICS=YES** : To generate statistics and a histogram. Default=NO

- **DEPENDENT\_FILE=filename** : Name of dependent file (must not have absolute path). Optional
- **FORCETOPESTRING=YES**: Force use of ArcGIS PE String in file instead of Imagine coordinate system format. In some cases this improves ArcGIS coordinate system compatibility.

Erdas Imagine supports external creation of overviews (with `gdaladdo` for instance). To force them to be created in an `.rrd` file (rather than inside the original `.img`) set the global config option `HFA_USE_RRD=YES`.

Layer names can be set and retrieved with the `GDALSetDescription/GDALGetDescription` calls on the Raster Band objects.

Some HFA band metadata exported to GDAL metadata:

- **LAYER\_TYPE** - layer type (athematic, ... )
- **OVERVIEWS\_ALGORITHM** - layer overviews algorithm ('IMAGINE 2X2 Resampling', 'IMAGINE 4X4 Resampling', and others)

### 6.64.3 Configuration Options

Currently three runtime configuration options are supported by the HFA driver:

- **HFA\_USE\_RRD=YES/NO** : Whether to force creation of external overviews in Erdas rrd format and with `.rrd` file name extension (`gdaladdo` with combination `-ro -config USE_RRD YES` creates overview file with `.aux` extension).
- **HFA\_COMPRESS\_OVR=YES/NO** : Whether to create compressed overviews. Default is to only create compressed overviews when the file is compressed.

This configuration option can be used when building external overviews for a base image that is not in Erdas Imagine format. Resulting overview file will use the rrd structure and have `.aux` extension.

```
gdaladdo out.tif --config USE_RRD YES --config HFA_COMPRESS_OVR YES 2 4 8
```

Erdas Imagine and older ArcGIS versions may recognize overviews for some image formats only if they have `.rrd` extension. In this case use:

```
gdaladdo out.tif --config USE_RRD YES --config HFA_USE_RRD YES --config HFA_
↳ COMPRESS_OVR YES 2 4 8
```

- (GDAL >= 2.3) The block size (tile width/height) used for overviews can be specified by setting the **GDAL\_HFA\_OVR\_BLOCKSIZE** configuration option to a power- of-two value between 32 and 2048. The default value is 64.

### 6.64.4 See Also

- Implemented as `gdal/frmts/hfa/hfadataset.cpp`.
- More information, and other tools are available on the [Imagine \(.img\) Reader](#) page as saved by archive.org.
- [Erdas.com](http://Erdas.com)

## 6.65 RST – Idrisi Raster Format

---

### Driver short name

RST

---

---

### Driver built-in by default

This driver is built-in by default

---

This format is basically a raw one. There is just one band per files, except in the RGB24 data type where the Red, Green and Blue bands are store interleaved by pixels in the order Blue, Green and Red. The others data type are unsigned 8 bits integer with values from 0 to 255 or signed 16 bits integer with values from -32.768 to 32.767 or 32 bits single precision floating point.32 bits. The description of the file is stored in a accompanying text file, extension RDC.

The RDC image description file doesn't include color table, or detailed geographic referencing information. The color table if present can be obtained by another accompanying file using the same base name as the RST file and SMP as extension.

For geographical referencing identification, the RDC file contains information that points to a file that holds the geographic reference details. Those files uses extension REF and resides in the same folder as the RST image or more likely in the Idrisi installation folders.

Therefore the presence or absence of the Idrisi software in the running operation system will determine the way that this driver will work. By setting the environment variable IDRISIDIR pointing to the Idrisi main installation folder will enable GDAL to find more detailed information about geographical reference and projection in the REF files.

Note that the RST driver recognizes the name convention used in Idrisi for UTM and State Plane geographic reference so it doesn't need to access the REF files. That is the case for RDC file that specify "utm-30n" or "spc87ma1" in the "ref. system" field. Note that exporting to RST in any other geographical reference system will generate a suggested REF content in the comment section of the RDC file.

- ".rst" the raw image file
- ".rdc" the description file
- ".smp" the color table file
- ".ref" the geographical reference file

### 6.65.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

---



This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.65.2 See Also

- Implemented as `gdal/frmts/idrisi/IdrisiDataset.cpp`.
- [www.idrisi.com](http://www.idrisi.com)

## 6.66 ILWIS – Raster Map

---

### Driver short name

ILWIS

---

---

### Driver built-in by default

This driver is built-in by default

---

This driver implements reading and writing of ILWIS raster maps and map lists. Select the raster files with the `.mpr` (for raster map) or the `.mpl` (for maplist) extensions.

Features:

- Support for Byte, Int16, Int32 and Float64 pixel data types.
- Supports map lists with an associated set of ILWIS raster maps.
- Read and write geo-reference (`.grf`). Support for geo-referencing transform is limited to north-oriented GeoRef-Corner only. If possible the affine transform is computed from the corner coordinates.
- Read and write coordinate files (`.csy`). Support is limited to: Projection type of Projection and Lat/Lon type that are defined in `.csy` file, the rest of pre-defined projection types are ignored.

Limitations:

- Map lists with internal raster map storage (such as produced through Import General Raster) are not supported.
- ILWIS domain (`.dom`) and representation (`.rpr`) files are currently ignored.

NOTE: Implemented in `gdal/frmts/ilwis`.

See Also: <http://www.itc.nl/ilwis/default.asp> .

### 6.66.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.67 IRIS – Vaisala’s weather radar software format

---

#### Driver short name

IRIS

---

---

#### Driver built-in by default

This driver is built-in by default

---

This read-only GDAL driver is designed to provide access to the products generated by the IRIS weather radar software. IRIS software format includes a lot of products, and some of them aren’t even raster. The driver can read currently:

- PPI (reflectivity and speed): Plan position indicator
- CAPPI: Constant Altitude Plan position indicator
- RAIN1: Hourly rainfall accumulation
- RAINN: N-Hour rainfall accumulation
- TOPS: Height for selectable dBZ contour
- VIL: Vertically integrated liquid for selected layer
- MAX: Column Max Z WF W/NS Sections

Most of the metadata is read.

Vaisala provides information about the format and software at <http://www.vaisala.com/en/defense/products/weatherradar/Pages/IRIS.aspx>.

NOTE: Implemented as `gdal/frmts/iris/irisdataset.cpp`.

### 6.67.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.68 ISCE – ISCE

---

#### Driver short name

ISCE

---



---

#### Driver built-in by default

This driver is built-in by default

---

Driver for the image formats used in the JPL's Interferometric synthetic aperture radar Scientific Computing Environment (ISCE). Only images with data types mappable to GDAL data types are supported.

Image properties are stored under the ISCE metadata domain, but there is currently no support to access underlying components elements and their properties. Likewise, ISCE domain metadata will be saved as properties in the image XML file.

Georeferencing is not yet implemented.

The `ACCESS_MODE` property is not currently honored.

The only creation option currently is `SCHEME`, which value (`BIL`, `BIP`, `BSQ`) determine the interleaving (default is `BIP`).

NOTE: Implemented as `gdal/frmts/raw/iscedataset.cpp`.

### 6.68.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

### Supports Georeferencing

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.69 ISG – International Service for the Geoid

New in version 3.1.

---

### Driver short name

ISG

---

---

### Driver built-in by default

This driver is built-in by default

---

Supports reading grids in the International Service for the Geoid text format, used for number of geoid models at [http://www.isgeoid.polimi.it/Geoid/reg\\_list.html](http://www.isgeoid.polimi.it/Geoid/reg_list.html)

Format specification is at [http://www.isgeoid.polimi.it/Geoid/ISG\\_format\\_20160121.pdf](http://www.isgeoid.polimi.it/Geoid/ISG_format_20160121.pdf)

NOTE: Implemented as `gdal/frmts/aaigrid/aaigriddataset.cpp`.

### 6.69.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

**Note:** WGS84 will always be arbitrarily reported as the interpolation CRS of the grid. Consult grid documentation for exact CRS to apply.

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.70 ISIS2 – USGS Astrogeology ISIS Cube (Version 2)

---

### Driver short name

ISIS2

---



---

### Driver built-in by default

This driver is built-in by default

---

ISIS2 is a format used by the USGS Planetary Cartography group to store and distribute planetary imagery data. GDAL provides read and write access to ISIS2 formatted imagery data.

ISIS2 files often have the extension .cub, sometimes with an associated .lbl (label) file. When a .lbl file exists it should be used as the dataset name rather than the .cub file.

In addition to support for most ISIS2 imagery configurations, this driver also reads georeferencing and coordinate system information as well as selected other header metadata.

Implementation of this driver was supported by the United States Geological Survey.

ISIS2 is part of a family of related formats including PDS and ISIS3.

### 6.70.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---



---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.70.2 Creation Issues

Currently the ISIS2 writer writes a very minimal header with only the image structure information. No coordinate system, georeferencing or other metadata is captured.

### 6.70.2.1 Creation Options

- **LABELING\_METHOD=ATTACHED/DETACHED:** Determines whether the header labeling should be in the same file as the imagery (the default - ATTACHED) or in a separate file (DETACHED).
- **IMAGE\_EXTENSION=extension:** Set the extension used for detached image files, defaults to “cub”. Only used if LABELING\_METHOD=DETACHED.

## 6.70.3 See Also

- Implemented as `gdal/frmts/pds/isis2dataset.cpp`.
- *PDS – Planetary Data System v3* driver
- *ISIS3 – USGS Astrogeology ISIS Cube (Version 3)* driver

## 6.71 ISIS3 – USGS Astrogeology ISIS Cube (Version 3)

---

**Driver short name**

ISIS3

---

---

**Driver built-in by default**

This driver is built-in by default

---

ISIS3 is a format used by the USGS Planetary Cartography group to store and distribute planetary imagery data. GDAL provides read/creation/update access to ISIS3 formatted imagery data.

ISIS3 files often have the extension `.cub`, sometimes with an associated `.lbl` (label) file. When a `.lbl` file exists it should be used as the dataset name rather than the `.cub` file. Since GDAL 2.2, the driver also supports imagery stored in a separate GeoTIFF file.

In addition to support for most ISIS3 imagery configurations, this driver also reads georeferencing and coordinate system information as well as selected other header metadata.

Starting with GDAL 2.2, a mask band is attached to each source band. The value of this mask band is 0 when the pixel value is the NULL value or one of the low/high on-instrument/processed saturation value, or 255 when the pixel value is valid.

Implementation of this driver was supported by the United States Geological Survey.

ISIS3 is part of a family of related formats including PDS and ISIS2.

### 6.71.1 Driver capabilities

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

### 6.71.2 Metadata

Starting with GDAL 2.2, the ISIS3 label can be retrieved as JSON-serialized content in the json:ISIS3 metadata domain.

For example:

```
$ python
from osgeo import gdal
ds = gdal.Open('../autotest/gdrivers/data/isis3_detached.lbl')
print(ds.GetMetadata_List('json:ISIS3')[0])
{
  "IsisCube":{
    "_type":"object",
    "Core":{
      "_type":"object",
      "StartByte":1,
      "^Core":"isis3_detached.cub",
      "Format":"BandSequential",
      "Dimensions":{
        "_type":"group",
        "Samples":317,
        "Lines":30,
        "Bands":1
      },
      "Pixels":{
        "_type":"group",
        "Type":"UnsignedByte",
        "ByteOrder":"Lsb",
        "Base":0.000000,
        "Multiplier":1.000000
      }
    }
  }
```

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```

    }
  },
  "Instrument":{
    "_type":"group",
    "TargetName":"Mars"
  },
  "BandBin":{
    "_type":"group",
    "Center":1.000000,
    "OriginalBand":1
  },
  "Mapping":{
    "_type":"group",
    "ProjectionName":"Equirectangular",
    "CenterLongitude":184.412994,
    "TargetName":"Mars",
    "EquatorialRadius":{
      "value":3396190.000000,
      "unit":"meters"
    },
    "PolarRadius":{
      "value":3376200.000000,
      "unit":"meters"
    },
    "LatitudeType":"Planetographic",
    "LongitudeDirection":"PositiveWest",
    "LongitudeDomain":360,
    "MinimumLatitude":-14.822815,
    "MaximumLatitude":-14.727503,
    "MinimumLongitude":184.441132,
    "MaximumLongitude":184.496521,
    "UpperLeftCornerX":-4766.964984,
    "UpperLeftCornerY":-872623.628822,
    "PixelResolution":{
      "value":10.102500,
      "unit":"meters\\pixel"
    },
    "Scale":{
      "value":5864.945312,
      "unit":"pixels\\degree"
    },
    "CenterLatitude":-15.147000,
    "CenterLatitudeRadius":3394813.857978
  }
},
"Label":{
  "_type":"object",
  "Bytes":65536,
},
"History":{
  "_type":"object",
  "Name":"IsisCube",

```

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```

    "StartByte":1,
    "Bytes":957,
    "^History":"r0200357_10m_Jul20_o_i3_detatched.History.IsisCube"
  },
  "OriginalLabel":{
    "_type":"object",
    "Name":"IsisCube",
    "StartByte":1,
    "Bytes":2482,
    "^OriginalLabel":"r0200357_10m_Jul20_o_i3_detatched.OriginalLabel.IsisCube"
  }
}

```

or

```
$ gdalinfo -json ../autotest/gdrivers/data/isis3_detatched.lbl -mdd all
```

On creation, a source template label can be passed to the SetMetadata() interface in the “json:ISIS3” metadata domain.

### 6.71.3 Creation support

Starting with GDAL 2.2, the ISIS3 driver supports updating imagery of existing datasets, creating new datasets through the CreateCopy() and Create() interfaces.

When using CreateCopy(), gdal\_translate or gdalwarp, an effort is made to preserve as much as possible of the original label when doing ISIS3 to ISIS3 conversions. This can be disabled with the USE\_SRC\_LABEL=NO creation option.

The available creation options are:

- **DATA\_LOCATION**=LABEL/EXTERNAL/GEOTIFF. To specify the location of pixel data. The default value is LABEL, ie imagery immediately follows the label. If using EXTERNAL, the imagery is put in a raw file whose filename is the main filename with a .cub extension. If using GEOTIFF, the imagery is put in a separate GeoTIFF file, whose filename is the main filename with a .tif extension.
- **GEOTIFF\_AS\_REGULAR\_EXTERNAL**=YES/NO. Whether the GeoTIFF file, if uncompressed, should be registered as a regular raw file. Defaults to YES, so as to maximize the compatibility with earlier version of the ISIS3 driver.
- **GEOTIFF\_OPTIONS**=string. Comma separated list of KEY=VALUE tuples to forward to the GeoTIFF driver. e.g. GEOTIFF\_OPTIONS=COMPRESS=LZW.
- **EXTERNAL\_FILENAME**=filename. Override default external filename. Only for DATA\_LOCATION=EXTERNAL or GEOTIFF.
- **TILED**=YES/NO. Whether the pixel data should be tiled. Default is NO (ie band sequential organization).
- **BLOCKXSIZE**=int\_value. Tile width in pixels. Only used if TILED=YES. Defaults to 256.
- **BLOCKYSIZE**=int\_value. Tile height in pixels. Only used if TILED=YES. Defaults to 256.
- **COMMENT**=string. Comment to add into the label.
- **LATITUDE\_TYPE**=Planetocentric/Planetographic. Value of Mapping.LatitudeType. Defaults to Planetocentric. If specified, and USE\_SRC\_MAPPING is in effect, this will be taken into account to override the source LatitudeType.

- **LONGITUDE\_DIRECTION**=PositiveEast/PositiveWest. Value of Mapping.LongitudeDirection. Defaults to PositiveEast. If specified, and USE\_SRC\_MAPPING is in effect, this will be taken into account to override the source LongitudeDirection.
- **TARGET\_NAME**=string. Value of Mapping.TargetName. This is normally deduced from the SRS datum name. If specified, and USE\_SRC\_MAPPING is in effect, this will be taken into account to override the source TargetName.
- **FORCE\_360**=YES/NO. Whether to force longitudes in the [0, 360] range. Defaults to NO.
- **WRITE\_BOUNDING\_DEGREES**=YES/NO. Whether to write Min/MaximumLong/ Latitude values. Defaults to YES.
- **BOUNDING\_DEGREES**=min\_long,min\_lat,max\_long,max\_lat. Manually set bounding box (values will not be modified by LONGITUDE\_DIRECTION or FORCE\_360 options).
- **USE\_SRC\_LABEL**=YES/NO. Whether to use source label in ISIS3 to ISIS3 conversions. Defaults to YES.
- **USE\_SRC\_MAPPING**=YES/NO. Whether to use Mapping group from source label in ISIS3 to ISIS3 conversions. Defaults to NO (that is to say that the content of Mapping group will be created from new dataset geotransform and projection). Only used if USE\_SRC\_LABEL=YES
- **USE\_SRC\_HISTORY**=YES/NO. Whether to use the content pointed by the source History object in ISIS3 to ISIS3 conversions, and write it to the new dataset. Defaults to YES. Only used if USE\_SRC\_LABEL=YES. If ADD\_GDAL\_HISTORY and USE\_SRC\_HISTORY are set to YES (or unspecified), a new history section will be appended to the existing history.
- **ADD\_GDAL\_HISTORY**=YES/NO. Whether to add GDAL specific history in the content pointed by the History object in ISIS3 to ISIS3 conversions. Defaults to YES. Only used if USE\_SRC\_LABEL=YES. If ADD\_GDAL\_HISTORY and USE\_SRC\_HISTORY are set to YES (or unspecified), a new history section will be appended to the existing history. When ADD\_GDAL\_HISTORY=YES, the history is normally composed from current GDAL version, binary name and path, host name, user name and source and target filenames. It is possible to completely override it by specifying the GDAL\_HISTORY option.
- **GDAL\_HISTORY**=string. Manually defined GDAL history. Must be formatted as ISIS3 PDL. If not specified, it is automatically composed. Only used if ADD\_GDAL\_HISTORY=YES (or unspecified).

### 6.71.4 Examples

How to create a copy of a source ISIS3 dataset to another ISIS3 dataset while modifying a parameter of IsisCube.Mapping group, by using GDAL Python :

```
import json
from osgeo import gdal

src_ds = gdal.Open('in.lbl')
# Load source label as JSON
label = json.loads( src_ds.GetMetadata_List('json:ISIS3')[0] )
# Update parameter
label["IsisCube"]["Mapping"]["TargetName"] = "Moon"

# Instantiate new raster
# Note the USE_SRC_MAPPING=YES creation option, since we modified the
# IsisCube.Mapping section, which otherwise is completely rewritten from
# the geotransform and projection attached to the output dataset.
out_ds = gdal.GetDriverByName('ISIS3').Create('out.lbl',
                                              src_ds.RasterXSize,
```

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```

src_ds.RasterYSize,
src_ds.RasterCount,
src_ds.GetRasterBand(1).DataType,
options = ['USE_SRC_MAPPING=YES'])

# Attach the modified label
out_ds.SetMetadata( [json.dumps(label)], 'json:ISIS3' )

# Copy imagery (assumes that each band fits into memory, otherwise a line-by
# line or block-per-block strategy would be more appropriate )
for i in range(src_ds.RasterCount):
    out_ds.GetRasterBand(1).WriteRaster( 0, 0,
                                          src_ds.RasterXSize,
                                          src_ds.RasterYSize,
                                          src_ds.GetRasterBand(1).ReadRaster() )

out_ds = None
src_ds = None

```

### 6.71.5 See Also

- Implemented as `gdal/frmts/pds/isis3dataset.cpp`.
- *GDAL PDS Driver*
- *GDAL ISIS2 Driver*

## 6.72 JDEM – Japanese DEM (.mem)

---

### Driver short name

JDEM

---



---

### Driver built-in by default

This driver is built-in by default

---

GDAL includes read support for Japanese DEM files, normally having the extension `.mem`. These files are a product of the Japanese Geographic Survey Institute.

These files are represented as having one 32bit floating band with elevation data. The georeferencing of the files is returned as well as the coordinate system (always lat/long on the Tokyo datum).

There is no update or creation support for this format.

NOTE: Implemented as `gdal/frmts/jdem/jdemdataset.cpp`.

See Also: [Geographic Survey Institute \(GSI\) Web Site](#).

### 6.72.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.73 JP2ECW – ERDAS JPEG2000 (.jp2)

---

**Driver short name**

JP2ECW

---

---

**Build dependencies**

ECW SDK

---

GDAL supports reading and writing JPEG2000 files using the ERDAS ECW/JP2 SDK developed by Hexagon Geospatial (formerly Intergraph, ERDAS, ERMapper). Support is optional and requires linking in the libraries available from the ECW/JP2 SDK Download page.

Coordinate system and georeferencing transformations are read, and some degree of support is included for GeoJP2 (tm) (GeoTIFF-in-JPEG2000), ERDAS GML-in-JPEG2000, and the new GML-in-JPEG2000 specification developed at OGC.

### 6.73.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

**Supports Create()**

This driver supports the *GDALDriver::Create()* operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

---

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.73.2 Licensing

The ERDAS ECW/JP2 SDK v5.x is available under multiple license types. For Desktop usage, decoding any sized ECW/JP2 image is made available free of charge. To compress, deploy on a Server platform, or decode unlimited sized files on Mobile platforms a license must be purchased from Hexagon Geospatial.

### 6.73.3 History

- v3.x - Last release, 2006
- v4.x - Last release, 2012
- v5.x - Active development, 2013 - current

### 6.73.4 Georeferencing

Georeferencing information can come from different sources : internal (GeoJP2 or GMLJP2 boxes), worldfile .j2w/.wld sidecar files, or PAM (Persistent Auxiliary metadata) .aux.xml sidecar files. By default, information is fetched in following order (first listed is the most priority): PAM, GeoJP2, GMLJP2, WORLDFILE.

Starting with GDAL 2.2, the allowed sources and their priority order can be changed with the GDAL\_GEOREF\_SOURCES configuration option (or GEOREF\_SOURCES open option) whose value is a comma-separated list of the following keywords : PAM, GEOJP2, GMLJP2, INTERNAL (shortcut for GEOJP2,GMLJP2), WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or internal JP2 boxes. Setting it to “PAM,WORLDFILE,GEOJP2” will use the mentioned sources and ignore GMLJP2 boxes.

### 6.73.5 Option Options

The following open option is available:

- **1BIT\_ALPHA\_PROMOTION=YES/NO:** Whether a 1-bit alpha channel should be promoted to 8-bit. Defaults to YES.
- **GEOREF\_SOURCES=string:** (GDAL > 2.2) Define which georeferencing sources are allowed and their priority order. See [Georeferencing](#) paragraph.

### 6.73.6 Creation Options:

Note: Only Licensing and compression target need to be specified. The ECW/JP2 SDK will default all other options to recommended settings based on the input characteristics. Changing other options can *substantially* impact decoding speed and compatibility with other JPEG2000 toolkits.

- **LARGE\_OK=YES:** (*v3.x SDK only*) Allow compressing files larger than 500MB in accordance with EULA terms. Deprecated since v4.x and replaced by ECW\_ENCODE\_KEY & ECW\_ENCODE\_COMPANY.

- **ECW\_ENCODE\_KEY=key:** (*v4.x SDK or higher*) Provide the OEM encoding key to unlock encoding capability up to the licensed gigapixel limit. The key is approximately 129 hex digits long. The Company and Key must match and must be re-generated with each minor release of the SDK. It may also be provided globally as a configuration option.
- **ECW\_ENCODE\_COMPANY=name:** (*v4.x SDK or higher*) Provide the name of the company in the issued OEM key (see ECW\_ENCODE\_KEY). The Company and Key must match and must be re-generated with each minor release of the SDK. It may also be provided globally as a configuration option.
- **TARGET=percent:** Set the target size reduction as a percentage of the original. If not provided defaults to 75 for an 75% reduction. TARGET=0 uses lossless compression.
- **PROJ=name:** Name of the ECW projection string to use. Common examples are NUTM11, or GEODETIC.
- **DATUM=name:** Name of the ECW datum string to use. Common examples are WGS84 or NAD83.
- **GMLJP2=YES/NO:** Indicates whether a GML box conforming to the OGC GML in JPEG2000 specification should be included in the file. Unless GMLJP2V2\_DEF is used, the version of the GMLJP2 box will be version 1. Defaults to YES.
- **GMLJP2V2\_DEF=filename:** Indicates whether a GML box conforming to the [OGC GML in JPEG2000, version 2](#) specification should be included in the file. *filename* must point to a file with a JSoN content that defines how the GMLJP2 v2 box should be built. See [GMLJP2v2 definition file section](#) in documentation of the JP2OpenJPEG driver for the syntax of the JSoN configuration file. It is also possible to directly pass the JSoN content inlined as a string. If filename is just set to YES, a minimal instance will be built.
- **GeoJP2=YES/NO:** Indicates whether a UUID/GeoTIFF box conforming to the GeoJP2 (GeoTIFF in JPEG2000) specification should be included in the file. Defaults to YES.
- **PROFILE=profile:** One of BASELINE\_0, BASELINE\_1, BASELINE\_2, NPJE or EPJE. Review the ECW SDK documentation for details on profile meanings.
- **PROGRESSION=LRCP/RLCP/RPCL:** Set the progression order with which the JPEG2000 codestream is written. (Default, RPCL)
- **CODESTREAM\_ONLY=YES/NO:** If set to YES, only the compressed imagery code stream will be written. If NO a JP2 package will be written around the code stream including a variety of meta information. (Default, NO)
- **LEVELS=n:** Resolution levels in pyramid (by default so many that the size of the smallest thumbnail image is 64x64 pixels at maximum)
- **LAYERS=n:** Quality layers (default, 1)
- **PRECINCT\_WIDTH=n:** Precinct Width (default, 64)
- **PRECINCT\_HEIGHT=n:** Precinct Height (default 64)
- **TILE\_WIDTH=n:** Tile Width (default, image width eg. 1 tile). Apart from GeoTIFF, in JPEG2000 tiling is not critical for speed if precincts are used. The minimum tile size allowed by the standard is 1024x1024 pixels.
- **TILE\_HEIGHT=n:** Tile Height (default, image height eg. 1 tile)
- **INCLUDE\_SOP=YES/NO:** Output Start of Packet Marker (default false)
- **INCLUDE\_EPH=YES/NO:** Output End of Packet Header Marker (default true)
- **DECOMPRESS\_LAYERS=n:** The number of quality layers to decode
- **DECOMPRESS\_RECONSTRUCTION\_PARAMETER=n:** IRREVERSIBLE\_9x7 or REVERSIBLE\_5x3
- **WRITE\_METADATA=YES/NO:** Whether metadata should be written, in a dedicated JP2 XML box. Defaults to NO. The content of the XML box will be like:

```

<GDALMultiDomainMetadata>
  <Metadata>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='aux_domain'>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='a_xml_domain' format='xml'>
    <arbitrary_xml_content>
    </arbitrary_xml_content>
  </Metadata>
</GDALMultiDomainMetadata>

```

If there are metadata domain whose name starts with “xml:BOX\_”, they will be written each as separate JP2 XML box.

If there is a metadata domain whose name is “xml:XMP”, its content will be written as a JP2 UUID XMP box.

- **MAIN\_MD\_DOMAIN\_ONLY=YES/NO:** (Only if WRITE\_METADATA=YES) Whether only metadata from the main domain should be written. Defaults to NO.

“JPEG2000 format does not support creation of GDAL overviews since the format is already considered to be optimized for “arbitrary overviews”. JP2ECW driver also arranges JP2 codestream to allow optimal access to power of two overviews. This is controlled with the creation option LEVELS.”

### 6.73.7 Configuration Options

The ERDAS ECW/JP2 SDK supports a variety of [runtime configuration options](#) to control various features. Most of these are exposed as GDAL configuration options. See the ECW/JP2 SDK documentation for full details on the meaning of these options.

- **ECW\_CACHE\_MAXMEM=bytes:** maximum bytes of RAM used for in-memory caching. If not set, up to one quarter of physical RAM will be used by the SDK for in-memory caching.
- **ECW\_TEXTURE\_DITHER=TRUE/FALSE:** This may be set to FALSE to disable dithering when decompressing ECW files. Defaults to TRUE.
- **ECW\_FORCE\_FILE\_REOPEN=TRUE/FALSE:** This may be set to TRUE to force open a file handle for each file for each connection made. Defaults to FALSE.
- **ECW\_CACHE\_MAXOPEN=number:** The maximum number of files to keep open for ECW file handle caching. Defaults to unlimited.
- **ECW\_AUTOGEN\_J2I=TRUE/FALSE:** Controls whether .j2i index files should be created when opening jpeg2000 files. Defaults to TRUE.
- **ECW\_RESILIENT\_DECODING=TRUE/FALSE:** Controls whether the reader should be forgiving of errors in a file, trying to return as much data as is available. Defaults to TRUE. If set to FALSE an invalid file will result in an error.

### 6.73.8 Metadata

XMP metadata can be extracted from JPEG2000 files, and will be stored as XML raw content in the xml:XMP metadata domain.

ECW/JP2 SDK v5.1+ also advertises JPEG2000 structural information as generic File Metadata reported under “JPEG2000” metadata domain (-mdd):

- **ALL\_COMMENTS**: Generic comment text field
- **PROFILE**: Profile type (0,1,2). Refer to ECW/JP2 SDK documentation for more info
- **TILES\_X**: Number of tiles on X (horizontal) Axis
- **TILES\_Y**: Number of tiles on Y (vertical) Axis
- **TILE\_WIDTH**: Tile size on X Axis
- **TILE\_HEIGHT**: Tile size on Y Axis
- **PRECINCT\_SIZE\_X**: Precinct size for each resolution level (smallest to largest) on X Axis
- **PRECINCT\_SIZE\_Y**: Precinct size for each resolution level (smallest to largest) on Y Axis
- **CODE\_BLOCK\_SIZE\_X**: Code block size on X Axis
- **CODE\_BLOCK\_SIZE\_Y**: Code block size on Y Axis
- **PRECISION**: Precision / Bit-depth of each component eg. 8,8,8 for 8bit 3 band imagery.
- **RESOLUTION\_LEVELS**: Number of resolution levels
- **QUALITY\_LAYERS**: Number of quality layers
- **PROGRESSION\_ORDER**: Progression order (RPCL, LRCP, CPRL, RLCP)
- **TRANSFORMATION\_TYPE**: Filter transformation used (9x7, 5x3)
- **USE\_SOP**: Start of Packet marker detected (TRUE/FALSE)
- **USE\_EPH**: End of Packet header marker detected (TRUE/FALSE)
- **GML\_JP2\_DATA**: OGC GML GeoReferencing box detected (TRUE/FALSE)
- **COMPRESSION\_RATE\_TARGET**: Target compression rate used on encoding

### 6.73.9 See Also

- Implemented as `gdal/frmts/ecw/ecwdataset.cpp`.
- ECW/JP2 SDK available at [www.hexagongeospatial.com](http://www.hexagongeospatial.com)
- Further product information available in the [User Guide](#)
- Support for non-GDAL specific issues should be directed to the [Hexagon Geospatial public forum](#)
- [GDAL ECW Build Hints](#)



## 6.74 JP2KAK – JPEG-2000 (based on Kakadu)

---

### Driver short name

JP2KAK

---

### Build dependencies

Kakadu library

---

Most forms of JPEG2000 JP2 and JPC compressed images (ISO/IEC 15444-1) can be read with GDAL using a driver based on the Kakadu library. As well, new images can be written. Existing images cannot be updated in place.

The JPEG2000 file format supports lossy and lossless compression of 8bit and 16bit images with 1 or more bands (components). Via the [GeoJP2 \(tm\)](#) mechanism, GeoTIFF style coordinate system and georeferencing information can be embedded within the JP2 file. JPEG2000 files use a substantially different format and compression mechanism than the traditional JPEG compression and JPEG JFIF format. They are distinct compression mechanisms produced by the same group. JPEG2000 is based on wavelet compression.

The JPEG2000 driver documented on this page (the JP2KAK driver) is implemented on top of the proprietary [Kakadu](#) library. This is a high quality and high performance JPEG2000 library in wide used in the geospatial and general imaging community. However, it is not free, and so normally builds of GDAL from source will not include support for this driver unless the builder purchases a license for the library and configures accordingly.

When reading images this driver will represent the bands as being Byte (8bit unsigned), 16 bit signed/unsigned, and 32 bit signed/unsigned. Georeferencing and coordinate system information will be available if the file is a GeoJP2 (tm) file. Files color encoded in YCbCr color space will be automatically translated to RGB. Paletted images are also supported.

XMP metadata can be extracted from JPEG2000 files, and will be stored as XML raw content in the xml:XMP metadata domain.

### 6.74.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

#### Supports Georeferencing

This driver supports georeferencing

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.74.2 Configuration Options

The JP2KAK driver supports the following [Config Options](#). These runtime options can be used to alter the behavior of the driver.

- **JP2KAK\_THREADS=n**: By default an effort is made to take advantage of multi-threading on multi-core computers using default rules from the Kakadu library. This option may be set to a value of zero to avoid using additional threads or to a specific count to create the requested number of worker threads.
- **JP2KAK\_FUSSY=YES/NO**: This can be set to YES to turn on fussy reporting of problems with the JPEG2000 data stream. Defaults to NO.
- **JP2KAK\_RESILIENT=YES/NO**: This can be set to YES to force Kakadu to maximize resilience with incorrectly created JPEG2000 data files, likely at some cost in performance. This is likely to be necessary if, among other reasons, you get an error message about “Expected to find EPH marker following packet header” or error reports indicating the need to run with the resilient and sequential flags on. Defaults to NO.

## 6.74.3 Georeferencing

Georeferencing information can come from different sources : internal (GeoJP2 or GMLJP2 boxes), worldfile .j2w/.wld sidecar files, or PAM (Persistent Auxiliary metadata) .aux.xml sidecar files. By default, information is fetched in following order (first listed is the most priority): PAM, GeoJP2, GMLJP2, WORLDFILE.

Starting with GDAL 2.2, the allowed sources and their priority order can be changed with the GDAL\_GEOREF\_SOURCES configuration option (or GEOREF\_SOURCES open option) whose value is a comma-separated list of the following keywords : PAM, GEOJP2, GMLJP2, INTERNAL (shortcut for GEOJP2,GMLJP2), WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or internal JP2 boxes. Setting it to “PAM,WORLDFILE,GEOJP2” will use the mentioned sources and ignore GMLJP2 boxes.

## 6.74.4 Option Options

The following open option is available:

- **1BIT\_ALPHA\_PROMOTION=YES/NO**: Whether a 1-bit alpha channel should be promoted to 8-bit. Defaults to YES.
- **GEOREF\_SOURCES=string**: (GDAL > 2.2) Define which georeferencing sources are allowed and their priority order. See [Georeferencing](#) paragraph.

## 6.74.5 Creation Issues

JPEG2000 files can only be created using the CreateCopy mechanism to copy from an existing dataset.

JPEG2000 overviews are maintained as part of the mathematical description of the image. Overviews cannot be built as a separate process, but on read the image will generally be represented as having overview levels at various power of two factors.

Creation Options:

- **CODEC=JP2/J2K** Codec to use. If not specified, guess based on file extension. If unknown, default to JP2

- **QUALITY=n**: Set the compressed size ratio as a percentage of the size of the uncompressed image. The default is 20 indicating that the resulting image should be 20% of the size of the uncompressed image. Actual final image size may not exactly match that requested depending on various factors. A value of 100 will result in use of the lossless compression algorithm. On typical image data, if you specify a value greater than 65, it might be worth trying with QUALITY=100 instead as lossless compression might produce better compression than lossy compression.
- **BLOCKXSIZE=n**: Set the tile width to use. Defaults to 20000.
- **BLOCKYSIZE=n**: Set the tile height to use. Defaults to image height.
- **FLUSH=TRUE/FALSE**: Enable/Disable incremental flushing when writing files. Required to be FALSE for RLPC and LRPC Corder. May use a lot of memory when FALSE while writing large images. Defaults to TRUE.
- **GMLJP2=YES/NO**: Indicates whether a GML box conforming to the OGC GML in JPEG2000 specification should be included in the file. Unless GMLJP2V2\_DEF is used, the version of the GMLJP2 box will be version 1. Defaults to YES.
- **GMLJP2V2\_DEF=filename**: Indicates whether a GML box conforming to the [OGC GML in JPEG2000, version 2](#) specification should be included in the file. *filename* must point to a file with a JSON content that defines how the GMLJP2 v2 box should be built. See [GMLJP2v2 definition file section](#) in documentation of the JP2OpenJPEG driver for the syntax of the JSON configuration file. It is also possible to directly pass the JSON content inlined as a string. If filename is just set to YES, a minimal instance will be built.
- **GeoJP2=YES/NO**: Indicates whether a UUID/GeoTIFF box conforming to the GeoJP2 (GeoTIFF in JPEG2000) specification should be included in the file. Defaults to YES.
- **LAYERS=n**: Control the number of layers produced. These are sort of like resolution layers, but not exactly. The default value is 12 and this works well in most situations.
- **ROI=xoff,yoff,xsize,ysize**: Selects a region to be a region of interest to process with higher data quality. The various “R” flags below may be used to control the amount better. For example the settings “ROI=0,0,100,100”, “Rweight=7” would encode the top left 100x100 area of the image with considerable higher quality compared to the rest of the image.

The following creation options are tightly tied to the Kakadu library, and are considered to be for advanced use only. Consult Kakadu documentation to better understand their meaning.

- **Corder**: Defaults to “PRCL”.
- **Cprecincts**: Defaults to “{512,512},{256,512},{128,512},{64,512},{32,512},{16,512},{8,512},{4,512},{2,512}”.
- **ORGgen\_plt**: Defaults to “yes”.
- **ORGgen\_tlm**: Kakadu library default used.
- **ORGtparts**: Kakadu library default used.
- **Cmodes**: Kakadu library default used.
- **Clevels**: Kakadu library default used.
- **Rshift**: Kakadu library default used.
- **Rlevels**: Kakadu library default used.
- **Rweight**: Kakadu library default used.
- **Qguard**: Kakadu library default used.
- **Creversible**: If not set and QUALITY >= 99.5, set to “yes”, otherwise to “false”.
- **Sprofile**: Kakadu library default used.

- **RATE:** Kakadu library default used. One or more bit-rates, expressed in terms of the ratio between the total number of compressed bits (including headers) and the product of the largest horizontal and vertical image component dimensions. A dash, -, may be used in place of the first bit-rate in the list to indicate that the final quality layer should include all compressed bits. If Clayers is not used, the number of layers is set to the number of rates specified here. If Clayers is used to specify an actual number of quality layers, one of the following must be true: 1) the number of rates specified here is identical to the specified number of layers; or 2) one or two rates are specified using this argument. When two rates are specified, the number of layers must be 2 or more and intervening layers will be assigned roughly logarithmically spaced bit-rates. When only one rate is specified, an internal heuristic determines a lower bound and logarithmically spaces the layer rates over the range. The rates have to be in ASC order.

## 6.74.6 Known Kakadu Issues

### 6.74.6.1 Alpha Channel Writing in v7.8

Kakadu v7.8 has a bug in `jp2_channels::set_opacity_mapping` that can cause an error when writing images with an alpha channel. Please upgrade to version 7.9.

Error: GdalIO: Error in Kakadu File Format Support: Attempting to create a Component Mapping (cmap) box, one of whose channels refers to a non-existent image component or palette lookup table. (code = 1)

### 6.74.6.2 `kdu_get_num_processors` always returns 0 for some platforms

On non-windows / non-mac installs (e.g. Linux), Kakadu might not include `unistd.h` in `kdu_arch.cpp`. This means that `_SC_NPROCESSORS_ONLN` and `_SC_NPROCESSORS_CONF` are not defined and `kdu_get_num_processors` will always return 0. Therefore the `jp2kak` driver might not default to creating worker threads.

## 6.74.7 See Also

- Implemented as `gdal/frmts/jp2kak/jp2kakdataset.cpp`.
- If you're using a Kakadu release before v7.5, configure & compile GDAL with eg. `CXXFLAGS="-DKDU_MAJOR_VERSION=7-DKDU_MINOR_VERSION=3-DKDU_PATCH_VERSION=2"` for Kakadu version 7.3.2.
- Alternate *JP2OpenJPEG – JPEG2000 driver based on OpenJPEG library* driver.

## 6.75 JP2Lura – JPEG2000 driver based on Lurawave library

---

**Driver short name**

JP2LURA

---

New in version 2.2.

---

**Build dependencies**

Lurawave library

---

This driver is an implementation of a JPEG2000 reader/writer based on Lurawave library.

The driver uses the VSI Virtual File API, so it can read JPEG2000 compressed NITF files.

### 6.75.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.75.2 Georeferencing

Georeferencing information can come from different sources : internal (GeoJP2 or GMLJP2 boxes), worldfile .j2w/.wld sidecar files, or PAM (Persistent Auxiliary metadata) .aux.xml sidecar files. By default, information is fetched in following order (first listed is the most priority): PAM, GeoJP2, GMLJP2, WORLDFILE.

The allowed sources and their priority order can be changed with the `GDAL_GEOREF_SOURCES` configuration option (or `GEOREF_SOURCES` open option) whose value is a comma-separated list of the following keywords : PAM, GEOJP2, GMLJP2, INTERNAL (shortcut for GEOJP2,GMLJP2), WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or internal JP2 boxes. Setting it to “PAM,WORLDFILE,GEOJP2” will use the mentioned sources and ignore GMLJP2 boxes.

### 6.75.3 License number

The `LURA_LICENSE_NUM_1` and `LURA_LICENSE_NUM_2` configuration options / environment variables must be set with the 2 numbers that compose a license number.

### 6.75.4 Option Options

The following open option is available:

- **GEOREF\_SOURCES=string**: Define which georeferencing sources are allowed and their priority order. See *Georeferencing* paragraph.

### 6.75.5 Creation Options

- **CODEC=JP2/Codestream** : JP2 will add JP2 boxes around the codestream data. The value is determined automatically from the file extension. If it is neither JP2 nor Codestream, JP2 codec is used.
- **GMLJP2=YES/NO**: Indicates whether a GML box conforming to the OGC GML in JPEG2000 specification should be included in the file. Unless GMLJP2V2\_DEF is used, the version of the GMLJP2 box will be version 1. Defaults to YES.
- **GMLJP2V2\_DEF=filename**: Indicates whether a GML box conforming to the [OGC GML in JPEG2000, version 2.0.1](#) specification should be included in the file. *filename* must point to a file with a JSon content that defines how the GMLJP2 v2 box should be built. See [GMLJP2v2 definition file section](#) in documentation of the JP2OpenJPEG driver for the syntax of the JSon configuration file. It is also possible to directly pass the JSon content inlined as a string. If filename is just set to YES, a minimal instance will be built.
- **GeoJP2=YES/NO**: Indicates whether a UUID/GeoTIFF box conforming to the GeoJP2 (GeoTIFF in JPEG2000) specification should be included in the file. Defaults to NO.
- **SPLIT\_IEEE754=YES/NO**: Whether encoding of Float32 bands as 3 bands with values decomposed according to IEEE-754 structure: first band (1 bit, signed) with sign bit, second band (8 bits, unsigned) with exponent value and third band (23 bits, unsigned) with mantissa value. Default to NO. This is a non-standard extension to encode floating point values. By default, the sign bit and exponent will be encoded with the reversible wavelet (even with REVERSIBLE=NO), and the mantissa with the irreversible one. If specifying REVERSIBLE=YES, all 3 components will be encoded with the reversible wavelet.
- **NBITS=int\_value** : Bits (precision) for sub-byte files (1-7), sub-uint16 (9-15), sub-uint32 (17-28).
- **QUALITY\_STYLE=PSNR/XXSmall/XSmall/Small/Medium/Large/XLarge/XXLarge**: This property tag is used to set the quality mode to be used during lossy compression. For normal images and situations (1:1 pixel display, ~50 cm viewing distance) we recommend Small or PSNR. For quality measurement only PSNR should be used. Default is PSNR.
- **SPEED\_MODE=Fast/Accurate**: This property tag is used to set the speed mode to be used during lossy compression. The following modes are defined. Default is Fast
- **RATE=int\_value**. When specifying this value, the target compressed file size will be the uncompressed file size divided by RATE. In general the achieved rate will be exactly the requested size or a few bytes lower. Will force use of irreversible wavelet. Default value: 0 (maximum quality).
- **QUALITY=1 to 100** Compression to a particular quality is possible only when using the 9-7 filter with the standard expounded quantization and no regions of interest. A compression quality may be specified between 1 (low) and 100 (high). The size of the resulting JPEG2000 file will depend of the image content. Only used for irreversible compression. The compression quality cannot be used together the property RATE. Default value: 0 (maximum quality). When using this option together with SPLIT\_IEEE754=YES, the sign bit and exponent bands will have to be switched to irreversible encoding, which can lead to huge loss in the reconstructed floating-point value.
- **PRECISION=int\_value** For improved efficiency, the library automatically, depending on the image depth, uses either 16 or 32 bit representation for wavelet coefficients. The precision property can be set to force the library to always use 32 bit representations. The use of 32 bit values may slightly improve image quality and the expense of speed and memory requirements. Default value: 0 (automatically select appropriate precision).
- **REVERSIBLE=YES/NO** : YES means use of reversible 5x3 integer-only filter, NO use of the irreversible DWT 9-7. Defaults to NO.
- **LEVELS=int\_value** (0-16) : The number of wavelet transformation levels can be set using this property. Valid values are in the range 0 (no wavelet analysis) to 16 (very fine analysis). The memory requirements and compression time increases with the number of transformation levels. A reasonable number of transformation levels is in the 4-6 range. Default is 5.

- **QUANTIZATION\_STYLE=DERIVED/EXPOUNDED** : This property may only be set when the irreversible filter (9\_7) is used. The quantization steps can either be derived from a bases quantization step, DERIVED, or calculated for each image sub-band, EXPOUNDED. The EXPOUNDED style is recommended when using the irreversible filter. Default is EXPOUNDED.
- **TILEXSIZE=int\_value** : Tile width. An image can be split into smaller tiles, with each tile independently compressed. The basic tile size and the offset to the first tile on the virtual compression reference grid can be set using these properties. The first tile must contain the first image pixel. The tiling of an image is recommended only for very large images. Default values: (0) One Tile containing the complete image. If the image dimension exceeds 15000x15000, it will be tiled with tiles of dimension 1024x1024.
- **TILEYSIZE=int\_value** : Tile height. An image can be split into smaller tiles, with each tile independently compressed. The basic tile size and the offset to the first tile on the virtual compression reference grid can be set using these properties. The first tile must contain the first image pixel. The tiling of an image is recommended only for very large images. Default values: (0) One Tile containing the complete image. If the image dimension exceeds 15000x15000, it will be tiled with tiles of dimension 1024x1024.
- **TLM=YES/NO**: (TiLe Marker) The efficiency of decoding regions in a tiled image may be improved by " the usage of a tile length marker. Tile length markers contain the " position of each tile in a JPEG2000 codestream, enabling faster access " to tiled data. Default is NO.
- **PROGRESSION=LRCP/RLCP/RPCL/PCRL/CPRL** : The organization of the coded data in the file can be set by this property tag. The following progression orders are defined: LRCP = Quality progressive, LCP = Resolution then quality progressive, RPCL = Resolution then position progressive, PCRL = Position progressive, CPRL = Color/channel progressive. The setting LRCP (quality) is most useful when used with several layers. The PCRL (position) should be used with precincts. Defaults to LRCP.
- **JPX=YES/NO**: Whether to advertise JPX features, and add a Reader requirement box, when a GMLJP2 box is written (for GMLJP2 v2, the branding will also be "jpx "). Defaults to YES. This option should not be used unless compatibility problems with a reader occur.
- **CODEBLOCK\_WIDTH=int\_value**: Codeblock width: power of two value between 4 and 1024. Defaults to 64. Note that CODEBLOCK\_WIDTH \* CODEBLOCK\_HEIGHT must not be greater than 4096. For PRO-FILE\_1 compatibility, CODEBLOCK\_WIDTH must not be greater than 64.
- **CODEBLOCK\_HEIGHT=int\_value**: Codeblock height: power of two value between 4 and 1024. Defaults to 64. Note that CODEBLOCK\_WIDTH \* CODEBLOCK\_HEIGHT must not be greater than 4096. For PRO-FILE\_1 compatibility, CODEBLOCK\_HEIGHT must not be greater than 64.
- **ERROR\_RESILIENCE=YES/NO**: This option improves error resilient in JPEG2000 streams or for special codecs (e.g. hardware coder) for a faster compression/ decompression. This option will increase the file size slightly when generating a code stream with the same image quality. Default is NO.
- **WRITE\_METADATA=YES/NO**: Whether metadata should be written, in a dedicated JP2 'xml ' box. Defaults to NO. The content of the 'xml ' box will be like:

```
<GDALMultiDomainMetadata>
  <Metadata>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='aux_domain'>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='a_xml_domain' format='xml'>
    <arbitrary_xml_content>
    </arbitrary_xml_content>
  </Metadata>
</GDALMultiDomainMetadata>
```



If there are metadata domain whose name starts with “xml:BOX\_”, they will be written each as separate JP2 ‘xml’ box.

If there is a metadata domain whose name is “xml:XMP”, its content will be written as a JP2 ‘uuid’ XMP box.

- **MAIN\_MD\_DOMAIN\_ONLY=YES/NO:** (Only if WRITE\_METADATA=YES) Whether only metadata from the main domain should be written. Defaults to NO.
- **USE\_SRC\_CODESTREAM=YES/NO:** (EXPERIMENTAL!) When source dataset is JPEG2000, whether to reuse the codestream of the source dataset unmodified. Defaults to NO. Note that enabling that feature might result in inconsistent content of the JP2 boxes w.r.t. to the content of the source codestream. Most other creation options will be ignored in that mode. Can be useful in some use cases when adding/correcting georeferencing, metadata, ...

#### 6.75.5.1 Lossless compression

Lossless compression can be achieved if REVERSIBLE=YES is used (and RATE is not specified).

#### 6.75.6 Vector information

A JPEG2000 file containing a GMLJP2 v2 box with GML feature collections and/or KML annotations embedded can be opened as a vector file with the OGR API. For example:

```
ogrinfo -ro my.jp2

INFO: Open of my.jp2'
      using driver `JP2Lura' successful.
1: FC_GridCoverage_1_rivers (LineString)
2: FC_GridCoverage_1_borders (LineString)
3: Annotation_1_poly
```

Feature collections can be linked from the GMLJP2 v2 box to a remote location. By default, the link is not followed. It will be followed if the open option OPEN\_REMOTE\_GML is set to YES.

#### 6.75.7 Bugs

Proper support of JPEG-2000 images with Int32/UInt32/Float32-IEEE754-split on Linux 64 bits require a v2.1.00.17 or later SDK.

#### 6.75.8 See Also

- [LuraTech JPEG-2000 SDK](#)

Other JPEG2000 GDAL drivers :

- *JP2OpenJPEG: based on Openjpeg library (open source)*
- *JP2ECW: based on Erdas ECW library (proprietary)*
- *JP2MRSID: based on LizardTech MrSID library (proprietary)*
- *JP2KAK: based on Kakadu library (proprietary)*



## 6.76 JP2MrSID – JPEG2000 via MrSID SDK

---

### Driver short name

JP2MrSID

---

### Build dependencies

MrSID SDK

---

JPEG2000 file format is supported for reading with the MrSID DSDK. It is also supported for writing with the MrSID ESDK.

JPEG2000 MrSID support is only available with the version 5.x or newer DSDK and ESDK.

### 6.76.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.76.2 Georeferencing

Georeferencing information can come from different sources : internal (GeoJP2 or GMLJP2 boxes), worldfile .j2w/.wld sidecar files, or PAM (Persistent Auxiliary metadata) .aux.xml sidecar files. By default, information is fetched in following order (first listed is the most priority): PAM, GeoJP2, GMLJP2, WORLDFILE.

Starting with GDAL 2.2, the allowed sources and their priority order can be changed with the `GDAL_GEOREF_SOURCES` configuration option (or `GEOREF_SOURCES` open option) whose value is a comma-separated list of the following keywords : PAM, GEOJP2, GMLJP2, INTERNAL (shortcut for GEOJP2,GMLJP2), WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or internal JP2 boxes. Setting it to “PAM,WORLDFILE,GEOJP2” will use the mentioned sources and ignore GMLJP2 boxes.

### 6.76.3 Creation Options

If you have the MrSID ESDK (5.x or newer), it can be used to write JPEG2000 files. The following creation options are supported.

- **WORLDFILE=YES**: to write an ESRI world file (with the extension .j2w).
- **COMPRESSION=n**: Indicates the desired compression ratio. Zero indicates lossless compression. Twenty would indicate a 20:1 compression ratio (the image would be compressed to 1/20 its original size).
- **XMLPROFILE=[path to file]**: Indicates a path to an Extensis-specific XML profile that can be used to set JPEG2000 encoding parameters. They can be created using the MrSID ESDK, or with GeoExpress, or by hand using the following example as a template:

```
<?xml version="1.0"?>
<Jp2Profile version="1.0">
  <Header>
    <name>Default</name>
    <description>Extensis preferred settings (20051216)</description>
  </Header>
  <Codestream>
    <layers>
      8
    </layers>
    <levels>
      99
    </levels>
    <tileSize>
      0 0
    </tileSize>
    <progressionOrder>
      RPCL
    </progressionOrder>
    <codeblockSize>
      64 64
    </codeblockSize>
    <pltMarkers>
      true
    </pltMarkers>
    <wavelet97>
      false
    </wavelet97>
    <precinctSize>
      256 256
    </precinctSize>
  </Codestream>
</Jp2Profile>
```

### 6.76.4 See Also

- Implemented as `gdal/frmts/mrsid/mrsiddataset.cpp`.
- [Extensis web site](#)

## 6.77 JP2OpenJPEG – JPEG2000 driver based on OpenJPEG library

---

### Driver short name

JP2OpenJPEG

---



---

### Build dependencies

openjpeg >= 2.1

---

This driver is an implementation of a JPEG2000 reader/writer based on OpenJPEG library **v2**.

The driver uses the VSI Virtual File API, so it can read JPEG2000 compressed NITF files.

XMP metadata can be extracted from JPEG2000 files, and will be stored as XML raw content in the `xml:XMP` metadata domain.

The driver supports writing georeferencing information as GeoJP2 and GMLJP2 boxes.

The driver supports creating files with transparency, arbitrary band count, and adding/reading metadata. Update of georeferencing or metadata of existing file is also supported. Optional intellectual property metadata can be read/written in the `xml:IPR` box.

### 6.77.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.77.2 Georeferencing

Georeferencing information can come from different sources : internal (GeoJP2 or GMLJP2 boxes), worldfile .j2w/.wld sidecar files, or PAM (Persistent Auxiliary metadata) .aux.xml sidecar files. By default, information is fetched in following order (first listed is the most priority): PAM, GeoJP2, GMLJP2, WORLDFILE.

Starting with GDAL 2.2, the allowed sources and their priority order can be changed with the `GDAL_GEOREF_SOURCES` configuration option (or `GEOREF_SOURCES` open option) whose value is a comma-separated list of the following keywords : PAM, GEOJP2, GMLJP2, INTERNAL (shortcut for GEOJP2,GMLJP2), WORLDFILE, NONE. First mentioned sources are the most priority over the next ones. A non mentioned source will be ignored.

For example setting it to “WORLDFILE,PAM,INTERNAL” will make a geotransformation matrix from a potential worldfile priority over PAM or internal JP2 boxes. Setting it to “PAM,WORLDFILE,GEOJP2” will use the mentioned sources and ignore GMLJP2 boxes.

### 6.77.3 Thread support

By default, if the JPEG2000 file has internal tiling, GDAL will try to decode several tiles in multiple threads if the `RasterIO()` request it receives intersect several tiles. This behavior can be controlled with the `GDAL_NUM_THREADS` configuration option that defaults to `ALL_CPUS` in that context. In case RAM is limited, it can be needed to set this configuration option to 1 to disable multi-threading

Starting with OpenJPEG 2.2.0, multi-threaded decoding can also be enabled at the code-block level. This must be enabled with the `OPJ_NUM_THREADS` environment variable (note: this is a system environment variable, not a GDAL configuration option), which can be set to a numeric value or `NUM_CPUS`. Its default value is 1. Starting with GDAL 2.3, this multi-threading at code-block level is automatically enabled by GDAL. Starting with GDAL 3.0.1 and OpenJPEG 2.3.2, multi-threaded encoding is automatically enabled and can be controlled with the `OPJ_NUM_THREADS` environment variable or the `GDAL_NUM_THREADS` configuration option.

Both multi-threading mechanism can be combined together.

### 6.77.4 Option Options

The following open options are available:

- **STRICT=YES/NO:** (GDAL  $\geq$  3.5 and OpenJPEG  $\geq$  2.5) Whether strict/pedantic decoding mode should be enabled. This can be set to NO to allow decoding (some) broken files, typically truncated single-tiled files . Default to YES (strict mode)
- **1BIT\_ALPHA\_PROMOTION=YES/NO:** Whether a 1-bit alpha channel should be promoted to 8-bit. Defaults to YES.
- **GEOREF\_SOURCES=string:** (GDAL  $>$  2.2) Define which georeferencing sources are allowed and their priority order. See [Georeferencing](#) paragraph.
- **USE\_TILE\_AS\_BLOCK=YES/NO:** (GDAL  $>$  2.2) Whether to always use the JPEG-2000 block size as the GDAL block size Defaults to NO. Setting this option can be useful when doing whole image decompression and the image is single-tiled. Note however that the tile size must not exceed 2 GB since that's the limit supported by GDAL.

### 6.77.5 Creation Options

- **CODEC=JP2/J2K** : JP2 will add JP2 boxes around the codestream data. The value is determined automatically from the file extension. If it is neither JP2 nor J2K, J2K codec is used.
- **GMLJP2=YES/NO**: Indicates whether a GML box conforming to the OGC GML in JPEG2000 specification should be included in the file. Unless GMLJP2V2\_DEF is used, the version of the GMLJP2 box will be version 1. Defaults to YES.
- **GMLJP2V2\_DEF=filename**: Indicates whether a GML box conforming to the [OGC GML in JPEG2000, version 2.0.1](#) specification should be included in the file. *filename* must point to a file with a JSon content that defines how the GMLJP2 v2 box should be built. See below section for the syntax of the JSon configuration file. It is also possible to directly pass the JSon content inlined as a string. If filename is just set to YES, a minimal instance will be built. Note: GDAL 2.0 and 2.1 use the older [OGC GML in JPEG2000, version 2.0](#) specification, that differ essentially by the content of the gml:domainSet, gml:rangeSet and gmlcov:rangeType elements of gmljp2:GMLJP2CoverageCollection.
- **GeoJP2=YES/NO**: Indicates whether a UUID/GeoTIFF box conforming to the GeoJP2 (GeoTIFF in JPEG2000) specification should be included in the file. Defaults to YES.
- **QUALITY=float\_value,float\_value,...** : Percentage between 0 and 100. A value of 50 means the file will be half-size in comparison to uncompressed data, 33 means 1/3, etc.. Defaults to 25 (unless the dataset is made of a single band with color table, in which case the default quality is 100). It is possible to specify several quality values (comma separated) to ask for several quality layers. Quality values should be increasing.
- **REVERSIBLE=YES/NO** : YES means use of reversible 5x3 integer-only filter, NO use of the irreversible DWT 9-7. Defaults to NO (unless the dataset is made of a single band with color table, in which case reversible filter is used).
- **RESOLUTIONS=int\_value** : Number of resolution levels. Default value is selected such the smallest overview of a tile is no bigger than 128x128.
- **BLOCKXSIZE=int\_value** : Tile width. Defaults to 1024.
- **BLOCKYSIZE=int\_value** : Tile height. Defaults to 1024.
- **PROGRESSION=LRCP/RLCP/RPCL/PCRL/CPRL** : Progression order. Defaults to LRCP.
- **SOP=YES/NO** : YES means generate SOP (Start Of Packet) marker segments. Defaults to NO.
- **EPH=YES/NO** : YES means generate EPH (End of Packet Header) marker segments. Defaults to NO.
- **YCBCR420=YES/NO** : YES if RGB must be resampled to YCbCr 4:2:0. Defaults to NO.
- **YCC=YES/NO** : YES if RGB must be transformed to YCC color space (“MCT transform”, i.e. internal transform, without visual degradation). Defaults to YES.
- **NBITS=int\_value** : Bits (precision) for sub-byte files (1-7), sub-uint16 (9-15), sub-uint32 (17-31).
- **1BIT\_ALPHA=YES/NO**: Whether to encode the alpha channel as a 1-bit channel (when there’s an alpha channel). Defaults to NO, unless INSPIRE\_TG=YES. Enabling this option might cause compatibility problems with some readers. At the time of writing, those based on the MrSID JPEG2000 SDK are unable to open such files. And regarding the ECW JPEG2000 SDK, decoding of 1-bit alpha channel with lossy/irreversible compression gives visual artifacts (OK with lossless encoding).
- **ALPHA=YES/NO**: Whether to force encoding last channel as alpha channel. Only useful if the color interpretation of that channel is not already Alpha. Defaults to NO.
- **PROFILE=AUTO/UNRESTRICTED/PROFILE\_1**: Determine which codestream profile to use. UNRESTRICTED corresponds to the “Unrestricted JPEG 2000 Part 1 codestream” (RSIZ=0). PROFILE\_1 corresponds to the “JPEG 2000 Part 1 Profile 1 codestream” (RSIZ=2), which add constraints on tile dimensions and

number of resolutions. In AUTO mode, the driver will determine if the BLOCKXSIZE, BLOCKYSIZE, RESOLUTIONS, CODEBLOCK\_WIDTH and CODEBLOCK\_HEIGHT values are compatible with PROFILE\_1 and advertise it in the relevant case. Note that the default values of those options are compatible with PROFILE\_1. Otherwise UNRESTRICTED is advertised. Defaults to AUTO.

- **INSPIRE\_TG=YES/NO:** Whether to use JPEG2000 features that comply with [Inspire Orthoimagery Technical Guidelines](#). Defaults to NO. When set to YES, implies PROFILE=PROFILE\_1, 1BIT\_ALPHA=YES, GEOBOXES\_AFTER\_JP2C=YES. The CODEC, BLOCKXSIZE, BLOCKYSIZE, RESOLUTIONS, NBITS, PROFILE, CODEBLOCK\_WIDTH and CODEBLOCK\_HEIGHT options will be checked against the requirements and recommendations of the Technical Guidelines.
- **JPX=YES/NO:** Whether to advertise JPX features, and add a Reader requirement box, when a GMLJP2 box is written. Defaults to YES. This option should not be used unless compatibility problems with a reader occur.
- **GEOBOXES\_AFTER\_JP2C=YES/NO:** Whether to place GeoJP2/GMLJP2 boxes after the code-stream. Defaults to NO, unless INSPIRE\_TG=YES. This option should not be used unless compatibility problems with a reader occur.
- **PRECINCTS={prec\_w,prec\_h},{prec\_w,prec\_h},...:** A list of {precincts width,precincts height} tuples to specify precincts size. Each value should be a multiple of 2. The maximum number of tuples used will be the number of resolutions. The first tuple corresponds to the higher resolution level, and the following ones to the lower resolution levels. If less tuples are specified, the last one is used by dividing its values by 2 for each extra lower resolution level. The default value used is {512,512},{256,512},{128,512},{64,512},{32,512},{16,512},{8,512},{4,512},{2,512}. An empty string may be used to disable precincts ( i.e. the default {32767,32767},{32767,32767}, ... will then be used).
- **TILEPARTS=DISABLED/RESOLUTIONS/LAYERS/COMPONENTS:** Whether to generate tile-parts and according to which criterion. Defaults to DISABLED.
- **CODEBLOCK\_WIDTH=int\_value:** Codeblock width: power of two value between 4 and 1024. Defaults to 64. Note that CODEBLOCK\_WIDTH \* CODEBLOCK\_HEIGHT must not be greater than 4096. For PROFILE\_1 compatibility, CODEBLOCK\_WIDTH must not be greater than 64.
- **CODEBLOCK\_HEIGHT=int\_value:** Codeblock height: power of two value between 4 and 1024. Defaults to 64. Note that CODEBLOCK\_WIDTH \* CODEBLOCK\_HEIGHT must not be greater than 4096. For PROFILE\_1 compatibility, CODEBLOCK\_HEIGHT must not be greater than 64.
- **CODEBLOCK\_STYLE=string:** (GDAL >= 2.4 and OpenJPEG >= 2.3.0) Style of the code-block coding passes. The following 6 independent settings can be combined together (values should be comma separated):
  - *BYPASS* (1): enable selective arithmetic coding bypass (can substantially improve coding/decoding speed, at the expense of larger file size)
  - *RESET* (2): reset context probabilities on coding pass boundaries
  - *TERMALL* (4): enable termination on each coding pass
  - *VSC* (8): enable vertically causal context
  - *PREDICTABLE* (16): enable predictable termination (helps for error detection)
  - *SEGSYM* (32): enable segmentation symbols (helps for error detection)

Instead of specifying them by text, it is also possible to give the corresponding numeric value of the global codeblock style, by adding the selected options (for example “BYPASS,TERMALL” is equivalent to “5”=1+4)

By default, none of them are enabled. Enabling them will generally increase codestream size, but improve either coding/decoding speed or resilience/error detection.

- **PLT=YES/NO:** (GDAL >= 3.1.1 and OpenJPEG >= 2.4.0) Whether to write a PLT (Packet Length) marker segment in tile-part headers. Defaults to NO.

- **TLM=YES/NO:** (GDAL >= 3.4.0 and OpenJPEG >= 2.5.0) Whether to write a TLM (Tile-part Length) marker segment in main header. Defaults to NO.
- **WRITE\_METADATA=YES/NO:** Whether metadata should be written, in a dedicated JP2 ‘xml’ box. Defaults to NO. The content of the ‘xml’ box will be like:

```
<GDALMultiDomainMetadata>
  <Metadata>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='aux_domain'>
    <MDI key="foo">bar</MDI>
  </Metadata>
  <Metadata domain='a_xml_domain' format='xml'>
    <arbitrary_xml_content>
    </arbitrary_xml_content>
  </Metadata>
</GDALMultiDomainMetadata>
```

If there are metadata domain whose name starts with “xml:BOX\_”, they will be written each as separate JP2 ‘xml’ box.

If there is a metadata domain whose name is “xml:XMP”, its content will be written as a JP2 ‘uuid’ XMP box.

If there is a metadata domain whose name is “xml:IPR”, its content will be written as a JP2 ‘jp2i’ box.

- **MAIN\_MD\_DOMAIN\_ONLY=YES/NO:** (Only if WRITE\_METADATA=YES) Whether only metadata from the main domain should be written. Defaults to NO.
- **USE\_SRC\_CODESTREAM=YES/NO:** (EXPERIMENTAL!) When source dataset is JPEG2000, whether to reuse the codestream of the source dataset unmodified. Defaults to NO. Note that enabling that feature might result in inconsistent content of the JP2 boxes w.r.t. to the content of the source codestream. Most other creation options will be ignored in that mode. Can be useful in some use cases when adding/correcting georeferencing, metadata, ... INSPIRE\_TG and PROFILE options will be ignored, and the profile of the codestream will be overridden with the one specified/implicit by the options (which may be inconsistent with the characteristics of the codestream).

#### 6.77.5.1 Lossless compression

Lossless compression can be achieved if ALL the following creation options are defined :

- QUALITY=100
- REVERSIBLE=YES
- YCBCR420=NO (which is the default)

### 6.77.5.2 GMLJP2v2 definition file

A GMLJP2v2 box typically contains a GMLJP2RectifiedGridCoverage with the SRS information and geotransformation matrix. It is also possible to add metadata, vector features (GML feature collections), annotations (KML), styles (typically SLD, or other XML format) or any XML content as an extension. The value of the GMLJP2V2\_DEF creation option should be a file that conforms with the below syntax (elements starting with “#” are documentation, and can be omitted):

```
{
  "#doc" : "Unless otherwise specified, all elements are optional",

  "#root_instance_doc": "Describe content of the GMLJP2CoverageCollection",
  "root_instance": {
    "#gml_id_doc": "Specify GMLJP2CoverageCollection gml:id. Default is ID_GMLJP2_0",
    "gml_id": "some_gml_id",

    "#grid_coverage_file_doc": [
      "External XML file, whose root might be a GMLJP2GridCoverage, ",
      "GMLJP2RectifiedGridCoverage or a GMLJP2ReferenceableGridCoverage.",
      "If not specified, GDAL will auto-generate a GMLJP2RectifiedGridCoverage" ],
    "grid_coverage_file": "gmljp2gridcoverage.xml",

    "#grid_coverage_range_type_field_predefined_name_doc": [
      "New in GDAL 2.2",
      "One of Color, Elevation_meter or Panchromatic ",
      "to fill gmlcov:rangeType/swe:DataRecord/swe:field",
      "Only used if grid_coverage_file is not defined.",
      "Exclusive with grid_coverage_range_type_file" ],
    "grid_coverage_range_type_field_predefined_name": "Color",

    "#grid_coverage_range_type_file_doc": [
      "New in GDAL 2.2",
      "File that is XML content to put under gml:RectifiedGrid/gmlcov:rangeType",
      "Only used if grid_coverage_file is not defined.",
      "Exclusive with grid_coverage_range_type_field_predefined_name" ],
    "grid_coverage_range_type_file": "grid_coverage_range_type.xml",

    "#crs_url_doc": [
      "true for http://www.opengis.net/def/crs/EPSSG/0/XXXX CRS URL.",
      "If false, use CRS URN. Default value is true",
      "Only taken into account for a auto-generated GMLJP2RectifiedGridCoverage"],
    "crs_url": true,

    "#metadata_doc": [ "An array of metadata items. Can be either strings, with ",
      "a filename or directly inline XML content, or either ",
      "a more complete description." ],
    "metadata": [
      "dcmetadata.xml",

      {
        "#file_doc": "Can use relative or absolute paths. Exclusive of content, ↵
↵gdal_metadata and generated_metadata.",
```

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```

        "file": "dcmetadata.xml",

        "#gdal_metadata_doc": "Whether to serialize GDAL metadata as_
↳GDALMultiDomainMetadata",
        "gdal_metadata": false,

        "#dynamic_metadata_doc":
        [ "The metadata file will be generated from a template and a source_
↳file.",
        "The template is a valid GMLJP2 metadata XML tree with_
↳placeholders like",
        "{{XPATH(some_xpath_expression)}}",
        "that are evaluated from the source XML file. Typical use case",
        "is to generate a gmljp2:eopMetadata from the XML metadata",
        "provided by the image provider in their own particular format." ],
        "dynamic_metadata" :
        {
            "template": "my_template.xml",
            "source": "my_source.xml"
        },

        "#content": "Exclusive of file. Inline XML metadata content",
        "content": "<gmljp2:metadata>Some simple textual metadata</
↳gmljp2:metadata>",

        "#parent_node": ["Where to put the metadata.",
            "Under CoverageCollection (default) or GridCoverage" ],
        "parent_node": "CoverageCollection"
    },
],

"#annotations_doc": [ "An array of filenames, either directly KML files",
    "or other vector files recognized by GDAL that ",
    "will be translated on-the-fly as KML" ],

"annotations": [
    "my.kml"
],

"#gml_filelist_doc" :[
    "An array of GML files or vector files that will be on-the-fly converted",
    "to GML 3.2. Can be either GML filenames (or other OGR datasource names), ",
    "or a more complete description" ],
"gml_filelist": [

    "my.gml",

    "my.shp",

    {
        "#file_doc": "OGR datasource. Can use relative or absolute paths._
↳Exclusive of remote_resource",
        "file": "converted/test_0.gml",
    }
]

```

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```

        "#remote_resource_doc": "URL of a feature collection that must be_
↪referenced through a xlink:href",
        "remote_resource": "https://github.com/OSGeo/gdal/blob/master/autotest/
↪ogr/data/expected_gml_gml32.gml",

        "#namespace_doc": ["The namespace in schemaLocation for which to_
↪substitute",
                           "its original schemaLocation with the one provided_
↪below.",
                           "Ignored for a remote_resource"],
        "namespace": "http://example.com",

        "#schema_location_doc": ["Value of the substituted schemaLocation. ",
                                  "Typically a schema box label (link)",
                                  "Ignored for a remote_resource"],
        "schema_location": "gmljp2://xml/schema_0.xsd",

        "#inline_doc": [
            "Whether to inline the content, or put it in a separate xml box._
↪Default is true",
            "Ignored for a remote_resource." ],
        "inline": true,

        "#parent_node": ["Where to put the FeatureCollection.",
                          "Under CoverageCollection (default) or GridCoverage" ],
        "parent_node": "CoverageCollection"
    },
],

"#styles_doc": [ "An array of styles. For example SLD files" ],
"styles" : [
    {
        "#file_doc": "Can use relative or absolute paths.",
        "file": "my.sld",

        "#parent_node": ["Where to put the FeatureCollection.",
                          "Under CoverageCollection (default) or GridCoverage" ],
        "parent_node": "CoverageCollection"
    }
],

"#extensions_doc": [ "An array of extensions." ],
"extensions" : [
    {
        "#file_doc": "Can use relative or absolute paths.",
        "file": "my.xml",

        "#parent_node": ["Where to put the FeatureCollection.",
                          "Under CoverageCollection (default) or GridCoverage" ],
        "parent_node": "CoverageCollection"
    }
]

```

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```

    }
  ]
},
"#boxes_doc": "An array to describe the content of XML asoc boxes",
"boxes": [
  {
    "#file_doc": "can use relative or absolute paths. Required",
    "file": "converted/test_0.xsd",

    "#label_doc": ["the label of the XML box. If not specified, will be the ",
                  "filename without the directory part." ],
    "label": "schema_0.xsd"
  }
]
}

```

Metadata can be dynamically generated from a template file (in that context, with a XML structure) and a XML source file. The template file is processed by searching for patterns like `{{XPATH(xpath_expr)}}` and replacing them by their evaluation against the content of the source file. `xpath_expr` must be a XPath 1.0 compatible expression, with the addition of the following functions :

- **if(cond\_expr,expr\_if\_true,expr\_if\_false)**: if `cond_expr` evaluates to true, returns `expr_if_true`. Otherwise returns `expr_if_false`
- **uuid()**: evaluates to a random UUID

A template file to process XML metadata of Pleiades imagery can be found [here](#), and a template file to process XML metadata of GeoEye/WorldView imagery can be found [here](#).

### 6.77.6 Vector information

A JPEG2000 file containing a GMLJP2 v2 box with GML feature collections and/or KML annotations embedded can be opened as a vector file with the OGR API. For example:

```

ogrinfo -ro my.jp2

INFO: Open of my.jp2'
      using driver `JP2OpenJPEG' successful.
1: FC_GridCoverage_1_rivers (LineString)
2: FC_GridCoverage_1_borders (LineString)
3: Annotation_1_poly

```

Feature collections can be linked from the GMLJP2 v2 box to a remote location. By default, the link is not followed. It will be followed if the open option `OPEN_REMOTE_GML` is set to YES.

### 6.77.7 See Also

- Implemented as `gdal/frmts/openjpeg/openjpegdataset.cpp`.
- [Official JPEG-2000 page](#)
- [The OpenJPEG library home page](#)
- [OGC GML in JPEG2000, version 2.0 \(GDAL 2.0 and 2.1\)](#)
- [OGC GML in JPEG2000, version 2.0.1 \(GDAL 2.2 and above\)](#)
- [Inspire Data Specification on Orthoimagery - Technical Guidelines](#)

Other JPEG2000 GDAL drivers :

- *JP2ECW: based on Erdas ECW library (proprietary)*
- *JP2MRSID: based on LizardTech MrSID library (proprietary)*
- *JP2KAK: based on Kakadu library (proprietary)*

## 6.78 JPEG – JPEG JFIF File Format

---

### Driver short name

JPEG

---

---

### Build dependencies

(internal libjpeg provided)

---

The JPEG JFIF format is supported for reading, and batch writing, but not update in place. JPEG files are represented as one band (greyscale) or three band (RGB) datasets with Byte valued bands.

The driver will automatically convert images whose color space is YCbCr, CMYK or YCbCrK to RGB, unless `GDAL_JPEG_TO_RGB` is set to NO (YES is the default). When color space translation to RGB is done, the source color space is indicated in the `SOURCE_COLOR_SPACE` metadata of the `IMAGE_STRUCTURE` domain.

EXIF metadata can be read from JPEG files (but this will not result in a georeferenced image even if the `EXIF_GPSLatitude` and `EXIF_GPSLongitude` tags are set). But if an ESRI world file exists with the `.jgw`, `.jpgw/.jpegw` or `.wld` suffixes, it will be read and used to establish the geotransform for the image. If available a MapInfo `.tab` file will also be used for georeferencing. Overviews can be built for JPEG files as an external `.ovr` file.

The driver also supports the “zlib compressed mask appended to the file” approach used by a few data providers to add a bitmask to identify pixels that are not valid data. See `rfc-15` for further details.

The driver can deal with bitmask where the bits are ordered with most significant bit first (whereas the usual convention is least significant bit first). The driver will try to autodetect that situation, but the heuristics may fail. In that circumstance, you can set the `JPEG_MASK_BIT_ORDER` configuration option to `MSB`. Bitmask can also be completely ignored by specifying `JPEG_READ_MASK` to `NO`.

The GDAL JPEG Driver is built using the Independent JPEG Group’s `jpeg` library. Also note that the GeoTIFF driver supports tiled TIFF with JPEG compressed tiles. This can be used to apply JPEG compression to datasets that exceed the maximum dimensions of 65,535x65,535 pixels for a single JPEG image.

It is also possible to use the JPEG driver with the libjpeg-turbo, a version of libjpeg, API and ABI compatible with IJG libjpeg-6b, which uses MMX, SSE, and SSE2 SIMD instructions to accelerate baseline JPEG compression/decompression.

Starting with GDAL 3.4, read and write support for JPEG images with 12-bit sample is enabled by default (if JPEG support is also enabled), using GDAL internal libjpeg (based on IJG libjpeg-6b, with additional changes for 12-bit sample support). Support for JPEG with 12-bit sample is independent of whether 8-bit JPEG support is enabled through internal IJG libjpeg-6b or external libjpeg (like libjpeg-turbo)

XMP metadata can be extracted from the file, and will be stored as XML raw content in the xml:XMP metadata domain.

Embedded EXIF thumbnails (with JPEG compression) can be used as overviews, and generated by GDAL.

### 6.78.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.78.2 Color Profile Metadata

GDAL can deal with the following color profile metadata in the COLOR\_PROFILE domain:

- SOURCE\_ICC\_PROFILE (Base64 encoded ICC profile embedded in file.)

Note that this metadata property can only be used on the original raw pixel data. If automatic conversion to RGB has been done, the color profile information cannot be used.

This metadata tag can be used as creation options.

### 6.78.3 Error management

While decoding, libjpeg has resiliency towards some errors in the JPEG datastream and will try to recover from them as much of possible. Such errors will be reported as GDAL Warnings, but can optionally be considered as true Errors by setting the GDAL\_ERROR\_ON\_LIBJPEG\_WARNING configuration option to TRUE.

## 6.78.4 Creation Options

JPEG files are created using the “JPEG” driver code. Only Byte band types are supported.

Only 1 (greyscale), 3 band (input should be in RGB colorspace. the driver will convert it automatically to YCbCr colorspace for storage, and will expose it back as RGB on reading) or 4 band (input should already be in CMYK colorspace. It will be exposed as RGB on reading by default, unless the `GDAL_JPEG_TO_RGB` configuration option is set to NO) configurations.

JPEG file creation is implemented by the batch (CreateCopy) method. YCbCrK colorspace is not supported in creation. If the source dataset has a nodata mask, it will be appended as a zlib compressed mask to the JPEG file.

- **WORLDFILE=YES:** Force the generation of an associated ESRI world file (with the extension .wld).
- **QUALITY=n:** By default the quality flag is set to 75, but this option can be used to select other values. Values must be in the range 10-100. Low values result in higher compression ratios, but poorer image quality. Values above 95 are not meaningfully better quality but can be substantially larger.
- **PROGRESSIVE=ON:** Enabled generation of progressive JPEGs. In some cases these will display a reduced resolution image in viewers such as Netscape, and Internet Explorer, before the full file has been downloaded. However, some applications cannot read progressive JPEGs at all. GDAL can read progressive JPEGs, but takes no advantage of their progressive nature.
- **INTERNAL\_MASK=YES/NO:** By default, if needed, an internal mask in the “zlib compressed mask appended to the file” approach is written to identify pixels that are not valid data. This can be disabled by setting this option to NO.
- **ARITHMETIC=YES/NO:** To enable arithmetic coding. Not enabled in all libjpeg builds, because of possible legal restrictions.
- **BLOCK=1...16:** (libjpeg >= 8c) DCT block size. All values from 1 to 16 are possible. Default is 8 (baseline format). A value other than 8 will produce files incompatible with versions prior to libjpeg 8c.
- **COLOR\_TRANSFORM=RGB or RGB1:** (libjpeg >= 9). Set to RGB1 for lossless RGB. Note: this will produce files incompatible with versions prior to libjpeg 9.
- **SOURCE\_ICC\_PROFILE=value:** ICC profile encoded in Base64.
- **COMMENT=string:** String to embed in a comment JPEG marker. When reading, such strings are exposed in the COMMENT metadata item.
- **EXIF\_THUMBNAİL=YES/NO:** Whether to generate an EXIF thumbnail(overview), itself JPEG compressed. Defaults to NO. If enabled, the maximum dimension of the thumbnail will be 128, if neither THUMBNAİL\_WIDTH nor THUMBNAİL\_HEIGHT are specified.
- **THUMBNAİL\_WIDTH=n:** Width of thumbnail. Only taken into account if EXIF\_THUMBNAİL=YES.
- **THUMBNAİL\_HEIGHT=n:** Height of thumbnail. Only taken into account if EXIF\_THUMBNAİL=YES.
- **WRITE\_EXIF\_METADATA=YES/NO:** (Starting with GDAL 2.3). Whether to write EXIF\_xxxx metadata items in a EXIF segment. Default to YES.

## 6.78.5 EXIF and GPS tags

The below tables list the EXIF and GPS tags that can be written.

- The “Metadata item name” column presents the name of the metadata item to attach to the source dataset.
- The “Hex code” column is the value of the corresponding TIFF EXIF/GPS tag (for reference only)
- The “Type” column is the TIFF type associated.
  - ASCII is for text values that are NUL-terminated (for a fixed length tag, the length includes this NUL-terminating characters). e.g EXIF\_Make=the\_make
  - BYTE/UNDEFINED is for values that can be made of any byte value. The value of the corresponding GDAL metadata item must be a string of hexadecimal formatted values, e.g EXIF\_GPSVersionID=0x02 0x00 0x00 0x00. GDAL also accepts an ASCII string: e.g. EXIF\_ExifVersion=0231
  - SHORT is for unsigned integer values in the range [0,65535]. Some tags may accept multiple values, in which case they must be separated by space.
  - LONG is for unsigned integer values in the range [0,4294967295]. Some tags may accept multiple values, in which case they must be separated by space.
  - RATIONAL is for positive floating-point values. Some tags may accept multiple values, in which case they must be separated by space. e.g EXIF\_GPSLatitude=49 2 3.5
  - SRATIONAL is for positive or negative floating-point values. Some tags may accept multiple values, in which case they must be separated by space.

When an item accepts a fixed number of values and that more are provided, they will be truncated with a warning. In the case they are less values provided than needed, they will be padded with appropriate spaces / zeroes

- The “Number of values” column is the number of values for the item. Might be “variable” if there is no restriction, or a fixed value. For Type=ASCII, the fixed value includes the NUL-terminating byte, so the number of actual printable characters is number of values - 1.
- The “Optionality” column indicates whether the item should be present (“Mandatory”), is “Recommended” or “Optional”. GDAL does not enforce this.

Many items have more restrictions on the valid content that are not expressed in the below tables. Consult the EXIF specification for more information.

Metadata item name	Hex code	Type	Number of values	Optionality
EXIF_Document_Name	0x010D	ASCII	variable	Optional
EXIF_ImageDescription	0x010E	ASCII	variable	Recommended
EXIF_Make	0x010F	ASCII	variable	Recommended
EXIF_Model	0x0110	ASCII	variable	Recommended
EXIF_Orientation	0x0112	SHORT	1	Recommended
EXIF_XResolution	0x011A	RATIONAL	1	<b>Mandatory</b>
EXIF_YResolution	0x011B	RATIONAL	1	<b>Mandatory</b>
EXIF_ResolutionUnit	0x0128	SHORT	1	<b>Mandatory</b>
EXIF_TransferFunction	0x012D	SHORT	768	Optional
EXIF_Software	0x0131	ASCII	variable	Optional
EXIF_DateTime	0x0132	ASCII	20	Recommended
EXIF_Artist	0x013B	ASCII	variable	Optional
EXIF_WhitePoint	0x013E	RATIONAL	2	Optional
EXIF_PrimaryChromaticities	0x013F	RATIONAL	6	Optional
EXIF_YCbCrCoefficients	0x0211	RATIONAL	3	Optional

continues on next page

Table 4 – continued from previous page

Metadata item name	Hex code	Type	Number of values	Optionality
EXIF_YCbCrPositioning	0x0213	SHORT	1	<b>Mandatory</b>
EXIF_ReferenceBlackWhite	0x0214	RATIONAL	6	Optional
EXIF_Copyright	0x8298	ASCII	variable	Optional
EXIF_ExposureTime	0x829A	RATIONAL	1	Recommended
EXIF_FNumber	0x829D	RATIONAL	1	Optional
EXIF_ExposureProgram	0x8822	SHORT	1	Optional
EXIF_SpectralSensitivity	0x8824	ASCII	variable	Optional
EXIF_ISOSpeedRatings	0x8827	SHORT	variable	Optional
EXIF_OECF	0x8828	UNDEFINED	variable	Optional
EXIF_SensitivityType	0x8830	SHORT	1	Optional
EXIF_StandardOutputSensitivity	0x8831	LONG	1	Optional
EXIF_RecommendedExposureIndex	0x8832	LONG	1	Optional
EXIF_ISOSpeed	0x8833	LONG	1	Optional
EXIF_ISOSpeedLatitudeyyy	0x8834	LONG	1	Optional
EXIF_ISOSpeedLatitudezzz	0x8835	LONG	1	Optional
EXIF_ExifVersion	0x9000	UNDEFINED	4	<b>Mandatory</b>
EXIF_DateTimeOriginal	0x9003	ASCII	20	Optional
EXIF_DateTimeDigitized	0x9004	ASCII	20	Optional
EXIF_OffsetTime	0x9010	ASCII	7	Optional
EXIF_OffsetTimeOriginal	0x9011	ASCII	7	Optional
EXIF_OffsetTimeDigitized	0x9012	ASCII	7	Optional
EXIF_ComponentsConfiguration	0x9101	UNDEFINED	4	<b>Mandatory</b>
EXIF_CompressedBitsPerPixel	0x9102	RATIONAL	1	Optional
EXIF_ShutterSpeedValue	0x9201	SRATIONAL	1	Optional
EXIF_ApertureValue	0x9202	RATIONAL	1	Optional
EXIF_BrightnessValue	0x9203	SRATIONAL	1	Optional
EXIF_ExposureBiasValue	0x9204	SRATIONAL	1	Optional
EXIF_MaxApertureValue	0x9205	RATIONAL	1	Optional
EXIF_SubjectDistance	0x9206	RATIONAL	1	Optional
EXIF_MeteringMode	0x9207	SHORT	1	Optional
EXIF_LightSource	0x9208	SHORT	1	Optional
EXIF_Flash	0x9209	SHORT	1	Recommended
EXIF_FocalLength	0x920A	RATIONAL	1	Optional
EXIF_SubjectArea	0x9214	SHORT	variable	Optional
EXIF_MakerNote	0x927C	UNDEFINED	variable	Optional
EXIF_UserComment	0x9286	UNDEFINED	variable	Optional
EXIF_SubSecTime	0x9290	ASCII	variable	Optional
EXIF_SubSecTime_Original	0x9291	ASCII	variable	Optional
EXIF_SubSecTime_Digitized	0x9292	ASCII	variable	Optional
EXIF_FlashpixVersion	0xA000	UNDEFINED	4	<b>Mandatory</b>
EXIF_ColorSpace	0xA001	SHORT	1	<b>Mandatory</b>
EXIF_PixelXDimension	0xA002	LONG	1	<b>Mandatory</b>
EXIF_PixelYDimension	0xA003	LONG	1	<b>Mandatory</b>
EXIF_RelatedSoundFile	0xA004	ASCII	13	Optional
EXIF_FlashEnergy	0xA20B	RATIONAL	1	Optional
EXIF_SpatialFrequencyResponse	0xA20C	UNDEFINED	variable	Optional
EXIF_FocalPlaneXResolution	0xA20E	RATIONAL	1	Optional
EXIF_FocalPlaneYResolution	0xA20F	RATIONAL	1	Optional
EXIF_FocalPlaneResolutionUnit	0xA210	SHORT	1	Optional

continues on next page



Table 4 – continued from previous page

Metadata item name	Hex code	Type	Number of values	Optionality
EXIF_SubjectLocation	0xA214	SHORT	2	Optional
EXIF_ExposureIndex	0xA215	RATIONAL	1	Optional
EXIF_SensingMethod	0xA217	SHORT	1	Optional
EXIF_FileSource	0xA300	UNDEFINED	1	Optional
EXIF_SceneType	0xA301	UNDEFINED	1	Optional
EXIF_CFAPattern	0xA302	UNDEFINED	variable	Optional
EXIF_CustomRendered	0xA401	SHORT	1	Optional
EXIF_ExposureMode	0xA402	SHORT	1	Recommended
EXIF_WhiteBalance	0xA403	SHORT	1	Recommended
EXIF_DigitalZoomRatio	0xA404	RATIONAL	1	Optional
EXIF_FocalLengthIn35mmFilm	0xA405	SHORT	1	Optional
EXIF_SceneCaptureType	0xA406	SHORT	1	Recommended
EXIF_GainControl	0xA407	RATIONAL	1	Optional
EXIF_Contrast	0xA408	SHORT	1	Optional
EXIF_Saturation	0xA409	SHORT	1	Optional
EXIF_Sharpness	0xA40A	SHORT	1	Optional
EXIF_DeviceSettingDescription	0xA40B	UNDEFINED	variable	Optional
EXIF_SubjectDistanceRange	0xA40C	SHORT	1	Optional
EXIF_ImageUniqueID	0xA420	ASCII	33	Optional
EXIF_CameraOwnerName	0xA430	ASCII	variable	Optional
EXIF_BodySerialNumber	0xA431	ASCII	variable	Optional
EXIF_LensSpecification	0xA432	RATIONAL	4	Optional
EXIF_LensMake	0xA433	ASCII	variable	Optional
EXIF_LensModel	0xA434	ASCII	variable	Optional
EXIF_LensSerialNumber	0xA435	ASCII	variable	Optional

GPS tags:

Metadata item name	Hex code	Type	Number of values	Optionality
EXIF_GPSVersionID	0x0000	BYTE	4	Optional
EXIF_GPSLatitudeRef	0x0001	ASCII	2	Optional
EXIF_GPSLatitude	0x0002	RATIONAL	3	Optional
EXIF_GPSLongitudeRef	0x0003	ASCII	2	Optional
EXIF_GPSLongitude	0x0004	RATIONAL	3	Optional
EXIF_GPSAltitudeRef	0x0005	BYTE	1	Optional
EXIF_GPSAltitude	0x0006	RATIONAL	1	Optional
EXIF_GPSTimeStamp	0x0007	RATIONAL	3	Optional
EXIF_GPSSatellites	0x0008	ASCII	variable	Optional
EXIF_GPSStatus	0x0009	ASCII	2	Optional
EXIF_GPSMeasureMode	0x000A	ASCII	2	Optional
EXIF_GPSDOP	0x000B	RATIONAL	1	Optional
EXIF_GPSSpeedRef	0x000C	ASCII	2	Optional
EXIF_GPSSpeed	0x000D	RATIONAL	1	Optional
EXIF_GPSTrackRef	0x000E	ASCII	2	Optional
EXIF_GPSTrack	0x000F	RATIONAL	1	Optional
EXIF_GPSImgDirectionRef	0x0010	ASCII	2	Optional
EXIF_GPSImgDirection	0x0011	RATIONAL	1	Optional
EXIF_GPSMapDatum	0x0012	ASCII	variable	Optional
EXIF_GPSDestLatitudeRef	0x0013	ASCII	2	Optional

continues on next page

Table 5 – continued from previous page

Metadata item name	Hex code	Type	Number of values	Optionality
EXIF_GPSDestLatitude	0x0014	RATIONAL	3	Optional
EXIF_GPSDestLongitudeRef	0x0015	ASCII	2	Optional
EXIF_GPSDestLongitude	0x0016	RATIONAL	3	Optional
EXIF_GPSDestBearingRef	0x0017	ASCII	2	Optional
EXIF_GPSDestBearing	0x0018	RATIONAL	1	Optional
EXIF_GPSDestDistanceRef	0x0019	ASCII	2	Optional
EXIF_GPSDestDistance	0x001A	RATIONAL	1	Optional
EXIF_GPSProcessingMethod	0x001B	UNDEFINED	variable	Optional
EXIF_GPSAreaInformation	0x001C	UNDEFINED	variable	Optional
EXIF_GPSDateStamp	0x001D	ASCII	11	Optional
EXIF_GPSDifferential	0x001E	SHORT	1	Optional
EXIF_GPSHPositioningError	0x001F	RATIONAL	1	Optional

### 6.78.6 FLIR metadata

New in version 3.3.

Metadata encoded according to the FLIR convention (infrared images) is available in the FLIR metadata domain.

Metadata from the following sections is supported:

- Header
- RawData
- CameraInfo
- PaletteInfo
- GPSInfo

Consult <https://exiftool.org/TagNames/FLIR.html> for details.

The thermal image data, stored either as raw data or in PNG, is exposed as a GDAL subdataset whose name is `JPEG:"filename.jpg":FLIR_RAW_THERMAL_IMAGE`

### 6.78.7 See Also

- [Independent JPEG Group](#)
- [libjpeg-turbo](#)
- *GTiff – GeoTIFF File Format*
- [EXIF v2.31 specification](#)

## 6.79 JPEGXL – JPEG-XL File Format

New in version 3.6.

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### Driver short name

JPEGXL

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### Build dependencies

libjxl

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The JPEG-XL format is supported for reading, and batch writing (`CreateCopy()`), but not update in place.

The driver supports reading and writing: - georeferencing: encoded as a GeoJP2 UUID box within a JUMBF box. - XMP in the xml:XMP metadata domain - EXIF in the EXIF metadata domain - color profile in the COLOR\_PROFILE metadata domain.

Reading or writing involves ingesting the whole uncompressed image in memory. Compression is in particular very memory hungry with current libjxl implementation. For large images (let's say width or height larger than 10,000 pixels), using JPEGXL compression as a *GTiff – GeoTIFF File Format* codec is thus recommended.

The number of worker threads for multi-threaded compression and decompression can be set with the `GDAL_NUM_THREADS` configuration option to an integer value or `ALL_CPUS` (the later is the default).

---

**Note:** Support for reading and writing XMP and EXIF, and writing georeferencing, requires a libjxl version build from its main branch, post 0.6.1 release.

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### 6.79.1 Driver capabilities

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#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

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#### Supports Georeferencing

This driver supports georeferencing

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#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

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### 6.79.2 Color Profile Metadata

GDAL can deal with the following color profile metadata in the `COLOR_PROFILE` domain:

- **SOURCE\_ICC\_PROFILE** (Base64 encoded ICC profile embedded in file.)

### 6.79.3 Creation Options

With libjxl 0.6.1, only 1 (greyscale), 2 band (greyscale + alpha), 3 band (RGB) or 4 band (RGBA) source images are supported. With later libjxl versions, any number of bands can be written. Supported data types are Byte, UInt16 and Float32.

When copying from a (regular) JPEG file, and not specifying lossy compression options, its content is re-encoded in a lossless way, and with reconstruction data that enables to recreate a JPEG file from the JPEGXL codestream.

The following creation options are available:

- **LOSSLESS=YES/NO**: Whether JPEGXL compression should be lossless. Defaults to YES (unless **DISTANCE** or **QUALITY** are specified)
- **EFFORT=[1-9]**: Level of effort. The higher, the smaller file and slower compression time. Default is 5.
- **DISTANCE=[0.1-15]**: Distance level for lossy compression 0=mathematically lossless, 1.0=visually lossless, usual range [0.5,3]. Default is 1.0
- **QUALITY=[-inf,100]**: Alternative setting to **DISTANCE** to specify lossy compression, roughly matching libjpeg quality setting in the [0,100] range. Default is 90.0
- **NBITS=n**: Create a file with less than 8 bits per sample by passing a value from 1 to 7 for a Byte type, or a value from 9 to 15 for a UInt16 type.
- **NUM\_THREADS=number\_of\_threads/ALL\_CPUS**: Set the number of worker threads for multi-threaded compression. Default is `ALL_CPUS`. If not set, can also be controlled with the `GDAL_NUM_THREADS` configuration option.
- **SOURCE\_ICC\_PROFILE=value**: ICC profile encoded in Base64. Can also be set to empty string to avoid the ICC profile from the source dataset to be used.
- **WRITE\_EXIF\_METADATA=YES/NO**: (libjxl > 0.6.1) Whether to write EXIF metadata from the EXIF metadata domain of the source dataset in a Exif box. Default is YES.
- **WRITE\_XMP=YES/NO**: (libjxl > 0.6.1) Whether to write XMP metadata from the xml:XMP metadata domain of the source dataset in a xml box. Default is YES.
- **WRITE\_GEOJP2=YES/NO**: (libjxl > 0.6.1) Whether to write georeferencing in a JUMBF UUID box using GeoJP2 encoding. Default is YES.
- **COMPRESS\_BOXES=YES/NO**: (libjxl > 0.6.1) Whether to decompress Exif/XMP/GeoJP2 boxes using Brotli compression. Default is NO.

## 6.79.4 See Also

- [JPEG-XL home page](#)
- [libjxl](#)

## 6.80 JPIPKAK - JPIP Streaming

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### Driver short name

JPIPKAK

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### Build dependencies

Kakadu library

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JPEG 2000 Interactive Protocol (JPIP) flexibility with respect to random access, code stream reordering and incremental decoding is highly exploitable in a networked environment allowing access to remote large files using limited bandwidth connections or high contention networks.

### 6.80.1 Driver capabilities

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#### Supports Georeferencing

This driver supports georeferencing

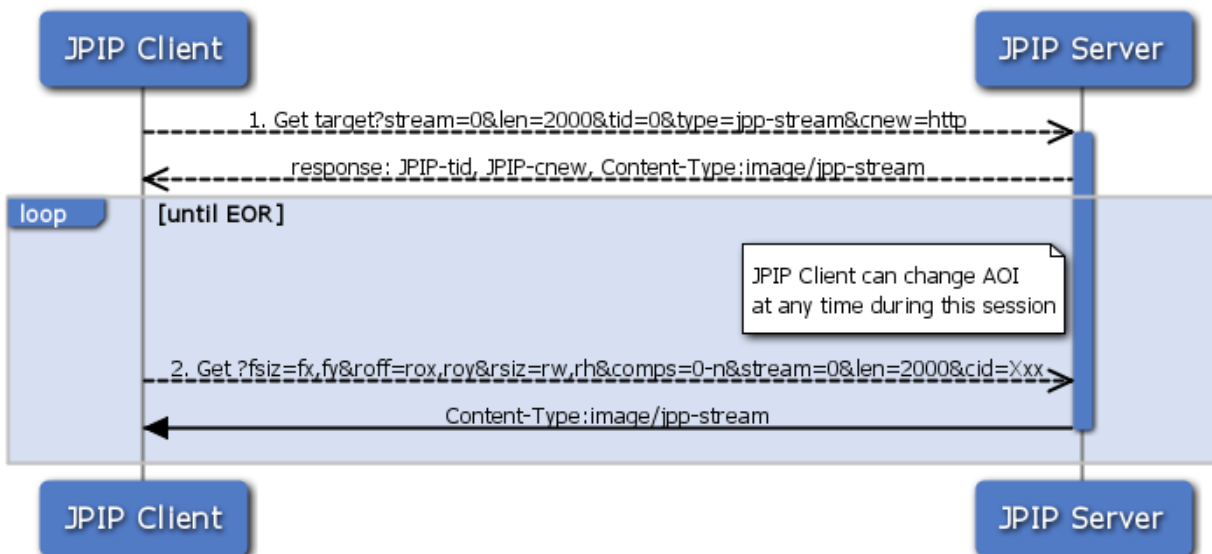
---

### 6.80.2 JPIPKAK - JPIP Overview

A brief overview of the JPIP event sequence is presented in this section, more information can be found at [JPEG 2000 Interactive Protocol \(Part 9 – JPIP\)](#) and the specification can (and should) be purchased from ISO.

An earlier version of JPEG 2000 Part 9 is available here <http://www.jpeg.org/public/fcd15444-9v2.pdf>, noting the ISO copyright, diagrams are not replicated in this documentation.

The JPIP protocol has been abstracted in this format driver, requests are made at the 1:1 resolution level.



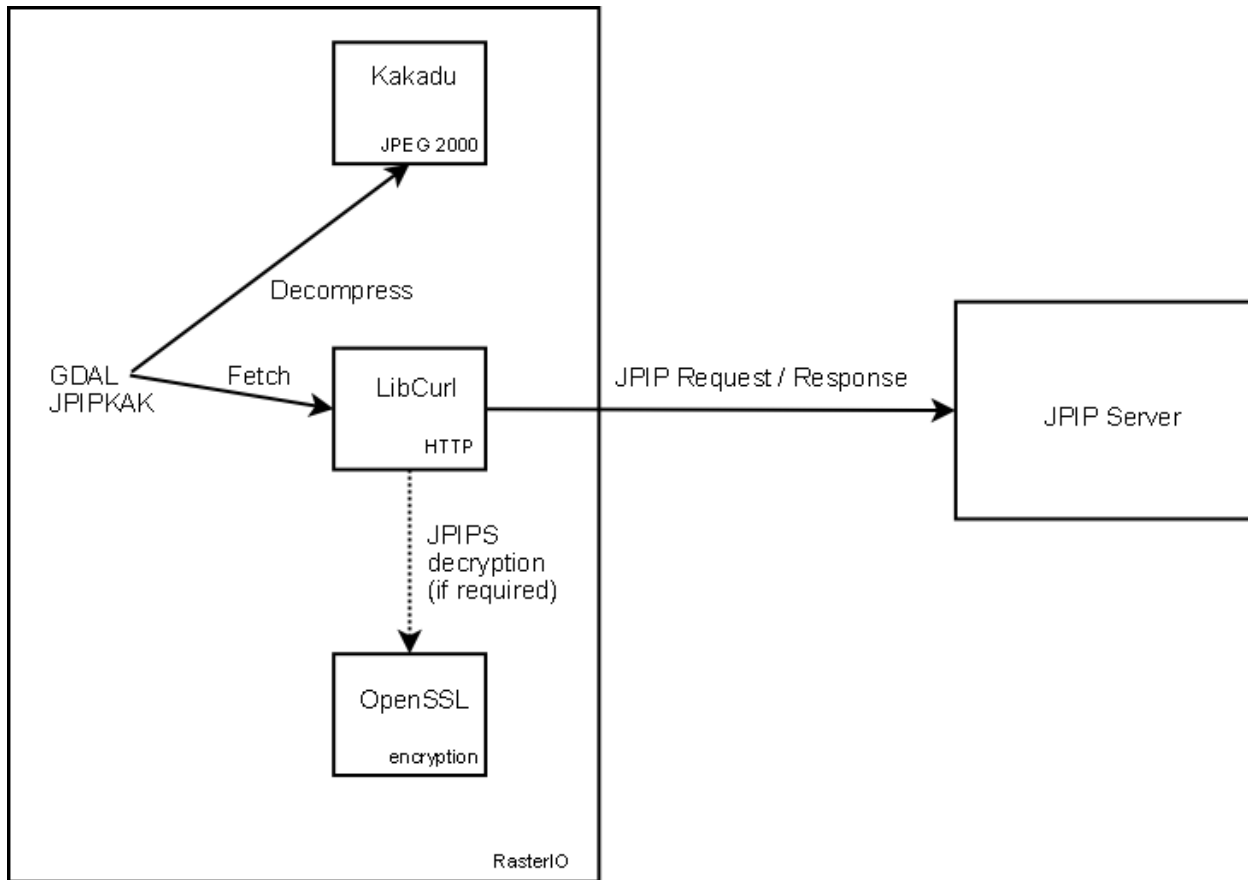
1. Initial JPIP request for a target image, a target id, a session over http, data to be returned as a jpp-stream are requested and a maximum length is put on the response. In this case no initial window is requested, though it can be. Server responds with a target identifier that can be used to identify the image on the server and a JPIP-cnew response header which includes the path to the JPIP server which will handle all future requests and a cid session identifier. A session is required so that the server can model the state of the client connection, only sending the data that is required.
2. Client requests particular view windows on the target image with a maximum response length and includes the session identifier established in the previous communication. 'fsiz' is used to identify the resolution associated with the requested view-window. The values 'fx' and 'fy' specify the dimensions of the desired image resolution. 'roff' is used to identify the upper left hand corner off the spatial region associated with the requested view-window. 'rsiz' is used to identify the horizontal and vertical extents of the spatial region associated with the requested view-window.

### 6.80.3 JPIPKAK -approach

The JPIPKAK driver uses an approach that was first demonstrated here, [J2KViewer](#), by Juan Pablo Garcia Ortiz of separating the communication layer (socket / http) from the Kakadu kdu\_cache object. Separating the communication layer from the data object is desirable since it allows the use of optimized http client libraries such as libcurl, Apache HttpClient (note that jportiz used a plain Java socket) and allows SSL communication between the client and server.

Kakadu's implementation of client communication with a JPIP server uses a socket, and this socket connection holds the state for this client session. A client session with Kakadu can be recreated using the JPIP cache operations between client and server, but no use of traditional HTTP cookies is supported since JPIP is neutral to the transport layer.

The JPIPKAK driver is written using a HTTP client library with the Kakadu cache object and supports optimized communication with a JPIP server (which may or may not support HTTP sessions) and the high performance of the kakadu kdu\_region\_decompressor.



#### 6.80.4 JPIPKAK - implementation

The implementation supports the GDAL C++ and C API, and provides an initial SWIG wrapper for this driver with a Java ImageIO example (**TODO** - qGIS Example).

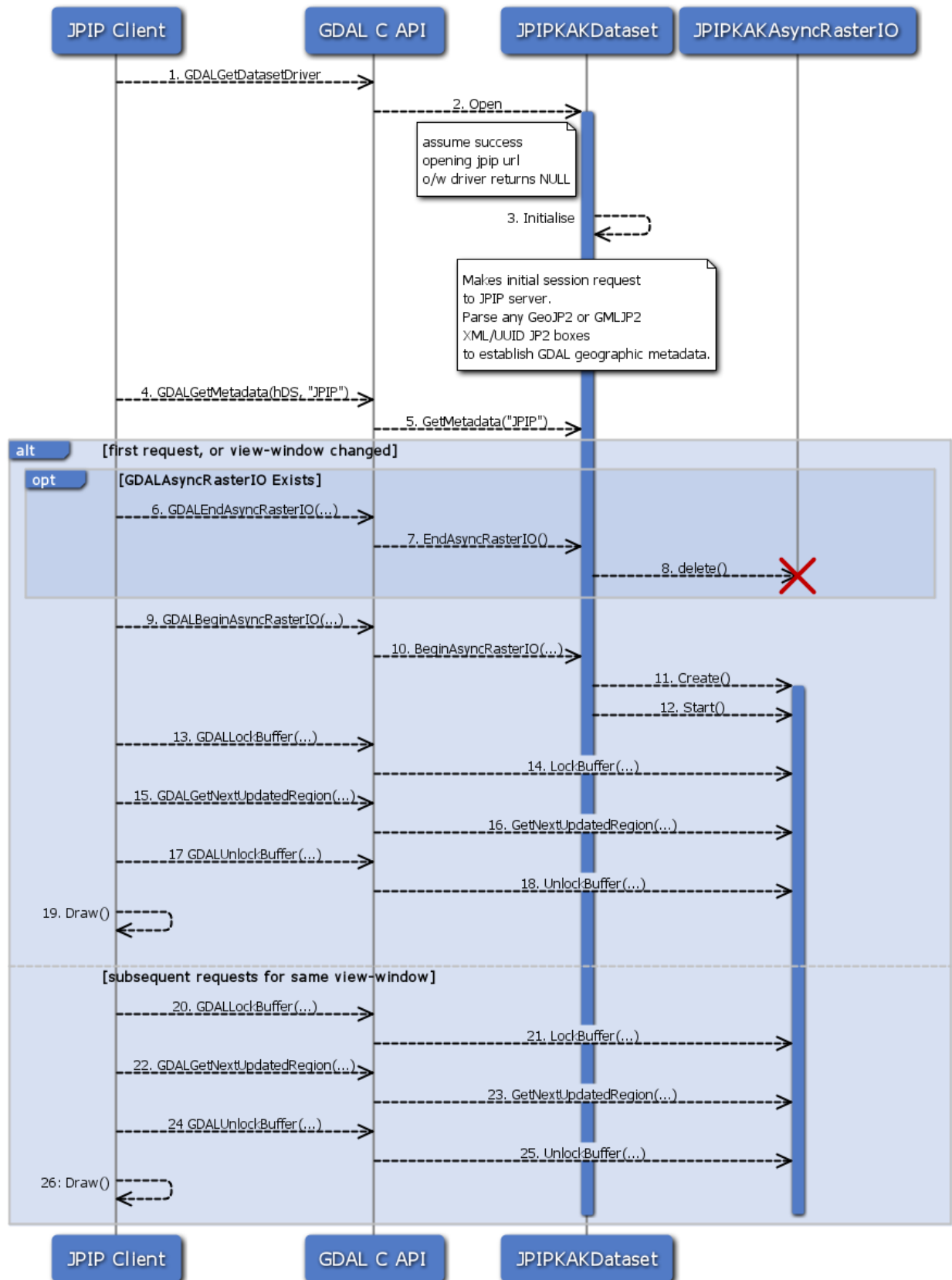
The driver uses a simple threading model to support requesting reads of the data and remote fetching. This threading model supports two separate client windows, with just one connection to the server. Requests to the server are multiplexed to utilize available bandwidth efficiently. The client identifies these windows by using “0” (low) or “1” (high) values to a “PRIORITY” metadata request option.

Note: SSL support

If the client is built with support for SSL, then driver determines whether to use SSL if the request is a `jpips://` protocol as opposed to `jpeg://`. Note that the driver does not verify server certificates using the Curl certificate bundle and is currently set to accept all SSL server certificates.

Note: libCurl

JPIP sets client/server values using HTTP headers, modifications have been made to the GDAL HTTP portability library to support this.



1. GDALGetDatasetDriver



Fetch the driver to which this dataset relates.

## 2. Open

If the filename contained in the `GDALOpenInfo` object has a case insensitive URI scheme of JPIP or JPIPS the `JPIPKAADataset` is created and initialized, otherwise NULL is returned.

## 3. Initialize

Initialization involves making an initial connection to the JPIP Server to establish a session and to retrieve the initial metadata about the image (ref. *JPIP Sequence Diagram*).

If the connection fails, the function returns false and the `Open` function returns NULL indicating that opening the dataset with this driver failed.

If the connection is successful, then subsequent requests to the JPIP server are made to retrieve all the available metadata about the image. Metadata items are set using the `GDALMajorObject->SetMetadataItem` in the “JPIP” domain.

If the metadata returned from the server includes GeoJP2 UUID box, or a GMLJP2 XML box then this metadata is parsed and sets the geographic metadata of this dataset.

## 4. GDALGetMetadata

C API to `JPIPKAADataset->GetMetadata`

## 5. GetMetadata

returns metadata for the “JPIP” domain, keys are “JPIP\_NQUALITYLAYERS”, “JPIP\_NRESOLUTIONLEVELS”, “JPIP\_NCOMPS” and “JPIP\_SPRECISION”

## 6. GDALEndAsyncRasterIO

If the asynchronous raster IO is active and not required, the C API calls `JPIPKAADataset->EndAsyncRasterIO`

## 7. EndAsyncRasterIO

The `JPIPKAASyncRasterIO` object is deleted

## 8. delete

## 9. GDALBeginAsyncRasterIO

C API to `JPIPKAADataset->BeginAsyncRasterIO`

## 10. BeginAsyncRasterIO

The client has set the requested view window at 1:1 and have optionally set the discard level, quality layers and thread priority metadata items.

## 11. Create

Creates a `JPIPKAASyncRasterIO` Object

## 12. Start

Configures the kakadu machinery and starts a background thread (if not already running) to communicate to the server the current view window request. The background thread results in the `kdu_cache` object being updated until the JPIP server sends an “End Of Response” (EOR) message for the current view window request.

## 13. GDALLockBuffer

C API to `LockBuffer`

## 14. LockBuffer

Not implemented in `JPIPKAASyncRasterIO`, a lock is acquired in `JPIPKAASyncRasterIO->GetNextUpdatedRegion`

## 15. GDALGetNextUpdatedRegion

C API to GetNextUpdatedRegion

## 16. GetNextUpdatedRegion

The function decompresses the available data to generate an image (according to the dataset buffer type set in `JPIPKAADataset->BeginAsyncRasterIO`) The window width, height (at the requested discard level) decompressed is returned in the region pointer and can be rendered by the client. The status of the rendering operation is one of `GARIO_PENDING`, `GARIO_UPDATE`, `GARIO_ERROR`, `GARIO_COMPLETE` from the `GDALAsyncStatusType` structure. `GARIO_UPDATE`, `GARIO_PENDING` require more reads of `GetNextUpdatedRegion` to get the full image data, this is the progressive rendering of JPIP. `GARIO_COMPLETE` indicates the window is complete.

`GDALAsyncStatusType` is a structure used by `GetNextUpdatedRegion` to indicate whether the function should be called again when either kakadu has more data in its cache to decompress, or the server has not sent an End Of Response (EOR) message to indicate the request window is complete.

The region passed into this function is passed by reference, and the caller can read this region when the result returns to find the region that has been decompressed. The image data is packed into the buffer, e.g. RGB if the region requested has 3 components.

## 17. GDALUnlockBuffer

C Api to UnlockBuffer

## 18. UnlockBuffer

Not implemented in `JPIPKAAsyncRasterIO`, a lock is acquired in `JPIPKAAsyncRasterIO->GetNextUpdatedRegion`

## 19. Draw

Client renders image data

20. *GDALLockBuffer*21. *LockBuffer*22. *GDALGetNextUpdatedRegion*23. *GetNextUpdatedRegion*24. *GDALUnlockBuffer*25. *UnlockBuffer*26. *Draw*

### 6.80.5 JPIPKAK - installation requirements

- [Libcurl 7.9.4](#)
- [OpenSSL 0.9.8K](#) (if SSL is required, a JPIPS connection)
- [Kakadu](#) (tested with v5.2.6 and v6)

Currently only a Windows makefile is provided, however this should compile on Linux as well as there are no Windows dependencies.

### 6.80.6 See Also

- JPEG 2000 Interactive Protocol (Part 9 – JPIP)
- <http://www.opengeospatial.org/standards/gmljp2>
- Kakadu Software
- IAS demo (example JPIP(S) streams)

### 6.80.7 NOTES

Driver originally developed by [ITT VIS](#) and donated to GDAL to enable SSL enabled JPIP client streaming of remote JPEG 2000 datasets.

## 6.81 KEA

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### Driver short name

KEA

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### Build dependencies

libkea and libhdf5 libraries

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GDAL can read, create and update files in the KEA format, through the libkea library.

KEA is an image file format, named after the New Zealand bird, that provides a full implementation of the GDAL data model and is implemented within a HDF5 file. A software library, libkea, is used to access the file format. The format has comparable performance with existing formats while producing smaller file sizes and is already within active use for a number of projects within Landcare Research, New Zealand, and the wider community.

The KEA format supports the following features of the GDAL data model:

- Multiple-band support, with possible different datatypes. Bands can be added to an existing dataset with `AddBand()` API
- Image blocking support
- Reading, creation and update of data of image blocks
- Affine geotransform, WKT projection, GCP
- Metadata at dataset and band level
- Per-band description
- Per-band nodata and color interpretation
- Per-band color table
- Per-band RAT (Raster Attribute Table) of arbitrary size
- Internal overviews and mask bands

### 6.81.1 Driver capabilities

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**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

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---

**Supports Create()**

This driver supports the `GDALDriver::Create()` operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

New in version 3.0:

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.81.2 Creation options

The following creation options are available. Some are rather esoteric and should rarely be specified, unless the user has good knowledge of the working of the underlying HDF5 format.

- **IMAGEBLOCKSIZE**=integer\_value: The size of each block for image data. Defaults to 256
- **ATTBLOCKSIZE**=integer\_value: The size of each block for attribute data. Defaults to 1000
- **MDC\_NELMTS**=integer\_value: Number of elements in the meta data cache. Defaults to 0. See the [Data caching](#) page of HDF5 documentation.
- **RDCC\_NELMTS**=integer\_value: Number of elements in the raw data chunk cache. Defaults to 512. See the [Data caching](#) page of HDF5 documentation.
- **RDCC\_NBYTES**=integer\_value: Total size of the raw data chunk cache, in bytes. Defaults to 1048576. See the [Data caching](#) page of HDF5 documentation.
- **RDCC\_W0**=floating\_point\_value between 0 and 1: Preemption policy. Defaults to 0.75. See the [Data caching](#) page of HDF5 documentation.
- **SIEVE\_BUF**=integer\_value: Sets the maximum size of the data sieve buffer. Defaults to 65536. See [H5Pset\\_sieve\\_buf\\_size\(\)](#) documentation
- **META\_BLOCKSIZE**=integer\_value: Sets the minimum size of metadata block allocations. Defaults to 2048. See [H5Pset\\_meta\\_block\\_size\(\)](#) documentation
- **DEFLATE**=integer\_value: Compression level between 0 (no compression) to 9 (max compression). Defaults to 1
- **THEMATIC**=YES/NO: If YES then all bands are set to thematic. Defaults to NO

### 6.81.3 See Also

- [libkea GitHub repository](#)
- The KEAimage file format, by Peter Bunting and Sam Gillingham, published in Computers&Geosciences
- *HDF5 driver page*

## 6.82 KMLSuperoverlay – KMLSuperoverlay

---

### Driver short name

KMLSuperoverlay

---



---

### Driver built-in by default

This driver is built-in by default

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NOTE: Implemented as `gdal/frmts/kmlsuperoverlay/kmlsuperoverlay.cpp`.

### 6.82.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.83 KRO – KOLOR Raw format

---

### Driver short name

KRO

---



---

### Driver built-in by default

This driver is built-in by default

---

Supported for read access, update and creation. This format is a binary raw format, that supports data of several depths ( 8 bit, unsigned integer 16 bit and floating point 32 bit) and with several band number (3 or 4 typically, for RGB and RGBA). There is no file size limit, except the limitation of the file system.

Specification of the format

NOTE: Implemented as `gdal/frmts/raw/krodataset.cpp`.

### 6.83.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports `VirtualIO`

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.84 KTX2

New in version 3.6.

---

#### Driver short name

KTX2

---

---

#### Build dependencies

Basis Universal

---

From [https://github.com/BinomialLLC/basis\\_universal](https://github.com/BinomialLLC/basis_universal),

Basis Universal is a “supercompressed” GPU texture data interchange system that supports two highly compressed intermediate file formats (.basis or the .KTX2 open standard from the Khronos Group) that can be quickly transcoded to a very wide variety of GPU compressed and uncompressed pixel formats.

This driver handles textures with the .ktx2 extension. For .basic, refer to the *BASISU – Basis Universal* driver. Note that this driver does *not* handle KTX(1) files.

Note that while the file format supports direct transcoding to other GPU pixel formats, this GDAL driver supports only conversion between uncompressed RGB(A) data and Basis Universal textures.

When a file is made of several images, they are exposed as subdataset, with the *KTX2:filename:layer\_idx:face\_idx* syntax.

Mipmaps levels are exposed as GDAL overviews.

### 6.84.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.84.2 Creation options

The format supports 2 modes: a high quality mode which is internally based off the [UASTC compressed texture format](#), and the original lower quality mode which is based off a subset of ETC1 called “ETC1S”. The default is ETC1S. Only input of type Byte and with 1 (grey), 2 (grey+alpha), 3 (RGB) or 4 (RGB + alpha) bands is supported. Refer to [https://github.com/BinomialLLC/basis\\_universal](https://github.com/BinomialLLC/basis_universal) for more details on those modes and their options.

The following creation options are available:

- **COMPRESSION**=ETC1S/UASTC. Defaults to ETC1S.
- **UASTC\_SUPER\_COMPRESSION**=ZSTD/NONE. “Super” compression to apply. By default ZSTD (ZStandard) is applied. Only valid when COMPRESSION=UASTC.
- **UASTC\_LEVEL**=integer in [0,4] range. Defaults to 2. The higher value, the higher the quality but the slower computing time. 4 is impractically slow. Only valid when COMPRESSION=UASTC.
- **UASTC\_RDO\_LEVEL**=float. Rate distortion optimization level. The lower value, the higher the quality, but the larger the file size. Usual range is [0.2,3]. Default is 1. Only valid when COMPRESSION=UASTC.
- **ETC1S\_LEVEL**=integer in [0,6] range. Defaults to 1. The higher value, the higher the quality but the slower computing time. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_QUALITY\_LEVEL**=integer in [1,255] range. Defaults to 128. The higher value, the higher the quality, but the larger the file size. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_MAX\_ENDPOINTS\_CLUSTERS**=integer in [1,16128] range. Maximum number of endpoint clusters. When set, ETC1S\_MAX\_SELECTOR\_CLUSTERS must also be set. Mutually exclusive with ETC1S\_QUALITY\_LEVEL. Only valid when COMPRESSION=ETC1S.
- **ETC1S\_MAX\_SELECTOR\_CLUSTERS**=integer in [1,16128] range. Maximum number of selector clusters. When set, ETC1S\_MAX\_ENDPOINTS\_CLUSTERS must also be set. Mutually exclusive with ETC1S\_QUALITY\_LEVEL. Only valid when COMPRESSION=ETC1S.
- **NUM\_THREADS**=integer. Defaults to the maximum number of virtual CPUs available. Can also be controlled with the `GDAL_NUM_THREADS` configuration option
- **MIPMAP**=YES/NO. Whether to enable MIPMAP generation. Defaults to NO.
- **COLORSPACE**=PERCEPTUAL\_SRGB/LINEAR. Defaults to PERCEPTUAL\_SRGB. For non-photometric input, use LINEAR to avoid unnecessary artifacts.

### 6.84.3 Build instructions

Building basisu as a library requires currently building the *cmake* branch of the [https://github.com/rouault/basis\\_universal/tree/cmake](https://github.com/rouault/basis_universal/tree/cmake) fork.

```
git clone -b cmake https://github.com/rouault/basis_universal
cd basis_universal
mkdir build
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=/path/to/install-basisu -DCMAKE_BUILD_TYPE=Release -
↳DBUILD_SHARED_LIBS=ON
cmake --build . --config Release --target install
```

Once basisu is built, GDAL CMake options must be configured by pointing the basisu install prefix in the `CMAKE_PREFIX_PATH` variable or `basisu_ROOT` variable.

## 6.85 LAN – Erdas 7.x .LAN and .GIS

---

### Driver short name

LAN

---

---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports reading and writing Erdas 7.x .LAN and .GIS raster files. Currently 4bit, 8bit and 16bit pixel data types are supported for reading and 8bit and 16bit for writing.

GDAL does read the map extents (geotransform) from LAN/GIS files, and attempts to read the coordinate system information. However, this format of file does not include complete coordinate system information, so for state plane and UTM coordinate systems a `LOCAL_CS` definition is returned with valid linear units but no other meaningful information.

The .TRL, .PRO and worldfiles are ignored at this time.

NOTE: Implemented as `gdal/frmts/raw/landataset.cpp`

Development of this driver was financially supported by Kevin Flanders of (PeopleGIS).

### 6.85.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---



## 6.86 L1B – NOAA Polar Orbiter Level 1b Data Set (AVHRR)

---

### Driver short name

L1B

---



---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports NOAA Polar Orbiter Level 1b Data Set format for reading. Now it can read NOAA-9(F) – NOAA-17(M) datasets. NOTE: only AVHRR instrument supported now, if you want read data from other instruments, write to me (Andrey Kiselev, [dron@ak4719.spb.edu](mailto:dron@ak4719.spb.edu)). AVHRR LAC/HRPT (1 km resolution) and GAC (4 km resolution) should be processed correctly.

### 6.86.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.86.2 Georeference

Note, that GDAL simple affine georeference model completely unsuitable for the NOAA data. So you should not rely on it. It is recommended to use the thin plate spline warper (tps). Automatic image rectification can be done with ground control points (GCPs) from the input file.

NOAA stores 51 GCPs per scanline both in the LAC and GAC datasets. In fact you may get less than 51 GCPs, especially at end of scanlines. Another approach to rectification is manual selection of the GCPs using external source of georeference information.

A high density of GCPs will be reported, unless the L1B\_HIGH\_GCP\_DENSITY configuration option is set to NO.

Precision of the GCPs determination depends from the satellite type. In the NOAA-9 – NOAA-14 datasets geographic coordinates of the GCPs stored in integer values as a 128th of a degree. So we can't determine positions more precise than  $1/128=0.0078125$  of degree (~28"). In NOAA-15 – NOAA-17 datasets we have much more precise positions, they are stored as 10000th of degree.

The GCPs will also be reported as a geolocation array, with Lagrangian interpolation of the 51 GCPs per scanline to the number of pixels per scanline width.

Image will be always returned with most northern scanline located at the top of image. If you want determine actual direction of the satellite moving you should look at **LOCATION** metadata record.

### 6.86.3 Data

In case of NOAA-10 in channel 5 you will get repeated channel 4 data.

AVHRR/3 instrument (NOAA-15 – NOAA-17) is a six channel radiometer, but only five channels are transmitted to the ground at any given time. Channels 3A and 3B cannot operate simultaneously. Look at channel description field reported by `gdalinfo` to determine what kind of channel contained in processed file.

### 6.86.4 Metadata

Several parameters, obtained from the dataset stored as metadata records.

Metadata records:

- **SATELLITE**: Satellite name
- **DATA\_TYPE**: Type of the data, stored in the Level 1b dataset (AVHRR HRPT/LAC/GAC).
- **REVOLUTION**: Orbit number. Note that it can be 1 to 2 off the correct orbit number (according to documentation).
- **SOURCE**: Receiving station name.
- **PROCESSING\_CENTER**: Name of data processing center.
- **START**: Time of first scanline acquisition (year, day of year, millisecond of day).
- **STOP**: Time of last scanline acquisition (year, day of year, millisecond of day).
- **LOCATION**: AVHRR Earth location indication. Will be **Ascending** when satellite moves from low latitudes to high latitudes and **Descending** in other case.

Most metadata records can be written to a .CSV file when the `L1B_FETCH_METADATA` configuration file is set to YES. By default, the filename will be called “[11b\_dataset\_name]\_metadata.csv”, and located in the same directory as the L1B dataset. By defining the `L1B_METADATA_DIRECTORY` configuration option, it is possible to create that file in another directory. The documentation to interpret those metadata is [PODUG 3.1](#) for NOAA <=14 and [KLM 8.3.1.3.3.1](#) for NOAA >=15.

### 6.86.5 Subdatasets

NOAA <=14 datasets advertise a `L1B_SOLAR_ZENITH_ANGLES:"11b_dataset_name"` subdataset that contains a maximum of 51 solar zenith angles for each scanline ( beginning at sample 5 with a step of 8 samples for GAC data, beginning at sample 25 with a step of 40 samples for HRPT/LAC/FAC data).

NOAA >=15 datasets advertise a `L1B_ANGLES:"11b_dataset_name"` subdataset that contains 3 bands (solar zenith angles, satellite zenith angles and relative azimuth angles) with 51 values for each scanline ( beginning at sample 5 with a step of 8 samples for GAC data, beginning at sample 25 with a step of 40 samples for HRPT/LAC/FAC data).

NOAA >=15 datasets advertise a `L1B_CLOUDS:"11b_dataset_name"` subdataset that contains a band of same dimensions as bands of the main L1B dataset. The values of each pixel are 0 = unknown; 1 = clear; 2 = cloudy; 3 = partly cloudy.

### 6.86.6 Nodata mask

NOAA  $\geq 15$  datasets that report in their header to have missing scan lines will expose a per-dataset mask band (following rfc-15) to indicate such scan lines.

### 6.86.7 See Also

- Implemented as `gdal/frmts/l1b/l1bdataset.cpp`.
- NOAA Polar Orbiter Level 1b Data Set documented in the “POD User’s Guide” (TIROS-N – NOAA-14 satellites) and in the “NOAA KLM User’s Guide” (NOAA-15 – NOAA-16 satellites). You can find this manuals at [NOAA Technical Documentation Introduction Page](#)
- There are a great variety of L1B datasets, sometimes with variations in header locations that are not documented in the official NOAA documentation. In case a dataset is not recognized by the GDAL L1B driver, the `pytroll` package might be able to recognize it.
- Excellent and complete review contained in the printed book “The Advanced Very High Resolution Radiometer (AVHRR)” by Arthur P. Cracknell, Taylor and Francis Ltd., 1997, ISBN 0-7484-0209-8.
- NOAA data can be downloaded from the [Comprehensive Large Array-data Stewardship System \(CLASS\)](#) (former SAA). Actually it is only source of Level 1b datasets for me, so my implementation tested with that files only.
- [NOAA spacecrafts status page](#)

## 6.87 LCP – FARSITE v.4 LCP Format

---

### Driver short name

LCP

---



---

### Driver built-in by default

This driver is built-in by default

---

FARSITE v. 4 landscape file (LCP) is a multi-band raster format used by wildland fire behavior and fire effect simulation models such as FARSITE, FLAMMAP, and FBAT ([www.fire.org](http://www.fire.org)). The bands of an LCP file store data describing terrain, tree canopy, and surface fuel. The [LANDFIRE Data Distribution Site](#) distributes data in LCP format, and programs such as FARSITE and [LFDAT](#) can create LCP files from a set of input rasters.

An LCP file (.lcp) is basically a raw format with a 7,316-byte header described below. The data type for all bands is 16-bit signed integer. Bands are interleaved by pixel. Five bands are required: elevation, slope, aspect, fuel model, and tree canopy cover. Crown fuel bands (canopy height, canopy base height, canopy bulk density), and surface fuel bands (duff, coarse woody debris) are optional.

The LCP driver reads the linear unit, cell size, and extent, but the LCP file does not specify the projection. UTM projections are typical, but other projections are possible.

## 6.87.1 Driver capabilities

---

### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.87.2 Metadata

The GDAL LCP driver reports dataset- and band-level metadata:

### 6.87.2.1 Dataset

LATITUDE: Latitude of the dataset, negative for southern hemisphere

LINEAR\_UNIT: Feet or meters

DESCRIPTION: LCP file description

### 6.87.2.2 Band

<band>\_UNIT or <band>\_OPTION: units or options code for the band

<band>\_UNIT\_NAME or <band>\_OPTION\_DESC: descriptive name of units/options

<band>\_MIN: minimum value

<band>\_MAX: maximum value

<band>\_NUM\_CLASSES: number of classes, -1 if > 100

<band>\_VALUES: comma-delimited list of class values (fuel model band only)

<band>\_FILE: original input raster file name for the band

**Note:** The LCP driver derives from the RawDataset helper class declared in `gdal/frmts/raw`. It should be implemented as `gdal/frmts/raw/lcpdataset.cpp`.

### 6.87.3 Creation Options

The LCP driver supports CreateCopy() and metadata values can be set via creation options. Below is a list of options with default values listed first.

**ELEVATION\_UNIT**=[METERS/FEET]: Vertical unit for elevation band.

**SLOPE\_UNIT**=[DEGREES/PERCENT]

**ASPECT\_UNIT**=[AZIMUTH\_DEGREES/GRASS\_CATEGORIES/GRASS\_DEGREES]

**FUEL\_MODEL\_OPTION**=[NO\_CUSTOM\_AND\_NO\_FILE/CUSTOM\_AND\_NO\_FILE/NO\_CUSTOM\_AND\_FILE/CUSTOM\_AND\_FILE]: Specify whether or not custom fuel models are used, and if a custom fuel model file is present.

**CANOPY\_COV\_UNIT**=[PERCENT/CATEGORIES]

**CANOPY\_HT\_UNIT**=[METERS\_X\_10/FEET/METERS/FEET\_X\_10]

**CBH\_UNIT**=[METERS\_X\_10/METERS/FEET/FEET\_X\_10]

**CBD\_UNIT**=[KG\_PER\_CUBIC\_METER\_X\_100/POUND\_PER\_CUBIC\_FOOT/KG\_PER\_CUBIC\_METER/POUND\_PER\_CUBIC\_FOOT\_X\_1000/TONS\_PER\_ACRE\_X\_100]

**DUFF\_UNIT**=[MG\_PER\_HECTARE\_X\_10/TONS\_PER\_ACRE\_X\_10]

**CALCULATE\_STATS**=[YES/NO]: Calculate and write the min/max for each band and write the appropriate flags and values in the header. This is mostly a legacy feature used for creating legends.

**CLASSIFY\_DATA**=[YES/NO]: Classify the data into 100 unique values or less and write the appropriate flags and values in the header. This is mostly a legacy feature used for creating legends.

**LINEAR\_UNIT**=[SET\_FROM\_SRS/METER/FOOT/KILOMETER]: Set the linear unit, overriding (if it can be calculated) the value in the associated spatial reference. If no spatial reference is available, it defaults to METER.

**LATITUDE**=[-90-90]: Override the latitude from the spatial reference. If no spatial reference is available, this should be set, otherwise creation will fail.

**DESCRIPTION**=[...]: A short description(less than 512 characters) of the dataset

Creation options that are units of linear measure are fairly lenient. METERS=METER and FOOT=FEET for the most part.

**Note:** CreateCopy does not scale or change any data. By setting the units for various bands, it is assumed that the values are in the specified units.

**LCP header format:**

Start byte	No. of bytes	Format	Name	Description
0	4	long	crown fuels	20 if no crown fuels, 21 if crown fuels exist (crown fuels = canopy height,
4	4	long	ground fuels	20 if no ground fuels, 21 if ground fuels exist (ground fuels = duff loading
8	4	long	latitude	latitude (negative for southern hemisphere)
12	8	double	loeast	offset to preserve coordinate precision (legacy from 16-bit OS days)
20	8	double	hieast	offset to preserve coordinate precision (legacy from 16-bit OS days)
28	8	double	lonorth	offset to preserve coordinate precision (legacy from 16-bit OS days)
36	8	double	hinorth	offset to preserve coordinate precision (legacy from 16-bit OS days)
44	4	long	loelev	minimum elevation
48	4	long	hielev	maximum elevation
52	4	long	numelev	number of elevation classes, -1 if > 100
56	400	long	elevation values	list of elevation values as longs
456	4	long	loslope	minimum slope

Table 6 – continued from

460	4	long	hislope	maximum slope
464	4	long	numslope	number of slope classes, -1 if > 100
468	400	long	slope values	list of slope values as longs
868	4	long	loaspect	minimum aspect
872	4	long	hiaspect	maximum aspect
876	4	long	numaspects	number of aspect classes, -1 if > 100
880	400	long	aspect values	list of aspect values as longs
1280	4	long	lofuel	minimum fuel model value
1284	4	long	hifuel	maximum fuel model value
1288	4	long	numfuel	number of fuel models -1 if > 100
1292	400	long	fuel values	list of fuel model values as longs
1692	4	long	locover	minimum canopy cover
1696	4	long	hicover	maximum canopy cover
1700	4	long	numcover	number of canopy cover classes, -1 if > 100
1704	400	long	cover values	list of canopy cover values as longs
2104	4	long	loheight	minimum canopy height
2108	4	long	hiheight	maximum canopy height
2112	4	long	numheight	number of canopy height classes, -1 if > 100
2116	400	long	height values	list of canopy height values as longs
2516	4	long	lobase	minimum canopy base height
2520	4	long	hibase	maximum canopy base height
2524	4	long	numbase	number of canopy base height classes, -1 if > 100
2528	400	long	base values	list of canopy base height values as longs
2928	4	long	lodensity	minimum canopy bulk density
2932	4	long	hidensity	maximum canopy bulk density
2936	4	long	numdensity	number of canopy bulk density classes, -1 if > 100
2940	400	long	density values	list of canopy bulk density values as longs
3340	4	long	loduff	minimum duff
3344	4	long	hiduff	maximum duff
3348	4	long	numduff	number of duff classes, -1 if > 100
3352	400	long	duff values	list of duff values as longs
3752	4	long	lowoody	minimum coarse woody
3756	4	long	hiwoody	maximum coarse woody
3760	4	long	numwoodies	number of coarse woody classes, -1 if > 100
3764	400	long	woody values	list of coarse woody values as longs
4164	4	long	numeast	number of raster columns
4168	4	long	numnorth	number of raster rows
4172	8	double	EastUtm	max X
4180	8	double	WestUtm	min X
4188	8	double	NorthUtm	max Y
4196	8	double	SouthUtm	min Y
4204	4	long	GridUnits	linear unit: 0 = meters, 1 = feet, 2 = kilometers
4208	8	double	XResol	cell size width in GridUnits
4216	8	double	YResol	cell size height in GridUnits
4224	2	short	EUnits	elevation units: 0 = meters, 1 = feet
4226	2	short	SUnits	slope units: 0 = degrees, 1 = percent
4228	2	short	AUnits	aspect units: 0 = Grass categories, 1 = Grass degrees, 2 = azimuth degrees
4230	2	short	FOptions	fuel model options: 0 = no custom models AND no conversion file, 1 = cu
4232	2	short	CUnits	canopy cover units: 0 = categories (0-4), 1 = percent
4234	2	short	HUnits	canopy height units: 1 = meters, 2 = feet, 3 = m x 10, 4 = ft x 10

Table 6 – continued from

4236	2	short	BUnits	canopy base height units: 1 = meters, 2 = feet, 3 = m x 10, 4 = ft x 10
4238	2	short	PUnits	canopy bulk density units: 1 = kg/m <sup>3</sup> , 2 = lb/ft <sup>3</sup> , 3 = kg/m <sup>3</sup> x 100, 4 =
4240	2	short	DUnits	duff units: 1 = Mg/ha x 10, 2 = t/ac x 10
4242	2	short	WOptions	coarse woody options (1 if coarse woody band is present)
4244	256	char[]	ElevFile	elevation file name
4500	256	char[]	SlopeFile	slope file name
4756	256	char[]	AspectFile	aspect file name
5012	256	char[]	FuelFile	fuel model file name
5268	256	char[]	CoverFile	canopy cover file name
5524	256	char[]	HeightFile	canopy height file name
5780	256	char[]	BaseFile	canopy base file name
6036	256	char[]	DensityFile	canopy bulk density file name
6292	256	char[]	DuffFile	duff file name
6548	256	char[]	WoodyFile	coarse woody file name
6804	512	char[]	Description	LCP file description

Chris Toney, 2009-02-14

## 6.88 Leveller – Daylon Leveller Heightfield

---

### Driver short name

Leveller

---



---

### Driver built-in by default

This driver is built-in by default

---

Leveller heightfields store 32-bit elevation values. Format versions 4 through 9 are supported with various caveats (see below). The file extension for Leveller heightfields is “TER” (which is the same as Terragen, but the driver only recognizes Leveller files).

Blocks are organized as pixel-high scanlines (rows), with the first scanline at the top (north) edge of the DEM, and adjacent pixels on each line increasing from left to right (west to east).

The band type is always Float32, even though format versions 4 and 5 physically use 16.16 fixed-point. The driver auto-converts them to floating-point.

### 6.88.1 Driver capabilities

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#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

### Supports Georeferencing

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.88.2 Reading

`dataset::GetProjectionRef()` will return only a local coordinate system for file versions 4 through 6.

`dataset::GetGeoTransform()` returns a simple world scaling with a centered origin for formats 4 through 6. For versions 7 and higher, it returns a real-world transform except for rotations. The identity transform is not considered an error condition; Leveller documents often use them.

`band::GetUnitType()` will report the measurement units used by the file instead of converting unusual types to meters. A list of unit types is in the `levellerdataset.cpp` module.

`band::GetScale()` and `band::GetOffset()` will return the physical-to-logical (i.e., raw to real-world) transform for the elevation data.

## 6.88.3 Writing

The `dataset::Create()` call is supported, but for version 7 files only.

`band::SetUnitType()` can be set to any of the unit types listed in the `levellerdataset.cpp` module.

`dataset::SetGeoTransform()` should not include rotation data.

As with the Terragen driver, the `MINUSERPIXELVALUE` option must be specified. This lets the driver correctly map from logical (real-world) elevations to physical elevations.

Header information is written out on the first call to `band::IWriteBlock`.

## 6.88.4 See Also:

- Implemented as `gdal/frmts/leveller/levellerdataset.cpp`.
- Visit [Daylon Graphics](#) for the Leveller SDK, which documents the Leveller format.



## 6.89 LOSLAS – NADCON .los/.las Datum Grid Shift

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### Driver short name

LOSLAS

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---

### Driver built-in by default

This driver is built-in by default

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Starting with GDAL 3.1, can also open geoid models of extension .geo such as <https://geodesy.noaa.gov/GEOID/MEXICO97/>

NOTE: Implemented as `gdal/frmts/raw/loaslasdataset.cpp`.

### 6.89.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.90 MAP – OziExplorer .MAP

---

### Driver short name

MAP

---



---

### Driver built-in by default

This driver is built-in by default

---

OziExplorer MAP files.

## 6.90.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.90.2 See Also:

- Implemented as `gdal/frmts/map/mapdataset.cpp`.
- [OziExplorer Map File Format](#)

## 6.91 MRF – Meta Raster Format

---

### Driver short name

MRF

---

New in version 2.1.

---

### Driver built-in by default

This driver is built-in by default

---

Access to a indexed heap of regular tiles (blocks). Controlled by an xml file, usually organized as a pyramid of overviews, with level zero being the full resolution image. None, PNG, JPEG, ZLIB tile packing are implemented

For file creation options, see “`gdalinfo -format MRF`”

## 6.91.1 Driver capabilities

---

### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

---

This driver supports georeferencing

---

## Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.91.2 Links

- [MRF User Guide](#)
- [MRF Specification](#)
- [Source repository nasa-gibs/mrf](#)

## 6.92 MBTiles

---

### Driver short name

MBTiles

---



---

### Build dependencies

libsqlite3

---

The MBTiles driver allows reading rasters in the MBTiles format, which is a specification for storing tiled map data in SQLite databases.

Starting with GDAL 2.1, the MBTiles driver has creation and write support for MBTiles raster datasets.

Starting with GDAL 2.3, the MBTiles driver has read and write support for MBTiles vector datasets. For standalone Mapbox Vector Tile files or set of MVT files, see the [MVT](#) driver. Note: vector write support requires GDAL to be built with GEOS.

GDAL/OGR must be compiled with OGR SQLite driver support, and JPEG and PNG drivers.

The SRS is always the Pseudo-Mercator (a.k.a Google Mercator) projection.

Starting with GDAL 2.3, the driver will open a dataset as RGBA. For previous versions, the driver will try to determine the number of bands by probing the content of one tile. It is possible to alter this behavior by defining the MBTILES\_BAND\_COUNT configuration option (or starting with GDAL 2.1, the BAND\_COUNT open option) to the number of bands. The values supported are 1, 2, 3 or 4. Four band (Red,Green,Blue,Alpha) dataset gives the maximum compatibility with the various encodings of tiles that can be stored.

The driver will use the ‘bounds’ metadata in the metadata table and do necessary tile clipping, if needed, to respect that extent. However that information being optional, if omitted, the driver will use the extent of the tiles at the maximum zoom level. The user can also specify the USE\_BOUNDS=NO open option to force the use of the actual extent of tiles at the maximum zoom level. Or it can specify any of MINX/MINY/MAXX/MAXY to have a custom extent.

The driver can retrieve pixel attributes encoded according to the UTFGrid specification available in some MBTiles files. They can be obtained with the gdallocationinfo utility, or with a GetMetadataItem(“Pixel\_iCol\_iLine”, “LocationInfo”) call on a band object.

## 6.92.1 Driver capabilities

---

### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.92.2 Opening options

Starting with GDAL 2.1, the following open options are available:

- Raster and vector:
  - **ZOOM\_LEVEL**=value: Integer value between 0 and the maximum filled in the *tiles* table. By default, the driver will select the maximum zoom level, such as at least one tile at that zoom level is found in the ‘tiles’ table.
  - **USE\_BOUNDS**=YES/NO: Whether to use the ‘bounds’ metadata, when available, to determine the AOI. Defaults to YES.
  - **MINX**=value: Minimum easting (in EPSG:3857) of the area of interest.
  - **MINY**=value: Minimum northing (in EPSG:3857) of the area of interest.
  - **MAXX**=value: Maximum easting (in EPSG:3857) of the area of interest.
  - **MAXY**=value: Maximum northing (in EPSG:3857) of the area of interest.
- Raster only:
  - **BAND\_COUNT**=AUTO/1/2/3/4: Number of bands of the dataset exposed after opening. Some conversions will be done when possible and implemented, but this might fail in some cases, depending on the **BAND\_COUNT** value and the number of bands of the tile. Defaults to AUTO.
  - **TILE\_FORMAT**=PNG/PNG8/JPEG: Format used to store tiles. See *Tile formats* section. Only used in update mode. Defaults to PNG.
  - **QUALITY**=1-100: Quality setting for JPEG compression. Only used in update mode. Default to 75.
  - **ZLEVEL**=1-9: DEFLATE compression level for PNG tiles. Only used in update mode. Default to 6.
  - **DITHER**=YES/NO: Whether to use Floyd-Steinberg dithering (for **TILE\_FORMAT**=PNG8). Only used in update mode. Defaults to NO.

- Vector only (GDAL  $\geq$  2.3):
  - **CLIP=YES/NO**: Whether to clip geometries of vector features to tile extent. Defaults to YES.
  - **Zoom\_Level\_Auto=YES/NO**: Whether to auto-select the zoom level for vector layers according to the spatial filter extent. Only for display purpose. Defaults to NO.

### 6.92.3 Raster creation issues

Depending of the number of bands of the input dataset and the tile format selected, the driver will do the necessary conversions to be compatible with the tile format. When using the `CreateCopy()` API (such as with `gdal_translate`), automatic reprojection of the input dataset to EPSG:3857 (WebMercator) will be done, with selection of the appropriate zoom level.

Fully transparent tiles will not be written to the database, as allowed by the format.

The driver implements the `Create()` and `IWriteBlock()` methods, so that arbitrary writing of raster blocks is possible, enabling the direct use of MBTiles as the output dataset of utilities such as `gdalwarp`.

On creation, raster blocks can be written only if the geotransformation matrix has been set with `SetGeoTransform()`. This is effectively needed to determine the zoom level of the full resolution dataset based on the pixel resolution, dataset and tile dimensions.

Technical/implementation note: in the general case, GDAL blocks do not exactly match a single MBTiles tile. In which case, each GDAL block will overlap four MBTiles tiles. This is easily handled on the read side, but on creation/update side, such configuration could cause numerous decompression/ recompression of tiles to be done, which might cause unnecessary quality loss when using lossy compression (JPEG). To avoid that, the driver will create a temporary database next to the main MBTiles file to store partial MBTiles tiles in a lossless (and uncompressed) way. Once a tile has received data for its four quadrants and for all the bands (or the dataset is closed or explicitly flushed with `FlushCache()`), those uncompressed tiles are definitely transferred to the MBTiles file with the appropriate compression. All of this is transparent to the user of GDAL API/utilities

#### 6.92.3.1 Tile formats

MBTiles can store tiles in PNG or JPEG. Support for those tile formats depend if the underlying drivers are available in GDAL. By default, GDAL will PNG tiles.

It is possible to select the tile format by setting the creation/open option `TILE_FORMAT` to one of PNG, PNG8 or JPEG. When using JPEG, the alpha channel will not be stored.

PNG8 can be selected to use 8-bit PNG with a color table up to 256 colors. On creation, an optimized color table is computed for each tile. The `DITHER` option can be set to YES to use Floyd/Steinberg dithering algorithm, which spreads the quantization error on neighbouring pixels for better rendering (note however than when zooming in, this can cause non desirable visual artifacts). Setting it to YES will generally cause less effective compression. Note that at that time, such an 8-bit PNG formulation is only used for fully opaque tiles, as the median-cut algorithm currently implemented to compute the optimal color table does not support alpha channel (even if PNG8 format would potentially allow color table with transparency). So when selecting PNG8, non fully opaque tiles will be stored as 32-bit PNG.

### 6.92.4 Vector creation issues

Tiles are generated with WebMercator (EPSG:3857) projection. It is possible to decide at which zoom level ranges a given layer is written. Several layers can be written but the driver has only write-once support for vector data. For writing several vector datasets into MBTiles file an intermediate format like GeoPackage must be used as a container so that all layers can be converted at the same time. Write-once support means also that existing vector layers can't be edited.

Part of the conversion is multi-threaded by default, using as many threads as there are cores. The number of threads used can be controlled with the `GDAL_NUM_THREADS` configuration option.

### 6.92.5 Creation options

The following creation options are available:

- Raster and vector:
  - **NAME**=string. Tileset name, used to set the 'name' metadata item. If not specified, the basename of the filename will be used.
  - **DESCRIPTION**=string. A description of the layer, used to set the 'description' metadata item. If not specified, the basename of the filename will be used.
  - **TYPE**=overlay/baselayer. The layer type, used to set the 'type' metadata item. Default to 'overlay'.
- Raster only:
  - **VERSION**=string. The version of the tileset, as a plain number, used to set the 'version' metadata item. Default to '1.1'.
  - **BLOCKSIZE**=integer. (GDAL >= 2.3) Block/tile size in width and height in pixels. Defaults to 256. Maximum supported is 4096.
  - **TILE\_FORMAT**=PNG/PNG8/JPEG: Format used to store tiles. See *Tile formats* section. Defaults to PNG.
  - **QUALITY**=1-100: Quality setting for JPEG compression. Default to 75.
  - **ZLEVEL**=1-9: DEFLATE compression level for PNG tiles. Default to 6.
  - **DITHER**=YES/NO: Whether to use Floyd-Steinberg dithering (for **TILE\_FORMAT**=PNG8). Defaults to NO.
  - **ZOOM\_LEVEL\_STRATEGY**=AUTO/LOWER/UPPER. Strategy to determine zoom level. LOWER will select the zoom level immediately below the theoretical computed non-integral zoom level, leading to subsampling. On the contrary, UPPER will select the immediately above zoom level, leading to over-sampling. Defaults to AUTO which selects the closest zoom level.
  - **RESAMPLING**=NEAREST/BILINEAR/CUBIC/CUBICSPLINE/LANCZOS/MODE/AVERAGE. Resampling algorithm. Defaults to BILINEAR.
  - **WRITE\_BOUNDS**=YES/NO: Whether to write the bounds 'metadata' item. Defaults to YES.
- Vector only (GDAL >= 2.3):
  - **MINZOOM**=integer: Minimum zoom level at which tiles are generated. Defaults to 0.
  - **MAXZOOM**=integer: Maximum zoom level at which tiles are generated. Defaults to 5. Maximum supported value is 22
  - **CONF**=string: Layer configuration as a JSon serialized string.

- **SIMPLIFICATION**=float: Simplification factor for linear or polygonal geometries. The unit is the integer unit of tiles after quantification of geometry coordinates to tile coordinates. Applies to all zoom levels, unless **SIMPLIFICATION\_MAX\_ZOOM** is also defined.
- **SIMPLIFICATION\_MAX\_ZOOM**=float: Simplification factor for linear or polygonal geometries, that applies only for the maximum zoom level.
- **EXTENT**=positive\_integer. Number of units in a tile. The greater, the more accurate geometry coordinates (at the expense of tile byte size). Defaults to 4096
- **BUFFER**=positive\_integer. Number of units for geometry buffering. This value corresponds to a buffer around each side of a tile into which geometries are fetched and clipped. This is used for proper rendering of geometries that spread over tile boundaries by some rendering clients. Defaults to 80 if **EXTENT**=4096.
- **COMPRESS**=YES/NO. Whether to compress tiles with the Deflate/GZip algorithm. Defaults to YES. Should be left to YES for **FORMAT**=MBTILES.
- **TEMPORARY\_DB**=string. Filename with path for the temporary database used for tile generation. By default, this will be a file in the same directory as the output file/directory.
- **MAX\_SIZE**=integer. Maximum size of a tile in bytes (after compression). Defaults to 500 000. If a tile is greater than this threshold, features will be written with reduced precision, or discarded.
- **MAX\_FEATURES**=integer. Maximum number of features per tile. Defaults to 200 000.
- **BOUNDS**=min\_long,min\_lat,max\_long,max\_lat. Override default value for bounds metadata item which is computed from the extent of features written.
- **CENTER**=long,lat,zoom\_level. Override default value for center metadata item, which is the center of **BOUNDS** at minimum zoom level.

### 6.92.6 Layer configuration (vector)

The above mentioned CONF dataset creation option can be set to a string whose value is a JSON serialized document such as the below one:

```
{
  "boundaries_lod0": {
    "target_name": "boundaries",
    "description": "Country boundaries",
    "minzoom": 0,
    "maxzoom": 2
  },
  "boundaries_lod1": {
    "target_name": "boundaries",
    "minzoom": 3,
    "maxzoom": 5
  }
}
```

*boundaries\_lod0* and *boundaries\_lod1* are the name of the OGR layers that are created into the target MVT dataset. They are mapped to the MVT target layer *boundaries*.

It is also possible to get the same behavior with the below layer creation options, although that is not convenient in the ogr2ogr use case.

### 6.92.7 Layer creation options (vector)

- **MINZOOM**=integer: Minimum zoom level at which tiles are generated. Defaults to the dataset creation option MINZOOM value.
- **MAXZOOM**=integer: Maximum zoom level at which tiles are generated. Defaults to the dataset creation option MAXZOOM value. Maximum supported value is 22
- **NAME**=string: Target layer name. Defaults to the layer name, but can be overridden so that several OGR layers map to a single target MVT layer. The typical use case is to have different OGR layers for mutually exclusive zoom level ranges.
- **DESCRIPTION**=string: A description of the layer.

### 6.92.8 Overviews (raster)

gdaladdo / BuildOverviews() can be used to compute overviews. Only power-of-two overview factors (2,4,8,16,...) are supported.

If more overview levels are specified than available, the extra ones are silently ignored.

Overviews can also be cleared with the -clean option of gdaladdo (or BuildOverviews() with nOverviews=0)

### 6.92.9 Vector tiles

Starting with GDAL 2.3, the MBTiles driver can read MBTiles files containing vector tiles conforming to the Mapbox Vector Tile format (format=pbf).

The driver requires the 'metadata' table to contain a name='json' entry, that has a 'vector\_layers' array describing layers and their schema. See [metadata.json](#)

Note: The driver will make no effort of stitching together geometries for features that overlap several tiles.

### 6.92.10 Examples:

- Accessing a remote MBTiles raster :

```
$ gdalinfo /vsicurl/http://a.tiles.mapbox.com/v3/kkaefer.iceland.mbtiles
```

Output:

```
Driver: MBTiles/MBTiles
Files: /vsicurl/http://a.tiles.mapbox.com/v3/kkaefer.iceland.mbtiles
Size is 16384, 16384
Coordinate System is:
PROJCS["WGS 84 / Pseudo-Mercator",
  GEOGCS["WGS 84",
    DATUM["WGS_1984",
      SPHEROID["WGS 84",6378137,298.257223563,
        AUTHORITY["EPSG","7030"]],
      AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0,
      AUTHORITY["EPSG","8901"]],
    UNIT["degree",0.0174532925199433,
```

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```

        AUTHORITY["EPSG","9122"]],
        AUTHORITY["EPSG","4326"]],
        PROJECTION["Mercator_1SP"],
        PARAMETER["central_meridian",0],
        PARAMETER["scale_factor",1],
        PARAMETER["false_easting",0],
        PARAMETER["false_northing",0],
        UNIT["metre",1,
            AUTHORITY["EPSG","9001"]],
        AXIS["X",EAST],
        AXIS["Y",NORTH],
        EXTENSION["PROJ4","+proj=merc +a=6378137 +b=6378137 +lat_ts=0.0 +lon_0=0.0 +x_
↪0=0.0 +y_0=0 +k=1.0 +units=m +nadgrids=@null +wktext +no_defs"],
        AUTHORITY["EPSG","3857"]]]
Origin = (-3757031.2500000000000000,11271093.7500000000000000)
Pixel Size = (152.873992919921875,-152.873992919921875)
Image Structure Metadata:
  INTERLEAVE=PIXEL
Corner Coordinates:
Upper Left  (-3757031.250,11271093.750) ( 33d44'59.95"W, 70d36'45.36"N)
Lower Left  (-3757031.250, 8766406.250) ( 33d44'59.95"W, 61d36'22.97"N)
Upper Right (-1252343.750,11271093.750) ( 11d14'59.98"W, 70d36'45.36"N)
Lower Right (-1252343.750, 8766406.250) ( 11d14'59.98"W, 61d36'22.97"N)
Center      (-2504687.500,10018750.000) ( 22d29'59.97"W, 66d30'47.68"N)
Band 1 Block=256x256 Type=Byte, ColorInterp=Red
  Overviews: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
Band 2 Block=256x256 Type=Byte, ColorInterp=Green
  Overviews: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
Band 3 Block=256x256 Type=Byte, ColorInterp=Blue
  Overviews: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512
Band 4 Block=256x256 Type=Byte, ColorInterp=Alpha
  Overviews: 8192x8192, 4096x4096, 2048x2048, 1024x1024, 512x512

```

- Reading pixel attributes encoded according to the UTFGrid specification :

```

$ gdallocationinfo /vsicurl/http://a.tiles.mapbox.com/v3/mapbox.geography-class.
↪mbtiles -wgs84 2 49 -b 1 -xml

```

Output:

```

<Report pixel="33132" line="22506">
  <BandReport band="1">
    <LocationInfo>
      <Key>74</Key>
      <Json>{"admin":"France","flag_png":
↪"iVBORw0KGgoAAAANSUUhEUgAAAGQAAABDEAIAAAC1uevOAAAACXBIWXMAAABIAAAASABGyWs+AAAAABmJLR0T/

```

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```

→////////
→8JWPfcAAABPk1EQVR42u3cMRLBQBSA4Zc9CgqcALXC4bThBA5gNFyFM+wBVNFqjYTszipfi1Sm++b0v2ETEdNK2pc/
→T9ny977rCn+fx8rjtc7dMmybnxXy9KncGWGCBBRZYYIEFFlhggQUWWGCBBRZYYIE1/
→GzSLB0CLLAUCyywwAILLLDAAgsssGyFlcAqnJRiKRZYYIEFFlhggQUWWGDZCsFSLLDAAgsssP4DazQowVIssMACy1ZYG6wP30
→HAYWWIplKwQLLLDAAgssZyywwAILLLDAqh6We4VgKZatECywFAssMACCywwAILLLBshWCBpVhggQUWWGCBBRZYYIF1KwQL
→fp8BhZYigUWWGB9C+t9ggUWWGD5FA44XxBz7mcwZM9VAAAAJXRFWHRkYXRlOmNyZWFOZQAYMDExLTA5LTAYVDIzOjI5OjIxL
→"}</JSon>
  </LocationInfo>
  <Value>238</Value>
</BandReport>
</Report>

```

- Converting a dataset to MBTiles and adding overviews :

```

$ gdal_translate my_dataset.tif my_dataset.mbtiles -of MBTILES
$ gdaladdo -r average my_dataset.mbtiles 2 4 8 16

```

- Opening a vector MBTiles:

```

$ ogrinfo /home/even/gdal/data/mvt/out.mbtiles
INFO: Open of `/home/even/gdal/data/mvt/out.mbtiles'
      using driver `MBTiles' successful.
Metadata:
  ZOOM_LEVEL=5
  name=out.mbtiles
  description=out.mbtiles
  version=2
  minzoom=0
  maxzoom=5
  center=16.875000,44.951199,5
  bounds=-180.000000,-85.051129,180.000000,83.634101
  type=overlay
  format=pbf
1: ne_10m_admin_1_states_provinces_shpgeojson (Multi Polygon)

```

- Converting a GeoPackage to a Vector tile MBTILES:

```

$ ogr2ogr -f MBTILES target.mbtiles source.gpkg -dsco MAXZOOM=10

```

## 6.92.11 See Also

- [MBTiles specification](#)
- [UTFGrid specification](#)
- *Mapbox Vector tiles driver*

## 6.93 MEM – In Memory Raster

### Driver short name

MEM

### Driver built-in by default

This driver is built-in by default

GDAL supports the ability to hold rasters in a temporary in-memory format. This is primarily useful for temporary datasets in scripts or internal to applications. It is not generally of any use to application end-users.

Memory datasets should support for most kinds of auxiliary information including metadata, coordinate systems, geo-referencing, GCPs, color interpretation, nodata, color tables and all pixel data types.

### 6.93.1 Dataset Name Format

It is possible to open an existing array in memory. To do so, construct a dataset name with the following format:

```
MEM:::option=value[,option=value...]
```

For example:

```
MEM:::DATAPOINTER=342343408,PIXELS=100,LINES=100,BANDS=3,DATATYPE=Byte,
      PIXELOFFSET=3,LINEOFFSET=300,BANDOFFSET=1,
      GEOTRANSFORM=1.166396e+02/1.861068e-05/0.000000e+00/3.627969e+01/0.000000e+00/-1.
      ↪861068e-05
```

or

```
MEM:::DATAPOINTER=0x1467BEF0,PIXELS=100,LINES=100,BANDS=3,DATATYPE=Byte,
      PIXELOFFSET=3,LINEOFFSET=300,BANDOFFSET=1,
      GEOTRANSFORM=1.166396e+02/1.861068e-05/0.000000e+00/3.627969e+01/0.000000e+00/-1.
      ↪861068e-05
```

- **DATAPOINTER**: address of the first pixel of the first band. The address can be represented as a hexadecimal or decimal value. Hexadecimal values must be prefixed with '0x'. Some implementations (notably Windows) doesn't print hexadecimal pointer values with a leading '0x', so the prefix must be added. You can use CPLPrintPointer to create a string with format suitable for use as a DATAPOINTER.
- **PIXELS**: Width of raster in pixels. (required)
- **LINES**: Height of raster in lines. (required)
- **BANDS**: Number of bands, defaults to 1. (optional)
- **DATATYPE**: Name of the data type, as returned by GDALGetDataTypeName() (eg. Byte, Int16) Defaults to Byte. (optional)
- **PIXELOFFSET**: Offset in bytes between the start of one pixel and the next on the same scanline. (optional)
- **LINEOFFSET**: Offset in bytes between the start of one scanline and the next. (optional)
- **BANDOFFSET**: Offset in bytes between the start of one bands data and the next.

- GEOTRANSFORM: Set the affine transformation coefficients. 6 real numbers with '/' as separator (optional)

### 6.93.2 Creation Options

There are no supported creation options.

The MEM format is one of the few that supports the AddBand() method. The AddBand() method supports DATA-POINTER, PIXELOFFSET and LINEOFFSET options to reference an existing memory array.

### 6.93.3 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.93.4 Multidimensional API support

New in version 3.1.

The MEM driver supports the *Multidimensional Raster Data Model*.

## 6.94 MFF – Vexcel MFF Raster

---

#### Driver short name

MFF

---

---

#### Driver built-in by default

This driver is built-in by default

---

GDAL includes read, update, and creation support for Vexcel's MFF raster format. MFF dataset consist of a header file (typically with the extension .hdr) and a set of data files with extensions like .x00, .b00 and so on. To open a dataset select the .hdr file.

Reading lat/long GCPs (TOP\_LEFT\_CORNER, ...) is supported but there is no support for reading affine georeferencing or projection information.

Unrecognized keywords from the .hdr file are preserved as metadata.

All data types with GDAL equivalents are supported, including 8, 16, 32 and 64 bit data precisions in integer, real and complex data types. In addition tile organized files (as produced by the Vexcel SAR Processor - APP) are supported for reading.

On creation (with a format code of MFF) a simple, ungeoreferenced raster file is created.

MFF files are not normally portable between systems with different byte orders. However GDAL honours the new `BYTE_ORDER` keyword which can take a value of `LSB` (Integer - little endian), and `MSB` (Motorola - big endian). This may be manually added to the .hdr file if required.

NOTE: Implemented as `gdal/frmts/raw/mffdataset.cpp`.

### 6.94.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.95 MFF2 – Vexcel MFF2 Image

---

#### Driver short name

MFF2

---



---

#### Driver built-in by default

This driver is built-in by default

---

GDAL supports MFF2 Image raster file format for read, update, and creation. The MFF2 (Multi-File Format 2) format was designed to fit into Vexcel Hierarchical Key-Value (HKV) databases, which can store binary data as well as ASCII parameters. This format is primarily used internally to the Vexcel InSAR processing system.

To select an MFF2 dataset, select the directory containing the `attrib`, and `image_data` files for the dataset.

Currently only latitude/longitude and UTM projection are supported (`georef.projection.name = ll` or `georef.projection.name = utm`), with the affine transform computed from the lat/long control points. In any event, if GCPs are available in a georef file, they are returned with the dataset.

Newly created files (with a type of `MFF2`) are always just raw rasters with no georeferencing information. For read, and creation all data types (real, integer and complex in bit depths of 8, 16, 32) should be supported.

IMPORTANT: When creating a new `MFF2`, be sure to set the projection before setting the geotransform (this is necessary because the geotransform is stored internally as 5 latitude-longitude ground control points, and the projection is needed to do the conversion).

NOTE: Implemented as `gdal/frmts/raw/hkvdataset.cpp`.

### 6.95.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*vsimem*, etc.)

---

### 6.95.2 Format Details

#### 6.95.2.1 MFF2 Top-level Structure

An `MFF2` “file” is actually a set of files stored in a directory containing an ASCII header file entitled “attrib”, and binary image data entitled “image\_data”. Optionally, there may be an ASCII “georef” file containing georeferencing and projection information, and an “image\_data\_ovr” (for “image\_data” binary image data) file containing tiled overviews of the image in TIFF format. The ASCII files are arranged in key=value pairs. The allowable pairs for each file are described below.

### 6.95.2.2 The “attrib” File

As a minimum, the “attrib” file must specify the image extents, pixel size in bytes, pixel encoding and datatype, and pixel byte order. For example,

```
extent.cols      = 800
extent.rows     = 1040
pixel.size      = 32
pixel.encoding  = { unsigned twos_complement *ieee_754 }
pixel.field     = { *real complex }
pixel.order     = { lsbfb *msbf }
version        = 1.1
```

specifies an image that is 1040 lines by 800 pixels in extent. The pixels are 32 bits of real data in “most significant byte first” (msbf) order, encoded according to the ieee\_754 specification. In MFF2, when a value must belong to a certain subset (eg. pixel.order must be either lsbfb or msbf), all options are displayed between curly brackets, and the one appropriate for the current file is indicated with a “\*”.

The file may also contain the following lines indicating the number of channels of data, and how they are interleaved within the binary data file.

```
channel.enumeration = 1
channel.interleave = { *pixel tile sequential }
```

### 6.95.2.3 The “image\_data” File

The “image\_data” file consists of raw binary data, with extents, pixel encoding, and number of channels as indicated in the “attrib” file.

### 6.95.2.4 The “georef” File

The “georef” file is used to describe the geocoding and projection information for the binary data. For example,

```
top_left.latitude      = 32.93333333333334
top_left.longitude     = 130.0
top_right.latitude     = 32.93333333333334
top_right.longitude    = 130.5
bottom_left.latitude   = 32.500000000000001
bottom_left.longitude  = 130.0
bottom_right.latitude  = 32.500000000000001
bottom_right.longitude = 130.5
centre.latitude        = 32.71666666666668
centre.longitude       = 130.25
projection.origin_longitude = 0
projection.name        = 11
spheroid.name          = wgs-84
```

describes an orthogonal latitude/longitude (11) projected image, with latitudes and longitudes based on the wgs-84 ellipsoid.

Since MFF2 version 1.1, top\_left refers to the top left corner of the top left pixel. top\_right refers to the top right corner of the top right pixel. bottom\_left refers to the bottom left corner of the bottom left pixel. bottom\_right refers to the bottom right corner of the bottom right pixel. centre refers to the centre of the four corners defined above (center of the image).

Mathematically, for an Npix by Nline image, the corners and centre in (pixel,line) coordinates for MFF2 version 1.1 are:

```
top_left: (0,0)
top_right: (Npix,0)
bottom_left: (0,Nline)
bottom_right: (Npix,Nline)
centre: (Npix/2.0,Nline/2.0)
```

These calculations are done using floating point arithmetic (i.e. centre coordinates may take on non-integer values).

Note that the corners are always expressed in latitudes/longitudes, even for projected images.

### 6.95.2.5 Supported projections

ll- Orthogonal latitude/longitude projected image, with latitude parallel to the rows, longitude parallel to the columns. Parameters: spheroid name, projection.origin\_longitude (longitude at the origin of the projection coordinates). If not set, this should default to the central longitude of the output image based on its projection boundaries.

utm- Universal Transverse Mercator projected image. Parameters: spheroid name, projection.origin\_longitude (central meridian for the utm projection). The central meridian must be the meridian at the centre of a UTM zone, i.e. 3 degrees, 9 degrees, 12 degrees, etc. If this is not specified or set a valid UTM central meridian, the reader should reset the value to the nearest valid central meridian based on the central longitude of the output image. The latitude at the origin of the UTM projection is always 0 degrees.

### 6.95.2.6 Recognized ellipsoids

MFF2 format associates the following names with ellipsoid equatorial radius and inverse flattening parameters:

airy-18304:	6377563.396	299.3249646
modified-airy4:	6377340.189	299.3249646
australian-national4:	6378160	298.25
bessel-1841-namibia4:	6377483.865	299.1528128
bessel-18414:	6377397.155	299.1528128
clarke-18584:	6378294.0	294.297
clarke-18664:	6378206.4	294.9786982
clarke-18804:	6378249.145	293.465
everest-india-18304:	6377276.345	300.8017
everest-sabah-sarawak4:	6377298.556	300.8017
everest-india-19564:	6377301.243	300.8017
everest-malaysia-19694:	6377295.664	300.8017
everest-malay-sing4:	6377304.063	300.8017
everest-pakistan4:	6377309.613	300.8017
modified-fisher-19604:	6378155	298.3
helmert-19064:	6378200	298.3
hough-19604:	6378270	297
hughes4:	6378273.0	298.279
indonesian-1974:	6378160	298.247
international-1924:	6378388	297
iugc-67:	6378160.0	298.254
iugc-75:	6378140.0	298.25298
krassovsky-1940:	6378245	298.3
kaula:	6378165.0	292.308

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grs-80:	6378137	298.257222101
south-american-1969:	6378160	298.25
wgs-72:	6378135	298.26
wgs-84:	6378137	298.257223563
ev-wgs-84:	6378137	298.252841
ev-bessel:	6377397	299.1976073

### 6.95.2.7 Explanation of fields

channel.enumeration: (optional- only needed **for** multiband)

Number of channels of data (eg. 3 **for** rgb)

channel.interleave = { \*pixel tile sequential } : (optional- only needed **for** multiband)

For multiband data, indicates how the channels are interleaved. \*pixel indicates that data **is** stored red value, green value, blue value, red value, green value, blue value etc. **as** opposed to (line of red values) (line of green values) (line of blue values) **or** (entire red channel) (entire green channel) (entire blue channel)

extent.cols:

Number of columns of data.

extent.rows:

Number of rows of data.

pixel.encoding = { \*unsigned twos-complement ieee-754 }:

Combines **with** pixel.size **and** pixel.field to give the data **type**:

(encoding, field, size)- **type**

(unsigned, real, 8)- unsigned byte data

(unsigned, real, 16)- unsigned **int 16** data

(unsigned, real, 32)- unsigned **int 32** data

(twos-complement, real, 16)- signed **int 16** data

(twos-complement, real, 32)- signed **int 32** data

(twos-complement, **complex**, 64)- **complex** signed **int 32** data

(ieee-754, real, 32)- real 32 bit floating point data

(ieee-754, real, 64)- real 64 bit floating point data

(ieee-754, **complex**, 64)- **complex** 32 bit floating point data

(ieee-754, **complex**, 128)- **complex** 64 bit floating point data

pixel.size:

Size of one pixel of one channel (bits).

pixel.field = { \*real **complex** }:

Whether the data **is** real **or** **complex**.

pixel.order = { \*lsbf msbf }:

Byte ordering of the data (least **or** most significant byte first).

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version: (only **in** newer versions- **if not** present, older version **is** assumed) Version of mff2.

## 6.96 MrSID – Multi-resolution Seamless Image Database

---

### Driver short name

MrSID

---

---

### Build dependencies

MrSID SDK

---

MrSID is a wavelet-based image compression technology which can utilize both lossy and lossless encoding. This technology was acquired in its original form from Los Alamos National Laboratories (LANL), where it was developed under the aegis of the U.S. government for storing fingerprints for the FBI. Now it is developed and distributed by Extensis.

This driver supports reading of MrSID image files using Extensis' decoding software development kit (DSDK). **This DSDK is not free software, you should contact Extensis to obtain it (see link at end of this page).** If you are using GCC, please, ensure that you have the same compiler as was used for DSDK compilation. It is C++ library, so you may get incompatibilities in C++ name mangling between different GCC versions (2.95.x and 3.x).

Latest versions of the DSDK also support decoding JPEG2000 file format, so this driver can be used for JPEG2000 too.

### 6.96.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.96.2 Metadata

MrSID metadata transparently translated into GDAL metadata strings. Files in MrSID format contain a set of standard metadata tags such as: `IMAGE__WIDTH` (contains the width of the image), `IMAGE__HEIGHT` (contains the height of the image), `IMAGE__XY_ORIGIN` (contains the x and y coordinates of the origin), `IMAGE__INPUT_NAME` (contains the name or names of the files used to create the MrSID image) etc. GDAL's metadata keys cannot contain characters ``:` and ``=`, but standard MrSID tags always contain double colons in tag names. These characters replaced in GDAL with ``_` during translation. So if you are using other software to work with MrSID be ready that names of metadata keys will be shown differently in GDAL.

XMP metadata can be extracted from JPEG2000 files, and will be stored as XML raw content in the `xml:XMP` metadata domain.

### 6.96.3 Georeference

MrSID images may contain georeference and coordinate system information in form of GeoTIFF GeoKeys, translated in metadata records. All those GeoKeys properly extracted and used by the driver. Unfortunately, there is one caveat: old MrSID encoders has a bug which resulted in wrong GeoKeys, stored in MrSID files. This bug was fixed in MrSID software version 1.5, but if you have older encoders or files, created with older encoders, you cannot use georeference information from them.

### 6.96.4 See Also:

- Implemented as `gdal/frmts/mrsid/mrsiddataset.cpp`.
- [Extensis web site](#)

## 6.97 MSG – Meteosat Second Generation

---

#### Driver short name

MSG

---



---

#### Build dependencies

msg library

---

This driver implements reading support for Meteosat Second Generation files. These are files with names like `H-000-MSG1\_\_MSG1\_\_\_\_\_HRV\_\_\_\_\_000007\_\_\_200405311115-C\_`, commonly distributed into a folder structure with dates (e.g. `2004\05\31` for the file mentioned).

The MSG files are wavelet-compressed. A decompression library licensed from [EUMETSAT](#) is needed ([Public Wavelet Transform Decompression Library Software](#), shorter *Wavelet Transform Software*). The software is compilable on Microsoft Windows, Linux and Solaris Operating Systems, and it works on 32 bits and 64 bits as well as mixed architectures. It is licensed under Apache v2.

This driver is not “enabled” by default. See *Build Instructions* on how to include this driver in your GDAL library.

## 6.97.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

## 6.97.2 Build Instructions

### 6.97.2.1 CMake builds

See the GDAL\_USE\_PUBLICDECOMPWT option of *Build hints (cmake)*.

### 6.97.2.2 Other build systems

Clone the EUMETSAT library for wavelet decomposition into `frmts/msg`.

If you are building with Visual Studio 6.0, extract the `.vc` makefiles for the `PublicDecompWT` from the file *PublicDecompWTMakefiles.zip* stored in that directory.

If you build using the GNU Makefile, use `-with-msg` option to enable MSG driver:

```
./configure --with-msg
```

If you find that some adjustments are needed in the makefile and/or the msg source files, please “commit” them. The EUMETSAT library promises to be “platform independent”, but as we are working with Microsoft Windows and Visual Studio 6.0, we did not have the facilities to check if the rest of the msg driver is. Furthermore, apply steps 4 to 7 from the *Raster driver implementation tutorial*, section “Adding Driver to GDAL Tree”.

MSG Wiki page is available at <http://trac.osgeo.org/gdal/wiki/MSG>. It’s dedicated to document building and usage hints

## 6.97.3 Specification of Source Dataset

It is possible to select individual files for opening. In this case, the driver will gather the files that correspond to the other strips of the same image, and correctly compose the image.

Example with `gdal_translate.exe`:

```
gdal_translate  
C:\hrit_a\2004\05\31\H-000-MSG1__-MSG1_____-HRV_____-000008____-200405311115-C_  
C:\output\myimage.tif
```

It is also possible to use the following syntax for opening the MSG files:

- `MSG(source_folder,timestamp,(channel,channel,...,channel),use_root_folder,data_conversion,nr_cycles,step)`
- – `source_folder`: a path to a folder structure that contains the files
- – `timestamp`: 12 digits representing a date/time that identifies the 114 files of the 12 images of that time, e.g. 200501181200
- – `channel`: a number between 1 and 12, representing each of the 12 available channels. When only specifying one channel, the brackets are optional.

- use\_root\_folder: Y to indicate that the files reside directly into the source\_folder specified. N to indicate that the files reside in date structured folders: source\_folder/YYYY/MM/DD
- data\_conversion:
  - \* N to keep the original 10 bits DN values. The result is UInt16.
  - \* B to convert to 8 bits (handy for GIF and JPEG images). The result is Byte.
  - \* R to perform radiometric calibration and get the result in  $\text{mW/m}^2/\text{sr}/(\text{cm}^{-1})^{-1}$ . The result is Float32.
  - \* L to perform radiometric calibration and get the result in  $\text{W/m}^2/\text{sr}/\mu\text{m}$ . The result is Float32.
  - \* T to get the reflectance for the visible bands (1, 2, 3 and 12) and the temperature in degrees Kelvin for the infrared bands (all other bands). The result is Float32.
- nr\_cycles: a number that indicates the number of consecutive cycles to be included in the same file (time series). These are appended as additional bands.
- step: a number that indicates what is the stepsize when multiple cycles are chosen. E.g. every 15 minutes: step = 1, every 30 minutes: step = 2 etc. Note that the cycles are exactly 15 minutes apart, so you can not get images from times in-between (the step is an integer).

Examples with gdal\_translate utility:

Example call to fetch an MSG image of 200501181200 with bands 1, 2 and 3 in IMG format:

```
gdal_translate -of HFA MSG(\\pc2133-24002\RawData\,200501181200,(1,2,3),N,N,1,1) d:\
↪output\outfile.img
```

In JPG format, and converting the 10 bits image to 8 bits by dividing all values by 4:

```
gdal_translate -of JPEG MSG(\\pc2133-24002\RawData\,200501181200,(1,2,3),N,B,1,1) d:\
↪output\outfile.jpg
```

The same, but reordering the bands in the JPEG image to resemble RGB:

```
gdal_translate -of JPEG MSG(\\pc2133-24002\RawData\,200501181200,(3,2,1),N,B,1,1) d:\
↪output\outfile.jpg
```

Geotiff output, only band 2, original 10 bits values:

```
gdal_translate -of GTiff MSG(\\pc2133-24002\RawData\,200501181200,2,N,N,1,1) d:\output\
↪outfile.tif
```

Band 12:

```
gdal_translate -of GTiff MSG(\\pc2133-24002\RawData\,200501181200,12,N,N,1,1) d:\output\
↪outfile.tif
```

The same band 12 with radiometric calibration in  $\text{mW/m}^2/\text{sr}/(\text{cm}^{-1})^{-1}$ :

```
gdal_translate -of GTiff MSG(\\pc2133-24002\RawData\,200501181200,12,N,R,1,1) d:\output\
↪outfile.tif
```

Retrieve data from c:hrit-data20050118 instead of \\pc2133-24002RawData... :

```
gdal_translate -of GTiff MSG(c:\hrit-data\2005\01\18,200501181200,12,Y,R,1,1) d:\output\
↪outfile.tif
```

Another option to do the same (note the difference in the Y and the N for the “use\_root\_folder” parameter:

```
gdal_translate -of GTiff MSG(c:\hrit-data\,200501181200,12,N,R,1,1) d:\output\outfile.tif
```

Without radiometric calibration, but for 10 consecutive cycles (thus from 1200 to 1415):

```
gdal_translate -of GTiff MSG(c:\hrit-data\,200501181200,12,N,N,10,1) d:\output\outfile.  
↪tif
```

10 cycles, but every hour (thus from 1200 to 2100):

```
gdal_translate -of GTiff MSG(c:\hrit-data\,200501181200,12,N,N,10,4) d:\output\outfile.  
↪tif
```

10 cycles, every hour, and bands 3, 2 and 1:

```
gdal_translate -of GTiff MSG(c:\hrit-data\,200501181200,(3,2,1),N,N,10,4) d:\output\  
↪outfile.tif
```

### 6.97.4 Georeference and Projection

The images are using the Geostationary Satellite View projection. Most GIS packages don’t recognize this projection (we only know of ILWIS that does have this projection), but gdalwarp.exe can be used to re-project the images.

### 6.97.5 See Also

- Implemented as `gdal/frmts/msg/msgdataset.cpp`.
- <http://www.eumetsat.int> - European Organisation for the Exploitation of Meteorological Satellites

## 6.98 MSGN – Meteosat Second Generation (MSG) Native Archive Format (.nat)

---

### Driver short name

MSGN

---

---

### Driver built-in by default

This driver is built-in by default

---

GDAL supports reading only of MSG native files. These files may have anything from 1 to 12 bands, all at 10-bit resolution.

Includes support for the 12th band (HRV - High Resolution Visible). This is implemented as a subset, i.e., it is accessed by prefixing the filename with the tag “HRV:”.

Similarly, it is possible to obtain floating point radiance values in stead of the usual 10-bit digital numbers (DNs). This subset is accessed by prefixing the filename with the tag “RAD:”.

Georeferencing is currently supported, but the results may not be acceptable (accurate enough), depending on your requirements. The current workaround is to implement the CGMS Geostationary projection directly, using the code available from EUMETSAT.

### 6.98.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.99 NDF – NLAPS Data Format

---

#### Driver short name

NDF

---



---

#### Driver built-in by default

This driver is built-in by default

---

GDAL has limited support for reading NLAPS Data Format files. This is a format primarily used by the Eros Data Center for distribution of Landsat data. NDF datasets consist of a header file (often with the extension .H1) and one or more associated raw data files (often .I1, .I2, ...). To open a dataset select the header file, often with the extension .H1, .H2 or .HD.

The NDF driver only supports 8bit data. The only supported projection is UTM. NDF version 1 (NDF\_VERSION=0.00) and NDF version 2 are both supported.

NOTE: Implemented as `gdal/frmts/raw/ndfdataset.cpp`.

See Also: [NLAPS Data Format Specification](#).

### 6.99.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.100 NetCDF: Network Common Data Form

---

### Driver short name

netCDF

---

---

### Build dependencies

libnetcdf

---

This format is supported for read and write access. This page only describes the raster support (you can find documentation for the *vector side*) NetCDF is an interface for array-oriented data access and is used for representing scientific data.

The fill value metadata or missing\_value backward compatibility is preserved as NODATA value when available.

NOTE: Implemented as `gdal/frmts/netcdf/netcdfdataset.cpp`.

### 6.100.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.100.2 Multiple Image Handling (Subdatasets)

Network Command Data Form is a container for several different arrays most used for storing scientific dataset. One NetCDF file may contain several datasets. They may differ in size, number of dimensions and may represent data for different regions.

If the file contains only one NetCDF array which appears to be an image, it may be accessed directly, but if the file contains multiple images it may be necessary to import the file via a two step process.

The first step is to get a report of the components images (dataset) in the file using `gdalinfo`, and then to import the desired images using `gdal_translate`. The `gdalinfo` utility lists all multidimensional subdatasets from the input NetCDF file.

The name of individual images are assigned to the `SUBDATASET_n_NAME` metadata item. The description for each image is found in the `SUBDATASET_n_DESC` metadata item. For NetCDF images will follow this format: `NETCDF:filename:variable_name`



where *filename* is the name of the input file, and *variable\_name* is the dataset selected within the file.

On the second step you provide this name for **gdalinfo** to get information about the dataset or **gdal\_translate** to read dataset.

For example, we want to read data from a NetCDF file:

```
$ gdalinfo sst.nc
Driver: netCDF/Network Common Data Format
Size is 512, 512
Coordinate System is ``
Metadata:
  NC_GLOBAL#title=IPSL model output prepared for IPCC Fourth Assessment SRES A2_
  ↪experiment
  NC_GLOBAL#institution=IPSL (Institut Pierre Simon Laplace, Paris, France)
  NC_GLOBAL#source=IPSL-CM4_v1 (2003) : atmosphere : LMDZ (IPSL-CM4_IPCC, 96x71x19) ;_
  ↪ocean ORCA2 (ipsl_cm4_v1_8, 2x2L31); sea ice LIM (ipsl_cm4_v
  NC_GLOBAL#contact=Sebastien Denvil, sebastien.denvil@ipsl.jussieu.fr
  NC_GLOBAL#project_id=IPCC Fourth Assessment
  NC_GLOBAL#table_id=Table 01 (13 November 2004)
  NC_GLOBAL#experiment_id=SRES A2 experiment
  NC_GLOBAL#realization=1
  NC_GLOBAL#cmor_version=9.600000e-01
  NC_GLOBAL#Conventions=CF-1.0
  NC_GLOBAL#history=YYYY/MM/JJ: data generated; YYYY/MM/JJ+1 data transformed At_
  ↪16:37:23 on 01/11/2005, CMOR rewrote data to comply with CF standards and IPCC Fourth_
  ↪Assessment requirements
  NC_GLOBAL#references=Dufresne et al, Journal of Climate, 2015, vol XX, p 136
  NC_GLOBAL#comment=Test drive
Subdatasets:
  SUBDATASET_1_NAME=NETCDF:"sst.nc":lon_bnds
  SUBDATASET_1_DESC=[180x2] lon_bnds (64-bit floating-point)
  SUBDATASET_2_NAME=NETCDF:"sst.nc":lat_bnds
  SUBDATASET_2_DESC=[170x2] lat_bnds (64-bit floating-point)
  SUBDATASET_3_NAME=NETCDF:"sst.nc":time_bnds
  SUBDATASET_3_DESC=[24x2] time_bnds (64-bit floating-point)
  SUBDATASET_4_NAME=NETCDF:"sst.nc":tos
  SUBDATASET_4_DESC=[24x170x180] sea_surface_temperature (32-bit floating-point)Corner_
  ↪Coordinates:
Upper Left ( 0.0, 0.0)
Lower Left ( 0.0, 512.0)
Upper Right ( 512.0, 0.0)
Lower Right ( 512.0, 512.0)
Center ( 256.0, 256.0)
```

This NetCDF files contain 4 datasets, lon\_bnds, lat\_bnds, tim\_bnds and tos. Now select the subdataset, described as: NETCDF:"sst.nc":tos [24x17x180] sea\_surface\_temperature (32-bit floating-point) and get the information about the number of bands there is inside this variable.

```
$ gdalinfo NETCDF:"sst.nc":tos
Driver: netCDF/Network Common Data Format
Size is 180, 170
Coordinate System is ``
Origin = (1.000000,-79.500000)
Pixel Size = (1.98888889,0.99411765)
```

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## Metadata:

```

NC_GLOBAL#title=IPSL  model output prepared for IPCC Fourth Assessment SRES A2_
↪experiment
NC_GLOBAL#institution=IPSL (Institut Pierre Simon Laplace, Paris, France)

```

... More metadata

```

time#standard_name=time
time#long_name=time
time#units=days since 2001-1-1
time#axis=T
time#calendar=360_day
time#bounds=time_bnds
time#original_units=seconds since 2001-1-1
Corner Coordinates:
Upper Left  (  1.0000000, -79.5000000)
Lower Left  (  1.0000000,  89.5000000)
Upper Right ( 359.000,    -79.500)
Lower Right ( 359.000,    89.500)
Center      (180.0000000,   5.0000000)
Band 1 Block=180x1 Type=Float32, ColorInterp=Undefined
  NoData Value=1e+20
  Metadata:
    NETCDF_VARNAME=tos
    NETCDF_DIMENSION_time=15
    NETCDF_time_units=days since 2001-1-1
Band 2 Block=180x1 Type=Float32, ColorInterp=Undefined
  NoData Value=1e+20
  Metadata:
    NETCDF_VARNAME=tos
    NETCDF_DIMENSION_time=45
    NETCDF_time_units=days since 2001-1-1

```

... More Bands

```

Band 22 Block=180x1 Type=Float32, ColorInterp=Undefined
  NoData Value=1e+20
  Metadata:
    NETCDF_VARNAME=tos
    NETCDF_DIMENSION_time=645
    NETCDF_time_units=days since 2001-1-1
Band 23 Block=180x1 Type=Float32, ColorInterp=Undefined
  NoData Value=1e+20
  Metadata:
    NETCDF_VARNAME=tos
    NETCDF_DIMENSION_time=675
    NETCDF_time_units=days since 2001-1-1
Band 24 Block=180x1 Type=Float32, ColorInterp=Undefined
  NoData Value=1e+20
  Metadata:
    NETCDF_VARNAME=tos
    NETCDF_DIMENSION_time=705
    NETCDF_time_units=days since 2001-1-1

```

gdalinfo displays the number of bands into this subdataset. There are metadata attached to each band. In this example, the metadata informs us that each band correspond to an array of monthly sea surface temperature from January 2001. There are 24 months of data in this subdataset. You may also use **gdal\_translate** for reading the subdataset.

Note that you should provide exactly the contents of the line marked **SUBDATASET\_n\_NAME** to GDAL, including the **NETCDF:** prefix.

The **NETCDF** prefix must be first. It triggers the subdataset NetCDF driver. This driver is intended only for importing remote sensing and geospatial datasets in form of raster images. If you want explore all data contained in NetCDF file you should use another tools.

Starting with GDAL 3.5, the **VARIABLES\_AS\_BANDS=YES** open option can be used to indicate to the driver that if the netCDF file only contains 2D variables of the same type and indexed by the same dimensions, then they should be reported as multiple bands of a same dataset.

```
$ gdalinfo autotest/gdrivers/data/netcdf/two_vars_scale_offset.nc -oo VARIABLES_AS_
↳BANDS=YES
```

Driver: netCDF/Network Common Data Format

Files: autotest/gdrivers/data/netcdf/two\_vars\_scale\_offset.nc

Size is 21, 21

Metadata:

```
NC_GLOBAL#Conventions=COARDS/CF-1.0
x#actual_range={-10,10}
x#long_name=x
y#actual_range={-10,10}
y#long_name=y
z#add_offset=1.5
z#long_name=z
z#scale_factor=0.01
```

Corner Coordinates:

```
Upper Left ( 0.0, 0.0)
Lower Left ( 0.0, 21.0)
Upper Right ( 21.0, 0.0)
Lower Right ( 21.0, 21.0)
Center ( 10.5, 10.5)
```

Band 1 Block=21x1 Type=Float32, ColorInterp=Undefined

```
NoData Value=9.96920996838686905e+36
Offset: 1.5, Scale:0.01
```

Metadata:

```
add_offset=1.5
long_name=z
NETCDF_VARNAME=z
scale_factor=0.01
```

Band 2 Block=21x1 Type=Float32, ColorInterp=Undefined

```
NoData Value=9.96920996838686905e+36
Offset: 2.5, Scale:0.1
```

Metadata:

```
add_offset=2.5
long_name=q
NETCDF_VARNAME=q
scale_factor=0.1
```

### 6.100.3 Dimension

The NetCDF driver assume that data follows the CF-1 convention from [UNIDATA](#). The dimensions inside the NetCDF file use the following rules: (Z,Y,X). If there are more than 3 dimensions, the driver will merge them into bands. For example if you have an 4 dimension arrays of the type (P, T, Y, X). The driver will multiply the last 2 dimensions (P\*T). The driver will display the bands in the following order. It will first increment T and then P. Metadata will be displayed on each band with its corresponding T and P values.

### 6.100.4 Georeference

There is no universal way of storing georeferencing in NetCDF files. The driver first tries to follow the CF-1 Convention from UNIDATA looking for the Metadata named “grid\_mapping”. If “grid\_mapping” is not present, the driver will try to find an lat/lon grid array to set geotransform array. The NetCDF driver verifies that the Lat/Lon array is equally spaced.

New in version 3.4: crs\_wkt attribute support

If those 2 methods fail, NetCDF driver will try to read the following metadata directly and set up georeferencing.

- spatial\_ref (Well Known Text)
- GeoTransform (GeoTransform array)

or,

- Northernmost\_Northing
- Southernmost\_Northing
- Easternmost\_Easting
- Westernmost\_Easting

See also the configuration options **GDAL\_NETCDF\_VERIFY\_DIMS** and **GDAL\_NETCDF\_IGNORE\_XY\_AXIS\_NAME\_CHECKS** which control this behavior.

### 6.100.5 Open options

The following open options are available:

- **HONOUR\_VALID\_RANGE=YES/NO:** (GDAL > 2.2) Whether to set to nodata pixel values outside of the validity range indicated by valid\_min, valid\_max or valid\_range attributes. Default is YES.
- **IGNORE\_XY\_AXIS\_NAME\_CHECKS=YES/NO:** (GDAL >= 3.4.2) Whether X/Y dimensions should be always considered as geospatial axis, even if the lack conventional attributes confirming it. Default is NO.
- **VARIABLES\_AS\_BANDS=YES/NO:** (GDAL >= 3.5) If set to YES, and if the netCDF file only contains 2D variables of the same type and indexed by the same dimensions, then they should be reported as multiple bands of a same dataset. Default is NO (that is each variable will be reported as a separate subdataset)

## 6.100.6 Creation Issues

This driver supports creation of NetCDF file following the CF-1 convention. You may create set of 2D datasets. Each variable array is named Band1, Band2, ... BandN.

Each band will have metadata tied to it giving a short description of the data it contains.

## 6.100.7 GDAL NetCDF Metadata

All NetCDF attributes are transparently translated as GDAL metadata.

The translation follow these directives:

- Global NetCDF metadata have a **NC\_GLOBAL** tag prefixed.
- Dataset metadata have their **variable name** prefixed.
- Each prefix is followed by a # sign.
- The NetCDF attribute follows the form: **name=value**.

Example:

```
$ gdalinfo NETCDF:"sst.nc":tos
Driver: netCDF/Network Common Data Format
Size is 180, 170
Coordinate System is ``
Origin = (1.000000,-79.500000)
Pixel Size = (1.98888889,0.99411765)
Metadata:
```

NetCDF global attributes

```
NC_GLOBAL#title=IPSL  model output prepared for IPCC Fourth Assessment SRES A2 experiment
```

Variables attributes for: tos, lon, lat and time

```
tos#standard_name=sea_surface_temperature
tos#long_name=Sea Surface Temperature
tos#units=K
tos#cell_methods=time: mean (interval: 30 minutes)
tos#_FillValue=1.000000e+20
tos#missing_value=1.000000e+20
tos#original_name=sosstsst
tos#original_units=degC
tos#history= At 16:37:23 on 01/11/2005: CMOR altered the data in the following ways:
↳ added 2.73150E+02 to yield output units; Cyclical dimension was output starting at a
↳ different lon;
lon#standard_name=longitude
lon#long_name=longitude
lon#units=degrees_east
lon#axis=X
lon#bounds=lon_bnds
lon#original_units=degrees_east
lat#standard_name=latitude
lat#long_name=latitude
```

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```

lat#units=degrees_north
lat#axis=Y
lat#bounds=lat_bnds
lat#original_units=degrees_north
time#standard_name=time
time#long_name=time
time#units=days since 2001-1-1
time#axis=T
time#calendar=360_day
time#bounds=time_bnds
time#original_units=seconds since 2001-1-1

```

On writing, when using the `CreateCopy()` interface or `gdal_translate`, dataset level metadata that follows the naming convention `NC_GLOBAL#key=value` will be used to write the netCDF attributes. Metadata set at the band level using `key=value` will also be used to write variable attributes.

## 6.100.8 Product specific behavior

### 6.100.8.1 Sentinel 5

New in version 3.4.

The most verbose metadata is reported in the `json:ISO_METADATA`, `json:ESA_METADATA`, `json:EOP_METADATA`, `json:QA_STATISTICS`, `json:GRANULE_DESCRIPTION`, `json:ALGORITHM_SETTINGS` and `json:SUPPORT_DATA` metadata domains.

Can be discovered for example with:

```
gdalinfo -mdd all -json S5P.nc
```

## 6.100.9 Creation Options

- **FORMAT=[NC/NC2/NC4/NC4C]**: Set the NetCDF file format to use, NC is the default. NC2 is normally supported by recent NetCDF installations, but NC4 and NC4C are available if NetCDF was compiled with NetCDF-4 (and HDF5) support.
- **COMPRESS=[NONE/DEFLATE]**: Set the compression to use. DEFLATE is only available if NetCDF has been compiled with NetCDF-4 support. NC4C format is the default if DEFLATE compression is used.
- **ZLEVEL=[1-9]**: Set the level of compression when using DEFLATE compression. A value of 9 is best, and 1 is least compression. The default is 1, which offers the best time/compression ratio.
- **WRITE\_BOTTOMUP=[YES/NO]**: Set the y-axis order for export, overriding the order detected by the driver. NetCDF files are usually assumed “bottom-up”, contrary to GDAL’s model which is “north up”. This normally does not create a problem in the y-axis order, unless there is no y axis geo-referencing. The default for this setting is YES, so files will be exported in the NetCDF default “bottom-up” order. For import see Configuration Option `GDAL_NETCDF_BOTTOMUP` below.
- **WRITE\_GDAL\_TAGS=[YES/NO]**: Define if GDAL tags used for georeferencing (`spatial_ref` and `GeoTransform`) should be exported, in addition to CF tags. Not all information is stored in the CF tags (such as named datums and EPSG codes), therefore the driver exports these variables by default. In import the CF “grid\_mapping” variable takes precedence and the GDAL tags are used if they do not conflict with CF metadata. In GDAL 4, `spatial_ref` will not be exported. The `crs_wkt` CF metadata attribute will be used instead.

- **WRITE\_LONLAT=[YES/NO/IF\_NEEDED]**: Define if CF lon/lat variables are written to file. Default is YES for geographic SRS and NO for projected SRS. This is normally not necessary for projected SRS as GDAL and many applications use the X/Y dimension variables and CF projection information. Use of IF\_NEEDED option creates lon/lat variables if the projection is not part of the CF-1.5 standard.
- **TYPE\_LONLAT=[float/double]**: Set the variable type to use for lon/lat variables. Default is double for geographic SRS and float for projected SRS. If lon/lat variables are written for a projected SRS, the file is considerably large (each variable uses X\*Y space), therefore TYPE\_LONLAT=float and COMPRESS=DEFLATE are advisable in order to save space.
- **PIXELTYPE=[DEFAULT/SIGNEDBYTE]**: By setting this to SIGNEDBYTE, a new Byte file can be forced to be written as signed byte.
- **WRITE\_GDAL\_VERSION=[YES/NO]**: (GDAL >= 3.5.0) Define if a “GDAL” text global attribute should be added on file creation with the GDAL version. Defaults to YES
- **WRITE\_GDAL\_HISTORY=[YES/NO]**: (GDAL >= 3.5.0) Define if the “history” global attribute should be prepended with a date/time and GDAL information. Defaults to YES.

### 6.100.10 Creation of multidimensional files with CreateCopy() 2D raster API

Starting with GDAL 3.1, the preferred way of creating > 2D files is to use the the *Multidimensional Raster Data Model* API. However it is possible to create such files with the 2D raster API using the CreateCopy() method (note that at time of writing, this is not supported using the Create() method).

The NETCDF\_DIM\_EXTRA={dim1\_name,...dimN\_name} metadata item must be set on the source dataset, where dim1\_name is the name of the slowest varying dimension and dimN\_name the name of the fastest varying one.

For each extra dimension, the NETCDF\_DIM\_{dim\_name}\_DEF={dimension\_size,netcdf\_data\_type} metadata item must be set where dimension\_size is the size of the dimension (number of samples along that dimension) and netcdf\_data\_type is the integer value for the netCDF data type of the corresponding indexing variable. Among the most useful data types:

- 4 for Int
- 5 for Float
- 6 for Double
- 10 for Int64

The NETCDF\_DIM\_{dim\_name}\_VALUES={value1,...valueN} is set to define the values of the indexing variable corresponding to dimension.

dim\_name#attribute metadata items can also be set to define the attributes of the indexing variable of the dimension.

Example of creation of a Time,Z,Y,X 4D file in Python:

```
# Create in-memory file with required metadata to define the extra >2D
# dimensions
size_z = 2
size_time = 3
src_ds = gdal.GetDriverByName('MEM').Create('', 4, 3, size_z * size_time)
src_ds.SetMetadataItem('NETCDF_DIM_EXTRA', '{time,Z}')
# 6 is NC_DOUBLE
src_ds.SetMetadataItem('NETCDF_DIM_Z_DEF', f'{{{size_z},6}}')
src_ds.SetMetadataItem('NETCDF_DIM_Z_VALUES', '{1.25,2.50}')
src_ds.SetMetadataItem('Z#axis', 'Z')
src_ds.SetMetadataItem('NETCDF_DIM_time_DEF', f'{{{size_time},6}}')
```

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```
src_ds.SetMetadataItem('NETCDF_DIM_time_VALUES', '{1,2,3}')
src_ds.SetMetadataItem('time#axis', 'T')
src_ds.SetGeoTransform([2,1,0,49,0,-1])
```

```
# Create netCDF file
gdal.GetDriverByName('netCDF').CreateCopy('out.nc', src_ds)
```

### 6.100.11 Configuration Options

- **GDAL\_NETCDF\_BOTTOMUP=[YES/NO]** : Set the y-axis order for import, overriding the order detected by the driver. This option is usually not needed unless a specific dataset is causing problems (which should be reported in GDAL trac).
- **GDAL\_NETCDF\_VERIFY\_DIMS=[YES/STRICT]** : Try to guess which dimensions represent the latitude and longitude only by their attributes (STRICT) or also by guessing the name (YES), default is YES.
- **GDAL\_NETCDF\_IGNORE\_XY\_AXIS\_NAME\_CHECKS=[YES/NO]** : Whether X/Y dimensions should be always considered as geospatial axis, even if the lack conventional attributes confirming it. Default is NO.

### 6.100.12 VSI Virtual File System API support

Since GDAL 2.4, and with Linux kernel  $\geq 4.3$  and libnetcdf  $\geq 4.5$ , read operations on /vsi file systems are supported.

### 6.100.13 NetCDF-4 groups support on reading (GDAL $\geq 3.0$ )

The driver has undergone significant changes in GDAL 3.0 to support NetCDF-4 groups on reading:

- Explore recursively all nested groups to create the subdatasets list
- Subdatasets in nested groups use the /group1/group2/.../groupn/var standard NetCDF-4 convention, except for variables in the root group which do not have a leading slash for backward compatibility with the NetCDF-3 driver
- Global attributes of each nested group are also collected in the GDAL dataset metadata, using the same convention /group1/group2/.../groupn/NC\_GLOBAL#attr\_name, except for the root group which do not have a leading slash for backward compatibility
- When searching for a variable containing auxiliary information on the selected subdataset, like coordinate variables or grid\_mapping, we now also search in parent groups and their children as specified in [Support of groups in CF](#)

### 6.100.14 Multidimensional API support

New in version 3.1.

The netCDF driver supports the *Multidimensional Raster Data Model* for reading and creation operations.

The `GDALGroup::GetGroupNames()` method supports the following options:

- **GROUP\_BY=SAME\_DIMENSION**. If set, single-dimensional variables will be exposed as a “virtual” subgroup. This enables the user to get a clearer organization of variables, for example in datasets where variables belonging to different trajectories are indexed by different dimensions but mixed in the same netCDF group.

The `GDALGroup::OpenGroup()` method supports the following options:



- GROUP\_BY=SAME\_DIMENSION. See above description

The *GDALGroup::GetMDArrayNames()* method supports the following options:

- SHOW\_ALL=YES/NO. Defaults to NO. If set to YES, all variables will be listed.
- SHOW\_ZERO\_DIM=YES/NO. Defaults to NO. If set to NO, variables with 0-dimension will not be listed.
- SHOW\_COORDINATES=YES/NO. Defaults to YES. If set to NO, variables referenced in the `coordinates` attribute of another variable will not be listed.
- SHOW\_BOUNDS=YES/NO. Defaults to YES. If set to NO, variables referenced in the `bounds` attribute of another variable will not be listed.
- SHOW\_INDEXING=YES/NO. Defaults to YES. If set to NO, single-dimensional variables whose name is equal to the name of their indexing variable will not be listed.
- SHOW\_TIME=YES/NO. Defaults to YES. If set to NO, single-dimensional variables whose `standard_name` attribute is “time” will not be listed.
- GROUP\_BY=SAME\_DIMENSION. If set, single-dimensional variables will not be listed

The *GDALGroup::OpenMDArray()* method supports the following options:

- USE\_DEFAULT\_FILL\_AS\_NODATA=YES/NO. (GDAL >= 3.6) Defaults to NO. If set to YES, the default fill value will be used as nodata when there is no `_FillValue` or `missing_value` attribute (except on variables of type Byte, UByte, Char)

The *GDALGroup::CreateMDArray()* method supports the following options:

- NC\_TYPE=NC\_CHAR/NC\_BYTE/NC\_INT64/NC\_UINT64: to overload the netCDF data type normally deduced from the GDAL data type passed to *CreateMDArray()*. NC\_CHAR can only be used for strings of a fixed size.
- BLOCKSIZE=size\_dim0,size\_dim1,...,size\_dimN: to set the netCDF chunk size, as set by `nc_def_var_chunking()`. There must be exactly as many values as the number of dimensions passed to *CreateMDArray()*
- COMPRESS=DEFLATE: to ask for deflate compression
- ZLEVEL=number: DEFLATE compression level (1-9)
- CHECKSUM=YES/NO: Whether to turn on Fletcher32 checksums. Checksum generation requires chunking, and if no explicit chunking has been asked with the BLOCKSIZE option, a default one will be used. Defaults to NO.
- FILTER=filterid,param1,...,paramN: Define a filter (typically a compression method) used for writing. This should be a list of numeric values, separated by commas. The first value is the filter id (list of potential values at <https://support.hdfgroup.org/services/contributions.html#filters>) and following values are per-filter parameters. More details about netCDF-4 filter support at [https://www.unidata.ucar.edu/software/netcdf/docs/md\\_\\_Users\\_wfisher\\_Desktop\\_docs\\_netcdf-c\\_docs\\_filters.html](https://www.unidata.ucar.edu/software/netcdf/docs/md__Users_wfisher_Desktop_docs_netcdf-c_docs_filters.html)

### 6.100.15 Driver building

This driver is compiled with the UNIDATA NetCDF library.

You need to download or compile the NetCDF library before configuring GDAL with NetCDF support.

See [NetCDF GDAL wiki](#) for build instructions and information regarding HDF4, NetCDF-4 and HDF5.

### 6.100.16 See Also:

- *Vector side of the netCDF driver.*
- [NetCDF CF-1.5 convention](#)
- [NetCDF compiled libraries](#)
- [NetCDF Documentation](#)

## 6.101 NGS GEOID - NOAA NGS Geoid Height Grids

---

**Driver short name**

NGSGEOID

---

---

**Driver built-in by default**

This driver is built-in by default

---

GDAL supports reading NOAA NGS geoid height grids in binary format (.bin files). Those files can be used for vertical datum transformations.

### 6.101.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.101.2 See also

- [Description of NGS Geoid Height Grids format](#)
- [GEOID09 main page](#)
- [USGG2009 main page](#)

## 6.102 NGW – NextGIS Web

New in version 2.4.

---

### Driver short name

NGW

---



---

### Build dependencies

libcurl

---

NextGIS Web - is a server GIS, which allows storing and editing geodata and to display maps in web browser. Also NextGIS Web can share geodata with other NextGIS software.

NextGIS Web has the following features:

- Display maps in a web browser (different maps with different layers and styles)
- Flexible permissions management
- Load geodata from PostGIS or import from GIS formats (ESRI Shape, GeoJSON or GeoTIFF)
- Load vector geodata in the following formats: GeoJSON, CSV, ESRI Shape, Mapinfo tab
- Import map styles from QGIS project or set them manually
- Act as a server for TMS, WMS, MVT, WFS
- Act as a client for WMS
- User can add photos to records, change record attributes via web interface or WFS-T protocol

NextGIS Web - is an open source software (license GPL v2+, see [GNU General Public License, version 2](#)).

### 6.102.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.102.2 Driver

NextGIS Web supports several raster types:

- Raster style
- Vector style
- WMS layer
- WMS Service
- Web map as combination of raster and vector styles

Each NextGIS Web raster layer can have one or more raster styles. Each NextGIS Web vector or PostGIS layer can have one or more vector styles (QGIS qml or MapServer xml). WMS layers from external WMS service have no styles. WMS Service is usual WMS protocol implementation.

NGW driver supports only raster and vector styles and WMS layers. You can get raster data as tiles or image (only tiles are supported now).

The driver supports read and copy from existing source dataset operations on rasters.

### 6.102.3 Dataset name syntax

The minimal syntax to open a NGW datasource is: NGW:[NextGIS Web URL][/resource/][resource identifier]

- **NextGIS Web URL** may be an url to nextgis.com cloud service (for example, <https://demo.nextgis.com>), or some other url including port and additional path (for example, <http://192.168.1.1:8000/test>).
- **resource** is mandatory keyword dividing resource identifier from the rest of URL.
- **resource identifier** this is positive number from 0 and above. This may be a resource group, vector, PostGIS or raster layer, style.

If identifier is resource group, all vector layers, PostGIS, raster layers, styles will be listed as child resources. In other case this will be a separate raster.

### 6.102.4 Configuration options

The following configuration options are available:

- **NGW\_USERPWD**: User name and password separated with colon. Optional and can be set using open options.
- **NGW\_CACHE\_EXPIRES**: Time in seconds cached files will stay valid. If cached file expires it is deleted when maximum size of cache is reached. Also expired file can be overwritten by the new one from web. Defaults to 604800 (7 days).
- **NGW\_CACHE\_MAX\_SIZE**: The cache maximum size in bytes. If cache reached maximum size, expired cached files will be deleted. Defaults to 67108864 (64Mb).
- **NGW\_JSON\_DEPTH**: The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.

### 6.102.5 Authentication

Any operations (read, write, get metadata, change properties, etc.) may require an authenticated access. Authenticated access is obtained by specifying user name and password in open, create or configuration options.

### 6.102.6 Open options

The following open options are available:

- USERPWD - Username and password, separated by colon.
- CACHE\_EXPIRES=604800 - Time in seconds cached files will stay valid. If cached file expires it is deleted when maximum size of cache is reached. Also expired file can be overwritten by the new one from web. Defaults to 604800 (7 days).
- CACHE\_MAX\_SIZE=67108864 - The cache maximum size in bytes. If cache reached maximum size, expired cached files will be deleted. Defaults to 67108864 (64Mb).
- JSON\_DEPTH=32 - The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.

### 6.102.7 Create copy options

NextGIS Web supports only GeoTIFF file format. Prior version 3.1 supported only 3 (RGB) or 4 (RGBA) bands rasters with datatype Byte. In CreateCopy function if source dataset has GeoTIFF file format it will copy as is. For other formats the additional transformation to temporary GeoTIFF file will execute.

The following copy options are available:

- KEY - Key value. Must be unique in whole NextGIS Web instance. Optional.
- DESCRIPTION - Resource description. Optional.
- RASTER\_STYLE\_NAME - Raster style name. Optional. Default is same as raster layer name.
- RASTER\_QML\_PATH - Path to QGIS QML raster style file. Optional for RGB/RGBA, for other bands count/pixel types is mandatory.
- USERPWD - Username and password, separated by colon.
- CACHE\_EXPIRES=604800 - Time in seconds cached files will stay valid. If cached file expires it is deleted when maximum size of cache is reached. Also expired file can be overwritten by the new one from web. Defaults to 604800 (7 days).
- CACHE\_MAX\_SIZE=67108864 - The cache maximum size in bytes. If cache reached maximum size, expired cached files will be deleted. Defaults to 67108864 (64Mb).
- JSON\_DEPTH=32 - The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.

### 6.102.8 Metadata

NextGIS Web metadata are supported in datasource, vector, PostGIS, raster layers and styles. Metadata are stored at specific domain “NGW”. NextGIS Web supported metadata are strings and numbers. Metadata keys with decimal numbers will have suffix *.d* and for real numbers - *.f*. To create new metadata item, add new key=value pair in NGW domain use the *SetMetadataItem* function and appropriate suffix. During transferring to NextGIS Web, suffix will be omitted. You must ensure that numbers correctly transform from string to number.

Resource description and key map to appropriate *description* and *keyname* metadata items in default domain. Changing those metadata items will cause an update of resource properties.

Resource creation date, type and parent identifier map to appropriate read-only metadata items *creation\_date*, *resource\_type* and *parent\_id* in default domain.

### 6.102.9 Examples

Read datasource contents (1730 is resource group identifier):

```
gdalinfo NGW:https://demo.nextgis.com/resource/1730
```

Read raster details (1734 is raster layer identifier):

```
gdalinfo NGW:https://demo.nextgis.com/resource/1734
```

### 6.102.10 See also

- *Vector side of the driver*
- [NextGIS Web documentation](#)
- [NextGIS Web for developers](#)

## 6.103 NITF – National Imagery Transmission Format

---

**Driver short name**

NITF

---

---

**Driver built-in by default**

This driver is built-in by default

---

### 6.103.1 NITF – Advanced Driver Information

The NITF (National Imagery Transmission Format) driver in GDAL includes a number of advanced, and somewhat esoteric options not suitable for the *general end user documentation* for the driver. This information is collected here, and is primarily aimed at developers and advanced users.

#### 6.103.1.1 CGM Segments

NITF files that have CGM data (that is segment type GR - graphics, or SY with an STYPE value of 'C') will make that information available as metadata in the CGM domain. The returned metadata will look something like:

```
SEGMENT_COUNT=1
SEGMENT_0_SLOC_ROW=25
SEGMENT_0_SLOC_COL=25
SEGMENT_0_SDLVL=2
SEGMENT_0_SALVL=1
SEGMENT_0_CCS_ROW=00025
SEGMENT_0_CCS_COL=00025
SEGMENT_0_DATA=\0!\0...
```

The SLOC\_ROW and SLOC\_COL values are the placement of the CGM object relative to the base (SALVL) image. The CCS\_ROW/COL values are relative to the common coordinate system. The \_SDLVL is the display level. The DATA is the raw CGM data with “backslash quotable” escaping applied. All occurrences of ASCII zero will be translated to '0', and all backslashes and double quotes will be backslashed escaped. The CPLUnescapeString() function can be used to unescape the data into binary format using scheme CPLES\_BackslashQuotable.

To add CGM data to a NITF image, you can pass creation options in the following format:

```
CGM=SEGMENT_COUNT=1
CGM=SEGMENT_0_SLOC_ROW=25
CGM=SEGMENT_0_SLOC_COL=25
CGM=SEGMENT_0_SDLVL=2
CGM=SEGMENT_0_SALVL=1
CGM=SEGMENT_0_DATA=\0!\0...
```

Notice that passing CGM as creation options will overwrite existing CGM segment read in the CGM metadata domain.

While GDAL does not support parsing or rendering CGM data, at least one user has found the [UniConverter](#) library useful for this purpose.

#### 6.103.1.2 Multi-Image NITF Files

NITF files with more than one image segment (IM) will present the image segments as subdatasets. Opening a multiple NITF file by filename will provide access to the first image segment. The subdataset metadata for a 3 image NITF file might look like:

```
Subdatasets:
  SUBDATASET_1_NAME=NITF_IM:0:multi_image_jpeg_2.0.ntf
  SUBDATASET_1_DESC=Image 1 of multi_image_jpeg_2.0.ntf
  SUBDATASET_2_NAME=NITF_IM:1:multi_image_jpeg_2.0.ntf
  SUBDATASET_2_DESC=Image 2 of multi_image_jpeg_2.0.ntf
  SUBDATASET_3_NAME=NITF_IM:2:multi_image_jpeg_2.0.ntf
  SUBDATASET_3_DESC=Image 3 of multi_image_jpeg_2.0.ntf
```

In this case opening “multi\_image\_jpeg\_2.0.ntf” directly will give access to “NITF\_IM:0:multi\_image\_jpeg\_2.0.ntf”. To open the others use the corresponding subdataset names. The Subdataset mechanism is generic GDAL concept discussed in the *Raster Data Model* document.

### 6.103.1.3 Text Segments

NITF files that have text segments (that is segment type TX) will make that information available as metadata in the TEXT domain. The returned metadata will look something like:

```
HEADER_0=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
DATA_0=This is test text file 01.

HEADER_1=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
DATA_1=This is test text file 02.

HEADER_2=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
DATA_2=This is test text file 03.

HEADER_3=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
DATA_3=This is test text file 04.

HEADER_4=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
DATA_4=This is test text file 05.
```

The argument to DATA\_n is the raw text of the n'th (zero based) text segment with no escaping of any kind applied.

The TEXT segment header data is preserved in HEADER\_n metadata item. The CreateCopy() method on the NITF driver also supports creating text segments on the output file as long as the input file has metadata in the TEXT domain as defined above.

To add TEXT data to a NITF image, you can also pass creation options in the following format:

```
TEXT=HEADER_0=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
TEXT=DATA_0=This is test text file 01.
TEXT=HEADER_1=TE      00020021216151629xxxxxxxxxxxxxxxxxxxxxxxxxxxx
TEXT=DATA_1=This is test text file 02.
```

Notice that passing TEXT as creation options will overwrite existing text segment read in the TEXT metadata domain.

### 6.103.1.4 TREs

NITF files with registered (or unregistered?) extensions on the file header, or the referenced image header will make them available in a raw form in metadata via the TRE domain. The TRE domain will hold one metadata item per TRE which will have the name of the TRE as the name, and the data of the TRE as the contents. The data contents will be “backslash escaped” like CGM data above.

In case of multiple occurrences of the same TRE, the second occurrence will be named “TRENAME\_2”, the third “TRENAME\_3” where TRENAME is the TRE name.

```
Metadata (TRE):
  GEOPSB=MAPM World Geodetic System 1984
              WGE World Geodetic System 1984
              WE Geodetic
              GEODMean Sea
```

(continues on next page)





(continued from previous page)

```

</tre>
<tre name="RSMIDA" location="des TRE_OVERFLOW">
[...]
</tre>
<tre name="RSMPCA" location="des TRE_OVERFLOW">
[...]
</tre>
</tres>

```

### 6.103.1.6 TRE creation from hexadecimal data

TRE data can be added to a newly created NITF file in hexadecimal format to encode binary data such as unsigned int or floating point types. The hexadecimal TRE creation option is supplied as “TRE=HEX/<tre\_name>=<hex\_tre\_data>” or “FILE\_TRE=HEX/<tre\_name>=<hex\_tre\_data>”

```

# Encode "ABC" as 3 bytes of hex data, "414243"
ds = gdal.GetDriverByName('NITF').Create('/vsimem/file.ntf', 1, 1, options=["TRE=HEX/
↳TSTTRE=414243"])

```

### 6.103.1.7 TRE creation as TRE\_OVERFLOW DES

The following example shows how to create a CSEPHA TRE as a TRE\_OVERFLOW DES:

```

DESOFLW = "IXSHD "
DESITEM = "001" # index (starting at 1) of the image to which this TRE_OVERFLOW applies.
↳too
DESSHL = "0000"
des_header = "02U" + " " * 166 + DESOFLW + DESITEM + DESSHL

# Totally dummy content for CSEPHA data
EPHEM_FLAG = " " * 12
DT_EPHEM = " " * 5
DATE_EPHEM = " " * 8
T0_EPHEM = " " * 13
NUM_EPHEM = "001"
EPHEM_DATA = " " * (1 * (3 * 12))
CSEPHA_DATA = EPHEM_FLAG + DT_EPHEM + DATE_EPHEM + T0_EPHEM + NUM_EPHEM + EPHEM_DATA

des_data = "CSEPHA" + ("%05d" % len(CSEPHA_DATA)) + CSEPHA_DATA
des = des_header + des_data

ds = gdal.GetDriverByName("NITF").Create(
    "/vsimem/nitf_DES.ntf",
    1,
    1,
    options=["RESERVE_SPACE_FOR_TRE_OVERFLOW=YES",
            "DES=TRE_OVERFLOW=" + des],
)
ds = None

```

Note the use of the `RESERVE_SPACE_FOR_TRE_OVERFLOW=YES` creation option to reserve space for the IX-SOFL field in the image subheader pointed by DESITEM.

#### 6.103.1.8 Data Extension Segments (xml:DES)

Data Extension Segments (DESs) are user-defined metadata extensions to the NITF format. The DES metadata is available through the xml:DES metadata domain. The xml:DES domain returns an XML string with standard and user-defined DES fields in plain text, and the user-defined DES data as Base64 encoded text. The following is an example XML structure:

```
<des_list>
  <des name="TEST">
    <field name="NITF_DESVER" value="02" />
    <field name="NITF_DECLAS" value="U" />
    <field name="NITF_DESCLSY" value="" />
    [...]
    <field name="NITF_DESCTLN" value="" />
    <field name="NITF_DESSHL" value="0004" />
    <field name="NITF_DESSHf" value="ABCD" />
    <field name="NITF_DESDATA" value="MTIzNDU2Nzg5MA==" />
  </des>
</des_list>
```

#### 6.103.1.9 Raw File / Image Headers

In some cases application may need to recover very specific information from the image or file headers that isn't normally available as metadata. In this case it is possible to query the "NITF\_METADATA" metadata domain. The complete file and image headers will be returned as metadata in base64 encoded format. Something like:

```
Metadata (NITF_METADATA):
  NITFFileHeader=002213 Tk1URjAyLjAwMDEgICAgVTIxN0cwSjA...
  NITFImageSubheader=439 SU1NaXNzaW5nIElEMjUxNTI1NTlaTU...
```

Note that the ascii encoded numeric values prefixing the base64 encoded header is the length (decoded) in bytes, followed by one space.

#### 6.103.1.10 Writing multiple Image Segments

(GDAL >= 3.4)

Writing a NITF file with several image segments is done with the `APPEND_SUBDATASET=YES` creation option but requires some care.

The file must be created with the content of the first image segment with the `NUMI` creation option to specify the total number of image segments and optionally with the `NUMDES` creation option with the number of DE segments. TREs that apply to the whole file should also be specified at that stage. The `APPEND_SUBDATASET` creation option must NOT be specified.

Subsequent images are appended with the `APPEND_SUBDATASET=YES` creation option. The `IDLV`, `IALLV`, `ILOCROW` and `ILOCCOL` creation option may be specified.

On the last image segment, the DES content, if any must be specified with the `DES` creation option.

---

**Note:** The file will only be valid if all NUMI images have been actually written.

---

Example:

```
gdal_translate first_image.tif dest.tif -co NUMI=3 -co NUMDES=1
gdal_translate second_image.tif dest.tif -co APPEND_SUBDATASET=YES -co IC=C3 -co IDLVL=2
gdal_translate third_image.tif dest.tif -co APPEND_SUBDATASET=YES -co IC=C8 -co IDLVL=3
↪ -co "DES=DES1={des_content}"
```

GDAL supports reading of several subtypes of NITF image files, and writing simple NITF 2.1 files. NITF 1.1, NITF 2.0, NITF 2.1 and NSIF 1.0 files with uncompressed, ARIDPCM, JPEG compressed, JPEG2000 (with Kakadu, ECW SDKs or other JPEG2000 capable driver) or VQ compressed images should be readable.

The read support test has been tested on various products, including CIB and CADRG frames from RPF products, ECRG frames, HRE products.

Color tables for pseudocolored images are read. In some cases nodata values may be identified.

Lat/Long extents are read from the IGEOLO information in the image header if available. If high precision lat/long georeferencing information is available in RPF auxiliary data it will be used in preference to the low precision IGEOLO information. In case a BLOCKA instance is found, the higher precision coordinates of BLOCKA are used if the block data covers the complete image - that is the L\_LINES field with the row count for that block is equal to the row count of the image. Additionally, all BLOCKA instances are returned as metadata. If GeoSDE TRE are available, they will be used to provide higher precision coordinates. If the RPC00B (or RPC00A) TRE is available, it is used to report RPC metadata. Starting with GDAL 2.2, RPC information can be retrieved from \_rpc.txt files, and they will be used in priority over internal RPC00B values, since the latter have less precision than the ones stored in external \_rpc.txt.

Most file header and image header fields are returned as dataset level metadata.

### 6.103.2 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.103.3 Creation Issues

On export NITF files are always written as NITF 2.1 with one image and no other auxiliary layers. Images are uncompressed by default, but JPEG and JPEG2000 compression are also available. Georeferencing can only be written for images using a geographic coordinate system or a UTM WGS84 projection. Coordinates are implicitly treated as WGS84 even if they are actually in a different geographic coordinate system. Pseudo-color tables may be written for 8bit images.

In addition to the export oriented `CreateCopy()` API, it is also possible to create a blank NITF file using `Create()` and write imagery on demand. However, using this methodology writing of pseudocolor tables and georeferencing is not supported unless appropriate IREP and ICORDS creation options are supplied.

Creation Options:

- Most file header, imagery header metadata and security fields can be set with appropriate **creation options** (although they are reported as metadata item, but must not be set as metadata). For instance setting *FTITLE=Image of abandoned missile silo south west of Karsk* in the creation option list would result in setting of the FTITLE field in the NITF file header. Use the official field names from the NITF specification document; do not put the “NITF\_” prefix that is reported when asking the metadata list.
- **IC=NC/C3/M3/C8** : Set the compression method.
  - NC is the default value, and means no compression.
  - C3 means JPEG compression and is only available for the `CreateCopy()` method. The QUALITY and PROGRESSIVE JPEG-specific creation options can be used. See the [JPEG – JPEG JFIF File Format](#) driver. Multi-block images can be written.
  - M3 is a variation of C3. The only difference is that a block map is written, which allow for fast seeking to any block.
  - C8 means JPEG2000 compression (one block) and is available for `CreateCopy()` and/or `Create()` methods. See below paragraph for specificities.
- **NUMI=n** : Number of images. Default = 1. See [Advanced GDAL NITF Driver Information](#) for the procedure to follow to write several images in a NITF file.
- **WRITE\_ALL\_IMAGES=YES/NO**: (GDAL >= 3.4) (Only taken into account if NUMI > 1, and on a new NITF file). When set to NO (the default), this causes the driver to only write the first image segment and reserve just the space for extra NUMI-1 images in the file header. When WRITE\_ALL\_IMAGES=YES, the space for all images is allocated, which is only compatible with IC=NC (uncompressed images). (Behavior with GDAL < 3.4 was similar to WRITE\_ALL\_IMAGES=YES)
- **ICORDS=G/D/N/S**: Set to “G” to ensure that space will be reserved for geographic corner coordinates (in DMS) to be set later via `SetGeoTransform()`, set to “D” for geographic coordinates in decimal degrees, set to “N” for UTM WGS84 projection in Northern hemisphere or to “S” for UTM WGS84 projection in southern hemisphere (Only needed for `Create()` method, not `CreateCopy()`). If you `Create()` a new NITF file and have specified “N” or “S” for ICORDS, you need to call later the `SetProjection` method with a consistent UTM SRS to set the UTM zone number (otherwise it will default to zone 0). Starting with GDAL 3.5.1, when using the `CreateCopy()` interface with an image whose source SRS is a UTM WGS84 projection and specifying ICORDS=G or D, the NITF driver will reproject the image corner coordinates to longitude-latitude. This can be useful when it is not possible to encode in the IGEOLO field the coordinates of an image in the equatorial zone, whose one of the northing expressed in a UTM northern hemisphere projection is below -1e6.
- **IGEOLO=string**: (GDAL >= 3.5.1) Image corner coordinates specified as a string of 60 characters (cf MIL-STD-2500C for expected format). Normally automatically set from source geotransform and SRS when using the `CreateCopy()` interface. If specified, ICORDS must also be specified.
- **FHDR**: File version can be selected though currently the only two variations supported are “NITF02.10” (the default), and “NSIF01.00”.

- **IREP**: Set to “RGB/LUT” to reserve space for a color table for each output band. (Only needed for Create() method, not CreateCopy()).
- **IREPBAND**: Comma separated list of band IREPBANDs in band order.
- **ISUBCAT**: Comma separated list of band ISUBCATs in band order.
- **LUT\_SIZE**: Set to control the size of pseudocolor tables for RGB/LUT bands. A value of 256 assumed if not present. (Only needed for Create() method, not CreateCopy()).
- **BLOCKXSIZE=n**: Set the block width.
- **BLOCKYSIZE=n**: Set the block height.
- **BLOCKA\_\*=**: If a complete set of BLOCKA options is provided with exactly the same organization as the NITF\_BLOCKA metadata reported when reading an NITF file with BLOCKA TREs then a file will be created with BLOCKA TREs.
- **TRE=tre-name=tre-contents**: One or more TRE creation options may be used provided to write arbitrary user defined TREs to the image header. The tre-name should be at most six characters, and the tre-contents should be “backslash escaped” if it contains backslashes or zero bytes. The argument is the same format as returned in the TRE metadata domain when reading.
- **FILE\_TRE=tre-name=tre-contents**: Similar to above options, except that the TREs are written in the file header, instead of the image header.
- **RESERVE\_SPACE\_FOR\_TRE\_OVERFLOW=YES/NO**: (GDAL >= 3.6) Set to true to reserve space for IXSOFL when writing a TRE\_OVERFLOW DES.
- **DES=des-name=des-contents**: One or more DES creation options may be provided to write arbitrary user defined DESs to the NITF file. The des-name should be at most 25 characters, and the des-contents should be “backslash escaped” if it contains backslashes or zero bytes, as in CPLEscapeString(str, -1, CPLES\_BackslashQuotable). The des-contents must contain standard DES fields, starting with DESVER (See MIL-STD-2500C). DESs are not currently copied in CreateCopy(), but may be explicitly added as with Create().
- **NUMDES=n**: (GDAL >= 3.4) Number of DES segments. Only to be used on first image segment
- **SDE\_TRE=YES/NO**: Write GEOLOB and GEOPSB TREs to get more precise georeferencing. This is limited to geographic SRS, and to CreateCopy() for now.
- **RPC00B=YES/NO**: (GDAL >= 2.2.0) Write RPC00B TRE, from a source RPC00B TRE if it exists (NITF to NITF conversion), or from values found in the RPC metadata domain. This is only taken into account by CreateCopy() for now. Note that the NITF RPC00B format uses limited prevision ASCII encoded numbers. Default to YES.
- **RPCTXT=YES/NO**: (GDAL >= 2.2.0) Whether to write RPC metadata in a external \_rpc.txt file. This may be useful since internal RPC00B TRE have limited precision. This is only taken into account by CreateCopy() for now. Default to NO.
- **USE\_SRC\_NITF\_METADATA=YES/NO**: (GDAL >= 2.3.0) Whether to use NITF\_XXX metadata items and TRE segments from the input dataset. It may needed to set this option to NO if changing the georeferencing of the input file. Default to YES.

### 6.103.4 JPEG2000 compression (write support)

JPEG2000 compression is available when using the IC=C8 creation option, if the JP2ECW (SDK 3.3, or for later versions assuming the user has the key to enable JPEG2000 writing), JP2KAK or JP2OpenJPEG driver are available.

They are tried in that order when several ones are available, unless the JPEG2000\_DRIVER creation option (added in GDAL 3.4) is set to explicitly specify the JPEG2000 capable driver to use.

- **JP2ECW**: The TARGET (target size reduction as a percentage of the original) and PROFILE=BASELINE\_0/BASELINE\_1/BASELINE\_2/NPJE/EPJE JP2ECW-specific creation options can be used. Both CreateCopy() and/or Create() methods are available. By default the NPJE PROFILE will be used (thus implying BLOCKXSIZE=BLOCKYSIZE=1024).
- **JP2KAK**: The QUALITY, BLOCKXSIZE, BLOCKYSIZE, LAYERS, ROI JP2KAK-specific creation options can be used. Only CreateCopy() method is available.
- **JP2OpenJPEG**: (only in the CreateCopy() case). The QUALITY, BLOCKXSIZE and BLOCKYSIZE JP2OpenJPEG-specific creation options can be used. By default BLOCKXSIZE=BLOCKYSIZE=1024 will be used.

Starting with GDAL 3.4.0 and OpenJPEG 2.5, the PROFILE=NPJE\_VISUALLY\_LOSSLESS/NPJE\_NUMERICALLY\_LOSSLESS creation option can be used to create files that comply with [STDI-0006 NITF Version 2.1 Commercial Dataset Requirements Document \(NCDRD\)](#). For NPJE\_VISUALLY\_LOSSLESS, the last quality layer defaults to 3.9 bits per pixel and per band. It can be adjusted with the QUALITY creation option. When those profiles are specified, the J2KLRA TRE will also be written, unless the J2KLRA=NO creation option is specified.

### 6.103.5 Links

- [Advanced GDAL NITF Driver Information](#)
- [NITFS Technical Board Public Page](#)
- [DIGEST Part 2 Annex D \(describe encoding of NITF Spatial Data Extensions\)](#)
- [RPFTOC – Raster Product Format/RPF \(a.toc\)](#): to read the Table Of Contents of CIB and CADRG products.
- [MIL-PRF-89038](#) : specification of RPF, CADRG, CIB products
- [ECRGTOC – ECRG Table Of Contents \(TOC.xml\)](#): to read the Table Of Contents of ECRG products.
- [MIL-PRF-32283](#) : specification of ECRG products

### 6.103.6 Credit

The author wishes to thank [AUG Signals](#) and the [GeoConnections](#) program for supporting development of this driver, and to thank Steve Rawlinson (JPEG), Reiner Beck (BLOCKA) for assistance adding features.

## 6.104 NTv2 – NTv2 Datum Grid Shift

---

#### Driver short name

NTv2

---



---

#### Driver built-in by default

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/raw/ntv2dataset.cpp`.

### 6.104.1 Driver capabilities

---

#### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

#### Supports `Create()`

This driver supports the `GDALDriver::Create()` operation

---

#### Supports Georeferencing

This driver supports georeferencing

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.105 NWT\_GRD/NWT\_GRC – Northwood/Vertical Mapper File Format

---

#### Driver short name

NWT\_GRD

---

---

#### Driver short name

NWT\_GRC

---

---

#### Driver built-in by default

This driver is built-in by default

---

Support for reading & writing Northwood GRID raster formats. This format is also known as Vertical Mapper Grid or MapInfo Grid and is commonly used in MapInfo Pro software

Full read/write support of \*.grd (grid) files is available, read-only support is available for classified grids (\*.grc).

For writing, Float32 is the only supported band type.



### 6.105.1 Driver capabilities (NWT\_GRD)

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports Create()**

This driver supports the `GDALDriver::Create()` operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.105.2 Driver capabilities (NWT\_GRC)

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.105.3 Color Information

The grid formats have color information embedded in the grid file header. This describes how to scale data values to RGB values. When opening in read mode, the driver will report 4 bands - R, G, B and the data band. In reality there is 1 band and the RGB bands are ‘virtual’, made from scaling data. For this reason, when opening in write mode only 1 band is reported and the RGB bands are unavailable.

## 6.105.4 Metadata

GDAL Metadata items are stored in the PAM .aux.xml file

Northwood Grid itself does not natively support arbitrary metadata

## 6.105.5 Nodata values

In write mode, it is possible to designate any value as the nodata value. These values are translated to the Vertical Mapper no data value when writing. Therefore, in read mode the nodata value is always reported as -1e37.

### 6.105.5.1 Creation Options

- **ZMIN=-2e37**: Set the minimum Z value. Data are scaled on disk to a 16 bit integer and the Z value range is used to scale data. If not set, it may cause incorrect data to be written when using ‘Create()’ or a full recalculation of the source dataset statistics when using ‘CreateCopy’
- **ZMAX=2e38**: Set the maximum Z value. Data are scaled on disk to a 16 bit integer and the Z value range is used to scale data. If not set, it may cause incorrect data to be written when using ‘Create()’ or a full recalculation of the source dataset statistics when using ‘CreateCopy’
- **BRIGHTNESS=50**: Set the brightness level. Only affects opening the file in MapInfo/Vertical Mapper
- **CONTRAST=50**: Set the contrast level. Only affects opening the file in MapInfo/Vertical Mapper
- **TRANSCOLOR=0**: Set a transparent color level. Only affects opening the file in MapInfo/Vertical Mapper
- **TRANSLUCENCY=0**: Set the translucency level. Only affects opening the file in MapInfo/Vertical Mapper

## 6.106 OGCAPI – OGC API Tiles / Maps / Coverage

New in version 3.2.

---

**Driver short name**

OGCAPI

---

---

**Build dependencies**

libcurl

---

Access to server implementing OGC API - Tiles, OGC API - Maps or OGC API - Coverages. This driver has raster and vector capabilities.

**Warning:** This driver is experimental, and has been developed to demonstrate work related to the “Modular OGC API Workflows” initiative. It implements non-finalized versions of OGC API - Tiles, - Maps and - Coverages. Its interface may change at any time, or it might be removed. It might also be eventually merged with the OGC API - Features driver.

## 6.106.1 Driver capabilities

### Supports Georeferencing

This driver supports georeferencing

## 6.106.2 Dataset opening

The driver supports opening by:

- passing a filename (with .moaw extension) containing a JSON document, like the following, specifying a deferred processing

```
{
  "process" : "https://maps.ecere.com/ogcapi/processes/RenderMap",
  "inputs" : {
    "transparent" : false,
    "background" : "navy",
    "layers" : [
      { "collection" : "https://maps.ecere.com/ogcapi/collections/
↪NaturalEarth:physical:bathymetry" },
      { "collection" : "https://maps.ecere.com/ogcapi/collections/SRTM_
↪ViewFinderPanorama" }
    ]
  }
}
```

- passing a string “OGCAPI:{url}” where {url} is the URL to a OGC API landing page In that case the driver will return subdatasets with the different collections.
- passing a string “OGCAPI:{url}” where {url} is the URL to a OGC API collection description

When the driver opens a collection, for raster, it will look if tiles or maps API are advertized for it. It will use tiles API by default, and fallback to maps API when not available. It will also look at the image formats, and will prefer PNG When available.

For vector collections, this driver handles the tiles API, with GeoJSON or Mapbox Vector tiles.

When using the tiles API, the driver will use by default the WorldCRS84Quad tile matrix set when available

## 6.106.3 Open options

The following open options are available:

- **API=AUTO/MAPS/TILES/COVERAGE/ITEMS:** Which API to use for data acquisition. Default is AUTO. In AUTO mode, for raster access, coverage is used if available, and fallback first to tiles and finally maps otherwise. In AUTO mode, for vector access, tiles is used if available, and fallback to GeoJSON items otherwise.
- **IMAGE\_FORMAT=AUTO/PNG/PNG\_PREFERRED/JPEG/JPEG\_PREFERRED:** Which format to use for pixel acquisition, for tiles or map API. Defaults to AUTO, which means that PNG will be used if available, and fallback to JPEG otherwise. If specifying PNG or JPEG, they must be available, otherwise the driver will return an error. If specifying the one of the PNG\_PREFERRED or JPEG\_PREFERRED value, the specified format will be used if available, and the driver will fallback to the other format otherwise.

- **VECTOR\_FORMAT=**`AUTO/GEOJSON/GEOJSON_PREFERRED/MVT/MVT_PREFERRED`: Which format to use for vector data acquisition. Defaults to `AUTO`, which means that `MVT` (Mapbox Vector Tiles) will be used if available, and fallback to `GEOJSON` otherwise. If specifying `MVT` or `GEOJSON`, they must be available, otherwise the driver will return an error. If specifying the one of the `MVT_PREFERRED` or `GEOJSON_PREFERRED` value, the specified format will be used if available, and the driver will fallback to the other format otherwise.
- **TILEMATRIXSET=**`id`: Identifier of the required tile matrix set. Only used with the tiles API. If this tile matrix set is not available, the driver will fail. If this option is not specified, the driver will automatically select one of the available tile matrix sets. `TILEMATRIXSET` and `PREFERRED_TILEMATRIXSET` options are mutually exclusive.
- **PREFERRED\_TILEMATRIXSET=**`id`: Identifier of the preferred tile matrix set. Only used with the tiles API. If this tile matrix set is not available, or if this option is not specified, the driver will automatically select one of the available tile matrix sets. `TILEMATRIXSET` and `PREFERRED_TILEMATRIXSET` options are mutually exclusive.
- **TILEMATRIX=**`id`: Identifier of a particular tile matrix (zoom level) of the select tile matrix set. If not specified, all available tile matrix are returned as overviews (for raster data), or layers (for vector data)
- **CACHE=**`YES/NO`: Whether to enable block/tile caching. Only for tiles API, and with raster data. Defaults to `YES`.
- **MAX\_CONNECTIONS=**`number`: Maximum number of connections for parallel tile downloading. Only for tiles API, and with raster data. Defaults to 5.
- **MINX/MINY/MAXX/MAXY=**`number`: Bounds in SRS of `TileMatrixSet` to which to restrict the exposed dataset/layers.

## 6.107 OZI – OZF2/OZFX3 raster

---

**Driver short name**

OZI

---

---

**Driver built-in by default**

This driver is built-in by default

---

GDAL supports reading `OZF2/OZFX3` raster datasets.

Either the image file or the `.map` file can be passed to GDAL. To retrieve georeferencing, you need to specify the `.map` file.

## 6.107.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---



---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.107.2 See also

- [Specification of OZF2/OZFX3 format](#)

## 6.108 JAXA PALSAR Processed Products

---

### Driver short name

JAXAPALSAR

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver provides enhanced support for processed PALSAR products from the JAXA PALSAR processor. This encompasses products acquired from the following organizations:

- JAXA (Japanese Aerospace eXploration Agency)
- AADN (Alaska Satellite Facility)
- ESA (European Space Agency)

This driver does not support products created using the Vexcel processor (i.e. products distributed by ERSDAC and affiliated organizations).

Support is provided for the following features of PALSAR products:

- Reading Level 1.1 and 1.5 processed products
- Georeferencing for Level 1.5 products
- Basic metadata (sensor information, ground pixel spacing, etc.)
- Multi-channel data (i.e. dual-polarization or fully polarimetric datasets)

This is a read-only driver.

To open a PALSAR product, select the volume directory file (for example, VOL-ALPSR000000000-P1.5\_UA or VOL-ALPSR000000000-P1.1\_\_A). The driver will then use the information contained in the volume directory file to find the various image files (the IMG-\* files), as well as the Leader file. Note that the Leader file is essential for correct operation of the driver.

## 6.108.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.108.2 See Also

- [RESTEC Sample Data](#)

## 6.109 PAux – PCI .aux Labelled Raw Format

---

### Driver short name

PAux

---

---

### Driver built-in by default

This driver is built-in by default

---

GDAL includes a partial implementation of the PCI .aux labelled raw raster file for read, write and creation. To open a PCI labelled file, select the raw data file itself. The .aux file (which must have a common base name) will be checked for automatically.

The format type for creating new files is PAux. All PCI data types (8U, 16U, 16S, and 32R) are supported. Currently georeferencing, projections, and other metadata is ignored.

Creation Options:

- **INTERLEAVE=PIXEL/LINE/BAND:** Establish output interleaving, the default is BAND. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a INTERLEAVE metadata item, if the INTERLEAVE creation option is not specified, the source dataset INTERLEAVE will be automatically taken into account.

NOTE: Implemented as `gdal/frmts/raw/pauxdataset.cpp`.

See Also: [PCI's .aux Format Description](#)

### 6.109.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.110 PCIDSK – PCI Geomatics Database File

---

#### Driver short name

PCIDSK

---



---

#### Driver built-in by default

This driver is built-in by default

---

PCIDSK database file used by PCI EASI/PACE software for image analysis. It is supported for reading, and writing by GDAL. All pixel data types, and data organizations (pixel interleaved, band interleaved, file interleaved and tiled) should be supported. Currently LUT segments are ignored, but PCT segments should be treated as associated with the bands. Overall file, and band specific metadata should be correctly associated with the image or bands.

Georeferencing is supported though there may be some limitations in support of datums and ellipsoids. GCP segments are ignored. RPC segments will be returned as GDAL style RPC metadata.

Internal overview (pyramid) images will also be correctly read though newly requested overviews will be built externally as an .ovr file.

Vector segments are also supported by the driver.

### 6.110.1 Creation Options

Note that PCIDSK files are always produced pixel interleaved, even though other organizations are supported for read.

- **INTERLEAVING=PIXEL/BAND/FILE/TILED:** sets the interleaving for the file raster data.
- **COMPRESSION=NONE/RLE/JPEG:** Sets the compression to use. Values other than NONE (the default) may only be used with TILED interleaving. If JPEG is select it may include a quality value between 1 and 100 - eg. COMPRESSION=JPEG40.
- **TILESIZE=n:** When INTERLEAVING is TILED, the tilesize may be selected with this parameter - the default is 127 for 127x127.

### 6.110.2 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

**Supports Create()**

This driver supports the `GDALDriver::Create()` operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.110.3 See Also:

- Implemented as `gdal/frmts/pcidsk/pcidskdataset2.cpp`.
- [PCIDSK SDK](#)

## 6.111 PCRaster – PCRaster raster file format

---

**Driver short name**

PCRaster

---

---

**Build dependencies**

(internal libcf provided)

---

GDAL includes support for reading and writing PCRaster raster files. PCRaster is a dynamic modeling system for distributed simulation models. The main applications of PCRaster are found in environmental modeling: geography, hydrology, ecology to name a few. Examples include models for research on global hydrology, vegetation competition models, slope stability models and land use change models.

The driver reads all types of PCRaster maps: booleans, nominal, ordinals, scalar, directional and ldd. The same cell representation used to store values in the file is used to store the values in memory.

The driver detects whether the source of the GDAL raster is a PCRaster file. When such a raster is written to a file the value scale of the original raster will be used. The driver **always** writes values using UINT1, INT4 or REAL4 cell representations, depending on the value scale:



Value scale	Cell representation
VS_BOOLEAN	CR_UINT1
VS_NOMINAL	CR_INT4
VS_ORDINAL	CR_INT4
VS_SCALAR	CR_REAL4
VS_DIRECTION	CR_REAL4
VS_LDD	CR_UINT1

For rasters from other sources than a PCRaster raster file a value scale and cell representation is determined according to the following rules:

Source type	Target value scale	Target cell representation
GDT_Byte	VS_BOOLEAN	CR_UINT1
GDT_Int32	VS_NOMINAL	CR_INT4
GDT_Float32	VS_SCALAR	CR_REAL4
GDT_Float64	VS_SCALAR	CR_REAL4

The driver can convert values from one supported cell representation to another. It cannot convert to unsupported cell representations. For example, it is not possible to write a PCRaster raster file from values which are used as CR\_INT2 (GDT\_Int16).

Although the de-facto file extension of a PCRaster raster file is .map, the PCRaster software does not require a standardized file extension.

NOTE: Implemented as `gdal/frmts/pcraster/pcrasterdataset.cpp`.

See also: [PCRaster website at Utrecht University](#).

### 6.111.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.112 PDF – Geospatial PDF

---

### Driver short name

PDF

---

---

### Build dependencies

none for write support, Poppler/PoDoFo/PDFium for read support

---

GDAL supports reading Geospatial PDF documents, by extracting georeferencing information and rasterizing the data. Non-geospatial PDF documents will also be recognized by the driver.

PDF documents can be created from other GDAL raster datasets, and OGR datasources can also optionally be drawn on top of the raster layer (see OGR\_\* creation options in the below section).

The driver supports reading georeferencing encoded in either of the 2 current existing ways : according to the OGC encoding best practice, or according to the Adobe Supplement to ISO 32000.

Multipage documents are exposed as subdatasets, one subdataset par page of the document.

### 6.112.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.112.2 Vector support

See the *PDF vector* documentation page

### 6.112.3 Metadata

The neatline (for OGC best practice) or the bounding box (Adobe style) will be reported as a NEATLINE metadata item, so that it can be later used as a cutline for the warping algorithm.

XMP metadata can be extracted from the file, and will be stored as XML raw content in the xml:XMP metadata domain.

Additional metadata, such as found in USGS Topo PDF can be extracted from the file, and will be stored as XML raw content in the EMBEDDED\_METADATA metadata domain.

### 6.112.4 Configuration options

- **GDAL\_PDF\_DPI** : To control the dimensions of the raster by specifying the DPI of the rasterization with the Its default value is 150. The driver will make some effort to guess the DPI value either from a specific metadata item contained in some PDF files, or from the raster images inside the PDF (in simple cases).
- **GDAL\_PDF\_NEATLINE** : The name of the neatline to select (only available for geospatial PDF, encoded according to OGC Best Practice). This defaults to “Map Layers” for USGS Topo PDF. If not found, the neatline that covers the largest area.
- **GDAL\_USER\_PWD** : User password for protected PDFs.
- **GDAL\_PDF\_RENDERING\_OPTIONS** : a combination of VECTOR, RASTER and TEXT separated by comma, to select whether vector, raster or text features should be rendered. If the option is not specified, all features are rendered (Poppler and PDFium).
- **GDAL\_PDF\_BANDS = 3 or 4** : whether the PDF should be rendered as a RGB (3) or RGBA (4) image. The default value will depend on the PDF rendering used (Poppler vs PDFium) and on the content found in the PDF file (if an image with transparency is recognized, then 4 will be used). When 3 bands is selected, a white background is used.
- **GDAL\_PDF\_LAYERS** = list of layers (comma separated) to turn ON (or “ALL” to turn all layers ON). The layer names can be obtained by querying the LAYERS metadata domain. When this option is specified, layers not explicitly listed will be turned off (Poppler and PDFium).
- **GDAL\_PDF\_LAYERS\_OFF** = list of layers (comma separated) to turn OFF. The layer names can be obtained by querying the LAYERS metadata domain (Poppler and PDFium).
- **GDAL\_PDF\_LAUNDER\_LAYER\_NAMES** = YES/NO: (GDAL >= 3.1) Can be set to NO to avoid the layer names reported in the LAYERS metadata domain or as OGR layers for the vector part to be “laundered”.

#### 6.112.4.1 Open Options

Above configuration options are also available as open options.

- **RENDERING\_OPTIONS**=[RASTER,VECTOR,TEXT / RASTER,VECTOR / RASTER,TEXT / RASTER / VECTOR,TEXT / VECTOR / TEXT]: same as GDAL\_PDF\_RENDERING\_OPTIONS configuration option
- **DPI**=value: same as GDAL\_PDF\_DPI configuration option
- **USER\_PWD**=password: same as GDAL\_USER\_PWD configuration option
- **PDF\_LIB**=[POPPLER/PODOFO/PDFIUM]: only available for builds with multiple backends.
- **LAYERS**=string: list of layers (comma separated) to turn ON. Same as GDAL\_PDF\_LAYERS configuration option
- **GDAL\_PDF\_LAYERS\_OFF**=string: list of layers (comma separated) to turn OFF. Same as GDAL\_PDF\_LAYERS\_OFF configuration option

- **BANDS**=3 or 4. Same as GDAL\_PDF\_BANDS configuration option
- **NEATLINE**=name of newline. Same as GDAL\_PDF\_NEATLINE configuration option

### 6.112.5 LAYERS Metadata domain

When GDAL is compiled against Poppler or PDFium, the LAYERS metadata domain can be queried to retrieve layer names that can be turned ON or OFF. This is useful to know which values to specify for the *GDAL\_PDF\_LAYERS* or *GDAL\_PDF\_LAYERS\_OFF* configuration options.

For example :

```
$ gdalinfo ../autotest/gdrivers/data/adobe_style_geospatial.pdf -mdd LAYERS

Driver: PDF/Geospatial PDF
Files: ../autotest/gdrivers/data/adobe_style_geospatial.pdf
[...]
Metadata (LAYERS):
  LAYER_00_NAME=New_Data_Frame
  LAYER_01_NAME=New_Data_Frame.Graticule
  LAYER_02_NAME=Layers
  LAYER_03_NAME=Layers.Measured_Grid
  LAYER_04_NAME=Layers.Graticule
[...]

$ gdal_translate ../autotest/gdrivers/data/adobe_style_geospatial.pdf out.tif --config_
↪GDAL_PDF_LAYERS_OFF "New_Data_Frame"
```

### 6.112.6 Restrictions

The opening of a PDF document (to get the georeferencing) is fast, but at the first access to a raster block, the whole page will be rasterized (with Poppler), which can be a slow operation.

Note: some raster-only PDF files (such as some USGS GeoPDF files), that are regularly tiled are exposed as tiled dataset by the GDAL PDF driver, and can be rendered with any backends.

Only a few of the possible Datums available in the OGC best practice spec have been currently mapped in the driver. Unrecognized datums will be considered as being based on the WGS84 ellipsoid.

For documents that contain several neatlines in a page (insets), the georeferencing will be extracted from the inset that has the largest area (in term of screen points).

### 6.112.7 Creation Issues

PDF documents can be created from other GDAL raster datasets, that have 1 band (graylevel or with color table), 3 bands (RGB) or 4 bands (RGBA).

Georeferencing information will be written by default according to the ISO32000 specification. It is also possible to write it according to the OGC Best Practice conventions (but limited to a few datum and projection types).

Note: PDF write support does not require linking to any backend.

### 6.112.7.1 Creation Options

- **COMPRESS=[NONE/DEFLATE/JPEG/JPEG2000]**: Set the compression to use for raster data. DEFLATE is the default.
- **STREAM\_COMPRESS=[NONE/DEFLATE]**: Set the compression to use for stream objects (vector geometries, JavaScript content). DEFLATE is the default.
- **DPI=value**: Set the DPI to use. Default to 72. May be automatically adjusted to higher value so that page dimension does not exceed the 14400 maximum value (in user units) allowed by Acrobat.
- **WRITE\_USERUNIT=YES/NO**: (GDAL >= 2.2) Whether the UserUnit setting computed from the DPI ( $\text{UserUnit} = \text{DPI} / 72.0$ ) should be recorded in the file. When UserUnit is recorded, the raster size in pixels recognized by GDAL on reading remains identical to the source raster. When UserUnit is not recorded, the printed size will depend on the DPI value. If this parameter is not set, but DPI is specified, then it will default to NO (so that the printed size depends on the DPI value). If this parameter is not set and DPI is not specified, then UserUnit will be recorded (so that the raster size in pixels recognized by GDAL on reading remain identical to the source raster).
- **PREDICTOR=[1/2]**: Only for DEFLATE compression. Might be set to 2 to use horizontal predictor that can make files smaller (but not always!). 1 is the default.
- **JPEG\_QUALITY=[1-100]**: Set the JPEG quality when using JPEG compression. A value of 100 is best quality (least compression), and 1 is worst quality (best compression). The default is 75.
- **JPEG2000\_DRIVER=[JP2KAK/JP2ECW/JP2OpenJPEG/JPEG2000]**: Set the JPEG2000 driver to use. If not specified, it will be searched in the previous list.
- **TILED=YES**: By default monoblock files are created. This option can be used to force creation of tiled PDF files.
- **BLOCKXSIZE=n**: Sets tile width, defaults to 256.
- **BLOCKYSIZE=n**: Set tile height, defaults to 256.
- **CLIPPING\_EXTENT=xmin,ymin,xmax,ymax**: Set the clipping extent for the main source dataset and for the optional extra rasters. The coordinates are expressed in the units of the SRS of the dataset. If not specified, the clipping extent is set to the extent of the main source dataset.
- **LAYER\_NAME=name**: Name for layer where the raster is placed. If specified, the raster will be placed into a layer that can be toggled/un-toggled in the “Layer tree” of the PDF reader.
- **EXTRA\_RASTERS=dataset\_ids**: Comma separated list of georeferenced rasters to insert into the page. Those rasters are displayed on top of the main source raster. They must be georeferenced in the same projection, and they will be clipped to CLIPPING\_EXTENT if it is specified (otherwise to the extent of the main source raster).
- **EXTRA\_RASTERS\_LAYER\_NAME=dataset\_names**: Comma separated list of name for each raster specified in EXTRA\_RASTERS. If specified, each extra raster will be placed into a layer, named with the specified value, that can be toggled/un-toggled in the “Layer tree” of the PDF reader. If not specified, all the extra rasters will be placed in the default layer.
- **EXTRA\_STREAM=content**: A PDF content stream to draw after the imagery, typically to add some text. It may refer to any of the 14 standard PDF Type 1 fonts (omitting hyphens), as /FTimesRoman, /FTimesBold, /FHelvetica, /FCourierOblique, ... , in which case the required resource dictionary will be inserted.
- **EXTRA\_IMAGES=image\_file\_name,x,y,scale[,link=some\_url] (possibly repeated)**: A list of (ungeoreferenced) images to insert into the page as extra content. This is useful to insert logos, legends, etc... x and y are in user units from the lower left corner of the page, and the anchor point is the lower left pixel of the image. scale is a magnifying ratio (use 1 if unsure). If link=some\_url is specified, the image will be selectable and its selection will cause a web browser to be opened on the specified URL.

- **EXTRA\_LAYER\_NAME=name**: Name for layer where the extra content specified with EXTRA\_STREAM or EXTRA\_IMAGES is placed. If specified, the extra content will be placed into a layer that can be toggled/un-toggled in the “Layer tree” of the PDF reader.
- **MARGIN/LEFT\_MARGIN/RIGHT\_MARGIN/TOP\_MARGIN/BOTTOM\_MARGIN=value**: Margin around image in user units.
- **GEO\_ENCODING=[NONE/ISO32000/OGC\_BP/BOTH]**: Set the Geo encoding method to use. ISO32000 is the default.
- **NEATLINE=polygon\_definition\_in\_wkt**: Set the NEATLINE to use.
- **XMP=[NONE/xml\_xmp\_content]**: By default, if the source dataset has data in the ‘xml:XMP’ metadata domain, this data will be copied to the output PDF, unless this option is set to NONE. The XMP xml string can also be directly set to this option.
- **WRITE\_INFO=[YES/NO]**: By default, the AUTHOR, CREATOR, CREATION\_DATE, KEYWORDS, PRODUCER, SUBJECT and TITLE information will be written into the PDF Info block from the corresponding metadata item from the source dataset, or if not set, from the corresponding creation option. If this option is set to NO, no information will be written.
- **AUTHOR, CREATOR, CREATION\_DATE, KEYWORDS, PRODUCER, SUBJECT, TITLE** : metadata that can be written into the PDF Info block. Note: the format of the value for CREATION\_DATE must be D:YYYYMMDDHHmmSSOHH’m’m’ (e.g. D:20121122132447+02’00’ for 22 nov 2012 13:24:47 GMT+02) (see [PDF Reference, version 1.7](#), page 160)
- **OGR\_DATASOURCE=name** : Name of the OGR datasource to display on top of the raster layer.
- **OGR\_DISPLAY\_FIELD=name** : Name of the field (matching the name of a field from the OGR layer definition) to use to build the label of features that appear in the “Model Tree” UI component of a well-known PDF viewer. For example, if the OGR layer has a field called “ID”, this can be used as the value for that option : features in the “Model Tree” will be labelled from their value for the “ID” field. If not specified, sequential generic labels will be used (“feature1”, “feature2”, etc... ).
- **OGR\_DISPLAY\_LAYER\_NAMES=names** : Comma separated list of names to display for the OGR layers in the “Model Tree”. This option is useful to provide custom names, instead of OGR layer name that are used when this option is not specified. When specified, the number of names should be the same as the number of OGR layers in the datasource (and in the order they appear when listed by ogrinfo for example).
- **OGR\_WRITE\_ATTRIBUTES=YES/NO** : Whether to write attributes of OGR features. Defaults to YES
- **OGR\_LINK\_FIELD=name** : Name of the field (matching the name of a field from the OGR layer definition) to use to cause clicks on OGR features to open a web browser on the URL specified by the field value.
- **OFF\_LAYERS=names**: Comma separated list of layer names that should be initially hidden. By default, all layers are visible. The layer names can come from LAYER\_NAME (main raster layer name), EXTRA\_RASTERS\_LAYER\_NAME, EXTRA\_LAYER\_NAME and OGR\_DISPLAY\_LAYER\_NAMES.
- **EXCLUSIVE\_LAYERS=names**: Comma separated list of layer names, such that only one of those layers can be visible at a time. This is the behavior of radio-buttons in a graphical user interface. The layer names can come from LAYER\_NAME (main raster layer name), EXTRA\_RASTERS\_LAYER\_NAME, EXTRA\_LAYER\_NAME and OGR\_DISPLAY\_LAYER\_NAMES.
- **JAVASCRIPT=script**: Javascript content to run at document opening. See [Acrobat\(R\) JavaScript Scripting Reference](#).
- **JAVASCRIPT\_FILE=script\_filename**: Name of Javascript file to embed and run at document opening. See [Acrobat\(R\) JavaScript Scripting Reference](#).
- **COMPOSITION\_FILE=xml\_filename**: (GDAL >= 3.0) See below paragraph “Creation of PDF file from a XML composition file”

### 6.112.8 Update of existing files

Existing PDF files (created or not with GDAL) can be opened in update mode in order to set or update the following elements :

- Geotransform and associated projection (with `SetGeoTransform()` and `SetProjection()`)
- GCPs (with `SetGCPs()`)
- Neatline (with `SetMetadataItem("NEATLINE", polygon_definition_in_wkt)`)
- Content of Info object (with `SetMetadataItem(key, value)` where key is one of AUTHOR, CREATOR, CREATION\_DATE, KEYWORDS, PRODUCER, SUBJECT and TITLE)
- xml:XMP metadata (with `SetMetadata(md, "xml:XMP")`)

For geotransform or GCPs, the Geo encoding method used by default is ISO32000. OGC\_BP can be selected by setting the `GDAL_PDF_GEO_ENCODING` configuration option to `OGC_BP`.

Updated elements are written at the end of the file, following the incremental update method described in the PDF specification.

### 6.112.9 Creation of PDF file from a XML composition file (GDAL >= 3.0)

A PDF file can be generate from a XML file that describes the composition of the PDF:

- number of pages
- layer tree, with visibility state, exclusion groups
- definition of 0, 1 or several georeferenced areas per page
- page content made of rasters, vectors or labels

The `GDALCreate()` API must be used with `width = height = bands = 0` and `datatype = GDT_Unknown` and `COMPOSITION_FILE` must be the single creation option.

The XML schema against which the composition file must validate is [pdfcomposition.xsd](#)

Example on how to use the API:

```
char** papszOptions = CSLSetNameValue(nullptr, "COMPOSITION_FILE", "the.xml");
GDALDataset* ds = GDALCreate("the.pdf", 0, 0, 0, GDT_Unknown, papszOptions);
// return a non-null (fake) dataset in case of success, nullptr otherwise.
GDALClose(ds);
CSLDestroy(papszOptions);
```

A sample Python script `gdal_create_pdf.py` is also available. Starting with GDAL 3.2, the `gdal_create` utility can also be used.

Example of a composition XML file:

```
<PDFComposition>
  <Metadata>
    <Author>Even</Author>
  </Metadata>

  <LayerTree displayOnlyOnVisiblePages="true">
    <Layer id="l1" name="Satellite imagery"/>
    <Layer id="l2" name="OSM data">
```

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```

    <Layer id="l2.1" name="Roads" initiallyVisible="false"/>
    <Layer id="l2.2" name="Buildings" mutuallyExclusiveGroupId="group1">
      <Layer id="l2.2.text" name="Buildings name"/>
    </Layer>
    <Layer id="l2.3" name="Cadastral parcels" mutuallyExclusiveGroupId="group1"/>
  </Layer>
</LayerTree>

<Page id="page_1">
  <DPI>72</DPI>
  <Width>10</Width>
  <Height>15</Height>
  <Georeferencing id="georeferenced">
    <SRS dataAxisToSRSAxisMapping="2,1">EPSG:4326</SRS>
    <BoundingBox x1="1" y1="1" x2="9" y2="14"/>
    <BoundingPolygon>POLYGON((1 1,9 1,9 14,1 14,1 1))</BoundingPolygon>
    <ControlPoint x="1" y="1" GeoY="48" GeoX="2"/>
    <ControlPoint x="1" y="14" GeoY="49" GeoX="2"/>
    <ControlPoint x="9" y="1" GeoY="49" GeoX="3"/>
    <ControlPoint x="9" y="14" GeoY="48" GeoX="3"/>
  </Georeferencing>

  <Content>
    <IfLayerOn layerId="l1">
      <!-- image drawn, and stretched to (x1,y1)->(x2,y2), without reading its_
↳ georeferencing -->
      <Raster dataset="satellite.png" x1="1" y1="1" x2="9" y2="14"/>
    </IfLayerOn>
    <IfLayerOn layerId="l2">
      <IfLayerOn layerId="l2.1">
        <Raster dataset="roads.jpg" x1="1" y1="1" x2="9" y2="14"/>
        <!-- vector drawn with coordinates in PDF coordinate space -->
        <Vector dataset="roads_pdf_units.shp" layer="roads_pdf_units"
↳ visible="false">
          <LogicalStructure displayLayerName="Roads" fieldToDisplay="road_
↳ name"/>>
        </Vector>
      </IfLayerOn>
      <IfLayerOn layerId="l2.2">
        <!-- image drawn by taking into account its georeferencing -->
        <Raster dataset="buildings.tif" georeferencingId="georeferenced"/>
        <IfLayerOn layerId="l2.2.text">
          <!-- vector drawn by taking into account its georeferenced_
↳ coordinates -->
          <VectorLabel dataset="labels.shp" layer="labels"
↳ georeferencingId="georeferenced">
            </VectorLabel>
          </IfLayerOn>
        </IfLayerOn>
        <IfLayerOn layerId="l2.3">
          <PDF dataset="parcels.pdf">
            <Blending function="Normal" opacity="0.7"/>

```

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```

        </PDF>
      </IfLayerOn>
    </IfLayerOn>
  </Content>
</Page>

<Page id="page_2">
  <DPI>72</DPI>
  <Width>10</Width>
  <Height>15</Height>
  <Content>
    </Content>
  </Page>

<Outline>
  <OutlineItem name="turn only layer 'Satellite imagery' on, and switch to_
↪fullscreen" italic="true" bold="true">
    <Actions>
      <SetAllLayersStateAction visible="false"/>
      <SetLayerStateAction visible="true" layerId="l1"/>
      <JavascriptAction>app.fs.isFullScreen = true;</JavascriptAction>
    </Actions>
  </OutlineItem>
  <OutlineItem name="Page 1" pageId="page_1">
    <OutlineItem name="Important feature !">
      <Actions>
        <GotoPageAction pageId="page_1" x1="1" y1="2" x2="3" y2="4"/>
      </Actions>
    </OutlineItem>
  </OutlineItem>
  <OutlineItem name="Page 2" pageId="page_2"/>
</Outline>
</PDFComposition>

```

### 6.112.10 Build dependencies

For read support, GDAL must be built against one of the following libraries :

- [Poppler](#) (GPL-licensed)
- [PoDoFo](#) (LGPL-licensed)
- [PDFium](#) (New BSD-licensed, supported since GDAL 2.1.0)

Note: it is also possible to build against a combination of several of the above libraries. PDFium will be used in priority over Poppler, itself used in priority over PoDoFo.

#### **6.112.10.1 Unix build**

The relevant configure options are `--with-poppler`, `--with-podofo`, `--with-podofo-lib` and `--with-podofo-extra-lib-for-test`. Starting with GDAL 2.1.0, `--with-pdfium`, `--with-pdfium-lib`, `--with-pdfium-extra-lib-for-test` and `--enable-pdf-plugin` are also available.

#### **6.112.10.2 Poppler**

libpoppler itself must have been configured with `-DENABLE_UNSTABLE_API_ABI_HEADERS=ON` so that the xpdf C++ headers are available. Note: the poppler C++ API isn't stable, so the driver compilation may fail with too old or too recent poppler versions.

#### **6.112.10.3 PoDoFo**

As a partial alternative, the PDF driver can be compiled against libpodofo to avoid the libpoppler dependency. This is sufficient to get the georeferencing and vector information. However, for getting the imagery, the `pdftoppm` utility that comes with the poppler distribution must be available in the system `PATH`. A temporary file will be generated in a directory determined by the following configuration options : `CPL_TMPDIR`, `TMPDIR` or `TEMP` (in that order). If none are defined, the current directory will be used. Successfully tested versions are libpodofo 0.8.4, 0.9.1 and 0.9.3. Important note: using PoDoFo 0.9.0 is strongly discouraged, as it could cause crashes in GDAL due to a bug in PoDoFo.

#### **6.112.10.4 PDFium**

Using PDFium as a backend allows access to raster, vector, georeferencing and other metadata. The PDFium backend has also support for arbitrary overviews, for fast zoom-out.

Only GDAL builds against static builds of PDFium have been tested. Building PDFium can be challenging, and particular builds must be used to work properly with GDAL.

#### **With GDAL $\geq$ 3.5**

The scripts in the [https://github.com/rouault/pdfium\\_build\\_gdal\\_3\\_5](https://github.com/rouault/pdfium_build_gdal_3_5) repository must be used to build a patched version of PDFium.

#### **With GDAL 3.4**

The scripts in the [https://github.com/rouault/pdfium\\_build\\_gdal\\_3\\_4](https://github.com/rouault/pdfium_build_gdal_3_4) repository must be used to build a patched version of PDFium.

#### **With GDAL 3.2 and 3.3**

The scripts in the [https://github.com/rouault/pdfium\\_build\\_gdal\\_3\\_2](https://github.com/rouault/pdfium_build_gdal_3_2) repository must be used to build a patched version of PDFium.

### With GDAL 3.1.x

The scripts in the [https://github.com/rouault/pdfium\\_build\\_gdal\\_3\\_1](https://github.com/rouault/pdfium_build_gdal_3_1) repository must be used to build a patched version of PDFium.

### With GDAL $\geq$ 2.2.0 and $<$ 3.1

A PDFium forked version for simpler builds is available (for Windows, a dedicated [win\\_gdal\\_build](#) branch is recommended). A [build repository](#) is available with a few scripts that can be used as a template to build PDFium for Linux/MacOSX/Windows. Those forked versions remove the dependency to the V8 JavaScript engine, and have also a few changes to avoid symbol clashes, on Linux, with libjpeg and libopenjpeg. Building the PDF driver as a GDAL plugin is also a way of avoiding such issues. PDFium build requires a C++11 compatible compiler, as well as for building GDAL itself against PDFium. Successfully tested versions are GCC 4.7.0 (previous versions aren't compatible) and Visual Studio 12 / VS2013.

## 6.112.11 Examples

- Create a PDF from 2 rasters (main\_raster and another\_raster), such that main\_raster is initially displayed, and they are exclusively displayed :

```
gdal_translate -of PDF main_raster.tif my.pdf -co LAYER_NAME=main_raster
               -co EXTRA_RASTERS=another_raster.tif -co EXTRA_RASTERS_LAYER_
               ↪NAME=another_raster
               -co OFF_LAYERS=another_raster -co EXCLUSIVE_LAYERS=main_raster,
               ↪another_raster
```

- Create of PDF with some JavaScript :

```
gdal_translate -of PDF my.tif my.pdf -co JAVASCRIPT_FILE=script.js
```

where script.js is :

```
button = app.alert({cMsg: 'This file was generated by GDAL. Do you want to visit_
               ↪its website ?', cTitle: 'Question', nIcon:2, nType:2});
if (button == 4) app.launchURL('http://gdal.org/');
```

## 6.112.12 See also

*PDF vector* documentation page

Specifications :

- OGC GeoPDF Encoding Best Practice Version 2.2 (08-139r3)
- Adobe Supplement to ISO 32000
- PDF Reference, version 1.7
- Acrobat(R) JavaScript Scripting Reference

Libraries :

- Poppler homepage
- PoDoFo homepage

- [PDFium homepage](#)
- [PDFium forked version for simpler builds](#)

Samples :

- [A few Geospatial PDF samples](#)
- [Tutorial to generate Geospatial PDF maps from OSM data](#)

## 6.113 PDS – Planetary Data System v3

---

### Driver short name

PDS

---

---

### Driver built-in by default

This driver is built-in by default

---

PDS is a format used primarily by NASA to store and distribute solar, lunar and planetary imagery data. GDAL provides read-only access to PDS formatted imagery data.

PDS files often have the extension .img, sometimes with an associated .lbl (label) file. When a .lbl file exists it should be used as the dataset name rather than the .img file.

In addition to support for most PDS imagery configurations, this driver also reads georeferencing and coordinate system information as well as selected other header metadata.

Implementation of this driver was supported by the United States Geological Survey.

---

**Note:** PDS3 datasets can incorporate a VICAR header. By default, GDAL will use the PDS driver in that situation. Starting with GDAL 3.1, if the GDAL\_TRY\_PDS3\_WITH\_VICAR configuration option is set to YES, the dataset will be opened by the [VICAR](#) driver.

---

### 6.113.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.113.2 Georeferencing

Due to ambiguities in the PDS specification, the georeferencing of some products is subtly or grossly incorrect. There are configuration variables which may be set for these products to correct the interpretation of the georeferencing. Some details are available in [ticket #5941](#) and [ticket #3940](#).

As a test, download both the label and image for the lunar [LOLA DEM](#) (digital elevation file) [LOLA PDS label](#) and [LOLA PDS v3 image](#). Using `gdalinfo`, the reported centered should be perfectly at 0.0, 0.0 meters in Cartesian space without any configuration options.

```
$ gdalinfo ldem_4.lbl
```

Example conversion to GeoTiff:

```
$ gdal_translate ldem_4.lbl out_LOLA.tif
```

Example conversion and applying offset and multiplier values as defined in some PDS labels:

```
$ gdal_translate -ot Float32 -unscale ldem_4.lbl out_LOLA_32bit.tif
```

To show an example to correct an offset issue we can use the [MOLA DEM](#) from the PDS. Download both the [MOLA PDS label](#) and [MOLA PDS v3 image](#). The MOLA labels currently contain a one pixel offset. To read this file correctly, use GDAL with these options.

```
$ gdalinfo --config PDS_SampleProjOffset_Shift -0.5 --config PDS_LineProjOffset_Shift -0.5 megt90n000cb.lbl
```

Again with these optional parameters, the center should be perfectly 0.0, 0.0 meters in Cartesian space.

Example conversion for MOLA:

```
$ gdal_translate --config PDS_SampleProjOffset_Shift -0.5 --config PDS_LineProjOffset_Shift -0.5 megt90n000cb.lbl out_MOLA_4ppd.tif
```

Example conversion and applying offset and multiplier values as defined in some PDS labels:

```
$ gdal_translate -ot Float32 -unscale --config PDS_SampleProjOffset_Shift -0.5 --config PDS_LineProjOffset_Shift -0.5 megt90n000cb.lbl out_MOLA_4ppd_32bit.tif
```

PDS is part of a family of related formats including ISIS2 and ISIS3.

### 6.113.3 See Also

- Implemented as `gdal/frmts/pds/pdsdataset.cpp`.
- [NASA Planetary Data System](#)
- *ISIS2 – USGS Astrogeology ISIS Cube (Version 2)* driver.
- *ISIS3 – USGS Astrogeology ISIS Cube (Version 3)* driver.

## 6.114 PDS4 – NASA Planetary Data System (Version 4)

---

### Driver short name

PDS4

---

---

### Driver built-in by default

This driver is built-in by default

---

PDS4 is a format used primarily by NASA to store and distribute solar, lunar and planetary imagery data. GDAL provides read-write access to PDS4 formatted imagery data.

PDS4 files are composed of a .xml (label) file which references a raw imagery file. The driver also supports imagery stored in a separate uncompressed GeoTIFF file with a strip organization compatible of a raw imagery file.

The driver also reads and writes georeferencing and coordinate system information as well as selected other header metadata.

A mask band is attached to each source band. The value of this mask band is 0 when the pixel value is one of the missing constants.

Implementation of this driver was supported by the United States Geological Survey.

PDS4 is part of a family of related formats including PDS and ISIS3.

Starting with GDAL 2.5, the PDS4 driver supports reading and writing ASCII fixed-width, binary fixed-width and delimited(CSV) tables as OGR vector layers.

### 6.114.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.114.2 Metadata

The PDS4 label can be retrieved as XML-serialized content in the `xml:PDS4` metadata domain.

On creation, a source template label can be passed to the `SetMetadata()` interface in the “`xml:PDS4`” metadata domain.

### 6.114.3 Open options (vector only)

New in version 3.0.

When opening a PDS4 vector dataset, the following open options are available:

- **LAT**=string. Name of a field containing a Latitude value. Defaults to Latitude.
- **LONG**=string. Name of a field containing a Longitude value. Defaults to Longitude.
- **ALT**=string. Name of a field containing a Altitude value. Defaults to Altitude.
- **WKT**=string. Name of a field containing a WKT value.
- **KEEP\_GEOM\_COLUMNS**=YES/NO. Whether to expose original x/y/geometry columns as regular fields. Defaults to NO.

### 6.114.4 Creation support

The PDS4 driver supports updating imagery of existing datasets, creating new datasets through the `CreateCopy()` and `Create()` interfaces.

When using `CreateCopy()`, `gdal_translate` or `gdalwarp`, an effort is made to preserve as much as possible of the original label when doing PDS4 to PDS4 conversions. This can be disabled with the `USE_SRC_LABEL=NO` creation option.

The following dataset creation options are available:

- Raster only:
  - **IMAGE\_FILENAME**=filename. Override default external image filename.
  - **IMAGE\_EXTENSION**=ext. Override default extension of the external image filename. The default is ‘img’ for `IMAGE_FORMAT=RAW` or ‘tif’ for `IMAGE_FORMAT=GEOTIFF`
  - **IMAGE\_FORMAT**=RAW/GEOTIFF. Format of the image file. If using RAW, the imagery is put in a raw file whose filename is the main filename with a .img extension. If using GEOTIFF, the imagery is put in a separate GeoTIFF file, whose filename is the main filename with a .tif extension. Defaults to RAW
  - **INTERLEAVE**=BSQ/BIP/BIL. Pixel organization in the image file. BSQ is Band SeQuential, BIP is Band Interleaved per Pixel and BIL is Band Interleave Per Line. The default is BSQ. BIL is not valid for `IMAGE_FORMAT=GEOTIFF`. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a `INTERLEAVE` metadata item, if the `INTERLEAVE` creation option is not specified, the source dataset `INTERLEAVE` will be automatically taken into account.
  - **USE\_SRC\_LABEL**=YES/NO. Whether to use the source label in PDS4 to PDS4 conversions. Defaults to YES.
  - **ARRAY\_TYPE**=Array/Array\_2D/Array\_2D\_Image/Array\_2D\_Map/Array\_2D\_Spectrum/Array\_3D/Array\_3D\_Image/Array\_3D\_Movie/Array\_3D\_Spectrum. To set the XML element that defines the type of array. Defaults to `Array_3D_Image`. Using a `Array_2D*` for a multiband image is not supported. When using a `Array_2D*` value, `INTERLEAVE` will be ignored.
  - **ARRAY\_IDENTIFIER**=string. (GDAL >= 3.0) Identifier to put in the Array element.

- **UNIT**=string. (GDAL >= 3.0) Content of the Element\_Array.unit. If not provided, the unit of the source band in case of copying from another raster will be used (if present on the source band).
  - **CREATE\_LABEL\_ONLY**=YES/NO. (GDAL >= 3.1) If set to YES, and used in a `gdal_translate / CreateCopy()` context where the source dataset is a ENVI, GeoTIFF, ISIS3, VICAR, FITS or PDS3 dataset, whose layout is compatible of a raw binary format, as supported by PDS4, then only the label XML file will be generated, and it will reference the raw binary file of the source dataset. The `IMAGE_FILENAME`, `IMAGE_FORMAT` and `INTERLEAVE` creation options are ignored in that situation.
- Raster and vector:
    - **VAR\_\***=string. If options like `VAR_XXXX=yyyy` are specified, any {XXXX} string in the template label will be replaced by the yyyy value.
    - **TEMPLATE**=filename. Template label to use. If not specified and not creating from an existing PDS4 file, the `data/pds4_template.xml` file will be used. For GDAL utilities to find this default PDS4 template, GDAL's data directory should be defined in your environment (typically on Windows builds). Consult the [wiki](#) for more information.
    - **LATITUDE\_TYPE**=Planetocentric/Planetographic. Value of `latitude_type`. Defaults to Planetocentric.
    - **LONGITUDE\_DIRECTION**=Positive East/Positive West. Value of `longitude_direction`. Defaults to Positive East.
    - **RADII**=semi\_major\_radius,semi\_minor\_radius. To override the ones of the SRS. Note that the first value (semi\_major\_radius) will be used to set the `<pds:semi_major_radius>` and `<pds:semi_minor_radius>` XML elements, and that second value (semi\_minor\_radius) will be used to set the `<pds:polar_radius>` XML element.
    - **BOUNDING\_DEGREES**=west\_lon,south\_lat,east\_lon,north\_lat. Manually set bounding box

### 6.114.5 Layer creation options (vector/table datasets)

(Starting with GDAL 3.0) When creating a PDS4 vector dataset, or appending a new table to an existing table, the following layer creation options are available:

- **TABLE\_TYPE**=DELIMITED/CHARACTER/BINARY. Determines the type of the PDS4 table to create. DELIMITED is the default and corresponds to a CSV table file (with comma field separator). CHARACTER corresponds to a fixed-width ASCII table. BINARY corresponds to a fixed-width table. For fixed-width table, for String fields, an arbitrary width of 64 bytes is used if there is no explicit field set in the OGR field definition. Only DELIMITED supports arbitrary encoding of geometry as a WKT string. The two other table types only support points for geographic coordinates (LAT, LONG).
- **LINE\_ENDING**= CRLF/LF. Determines the line-ending character sequence. Only applies to `TABLE_TYPE=DELIMITED` or `CHARACTER`. The default is CRLF (Carriage Return and Line Feed). It can be set to LF for just Line Feed character. (GDAL >= 3.4)
- **GEOM\_COLUMNS**=AUTO/WKT/LONG\_LAT. Specify how the geometry is encoded. In AUTO mode, for DELIMITED tables, if the input geometry is Point with a geographic CRS attached to the layer, then a LONG and LAT columns will be created to store the point coordinates. For other geometry types, a WKT column is used. The WKT value of this option can also be used to force a WKT column to be created when a LONG and LAT columns would have been possible. For fixed-width table types, only AUTO and LONG\_LAT are possible.
- **CREATE\_VRT**=YES/NO. Defaults to YES for a DELIMITED table. In that case, a OGR VRT (XML file) will be created along-side the .csv file.
- **LAT**=string. Name of a field containing a Latitude value. Defaults to Latitude. Only used when the geometry comes from a Point layer with geographic CRS



- **LONG**=string. Name of a field containing a Longitude value. Defaults to Longitude. Only used when the geometry comes from a Point layer with geographic CRS
- **ALT**=string. Name of a field containing a Altitude value. Defaults to Altitude. Only used when the geometry comes from a Point layer with geographic CRS
- **WKT**=string. Name of a field containing a WKT value.
- **SAME\_DIRECTORY**=YES/NO. Whether table files should be created in the same directory, or in a subdirectory. Defaults to NO, that is that table files will be created in a subdirectory whose name is the basename of the XML file. For example if creating a “foo.xml” PDS4 dataset, table files will be created in the “foo” subdirectory by default. If this option is set to YES, they will be created in the same directory as “foo.xml”.

### 6.114.6 Subdataset / multiple image support

If several Array objects are present in the label, they will be reported as separate subdatasets (typically the main subdataset is an Array3D, and backplanes are represented as Array2D).

Since GDAL 3.0, creation of new datasets with subdatasets is supported (through the `APPEND_SUBDATASET=YES` creation option). One important restriction is that, given that the georeferencing information in the PDS4 XML label is global for the whole dataset, all subdatasets must share the same georeferencing information: coordinate reference system, georegistration and resolution. Appending to both RAW and GEOTIFF raster is supported. In append mode, most creation options are ignored, except `INTERLEAVE` (if GeoTIFF output image), `ARRAY_TYPE` and `ARRAY_IDENTIFIER`.

### 6.114.7 PDS4 raster examples

Listing bands and subdatasets:

```
$ gdalinfo b0011_p237201_01_01v02.xml

Driver: PDS4/NASA Planetary Data System 4
Files: b0011_p237201_01_01v02.xml
       b0011_p237201_01_01v02.qub
Size is 512, 512
Coordinate System is ``
Image Structure Metadata:
  INTERLEAVE=BAND
Subdatasets:
  SUBDATASET_1_NAME=PDS4:b0011_p237201_01_01v02.xml:1:1
  SUBDATASET_1_DESC=Image file b0011_p237201_01_01v02.qub, array Spectral_Qube_Object
  SUBDATASET_2_NAME=PDS4:b0011_p237201_01_01v02.xml:1:2
  SUBDATASET_2_DESC=Image file b0011_p237201_01_01v02.qub, array iof_r2
  SUBDATASET_3_NAME=PDS4:b0011_p237201_01_01v02.xml:1:3
  SUBDATASET_3_DESC=Image file b0011_p237201_01_01v02.qub, array iof_r7
  SUBDATASET_4_NAME=PDS4:b0011_p237201_01_01v02.xml:1:4
[...]
  SUBDATASET_16_DESC=Image file b0011_p237201_01_01v02.qub, array emission_angle
  SUBDATASET_17_NAME=PDS4:b0011_p237201_01_01v02.xml:1:17
  SUBDATASET_17_DESC=Image file b0011_p237201_01_01v02.qub, array phase_angle
  SUBDATASET_18_NAME=PDS4:b0011_p237201_01_01v02.xml:1:18
  SUBDATASET_18_DESC=Image file b0011_p237201_01_01v02.qub, array approx_incidence_angle
  SUBDATASET_19_NAME=PDS4:b0011_p237201_01_01v02.xml:1:19
  SUBDATASET_19_DESC=Image file b0011_p237201_01_01v02.qub, array approx_emission_angle
```

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```

SUBDATASET_20_NAME=PDS4:b0011_p237201_01_01v02.xml:1:20
SUBDATASET_20_DESC=Image file b0011_p237201_01_01v02.qub, array approx_phase_angle
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)
Band 1 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.146998785514825, Scale:4.48823844390647e-06
Band 2 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.146998785514825, Scale:4.48823844390647e-06
Band 3 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.146998785514825, Scale:4.48823844390647e-06
Band 4 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.146998785514825, Scale:4.48823844390647e-06
Band 5 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.146998785514825, Scale:4.48823844390647e-06

```

The information displayed by default is the one of the first subdataset (SUBDATASET\_1\_NAME)

Getting information on a subdataset:

```

$ gdalinfo PDS4:b0011_p237201_01_01v02.xml:1:2

Driver: PDS4/NASA Planetary Data System 4
Files: b0011_p237201_01_01v02.xml
       b0011_p237201_01_01v02.qub
Size is 512, 512
Coordinate System is ``
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)
Band 1 Block=512x1 Type=Int16, ColorInterp=Undefined
  Offset: 0.04984971, Scale:7.454028e-06

```

Conversion to GeoTIFF of a given subdatasets:

```
$ gdal_translate PDS4:b0011_p237201_01_01v02.xml:1:2 iof_r2.tif
```

Conversion to GeoTIFF of a all subdatasets:

```
$ gdal_translate -sds b0011_p237201_01_01v02.xml b0011_p237201_01_01v02.tif
```

This will create b0011\_p237201\_01\_01v02\_X.tif files where X=1,...,N

Creation of a new PDS4 dataset, using the default template and setting its parameterized variables:

```

$ gdal_translate input.tif output.xml -of PDS4 \
  -co VAR_TARGET_TYPE=Satellite \
  -co VAR_Target=Moon \

```

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```
-co VAR_OBSERVING_SYSTEM_NAME=LOLA \
-co VAR_LOGICAL_IDENTIFIER=Lunar_LRO_LOLA_DEM_Global_64ppd.tif \
-co VAR_TITLE="LRO LOLA Digital Elevation Model (DEM) 64ppd" \
-co VAR_INVESTIGATION_AREA_NAME="Lunar Reconnaissance Orbiter" \
-co VAR_INVESTIGATION_AREA_LID_REFERENCE="urn:nasa:pds:context:instrument_
↪host:spacecraft.lro"
```

Creation of the same PDS4 dataset as above, using the default template but setting its parameterized variables from a text file. Helps with long command lines:

Create a text file “myOptions.txt” with the below content

```
#This is a comment
#Conversion parameters for the LRO LOLA dataset
-co VAR_TARGET_TYPE=Satellite
-co VAR_Target=Moon
-co VAR_OBSERVING_SYSTEM_NAME=LOLA
-co VAR_LOGICAL_IDENTIFIER=Lunar_LRO_LOLA_DEM_Global_64ppd.tif
-co VAR_TITLE="LRO LOLA Digital Elevation Model (DEM) 64ppd"
-co VAR_INVESTIGATION_AREA_NAME="Lunar Reconnaissance Orbiter"
-co VAR_INVESTIGATION_AREA_LID_REFERENCE="urn:nasa:pds:context:instrument_
↪host:spacecraft.lro"
#end of file
```

```
gdal_translate input.tif output.xml -of PDS4 --optfile myOptions.txt
```

For more on `--optfile`, consult [the general documentation on GDAL utilities](#).

Creation of a PDS4 dataset, using a non default template (here on a HTTP server, but local filename also possible):

```
$ gdal_translate input.tif output.xml -of PDS4 \
  -co TEMPLATE=http://example.com/mytemplate.xml
```

Creation of a PDS4 dataset from a source PDS4 dataset (using the XML file of this source PDS4 dataset as an implicit template), with subsetting:

```
$ gdal_translate input.xml output.xml -of PDS4 -projwin ullx ully lrx lry
```

In Python, creation of a PDS4 dataset from a GeoTIFF, using a base template into which one substitute one element with a new value:

```
from osgeo import gdal
from lxml import etree

# Customization of template
template = open('template.xml', 'rb').read()
root = etree.XML(template)
ns = '{http://pds.nasa.gov/pds4/pds/v1}'
identifier = root.find("://{ns}Identification_Area/{ns}logical_identifier".format(ns = ↪
↪ns))
identifier.text = 'new_identifier'

# Serialize the modified template in a in-memory file
```

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```
in_memory_template = '/vsimem/template.xml'
gdal.FileFromMemBuffer(in_memory_template, etree.tostring(root))

# Create the output dataset
gdal.Translate('out.xml', 'in.tif', format = 'PDS4',
              creationOptions = ['TEMPLATE='+in_memory_template])

# Cleanup
gdal.Unlink(in_memory_template)
```

Appending a new image (subdataset) to an existing PDS4 dataset.

```
$ gdal_translate new_image.tif existing_output.xml -of PDS4 \
               -co APPEND_SUBDATASET=YES \
               -co ARRAY_IDENTIFIER=my_new_image
```

Adding a PDS4 label to an existing ISIS3 dataset. (GDAL >= 3.1)

```
$ gdal_translate dataset.cub dataset.xml -of PDS4 -co CREATE_LABEL_ONLY=YES
```

### 6.114.8 PDS4 vector examples

Displaying the content of a PDS4 dataset with a table:

```
$ ogrinfo -al my_pds4.xml
```

Converting a PDS4 dataset with a table to shapefile, by specifying columns that contain longitude and latitude:

```
$ ogr2ogr out.shp my_pds4.xml -oo LAT=my_lat_column -oo LONG=my_long_column
```

Converting a shapefile to a PDS4 dataset with a CSV-delimited table (with an implicit WKT column to store the geometry):

```
$ ogr2ogr my_out_pds4.xml in.shp
```

### 6.114.9 Limitations

As a new driver and new format, please report any issues to the bug tracker, as explained on the [wiki](#)

### 6.114.10 See Also:

- Implemented as `gdal/frmts/pds/pds4dataset.cpp`.
- [Official documentation](#)
- Schemas, including the cartography extension
- *PDS – Planetary Data System v3* driver.
- *ISIS3 – USGS Astrogeology ISIS Cube (Version 3)* driver.

## 6.115 PLMosaic (Planet Labs Mosaics API)

---

### Driver short name

PLMosaic

---

### Build dependencies

libcurl

---

This driver can connect to Planet Labs Mosaics API. GDAL/OGR must be built with Curl support in order for the PLMosaic driver to be compiled.

The driver supports listing mosaics and reading them. Mosaics are accessed at their highest resolution. Mosaics are typically composed of quads of 4096x4096 pixels.

For mosaics of type Byte, overviews are available by using the tile API. For other data types, there is no support for overviews, so requests that involve downsampling may take a long time to complete.

### 6.115.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.115.2 Dataset name syntax

The minimal syntax to open a datasource is :

PLMosaic:[options]

Additional optional parameters can be specified after the ':' sign. Currently the following one is supported :

- **api\_key**=value: To specify the Planet API key. It is mandatory, unless it is supplied through the open option API\_KEY, or the configuration option PL\_API\_KEY.
- **mosaic**=mosaic\_name: To specify the mosaic name.
- **cache\_path**=path: To specify the path to a directory where cached quads (and tiles) are stored. A plmosaic\_cache/{mosaic\_name} subdirectory will be created under that path. The empty string can be used to disable any disk caching.
- **trust\_cache**=YES/NO: Whether already cached quads should be reused directly, without prior checking if the server has a more recent version. Note: this only applies to quads, and not tiles. Default is NO.
- **use\_tiles**=YES/NO: Whether to use the tile API to access full resolution data, instead of downloading quads. Only apply for Byte mosaics. Default is NO.

If several parameters are specified, they must be separated by a comma.

If no mosaic parameter is supplied, the list of available mosaics will be returned as subdatasets. If only one mosaic is available, it will be directly opened.

### 6.115.3 Open options

The following open options are available : API\_KEY, MOSAIC, CACHE\_PATH, TRUST\_CACHE and USE\_TILES. They have the same semantics as the above describe parameters of same name.

### 6.115.4 Configuration options

The following configuration options are available :

- **PL\_API\_KEY**=value: To specify the Planet API key.

### 6.115.5 Location information

The special *Pixel\_{x}\_{y}* metadata item of the *LocationInfo* metadata domain, where x is the column and y is the line in the mosaic, can be queried to get information about the scenes that compose the underneath quad. This is the syntax used by the gdallocationinfo utility (see rfc-32)

Below an example of the return :

```
<LocationInfo>
  <Scenes>
    <Scene>
      <link>https://api.planet.com/data/v1/item-types/PSScene3Band/items/20161025_000336_
↪0e19</link>
    </Scene>
    <Scene>
      <link>https://api.planet.com/data/v1/item-types/PSScene3Band/items/20161119_000453_
↪0e14</link>
    </Scene>
    <Scene>
      <link>https://api.planet.com/data/v1/item-types/PSScene3Band/items/20161010_000309_
↪0e26</link>
    </Scene>
    <Scene>
      <link>https://api.planet.com/data/v1/item-types/PSScene3Band/items/20161119_000452_
↪0e14</link>
    </Scene>
  </Scenes>
</LocationInfo>
```

#### 6.115.5.1 Examples

Listing all mosaics available (with the rights of the account) :

```
gdalinfo "PLMosaic:" -oo API_KEY=some_value
```

or

```
gdalinfo "PLMosaic:api_key=some_value"
```

or

```
gdalinfo "PLMosaic:" --config PL_API_KEY some_value
```

returns (in case of multiple mosaics):

```
Driver: PLMOSAIC/Planet Labs Mosaics API
Files: none associated
Size is 512, 512
Coordinate System is ``
Image Structure Metadata:
  INTERLEAVE=PIXEL
Subdatasets:
  SUBDATASET_1_NAME=PLMOSAIC:mosaic=global_quarterly_2017q1_mosaic
  SUBDATASET_1_DESC=Mosaic global_quarterly_2017q1_mosaic
  ...
Corner Coordinates:
Upper Left  (    0.0,    0.0)
Lower Left  (    0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)
```

Open a particular mosaic :

```
gdalinfo "PLMosaic:mosaic=global_quarterly_2017q1_mosaic" -oo API_KEY=some_value
```

returns:

```
Driver: PLMOSAIC/Planet Labs Mosaics API
Files: none associated
Size is 8388608, 4427776
Coordinate System is:
PROJCS["WGS 84 / Pseudo-Mercator",
  GEOGCS["WGS 84",
    DATUM["WGS_1984",
      SPHEROID["WGS 84",6378137,298.257223563,
        AUTHORITY["EPSG","7030"]],
      AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0,
      AUTHORITY["EPSG","8901"]],
    UNIT["degree",0.0174532925199433,
      AUTHORITY["EPSG","9122"]],
    AUTHORITY["EPSG","4326"]],
  PROJECTION["Mercator_1SP"],
  PARAMETER["central_meridian",0],
  PARAMETER["scale_factor",1],
  PARAMETER["false_easting",0],
  PARAMETER["false_northing",0],
  UNIT["metre",1,
    AUTHORITY["EPSG","9001"]],
  AXIS["X",EAST],
  AXIS["Y",NORTH],
  EXTENSION["PROJ4","+proj=merc +a=6378137 +b=6378137 +lat_ts=0.0 +lon_0=0.0 +x_0=0.0 +y_0=0 +k=1.0 +units=m +nadgrids=@null +wktext +no_defs"],
```

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```

    AUTHORITY["EPSG","3857"]
Origin = (-20037508.342789243906736,13384429.400847502052784)
Pixel Size = (4.777314267823516,-4.777314267823516)
Metadata:
  FIRST_ACQUIRED=2017-01-01T00:00:00.000Z
  LAST_ACQUIRED=2017-04-01T00:00:00.000Z
  NAME=global_quarterly_2017q1_mosaic
Image Structure Metadata:
  INTERLEAVE=PIXEL
Corner Coordinates:
Upper Left  (-20037508.343,13384429.401) (180d 0' 0.00"W, 76d 0'57.94"N)
Lower Left  (-20037508.343,-7768448.059) (180d 0' 0.00"W, 57d 2'26.63"S)
Upper Right (20037508.343,13384429.401) (180d 0' 0.00"E, 76d 0'57.94"N)
Lower Right (20037508.343,-7768448.059) (180d 0' 0.00"E, 57d 2'26.63"S)
Center      (          0.000, 2807990.671) ( 0d 0' 0.01"E, 24d26'49.74"N)
Band 1 Block=256x256 Type=Byte, ColorInterp=Red
  Overviews: 4194304x4194304, ..., 256x256
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: Overviews: 4194304x4194304, ..., 256x256
Band 2 Block=256x256 Type=Byte, ColorInterp=Green
  Overviews: 4194304x4194304, ..., 256x256
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: Overviews: 4194304x4194304, ..., 256x256
Band 3 Block=256x256 Type=Byte, ColorInterp=Blue
  Overviews: 4194304x4194304, ..., 256x256
  Mask Flags: PER_DATASET ALPHA
  Overviews of mask band: Overviews: 4194304x4194304, ..., 256x256
Band 4 Block=256x256 Type=Byte, ColorInterp=Alpha
  Overviews: 4194304x4194304, ..., 256x256

```

### 6.115.6 See Also

- [Documentation of Planet Mosaics API](#)
- [API Authentication](#)
- *[Vector PLScenes / Planet Scenes API driver](#)*

## 6.116 PNG – Portable Network Graphics

---

### Driver short name

PNG

---



---

### Driver built-in by default

internal libpng provided

---



GDAL includes support for reading, and creating .png files. Greyscale, pseudo-colored, Paletted, RGB and RGBA PNG files are supported as well as precisions of eight and sixteen bits per sample.

The GDAL PNG Driver is built using the libpng library. Also note that the GeoTIFF driver supports tiled TIFF with DEFLATE compressed tiles, which is the same compression algorithm that PNG at its core uses.

PNG files are linearly compressed, so random reading of large PNG files can be very inefficient (resulting in many restarts of decompression from the start of the file). The maximum dimension of a PNG file that can be created by GDAL is set to 1,000,000x1,000,000 pixels by libpng.

Text chunks are translated into metadata, typically with multiple lines per item. *WLD – ESRI World File* with the extensions of .pgw, .pngw or .wld will be read. Single transparency values in greyscale files will be recognised as a nodata value in GDAL. Transparent index in paletted images are preserved when the color table is read.

PNG files can be created with a type of PNG, using the CreateCopy() method, requiring a prototype to read from. Writing includes support for the various image types, and will preserve transparency/nodata values. Georeferencing .wld files are written if option WORLDFILE is set. All pixel types other than 16bit unsigned will be written as eight bit.

XMP metadata can be extracted from the file, and will be stored as XML raw content in the xml:XMP metadata domain.

### 6.116.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.116.2 Color Profile Metadata

GDAL can deal with the following color profile metadata in the COLOR\_PROFILE domain:

- SOURCE\_ICC\_PROFILE (Base64 encoded ICC profile embedded in file. If available, other tags are ignored.)
- SOURCE\_ICC\_PROFILE\_NAME : ICC profile name. sRGB is recognized as a special value.
- SOURCE\_PRIMARIES\_RED (xyY in “x,y,1” format for red primary.)
- SOURCE\_PRIMARIES\_GREEN (xyY in “x,y,1” format for green primary)
- SOURCE\_PRIMARIES\_BLUE (xyY in “x,y,1” format for blue primary)
- SOURCE\_WHITEPOINT (xyY in “x,y,1” format for whitepoint)
- PNG\_GAMMA

Note that these metadata properties can only be used on the original raw pixel data. If automatic conversion to RGB has been done, the color profile information cannot be used.

All these metadata tags can be used as creation options.

Creation Options:

- **WORLDFILE=YES**: Force the generation of an associated ESRI world file (with the extension .wld). See *World File* section for details.
- **ZLEVEL=n**: Set the amount of time to spend on compression. The default is 6. A value of 1 is fast but does no compression, and a value of 9 is slow but does the best compression.
- **TITLE=value**: Title, written in a TEXT or iTXt chunk
- **DESCRIPTION=value**: Description, written in a TEXT or iTXt chunk
- **COPYRIGHT=value**: Copyright, written in a TEXT or iTXt chunk
- **COMMENT=value**: Comment, written in a TEXT or iTXt chunk
- **WRITE\_METADATA\_AS\_TEXT=YES/NO**: Whether to write source dataset metadata in TEXT chunks
- **NBITS=1/2/4**: Force number of output bits (GDAL >= 2.1)

NOTE: Implemented as `gdal/frmts/png/pngdataset.cpp`.

PNG support is implemented based on the libpng reference library. More information is available at <http://www.libpng.org/pub/png>.

## 6.117 PNM – Netpbm (.pgm, .ppm)

---

### Driver short name

PNM

---

---

### Driver built-in by default

This driver is built-in by default

---

GDAL includes support for reading, and creating .pgm (greyscale), and .ppm (RGB color) files compatible with the Netpbm tools. Only the binary (raw) formats are supported.

Netpbm files can be created with a type of PNM.

Creation Options:

- **MAXVAL=n**: Force setting the maximum color value to **n** in the output PNM file. May be useful if you planning to use the output files with software which is not liberal to this value.

NOTE: Implemented as `gdal/frmts/raw/pnmdataset.cpp`.

---

### 6.117.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.118 PostGISRaster – PostGIS Raster driver

---

#### Driver short name

PostGISRaster

---

---

#### Build dependencies

PostgreSQL library

---

PostGIS Raster (previously known as WKT Raster) is the project that provides raster support on PostGIS. Since September 26st, 2010, is an official part of PostGIS 2.0+.

This driver was started during the Google Summer of Code 2009, and significantly improved since then.

Currently, the driver provides read-only support to PostGIS Raster data sources.

### 6.118.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.118.2 Connecting to a database

To connect to a PostGIS Raster datasource, use a connection string specifying the database name, with additional parameters as necessary

```
PG:"[host=''] [port=''] dbname='' [user=''] [password=''] [schema=''] [table=''] [column=
→ '' ] [where=''] [mode=''] [outdb_resolution='']"
```

Note that the string, up to the part starting with “table=” is a libpq-style connection string. That means that you can leave out unnecessary fields (like password, in some cases).

- **schema** - name of PostgreSQL schema where requested raster table is stored.
- **table** - name of PostGIS Raster table. The table was created by the raster loader (eg. raster2pgsql utility).
- **column** - name of raster column in raster table
- **where** - option is used to filter the results of the raster table. Any SQL-WHERE expression is valid.
- **mode** - option is used to know the expected arrangement of the raster table. There are 2 possible values
  - **mode=1** - ONE\_RASTER\_PER\_ROW mode. In this case, a raster table is considered as a bunch of different raster files. This mode is intended for raster tables storing different raster files. It's the default mode if you don't provide this field in connection string.
  - **mode=2** - ONE\_RASTER\_PER\_TABLE mode. In this case, a raster table is considered as a unique raster file, even if the table has more than one row. This mode is intended for reading tiled rasters from database.
- **outdb\_resolution** - (GDAL >= 2.3.1) option to specify how out-database rasters should be resolved. Default is server\_side.
  - **server\_side**: The outDB raster will be fetched by the PostgreSQL server. This implies that outdb rasters are enabled on the server.
  - **client\_side**: The outDB raster filenames will be returned to the GDAL PostGISRaster client, which will open it on the client side. This implies that the filename stored on the server can be accessed by the client.
  - **client\_side\_if\_possible**: The outDB raster filenames will be returned to the GDAL PostGISRaster client, which will check if it can access them. If it can, that's equivalent to client\_side. Otherwise that's equivalent to server\_side. Note that this mode involves extra queries to the server.

#### 6.118.2.1 Additional notes

If a table stores a tiled raster and you execute the driver with mode=1, each image tile will be considered as a different image, and will be reported as a subdataset. There are use cases the driver can't still work with. For example: non-regular blocked rasters. That cases are detected and an error is raised. Anyway, as I've said, the driver is under development, and will work with more raster arrangements ASAP.

There's an additional working mode. If you don't provide a table name, the driver will look for existing raster tables in all allowed database' schemas, and will report each table as a subdataset.

You must use this connection string's format in all the gdal tools, like gdalinfo, gdal\_translate, gdalwarp, etc.

### 6.118.2.2 Performance hints

To get the maximum performance from the driver, it is best to load the raster in PostGIS raster with the following characteristics:

- tiled: -t switch of raster2pgsql
- with overview: -l 2,4,8,... switch of raster2pgsql
- with a GIST spatial index on the raster column: -I switch of raster2pgsql
- with constraints registered: -C switch of raster2pgsql

### 6.118.3 Examples

To get a summary about your raster via GDAL use gdalinfo:

```
gdalinfo "PG:host=localhost port=5432 dbname='mydb' user='postgres' password='secret'
↳ schema='public' table=mytable"
```

For more examples, check the PostGIS Raster FAQ section: [Can I export my PostGIS Raster data to other raster formats?](#)

### 6.118.4 Credits

The driver developers

- Jorge Arévalo (jorgearevalo at libregis.org)
- David Zwarg (dzwarg at azavea.com)
- Even Rouault (even.rouault at spatialys.com)

### 6.118.5 See Also

- [GDAL PostGISRaster driver Wiki](#)
- [PostGIS Raster documentation](#)

## 6.119 PHOTOMOD Raster File

---

#### Driver short name

PRF

---



---

#### Driver built-in by default

This driver is built-in by default

---

PRF or MegaTIFF is an internal format of PHOTOMOD software for storing large images.

This format was developed to store images larger than 4 GB. As a basis for storing data used TIFF or JPEG2000 format. Raster is split into fragments (tiles) such that each fragment does not exceeded a predefined size (e.g., less than 1 GB). An overview file also added to process raster data on a small scales.

PRF files has two variations: ‘prf’ for imagery data and ‘x-dem’ for elevation data. Files can be georeferenced, but projection information can be stored only in external files (\*.prj).

Image format has the following structure:

- the header XML file ‘image\_name.prf’/‘image\_name.x-dem’
- folder ‘image\_name’ with raster subtiles
- files \*.tif/.jp2/.demtif inside folder ‘image\_name’, containing raster fragments and the overview image

The driver support the data type among Byte, UInt16, UInt32, Float32 or Float64.

### 6.119.1 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.119.2 See Also

- [Racurs company home page](#)
- [PHOTOMOD Lite home page](#)

## 6.120 Rasdaman GDAL driver

---

#### Driver short name

Rasdaman

---

---

#### Build dependencies

raslib

---

Rasdaman is a raster database middleware offering an SQL-style query language on multi-dimensional arrays of unlimited size, stored in a relational database. See [www.rasdaman.org](http://www.rasdaman.org) for the open-source code, documentation, etc. Currently rasdaman is under consideration for OSGeo incubation.

In our driver implementation, GDAL connects to rasdaman by defining a query template which is instantiated with the concrete subsetting box upon every access. This allows delivering 2-D cutouts from n-D data sets (such as hyperspectral satellite time series, multi-variable climate simulation data, ocean model data, etc.). In particular, virtual imagery can be offered which is derived on demand from ground truth data. Some more technical details are given below.

The connect string syntax follows the WKT Raster pattern and goes like this:

```
rasdaman: query='select a[$x_lo:$x_hi,$y_lo:$y_hi] from MyImages as a' [tileXSize=1024] [tileYSize=1024] [host='localhost'] [port=7001] [database='RASBASE'] [user='rasguest'] [password='rasguest']
```

The rasdaman query language (rasql) string in this case only performs subsetting. Upon image access by GDAL, the \$ parameters are substituted by the concrete bounding box computed from the input tile coordinates.

However, the query provided can include any kind of processing, as long as it returns something 2-D. For example, this determines the average of red and near-infrared pixels from the oldest image time series:

```
query='select ( a.red+a.nir ) /2 [$x_lo:$x_hi,$y_lo:$y_hi, 0 ] from SatStack as a'
```

Currently there is no support for reading or writing georeferencing information.

### 6.120.1 See Also

- [Rasdaman Project](#)

## 6.121 Rasterlite - Rasters in SQLite DB

---

### Driver short name

Rasterlite

---



---

### Build dependencies

libsqlite3

---

The Rasterlite driver allows reading and creating Rasterlite databases.

Those databases can be produced by the utilities of the [rasterlite](#) distribution, such as rasterlite\_load, rasterlite\_pyramids, ....

The driver supports reading grayscale, paletted and RGB images stored as GIF, PNG, TIFF or JPEG tiles. The driver also supports reading overviews/pyramids, spatial reference system and spatial extent.

GDAL/OGR must be compiled with OGR SQLite driver support. For read support, linking against spatialite library is not required, but recent enough sqlite3 library is needed to read rasterlite databases. rasterlite library is not required either.

For write support a new table, linking against spatialite library *\*is\** required.

Although the Rasterlite documentation only mentions GIF, PNG, TIFF, JPEG as compression formats for tiles, the driver supports reading and writing internal tiles in any format handled by GDAL. Furthermore, the Rasterlite driver also allow reading and writing as many bands and as many band types as supported by the driver for the internal tiles.

### 6.121.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.121.2 Connection string syntax in read mode

Syntax: 'rasterlitedb\_name' or 'RASTERLITE:rasterlitedb\_name[,table=raster\_table\_prefix][,minx=minx\_val,miny=miny\_val,maxx=m

where :

- *rasterlitedb\_name* is the filename of the RasterLite DB.
- *raster\_table\_prefix* is the prefix of the raster table to open. For each raster, there are 2 corresponding SQLite tables, suffixed with *\_rasters* and *\_metadata*
- *minx\_val,miny\_val,maxx\_val,maxy\_val* set a user-defined extent (expressed in coordinate system units) for the raster that can be different from the default extent.
- *level\_number* is the level of the pyramid/overview to open, 0 being the base pyramid.

### 6.121.3 Creation issues

The driver can create a new database if necessary, create a new raster table if necessary and copy a source dataset into the specified raster table.

If data already exists in the raster table, the new data will be added. You can use the `WIPE=YES` creation options to erase existing data.

The driver does not support updating a block in an existing raster table. It can only append new data.

Syntax for the name of the output dataset: 'RASTERLITE:rasterlitedb\_name,table=raster\_table\_prefix' or 'rasterlitedb\_name'

It is possible to specify only the DB name as in the later form, but only if the database does not already exist. In that case, the raster table name will be based on the DB name itself.



### 6.121.3.1 Creation options

- **WIPE** (=NO by default): Set to YES to erase all preexisting data in the specified table
- **TILED** (=YES by default) : Set to NO if the source dataset must be written as a single tile in the raster table
- **BLOCKXSIZE**=n: Sets tile width, defaults to 256.
- **BLOCKYSIZE**=n: Sets tile height, defaults to 256.
- **DRIVER**=[GTiff/GIF/PNG/JPEG/...] : name of the GDAL driver to use for storing tiles. Defaults to GTiff
- **COMPRESS**=[LZW/JPEG/DEFLATE/...] : (GTiff driver) name of the compression method
- **PHOTOMETRIC**=[RGB/YCbCr/...] : (GTiff driver) photometric interpretation
- **QUALITY** : (JPEG-compressed GTiff, JPEG and WEBP drivers) JPEG/WEBP quality 1-100. Defaults to 75

### 6.121.4 Overviews

The driver supports building (if the dataset is opened in update mode) and reading internal overviews.

If no internal overview is detected, the driver will try using external overviews (.ovr files).

Options can be used for internal overviews building. They can be specified with the RASTERLITE\_OVR\_OPTIONS configuration option, as a comma separated list of the above creation options. See below examples.

All resampling methods supported by GDAL overviews are available.

### 6.121.5 Performance hints

Some of the performance hints of the OGR SQLite driver apply. In particular setting the OGR\_SQLITE\_SYNCHRONOUS configuration option to OFF when creating a dataset or adding overviews might increase performance on some filesystems.

After having added all the raster tables and building all the needed overview levels, it is advised to run :

```
ogrinfo rasterlitedb.sqlite -sql "VACUUM"
```

in order to optimize the database, and increase read performances afterwards. This is particularly true with big rasterlite datasets. Note that the operation might take a long time.

### 6.121.6 Examples

- Accessing a rasterlite DB with a single raster table :

```
$ gdalinfo rasterlitedb.sqlite -noct
```

Output:

```
Driver: Rasterlite/Rasterlite
Files: rasterlitedb.sqlite
Size is 7200, 7200
Coordinate System is:
GEOGCS["WGS 84",
    DATUM["WGS_1984",
        SPHEROID["WGS 84",6378137,298.257223563,
```

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```

        AUTHORITY["EPSG","7030"]],
        AUTHORITY["EPSG","6326"]],
        PRIMEM["Greenwich",0,
        AUTHORITY["EPSG","8901"]],
        UNIT["degree",0.01745329251994328,
        AUTHORITY["EPSG","9122"]],
        AUTHORITY["EPSG","4326"]]]
Origin = (-5.000000000000000,55.000000000000000)
Pixel Size = (0.002083333333333,-0.002083333333333)
Metadata:
  TILE_FORMAT=GIF
Image Structure Metadata:
  INTERLEAVE=PIXEL
Corner Coordinates:
Upper Left  ( -5.0000000,  55.0000000) ( 5d 0'0.00"W, 55d 0'0.00"N)
Lower Left  ( -5.0000000,  40.0000000) ( 5d 0'0.00"W, 40d 0'0.00"N)
Upper Right ( 10.0000000,  55.0000000) (10d 0'0.00"E, 55d 0'0.00"N)
Lower Right ( 10.0000000,  40.0000000) (10d 0'0.00"E, 40d 0'0.00"N)
Center      (  2.5000000,  47.5000000) ( 2d30'0.00"E, 47d30'0.00"N)
Band 1 Block=480x480 Type=Byte, ColorInterp=Palette
  Color Table (RGB with 256 entries)

```

- Listing a multi-raster table DB :

```
$ gdalinfo multirasterdb.sqlite
```

Output:

```

Driver: Rasterlite/Rasterlite
Files:
Size is 512, 512
Coordinate System is ``
Subdatasets:
  SUBDATASET_1_NAME=RASTERLITE:multirasterdb.sqlite,table=raster1
  SUBDATASET_1_DESC=RASTERLITE:multirasterdb.sqlite,table=raster1
  SUBDATASET_2_NAME=RASTERLITE:multirasterdb.sqlite,table=raster2
  SUBDATASET_2_DESC=RASTERLITE:multirasterdb.sqlite,table=raster2
Corner Coordinates:
Upper Left  (   0.0,    0.0)
Lower Left  (   0.0,  512.0)
Upper Right (  512.0,    0.0)
Lower Right (  512.0,  512.0)
Center      (  256.0,  256.0)

```

- Accessing a raster table within a multi-raster table DB:

```
$ gdalinfo RASTERLITE:multirasterdb.sqlite,table=raster1
```

- Creating a new rasterlite DB with data encoded in JPEG tiles :

```
$ gdal_translate -of Rasterlite source.tif RASTERLITE:my_db.sqlite,table=source -co
↪DRIVER=JPEG
```

- Creating internal overviews :

```
$ gdaladdo RASTERLITE:my_db.sqlite,table=source 2 4 8 16
```

- Cleaning internal overviews :

```
$ gdaladdo -clean RASTERLITE:my_db.sqlite,table=source
```

- Creating external overviews in a .ovr file:

```
$ gdaladdo -ro RASTERLITE:my_db.sqlite,table=source 2 4 8 16
```

- Creating internal overviews with options (GDAL 1.10 or later):

```
$ gdaladdo RASTERLITE:my_db.sqlite,table=source 2 4 8 16 --config RASTERLITE_OVR_
↪OPTIONS DRIVER=GTiff,COMPRESS=JPEG,PHOTOMETRIC=YCbCr
```

:

### 6.121.7 See Also

- [Spatialite and Rasterlite home page](#)
- [Rasterlite manual](#)
- [Rasterlite howto](#)
- [Sample databases](#)
- *OGR SQLite driver*

## 6.122 RasterLite2 - Rasters in SQLite DB

New in version 2.2.

---

### Driver short name

SQLite

---



---

**Note:** The above short name is not a typo. The RasterLite2 functionality is part of the *SQLite / Spatialite RDBMS* driver.

---



---

### Build dependencies

libsqlite3, librasterlite2, libspatialite

---

The SQLite driver allows reading and writing SQLite databases containing RasterLite2 coverages.

Those databases can be produced by the utilities of the [RasterLite2](#) distribution, such as rl2tools.

The driver supports reading grayscale, paletted, RGB, multispectral images stored as tiles in the many compressed formats supported by libRasterLite2. The driver also supports reading overviews/pyramids, spatial reference system and spatial extent.

GDAL/OGR must be compiled with sqlite support and against librasterlite2 and libspatialite.

The driver is implemented a unified SQLite / SpatiaLite / RasterLite2 vector and raster capable driver.

### 6.122.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.122.2 Opening syntax

A RasterLite2 filename can be specified as the connection string. If the file contains a single RasterLite2 coverage, this one will be exposed as the GDAL dataset. If the file contains multiple coverages, each one will be exposed as a subdataset with the syntax `RASTERLITE2:filename:coverage_name`. See [the basic concepts of RasterLite2](#).

If a coverage is made of several sections, they will be listed as subdatasets of the coverage dataset, so as to be accessed individually. By default, they will be exposed as a unified dataset. The syntax of section-based dataset is `RASTERLITE2:filename:coverage_name:section_id:section_name`.

### 6.122.3 Creation

The driver supports creating new databases from scratch, adding new coverages to an existing database and adding sections to an existing coverage.

### 6.122.4 Creation options

- **APPEND\_SUBDATASET**=YES/NO: Whether to add the raster to the existing file. If set to YES, **COVERAGE** must be specified. Default is NO (ie overwrite existing file)
- **COVERAGE**=string: Coverage name. If not specified, the basename of the output file is used.
- **SECTION**=string: Section name. If not specified, the basename of the output file is used.
- **COMPRESS**=NONE/DEFLATE/LZMA/PNG/CCITTFAX4/JPEG/WEBP/CHARS/JPEG2000: Compression method. Default is NONE. See the [information about supported codecs](#). Note that some codecs may not be available depending on how librasterlite2 has been built.

- **QUALITY**=0 to 100: Image quality for JPEG, WEBP and JPEG2000 compressions. Exact meaning depends on the compression method. For WEBP and JPEG2000, the value 100 triggers the use of their lossless variants.
- **PIXEL\_TYPE**=MONOCHROME/PALETTE/GRAYSCALE/RGB/MULTIBAND/DATAGRID: Raster pixel type. Determines the photometric interpretation. See the [information about supported pixel types](#). The driver will automatically determine an appropriate pixel type given the band characteristics.
- **BLOCKXSIZE**=int\_value. Block width. Defaults to 512.
- **BLOCKYSIZE**=int\_value. Block height. Defaults to 512.
- **NBITS**=1/2/4. Force bit width. This will be by default gotten from the NBITS metadata item in the IMAGE\_STRUCTURE metadata domain of the source raster band.
- **PYRAMIDIZE**=YES/NO. Whether to build automatically build relevant pyramids/overviews. Defaults to NO. Pyramids can be built with the BuildOverviews() / gdaladdo.

### 6.122.5 Examples

- Reading a RasterLite2 database with a single coverage:

```
gdalinfo my.r12
```

- Listing the subdatasets corresponding to the coverages of a RasterLite2 database with several coverages:

```
gdalinfo multiple_coverages.r12
```

- Reading a subdataset corresponding to a coverage:

```
gdalinfo RASTERLITE2:multiple_coverages.r12:my_coverage
```

- Creating a RasterLite2 dataset from a grayscale image:

```
gdal_translate -f SQLite byte.tif byte.r12
```

- Creating a RasterLite2 dataset from a RGB image, and using JPEG compression:

```
gdal_translate -f SQLite rgb.tif rgb.r12 -co COMPRESS=JPEG
```

- Adding a RasterLite2 coverage to an existing Spatialite/RasterLite2 database:

```
gdal_translate -f SQLite rgb.tif rgb.r12 -co APPEND_SUBDATASET=YES -co COVERAGE=rgb
```

- Adding pyramids to a coverage:

```
gdaladdo rgb.r12 2 4 8 16
```

### 6.122.6 See Also

- [Rasterlite2 home page](#)
- *OGR SQLite driver*

## 6.123 R – R Object Data Store

---

**Driver short name**

R

---

---

**Driver built-in by default**

This driver is built-in by default

---

The R Object File Format is supported for write access, and limited read access by GDAL. This format is the native format R uses for objects saved with the *save* command and loaded with the *load* command. GDAL supports writing a dataset as an array object in this format, and supports reading files with simple rasters in essentially the same organization. It will not read most R object files.

Currently there is no support for reading or writing georeferencing information.

### 6.123.1 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.123.2 Creation Options

- **ASCII=YES/NO**: Produce an ASCII formatted file, instead of binary, if set to YES. Default is NO.
- **COMPRESS=YES/NO**: Produces a compressed file if YES, otherwise an uncompressed file. Default is YES.

See Also:

- [R Project](#)

## 6.124 RDB - *RIEGL* Database

---

### Driver short name

RDB

---

New in version 3.1.

---

### Build dependencies

rdblib >= 2.2.0.

---

GDAL can read \*.mpx files in the RDB format, the in-house format used by [RIEGL Laser Measurement Systems GmbH](#) through the RDB library.

The driver relies on the RDB library, which can be downloaded [here](#) . The minimum version required of the rdblib is 2.2.0.

### 6.124.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 6.124.2 Provided Bands

All attributes stored in the RDB, but the coordinates, are provided in bands. Vector attributes are split up into multiple bands. The attributes are currently mapped as follows:

RDB attribute	GDAL Band
riegl.surface_normal[0],	Band 1
riegl.surface_normal[1],	Band 2
riegl.surface_normal[2]	Band 3
riegl.timestamp_min	Band 4
riegl.timestamp_max	Band 5
riegl.reflectance	Band 6
riegl.amplitude	Band 7
riegl.deviation	Band 8
riegl.height_center	Band 9
riegl.height_mean	Band 10
riegl.height_min	Band 11
riegl.height_max	Band 12
riegl.point_count	Band 13
riegl.point_count_grid_cell	Band 14
riegl.pca_thickness	Band 15
riegl.std_dev	Band 16
riegl.voxel_count	Band 17
riegl.id	Band 18

## 6.125 RIK – Swedish Grid Maps

---

**Driver short name**

RIK

---

---

**Build dependencies**

(internal zlib is used if necessary)

---

Supported by GDAL for read access. This format is used in maps issued by the swedish organization Lantmäteriet. Supports versions 1, 2 and 3 of the RIK format, but only 8 bits per pixel.

This driver is based on the work done in the [TRikPanel](#) project.

NOTE: Implemented as `gdal/frmts/rik/rikdataset.cpp`.

### 6.125.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.126 RMF – Raster Matrix Format

---

**Driver short name**

RMF

---

---

**Driver built-in by default**

This driver is built-in by default

---

RMF is a simple tiled raster format used in the GIS “Integration” and “Panorama” GIS. The format itself has very poor capabilities.

There are two flavors of RMF called MTW and RSW. MTW supports 16-bit integer and 32/64-bit floating point data in a single channel and aimed to store DEM data. RSW is a general purpose raster. It supports single channel colormapped or three channel RGB images. Only 8-bit data can be stored in RSW. Simple georeferencing can be provided for both image types.



### 6.126.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.126.2 Metadata

- **ELEVATION\_MINIMUM**: Minimum elevation value (MTW only).
- **ELEVATION\_MAXIMUM**: Maximum elevation value (MTW only).
- **ELEVATION\_UNITS**: Name of the units for raster values (MTW only). Can be “m” (meters), “cm” (centimeters), “dm” (decimeters), “mm” (millimeters).
- **ELEVATION\_TYPE**: Could be either 0 (absolute elevation) or 1 (total elevation). MTW only.

### 6.126.3 Open Options

- **RMF\_SET\_VERTCS: set to ON, the layers spatial reference**  
will include vertical coordinate system description if exist. This feature can be enabled via config option with same name.

### 6.126.4 Creation Options

- **MTW=ON**: Force the generation of MTW matrix (RSW will be created by default).
- **BLOCKXSIZE=n**: Sets tile width, defaults to 256.
- **BLOCKYSIZE=n**: Set tile height. Tile height defaults to 256.
- **RMFHUGE=NO/YES/IF\_SAFER**: Creation of huge RMF file (Supported by GIS Panorama since v11). Defaults to NO.
- **COMPRESS=NONE/LZW/JPEG/RMF\_DEM**: (From GDAL 2.4) Compression type. Defaults to NONE. Note: JPEG compression supported only with RGB (3-band) Byte datasets. RMF\_DEM compression supported only with Int32 one channel MTW datasets.
- **JPEG\_QUALITY**: (From GDAL 2.4) JPEG quality 1-100. Defaults to 75.

- **NUM\_THREADS=number\_of\_threads/ALL\_CPUS:** (From GDAL 2.4) Enable multi-threaded compression by specifying the number of worker threads. Default is compression in the main thread.

### 6.126.5 See Also:

- Implemented as `gdal/frmts/rmf/rmfdataset.cpp`.
- “Panorama” GIS homepage

## 6.127 ROI\_PAC – ROI\_PAC

---

### Driver short name

ROI\_PAC

---

---

### Driver built-in by default

This driver is built-in by default

---

Driver for the image formats used in the JPL’s ROI\_PAC project (<https://aws.roipac.org/>). All image type are supported excepted .raw images.

Metadata are stored in the ROI\_PAC domain.

Georeferencing is supported, but expect problems when using the UTM projection, as ROI\_PAC format do not store any hemisphere field.

When creating files, you have to be able to specify the right data type corresponding to the file type (slc, int, etc), else the driver will output an error.

NOTE: Implemented as `gdal/frmts/raw/roipacdataset.cpp`.

### 6.127.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

---

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

## 6.128 RPFTOC – Raster Product Format/RPF (a.toc)

### Driver short name

RPFTOC

### Driver built-in by default

This driver is built-in by default

This is a read-only reader for RPF products, like CADRG or CIB, that uses the table of content file - A.TOC - from a RPF exchange, and exposes it as a virtual dataset whose coverage is the set of frames contained in the table of content.

The driver will report a different subdataset for each subdataset found in the A.TOC file.

Result of a `gdalinfo` on a A.TOC file.

```
Subdatasets:
  SUBDATASET_1_NAME=NITF_TOC_ENTRY:CADRG_GNC_5M_1_1:GNCJNCN/rpf/a.toc
  SUBDATASET_1_DESC=CADRG:GNC:Global Navigation Chart:5M:1:1
[...]
  SUBDATASET_5_NAME=NITF_TOC_ENTRY:CADRG_GNC_5M_7_5:GNCJNCN/rpf/a.toc
  SUBDATASET_5_DESC=CADRG:GNC:Global Navigation Chart:5M:7:5
  SUBDATASET_6_NAME=NITF_TOC_ENTRY:CADRG_JNC_2M_1_6:GNCJNCN/rpf/a.toc
  SUBDATASET_6_DESC=CADRG:JNC:Jet Navigation Chart:2M:1:6
[...]
  SUBDATASET_13_NAME=NITF_TOC_ENTRY:CADRG_JNC_2M_8_13:GNCJNCN/rpf/a.toc
  SUBDATASET_13_DESC=CADRG:JNC:Jet Navigation Chart:2M:8:13
```

In some situations, *NITF – National Imagery Transmission Format* tiles inside a subdataset don't share the same palettes. The RPFTOC driver will do its best to remap palettes to the reported palette by `gdalinfo` (which is the palette of the first tile of the subdataset). In situations where it would not give a good result, you can try to set the `RPFTOC_FORCE_RGBA` environment variable to `TRUE` before opening the subdataset. This will cause the driver to expose the subdataset as a RGBA dataset, instead of a paletted one.

It is possible to build external overviews for a subdataset. The overview for the first subdataset will be named `A.TOC.1.ovr` for example, for the second dataset it will be `A.TOC.2.ovr`, etc. Note that you must re-open the subdataset with the same setting of `RPFTOC_FORCE_RGBA` as the one you have used when you have created it. Do not use any method other than `NEAREST` resampling when building overviews on a paletted subdataset (`RPFTOC_FORCE_RGBA` unset)

A `gdalinfo` on one of this subdataset will return the various NITF metadata, as well as the list of the NITF tiles of the subdataset.

See Also:

- [MIL-PRF-89038](#) : specification of RPF, CADRG, CIB products

NOTE: Implemented as `gdal/frmts/nitf/rpftocdataset.cpp`

### 6.128.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.129 RRASTER – R Raster

---

**Driver short name**

RRASTER

---

New in version 2.2.

---

---

**Driver built-in by default**

This driver is built-in by default

---

This is a read-only reader for the datasets handled by the [R Raster package](#). Those datasets are made of a .grd file, which is a text header file, and a .gri binary file containing the raster data itself. The .grd is the file opened by GDAL. Starting with GDAL 2.3, the driver will read ratvalues as RAT or color tables. Layer names will be assigned to GDAL band description. The ‘creator’ and ‘created’ attributes of the ‘[general]’ section will be assigned to the GDAL ‘CREATOR’ and ‘CREATED’ dataset metadata items.

Starting with GDAL 2.3, the driver has write capabilities. Color tables or RAT will be written. The ‘CREATOR’ and ‘CREATED’ dataset metadata items will be written as the ‘creator’ and ‘created’ attributes of the ‘[general]’ section. Band description will be written as the ‘layername’ attribute of the ‘[description]’ section.

The following creation options are supported:

- INTERLEAVE=BIP/BIL/BSQ. Respectively band interleaved by pixel, band interleaved by line, band sequential. Default to BIL. Starting with GDAL 3.5, when copying from a source dataset with multiple bands which advertises a INTERLEAVE metadata item, if the INTERLEAVE creation option is not specified, the source dataset INTERLEAVE will be automatically taken into account.
- PIXELTYPE=SIGNEDBYTE. To write Byte bands as signed byte instead of unsigned byte.

### 6.129.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.129.2 See Also

- Description of the “[rasterfile](#)” format

## 6.130 RS2 – RadarSat 2 XML Product

---

#### Driver short name

RS2

---



---

#### Driver built-in by default

This driver is built-in by default

---

This driver will read some RadarSat 2 XML polarimetric products. In particular complex products, and 16bit magnitude detected products.

The RadarSat 2 XML products are distributed with a primary XML file called `product.xml`, and a set of supporting XML data files with the actual imagery stored in TIFF files. The RS2 driver will be used if the `product.xml` or the containing directory is selected, and it can treat all the imagery as one consistent dataset.

The complex products use “32bit void typed” TIFF files which are not meaningfully readable normally. The RS2 driver takes care of converting this into useful `CInt16` format internally.

The RS2 driver also reads geolocation tiepoints from the `product.xml` file and represents them as GCPs on the dataset.

It is very likely that RadarSat International will be distributing other sorts of datasets in this format; however, at this time this driver only supports specific RadarSat 2 polarimetric products. All other will be ignored, or result in various runtime errors. It is hoped that this driver can be generalized when other product samples become available.

### 6.130.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.130.2 Data Calibration

If you wish to have GDAL apply a particular calibration LUT to the data when you open it, you have to open the appropriate subdatasets. The following subdatasets exist within the SUBDATASET domain for RS2 products:

- uncalibrated - open with RADARSAT\_2\_CALIB:UNCALIB: prepended to filename
- $\beta_0$  - open with RADARSAT\_2\_CALIB:BETA0: prepended to filename
- $\sigma_0$  - open with RADARSAT\_2\_CALIB:SIGMA0: prepended to filename
- $\gamma$  - open with RADARSAT\_2\_CALIB:GAMMA: prepended to filename

Note that geocoded (SPG/SSG) products do not have this functionality available. Also be aware that the LUTs must be in the product directory where specified in the product.xml, otherwise loading the product with the calibration LUT applied will fail.

One caveat worth noting is that the RADARSAT-2 driver will supply the calibrated data as GDT\_Float32 or GDT\_CFloat32 depending on the type of calibration selected. The uncalibrated data is provided as GDT\_Int16/GDT\_Byte/GDT\_CInt16, also depending on the type of product selected.

### 6.130.3 See Also

- RadarSat document RN-RP-51-27.

## 6.131 SAFE – Sentinel-1 SAFE XML Product

---

**Driver short name**

SAFE

---

---

**Driver built-in by default**

This driver is built-in by default

---

Driver for Sentinel products. Currently supports only Sentinel-1 SAR products. See also the [GDAL Sentinel-2 driver](#). SENTINEL data products are distributed using a SENTINEL-specific variation of the Standard Archive Format for Europe (SAFE) format specification. The SAFE format has been designed to act as a common format for archiving and conveying data within ESA Earth Observation archiving facilities.

The SAFE driver will be used if the manifest.safe or the containing directory is selected, and it can treat all the imagery as one consistent dataset.

The SAFE driver also reads geolocation grid points from the metadata and represents them as GCPs on the dataset.

ESA will be distributing other satellite datasets in this format; however, at this time this driver only supports specific Sentinel-1 SAR products. All other will be ignored, or result in various runtime errors.

### 6.131.1 Driver capabilities

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

### 6.131.2 Multiple measurements

If the product contains multiple measurements (for example multiple polarizations), each one is available as a raster band - if the swath is the same. When the swath is the same, the geographic area is the same.

If the product contains multiple swaths and multiple polarizations, the driver shows the first swath by default. To access other swaths, the user must select a specific subdataset.

The syntax of subdataset naming and their content has been significantly change in GDAL 3.4.

### 6.131.3 Examples

- Opening the Sentinel-1 product:

```
$ gdalinfo S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_008EA0_24EE.SAFE/
↳manifest.safe
```

```
Driver: SAFE/Sentinel-1 SAR SAFE Product
Files: S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_008EA0_24EE.SAFE/
↳manifest.safe
      S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_008EA0_24EE.SAFE/
↳measurement/s1a-iw-grd-vh-20150705t064241-20150705t064306-006672-008ea0-002.tiff
      S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_008EA0_24EE.SAFE/
↳measurement/s1a-iw-grd-vv-20150705t064241-20150705t064306-006672-008ea0-001.tiff
Size is 256, 167
Coordinate System is ``
GCP Projection =
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    AUTHORITY["EPSG","6326"]],
```

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```

PRIMEM["Greenwich",0,
      AUTHORITY["EPSG","8901"]],
UNIT["degree",0.0174532925199433,
     AUTHORITY["EPSG","9122"]],
AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=1, Info=
      (0,0) -> (-8.03500070209827,39.6332161725022,141.853266630322)
Metadata:
  ACQUISITION_START_TIME=2015-07-05T06:42:41.504840
  ACQUISITION_STOP_TIME=2015-07-05T06:43:06.503530
  BEAM_MODE=IW
  BEAM_SWATH=IW
  FACILITY_IDENTIFIER=UPA_
  LINE_SPACING=1.000655e+01
  MISSION_ID=S1A
  MODE=IW
  ORBIT_DIRECTION=DESCENDING
  ORBIT_NUMBER=6672
  PIXEL_SPACING=1.000000e+01
  PRODUCT_TYPE=GRD
  SATELLITE_IDENTIFIER=SENTINEL-1
  SENSOR_IDENTIFIER=SAR
  SWATH=IW
Subdatasets:
  SUBDATASET_1_NAME=SENTINEL1_DS:S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_
  ↳006672_008EA0_24EE.SAFE:IW_VH
  SUBDATASET_1_DESC=Single band with IW swath and VH polarization
  SUBDATASET_2_NAME=SENTINEL1_DS:S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_
  ↳006672_008EA0_24EE.SAFE:IW_VV
  SUBDATASET_2_DESC=Single band with IW swath and VV polarization
  SUBDATASET_3_NAME=SENTINEL1_DS:S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_
  ↳006672_008EA0_24EE.SAFE:IW
  SUBDATASET_3_DESC=IW swath with all polarizations as bands
Corner Coordinates:
Upper Left  (   0.0,   0.0)
Lower Left  (   0.0, 167.0)
Upper Right ( 256.0,   0.0)
Lower Right ( 256.0, 167.0)
Center      ( 128.0,  83.5)
Band 1 Block=256x16 Type=UInt16, ColorInterp=Undefined
  Metadata:
    POLARISATION=VH
    SWATH=IW
Band 2 Block=256x16 Type=UInt16, ColorInterp=Undefined
  Metadata:
    POLARISATION=VV
    SWATH=IW

```

- It's not mandatory to open manifest.safe, just pass the folder name:

```
$ gdalinfo S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_008EA0_24EE.SAFE
```

- Opening a single measurement (for example IW/VH):



```
$ gdalinfo SENTINEL1_DS:S1A_IW_GRDH_1SDV_20150705T064241_20150705T064306_006672_
↪008EA0_24EE.SAFE:IW_VV
```

or starting with GDAL 3.4

```
$ gdalinfo SENTINEL1_CALIB:UNCALIB:test.SAFE:IW_VV:AMPLITUDE
```

### 6.131.4 Data Calibration

Starting with GDAL 3.4, calibration is applied for SIGMA0, BETA0 and GAMMA calibration subdataset

### 6.131.5 See Also

- [SAR Formats \(ESA Sentinel Online\)](#)
- [SAFE Specification \(ESA Sentinel Online\)](#)
- *GDAL Sentinel-2 driver*

## 6.132 SAR\_CEOS – CEOS SAR Image

---

#### Driver short name

SAR\_CEOS

---



---

#### Driver built-in by default

This driver is built-in by default

---

This is a read-only reader for CEOS SAR image files. To use, select the main imagery file.

This driver works with most Radarsat, JERS-1 and ERS data products, including single look complex products; however, it is unlikely to work for non-Radar CEOS products. The simpler *CEOS* driver is often appropriate for these.

This driver will attempt to read 15 lat/long GCPS by sampling the per-scanline CEOS superstructure information. In the case of products from the Alaska Satellite Facility, it will obtain corner coordinates from either the map projection record in the case of ScanSAR products, or the facility data record for non-ScanSAR products. It also captures various pieces of metadata from various header files, including:

```
CEOS_LOGICAL_VOLUME_ID=EERS-1-SAR-MLD
CEOS_FACILITY=CDPF-RSAT
CEOS_PROCESSING_FACILITY=APP
CEOS_PROCESSING_AGENCY=CCRS
CEOS_PROCESSING_COUNTRY=CANADA
CEOS_SOFTWARE_ID=APP 1.62
CEOS_ACQUISITION_TIME=19911029162818919
CEOS_SENSOR_CLOCK_ANGLE= 90.000
CEOS_ELLIPSOID=IUGG_75
CEOS_SEMI_MAJOR= 6378.1400000
CEOS_SEMI_MINOR= 6356.7550000
```

The SAR\_CEOS driver also includes some support for SIR-C and PALSAR polarimetric data. The SIR-C format contains an image in compressed scattering matrix form, described [here](#). GDAL decompresses the data as it is read in. The PALSAR format contains bands that correspond almost exactly to elements of the 3x3 Hermitian covariance matrix- see the [ERSDAC-VX-CEOS-004A.pdf](#) document for a complete description (pixel storage is described on page 193). GDAL converts these to complex floating point covariance matrix bands as they are read in. The convention used to represent the covariance matrix in terms of the scattering matrix elements HH, HV (=VH), and VV is indicated below. Note that the non-diagonal elements of the matrix are complex values, while the diagonal values are real (though represented as complex bands).

- Band 1: Covariance\_11 (Float32) =  $HH * \text{conj}(HH)$
- Band 2: Covariance\_12 (CFloat32) =  $\sqrt{2} * HH * \text{conj}(HV)$
- Band 3: Covariance\_13 (CFloat32) =  $HH * \text{conj}(VV)$
- Band 4: Covariance\_22 (Float32) =  $2 * HV * \text{conj}(HV)$
- Band 5: Covariance\_23 (CFloat32) =  $\sqrt{2} * HV * \text{conj}(VV)$
- Band 6: Covariance\_33 (Float32) =  $VV * \text{conj}(VV)$

The identities of the bands are also reflected in the metadata.

NOTE: Implemented as `gdal/frmts/ceos2/sar_ceosdataset.cpp`.

### 6.132.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.133 SAGA – SAGA GIS Binary Grid File Format

---

#### Driver short name

SAGA

---

---

#### Driver built-in by default

This driver is built-in by default

---

The driver supports both reading and writing (including create, delete, and copy) SAGA GIS binary grids. SAGA binary grid datasets are made of an ASCII header (.SGRD) and a binary data (.SDAT) file with a common basename. The .SDAT file should be selected to access the dataset. Starting with GDAL 2.3, the driver can read compressed .sg-grd-z files that are ZIP archives with .sgrd, .sdatt and .prj files.

The driver supports reading the following SAGA datatypes (in brackets the corresponding GDAL types): BIT (GDT\_Byte), BYTE\_UNSIGNED (GDT\_Byte), BYTE (GDT\_Byte), SHORTINT\_UNSIGNED (GDT\_UInt16),

SHORTINT (GDT\_Int16), INTEGER\_UNSIGNED (GDT\_UInt32), INTEGER (GDT\_Int32), FLOAT (GDT\_Float32) and DOUBLE (GDT\_Float64).

The driver supports writing the following SAGA datatypes: BYTE\_UNSIGNED (GDT\_Byte), SHORTINT\_UNSIGNED (GDT\_UInt16), SHORTINT (GDT\_Int16), INTEGER\_UNSIGNED (GDT\_UInt32), INTEGER (GDT\_Int32), FLOAT (GDT\_Float32) and DOUBLE (GDT\_Float64).

Currently the driver does not support zFactors other than 1 and reading SAGA grids which are written TOPTOBOTTOM.

NOTE: Implemented as `gdal/frmts/saga/sagadataset.cpp`.

### 6.133.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.134 SDTS – USGS SDTS DEM

---

#### Driver short name

SDTS

---

---

#### Driver built-in by default

This driver is built-in by default

---

GDAL includes support for reading USGS SDTS formatted DEMs. USGS DEMs are always returned with a data type of signed sixteen bit integer, or 32bit float. Projection and georeferencing information is also returned.

SDTS datasets consist of a number of files. Each DEM should have one file with a name like XXXCATD.DDF. This should be selected to open the dataset.

The elevation units of DEMs may be feet or meters. The `GetType()` method on a band will attempt to return if the units are Feet (“ft”) or Meters (“m”).

NOTE: Implemented as `gdal/frmts/sdts/sdtsdataset.cpp`.

### 6.134.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.135 SENTINEL2 – Sentinel-2 Products

---

#### Driver short name

SENTINEL2

---

---

#### Driver built-in by default

This driver is built-in by default

---

Driver for Sentinel-2 Level-1B, Level-1C and Level-2A products. Starting with GDAL 2.1.3, Level-1C with “Safe Compact” encoding are also supported.

The SENTINEL2 driver will be used if the main metadata .xml file at the root of a SENTINEL2 data product is opened (whose name is typically `S2A_OPER_MTD_SAFL1C_...xml`). It can also accept directly .zip files downloaded from the [Sentinels Scientific Data Hub](#)

To be able to read the imagery, GDAL must be configured with at least one of the JPEG2000 capable drivers.

SENTINEL-2 data are acquired on 13 spectral bands in the visible and near-infrared (VNIR) and Short-wavelength infrared (SWIR) spectrum, as show in the below table:

Band name	Resolution (m)	Central wavelength (nm)	Band width (nm)	Purpose
B01	60	443	20	Aerosol detection
B02	10	490	65	Blue
B03	10	560	35	Green
B04	10	665	30	Red
B05	20	705	15	Vegetation classification
B06	20	740	15	Vegetation classification
B07	20	783	20	Vegetation classification
B08	10	842	115	Near infrared
B08A	20	865	20	Vegetation classification
B09	60	945	20	Water vapour
B10	60	1375	30	Cirrus
B11	20	1610	90	Snow / ice / cloud discrimination
B12	20	2190	180	Snow / ice / cloud discrimination

### 6.135.1 Driver capabilities

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

### 6.135.2 Level-1B

Level-1B products are composed of several “granules” of ~ 25 km across-track x ~ 23km along-track, in sensor geometry (i.e. non ortho-rectified). Each granule correspond to the imagery captured by one of the 12 detectors across-track (for a total 290 km swath width). The imagery of each band is put in a separate JPEG2000 file.

Level-1B products are aimed at advanced users.

When opening the main metadata .xml file, the driver will typically expose  $N * 3$  sub-datasets, where  $N$  is the number of granules composing the user product, and 3 corresponds to the number of spatial resolutions. There’s one for the 4 10m bands, one for the 6 20m bands and one for the 3 60m bands. Caution: the number of such subdatasets can be typically of several hundreds or more.

It is also possible to open the metadata .xml of a given granule, in which case 3 subdatasets will be reported for each of the 3 spatial resolutions.

When opening a subdataset, the georeferencing is made of 5 ground control points for the 4 corner of the images and the center of image.

### 6.135.3 Level-1C

Level-1C products are organized in ortho-rectified tiles of 100 km x 100 km in UTM WGS84 projections. The imagery of each band is put in a separate JPEG2000 file.

When opening the main metadata .xml file, the driver will typically expose 4 sub-datasets:

- one for the 4 10m bands,
- one for the 6 20m bands,
- one for the 3 60m bands and,
- one for a preview of the R,G,B bands at a 320m resolution

All tiles of same resolution and projection are mosaiced together. If a product spans over several UTM zones, they will be exposed as separate subdatasets.

It is also possible to open the metadata .xml file of each tile (only for original L1C encoding, not supported on “Safe Compact” encoding), in which case the driver will typically expose the 4 above mentioned types of sub-datasets.

### 6.135.4 Level-2A

Similarly to Level-1C, Level-2A products are organized in ortho-rectified tiles of 100 km x 100 km in UTM WGS84 projections. The imagery of each band is put in a separate JPEG2000 file. The values are Bottom-Of-Atmosphere (BOA) reflectances. L2A specific bands are also computed:

- AOT: Aerosol Optical Thickness map (at 550nm)
- CLD: Raster mask values range from 0 for high confidence clear sky to 100 for high confidence cloudy
- SCL: Scene Classification. The meaning of the values is indicated in the Category Names of the band.
- SNW: Raster mask values range from 0 for high confidence NO snow/ice to 100 for high confidence snow/ice
- WVP: Scene-average Water Vapour map

When opening the main metadata .xml file, the driver will typically expose 4 sub-datasets:

- one for the 4 native 10m bands, and L2A specific bands (AOT and WVP)
- one for the 6 native 20m bands, plus the 10m bands, except B8, resampled to 20m, and L2A specific bands (AOT, WVP, SCL, CLD and SNW),
- one for the 3 native 60m bands, plus the 10m&20m bands, except B8, resampled to 60m, and L2A specific bands (AOT, WVP, SCL, CLD and SNW),
- one for a preview of the R,G,B bands at a 320m resolution

All tiles of same resolution and projection are mosaiced together. If a product spans over several UTM zones, they will be exposed as separate subdatasets.

### 6.135.5 Metadata

Metadata of the main metadata .xml file is available in the general metadata domain. The whole XML file is also accessible through the xml:SENTINEL2 metadata domain.

Subdatasets are based on the VRT format, so the definition of this VRT can be obtained by querying the xml:VRT metadata domain.

### 6.135.6 Performance issues for L1C and L2A

Due to the way Sentinel-2 products are structured, in particular because of the number of JPEG2000 files involved, zoom-out operations can be very slow for products made of many tiles. For interactive display, it can be useful to generate overviews (can be a slow operation by itself). This can be done with the `gdaladdo` utility on the subdataset name. The overview file is created next to the main metadata .xml file, with the same name, but prefixed with `_XX_EPSG_YYYYY.tif.ovr` where `XX=10m,20m,60m` or `PREVIEW` and `YYYYY` is the EPSG code.

Trick: if the content of the zoom-out preview is not important for the use case, blank overviews can be created instantaneously by using the `NONE` resampling method (`'-r none'` as `gdaladdo` switch).

When converting a subdataset to another format like tiled GeoTIFF, if using the `JP2OpenJPEG` driver, the recommended minimum value for the `GDAL_CACHEMAX` configuration option is  $(\text{subdataset\_width} * 2048 * 2) / 10000000$  if generating a `INTERLEAVE=BAND` GeoTIFF, or that value multiplied by the number of bands for the default `INTERLEAVE=PIXEL` configuration. The current versions of the `OpenJPEG` libraries can also consume a lot of memory to decode a JPEG2000 tile (up to 600MB), so you might want to specify the `GDAL_NUM_THREADS` configuration option to a reasonable number of threads if you are short of memory (the default value is the total number of virtual CPUs).

### 6.135.7 Open options

The driver can be passed the following open options:

- **ALPHA=YES/NO**: whether to expose an alpha band. Defaults to `NO`. If set, an extra band is added after the Sentinel2 bands with an alpha channel. Its value are:
  - 0 on areas with no tiles, or when the tile data is set to the `NODATA` or `SATURATED` special values,
  - 4095 on areas with valid data.

Note: above open options can also be specified as configuration options, by prefixing the open option name with `SENTINEL2_` (e.g. `SENTINEL2_ALPHA`).

### 6.135.8 Examples

- Opening the main metadata file of a Sentinel2 product:

```
$ gdalinfo S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_V20150813T102406_
↪20150813T102406.xml
```

```
Driver: SENTINEL2/Sentinel 2
Files: S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_V20150813T102406_
↪20150813T102406.xml
Size is 512, 512
Coordinate System is ``
Metadata:
  CLOUD_COVERAGE_ASSESSMENT=0.0
```

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```

DATATAKE_1_DATATAKE_SENSING_START=2015-08-13T10:10:26.027Z
DATATAKE_1_DATATAKE_TYPE=INS-NOBS
DATATAKE_1_ID=GS2A_20150813T101026_000734_N01.03
DATATAKE_1_SENSING_ORBIT_DIRECTION=DESCENDING
DATATAKE_1_SENSING_ORBIT_NUMBER=22
DATATAKE_1_SPACECRAFT_NAME=Sentinel-2A
DEGRADED Anc DATA PERCENTAGE=0
DEGRADED MSI DATA PERCENTAGE=0
FOOTPRINT=POLYGON((11.583573986577191 46.02490454425771, 11.538730738326866 45.
↪ 03757398414644, 12.93007028286133 44.99812645604949, 12.999359413660665 45.
↪ 98408391203724, 11.583573986577191 46.02490454425771, 11.583573986577191 46.
↪ 02490454425771))
FORMAT_CORRECTNESS_FLAG=PASSED
GENERAL_QUALITY_FLAG=PASSED
GENERATION_TIME=2015-08-18T10:14:40.000283Z
GEOMETRIC_QUALITY_FLAG=PASSED
PREVIEW_GEO_INFO=BrowseImageFootprint
PREVIEW_IMAGE_URL=https://pdmcdam2.sentinel2.eo.esa.int/s2pdgs_geoserver/geo_
↪ service.php?service=WMS&version=1.1.0&request=GetMap&layers=S2A_A000022_N0103:S2A_
↪ A000022_N0103&styles=&bbox=11.538730738326866,44.99812645604949,12.
↪ 999359413660665,46.02490454425771&width=1579&height=330&srs=EPSG:4326&
↪ format=image/png&time=2015-08-13T10:24:06.0Z/2015-08-13T10:24:06.0Z
PROCESSING_BASELINE=01.03
PROCESSING_LEVEL=Level-1C
PRODUCT_START_TIME=2015-08-13T10:24:06.637Z
PRODUCT_STOP_TIME=2015-08-13T10:24:06.637Z
PRODUCT_TYPE=S2MSI1C
QUANTIFICATION_VALUE=1000
RADIOMETRIC_QUALITY_FLAG=PASSED
REFERENCE_BAND=B1
REFLECTANCE_CONVERSION_U=0.973195961910065
SENSOR_QUALITY_FLAG=PASSED
SPECIAL_VALUE_NODATA=1
SPECIAL_VALUE_SATURATED=0
Subdatasets:
  SUBDATASET_1_NAME=SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
  ↪ V20150813T102406_20150813T102406.xml:10m:EPSG_32632
  SUBDATASET_1_DESC=Bands B2, B3, B4, B8 with 10m resolution, UTM 32N
  SUBDATASET_2_NAME=SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
  ↪ V20150813T102406_20150813T102406.xml:20m:EPSG_32632
  SUBDATASET_2_DESC=Bands B5, B6, B7, B8A, B11, B12 with 20m resolution, UTM 32N
  SUBDATASET_3_NAME=SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
  ↪ V20150813T102406_20150813T102406.xml:60m:EPSG_32632
  SUBDATASET_3_DESC=Bands B1, B9, B10 with 60m resolution, UTM 32N
  SUBDATASET_4_NAME=SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
  ↪ V20150813T102406_20150813T102406.xml:PREVIEW:EPSG_32632
  SUBDATASET_4_DESC=RGB preview, UTM 32N
Corner Coordinates:
Upper Left ( 0.0, 0.0)
Lower Left ( 0.0, 512.0)
Upper Right ( 512.0, 0.0)
Lower Right ( 512.0, 512.0)

```

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```
Center      ( 256.0, 256.0)
```

- Opening the .zip file directly:

```
$ gdalinfo S2A_OPER_PRD_MSIL1C_PDMC_20150818T101440_R022_V20150813T102406_
↳20150813T102406.zip
```

- Opening the 10 meters resolution bands of a L1C subdataset:

```
$ gdalinfo SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
↳V20150813T102406_20150813T102406.xml:10m:EPSG_32632
```

```
Driver: SENTINEL2/Sentinel 2
Files: S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_V20150813T102406_
↳20150813T102406.xml
  ./GRANULE/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_N01.03/S2A_
↳OPER_MTD_L1C_TL_MTI__20150813T201603_A000734_T32TQR.xml
  ./GRANULE/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_N01.03/IMG_
↳DATA/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_B04.jp2
  ./GRANULE/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_N01.03/IMG_
↳DATA/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_B03.jp2
  ./GRANULE/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_N01.03/IMG_
↳DATA/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_B02.jp2
  ./GRANULE/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_N01.03/IMG_
↳DATA/S2A_OPER_MSI_L1C_TL_MTI__20150813T201603_A000734_T32TQR_B08.jp2
Size is 10980, 10980
Coordinate System is:
PROJCS["WGS 84 / UTM zone 32N",
  GEOGCS["WGS 84",
    DATUM["WGS_1984",
      SPHEROID["WGS 84",6378137,298.257223563,
        AUTHORITY["EPSG","7030"]],
      AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0,
      AUTHORITY["EPSG","8901"]],
    UNIT["degree",0.0174532925199433,
      AUTHORITY["EPSG","9122"]],
    AUTHORITY["EPSG","4326"]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",9],
  PARAMETER["scale_factor",0.9996],
  PARAMETER["false_easting",500000],
  PARAMETER["false_northing",0],
  UNIT["metre",1,
    AUTHORITY["EPSG","9001"]],
  AXIS["Easting",EAST],
  AXIS["Northing",NORTH],
  AUTHORITY["EPSG","32632"]],
Origin = (699960.0000000000000000,5100060.0000000000000000)
Pixel Size = (10.000000000000000,-10.000000000000000)
Metadata:
```

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```
[... same as above ...]
Image Structure Metadata:
  COMPRESSION=JPEG2000
Corner Coordinates:
Upper Left  ( 699960.000, 5100060.000) ( 11d35' 0.87"E, 46d 1'29.66"N)
Lower Left  ( 699960.000, 4990260.000) ( 11d32'19.43"E, 45d 2'15.27"N)
Upper Right ( 809760.000, 5100060.000) ( 12d59'57.69"E, 45d59' 2.70"N)
Lower Right ( 809760.000, 4990260.000) ( 12d55'48.25"E, 44d59'53.26"N)
Center      ( 754860.000, 5045160.000) ( 12d15'46.56"E, 45d30'48.07"N)
Band 1 Block=128x128 Type=UInt16, ColorInterp=Red
  Description = B4, central wavelength 665 nm
  Overviews: 5490x5490, 2745x2745, 1373x1373, 687x687, 344x344
  Metadata:
    BANDNAME=B4
    BANDWIDTH=30
    BANDWIDTH_UNIT=nm
    SOLAR_IRRADIANCE=1512.79
    SOLAR_IRRADIANCE_UNIT=W/m2/um
    WAVELENGTH=665
    WAVELENGTH_UNIT=nm
  Image Structure Metadata:
    NBITS=12
Band 2 Block=128x128 Type=UInt16, ColorInterp=Green
  Description = B3, central wavelength 560 nm
[...]
Band 3 Block=128x128 Type=UInt16, ColorInterp=Blue
  Description = B2, central wavelength 490 nm
[...]
Band 4 Block=128x128 Type=UInt16, ColorInterp=Undefined
  Description = B8, central wavelength 842 nm
[...]
```

- Conversion of a L1C subdataset to tiled GeoTIFF

```
$ gdal_translate SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
↳ V20150813T102406_20150813T102406.xml:10m:EPSG_32632 \
    10m.tif \
    -co TILED=YES --config GDAL_CACHEMAX 1000 --config GDAL_NUM_
↳ THREADS 2
```

- Generating blank overviews for a L1C subdataset:

```
$ gdaladdo -r NONE SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
↳ V20150813T102406_20150813T102406.xml:10m:EPSG_32632 4
```

- Creating a VRT file from the subdataset (can be convenient to have the subdatasets as files):

```
$ python -c "import sys; from osgeo import gdal; ds = gdal.Open(sys.argv[1]);
↳ open(sys.argv[2], 'wb').write(ds.GetMetadata('xml:VRT')[0].encode('utf-8'))" \
    SENTINEL2_L1C:S2A_OPER_MTD_SAFL1C_PDMC_20150818T101440_R022_
↳ V20150813T102406_20150813T102406.xml:10m:EPSG_32632 10m.vrt
```

- Opening the 10 meters resolution bands of a L1B subdataset:

```
$ gdalinfo SENTINEL2_L1B:S2A_OPER_MTD_L1B_GR_SGS__20151024T023555_S20151024T011315_
↳D02.xml:10m
```

```
Driver: SENTINEL2/Sentinel 2
Files: S2A_OPER_MTD_L1B_GR_SGS__20151024T023555_S20151024T011315_D02.xml
       IMG_DATA/S2A_OPER_MSI_L1B_GR_SGS__20151024T023555_S20151024T011315_D02_B04.
↳jp2
       IMG_DATA/S2A_OPER_MSI_L1B_GR_SGS__20151024T023555_S20151024T011315_D02_B03.
↳jp2
       IMG_DATA/S2A_OPER_MSI_L1B_GR_SGS__20151024T023555_S20151024T011315_D02_B02.
↳jp2
       IMG_DATA/S2A_OPER_MSI_L1B_GR_SGS__20151024T023555_S20151024T011315_D02_B08.
↳jp2
Size is 2552, 2304
Coordinate System is ` '
GCP Projection =
GEOGCS["WGS 84",
    DATUM["WGS_1984",
        SPHEROID["WGS 84",6378137,298.257223563,
            AUTHORITY["EPSG","7030"]],
        AUTHORITY["EPSG","6326"]],
    PRIMEM["Greenwich",0,
        AUTHORITY["EPSG","8901"]],
    UNIT["degree",0.0174532925199433,
        AUTHORITY["EPSG","9122"]],
    AUTHORITY["EPSG","4326"]]
GCP[ 0]: Id=, Info=
        (0,0) -> (134.635194391036,-21.4282083310724,0)
GCP[ 1]: Id=, Info=
        (0,2304) -> (134.581480136827,-21.6408640426055,0)
GCP[ 2]: Id=, Info=
        (2552,2304) -> (134.833308274251,-21.686125031254,0)
GCP[ 3]: Id=, Info=
        (2552,0) -> (134.886750925145,-21.4734274382519,0)
GCP[ 4]: Id=, Info=
        (1276,1152) -> (134.734115530986,-21.5571457404287,0)
Metadata:
  CLOUDY_PIXEL_PERCENTAGE=0
  DATASTRIP_ID=S2A_OPER_MSI_L1B_DS_SGS__20151024T023555_S20151024T011312_N01.04
  DATATAKE_1_DATATAKE_SENSING_START=2015-10-24T01:13:12.027Z
  DATATAKE_1_DATATAKE_TYPE=INS-NOBS
  DATATAKE_1_ID=GS2A_20151024T011312_001758_N01.04
  DATATAKE_1_SENSING_ORBIT_DIRECTION=DESCENDING
  DATATAKE_1_SENSING_ORBIT_NUMBER=45
  DATATAKE_1_SPACECRAFT_NAME=Sentinel-2A
  DEGRADED Anc DATA PERCENTAGE=0
  DEGRADED MSI DATA PERCENTAGE=0
  DETECTOR_ID=02
  DOWNLINK_PRIORITY=NOMINAL
  FOOTPRINT=POLYGON((134.635194391036 -21.4282083310724, 134.581480136827 -21.
↳6408640426055, 134.833308274251 -21.686125031254, 134.886750925145 -21.
↳4734274382519, 134.635194391036 -21.4282083310724))
```

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```

FORMAT_CORRECTNESS_FLAG=PASSED
GENERAL_QUALITY_FLAG=PASSED
GENERATION_TIME=2015-11-12T10:55:12.000947Z
GEOMETRIC_QUALITY_FLAG=PASSED
GRANULE_ID=S2A_OPER_MSI_L1B_GR_SGS__20151024T023555_S20151024T011315_D02_N01.04
PREVIEW_GEO_INFO=BrowseImageFootprint
PREVIEW_IMAGE_URL=https://pdmcdam2.sentinel2.eo.esa.int/s2pdgs_geoserver/geo_
→service.php?service=WMS&version=1.1.0&request=GetMap&layers=S2A_A0000045_N0104:S2A_
→A0000045_N0104&styles=&bbox=133.512786023161,-25.3930035889714,137.184847290108,-
→21.385906922696&width=1579&height=330&srs=EPSG:4326&format=image/png&time=2015-10-
→24T01:13:15.0Z/2015-10-24T01:14:13.0Z
PROCESSING_BASELINE=01.04
PROCESSING_LEVEL=Level-1B
PRODUCT_START_TIME=2015-10-24T01:13:15.497656Z
PRODUCT_STOP_TIME=2015-10-24T01:14:13.70431Z
PRODUCT_TYPE=S2MSI1B
RADIOMETRIC_QUALITY_FLAG=PASSED
SENSING_TIME=2015-10-24T01:13:15.497656Z
SENSOR_QUALITY_FLAG=PASSED
SPECIAL_VALUE_NODATA=1
SPECIAL_VALUE_SATURATED=0
Corner Coordinates:
Upper Left ( 0.0, 0.0)
Lower Left ( 0.0, 2304.0)
Upper Right ( 2552.0, 0.0)
Lower Right ( 2552.0, 2304.0)
Center ( 1276.0, 1152.0)
Band 1 Block=128x128 Type=UInt16, ColorInterp=Red
Description = B4, central wavelength 665 nm
Overviews: 1276x1152, 638x576, 319x288, 160x144
Metadata:
  BANDNAME=B4
  BANDWIDTH=30
  BANDWIDTH_UNIT=nm
  WAVELENGTH=665
  WAVELENGTH_UNIT=nm
Image Structure Metadata:
  NBITS=12
Band 2 Block=128x128 Type=UInt16, ColorInterp=Green
Description = B3, central wavelength 560 nm
[...]
Band 3 Block=128x128 Type=UInt16, ColorInterp=Blue
Description = B2, central wavelength 490 nm
[...]
Band 4 Block=128x128 Type=UInt16, ColorInterp=Undefined
Description = B8, central wavelength 842 nm
[...]

```

## 6.135.9 See Also

- [Sentinels Scientific Data Hub](#)
- [Sentinel 2 User guide](#)
- [Sentinel 2 User Handbook](#)

## 6.135.10 Credits

This driver has been developed by [Spatialys](#) with funding from [Centre National d’Etudes Spatiales \(CNES\)](#)

## 6.136 SGI – SGI Image Format

---

### Driver short name

SGI

---



---

### Driver built-in by default

This driver is built-in by default

---

The SGI driver currently supports the reading and writing of SGI Image files.

The driver currently supports 1, 2, 3, and 4 band images. The driver currently supports “8 bit per channel value” images. The driver supports both uncompressed and run-length encoded (RLE) images for reading, but created files are always RLE compressed..

The GDAL SGI Driver was based on Paul Bourke’s SGI image read code.

See Also:

- [Paul Bourke’s SGI Image Read Code](#)
- [SGI Image File Format Document](#)

NOTE: Implemented as `gdal/frmts/sgi/sgidataset.cpp`.

### 6.136.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports VirtualIO

---

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.137 SIGDEM – Scaled Integer Gridded DEM

---

### Driver short name

SIGDEM

---

New in version 2.4.

---

### Driver built-in by default

This driver is built-in by default

---

The SIGDEM driver supports reading and writing [Scaled Integer Gridded DEM](#) files.

SIGDEM files contain exactly 1 band. The in-memory band data is stored using GDT\_Float64.

SIGDEM prefers use of an EPSG ID inside the file for coordinate systems. Only if the spatial reference doesn't have an EPSG ID will a .prj file be written or read.

NOTE: Implemented as `gdal/frmts/sigdem/sigdemdataset.cpp`.

### 6.137.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.138 SNODAS – Snow Data Assimilation System

---

### Driver short name

SNODAS

---



---

### Driver built-in by default

This driver is built-in by default

---

This is a convenience driver to read Snow Data Assimilation System data. Those files contain Int16 raw binary data. The file to provide to GDAL is the .Hdr file.

[Snow Data Assimilation System \(SNODAS\) Data Products at NSIDC](#)

NOTE: Implemented as `gdal/frmts/raw/snodasdataset.cpp`.

### 6.138.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.139 SRP – Standard Product Format (ASRP/USRP) (.gen)

---

### Driver short name

SRP

---



---

### Driver built-in by default

This driver is built-in by default

---

The ASRP and USRP raster products (as defined by DGIWG) are variations on a common standard product format and are supported for reading by GDAL. ASRP and USRP datasets are made of several files - typically a .GEN, .IMG, .SOU and .QAL file with a common basename. The .IMG file should be selected to access the dataset.

ASRP (in a geographic coordinate system) and USRP (in a UTM/UPS coordinate system) products are single band images with a palette and georeferencing.

the Transmission Header File (.THF) can also be used as an input to GDAL. If the THF references more than one image, GDAL will report the images it is composed of as subdatasets. If the THF references just one image, GDAL will open it directly.

NOTE: Implemented as `gdal/frmts/adrg/srpdataset.cpp`.

### 6.139.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

## 6.140 SRTMHGT – SRTM HGT Format

---

#### Driver short name

SRTMHGT

---

---

#### Driver built-in by default

This driver is built-in by default

---

The SRTM HGT driver currently supports the reading of SRTM-3 and SRTM-1 V2 (HGT) files. The files must be named like `NXXEYYYY.hgt`, or starting with GDAL 2.1.2, `NXXEYYYY[.something].hgt`

Starting with GDAL 2.2, the driver can directly read `.hgt.zip` files provided that they are named like `NXXEYYYY[.something].hgt.zip` and contain a `NXXEYYYY.hgt` file. For previous versions, use `/vsizip//path/to/NXXEYYYY[.something].hgt.zip/NXXEYYYY.hgt` syntax

The driver does support creating new files, but the input data must be exactly formatted as a SRTM-3 or SRTM-1 cell. That is the size, and bounds must be appropriate for a cell.

See Also:

- [SRTM documentation](#)
- [SRTM FAQ](#)
- [SRTM data](#)

NOTE: Implemented as `gdal/frmts/srtmhgt/srtmhgtdataset.cpp`.



### 6.140.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.141 STACIT - Spatio-Temporal Asset Catalog Items

New in version 3.4.

---

#### Driver short name

STACIT

---



---

#### Driver built-in by default

This driver is built-in by default

---

This driver supports opening STAC API ItemCollections, with the input usually being a [STAC API search query](#) or the results saved as a JSON file. Items in the response must include projection information following the [Projection Extension Specification](#). It builds a virtual mosaic from the items.

A STACIT dataset which has no subdatasets is actually a *VRT – GDAL Virtual Format* dataset. Thus, translating it into VRT will result in a VRT file that directly references the items.

Note that [STAC API ItemCollections](#) are not the same as [STAC Collections](#). STAC API ItemCollections are GeoJSON FeatureCollections enhanced with STAC entities.

### 6.141.1 Open syntax

STACIT datasets/subdatasets can be accessed with one of the following syntaxes:

- `filename.json`: local file
- `STACIT:"https://example.com/filename.json"`: remote file or query
- `STACIT:"filename.json":asset=my_asset`: specify the name of the asset GDAL should read (i.e. “visual”)
- `STACIT:"filename.json":collection=my_collect,asset=my_asset`: limit to items in a given collection and specify asset to read
- `STACIT:"filename.json":collection=my_collect,asset=my_asset,crs=my_crs`: specify a collection, asset, and limit to items in a given CRS

### 6.141.2 Open options

The following open options are supported:

- `MAX_ITEMS` = number. Maximum number of items fetched. 0=unlimited. Default is 1000.
- `COLLECTION` = string. Name of collection to filter items.
- `CRS` = string. Name of CRS to filter items.
- `ASSET` = string. Name of asset to read.
- `RESOLUTION` = `AVERAGE`/`HIGHEST`/`LOWEST`. Strategy to use to determine dataset resolution. Default is `AVERAGE`.

### 6.141.3 Subdatasets

If a STACIT JSON file contains several collections, assets or CRS, the driver will return a list of subdataset names to open each of the possible subdatasets.

### 6.141.4 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.141.5 Examples

List the subdatasets associated to a [STAC search](#) on a given collection, bbox and starting from a datetime:

```
gdalinfo "STACIT:\"https://planetarycomputer.microsoft.com/api/stac/v1/search?
↪collections=naip&bbox=-100,40,-99,41&datetime=2019-01-01T00:00:00Z%2F..\""
```

Open a subdataset returned by the above request:

```
gdalinfo "STACIT:\"https://planetarycomputer.microsoft.com/api/stac/v1/search?
↪collections=naip&bbox=-100,40,-99,41&datetime=2019-01-01T00:00:00Z%2F..\":asset=image"
```

### 6.141.6 See Also

- [STACTA - Spatio-Temporal Asset Catalog Tiled Assets](#) documentation page.

## 6.142 STACTA - Spatio-Temporal Asset Catalog Tiled Assets

New in version 3.3.

---

### Driver short name

STACTA

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver supports opening JSON files following the [Spatio-Temporal Asset Catalog Tiled Assets](#) specification. Such JSON file references tiles (also called metatiles), split from a potentially big dataset according to a tiling scheme, with several zoom levels. The driver provides a single raster view, with overviews, of the dataset described by the JSON file. The driver supports metatiles of arbitrary size.

### 6.142.1 Open syntax

STACTA datasets/subdatasets can be accessed with one of the following syntaxes:

- `filename.json`: local file
- `STACTA:"https://example.com/filename.json"`: remote file
- `STACTA:"filename.json":my_asset`: specify an asset of a local/remote file
- `STACTA:"filename.json":my_asset:my_tms`: specify an asset and tiling scheme of a local/remote file

The root of the JSON file must be of type `Feature`.

### 6.142.2 Open options

The following open options are supported:

- `WHOLE_METATILE = YES/NO`. If set to YES, metatiles will be entirely downloaded (into memory). Otherwise by default, if metatiles are bigger than a threshold, they will be accessed in a piece-wise way.
- `SKIP_MISSING_METATILE = YES/NO`. If set to YES, metatiles that are missing will be skipped without error, and corresponding area in the dataset will be filled with the nodata value or zero if there is no nodata value. This setting can also be set with the `GDAL_STACTA_SKIP_MISSING_METATILE` configuration option.

### 6.142.3 Subdatasets

If a STACTA JSON file contains several asset templates and/or tiling scheme, the driver will return a list of subdataset names to open each of the possible subdatasets.

## 6.142.4 Driver capabilities

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.142.5 See Also

- *STACIT - Spatio-Temporal Asset Catalog Items* documentation page.

## 6.143 Terragen – Terragen™ Terrain File

---

### Driver short name

Terragen

---

### Driver built-in by default

This driver is built-in by default

---

Terragen terrain files store 16-bit elevation values with optional gridspacing (but not positioning). The file extension for Terragen heightfields is “TER” or “TERRAIN” (which in the former case is the same as Leveller, but the driver only recognizes Terragen files). The driver ID is “Terragen”. The dataset is file-based and has only one elevation band. Void elevations are not supported. Pixels are considered points.

## 6.143.1 Driver capabilities

---

### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

### Supports Georeferencing

This driver supports georeferencing

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.143.2 Reading

`dataset::GetProjectionRef()` returns a local coordinate system using meters.

`band::GetUnitType()` returns meters.

Elevations are `Int16`. You must use the `band::GetScale()` and `band::GetOffset()` to convert them to meters.

### 6.143.3 Writing

Use the `Create` call. Set the `MINUSERPIXELVALUE` option (a float) to the lowest elevation of your elevation data, and `MAXUSERPIXELVALUE` to the highest. The units must match the elevation units you will give to `band::SetUnitType()`.

Call `dataset::SetProjection()` and `dataset::SetGeoTransform()` with your coordinate system details. Otherwise, the driver will not encode physical elevations properly. Geographic (degree-based) coordinate systems will be converted to a local meter-based system.

To maintain precision, a best-fit baseheight and scaling will be used to use as much of the 16-bit range as possible.

Elevations are `Float32`.

### 6.143.4 Roundtripping

Errors per trip tend to be a few centimeters for elevations and up to one or two meters for ground extents if degree-based coordinate systems are written. Large degree-based DEMs incur unavoidable distortions since the driver currently only uses meters.

### 6.143.5 See Also

- Implemented as `gdal/frmts/terrigen/terragedataset.cpp`.
- See [readme.txt](#) for installation and support information.
- [Terragen Terrain File Specification](#).

## 6.144 TGA – TARGA Image File Format

New in version 3.2.

---

**Driver short name**

TGA

---

---

**Driver built-in by default**

This driver is built-in by default

---

The TGA driver currently supports reading TGA 2.0 files.

The driver supports reading 1 (grey-level or paletted), 3 (RGB), and 4 (RGBA, or RGB-undefined) band images. The driver supports both uncompressed or RLE-compressed images. Top-left or bottom-left origins are supported (if the later, the lines are re-order to expose a top-left order). 16-bit RGB encoded images are also supported.

The following metadata items may be reported: IMAGE\_ID, AUTHOR\_NAME and COMMENTS. The extended area is used to determine if the fourth band is an alpha channel or not.

### 6.144.1 Driver capabilities

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 6.144.2 Links

- [Format specification](#)

## 6.145 TIL – EarthWatch/DigitalGlobe .TIL

---

**Driver short name**

TIL

---

---

**Driver built-in by default**

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/til/tildataset.cpp`.

### 6.145.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.146 TileDB - TileDB

---

#### Driver short name

TileDB

---

New in version 3.0.

---

#### Build dependencies

TileDB

---

GDAL can read and write TileDB arrays through the TileDB library.

The driver relies on the Open Source TileDB [library](#) (MIT licensed).

### 6.146.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.146.2 Creation options

Various creation and open options exists, among them :

- **TILEDDB\_CONFIG=config**: A local file with TileDB configuration [options](#)

## 6.146.3 See Also

- [TileDB home page](#)

## 6.147 TSX – TerraSAR-X Product

---

**Driver short name**

TSX

---

---

**Driver built-in by default**

This driver is built-in by default

---

NOTE: Implemented as `gdal/frmts/tsx/tsxdataset.cpp`.

### 6.147.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.148 USGSDEM – USGS ASCII DEM (and CDED)

---

**Driver short name**

USGSDEM

---

---

**Driver built-in by default**

This driver is built-in by default

---



GDAL includes support for reading USGS ASCII DEM files. This is the traditional format used by USGS before being replaced by SDTS, and is the format used for CDED DEM data products from the Canada. Most popular variations on USGS DEM files should be supported, including correct recognition of coordinate system, and georeferenced positioning.

The 7.5 minute (UTM grid) USGS DEM files will generally have regions of missing data around the edges, and these are properly marked with a nodata value. Elevation values in USGS DEM files may be in meters or feet, and this will be indicated by the return value of `GDALRasterBand::GetUnitType()` (either “m” or “ft”).

Note that USGS DEM files are represented as one big tile. This may cause cache thrashing problems if the GDAL tile cache size is small. It will also result in a substantial delay when the first pixel is read as the whole file will be ingested.

Some of the code for implementing `usgsdemdataset.cpp` was derived from VTP code by Ben Discoe. See the [Virtual Terrain](#) project for more information on VTP.

### 6.148.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.148.2 Creation Issues

GDAL supports export of geographic (and UTM) USGS DEM and CDED data files, including the ability to generate CDED 2.0 50K products to Canadian federal government specifications.

Input data must already be sampled in a geographic or UTM coordinate system. By default the entire area of the input file will be output, but for CDED50K products the output file will be sampled at the production specified resolution and on product tile boundaries.

If the input file has appropriate coordinate system information set, export to specific product formats can take input in different coordinate systems (i.e. from Albers projection to NAD83 geographic for CDED50K production).

Creation Options:

- **PRODUCT=DEFAULT/CDED50K:** When CDED50K is specified, the output file will be forced to adhere to CDED 50K product specifications. The output will always be 1201x1201 and generally a 15 minute by 15 minute tile (though wider in longitude in far north areas).
- **TOPLEFT=long,lat:** For CDED50K products, this is used to specify the top left corner of the tile to be generated. It should be on a 15 minute boundary and can be given in decimal degrees or degrees and minutes (eg. TOPLEFT=117d15w,52d30n).

- **RESAMPLE=Nearest/Bilinear/Cubic/CubicSpline**: Set the resampling kernel used for resampling the data to the target grid. Only has an effect when particular products like CDED50K are being produced. Defaults to Bilinear.
- **DEMLevelCode=integer** DEM Level (1, 2 or 3 if set). Defaults to 1.
- **DataSpecVersion=integer** :Data and Specification version/revision (eg. 1020)
- **PRODUCER=text**: Up to 60 characters to be put into the producer field of the generated file .
- **OriginCode=text**: Up to 4 characters to be put into the origin code field of the generated file (YT for Yukon).
- **ProcessCode=code**: One character to be put into the process code field of the generated file (8=ANUDEM, 9=FME, A=TopoGrid).
- **TEMPLATE=filename**: For any output file, a template file can be specified. A number of fields (including the Data Producer) will be copied from the template file if provided, and are otherwise left blank.
- **ZRESOLUTION=float**: DEM's store elevation information as positive integers, and these integers are scaled using the "z resolution." By default, this resolution is written as 1.0. However, you may specify a different resolution here, if you would like your integers to be scaled into floating point numbers.
- **NTS=name**: NTS Mapsheet name, used to derive TOPLEFT. Only has an effect when particular products like CDED50K are being produced.
- **INTERNALNAME=name**: Dataset name written into file header. Only has an effect when particular products like CDED50K are being produced.

Example: The following would generate a single CDED50K tile, extracting from the larger DEM coverage yk\_3arcsec for a tile with the top left corner -117w,60n. The file yk\_template.dem is used to set some product fields including the Producer of Data, Process Code and Origin Code fields.

```
gdal_translate -of USGSDem -co PRODUCT=CDED50K -co TEMPLATE=yk_template.dem \  
-co TOPLEFT=-117w,60n yk_3arcsec 031a01_e.dem
```

---

NOTE: Implemented as `gdal/frmts/usgsdem/usgsdemdataset.cpp`.

The USGS DEM reading code in GDAL was derived from the importer in the [VTP](#) software. The export capability was developed with the financial support of the Yukon Department of Environment.

## 6.149 VICAR – VICAR

---

### Driver short name

VICAR

---

---

### Driver built-in by default

This driver is built-in by default

---

---

**Note:** PDS3 datasets can incorporate a VICAR header. By default, GDAL will use the [PDS](#) driver in that situation. Starting with GDAL 3.1, if the `GDAL_TRY_PDS3_WITH_VICAR` configuration option is set to YES, the dataset will be opened by the VICAR driver.

---

### 6.149.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 6.149.2 Metadata

Starting with GDAL 3.1, the VICAR label can be retrieved as JSON-serialized content in the json:VICAR metadata domain.

For example:

```
$ python
from osgeo import gdal
ds = gdal.Open('../autotest/gdrivers/data/test_vicar_truncated.bin')
print(ds.GetMetadata_List('json:VICAR')[0])
{
  "LBLESIZE":9680,
  "FORMAT":"BYTE",
  "TYPE":"IMAGE",
  "BUFSIZ":2097152,
  "DIM":3,
  "EOL":0,
  "RECSIZE":4840,
  "ORG":"BSQ",
  "NL":1000,
  "NS":400,
  "NB":1,
  "N1":4000,
  "N2":1000,
  "N3":1,
  "N4":0,
  "NBB":0,
  "NLB":0,
  "HOST":"X86-64-LINX",
```

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```

"INTFMT": "LOW",
"REALFMT": "RIEEE",
"BHOST": "X86-LINUX",
"BINTFMT": "LOW",
"BREALFMT": "RIEEE",
"BLTYPE": "M94_HRSC",
"COMPRESS": "NONE",
"EOCI1": 0,
"EOCI2": 0,
"PROPERTY": {
    "M94_ORBIT": {
        "ORBIT_NUMBER": 5273,
        "ASCENDING_NODE_LONGITUDE": 118.46,
        "ORBITAL_ECCENTRICITY": 1.23,
        "ORBITAL_INCLINATION": 4.56,
        "PERIAPSIS_ARGUMENT_ANGLE": 7.89,
        "PERIAPSIS_TIME": "PERIAPSIS_TIME",
        "PERIAPSIS_ALTITUDE": 333.16,
        "ORBITAL_SEMIMAJOR_AXIS": 1.23,
        "SPACECRAFT_SOLAR_DISTANCE": 4.56,
        "SPACECRAFT_CLOCK_START_COUNT": "1\1",
        "SPACECRAFT_CLOCK_STOP_COUNT": "1\2",
        "START_TIME": "start_time",
        "STOP_TIME": "stop_time",
        "SPACECRAFT_POINTING_MODE": "NADIR",
        "RIGHT_ASCENSION": -1.0000000000000001e+32,
        "DECLINATION": -1.0000000000000001e+32,
        "OFFSET_ANGLE": -1.0000000000000001e+32,
        "SPACECRAFT_ORIENTATION": [
            0.000000,
            -1.000000,
            0.000000
        ]
    },
    ...,
    "PHOT": {
        "PHO_FUNC": "NONE"
    }
},
"TASK": {
    "HRCONVER": {
        "USER": "mexsyst",
        "DAT_TIM": "DAT_TIM",
        "SPICE_FILE_NAME": [
            "foo"
        ],
        "SPICE_FILE_ID": "(LSK,SCLK,ON)",
        "DETECTOR_TEMPERATURE": 1.23,
        "DETECTOR_TEMPERATURE__UNIT": "degC",
        "FOCAL_PLANE_TEMPERATURE": 8.5833,
        "FOCAL_PLANE_TEMPERATURE__UNIT": "degC",
        "INSTRUMENT_TEMPERATURE": 2.34,

```

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```

        "INSTRUMENT_TEMPERATURE__UNIT": "degC",
        "LENS_TEMPERATURE": 4.56,
        "LENS_TEMPERATURE__UNIT": "degC",
        "SOURCE_FILE_NAME": "SOURCE_FILE_NAME",
        "MISSING_FRAMES": 0,
        "OVERFLOW_FRAMES": 0,
        "ERROR_FRAMES": 1
    }
}
}

```

or

```
$ gdalinfo -json ../autotest/gdrivers/data/test_vicar_truncated.bin -mdd all
```

### 6.149.3 Binary prefixes

Starting with GDAL 3.1, if the VICAR label declares a non-zero binary prefix length (*NBB* label item), then GDAL will look in the *vicar.json* configuration file if there is an entry corresponding to the *BLTYPE* label item (currently only M94\_HRSC is defined), and if there is a match, a OGR vector layer will be available on the dataset, with a feature for each image record.

For example:

```

$ ogrinfo h0038_0000.bl2.16 -al -q

Layer name: binary_prefixes
OGRFeature(binary_prefixes):0
  EphTime (Real) = 127988268.646895
  Exposure (Real) = 40.1072692871094
  COT (Integer) = 28275
  FEETemp (Integer) = 28508
  FPMTemp (Integer) = 29192
  OBTemp (Integer) = 28295
  FERT (Integer) = 27001
  LERT (Integer) = 28435
  CmpDataLen (Integer) = 146
  FrameCount (Integer) = 486
  Pischel (Integer) = 5
  ActPixel (Integer) = 5120
  RSHits (Integer) = 0
  DceInput (Integer) = 0
  DceOutput (Integer) = 4
  FrameErr1 (Integer) = 0
  FrameErr2 (Integer) = 0
  Gob1 (Integer) = 0
  Gob2 (Integer) = 0
  Gob3 (Integer) = 0
  DSS (Integer) = 97
  DecmpErr1 (Integer) = 0
  DecmpErr2 (Integer) = 0

```

(continues on next page)

```
DecmpErr3 (Integer) = 0  
FillerFlag (Integer) = 5
```

## 6.149.4 Creation support

Starting with GDAL 3.1, the VICAR driver supports updating imagery of existing datasets, creating new datasets through the `CreateCopy()` and `Create()` interfaces.

When using `CreateCopy()`, `gdal_translate` or `gdalwarp`, an effort is made to preserve as much as possible of the original label when doing VICAR to VICAR conversions. This can be disabled with the `USE_SRC_LABEL=NO` creation option.

The available creation options are:

- **GEOREF\_FORMAT**=MIPL/GEOTIFF. (GDAL >= 3.4) How to encode georeferencing information. Defaults to MIPL using the `MAP` property group. When setting to GEOTIFF, a GEOTIFF property group will be used using GeoTIFF keys and tags. The `COORDINATE_SYSTEM_NAME`, `POSITIVE_LONGITUDE_DIRECTION` and `TARGET_NAME` options will be ignored when selecting the GEOTIFF encoding.
- **COORDINATE\_SYSTEM\_NAME**=PLANETOCENTRIC/PLANETOGRAPHIC. Value of `MAP.COORDINATE_SYSTEM_NAME`. Defaults to PLANETOCENTRIC. If specified, and `USE_SRC_MAP` is in effect, this will be taken into account to override the source `COORDINATE_SYSTEM_NAME`.
- **POSITIVE\_LONGITUDE\_DIRECTION**=EAST/WEST. Value of `MAP.override`. Defaults to EAST. If specified, and `USE_SRC_MAP` is in effect, this will be taken into account to override the source `POSITIVE_LONGITUDE_DIRECTION`.
- **TARGET\_NAME**=string. Value of `MAP.TARGET_NAME`. This is normally deduced from the SRS datum name. If specified, and `USE_SRC_MAP` is in effect, this will be taken into account to override the source `TARGET_NAME`.
- **USE\_SRC\_LABEL**=YES/NO. Whether to use source label in VICAR to VICAR conversions. Defaults to YES.
- **LABEL**=string. Label to use, either as a JSON string or a filename containing one. If defined, takes precedence over `USE_SRC_LABEL`.
- **COMPRESS**= NONE/BASIC/BASIC2. Compression method. Default to NONE. For maximum interoperability, do not use BASIC or BASIC2 which are not well specified and not always available in VICAR capable applications.

## 6.149.5 See Also

- Implemented as `gdal/frmts/pds/vicardataset.cpp`.
- [VICAR documentation](#)
- [VICAR file format](#)

## 6.150 VRT – GDAL Virtual Format

---

### Driver short name

VRT

---

### Driver built-in by default

This driver is built-in by default

---

### 6.150.1 Introduction

The VRT driver is a format driver for GDAL that allows a virtual GDAL dataset to be composed from other GDAL datasets with repositioning, and algorithms potentially applied as well as various kinds of metadata altered or added. VRT descriptions of datasets can be saved in an XML format normally given the extension `.vrt`.

The VRT format can also describe *Warped VRT* and *Pansharpened VRT*

An example of a simple `.vrt` file referring to a 512x512 dataset with one band loaded from `utm.tif` might look like this:

```
<VRTDataset rasterXSize="512" rasterYSize="512">
  <GeoTransform>440720.0, 60.0, 0.0, 3751320.0, 0.0, -60.0</GeoTransform>
  <VRTRasterBand dataType="Byte" band="1">
    <ColorInterp>Gray</ColorInterp>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
      <SourceBand>1</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
      <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
    </SimpleSource>
  </VRTRasterBand>
</VRTDataset>
```

Many aspects of the VRT file are a direct XML encoding of the *Raster Data Model* which should be reviewed for understanding of the semantics of various elements.

VRT files can be produced by translating to VRT format. The resulting file can then be edited to modify mappings, add metadata or other purposes. VRT files can also be produced programmatically by various means.

This tutorial will cover the `.vrt` file format (suitable for users editing `.vrt` files), and how `.vrt` files may be created and manipulated programmatically for developers.

## 6.150.2 .vrt Format

A XML schema of the GDAL VRT format is available.

Virtual files stored on disk are kept in an XML format with the following elements.

**VRTDataset:** This is the root element for the whole GDAL dataset. It must have the attributes rasterXSize and rasterYSize describing the width and height of the dataset in pixels. It may have a subClass attributes with values VRTWarpedDataset (*Warped VRT*) or VRTPanSharpenedDataset (*PanSharpened VRT*). It may have SRS, GeoTransform, GCPList, Metadata, MaskBand and VRTRasterBand subelements.

```
<VRTDataset rasterXSize="512" rasterYSize="512">
```

### 6.150.2.1 VRTDataset

The allowed subelements for VRTDataset are :

- **SRS:** This element contains the spatial reference system (coordinate system) in OGC WKT format. Note that this must be appropriately escaped for XML, so items like quotes will have the ampersand escape sequences substituted. As well as WKT, valid input to the `OGRSpatialReference::SetFromUserInput()` method (such as well known GEOGCS names, and PROJ.4 format) is also allowed in the SRS element.

```
<SRS dataAxisToSRSAxisMapping="1,2">PROJCS[&quot;NAD27 / UTM zone 11N&quot;;GEOGCS[&quot;NAD27&quot;;DATUM[&quot;North_American_Datum_1927&quot;;SPHEROID[&quot;Clarke 1866&quot;;6378206.4,294.9786982139006,AUTHORITY[&quot;EPSG&quot;;&quot;7008&quot;]],AUTHORITY[&quot;EPSG&quot;;&quot;6267&quot;]],PRIMEM[&quot;Greenwich&quot;;0],UNIT[&quot;degree&quot;;0.0174532925199433],AUTHORITY[&quot;EPSG&quot;;&quot;4267&quot;]],PROJECTION[&quot;Transverse_Mercator&quot;],PARAMETER[&quot;latitude_of_origin&quot;;0],PARAMETER[&quot;central_meridian&quot;;-117],PARAMETER[&quot;scale_factor&quot;;0.9996],PARAMETER[&quot;false_easting&quot;;500000],PARAMETER[&quot;false_northing&quot;;0],UNIT[&quot;metre&quot;;1,AUTHORITY[&quot;EPSG&quot;;&quot;9001&quot;]],AUTHORITY[&quot;EPSG&quot;;&quot;26711&quot;]]</SRS>
```

The **dataAxisToSRSAxisMapping** attribute is allowed since GDAL 3.0 to describe the relationship between the axis indicated in the CRS definition and the axis of the GeoTransform or GCP metadata. The value of the attribute is a comma separated list of integers. The number of elements of this list must be the number of axis of the CRS. Values start at 1. If *m* denotes the array values of this attribute, then *m*[0] is the data axis number for the first axis of the CRS. If the attribute is missing, then the OAMS\_TRADITIONAL\_GIS\_ORDER data axis to CRS axis mapping strategy is implied.

- **GeoTransform:** This element contains a six value affine geotransformation for the dataset, mapping between pixel/line coordinates and georeferenced coordinates.

```
<GeoTransform>440720.0, 60, 0.0, 3751320.0, 0.0, -60.0</GeoTransform>
```

- **GCPList:** This element contains a list of Ground Control Points for the dataset, mapping between pixel/line coordinates and georeferenced coordinates. The Projection attribute should contain the SRS of the georeferenced coordinates in the same format as the SRS element. The dataAxisToSRSAxisMapping attribute is the same as in the SRS element.

```
<GCPList Projection="EPSG:4326">
  <GCP Id="1" Info="a" Pixel="0.5" Line="0.5" X="0.0" Y="0.0" Z="0.0" />
  <GCP Id="2" Info="b" Pixel="13.5" Line="23.5" X="1.0" Y="2.0" Z="0.0" />
</GCPList>
```



- **Metadata:** This element contains a list of metadata name/value pairs associated with the VRTDataset as a whole, or a VRTRasterBand. It has <MDI> (metadata item) subelements which have a “key” attribute and the value as the data of the element. The Metadata element can be repeated multiple times, in which case it must be accompanied with a “domain” attribute to indicate the name of the metadata domain.

```
<Metadata>
  <MDI key="md_key">Metadata value</MDI>
</Metadata>
```

- **MaskBand:** This element represents a mask band that is shared between all bands on the dataset (see GMF\_VRT\_DATASET in RFC 15). It must contain a single VRTRasterBand child element, that is the description of the mask band itself.

```
<MaskBand>
  <VRTRasterBand dataType="Byte">
    <SimpleSource>
      <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
      <SourceBand>mask,1</SourceBand>
      <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
      <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
    </SimpleSource>
  </VRTRasterBand>
</MaskBand>
```

- **OverviewList:** (GDAL >= 3.2.0, not valid for VRTPanSharpenedDataset) This element contains a list of overview factors, separated by space, to create “virtual overviews”. For example 2 4. It can be used so that bands of the VRT datasets declare overviews. This only makes sense to use if the sources added in those bands have themselves overviews compatible with the declared factor. It is generally not necessary to use this mechanism, since downsampling pixel requests on a VRT dataset/band are able to use overviews of the sources, even when the VRT bands do not declare them. One situation where explicit overviews are needed at the VRT level is the warping of a VRT to a lower resolution. This element can also be used with an existing VRT dataset by running *GDALDataset::BuildOverviews()* or *gdaladdo* with the VRT\_VIRTUAL\_OVERVIEWS configuration option set to YES. Virtual overviews have the least priority compared to the **Overview** element at the **VRTRasterBand** level, or to materialized .vrt.ovr files.
- **VRTRasterBand:** This represents one band of a dataset.

### 6.150.2.2 VRTRasterBand

The attributes for VRTRasterBand are:

- **dataType** (optional): type of the pixel data associated with this band (use names Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64). If not specified, defaults to 1
- **band** (optional): band number this element represents (1 based).
- **blockXSize** (optional, GDAL >= 3.3): block width. If not specified, defaults to the minimum of the raster width and 128.
- **blockYSize** (optional, GDAL >= 3.3): block height. If not specified, defaults to the minimum of the raster height and 128.

This element may have Metadata, ColorInterp, NoDataValue, HideNoDataValue, ColorTable, GDALRasterAttributeTable, Description and MaskBand subelements as well as the various kinds of source elements such as SimpleSource, ComplexSource, etc. A raster band may have many “sources” indicating where the actual raster data should be fetched from, and how it should be mapped into the raster bands pixel space.

The allowed subelements for VRTRasterBand are :

- **ColorInterp:** The data of this element should be the name of a color interpretation type. One of Gray, Palette, Red, Green, Blue, Alpha, Hue, Saturation, Lightness, Cyan, Magenta, Yellow, Black, or Unknown.

```
<ColorInterp>Gray</ColorInterp>:
```

- **NoDataValue:** If the input datasets to be composed have a nodata value for this raster band, set this element's value to that nodata value for it to be reflected in the VRT. This must not be confused with the NODATA element of a VRTComplexSource element.

```
<NoDataValue>-100.0</NoDataValue>
```

- **HideNoDataValue:** If this value is 1, the nodata value will not be reported. Essentially, the caller will not be aware of a nodata pixel when it reads one. Any datasets copied/translated from this will not have a nodata value. This is useful when you want to specify a fixed background value for the dataset. The background will be the value specified by the NoDataValue element. Default value is 0 when this element is absent.

```
<HideNoDataValue>1</HideNoDataValue>
```

- **ColorTable:** This element is parent to a set of Entry elements defining the entries in a color table. Currently only RGBA color tables are supported with c1 being red, c2 being green, c3 being blue and c4 being alpha. The entries are ordered and will be assumed to start from color table entry 0.

```
<ColorTable>
  <Entry c1="0" c2="0" c3="0" c4="255"/>
  <Entry c1="145" c2="78" c3="224" c4="255"/>
</ColorTable>
```

- **GDALRasterAttributeTable:** (GDAL >=2.3) This element is parent to a set of FieldDefn elements defining the columns of a raster attribute table, followed by a set of Row elements defining the values of the columns of each row.

```
<GDALRasterAttributeTable>
  <FieldDefn index="0">
    <Name>Value</Name>
    <Type>0</Type>
    <Usage>0</Usage>
  </FieldDefn>
  <FieldDefn index="1">
    <Name>Red</Name>
    <Type>0</Type>
    <Usage>6</Usage>
  </FieldDefn>
  <FieldDefn index="2">
    <Name>Green</Name>
    <Type>0</Type>
    <Usage>7</Usage>
  </FieldDefn>
  <FieldDefn index="3">
    <Name>Blue</Name>
    <Type>0</Type>
    <Usage>8</Usage>
  </FieldDefn>
  <Row index="0">
```

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```

<F>-500</F>
<F>127</F>
<F>40</F>
<F>65</F>
</Row>
<Row index="1">
  <F>-400</F>
  <F>154</F>
  <F>168</F>
  <F>118</F>
</Row>
</GDALRasterAttributeTable>

```

- **Description:** This element contains the optional description of a raster band as its text value.

```
<Description>Crop Classification Layer</Description>
```

- **UnitType:** This optional element contains the vertical units for elevation band data. One of “m” for meters or “ft” for feet. Default assumption is meters.

```
<UnitType>ft</UnitType>
```

- **Offset:** This optional element contains the offset that should be applied when computing “real” pixel values from scaled pixel values on a raster band. The default is 0.0.

```
<Offset>0.0</Offset>
```

- **Scale:** This optional element contains the scale that should be applied when computing “real” pixel values from scaled pixel values on a raster band. The default is 1.0.

```
<Scale>0.0</Scale>
```

- **Overview:** This optional element describes one overview level for the band. It should have a child SourceFilename and SourceBand element. The SourceFilename may have a relativeToVRT boolean attribute. Multiple elements may be used to describe multiple overviews.

```

<Overview>
  <SourceFilename relativeToVRT="1">yellowstone_2.1.ntf.r2</SourceFilename>
  <SourceBand>1</SourceBand>
</Overview>

```

- **CategoryNames:** This optional element contains a list of Category subelements with the names of the categories for classified raster band.

```

<CategoryNames>
  <Category>Missing</Category>
  <Category>Non-Crop</Category>
  <Category>Wheat</Category>
  <Category>Corn</Category>
  <Category>Soybeans</Category>
</CategoryNames>

```

- **SimpleSource:** The *SimpleSource* indicates that raster data should be read from a separate dataset, indicating the dataset, and band to be read from, and how the data should map into this band’s raster space.

- **AveragedSource:** The *AveragedSource* is derived from the *SimpleSource* and shares the same properties except that it uses an averaging resampling instead of a nearest neighbour algorithm as in *SimpleSource*, when the size of the destination rectangle is not the same as the size of the source rectangle. Note: a more general mechanism to specify resampling algorithms can be used. See above paragraph about the ‘resampling’ attribute.
- **ComplexSource:** The *ComplexSource* is derived from the *SimpleSource* (so it shares the *SourceFilename*, *SourceBand*, *SrcRect* and *DstRect* elements), but it provides support to rescale and offset the range of the source values. Certain regions of the source can be masked by specifying the *NODATA* value, or starting with GDAL 3.3, with the `<UseMaskBand>true</UseMaskBand>` element.
- **KernelFilteredSource:** The *KernelFilteredSource* is a pixel source derived from the *SimpleSource* (so it shares the *SourceFilename*, *SourceBand*, *SrcRect* and *DstRect* elements, but it also passes the data through a simple filtering kernel specified with the *Kernel* element.
- **MaskBand:** This element represents a mask band that is specific to the *VRTRasterBand* it contains. It must contain a single *VRTRasterBand* child element, that is the description of the mask band itself.

## Sources

### SimpleSource

The *SimpleSource* may have the *SourceFilename*, *SourceBand*, *SrcRect*, and *DstRect* subelements. The *SrcRect* element will indicate what rectangle on the indicated source file should be read, and the *DstRect* element indicates how that rectangle of source data should be mapped into the *VRTRasterBands* space.

The *relativeToVRT* attribute on the *SourceFilename* indicates whether the filename should be interpreted as relative to the *.vrt* file (value is 1) or not relative to the *.vrt* file (value is 0). The default is 0.

Some characteristics of the source band can be specified in the optional *SourceProperties* element to enable the VRT driver to defer the opening of the source dataset until it really needs to read data from it. This is particularly useful when building VRTs with a big number of source datasets. The needed parameters are the raster dimensions, the size of the blocks and the data type. If the *SourceProperties* tag is not present, the source dataset will be opened at the same time as the VRT itself.

---

**Note:** Starting with GDAL 3.4, the *SourceProperties* element is no longer necessary for deferred opening of the source datasets.

---

The content of the *SourceBand* subelement can refer to a mask band. For example *mask,1* means the mask band of the first band of the source.

```
<SimpleSource>
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <SourceProperties RasterXSize="512" RasterYSize="512" DataType="Byte" BlockXSize="128"
  ↪BlockYSize="128"/>
  <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
  <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
</SimpleSource>
```

A *OpenOptions* subelement can be added to specify the open options to apply when opening the source dataset. It has *<OOI>* (open option item) subelements which have a “key” attribute and the value as the data of the element.

```
<SimpleSource>
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
```

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```

<OpenOptions>
  <OOI key="OVERVIEW_LEVEL">0</OOI>
</OpenOptions>
<SourceBand>1</SourceBand>
<SourceProperties RasterXSize="256" RasterYSize="256" DataType="Byte" BlockXSize="128"
↳BlockYSize="128"/>
  <SrcRect xOff="0" yOff="0" xSize="256" ySize="256"/>
  <DstRect xOff="0" yOff="0" xSize="256" ySize="256"/>
</SimpleSource>

```

A resampling attribute can be specified on a SimpleSource or ComplexSource element to specified the resampling algorithm used when the size of the destination rectangle is not the same as the size of the source rectangle. The values allowed for that attribute are : nearest,bilinear,cubic, cubicspline,lanczos,average,mode.

```

<SimpleSource resampling="cubic">
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <SourceProperties RasterXSize="256" RasterYSize="256" DataType="Byte" BlockXSize="128"
↳BlockYSize="128"/>
  <SrcRect xOff="0" yOff="0" xSize="256" ySize="256"/>
  <DstRect xOff="0" yOff="0" xSize="128" ySize="128"/>
</SimpleSource>

```

## ComplexSource

Alternatively to linear scaling, non-linear scaling using a power function can be used by specifying the Exponent, SrcMin, SrcMax, DstMin and DstMax elements. If SrcMin and SrcMax are not specified, they are computed from the source minimum and maximum value (which might require analyzing the whole source dataset). Exponent must be positive. (Those 5 values can be set with the -exponent and -scale options of gdal\_translate.)

The ComplexSource supports adding a custom lookup table to transform the source values to the destination. The LUT can be specified using the following form:

```
<LUT>[src value 1]:[dest value 1],[src value 2]:[dest value 2],...</LUT>
```

The intermediary values are calculated using a linear interpolation between the bounding destination values of the corresponding range.

The ComplexSource supports fetching a color component from a source raster band that has a color table. The ColorTableComponent value is the index of the color component to extract : 1 for the red band, 2 for the green band, 3 for the blue band or 4 for the alpha band.

When transforming the source values the operations are executed in the following order:

- Masking, if the NODATA element is set or, starting with GDAL 3.3, if the UseMaskBand is set to true and the source band has a mask band. Note that this is binary masking only, so no alpha blending is done if the mask band is actually an alpha band with non-0 or non-255 values.
- Color table expansion
- For linear scaling, applying the scale ratio, then scale offset
- For non-linear scaling, apply  $(\text{DstMax}-\text{DstMin}) * \text{pow}((\text{SrcValue}-\text{SrcMin}) / (\text{SrcMax}-\text{SrcMin}), \text{Exponent}) + \text{DstMin}$
- Table lookup

```

<ComplexSource>
  <SourceFilename relativeToVRT="1">utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <ScaleOffset>0</ScaleOffset>
  <ScaleRatio>1</ScaleRatio>
  <ColorTableComponent>1</ColorTableComponent>
  <LUT>0:0,2345.12:64,56789.5:128,2364753.02:255</LUT>
  <NODATA>0</NODATA>  <!-- if the mask is a mask or alpha band, use <UseMaskBand>true</
  UseMaskBand> -->
  <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
  <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
</ComplexSource>

```

Non-linear scaling:

```

<ComplexSource>
  <SourceFilename relativeToVRT="1">16bit.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <Exponent>0.75</Exponent>
  <SrcMin>0</SrcMin>
  <SrcMax>65535</SrcMax>
  <DstMin>0</DstMin>
  <DstMax>255</DstMax>
  <SrcRect xOff="0" yOff="0" xSize="512" ySize="512"/>
  <DstRect xOff="0" yOff="0" xSize="512" ySize="512"/>
</ComplexSource>

```

### KernelFilteredSource

The Kernel element should have two child elements, Size and Coefs and optionally the boolean attribute normalized (defaults to false=0). The size must always be an odd number, and the Coefs must have Size \* Size entries separated by spaces. For now kernel is not applied to sub-sampled or over-sampled data.

```

<KernelFilteredSource>
  <SourceFilename>/debian/home/warmerda/openerv/utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <Kernel normalized="1">
    <Size>3</Size>
    <Coefs>0.11111111 0.11111111 0.11111111 0.11111111 0.11111111 0.11111111 0.11111111 0.11111111 0.11111111</Coefs>
  </Kernel>
</KernelFilteredSource>

```

Starting with GDAL 2.3, a separable kernel may also be used. In this case the number of Coefs entries should correspond to the Size. The Coefs specify a one-dimensional kernel which is applied along each axis in succession, resulting in far quicker execution. Many common image-processing filters are separable. For example, a Gaussian blur:

```

<KernelFilteredSource>
  <SourceFilename>/debian/home/warmerda/openerv/utm.tif</SourceFilename>
  <SourceBand>1</SourceBand>
  <Kernel normalized="1">
    <Size>13</Size>

```

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```

<Coefs>0.01111 0.04394 0.13534 0.32465 0.60653 0.8825 1.0 0.8825 0.60653 0.32465 0.
→13534 0.04394 0.01111</Coefs>
</Kernel>
</KernelFilteredSource>

```

### 6.150.3 Overviews

GDAL can make efficient use of overviews available in the sources that compose the bands when dealing with RasterIO() requests that involve downsampling. But in the general case, the VRT bands themselves will not expose overviews.

Except if (from top priority to lesser priority) :

- The **Overview** element is present in the VRTRasterBand element. See above.
- or external .vrt.ovr overviews are built
- (starting with GDAL 3.2) explicit virtual overviews, if a **OverviewList** element is declared in the VRTDataset element (see above). Those virtual overviews will be hidden by external .vrt.ovr overviews that might be built later.
- (starting with GDAL 2.1) implicit virtual overviews, if the VRTRasterBand are made of a single SimpleSource or ComplexSource that has overviews. Those virtual overviews will be hidden by external .vrt.ovr overviews that might be built later.

### 6.150.4 .vrt Descriptions for Raw Files

So far we have described how to derive new virtual datasets from existing files supports by GDAL. However, it is also common to need to utilize raw binary raster files for which the regular layout of the data is known but for which no format specific driver exists. This can be accomplished by writing a .vrt file describing the raw file.

For example, the following .vrt describes a raw raster file containing floating point complex pixels in a file called *l2p3hhssso.img*. The image data starts from the first byte (ImageOffset=0). The byte offset between pixels is 8 (PixelOffset=8), the size of a CFloat32. The byte offset from the start of one line to the start of the next is 9376 bytes (LineOffset=9376) which is the width (1172) times the size of a pixel (8).

```

<VRTDataset rasterXSize="1172" rasterYSize="1864">
  <VRTRasterBand dataType="CFloat32" band="1" subClass="VRTRawRasterBand">
    <SourceFilename relativetoVRT="1">l2p3hhssso.img</SourceFilename>
    <ImageOffset>0</ImageOffset>
    <PixelOffset>8</PixelOffset>
    <LineOffset>9376</LineOffset>
    <ByteOrder>MSB</ByteOrder>
  </VRTRasterBand>
</VRTDataset>

```

Some things to note are that the VRTRasterBand has a subClass specifier of “VRTRawRasterBand”. Also, the VRTRawRasterBand contains a number of previously unseen elements but no “source” information. VRTRawRasterBands may never have sources (i.e. SimpleSource), but should contain the following elements in addition to all the normal “metadata” elements previously described which are still supported.

- **SourceFilename**: The name of the raw file containing the data for this band. The relativeToVRT attribute can be used to indicate if the SourceFilename is relative to the .vrt file (1) or not (0).
- **ImageOffset**: The offset in bytes to the beginning of the first pixel of data of this image band. Defaults to zero.

- **PixelOffset**: The offset in bytes from the beginning of one pixel and the next on the same line. In packed single band data this will be the size of the **dataType** in bytes.
- **LineOffset**: The offset in bytes from the beginning of one scanline of data and the next scanline of data. In packed single band data this will be PixelOffset \* rasterXSize.
- **ByteOrder**: Defines the byte order of the data on disk. Either LSB (Least Significant Byte first) such as the natural byte order on Intel x86 systems or MSB (Most Significant Byte first) such as the natural byte order on Motorola or Sparc systems. Defaults to being the local machine order.

A few other notes:

- The image data on disk is assumed to be of the same data type as the band **dataType** of the VRTRawRasterBand.
- All the non-source attributes of the VRTRasterBand are supported, including color tables, metadata, nodata values, and color interpretation.
- The VRTRawRasterBand supports in place update of the raster, whereas the source based VRTRasterBand is always read-only.
- The OpenEV tool includes a File menu option to input parameters describing a raw raster file in a GUI and create the corresponding .vrt file.
- Multiple bands in the one .vrt file can come from the same raw file. Just ensure that the ImageOffset, PixelOffset, and LineOffset definition for each band is appropriate for the pixels of that particular band.

Another example, in this case a 400x300 RGB pixel interleaved image.

```
<VRTDataset rasterXSize="400" rasterYSize="300">
<VRTRasterBand dataType="Byte" band="1" subClass="VRTRawRasterBand">
  <ColorInterp>Red</ColorInterp>
  <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
  <ImageOffset>0</ImageOffset>
  <PixelOffset>3</PixelOffset>
  <LineOffset>1200</LineOffset>
</VRTRasterBand>
<VRTRasterBand dataType="Byte" band="2" subClass="VRTRawRasterBand">
  <ColorInterp>Green</ColorInterp>
  <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
  <ImageOffset>1</ImageOffset>
  <PixelOffset>3</PixelOffset>
  <LineOffset>1200</LineOffset>
</VRTRasterBand>
<VRTRasterBand dataType="Byte" band="3" subClass="VRTRawRasterBand">
  <ColorInterp>Blue</ColorInterp>
  <SourceFilename relativetoVRT="1">rgb.raw</SourceFilename>
  <ImageOffset>2</ImageOffset>
  <PixelOffset>3</PixelOffset>
  <LineOffset>1200</LineOffset>
</VRTRasterBand>
</VRTDataset>
```



### 6.150.5 Creation of VRT Datasets

The VRT driver supports several methods of creating VRT datasets. The `vrtdataset.h` include file should be installed with the core GDAL include files, allowing direct access to the VRT classes. However, even without that most capabilities remain available through standard GDAL interfaces.

To create a VRT dataset that is a clone of an existing dataset use the `GDALDriver::CreateCopy()` method. For example to clone `utm.tif` into a `wrk.vrt` file in C++ the following could be used:

```
GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poSrcDS, *poVRTDS;

poSrcDS = (GDALDataset *) GDALOpenShared( "utm.tif", GA_ReadOnly );

poVRTDS = poDriver->CreateCopy( "wrk.vrt", poSrcDS, FALSE, NULL, NULL, NULL );

GDALClose((GDALDatasetH) poVRTDS);
GDALClose((GDALDatasetH) poSrcDS);
```

Note the use of `GDALOpenShared()` when opening the source dataset. It is advised to use `GDALOpenShared()` in this situation so that you are able to release the explicit reference to it before closing the VRT dataset itself. In other words, in the previous example, you could also invert the 2 last lines, whereas if you open the source dataset with `GDALOpen()`, you'd need to close the VRT dataset before closing the source dataset.

To obtain the resulting VRT XML of `wrk.vrt` without having to read the text from an actual file, you can modify the above code to open the new dataset with an empty filename and use the “xml:VRT” metadata domain.

```
// no filename
poVRTDS = poDriver->CreateCopy( "", poSrcDS, FALSE, NULL, NULL, NULL );

// obtain the actual XML text that a VRT file would contain
const char *xmlvrt = poVRTDS->GetMetadata("xml:VRT")[0];
```

To create a virtual copy of a dataset with some attributes added or changed such as metadata or coordinate system that are often hard to change on other formats, you might do the following. In this case, the virtual dataset is created “in memory” only by virtual of creating it with an empty filename, and then used as a modified source to pass to a `GDALDriver::CreateCopy()` written out in TIFF format.

```
poVRTDS = poDriver->CreateCopy( "", poSrcDS, FALSE, NULL, NULL, NULL );

poVRTDS->SetMetadataItem( "SourceAgency", "United States Geological Survey");
poVRTDS->SetMetadataItem( "SourceDate", "July 21, 2003" );

poVRTDS->GetRasterBand( 1 )->SetNoDataValue( -999.0 );

GDALDriver *poTIFFDriver = (GDALDriver *) GDALGetDriverByName( "GTiff" );
GDALDataset *poTiffDS;

poTiffDS = poTIFFDriver->CreateCopy( "wrk.tif", poVRTDS, FALSE, NULL, NULL, NULL );

GDALClose((GDALDatasetH) poTiffDS);
```

In the above example the nodata value is set as -999. You can set the `HideNoDataValue` element in the VRT dataset's band using `GDALRasterBand::SetMetadataItem()` on that band.

```
poVRTDS->GetRasterBand( 1 )->SetMetadataItem( "HideNoDataValue" , "1" );
```

In this example a virtual dataset is created with the `GDALDriver::Create()` method, and adding bands and sources programmatically, but still via the “generic” API. A special attribute of VRT datasets is that sources can be added to the `VRTRasterBand` (but not to `VRTRawRasterBand`) by passing the XML describing the source into `GDALRasterBand::SetMetadataItem()` on the special domain target “new\_vrt\_sources”. The domain target “vrt\_sources” may also be used, in which case any existing sources will be discarded before adding the new ones. In this example we construct a simple averaging filter source instead of using the simple source.

```
// construct XML for simple 3x3 average filter kernel source.
const char *pszFilterSourceXML =
"<KernelFilteredSource>"
"  <SourceFilename>utm.tif</SourceFilename><SourceBand>1</SourceBand>"
"  <Kernel>"
"    <Size>3</Size>"
"    <Coefs>0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111</Coefs>"
"  </Kernel>"
"</KernelFilteredSource>";

// Create the virtual dataset.
poVRTDS = poDriver->Create( "", 512, 512, 1, GDT_Byte, NULL );
poVRTDS->GetRasterBand(1)->SetMetadataItem("source_0",pszFilterSourceXML,
                                           "new_vrt_sources");
```

A more general form of this that will produce a 3x3 average filtered clone of any input datasource might look like the following. In this case we deliberately set the filtered datasource as in the “vrt\_sources” domain to override the SimpleSource created by the `cpp:func:GDALDriver::CreateCopy` method. The fact that we used `cpp:func:GDALDriver::CreateCopy` ensures that all the other metadata, georeferencing and so forth is preserved from the source dataset ... the only thing we are changing is the data source for each band.

```
int    nBand;
GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poSrcDS, *poVRTDS;

poSrcDS = (GDALDataset *) GDALOpenShared( pszSourceFilename, GA_ReadOnly );

poVRTDS = poDriver->CreateCopy( "", poSrcDS, FALSE, NULL, NULL, NULL );

for( nBand = 1; nBand <= poVRTDS->GetRasterCount(); nBand++ )
{
    char szFilterSourceXML[10000];

    GDALRasterBand *poBand = poVRTDS->GetRasterBand( nBand );

    sprintf( szFilterSourceXML,
             "<KernelFilteredSource>"
             "  <SourceFilename>%s</SourceFilename><SourceBand>%d</SourceBand>"
             "  <Kernel>"
             "    <Size>3</Size>"
             "    <Coefs>0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111 0.111</Coefs>"
             "  </Kernel>"
             "</KernelFilteredSource>",
             pszSourceFilename, nBand );
```

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```

    poBand->SetMetadataItem( "source_0", szFilterSourceXML, "vrt_sources" );
}

```

The `VRTDataset` class is one of the few dataset implementations that supports the `GDALDataset::AddBand()` method. The options passed to the `GDALDataset::AddBand()` method can be used to control the type of the band created (`VRTRasterBand`, `VRTRawRasterBand`, `VRTDerivedRasterBand`), and in the case of the `VRTRawRasterBand` to set its various parameters. For standard `VRTRasterBand`, sources should be specified with the above `GDALRasterBand::SetMetadataItem()` examples.

```

GDALDriver *poDriver = (GDALDriver *) GDALGetDriverByName( "VRT" );
GDALDataset *poVRTDS;

poVRTDS = poDriver->Create( "out.vrt", 512, 512, 0, GDT_Byte, NULL );
char** papszOptions = NULL;
papszOptions = CSLAddNameValue(papszOptions, "subclass", "VRTRawRasterBand"); // if not
↳ specified, default to VTRasterBand
papszOptions = CSLAddNameValue(papszOptions, "SourceFilename", "src.tif"); // mandatory
papszOptions = CSLAddNameValue(papszOptions, "ImageOffset", "156"); // optional. default
↳ = 0
papszOptions = CSLAddNameValue(papszOptions, "PixelOffset", "2"); // optional. default =
↳ size of band type
papszOptions = CSLAddNameValue(papszOptions, "LineOffset", "1024"); // optional. default
↳ = size of band type * width
papszOptions = CSLAddNameValue(papszOptions, "ByteOrder", "LSB"); // optional. default =
↳ machine order
papszOptions = CSLAddNameValue(papszOptions, "relativeToVRT", "true"); // optional.
↳ default = false
poVRTDS->AddBand(GDT_Byte, papszOptions);
CSLDestroy(papszOptions);

delete poVRTDS;

```

### 6.150.6 Using Derived Bands (with pixel functions in C/C++)

A specialized type of band is a ‘derived’ band which derives its pixel information from its source bands. With this type of band you must also specify a pixel function, which has the responsibility of generating the output raster. Pixel functions are created by an application and then registered with GDAL using a unique key.

Using derived bands you can create VRT datasets that manipulate bands on the fly without having to create new band files on disk. For example, you might want to generate a band using four source bands from a nine band input dataset (x0, x3, x4, and x8) and some constant y:

```
band_value = sqrt((x3*x3+x4*x4)/(x0*x8)) + y;
```

You could write the pixel function to compute this value and then register it with GDAL with the name “MyFirstFunction”. Then, the following VRT XML could be used to display this derived band:

```

<VRTDataset rasterXSize="1000" rasterYSize="1000">
  <VRTRasterBand dataType="Float32" band="1" subClass="VRTDerivedRasterBand">
    <Description>Magnitude</Description>
    <PixelFunctionType>MyFirstFunction</PixelFunctionType>
  </VRTRasterBand>
</VRTDataset>

```

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```

<PixelFunctionArguments y="4" />
<SimpleSource>
  <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
  <SourceBand>1</SourceBand>
  <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
  <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
</SimpleSource>
<SimpleSource>
  <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
  <SourceBand>4</SourceBand>
  <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
  <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
</SimpleSource>
<SimpleSource>
  <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
  <SourceBand>5</SourceBand>
  <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
  <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
</SimpleSource>
<SimpleSource>
  <SourceFilename relativeToVRT="1">nine_band.dat</SourceFilename>
  <SourceBand>9</SourceBand>
  <SrcRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
  <DstRect xOff="0" yOff="0" xSize="1000" ySize="1000"/>
</SimpleSource>
</VRTRasterBand>
</VRTDataset>

```

**Note:** PixelFunctionArguments can only be used with C++ pixel functions in GDAL versions 3.4 and greater.

In addition to the subclass specification (VRTDerivedRasterBand) and the PixelFunctionType value, there is another new parameter that can come in handy: SourceTransferType. Typically the source rasters are obtained using the data type of the derived band. There might be times, however, when you want the pixel function to have access to higher resolution source data than the data type being generated. For example, you might have a derived band of type “Float”, which takes a single source of type “CFloat32” or “CFloat64”, and returns the imaginary portion. To accomplish this, set the SourceTransferType to “CFloat64”. Otherwise the source would be converted to “Float” prior to calling the pixel function, and the imaginary portion would be lost.

```

<VRTDataset rasterXSize="1000" rasterYSize="1000">
  <VRTRasterBand dataType="Float32" band="1" subClass="VRTDerivedRasterBand">
    <Description>Magnitude</Description>
    <PixelFunctionType>MyFirstFunction</PixelFunctionType>
    <SourceTransferType>CFloat64</SourceTransferType>
    ...
  </VRTRasterBand>
</VRTDataset>

```

#### **6.150.6.1 Default Pixel Functions**

GDAL provides a set of default pixel functions that can be used without writing new code:

PixelFunctionType	Number of input sources	PixelFunctionArguments	Description
<b>cmul</b>	2	•	multiply the first band for the complex conjugate of the second
<b>complex</b>	2	•	make a complex band merging two bands used as real and imag values
<b>conj</b>	1	•	computes the complex conjugate of a single raster band (just a copy if the input is non-complex)
<b>dB</b>	1	fact (optional)	perform conversion to dB of the abs of a single raster band (real or complex): $20. * \log_{10}(\text{abs}(x))$ . The optional fact parameter can be set to 10 to get the alternative formula: $10. * \log_{10}(\text{abs}(x))$
<b>dB2amp</b>	1	•	perform scale conversion from logarithmic to linear (amplitude) (i.e. $10^{(x/20)}$ ) of a single raster band (real only). Deprecated in GDAL v3.5. Please use the <b>exp</b> pixel function with base = 10. and fact = 0.05 i.e. $1./20$
<b>dB2pow</b>	1	•	perform scale conversion from logarithmic to linear (power) (i.e. $10^{(x/10)}$ ) of a single raster band (real only). Deprecated in GDAL v3.5. Please use the <b>exp</b> pixel function with base = 10. and fact = 0.1 i.e. $1./10$
<b>diff</b>	2	•	computes the difference between 2 raster bands ( $b1 - b2$ )
<b>div</b>	2	•	divide one rastered band by another ( $b1 / b2$ )
<b>exp</b>	1	base (optional), fact (optional)	computes the exponential of each element in the input band $x$ (of real values): $e^x$ . The function also accepts two optional parameters: base and fact that allow to compute the generalized formula: $\text{base}^{(\text{fact} * x)}$ . Note: this function is the recommended one to perform conversion from logarithmic scale (dB): $10^{(x/20)}$ , in this case base = 10. and fact = 0.05 i.e. $1. / 20$
<b>imag</b>	1	•	extract imaginary part from a single raster band (0 for non-complex)
<b>intensity</b>	1	•	computes the intensity $\text{Re}(x * \text{conj}(x))$ of a single raster band (real or complex)
<b>interpolate_exp</b>	$\geq 2$	t0, dt, t	interpolate a value at time (or position) t given input sources beginning at position t0 with spacing dt using exponential interpolation
<b>interpolate_linear</b>	$\geq 2$	t0, dt, t	interpolate a value at time (or position) t given input sources beginning at t0 with spacing dt using linear interpolation
<b>inv</b>	1	k (optional)	inverse ( $1./x$ ). If the optional k parameter is set then the result is multiplied by k ( $k / x$ )
<b>log10</b>	1	•	compute the logarithm (base 10) of the abs of a single raster band (real or complex): $\log_{10}(\text{abs}(x))$
<b>mod</b>	1	•	extract module from a single raster band (real or complex)
<b>mul</b>	$\geq 2$	k (optional)	multiply 2 or more raster bands. If the optional k parameter is provided then the result is multiplied by the scalar k.
<b>phase</b>	1	•	extract phase from a single raster band $[-\text{PI}, \text{PI}]$ (0 or PI for non-complex)
<b>518</b>			<b>Chapter 6. Raster drivers</b>
<b>polar</b>	2	amplitude_type (optional)	make a complex band using input bands for amplitude and phase values $b1 * \exp(j * b2)$ . The optional (string) parameter amplitude_type can be AMPLITUDE (default)

### 6.150.6.2 Writing Pixel Functions

To register this function with GDAL (prior to accessing any VRT datasets with derived bands that use this function), an application calls *GDALAddDerivedBandPixelFuncWithArgs()* with a key and a *GDALDerivedPixelFuncWithArgs*:

```
static const char pszMetadata[] =
"<PixelFunctionArgumentsList>"
"  <Argument name='y' description='y' type='double' mandatory='1' />"
"  <Argument type='builtin' value='offset' />"
"  <Argument type='builtin' value='scale' />"
"  <Argument type='builtin' value='NoData' />"
"  <Argument name='customConstant' type='constant' value='42'>"
"</PixelFunctionArgumentsList>";
GDALAddDerivedBandPixelFuncWithArgs("MyFirstFunction", TestFunction, pszMetadata);
```

A good time to do this is at the beginning of an application when the GDAL drivers are registered. *pszMetadata* is optional and can be *nullptr*. It can be used to declare the function signature to the user and to request additional parameters aside from the ones from the Dataset.

A *GDALDerivedPixelFuncWithArgs* is defined with a signature similar to *GDALRasterBand::IRasterIO()*:

```
CPLerr TestFunction(void **papoSources, int nSources, void *pData, int nBufXSize, int nBufYSize,
                    GDALDataType eSrcType, GDALDataType eBufType, int nPixelSpace, int nLineSpace,
                    CSLConstList papszArgs)
```

#### Parameters

- **papoSources** – A pointer to packed rasters; one per source. The datatype of all will be the same, specified in the *eSrcType* parameter.
- **nSources** – The number of source rasters.
- **pData** – The buffer into which the data should be read, or from which it should be written. This buffer must contain at least *nBufXSize* \* *nBufYSize* words of type *eBufType*. It is organized in left to right, top to bottom pixel order. Spacing is controlled by the *nPixelSpace* and *nLineSpace* parameters.
- **nBufXSize** – The width of the buffer image into which the desired region is to be read, or from which it is to be written.
- **nBufYSize** – The height of the buffer image into which the desired region is to be read, or from which it is to be written.
- **eSrcType** – The type of the pixel values in the *papoSources* raster array.
- **eBufType** – The type of the pixel values that the pixel function must generate in the *pData* data buffer.
- **nPixelSpace** – The byte offset from the start of one pixel value in *pData* to the start of the next pixel value within a scanline. If defaulted (0) the size of the datatype *eBufType* is used.
- **nLineSpace** – The byte offset from the start of one scanline in *pData* to the start of the next.
- **papszArgs** – An optional string list of named function arguments (e.g. *y=4*)

It is also possible to register a *GDALDerivedPixelFunc* (which omits the final *CSLConstList* argument) using *GDALAddDerivedBandPixelFunc()*.

The following is an implementation of the pixel function:

```

#include "gdal.h"

CPLERR TestFunction(void **papoSources, int nSources, void *pData,
                    int nXSize, int nYSize,
                    GDALDataType eSrcType, GDALDataType eBufType,
                    int nPixelSpace, int nLineSpace,
                    CSLConstList papszArgs)
{
    int ii, iLine, iCol;
    double pix_val;
    double x0, x3, x4, x8;

    // ---- Init ----
    if (nSources != 4) return CE_Failure;

    const char *pszY = CSLFetchNameValue(papszArgs, "y");
    if (pszY == nullptr) return CE_Failure;

    double NoData = NAN;
    const char *pszNoData = CSLFetchNameValue(papszArgs, "NoData");
    if (pszNoData != nullptr)
    {
        NoData = std::strtod(pszNoData, &end);
        if (end == pszNoData) return CE_Failure; // Could not parse
    }

    char *end = nullptr;
    double y = std::strtod(pszY, &end);
    if (end == pszY) return CE_Failure; // Could not parse

    // ---- Set pixels ----
    for( iLine = 0; iLine < nYSize; iLine++ )
    {
        for( iCol = 0; iCol < nXSize; iCol++ )
        {
            ii = iLine * nXSize + iCol;
            /* Source raster pixels may be obtained with SRCVAL macro */
            x0 = SRCVAL(papoSources[0], eSrcType, ii);
            x3 = SRCVAL(papoSources[1], eSrcType, ii);
            x4 = SRCVAL(papoSources[2], eSrcType, ii);
            x8 = SRCVAL(papoSources[3], eSrcType, ii);

            if (x0 == NoData || x3 == NoData || x4 == NoData || x8 == NoData)
                pix_val = NAN;
            else
                pix_val = sqrt((x3*x3+x4*x4)/(x0*x8)) + y;

            GDALCopyWords(&pix_val, GDT_Float64, 0,
                        ((GByte *)pData) + nLineSpace * iLine + iCol * nPixelSpace,
                        eBufType, nPixelSpace, 1);
        }
    }
}

```

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```
// ---- Return success ----
return CE_None;
}
```

### 6.150.7 Using Derived Bands (with pixel functions in Python)

Starting with GDAL 2.2, in addition to pixel functions written in C/C++ as documented in the *Using Derived Bands (with pixel functions in C/C++)* section, it is possible to use pixel functions written in Python. Both `CPython` and `NumPy` are requirements at run-time.

The subelements for `VRTRasterBand` (whose subclass specification must be set to `VRTDerivedRasterBand`) are :

- **PixelFunctionType** (required): Must be set to a function name that will be defined as a inline Python module in `PixelFunctionCode` element or as the form “module\_name.function\_name” to refer to a function in an external Python module
- **PixelFunctionLanguage** (required): Must be set to Python.
- **PixelFunctionCode** (required if `PixelFunctionType` is of the form “function\_name”, ignored otherwise). The in-lined code of a Python module, that must be at least have a function whose name is given by `PixelFunctionType`.
- **BufferRadius** (optional, defaults to 0): Amount of extra pixels, with respect to the original `RasterIO()` request to satisfy, that are fetched at the left, right, bottom and top of the input and output buffers passed to the pixel function. Note that the values of the output buffer in this buffer zone will be ignored.

The signature of the Python pixel function must have the following arguments:

- **in\_ar**: list of input `NumPy` arrays (one `NumPy` array for each source)
- **out\_ar**: output `NumPy` array to fill. The array is initialized at the right dimensions and with the `VRTRasterBand.dataType`.
- **xoff**: pixel offset to the top left corner of the accessed region of the band. Generally not needed except if the processing depends on the pixel position in the raster.
- **yoff**: line offset to the top left corner of the accessed region of the band. Generally not needed.
- **xsize**: width of the region of the accessed region of the band. Can be used together with `out_ar.shape[1]` to determine the horizontal resampling ratio of the request.
- **ysize**: height of the region of the accessed region of the band. Can be used together with `out_ar.shape[0]` to determine the vertical resampling ratio of the request.
- **raster\_xsize**: total width of the raster band. Generally not needed.
- **raster\_ysize**: total height of the raster band. Generally not needed.
- **buf\_radius**: radius of the buffer (in pixels) added to the left, right, top and bottom of `in_ar` / `out_ar`. This is the value of the optional `BufferRadius` element that can be set so that the original pixel request is extended by a given amount of pixels.
- **gt**: geotransform. Array of 6 double values.
- **kwargs**: dictionary with user arguments defined in `PixelFunctionArguments`

The provided `out_ar` array must be modified in-place. Any value currently returned by the pixel function is ignored.

---

**Note:** If wanting to fill `out_ar` from another array, use the `out_ar[:] = ...` syntax.

---

### 6.150.7.1 Examples

VRT that multiplies the values of the source file by a factor of 1.5

```
<VRTDataset rasterXSize="20" rasterYSize="20">
  <SRS>EPSG:26711</SRS>
  <GeoTransform>440720,60,0,3751320,0,-60</GeoTransform>
  <VRTRasterBand dataType="Byte" band="1" subClass="VRTDerivedRasterBand">
    <PixelFunctionType>multiply</PixelFunctionType>
    <PixelFunctionLanguage>Python</PixelFunctionLanguage>
    <PixelFunctionArguments factor="1.5"/>
    <PixelFunctionCode><![CDATA[
      import numpy as np
      def multiply(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
                  raster_ysize, buf_radius, gt, **kwargs):
          factor = float(kwargs['factor'])
          out_ar[:] = np.round(np.clip(in_ar[0] * factor,0,255))
    ]]>
  </PixelFunctionCode>
  <SimpleSource>
    <SourceFilename relativeToVRT="1">byte.tif</SourceFilename>
  </SimpleSource>
</VRTRasterBand>
</VRTDataset>
```

VRT that adds 2 (or more) rasters

```
<VRTDataset rasterXSize="20" rasterYSize="20">
  <SRS>EPSG:26711</SRS>
  <GeoTransform>440720,60,0,3751320,0,-60</GeoTransform>
  <VRTRasterBand dataType="Byte" band="1" subClass="VRTDerivedRasterBand">
    <PixelFunctionType>add</PixelFunctionType>
    <PixelFunctionLanguage>Python</PixelFunctionLanguage>
    <PixelFunctionCode><![CDATA[
      import numpy as np
      def add(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
             raster_ysize, buf_radius, gt, **kwargs):
          np.round(np.clip(np.sum(in_ar, axis = 0, dtype = 'uint16'),0,255),
                  out = out_ar)
    ]]>
  </PixelFunctionCode>
  <SimpleSource>
    <SourceFilename relativeToVRT="1">byte.tif</SourceFilename>
  </SimpleSource>
  <SimpleSource>
    <SourceFilename relativeToVRT="1">byte2.tif</SourceFilename>
  </SimpleSource>
</VRTRasterBand>
</VRTDataset>
```

## VRT that computes hillshading using an external library

```
<VRTDataset rasterXSize="121" rasterYSize="121">
  <SRS>EPSG:4326</SRS>
  <GeoTransform>-80.004166666666663,0.008333333333333,0,
  44.004166666666663,0,-0.008333333333333</GeoTransform>
  <VRTRasterBand dataType="Byte" band="1" subClass="VRTDerivedRasterBand">
    <ColorInterp>Gray</ColorInterp>
    <SimpleSource>
      <SourceFilename relativeToVRT="1">n43.dt0</SourceFilename>
    </SimpleSource>
    <PixelFunctionLanguage>Python</PixelFunctionLanguage>
    <PixelFunctionType>hillshading.hillshade</PixelFunctionType>
    <PixelFunctionArguments scale="111120" z_factor="30" />
    <BufferRadius>1</BufferRadius>
    <SourceTransferType>Int16</SourceTransferType>
  </VRTRasterBand>
</VRTDataset>
```

with hillshading.py:

```
# Licence: MIT
# Copyright 2016, Even Rouault
import math

def hillshade_int(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
                  raster_ysize, radius, gt, z, scale):
    ovr_scale_x = float(out_ar.shape[1] - 2 * radius) / xsize
    ovr_scale_y = float(out_ar.shape[0] - 2 * radius) / ysize
    ewres = gt[1] / ovr_scale_x
    nsres = gt[5] / ovr_scale_y
    inv_nsres = 1.0 / nsres
    inv_ewres = 1.0 / ewres

    az = 315
    alt = 45
    degreesToRadians = math.pi / 180

    sin_alt = math.sin(alt * degreesToRadians)
    azRadians = az * degreesToRadians
    z_scale_factor = z / (8 * scale)
    cos_alt_mul_z_scale_factor = \
        math.cos(alt * degreesToRadians) * z_scale_factor
    cos_az_mul_cos_alt_mul_z_scale_factor_mul_254 = \
        254 * math.cos(azRadians) * cos_alt_mul_z_scale_factor
    sin_az_mul_cos_alt_mul_z_scale_factor_mul_254 = \
        254 * math.sin(azRadians) * cos_alt_mul_z_scale_factor
    square_z_scale_factor = z_scale_factor * z_scale_factor
    sin_alt_mul_254 = 254.0 * sin_alt

    for j in range(radius, out_ar.shape[0]-radius):
        win_line = in_ar[0][j-radius:j+radius+1,:]
        for i in range(radius, out_ar.shape[1]-radius):
```

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```

win = win_line[:,i-radius:i+radius+1].tolist()
x = inv_ewres * ((win[0][0] + win[1][0] + win[1][0] + win[2][0])-\
                 (win[0][2] + win[1][2] + win[1][2] + win[2][2]))
y = inv_nsres * ((win[2][0] + win[2][1] + win[2][1] + win[2][2])-\
                 (win[0][0] + win[0][1] + win[0][1] + win[0][2]))
xx_plus_yy = x * x + y * y
cang_mul_254 = (sin_alt_mul_254 - \
               (y * cos_az_mul_cos_alt_mul_z_scale_factor_mul_254 - \
                x * sin_az_mul_cos_alt_mul_z_scale_factor_mul_254)) / \
               math.sqrt(1 + square_z_scale_factor * xx_plus_yy)
if cang_mul_254 < 0:
    out_ar[j,i] = 1
else:
    out_ar[j,i] = 1 + round(cang_mul_254)

def hillshade(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
              raster_ysize, radius, gt, **kwargs):
    z = float(kwargs['z_factor'])
    scale= float(kwargs['scale'])
    hillshade_int(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
                  raster_ysize, radius, gt, z, scale)

```

### 6.150.7.2 Python module path

When importing modules from inline Python code or when relying on out-of-line code (PixelFunctionType of the form “module\_name.function\_name”), you need to make sure the modules are accessible through the python path. Note that contrary to the Python interactive interpreter, the current path is not automatically added when used from GDAL. So you may need to define the **PYTHONPATH** environment variable if you get ModuleNotFoundError exceptions.

## Security implications

The ability to run Python code potentially opens the door to many potential vulnerabilities if the user of GDAL may process untrusted datasets. To avoid such issues, by default, execution of Python pixel function will be disabled. The execution policy can be controlled with the **GDAL\_VRT\_ENABLE\_PYTHON** configuration option, which can accept 3 values:

- YES: all VRT scripts are considered as trusted and their Python pixel functions will be run when pixel operations are involved.
- NO: all VRT scripts are considered untrusted, and none Python pixelfunction will be run.
- TRUSTED\_MODULES (default setting): all VRT scripts with inline Python code in their PixelFunctionCode elements will be considered untrusted and will not be run. VRT scripts that use a PixelFunctionType of the form “module\_name.function\_name” will be considered as trusted, only if “module\_name” is allowed in the **GDAL\_VRT\_TRUSTED\_MODULES** configuration option. The value of this configuration option is a comma separated listed of trusted module names. The ‘\*’ wildcard can be used at the name of a string to match all strings beginning with the substring before the ‘\*’ character. For example ‘every\*’ will make ‘every.thing’ or ‘everything’ module trusted. ‘\*’ can also be used to make all modules to be trusted. The ‘.\*’ wildcard can also be used to match exact modules or submodules names. For example ‘every.\*’ will make ‘every’ and ‘every.thing’ modules trusted, but not ‘everything’.

## Linking mechanism to a Python interpreter

Currently only CPython 2 and 3 is supported. The GDAL shared object is not explicitly linked at build time to any of the CPython library. When GDAL will need to run Python code, it will first determine if the Python interpreter is loaded in the current process (which is the case if the program is a Python interpreter itself, or if another program, e.g. QGIS, has already loaded the CPython library). Otherwise it will look if the PYTHONSO configuration option is defined. This option can be set to point to the name of the Python library to use, either as a shortname like “libpython2.7.so” if it is accessible through the Linux dynamic loader (so typically in one of the paths in /etc/ld.so.conf or LD\_LIBRARY\_PATH) or as a full path name like “/usr/lib/x86\_64-linux-gnu/libpython2.7.so”. The same holds on Windows with shortnames like “python27.dll” if accessible through the PATH or full path names like “c:\python27\python27.dll”. If the PYTHONSO configuration option is not defined, it will look for a “python” binary in the directories of the PATH and will try to determine the related shared object (it will retry with “python3” if no “python” has been found). If the above was not successful, then a predefined list of shared objects names will be tried. At the time of writing, the order of versions searched is 2.7, 3.5, 3.6, 3.7, 3.8, 3.9, 3.4, 3.3, 3.2. Enabling debug information (CPL\_DEBUG=ON) will show which Python version is used.

### 6.150.7.3 Just-in-time compilation

The use of a just-in-time compiler may significantly speed up execution times. [Numba](#) has been successfully tested. For better performance, it is recommended to use a offline pixel function so that the just-in-time compiler may cache its compilation.

Given the following mandelbrot.py file :

```
# Trick for compatibility with and without numba
try:
    from numba import jit
    #print('Using numba')
    g_max_iterations = 100
except Exception:
    class jit(object):
        def __init__(self, nopython = True, nogil = True):
            pass

        def __call__(self, f):
            return f

    #print('Using non-JIT version')
    g_max_iterations = 25

# Use a wrapper for the entry point regarding GDAL, since GDAL cannot access
# the jit decorated function with the expected signature.
def mandelbrot(in_ar, out_ar, xoff, yoff, xsize, ysize, raster_xsize,
               raster_ysize, r, gt, **kwargs):
    mandelbrot_jit(out_ar, xoff, yoff, xsize, ysize, raster_xsize, raster_ysize,
                   g_max_iterations)

# Will make sure that the code is compiled to pure native code without Python
# fallback.
@jit(nopython=True, nogil=True, cache=True)
def mandelbrot_jit(out_ar, xoff, yoff, xsize, ysize, raster_xsize,
                  raster_ysize, max_iterations):
    ovr_factor_y = float(out_ar.shape[0]) / ysize
```

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```

ovr_factor_x = float(out_ar.shape[1]) / xsize
for j in range( out_ar.shape[0]):
    y0 = 2.0 * (yoff + j / ovr_factor_y) / raster_ysize - 1
    for i in range(out_ar.shape[1]):
        x0 = 3.5 * (xoff + i / ovr_factor_x) / raster_xsize - 2.5
        x = 0.0
        y = 0.0
        x2 = 0.0
        y2 = 0.0
        iteration = 0
        while x2 + y2 < 4 and iteration < max_iterations:
            y = 2*x*y + y0
            x = x2 - y2 + x0
            x2 = x * x
            y2 = y * y
            iteration += 1

        out_ar[j][i] = iteration * 255 / max_iterations

```

The following VRT file can be used (to be opened with QGIS for example)

[illegible]

## 6.150.8 Warped VRT

A warped VRT is a VRTDataset with subClass="VRTWarpedDataset". It has a GDALWarpOptions element which describe the warping options.

```
<VRTDataset rasterXSize="20" rasterYSize="20" subClass="VRTWarpedDataset">
  <SRS>PROJCS["NAD27 / UTM zone 11N",GEOGCS["NAD27",DATUM["North_American_Datum_1927",
    ↳SPHEROID["Clarke 1866",6378206.4,294.9786982138982,AUTHORITY["EPSG","7008"]],AUTHORITY[
    ↳"EPSG","6267"]],PRIMEM["Greenwich",0,AUTHORITY["EPSG","8901"]],UNIT["degree",0.
    ↳0174532925199433,AUTHORITY["EPSG","9122"]],AUTHORITY["EPSG","4267"]],PROJECTION[
    ↳"Transverse_Mercator"],PARAMETER["latitude_of_origin",0],PARAMETER["central_meridian",-
    ↳117],PARAMETER["scale_factor",0.9996],PARAMETER["false_easting",500000],PARAMETER[
    ↳"false_northing",0],UNIT["metre",1,AUTHORITY["EPSG","9001"]],AXIS["Easting",EAST],AXIS[
    ↳"Northing",NORTH],AUTHORITY["EPSG","26711"]]]</SRS>
  <GeoTransform> 4.4072000000000000e+05, 6.0000000000000000e+01, 0.
    ↳0000000000000000e+00, 3.7513200000000000e+06, 0.0000000000000000e+00, -6.
    ↳0000000000000000e+01</GeoTransform>
  <Metadata>
    <MDI key="AREA_OR_POINT">Area</MDI>
  </Metadata>
  <VRTRasterBand dataType="Byte" band="1" subClass="VRTWarpedRasterBand">
    <ColorInterp>Gray</ColorInterp>
  </VRTRasterBand>
  <BlockXSize>20</BlockXSize>
  <BlockYSize>20</BlockYSize>
  <GDALWarpOptions>
    <WarpMemoryLimit>6.71089e+07</WarpMemoryLimit>
    <ResampleAlg>NearestNeighbour</ResampleAlg>
    <WorkingDataType>Byte</WorkingDataType>
    <Option name="INIT_DEST">0</Option>
    <SourceDataset relativeToVRT="1">byte.vrt</SourceDataset>
    <Transformer>
      <ApproxTransformer>
        <MaxError>0.125</MaxError>
        <BaseTransformer>
          <GenImgProjTransformer>
            <SrcGeoTransform>440720,60,0,3751320,0,-60</SrcGeoTransform>
            <SrcInvGeoTransform>-7345.33333333333303,0.016666666666666664,0,62522,0,
              ↳-0.016666666666666664</SrcInvGeoTransform>
            <DstGeoTransform>440720,60,0,3751320,0,-60</DstGeoTransform>
            <DstInvGeoTransform>-7345.33333333333303,0.016666666666666664,0,62522,0,
              ↳-0.016666666666666664</DstInvGeoTransform>
          </GenImgProjTransformer>
        </BaseTransformer>
      </ApproxTransformer>
    </Transformer>
    <BandList>
      <BandMapping src="1" dst="1" />
    </BandList>
  </GDALWarpOptions>
</VRTDataset>
```

## 6.150.9 Pansharpened VRT

New in version 2.1.

A VRT can describe a dataset resulting from a [pansharpening operation](#). The pansharpening VRT combines a panchromatic band with several spectral bands of lower resolution to generate output spectral bands of the same resolution as the panchromatic band.

VRT pansharpening assumes that the panchromatic and spectral bands have the same projection (or no projection). If that is not the case, reprojection must be done in a prior step. Bands might have different geotransform matrices, in which case, by default, the resulting dataset will have as extent the union of all extents.

Currently the only supported pansharpening algorithm is a “weighted” Brovey algorithm. The general principle of this algorithm is that, after resampling the spectral bands to the resolution of the panchromatic band, a pseudo panchromatic intensity is computed from a weighted average of the spectral bands. Then the output value of the spectral band is its input value multiplied by the ratio of the real panchromatic intensity over the pseudo panchromatic intensity.

Corresponding pseudo code:

```
pseudo_panchro[pixel] = sum(weight[i] * spectral[pixel][i] for i=0 to nb_spectral_bands-1)
ratio = panchro[pixel] / pseudo_panchro[pixel]
for i=0 to nb_spectral_bands-1:
    output_value[pixel][i] = input_value[pixel][i] * ratio
```

A valid pansharpened VRT must declare `subClass="VRTPansharpenedDataset"` as an attribute of the `VRTDataset` top element. The `VRTDataset` element must have a child **PansharpeningOptions** element. This **PansharpeningOptions** element must have a **PanchroBand** child element and one of several **SpectralBand** elements. **PanchroBand** and **SpectralBand** elements must have at least a **SourceFilename** child element to specify the name of the dataset. They may also have a **SourceBand** child element to specify the number of the band in the dataset (starting with 1). If not specify, the first band will be assumed.

The **SpectralBand** element must generally have a **dstBand** attribute to specify the number of the output band (starting with 1) to which the input spectral band must be mapped. If the attribute is not specified, the spectral band will be taken into account in the computation of the pansharpening, but not exposed as an output band.

Panchromatic and spectral bands should generally come from different datasets, since bands of a GDAL dataset are assumed to have all the same dimensions. Spectral bands themselves can come from one or several datasets. The only constraint is that they have all the same dimensions.

An example of a minimalist working VRT is the following. It will generate a dataset with 3 output bands corresponding to the 3 input spectral bands of `multispectral.tif`, pansharpened with `panchromatic.tif`.

```
<VRTDataset subClass="VRTPansharpenedDataset">
  <PansharpeningOptions>
    <PanchroBand>
      <SourceFilename relativeToVRT="1">panchromatic.tif</SourceFilename>
      <SourceBand>1</SourceBand>
    </PanchroBand>
    <SpectralBand dstBand="1">
      <SourceFilename relativeToVRT="1">multispectral.tif</SourceFilename>
      <SourceBand>1</SourceBand>
    </SpectralBand>
    <SpectralBand dstBand="2">
      <SourceFilename relativeToVRT="1">multispectral.tif</SourceFilename>
      <SourceBand>2</SourceBand>
    </SpectralBand>
```

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```

    <SpectralBand dstBand="3">
      <SourceFilename relativeToVRT="1">multispectral.tif</SourceFilename>
      <SourceBand>3</SourceBand>
    </SpectralBand>
  </PansharpeningOptions>
</VRTDataset>

```

In the above example, 3 output pansharpened bands will be created from the 3 declared input spectral bands. The weights will be 1/3. Cubic resampling will be used. The projection and geotransform from the panchromatic band will be reused for the VRT dataset.

It is possible to create more explicit and declarative pansharpened VRT, allowing for example to only output part of the input spectral bands (e.g. only RGB when the input multispectral dataset is RGBNir). It is also possible to add “classic” VRTRasterBands, in addition to the pansharpened bands.

In addition to the above mentioned required PanchroBand and SpectralBand elements, the PansharpeningOptions element may have the following children elements :

- **Algorithm:** to specify the pansharpening algorithm. Currently, only WeightedBrovey is supported.
- **AlgorithmOptions:** to specify the options of the pansharpening algorithm. With WeightedBrovey algorithm, the only supported option is a **Weights** child element whose content must be a comma separated list of real values assigning the weight of each of the declared input spectral bands. There must be as many values as declared input spectral bands.
- **Resampling:** the resampling kernel used to resample the spectral bands to the resolution of the panchromatic band. Can be one of Cubic (default), Average, Near, CubicSpline, Bilinear, Lanczos.
- **NumThreads:** Number of worker threads. Integer number or ALL\_CPUS. If this option is not set, the GDAL\_NUM\_THREADS configuration option will be queried (its value can also be set to an integer or ALL\_CPUS)
- **BitDepth:** Can be used to specify the bit depth of the panchromatic and spectral bands (e.g. 12). If not specified, the NBITS metadata item from the panchromatic band will be used if it exists.
- **NoData:** Nodata value to take into account for panchromatic and spectral bands. It will be also used as the output nodata value. If not specified and all input bands have the same nodata value, it will be implicitly used (unless the special None value is put in NoData to prevent that).
- **SpatialExtentAdjustment:** Can be one of **Union** (default), **Intersection**, **None** or **NoneWithoutWarning**. Controls the behavior when panchromatic and spectral bands have not the same geospatial extent. By default, Union will take the union of all spatial extents. Intersection the intersection of all spatial extents. None will not proceed to any adjustment at all (might be useful if the geotransform are somehow dummy, and the top-left and bottom-right corners of all bands match), but will emit a warning. NoneWithoutWarning is the same as None, but in a silent way.

The below examples creates a VRT dataset with 4 bands. The first band is the panchromatic band. The 3 following bands are than red, green, blue pansharpened bands computed from a multispectral raster with red, green, blue and near-infrared bands. The near-infrared bands is taken into account for the computation of the pseudo panchromatic intensity, but not bound to an output band.

```

<VRTDataset rasterXSize="800" rasterYSize="400" subClass="VRTPansharpenedDataset">
  <SRS>WGS84</SRS>
  <GeoTransform>-180, 0.45, 0, 90, 0, -0.45</GeoTransform>
  <Metadata>
    <MDI key="DESCRIPTION">Panchromatic band + pan-sharpened red, green and blue.
    ↪bands</MDI>
  </Metadata>

```

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```

<VRTRasterBand dataType="Byte" band="1" >
  <SimpleSource>
    <SourceFilename relativeToVRT="1">world_pan.tif</SourceFilename>
    <SourceBand>1</SourceBand>
  </SimpleSource>
</VRTRasterBand>
<VRTRasterBand dataType="Byte" band="2" subClass="VRTPansharpenedRasterBand">
  <ColorInterp>Red</ColorInterp>
</VRTRasterBand>
<VRTRasterBand dataType="Byte" band="3" subClass="VRTPansharpenedRasterBand">
  <ColorInterp>Green</ColorInterp>
</VRTRasterBand>
<VRTRasterBand dataType="Byte" band="4" subClass="VRTPansharpenedRasterBand">
  <ColorInterp>Blue</ColorInterp>
</VRTRasterBand>
<BlockXSize>256</BlockXSize>
<BlockYSize>256</BlockYSize>
<PansharpeningOptions>
  <Algorithm>WeightedBrovey</Algorithm>
  <AlgorithmOptions>
    <Weights>0.25,0.25,0.25,0.25</Weights>
  </AlgorithmOptions>
  <Resampling>Cubic</Resampling>
  <NumThreads>ALL_CPUS</NumThreads>
  <BitDepth>8</BitDepth>
  <NoData>0</NoData>
  <SpatialExtentAdjustment>Union</SpatialExtentAdjustment>
  <PanchroBand>
    <SourceFilename relativeToVRT="1">world_pan.tif</SourceFilename>
    <SourceBand>1</SourceBand>
  </PanchroBand>
  <SpectralBand dstBand="2">
    <SourceFilename relativeToVRT="1">world_rgbnir.tif</SourceFilename>
    <SourceBand>1</SourceBand>
  </SpectralBand>
  <SpectralBand dstBand="3">
    <SourceFilename relativeToVRT="1">world_rgbnir.tif</SourceFilename>
    <SourceBand>2</SourceBand>
  </SpectralBand>
  <SpectralBand dstBand="4">
    <SourceFilename relativeToVRT="1">world_rgbnir.tif</SourceFilename>
    <SourceBand>3</SourceBand>
  </SpectralBand>
  <SpectralBand> <!-- note the absence of the dstBand attribute, to indicate
    that the NIR band is not bound to any output band -->
    <SourceFilename relativeToVRT="1">world_rgbnir.tif</SourceFilename>
    <SourceBand>4</SourceBand>
  </SpectralBand>
</PansharpeningOptions>
</VRTDataset>

```

## 6.150.10 Multidimensional VRT

New in version 3.1.

See the dedicated *Multidimensional VRT* page.

### 6.150.10.1 Multidimensional VRT

New in version 3.1.

Multidimensional VRT is a specific variant of the *VRT – GDAL Virtual Format* format, dedicated to represent Multi-dimensional arrays, according to the *Multidimensional Raster Data Model*.

Here's an example of such a file:

```
<VRTDataset>
  <Group name="/">
    <Dimension name="Y" size="4"/>
    <Dimension name="X" size="3"/>

    <Array name="temperature">
      <DataType>Float64</DataType>
      <DimensionRef ref="Y"/>
      <DimensionRef ref="X"/>
      <Source>
        <SourceFilename>my.nc</SourceFilename>
        <SourceArray>temperature</SourceArray>
        <SourceSlab offset="1,1" count="2,2" step="2,1"/>
        <DestSlab offset="2,1"/>
      </Source>
    </Array>
  </Group>
</VRTDataset>
```

### .vrt Format

A XML schema of the GDAL VRT format is available.

Virtual files stored on disk are kept in an XML format with the following elements.

**VRTDataset:** This is the root element for the whole GDAL dataset. It has no attributes, and must have a single Group child element with an attribute name set to “/”

```
<VRTDataset>
  <Group name="/">
```

**Group:** This represents a *GDALGroup*. There is at least one root group of name “/” immediately under the VRTDataset element. A Group must have a *name* attribute, and may have the following child elements, with 0:n multiplicity: Dimension, Attribute, Array, Group

**Dimension:** This represents a *GDALDimension*. It has the following attributes: *name* (required), *size* (required), *type* and *direction*

```
<Dimension name="X" size="30" type="HORIZONTAL_X" direction="EAST"/>
```

**Attribute:** This represents a *GDALAttribute*. It must have a *name* attribute and a child *DataType* element. Attribute values are stored in one or several child *Value* element(s)

The value of *DataType* may be: String, Byte, UInt16, Int16, UInt32, Int32, Float32, Float64, CInt16, CInt32, CFloat32 or CFloat64.

```
<Attribute name="foo">
  <DataType>String</DataType>
  <Value>bar</Value>
</Attribute>
```

**Array:** This represents a *GDALMDArray*. It must have a *name* attribute and a child *DataType* element. It may have 0 or more *DimensionRef* or *Dimension* child elements to define its dimensions. And the following elements may be optionally specified to define its properties. *SRS*, *\*Unit*, *NoDataValue*, *Offset* and *Scale*. To define its values, it may have one *RegularlySpacedValues* element, or zero, one or several elements among *ConstantValue*, *InlineValues*, *InlineValuesWithValueElement* or *Source*.

```
<Array name="longitude">
  <DataType>Float64</DataType>
  <DimensionRef ref="longitude"/>
  <RegularlySpacedValues start="-180" step="0.5"/>
</Array>
```

```
<Array name="time">
  <DataType>String</DataType>
  <DimensionRef ref="time"/>
  <InlineValuesWithValueElement>
    <Value>2010-01-01</Value>
    <Value>2011-01-01</Value>
    <Value>2012-01-01</Value>
  </InlineValuesWithValueElement>
</Array>
```

```
<Array name="temperature">
  <DataType>Float64</DataType>
  <DimensionRef ref="Y"/>
  <Dimension name="X" size="3"/>
  <SRS dataAxisToSRSAxisMapping="2,1">EPSG:32631</SRS>
  <Unit>Kelvin</Unit>
  <NoDataValue>-999</NoDataValue>
  <Offset>0</Offset>
  <Scale>1</Scale>
  <Source>
    <SourceFilename>my.nc</SourceFilename>
    <SourceArray>temperature</SourceArray>
  </Source>
</Array>
```

**Source:** This indicates that raster data should be read from a separate dataset. A Source must have a *SourceFilename*, and either a *SourceArray* (when the source is a Multidimensional dataset), or a *SourceBand* (when the source is a classic 2D dataset) child element. It may have a *SourceTranspose* child element to apply a *GDALMDArray::Transpose()* operation and a *SourceView* to apply slicing/trimming operations or extraction of a component of a compound data type (see *GDALMDArray::GetView()*). It may have a *SourceSlab* element with attributes *offset*, *count* and *step* defining respectively the starting offset of the source, the number of values along each dimension and the step between source

elements. It may have a *DestSlab* element with an *offset* attribute to define where the source data is placed into the target array. SourceSlab operates on the output of SourceView if specified, which operates itself on the output of SourceTranspose if specified.

```
<Source>
  <SourceFilename>my.nc</SourceFilename>
  <SourceArray>temperature</SourceArray>
  <SourceTranspose>1,0</SourceTranspose>
  <SourceView>[...]</SourceView>
  <SourceSlab offset="1,1" count="2,2" step="2,1"/>
  <DestSlab offset="2,1"/>
</Source>
```

### 6.150.11 vrt:// connection string

New in version 3.1.

In some contexts, it might be useful to benefit from features of VRT without having to create a file or to provide the rather verbose VRT XML content as the connection string. For that purpose, the following URI syntax is supported for the dataset name since GDAL 3.1

```
vrt://{path_to_gdal_dataset}?[bands=num1,...,numN]
```

For example:

```
vrt://my.tif?bands=3,2,1
```

The only supported option currently is bands. Other may be added in the future.

The effect of this option is to change the band composition. The values specified are the source band numbers (between 1 and N), possibly out-of-order or with repetitions. The mask value can be used to specify the global mask band. This can also be seen as an equivalent of running *gdal\_translate -of VRT -b num1 ... -b numN*.

### 6.150.12 Multi-threading optimizations

Starting with GDAL 3.6, the ComputeStatistics() implementation can benefit from multi-threading if the sources are not overlapping and belong to different datasets. This can be enabled by setting the GDAL\_NUM\_THREADS configuration option to an integer or ALL\_CPUS.

### 6.150.13 Multi-threading issues

**Warning:** The below section applies to GDAL <= 2.2. Starting with GDAL 2.3, the use of VRT datasets is subject to the standard GDAL dataset multi-threaded rules (that is a VRT dataset handle may only be used by a same thread at a time, but you may open several dataset handles on the same VRT file and use them in different threads)

When using VRT datasets in a multi-threading environment, you should be careful to open the VRT dataset by the thread that will use it afterwards. The reason for that is that the VRT dataset uses *GDALOpenShared()* when opening the underlying datasets. So, if you open twice the same VRT dataset by the same thread, both VRT datasets will share the same handles to the underlying datasets.

The shared attribute, on the SourceFilename indicates whether the dataset should be shared (value is 1) or not (value is 0). The default is 1. If several VRT datasets referring to the same underlying sources are used in a multithreaded context, shared should be set to 0. Alternatively, the VRT\_SHARED\_SOURCE configuration option can be set to 0 to force non-shared mode.

### 6.150.14 Performance considerations

A VRT can reference many (hundreds, thousands, or more) datasets. Due to operating system limitations, and for performance at opening time, it is not reasonable/possible to open them all at the same time. GDAL has a “pool” of datasets opened by VRT files whose maximum limit is 100 by default. When it needs to access a dataset referenced by a VRT, it checks if it is already in the pool of open datasets. If not, when the pool has reached its limit, it closes the least recently used dataset to be able to open the new one. This maximum limit of the pool can be increased by setting the GDAL\_MAX\_DATASET\_POOL\_SIZE configuration option to a bigger value. Note that a typical user process on Linux is limited to 1024 simultaneously opened files, and you should let some margin for shared libraries, etc... gdal\_translate and gdalwarp, by default, increase the pool size to 450.

### 6.150.15 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

**Supports Create()**

This driver supports the *GDALDriver::Create()* operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 6.151 WCS – OGC Web Coverage Service

---

**Driver short name**

WCS

---

---

**Build dependencies**

libcurl

---

The optional GDAL WCS driver allows use of a coverage in a WCS server as a raster dataset. GDAL acts as a client to the WCS server.

Accessing a WCS server is accomplished by creating a local service description file that contains one `<WCS_GDAL>` XML element. It is important that there is no spaces or other content outside that element. Starting at version 2.3 the service description file is meant to be managed by the driver in a cache directory. User should control the contents of the service file using options. The dataset name is `WCS:<URL>`, where the `<URL>` is the URL of the server appended potentially appended with WCS version, coverage, and possibly other parameters. If the WCS version is 2.0.1 further parameters can be given to control how the data model of the coverage is mapped to the GDAL data model.

If the URL does not contain a coverage name, the driver attempts to fetch the capabilities document from the server, parse it, and show the resulting metadata to the user. Coverages are shown as subdatasets. If the URL contains a coverage name as parameter (the key ‘coverage’ can be used irrespective of the WCS version), the driver attempts to fetch the coverage description document from the server, parse it, and create service description file. A small test GetCoverage request may be done to obtain details of the served data. If the respective server capabilities file is not cached, it will also be fetched.

With service version 2.0.1 (for which support is available starting at GDAL version 2.3), it may be that the coverage has more than two dimensions. In that case, the driver will append the coverage metadata and show zero bands. At that point, the user must use options to further instruct the driver how to deal with extra dimensions and data fields.

The WCS driver supports WCS versions 1.0.0, 1.1.0, 1.1.1, 1.1.2, and 2.0.1 at basic level (version 0.7 is not supported and support for version 2.0.1 is available starting at GDAL 2.3). Any return format that is a single file, and is in a format supported by GDAL should work. The driver will prefer a format with “tiff” in the name, otherwise it will fallback to the first offered format. However, the user may set the preferred format. Coordinate systems are read from the DescribeCoverage result.

## 6.151.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.151.2 Service description file

The service description file has the following elements as immediate children of the document element. Note that when the “WCS:<URL>” syntax for dataset name is used, the contents of the service description file is meant to be modified by using options.

- **ServiceURL:** URL of the service without parameters
- **Version:** The WCS version that is used in the communication. If the dataset name syntax WCS:URL is used the default is 2.0.1 and the server’s response may change the user request, otherwise defaults to 1.0.0. Versions 1.0.0, 1.1.0, 1.1.1, 1.1.2, and 2.0.1 are supported.
- **CoverageName:** The coverage that is used for the dataset.
- **Format:** The format to use for GetCoverage calls. If not set, selected by the driver. (WCS version 2.0)

- **PreferredFormat:** The format to use for GetCoverage calls. If not set, selected by the driver. (WCS versions 1.0 and 1.1)
- **Interpolation:** The interpolation method used when scaling. Should be one of the server supported values. (GDAL 2.3)
- **BlockXSize:** The block width to use for block cached remote access.
- **BlockYSize:** The block height to use for block cached remote access.
- **OverviewCount:** The number of overviews to represent bands as having. Defaults to a number such that the top overview is fairly smaller (less than 1K x 1K or so).
- **NoDataValue:** The nodata value to use for all the bands (blank for none). Normally determined by the driver. With version 2.0.1 this may be a comma separated list of values, one for each band.
- **Elements for controlling the range and domain:**
  - **Domain:** The axes that are used for the spatial dimensions. The default is to use the first two axes given by the server. The axis order swap may apply. Syntax: *axis\_name,axis\_name A field\_name:field\_name* in the list denotes a range of fields. (Used only with version 2.0.1)
  - **DefaultTime:** A timePosition to use by default when accessing coverages with a time dimension. Populated with the last offered time position by default. (Used only with version 1.0.0)
  - **FieldName:** Name of the field being accessed. Used only with version 1.1. Defaults to the first field in the DescribeCoverage. In version 1.1 the range consists of one or more fields, which may be scalar or vector. A vector field contains one or more bands.
- **BandCount:** Number of bands in the dataset, normally determined by the driver.
- **BandType:** The pixel data type to use. Normally determined by the driver.
- **Elements for controlling the communication:**
  - **Timeout:** The timeout to use for remote service requests. If not provided, the libcurl default is used.
  - **UserPwd:** May be supplied with *userid:password* to pass a userid and password to the remote server.
  - **HttpAuth:** May be BASIC, NTLM or ANY to control the authentication scheme to be used.
  - **GetCoverageExtra:** An additional set of keywords to add to GetCoverage requests in URL encoded form. eg. “&RESAMPLE=BILINEAR&Band=1”. Note that the extra parameters should not be known parameters (see below).
  - **DescribeCoverageExtra:** An additional set of keywords to add to DescribeCoverage requests in URL encoded form. eg. “&CustNo=775”
- **Elements that may be needed to deal with server quirks (GDAL 2.3):** **Note:** The options are not propagated to the subdataset with the switch -sd.
  - **OriginAtBoundary:** Set this flag if the server reports grid origin to be at the pixel boundary instead of the pixel center. (Use for MapServer versions <= 7.0.7 with WCS versions 1.0.0 and 2.0.1)
  - **OuterExtents:** Set to consider WCS 1.1 extents as boundaries of outer pixels instead of centers of outer pixels. (Use for GeoServer).
  - **BufSizeAdjust:** Set to 0.5 in WCS 1.1 if data access fails due to the response not having expected size. (Use for GeoServer).
  - **OffsetsPositive:** Use with MapServer in WCS version 2.0.1 together with NrOffsets.
  - **NrOffsets:** Set to 2 if the server requires that there are only two values in the GridOffsets. Use when the server is MapServer or ArcGIS. With MapServer use also OffsetsPositive.



- **GridCRSOptional:** Let the driver skip Grid\* parameters from a WCS 1.1 GetCoverage request if the request is not scaled. Do not use for GeoServer.
- **NoGridAxisSwap:** Set to tell the driver not to swap axis order. When reading the grid geometry (in WCS 1.1 the origin and offsets, in WCS 2.0.1 the grid envelope, axis labels, and offsets) no axis order swap is done although it would otherwise be done if this flag is set. In 1.1 it would be done if the CRS has inverted axes. In 2.0.1 it would be done if the axisOrder of the sequenceRule in GridFunction defines so. This is needed usually both in 1.1 and 2.0.1 when parsing coverage descriptions from MapServer and GeoServer.
- **SubsetAxisSwap** Set to tell the driver to swap the axis names in boundedBy.Envelope.axisLabels when making WCS 2.0.1 GetCoverage request. Needed for GeoServer when EPSG dictates axis order swap.
- **UseScaleFactor:** Set to tell the driver to use scale by factor approach instead of scale to size when making a WCS 2.0.1 GetCoverage request. Required when the server is ArcGIS.

### 6.151.2.1 Range and dimension subsetting

When WCS version 2.0.1 is used, the range (fields/bands) and the dimension can and/or may need to be subsetting. If the data model of the coverage contains dimensions beyond the two geographic or map coordinates, those dimensions must be sliced for GDAL. The coverage may also contain a large number of fields, from which only a subset is wanted in the GDAL dataset.

Range and dimension subsetting must be done via URL parameters since from one coverage it is possible to create more than one different GDAL datasets. In the WCS cache this means that there may be the sets of files related to a GDAL dataset:

1. server Capabilities file and a GDAL dataset metadata file made from it (key = URL with WCS version number)
2. server DescribeCoverage file, a template GDAL service file made from it, and a GDAL dataset metadata file made for it (key = URL with WCS version number and coverage name)
3. the GDAL service file specifically for this dataset, and a GDAL dataset metadata file (key = URL with WCS version number, coverage name, and range and dimension subsetting parameters)

The following URL parameters are used to control the range and dimension subsetting. Note that these can also be set through options into the service file. The ones in URL take precedence.

- **RangeSubset:** Used to select a subset of coverage fields to the dataset. Syntax: *field\_name,field\_name:field\_name,..* (Note: requires that the server implements the range subsetting extension.)
- **Subset:** Trim or slice a dimension when fetching data from the server. Syntax: *axis\_name(trim\_begin\_value,trim\_end\_value);axis\_name(slice\_value)* Note that trimming the geographic/map coordinates is done by the driver.

### 6.151.2.2 Other WCS parameters

The following WCS (version 2.0.1) parameters are recognized besides what has been described above. These all can be set either through options or directly into the URL. The ones in URL take precedence. Note that it is up to the server to support/recognize these.

- MediaType
- UpdateSequence
- GEOTIFF:COMPRESSION
- GEOTIFF:JPEG\_QUALITY
- GEOTIFF:PREDICTOR

- GEOTIFF:INTERLEAVE
- GEOTIFF:TILING
- GEOTIFF:TILEWIDTH

### 6.151.2.3 Open options

When the “WCS:<URL>” dataset name syntax is used, open options are used to control the driver and the contents of the service description file. In the case the URL does not contain coverage name, the service description file is not used and thus in that case the options are not written into it. Open options are given separate to the dataset name, with GDAL utility programs they are given using the -oo switch (-oo “NAME=VALUE”). The -oo switch expects only one option but more options can be given repeating the switch.

In addition to DescribeCoverageExtra and GetCoverageExtra, which are stored in the service description file, there is also GetCapabilitiesExtra, which can be used as an open option when requesting the overall capabilities from the server. The open option SKIP\_GETCOVERAGE can be used to prevent the driver making a GetCoverage request to the server, which it usually does if it can’t determine the band count and band data type from the capabilities or coverage descriptions. This option may be needed if GetCoverage request fails.

All above listed element names can be given as options to the WCS driver. In the case of flags the option should formally be “Name=TRUE”, but only “Name” suffices.

### 6.151.2.4 The cache

When the “WCS:<URL>” dataset name syntax is used, the server responses, the service description file, and the meta-data files are stored in a cache. Generally, if the needed resource is in the cache, it will be used and no extra calls to the server are done.

The default location of the cache directory is \$HOME/.gdal/wcs\_cache

The cache contents can be seen as subdatasets using an empty URL:

```
gdalinfo "WCS:"
```

The cache control options/flags are

- **CACHE=path** Overrides the default cache location.
- **CLEAR\_CACHE** The cache is completely initialized and all files are deleted.
- **REFRESH\_CACHE** The cache entry, either capabilities or coverage, depending on the call at hand, is deleted.
- **DELETE\_FROM\_CACHE=k** The cache entry (subdataset k), is deleted.

### 6.151.2.5 The WCS: dataset name syntax

The URL in the dataset name is not a complete WCS request URL. The request URL, specifically, its query part, for GetCapabilities, DescribeCoverage, and GetCoverage requests is composed by the driver. Typically the user should only need to add to the server address the version and coverage parameters. The string ‘coverage’ can be used as the coverage parameter key although different WCS versions use different keys. ‘coverage’ is also always used in the cache key.

The user may add arbitrary standard and non-standard extra parameters to the URL. However, when that is done, it should be noted that the URL is a cache database key and capability documents are linked to coverage documents through the key. Please consider using the Extra open options.

### 6.151.2.6 Time

This driver includes experimental support for time based WCS 1.0.0 servers. On initial access the last offered time position will be identified as the DefaultTime. Each time position available for the coverage will be treated as a sub-dataset.

Note that time based subdatasets are not supported when the service description is the filename. Currently time support is not available for versions other than WCS 1.0.0.

### 6.151.2.7 Examples

A gdalinfo call to a coverage served by MapServer:

```
gdalinfo \
-oo INTERLEAVE=PIXEL \
-oo OffsetsPositive \
-oo NrOffsets=2 \
-oo NoGridAxisSwap \
-oo BandIdentifier=none \
"WCS:http://194.66.252.155/cgi-bin/BGS_EMODnet_bathymetry/ows?VERSION=1.1.0&coverage=BGS_
↳EMODNET_CentralMed-MCol"
```

A gdal\_translate call to a scaled clip of a coverage served by GeoServer:

```
gdal_translate \
-oo CACHE=wcs_cache \
-oo CLEAR_CACHE \
-oo INTERLEAVE=PIXEL \
-projwin 377418 6683393.87938218 377717.879386966 6683094 \
-oo Subset="time(1985-01-01T00:00:00.000Z)" \
-outsize 60 0 \
"WCS:https://beta-karttakuva.maanmittauslaitos.fi/wcs/service/ows?version=2.0.1&
↳coverage=ortokuva__ortokuva" \
scaled.tiff
```

### 6.151.3 See Also

- OGC WCS Standards

## 6.152 WEBP - WEBP

---

#### Driver short name

WEBP

---

#### Build dependencies

libwebp

---

GDAL can read and write WebP images through the WebP library.

WebP is a new image format that provides lossy compression for photographic images. A WebP file consists of VP8 image data, and a container based on RIFF.

The driver rely on the Open Source WebP library (BSD licensed). The WebP library (at least in its version 0.1) only offers compression and decompression of whole images, so RAM might be a limitation when dealing with big images (which are limited to 16383x16383 pixels).

The WEBP driver supports 3 bands (RGB) images. It also supports 4 bands (RGBA)

The WEBP driver can be used as the internal format used by the *Rasterlite - Rasters in SQLite DB* driver.

XMP metadata can be extracted from the file, and will be stored as XML raw content in the xml:XMP metadata domain.

### 6.152.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.152.2 Creation options

Various creation options exists, among them :

- **QUALITY=n**: By default the quality flag is set to 75, but this option can be used to select other values. Values must be in the range 1-100. Low values result in higher compression ratios, but poorer image quality.
- **LOSSLESS=True/False** By default, lossy compression is used. If set to True, lossless compression will be used.

### 6.152.3 See Also

- [WebP home page](#)

## 6.153 WMS – Web Map Services

---

#### Driver short name

WMS

---

---

#### Build dependencies

libcurl

---

Accessing several different types of web image services is possible using the WMS format in GDAL.

### 6.153.1 Driver capabilities

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

### 6.153.2 XML description file

Services are accessed by creating a local service description XML file – there are examples below for each of the supported image services. It is important that there be no spaces or other content before the `<GDAL_WMS>` element.

<code>&lt;GDAL_WMS&gt;</code>	
<code>&lt;Service name="WMS"&gt;</code>	Define what mini-driver to use, currently sup
<code>&lt;Version&gt;1.1.1&lt;/Version&gt;</code>	WMS version. (optional, defaults to 1.1.1)
<code>&lt;ServerUrl&gt;http://host.domain.com/wms.cgi?&lt;/ServerUrl&gt;</code>	WMS server URL. (required)
<code>&lt;SRS&gt;EPSG:4326&lt;/SRS&gt;</code>	Image projection (optional, defaults to EPSG
<code>&lt;CRS&gt;CRS:83&lt;/CRS&gt;</code>	Image projection (optional, defaults to EPSG
<code>&lt;ImageFormat&gt;image/jpeg&lt;/ImageFormat&gt;</code>	Format in which to request data. Paletted for
<code>&lt;Transparent&gt;FALSE&lt;/Transparent&gt;</code>	Set to TRUE to include "transparent=TRUE"
<code>&lt;Layers&gt;modis%2Cglobal_mosaic&lt;/Layers&gt;</code>	A URL encoded, comma separated string of
<code>&lt;TiledGroupName&gt;Clementine&lt;/TiledGroupName&gt;</code>	Comma separated list of layers. (required for
<code>&lt;Styles&gt;&lt;/Styles&gt;</code>	Comma separated list of styles. (optional)
<code>&lt;BBoxOrder&gt;xyXY&lt;/BBoxOrder&gt;</code>	Reorder bbox coordinates arbitrarily. May be
<code>&lt;/Service&gt;</code>	
<code>&lt;DataWindow&gt;</code>	Define size and extents of the data. (required
<code>&lt;UpperLeftX&gt;-180.0&lt;/UpperLeftX&gt;</code>	X (longitude) coordinate of upper-left corner
<code>&lt;UpperLeftY&gt;90.0&lt;/UpperLeftY&gt;</code>	Y (latitude) coordinate of upper-left corner
<code>&lt;LowerRightX&gt;180.0&lt;/LowerRightX&gt;</code>	X (longitude) coordinate of lower-right corner
<code>&lt;LowerRightY&gt;-90.0&lt;/LowerRightY&gt;</code>	Y (latitude) coordinate of lower-right corner
<code>&lt;SizeX&gt;2666666&lt;/SizeX&gt;</code>	Image size in pixels.
<code>&lt;SizeY&gt;1333333&lt;/SizeY&gt;</code>	Image size in pixels.
<code>&lt;TileX&gt;0&lt;/TileX&gt;</code>	Added to tile X value at highest resolution. (
<code>&lt;TileY&gt;0&lt;/TileY&gt;</code>	Added to tile Y value at highest resolution. (
<code>&lt;TileLevel&gt;0&lt;/TileLevel&gt;</code>	Tile level at highest resolution. (tiled image
<code>&lt;TileCountX&gt;0&lt;/TileCountX&gt;</code>	Can be used to define image size, SizeX = T
<code>&lt;TileCountY&gt;0&lt;/TileCountY&gt;</code>	Can be used to define image size, SizeY = T
<code>&lt;YOrigin&gt;top&lt;/YOrigin&gt;</code>	Can be used to define the position of the Y o
<code>&lt;/DataWindow&gt;</code>	
<code>&lt;Projection&gt;EPSG:4326&lt;/Projection&gt;</code>	Image projection (optional, defaults to value

<IdentificationTolerance>2</IdentificationTolerance>	Identification tolerance (optional, defaults to 2)
<BandsCount>3</BandsCount>	Number of bands/channels, 1 for grayscale data
<DataType>Byte</DataType>	Band data type, one of: Byte, Int16, UInt16, Float32, Float64
<DataValues NoData="0 0 0" min="1 1 1" max="255 255 255" />	Define NoData and/or minimum and/or maximum values
<BlockSizeX>1024</BlockSizeX>	Block size in pixels. (optional, defaults to 1024)
<BlockSizeY>1024</BlockSizeY>	Block size in pixels. (optional, defaults to 1024)
<OverviewCount>10</OverviewCount>	Count of reduced resolution layers each having half the resolution
<Cache>	Enable local disk cache. Allows for offline operation
<Path>./gdalwmscache</Path>	Location where to store cache files. It is safe to use relative paths
<Depth>2</Depth>	Number of directory layers. 2 will result in files like: cache/0/1.tif
<Extension>.jpg</Extension>	Append to cache files. (optional, defaults to .tif)
<Type>file</Type>	Cache type. Now supported only 'file' type.
<Expires>604800</Expires>	Time in seconds cached files will stay valid.
<MaxSize>67108864</MaxSize>	The cache maximum size in bytes. If cache is full, oldest files are removed
<CleanTimeout>120</CleanTimeout>	Clean Thread Run Timeout in seconds. How often to clean the cache
<Unique>True</Unique>	If set to true the path will appended with md5 hash of the URL
</Cache>	
<MaxConnections>2</MaxConnections>	Maximum number of simultaneous connections
<Timeout>300</Timeout>	Connection timeout in seconds. (optional, defaults to 300)
<OfflineMode>true</OfflineMode>	Do not download any new images, use only the ones already in the cache
<AdviseRead>true</AdviseRead>	Enable AdviseRead API call - download image data in chunks
<VerifyAdviseRead>true</VerifyAdviseRead>	Open each downloaded image and do some verification
<ClampRequests>false</ClampRequests>	Should requests, that otherwise would be partially outside of the image
<UserAgent>GDAL WMS driver ( <a href="http://www.gdal.org/frmt_wms.html">http://www.gdal.org/frmt_wms.html</a> )</UserAgent>	HTTP User-agent string. Some servers might require it
<Accept>mimetype></Accept>	HTTP Accept header to specify the MIME type
<UserPwd>user:password</UserPwd>	User and Password for HTTP authentication
<UnsafeSSL>true</UnsafeSSL>	Skip SSL certificate verification. May be needed for some servers
<Referer>http://example.foo/</Referer>	HTTP Referer string. Some servers might require it
<ZeroBlockHttpCodes>204,404</ZeroBlockHttpCodes>	Comma separated list of HTTP response codes that should be treated as zero blocks
<ZeroBlockOnServerException>true</ZeroBlockOnServerException>	Whether to treat a Service Exception returned by the server as zero block
</GDAL_WMS>	

Starting with GDAL 2.3, additional HTTP headers can be sent by setting the GDAL\_HTTP\_HEADER\_FILE configuration option to point to a filename of a text file with “key: value” HTTP headers.

### 6.153.3 Minidrivers

The GDAL WMS driver has support for several internal ‘minidrivers’, which allow access to different web mapping services. Each of these services may support a different set of options in the Service block.

### 6.153.3.1 WMS

Communications with an OGC WMS server. Has support for both tiled and untiled requests.

WMS layers can be queried (through a GetFeatureInfo request) with the `gdallocationinfo` utility, or with a `GetMeta-dataItem` (“Pixel\_iCol\_iLine”, “LocationInfo”) call on a band object.

```
gdallocationinfo "WMS:http://demo.opengeo.org/geoserver/gwc/service/wms?SERVICE=WMS&
↪VERSION=1.1.1&
                                REQUEST=GetMap&LAYERS=og%3Abugsites&SRS=EPSG:900913&
                                BBOX=-1.15841845090625E7,5479006.186718751,-1.
↪1505912992109375E7,5557277.703671876&
                                FORMAT=image/png&TILESIZE=256&OVERVIEWCOUNT=25&
↪MINRESOLUTION=0.0046653459640220&TILED=true"
                                -geoloc -11547071.455 5528616 -xml -b 1
```

Output:

```
Report pixel="248595" line="191985">
  <BandReport band="1">
    <LocationInfo>
      <wfs:FeatureCollection xmlns="http://www.opengis.net/wfs"
                            xmlns:wfs="http://www.opengis.net/wfs"
                            xmlns:gml="http://www.opengis.net/gml"
                            xmlns:og="http://opengeo.org"
                            xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                            xsi:schemaLocation="http://opengeo.org http://demo.
↪opengeo.org/geoserver/wfs?service=WFS&version=1.0.0&request=DescribeFeatureType&
↪typeName=og%3Abugsites http://www.opengis.net/wfs http://demo.opengeo.org/geoserver/
↪schemas/wfs/1.0.0/WFS-basic.xsd">
        <gml:boundedBy>
          <gml:Box srsName="http://www.opengis.net/gml/srs/epsg.xml#26713">
            <gml:coordinates xmlns:gml="http://www.opengis.net/gml" decimal="." cs=","
↪ts=" " ">601228,4917635 601228,4917635</gml:coordinates>
          </gml:Box>
        </gml:boundedBy>
        <gml:featureMember>
          <og:bugsites fid="bugsites.40946">
            <gml:boundedBy>
              <gml:Box srsName="http://www.opengis.net/gml/srs/epsg.xml#26713">
                <gml:coordinates xmlns:gml="http://www.opengis.net/gml" decimal="." cs=","
↪" ts=" " ">601228,4917635 601228,4917635</gml:coordinates>
              </gml:Box>
            </gml:boundedBy>
            <og:cat>86</og:cat>
            <og:str1>Beetle site</og:str1>
            <og:the_geom>
              <gml:Point srsName="http://www.opengis.net/gml/srs/epsg.xml#26713">
                <gml:coordinates xmlns:gml="http://www.opengis.net/gml" decimal="." cs=","
↪" ts=" " ">601228,4917635</gml:coordinates>
              </gml:Point>
            </og:the_geom>
          </og:bugsites>
        </gml:featureMember>
```

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```
</wfs:FeatureCollection>
</LocationInfo>
<Value>255</Value>
</BandReport>
</Report>
```

### 6.153.3.2 TileService

Service to support talking to a WorldWind [TileService](#). Access is always tile based.

### 6.153.3.3 WorldWind

Access to web-based WorldWind tile services. Access is always tile based.

### 6.153.3.4 TMS

The TMS Minidriver is designed primarily to support the users of the [TMS Specification](#). This service supports only access by tiles.

Because TMS is similar to many other ‘x/y/z’ flavored services on the web, this service can also be used to access these services. To use it in this fashion, you can use replacement variables, of the format `${x}`, `${y}`, etc.

Supported variables (name is case sensitive) are :

- `${x}` – x position of the tile
- `${y}` – y position of the tile. This can be either from the top or the bottom of the tileset, based on whether the `YOrigin` parameter is set to true or false.
- `${z}` – z position of the tile – zoom level
- `${version}` – version parameter, set in the config file. Defaults to 1.0.0.
- `${format}` – format parameter, set in the config file. Defaults to ‘jpg’.
- `${layer}` – layer parameter, set in the config file. Defaults to nothing.

A typical ServerURL might look like:

`http://tilecache.osgeo.org/wms-c/Basic.py/${version}/${layer}/${z}/${x}/${y}.${format}`

In order to better suit TMS users, any URL that does not contain “`${`” will automatically have the string above (after “Basic.py/”) appended to their URL.

The TMS Service has 3 XML configuration elements that are different from other services: `Format` which defaults to `jpg`, `Layer` which has no default, and `Version` which defaults to `1.0.0`.

Additionally, the TMS service respects one additional parameter, at the `DataWindow` level, which is the `YOrigin` element. This element should be one of `bottom` (the default in TMS) or `top`, which matches OpenStreetMap and many other popular tile services.

Two examples of usage of the TMS service are included in the examples below.



### 6.153.3.5 OnEarth Tiled WMS

The OnEarth Tiled WMS minidriver supports the Tiled WMS specification implemented for the JPL OnEarth driver per the specification at <http://web.archive.org/web/20130511182803/http://onearth.jpl.nasa.gov/tiled.html>.

Only the `ServerUrl` and the `TiledGroupName` are required, most of the required information is automatically fetched from the remote server using the `GetTileService` method at open time.

A typical OnEarth Tiled WMS configuration file might look like:

```
<GDAL_WMS>
  <Service name="TiledWMS">
    <ServerUrl>https://gibs.earthdata.nasa.gov/twms/epsg4326/best/twms.cgi?</ServerUrl>
    <TiledGroupName>MODIS Terra CorrectedReflectance TrueColor tileset</TiledGroupName>
    <Change key="{time}">2020-02-02</Change>
  </Service>
</GDAL_WMS>
```

The TiledWMS minidriver can use the following open options :

- `TiledGroupName` – The value is a string that identifies one of the tiled services available on the server
- `Change` – A `<Key>:<Value>` pair, which will be passed to the server. The key has to match a change key that the server declares for the respective tiled group. This option can be used multiple times, for different keys.  
Example: - `Change=time:2020-02-02`

These open options are only accepted if the corresponding XML element is not present in the configuration file.

### 6.153.3.6 VirtualEarth

Access to web-based Virtual Earth tile services. Access is always tile based.

The `{quadkey}` variable must be found in the `ServerUrl` element.

The `DataWindow` element might be omitted. The default values are :

- `UpperLeftX` = -20037508.34
- `UpperLeftY` = 20037508.34
- `LowerRightX` = 20037508.34
- `LowerRightY` = -20037508.34
- `TileLevel` = 21
- `OverviewCount` = 20
- `SRS` = EPSG:3857
- `BlockSizeX` = 256
- `BlockSizeY` = 256

### 6.153.3.7 ArcGIS REST API

Access to ArcGIS REST [map service resource](#) (untiled requests).

AGS layers can be [queried](#) (through a GetFeatureInfo request) with the `gdallocationinfo` utility, or with a `GetMetadataItem` (“Pixel\_iCol\_iLine”, “LocationInfo”) call on a band object.

```
gdallocationinfo -wgs84 "<GDAL_WMS><Service name=\"AGS\\\"><ServerUrl>http://sampleserver1.
↪arcgisonline.com/ArcGIS/rest/services/Specialty/ESRI_StateCityHighway_USA/MapServer</
↪ServerUrl><BBoxOrder>xyXY</BBoxOrder><SRS>3857</SRS></Service><DataWindow><UpperLeftX>-
↪20037508.34</UpperLeftX><UpperLeftY>20037508.34</UpperLeftY><LowerRightX>20037508.34</
↪LowerRightX><LowerRightY>-20037508.34</LowerRightY><SizeX>512</SizeX><SizeY>512</SizeY>
↪</DataWindow></GDAL_WMS>" -75.704 39.75
```

### 6.153.3.8 Internet Imaging Protocol (IIP) (GDAL 2.1 and later)

Access to images served through [IIP protocol](#). The server must support the JTL (Retrieve a tile as a complete JFIF image) extension of the IIP protocol.

If using the XML syntax, the ServerURL must contain the FIF parameter.

Otherwise it is also possible to use “IIP:http://foo.com/FIF=image\_name” syntax as connection string, to retrieve from the server information on the full resolution dimension and the number of resolutions.

The XML definition can then be generated with “`gdal_translate IIP:http://foo.com/FIF=image_name out.xml -of WMS`”

## 6.153.4 Examples

- [onearth\\_global\\_mosaic.xml](#) - Landsat mosaic from a [OnEarth](#) WMS server

```
gdal_translate -of JPEG -outsize 500 250 onearth_global_mosaic.xml onearth_global_
↪mosaic.jpg
```

```
gdal_translate -of JPEG -projwin -10 55 30 35 -outsize 500 250 onearth_global_
↪mosaic.xml onearth_global_mosaic2.jpg
```

*Note : this particular server does no longer accept regular WMS queries.*

- [metacarta\\_wmsc.xml](#) - It is possible to configure a WMS Service conforming to a WMS-C cache by specifying a number of overviews and specifying the ‘block size’ as the tile size of the cache. The following example is a sample set up for a 19-level “Global Profile” WMS-C cache.

```
gdal_translate -of PNG -outsize 500 250 metacarta_wmsc.xml metacarta_wmsc.png
```

- [tileservice\\_bmng.xml](#) - TileService, Blue Marble NG (January)

```
gdal_translate -of JPEG -outsize 500 250 tileservice_bmng.xml tileservice_bmng.jpg
```

- [tileservice\\_nysdop2004.xml](#) - TileService, NYSDOP 2004

```
gdal_translate -of JPEG -projwin -73.687030 41.262680 -73.686359 41.262345 -outsize_
↪500 250 tileservice_nysdop2004.xml tileservice_nysdop2004.jpg
```

- [OpenStreetMap TMS Service Example](#): Connect to OpenStreetMap tile service. Note that this file takes advantage of the tile cache; more information about configuring the tile cache settings is available above. Please also change the <UserAgent>, to avoid the default one being used, and potentially blocked by OSM servers in case a too big usage of it would be seen.

```
gdal_translate -of PNG -outsize 512 512 frmt_wms_openstreetmap_tms.xml
openstreetmap.png
```

- [MetaCarta TMS Layer Example](#), accessing the default MetaCarta TMS layer.
- [BlueMarble Amazon S3 Example](#) accessed with the TMS minidriver.
- [Google Maps](#) accessed with the TMS minidriver.
- [ArcGIS MapServer Tiles](#) accessed with the TMS minidriver.
- [OnEarth Tiled WMS Clementine](#), [daily](#), and [srtm](#) examples.
- [VirtualEarth Aerial Layer](#) accessed with the VirtualEarth minidriver.
- [ArcGIS online sample server layer](#) accessed with the ArcGIS Server REST API minidriver.
- [IIP online sample server layer](#) accessed with the IIP minidriver.

### 6.153.5 Open syntax

The WMS driver can open :

- a local service description XML file :

```
gdalinfo description_file.xml
```

- the content of a description XML file provided as filename :

```
gdalinfo "<GDAL_WMS><Service name=\"TiledWMS\"><ServerUrl>https://gibs.earthdata.
↪nasa.gov/twms/epsg4326/best/twms.cgi?</ServerUrl><TiledGroupName>MODIS Terra_
↪CorrectedReflectance Bands367 tileset</TiledGroupName></Service></GDAL_WMS>"
```

- the base URL of a WMS service, prefixed with *WMS:* :

```
gdalinfo "WMS:http://wms.geobase.ca/wms-bin/cubeserv.cgi"
```

A list of subdatasets will be returned, resulting from the parsing of the GetCapabilities request on that server.

- a pseudo GetMap request, such as the subdataset name returned by the previous syntax :

```
gdalinfo "WMS:http://wms.geobase.ca/wms-bin/cubeserv.cgi?SERVICE=WMS&VERSION=1.1.1&
↪REQUEST=GetMap&LAYERS=DNEC_250K%3AELEVATION%2FELEVATION&SRS=EPSG:42304&BBOX=-
↪30000000,-15000000,60000000,45000000"
```

- the base URL of a Tiled WMS service, prefixed with *WMS:* and with request=GetTileService as GET argument:

```
gdalinfo "WMS:https://gibs.earthdata.nasa.gov/twms/epsg4326/best/twms.cgi?
↪request=GetTileService"
```

A list of subdatasets will be returned, resulting from the parsing of the GetTileService request on that server.

- the URL of a REST definition for a ArcGIS MapServer:

```
gdalinfo "http://server.arcgisonline.com/ArcGIS/rest/services/World_Imagery/
↪MapServer?f=json&pretty=true"
```

- (GDAL >= 2.1.0) the URL of a IIP image:

```
gdalinfo "IIP:http://merovingio.c2rmf.cnrs.fr/cgi-bin/iipsrv.fcgi?FIF=globe.
↪256x256.tif"
```

### 6.153.6 Generation of WMS service description XML file

The WMS service description XML file can be generated manually, or created as the output of the `CreateCopy()` operation of the WMS driver, only if the source dataset is itself a WMS dataset. Said otherwise, you can use `gdal_translate` with as source dataset any of the above syntax mentioned in “Open syntax” and as output an XML file. For example:

```
gdal_translate "http://server.arcgisonline.com/ArcGIS/rest/services/World_Imagery/
↪MapServer?f=json" wms.xml -of WMS
```

The generated file will come with default values that you may need to edit.

### 6.153.7 See Also

- [OGC WMS Standards](#)
- [WMS Tiling Client Recommendation \(WMS-C\)](#)
- [WorldWind TileService](#)
- [TMS Specification](#)
- [OnEarth Tiled WMS specification](#)
- [ArcGIS Server REST API](#)
- [WMTS – OGC Web Map Tile Service](#) driver page.

## 6.154 WMTS – OGC Web Map Tile Service

---

**Driver short name**

WMTS

---

New in version 2.1.

---

**Build dependencies**

libcurl

---

Access to WMTS layers is possible with the GDAL WMTS client driver (needs Curl support). It support both RESTful and KVP protocols.

## 6.154.1 Driver capabilities

### Supports Georeferencing

This driver supports georeferencing

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

## 6.154.2 Open syntax

The WMTS driver can open :

- a local service description XML file, whose syntax is described in the below section :

```
gdalinfo gdal_wmts.xml
```

- the content of a description XML file provided as filename :

```
gdalinfo "<GDAL_WMTS><GetCapabilitiesUrl>http://maps.wien.gv.at/wmts/1.0.0/
↳WMTSCapabilities.xml</GetCapabilitiesUrl><Layer>lb</Layer></GDAL_WMTS>"
```

- a local GetCapabilities response of a WMTS service :

```
gdalinfo WMTSCapabilities.xml
```

- the URL to the GetCapabilities response of a WMTS service:

```
gdalinfo "http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml"
```

- the URL to the GetCapabilities response of a WMTS service, prefixed with *WMTS:*, and possibly with optional layer, tilematrixset, tilematrix/zoom\_level, style and extendbeyonddateline parameters, with the following syntax *WMTS:url[,layer=layer\_id][,tilematrixset=tms\_id][,tilematrix=tm\_id[,zoom\_level=level][,style=style\_id][,extendbeyonddateline=level]*

```
gdalinfo "WMTS:http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml"
```

```
gdalinfo "WMTS:http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml,layer=lb"
```

- the *WMTS:* prefix with open options

```
gdalinfo WMTS: -oo URL=http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml -oo
↳LAYER=lb
```

In any of the above syntaxes, if several layers are present and no layer disambiguation was done with the layer parameter/open option, or if a layer has more than one style or a tile matrix set, a list of subdatasets will be returned. If there is only one layer, it will be opened on the default style and the first tile matrix set listed.

### 6.154.3 Open options

The following open options are available:

- **URL:** URL (or filename for local files) to GetCapabilities response document. Required if not specified in the connection string (e.g if using “WMTS:” only)
- **LAYER:** Layer identifier
- **TILEMATRIXSET:** Tile Matrix Set identifier, which determines the CRS into which the layer will be exposed. Must be one of the listed tile matrix for the layer.
- **TILEMATRIX:** Tile Matrix identifier. Must be one of the listed tile matrix of the select tile matrix set for the layer. Mutually exclusive with ZOOM\_LEVEL. If not specified the last tile matrix, i.e. the one with the best resolution, is selected.
- **ZOOM\_LEVEL:** Index of the maximum zoom level tile matrix to use for the full resolution GDAL dataset (lower zoom levels will be used for overviews). The first one (ie the one of lower resolution) is indexed 0. Mutually exclusive with TILEMATRIX. If not specified the last tile matrix, i.e. the one with the best resolution, is selected.
- **STYLE:** Style identifier. Must be one of layer.
- **EXTENDBEYONDDATELINE** = YES/NO. Whether to make the extent go over dateline and warp tile requests. See ExtendBeyondDateLine parameter of the local service description XML file described below for more details.
- **EXTENT\_METHOD** = AUTO/LAYER\_BBOX/TILE\_MATRIX\_SET/MOST\_PRECISE\_TILE\_MATRIX. GDAL needs to retrieve an extent for the layer. Different sources are possible. WGS84BoundingBox element at the Layer level, BoundingBox elements with potentially several CRS at the Layer level, BoundingBox of the TileMatrixSet definitions shared by all layers, and TileMatrixLimit definitions at the Layer level. By default (AUTO), GDAL will try first with a WGS84BoundingBox/BoundingBox corresponding to the CRS implied by the select TileMatrixSet. If not available, it will fallback to a BoundingBox in another CRS and reproject it to the selected CRS. If not available, it will fallback to the most precise tile matrix of the selected TileMatrixSet and will clip it with the bounding box implied by the most precise zoom level of the TileMatrixLimit of the layer. If LAYER\_BBOX is specified, only WGS84BoundingBox/BoundingBox elements are considered. If TILE\_MATRIX\_SET is specified, the BoundingBox element of the selected TileMatrixSet will be used. If MOST\_PRECISE\_TILE\_MATRIX is specified, the implit extent of the most precise tile matrix will be used.
- **CLIP\_EXTENT\_WITH\_MOST\_PRECISE\_TILE\_MATRIX** = YES/NO (GDAL >= 3.4.2). Whether to use the implied bounds of the most precise TileMatrix to clip the layer extent (defaults to NO if the layer bounding box is used, YES otherwise)
- **CLIP\_EXTENT\_WITH\_MOST\_PRECISE\_TILE\_MATRIX\_LIMITS** = YES/NO (GDAL >= 3.4.2). Whether to use the implied bounds of the most precise TileMatrixLimit to clip the layer extent (defaults to NO if the layer bounding box is used, YES otherwise)

### 6.154.4 Local service description XML file

It is important that there be no spaces or other content before the <GDAL\_WMTS> element.

<GDAL_WMTS>		
<GetCapabilitiesUrl>	http://foo/WM	TSCapabili-
ties.xml</GetCapabiliti	esUrl>	
		URL (or filename for local files) to GetCapabilities response document (required). For a KVP only server, will be like <a href="http://end_point?SERVICE=WMTS&amp;REQUEST=GetCapabilities">http://end_point?SERVICE=WMTS&amp;REQUEST=GetCapabilities</a> .

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<ExtraQueryParameters>foo=bar&amp;	URL query parameters to add to all requests (GetCapabilities, GetTile, GetFeatureInfo) (added in GDAL 3.5.1)
<Layer>layer_id</Layer>	Layer identifier (optional, but may be needed to disambiguate between several layers)
<Style>style_id</Style>	Style identifier. Must be one of the listed styles for the layer. (optional, but may be needed to disambiguate between several styles)
<TileMatrixSet>tile_matrix_set_id </TileMatrixSet>	Tile Matrix Set identifier. Must be one of the listed tile matrix set for the layer. (optional, but may be needed to disambiguate between several tile matrix sets)
<TileMatrix>tile_matrix_id</TileMatrix>	Tile Matrix identifier. Must be one of the listed tile matrix of the select tile matrix set for the layer. (optional, GDAL >= 2.2. Exclusive with ZoomLevel. If not specified the last tile matrix, ie the one with the best resolution, is selected)
<ZoomLevel>int_value</ZoomLevel>	Index of the maximum zoom level / tile matrix to use. The first one (ie the one of lower resolution) is indexed 0. (optional, GDAL >= 2.2. Exclusive with TileMatrix. If not specified the last tile matrix, ie the one with the best resolution, is selected)
<Format>image/png</Format>	Tile format, used by GetTile requests. Must be one of the listed Format for the layer. (optional, but may be needed to disambiguate between several Format)
<InfoFormat>application/xml</InfoFormat>	Info format, used by GetFeatureInfo requests. Must be one of the listed InfoFormat for the layer. (optional, but may be needed to disambiguate between several InfoFormat)
<DataWindow>	Define extents of the data. (optional, when not specified the driver will query the declared extent of the layer, and if not present fallback to the extent of the select tile matrix set, taking into account potential tile matrix set limits)
<UpperLeftX>-180.0</UpperLeftX>	X (longitude/easting) coordinate of upper-left corner, in the SRS of the tile matrix set. (required if DataWindow is present)
<UpperLeftY>90.0</UpperLeftY>	Y (latitude/northing) coordinate of upper-left corner, in the SRS of the tile matrix set. (required if DataWindow is present)
<LowerRightX>180.0</LowerRightX>	X (longitude/easting) coordinate of lower-right corner, in the SRS of the tile matrix set. (required if DataWindow is present)
<LowerRightY>-90.0</LowerRightY>	Y (latitude/northing) coordinate of lower-right corner, in the SRS of the tile matrix set. (required if DataWindow is present)
</DataWindow>	
<Projection>EPSG:4326</Projection>	Declared projection, in case the one of the TileMatrixSet is not desirable (optional, defaults to value of the TileMatrixSet)
<BandsCount>4</BandsCount>	Number of bands/channels, 1 for grayscale data, 3 for RGB, 4 for RGBA. (optional, defaults to 4)

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<DataType>Byte</DataType>	Band data type, one of: Byte, Int16, UInt16, Int32, UInt32, Float32, Float64, etc.. (optional, defaults to Byte)
<ExtendBeyondDateLine>>false</ExtendBeyondDateLine>	Whether to make the extent go over dateline and warp tile requests. Only appropriate when the 2 following conditions are met (optional, defaults to false): <ul style="list-style-type: none"> <li>• for a geodetic SRS or EPSG:3857, with tile matrix sets such as the whole [-180,180] range of longitude is entirely covered by an integral number of tiles (e.g. GoogleMapsCompatible).</li> <li>• AND <ul style="list-style-type: none"> <li>– when the layer BoundingBox in the SRS of the tile matrix set covers the whole [-180,180] range of longitude, and that there is another BoundingBox in another SRS that is centered around longitude 180. If such alternate BoundingBox is not present in the GetCapabilities document, DataWindow must be explicitly specified</li> <li>– OR when the layer BoundingBox in the SRS of the tile matrix set extends beyond the date-line.</li> </ul> </li> </ul>
<Cache>	Enable local disk cache. Allows for offline operation. (optional, cache is disabled when absent, but it is present in the autogenerated XML, can be overridden with GDAL_ENABLE_WMS_CACHE=NO
<Path>./gdalwmscache</Path>	Location where to store cache files. It is safe to use same cache path for different data sources. (optional, defaults to ./gdalwmscache if GDAL_DEFAULT_WMS_CACHE_PATH configuration option is not specified) /vsimem/ paths are supported allowing for temporary in-memory cache
<Type>file</Type>	Cache type. Now supported only 'file' type. In 'file' cache type files are stored in file system folders. (optional, defaults to 'file')
<Depth>2</Depth>	Number of directory layers. 2 will result in files being written as cache_path/A/B/ABCDEF... (optional, defaults to 2)
<Extension>.jpg</Extension>	Append to cache files. (optional, defaults to none)
</Cache>	
<MaxConnections>2</MaxConnections>	Maximum number of simultaneous connections. (optional, defaults to 2)
<Timeout>300</Timeout>	Connection timeout in seconds. (optional, defaults to 300)
<OfflineMode>true</OfflineMode>	Do not download any new images, use only what is in cache. Useful only with cache enabled. (optional, defaults to false)
<UserAgent>GDAL WMS driver ( <a href="http://www.gdal.org/frmt_wms.htm">http://www.gdal.org/frmt_wms.htm</a> )</UserAgent>	HTTP User-agent string. Some servers might require a well-known user-agent such as "Mozilla/5.0" (optional, defaults to "GDAL WMS driver ( <a href="http://www.gdal.org/frmt_wms.htm">http://www.gdal.org/frmt_wms.htm</a> )").

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<Accept>mimetype>/Accept>	HTTP Accept header to specify the MIME type of the expected output of the server. Empty by default. (added in GDAL 3.5.1)
<UserPwd>user:password</UserPwd>	User and Password for HTTP authentication (optional).
<UnsafeSSL>>true</UnsafeSSL>	Skip SSL certificate verification. May be needed if server is using a self signed certificate (optional, defaults to false, but set to true in autogenerated XML).
<Referer>http://example.foo/</Referer>	HTTP Referer string. Some servers might require it (optional).
<ZeroBlockHttpCodes>204,404</ZeroBlockHttpCodes>	Comma separated list of HTTP response codes that will be interpreted as a 0 filled image (i.e. black for 3 bands, and transparent for 4 bands) instead of aborting the request. (optional, defaults to non set, but set to 204,404 in autogenerated XML)
<ZeroBlockOnServerException>true</ZeroBlockOnServerException>	Whether to treat a Service Exception returned by the server as a 0 filled image instead of aborting the request. (optional, defaults to false, but set to true in autogenerated XML)
</GDAL_WMTS>	

Starting with GDAL 2.3, additional HTTP headers can be sent by setting the GDAL\_HTTP\_HEADER\_FILE configuration option to point to a filename of a text file with “key: value” HTTP headers.

### 6.154.5 GetFeatureInfo request

WMTS layers can be queried (through a GetFeatureInfo request) with the gdallocationinfo utility, or with a GetMetadataItem(“Pixel\_iCol\_iLine”, “LocationInfo”) call on a band object.

```
gdallocationinfo my_wmts.xml -geoloc -11547071.455 5528616 -xml -b 1
```

### 6.154.6 Generation of WMTS service description XML file

The WMTS service description XML file can be generated manually, or created as the output of the CreateCopy() operation of the WMTS driver, only if the source dataset is itself a WMTS dataset. Said otherwise, you can use gdal\_translate with as source dataset any of the above syntax mentioned in “Open syntax” and as output an XML file. For example:

```
gdal_translate "WMTS:http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml,layer=lb" ↵
↳ wmts.xml -of WMTS
```

generates the following file:

```
<GDAL_WMTS>
  <GetCapabilitiesUrl>http://maps.wien.gv.at/wmts/1.0.0/WMTSCapabilities.xml</
↳ GetCapabilitiesUrl>
  <Layer>lb</Layer>
  <Style>farbe</Style>
  <TileMatrixSet>google3857</TileMatrixSet>
  <DataWindow>
```

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```
<UpperLeftX>1800035.8827671</UpperLeftX>
<UpperLeftY>6161931.622311067</UpperLeftY>
<LowerRightX>1845677.148953537</LowerRightX>
<LowerRightY>6123507.385072636</LowerRightY>
</DataWindow>
<BandsCount>4</BandsCount>
<Cache />
<UnsafeSSL>true</UnsafeSSL>
<ZeroBlockHttpCodes>404</ZeroBlockHttpCodes>
<ZeroBlockOnServerException>true</ZeroBlockOnServerException>
</GDAL_WMTS>
```

The generated file will come with default values that you may need to edit.

### 6.154.7 See Also

- [OGC WMTS Standard](#)
- [WMS – Web Map Services driver page](#).

## 6.155 XPM – X11 Pixmap

---

**Driver short name**

XPM

---

---

**Driver built-in by default**

This driver is built-in by default

---

GDAL includes support for reading and writing XPM (X11 Pixmap Format) image files. These are colormapped one band images primarily used for simple graphics purposes in X11 applications. It has been incorporated in GDAL primarily to ease translation of GDAL images into a form usable with the GTK toolkit.

The XPM support does not support georeferencing (not available from XPM files) nor does it support XPM files with more than one character per pixel. New XPM files must be colormapped or greyscale, and colortables will be reduced to about 70 colors automatically.

NOTE: Implemented as `gdal/frmts/xpm/xpmdataset.cpp`.

### 6.155.1 Driver capabilities

---

#### Supports CreateCopy()

This driver supports the `GDALDriver::CreateCopy()` operation

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 6.156 XYZ – ASCII Gridded XYZ

---

#### Driver short name

XYZ

---



---

#### Driver built-in by default

This driver is built-in by default

---

GDAL supports reading and writing ASCII **gridded** XYZ raster datasets (i.e. ungridded XYZ, LIDAR XYZ etc. must be opened by other means. See the documentation of the *gdal\_grid* utility).

Those datasets are ASCII files with (at least) 3 columns, each line containing the X and Y coordinates of the center of the cell and the value of the cell.

The spacing between each cell must be constant.

The following data organization are supported :

- Cells with same Y coordinates must be placed on consecutive lines. For a same Y coordinate value, the lines in the dataset must be organized by increasing X values. The value of the Y coordinate can increase or decrease however.
- or, starting with GDAL 3.2.1, cells with same X coordinates must be placed on consecutive lines. For a same X coordinate value, the columns must be organized by increasing or decreasing Y values. For that organization, no missing value is supported, and the whole dataset will be ingested into memory (thus the driver will limit to 100 million points).

The supported column separators are space, comma, semicolon and tabulations.

The driver tries to autodetect an header line and will look for 'x', 'lon' or 'east' names to detect the index of the X column, 'y', 'lat' or 'north' for the Y column and 'z', 'alt' or 'height' for the Z column. If no header is present or one of the column could not be identified in the header, the X, Y and Z columns (in that order) are assumed to be the first 3 columns of each line.

The opening of a big dataset can be slow as the driver must scan the whole file to determine the dataset size and spatial resolution. The driver will autodetect the data type among Byte, Int16, Int32 or Float32.

### 6.156.1 Creation options

- **COLUMN\_SEPARATOR**=a\_value : where a\_value is a string used to separate the values of the X,Y and Z columns. Defaults to one space character
- **ADD\_HEADER\_LINE**=YES/NO : whether an header line must be written (content is X <col\_sep> Y <col\_sep> Z) . Defaults to NO
- **SIGNIFICANT\_DIGITS**=a\_value : where a\_value specifies the number of significant digits to output (%g format; is defaults with 18)
- **DECIMAL\_PRECISION**=a\_value : where a\_value specifies the number of decimal places to output when writing floating-point numbers (%f format; alternative to SIGNIFICANT\_DIGITS).

### 6.156.2 Driver capabilities

---

**Supports CreateCopy()**

This driver supports the *GDALDriver::CreateCopy()* operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 6.156.3 See also

- Documentation of *gdal\_grid*

## 6.157 Zarr

New in version 3.4.

---

**Driver short name**

Zarr

---

---

**Build dependencies**

Built-in by default, but liblz4, libxz (lzma), libzstd and libblosc strongly recommended to get all compressors

---

Zarr is a format for the storage of chunked, compressed, N-dimensional arrays. This format is supported for read and write access, and using the traditional 2D raster API or the newer multidimensional API

The driver supports the Zarr V2 specification, and has experimental support for the in-progress Zarr V3 specification. Local and cloud storage (see *GDAL Virtual File Systems (compressed, network hosted, etc...)*: */vsimem*, */vsizip*, */vsitar*, */vsicurl*, ...) are supported in read and write.

### 6.157.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports multidimensional API

This driver supports the *Multidimensional Raster Data Model*

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/*, *etc.*)

---

### 6.157.2 Concepts

A Zarr dataset is made of a hierarchy of nodes, with intermediate nodes being groups (*GDALGroup*), and leafs being arrays (*GDALMDArray*).

### 6.157.3 Dataset name

For Zarr V2, the dataset name recognized by the `Open()` method of the driver is a directory that contains a `.zgroup` file, a `.zarray` file or a `.zmetadata` file (consolidated metadata). For faster exploration, the driver will use consolidated metadata by default when found.

For Zarr V3, the dataset name recognized by the `Open()` method of the driver is a directory that contains a `zarr.json` file (root of the dataset).

For datasets on file systems where file listing is not reliable, as often with */vsicurl/*, it is also possible to prefix the directory name with `ZARR:`, and it is necessary to surround the */vsicurl/*-prefixed URL with double quotes. e.g `ZARR:"/vsicurl/https://example.org/foo.zarr"`. Note that when passing such string in a command line shell, extra quoting might be necessary to preserve the double-quoting.

For example with a Bash shell, the whole connection string needs to be surrounded with single-quote characters:

```
gdalmdiminfo 'ZARR:"/vsicurl/https://example.org/foo.zarr"'
```

## 6.157.4 Compression methods

Compression methods available depend on how GDAL is built, and `libblosc` too.

A full-feature build will show:

```
$ gdalinfo --format Zarr

[...]

Other metadata items:
  COMPRESSORS=blosc,zlib,gzip,lzma,zstd,lz4
  BLOSC_COMPRESSORS=blosclz,lz4,lz4hc,snappy,zlib,zstd
```

For specific uses, it is also possible to register at run-time extra compressors and decompressors with `CPLRegisterCompressor()` and `CPLRegisterDecompressor()`.

## 6.157.5 XArray \_ARRAY\_DIMENSIONS

The driver support the `_ARRAY_DIMENSIONS` special attribute used by `XArray` to store the dimension names of an array.

## 6.157.6 NCZarr extensions

The driver support the `NCZarr v2` extensions of storing the dimension names of an array (read-only)

## 6.157.7 SRS encoding

The Zarr specification has no provision for spatial reference system encoding. GDAL uses a `_CRS` attribute that is a dictionary that may contain one or several of the following keys: `url` (using a OGC CRS URL), `wkt` (WKT:2019 used by default on writing, WKT1 also supported on reading.), `projjson`. On reading, it will use `url` by default, if not found will fallback to `wkt` and then `projjson`.

```
{
  "_CRS": {
    "wkt": "PROJCRS[\"NAD27 \\\\ UTM zone 11N\\\",BASEGEOGCRS[\"NAD27\\\",DATUM[\"North_
    ↪American Datum 1927\\\",ELLIPSOID[\"Clarke 1866\\\",6378206.4,294.978698213898,LENGTHUNIT[\\
    ↪metre\\\",1]]],PRIMEM[\"Greenwich\\\",0,ANGLEUNIT[\"degree\\\",0.0174532925199433]],ID[\\
    ↪EPSG\\\",4267]],CONVERSION[\"UTM zone 11N\\\",METHOD[\"Transverse Mercator\\\",ID[\"EPSG\\\",
    ↪9807]],PARAMETER[\"Latitude of natural origin\\\",0,ANGLEUNIT[\"degree\\\",0.
    ↪0174532925199433],ID[\"EPSG\\\",8801]],PARAMETER[\"Longitude of natural origin\\\",-117,
    ↪ANGLEUNIT[\"degree\\\",0.0174532925199433],ID[\"EPSG\\\",8802]],PARAMETER[\"Scale factor_
    ↪at natural origin\\\",0.9996,SCALEUNIT[\"unity\\\",1],ID[\"EPSG\\\",8805]],PARAMETER[\"False_
    ↪easting\\\",500000,LENGTHUNIT[\"metre\\\",1],ID[\"EPSG\\\",8806]],PARAMETER[\"False northing\\
    ↪\\\",0,LENGTHUNIT[\"metre\\\",1],ID[\"EPSG\\\",8807]]],CS[\"Cartesian,2\"],AXIS[\"easting\\\",east,
    ↪ORDER[1],LENGTHUNIT[\"metre\\\",1]],AXIS[\"northing\\\",north,ORDER[2],LENGTHUNIT[\"metre\\
    ↪\\\",1]],ID[\"EPSG\\\",26711]]\",

    "projjson": {
      "$schema": "https://proj.org/schemas/v0.2/projjson.schema.json",
      "type": "ProjectedCRS",
      "name": "NAD27 \\\\ UTM zone 11N",
```

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```

"base_crs":{
  "name":"NAD27",
  "datum":{
    "type":"GeodeticReferenceFrame",
    "name":"North American Datum 1927",
    "ellipsoid":{
      "name":"Clarke 1866",
      "semi_major_axis":6378206.4,
      "inverse_flattening":294.978698213898
    }
  },
  "coordinate_system":{
    "subtype":"ellipsoidal",
    "axis":[
      {
        "name":"Geodetic latitude",
        "abbreviation":"Lat",
        "direction":"north",
        "unit":"degree"
      },
      {
        "name":"Geodetic longitude",
        "abbreviation":"Lon",
        "direction":"east",
        "unit":"degree"
      }
    ]
  },
  "id":{
    "authority":"EPSG",
    "code":4267
  },
  "conversion":{
    "name":"UTM zone 11N",
    "method":{
      "name":"Transverse Mercator",
      "id":{
        "authority":"EPSG",
        "code":9807
      }
    },
    "parameters":[
      {
        "name":"Latitude of natural origin",
        "value":0,
        "unit":"degree",
        "id":{
          "authority":"EPSG",
          "code":8801
        }
      }
    ]
  },

```

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```
{
  "name": "Longitude of natural origin",
  "value": -117,
  "unit": "degree",
  "id": {
    "authority": "EPSG",
    "code": 8802
  }
},
{
  "name": "Scale factor at natural origin",
  "value": 0.9996,
  "unit": "unity",
  "id": {
    "authority": "EPSG",
    "code": 8805
  }
},
{
  "name": "False easting",
  "value": 500000,
  "unit": "metre",
  "id": {
    "authority": "EPSG",
    "code": 8806
  }
},
{
  "name": "False northing",
  "value": 0,
  "unit": "metre",
  "id": {
    "authority": "EPSG",
    "code": 8807
  }
}
],
"coordinate_system": {
  "subtype": "Cartesian",
  "axis": [
    {
      "name": "Easting",
      "abbreviation": "",
      "direction": "east",
      "unit": "metre"
    },
    {
      "name": "Northing",
      "abbreviation": "",
      "direction": "north",
      "unit": "metre"
    }
  ]
}
```

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```

    }
  ]
},
"crs":{
  "authority":"EPSG",
  "code":26711
}
},
"url":"http://www.opengis.net/def/crs/EPSG/0/26711"
}
}

```

### 6.157.8 Particularities of the classic raster API

If the Zarr dataset contains one single array with 2 dimensions, it will be exposed as a regular `GDALDataset` when using the classic raster API. If the dataset contains more than one such single array, or arrays with 3 or more dimensions, the driver will list subdatasets to access each array and/or 2D slices within arrays with 3 or more dimensions.

### 6.157.9 Open options

The following dataset open options are available:

- **USE\_ZMETADATA=YES/NO:** (defaults to YES) Whether to use consolidated metadata from `.zmetadata` (Zarr V2 only).
- **CACHE\_TILE\_PRESENCE=YES/NO:** (defaults to NO) Whether to establish an initial listing of present tiles. This cached listing will be stored in a `.gmac` file next to the `.zarray` / `.array.json.gmac` file if they can be written. Otherwise the `GDAL_PAM_PROXY_DIR` config option should be set to an existing directory where those cached files will be stored. Once the cached listing has been established, the open option no longer needs to be specified. Note: the runtime of this option can be in minutes or more for large datasets stored on remote file systems. And for network file systems, this will rarely work for `/vsicurl/` itself, but more cloud-based file systems (such as `/vsi3/`, `/vsigs/`, `/vsiaz/`, etc) which have a dedicated directory listing operation.

### 6.157.10 Multi-threaded caching

The driver implements the `GDALMDArray::AdviseRead()` method. This proceed to multi-threaded decoding of the tiles that intersect the area of interest specified. A sufficient cache size must be specified. The call is blocking.

The options that can be passed to the methods are:

- **CACHE\_SIZE=value\_in\_byte:** Maximum RAM to use, expressed in number of bytes. If not specified, half of the remaining GDAL block cache size will be used. Note: the caching mechanism of Zarr array will not update this remaining block cache size.
- **NUM\_THREADS=integer or ALL\_CPUS:** Number of threads to use in parallel. If not specified, the `GDAL_NUM_THREADS` configuration option will be taken into account.

### 6.157.11 Creation options

The following options are creation options of the classic raster API, or array-level creation options for the multidimensional API (must be prefixed with `ARRAY:` using `gdalmdimtranslate`):

- **COMPRESS**=[NONE/BLOSC/ZLIB/GZIP/LZMA/ZSTD/LZ4]: Compression method. Defaults to NONE.
- **FILTER**=[NONE/DELTA]: Filter method. Only support for `FORMAT=ZARR_V2`. Defaults to NONE.
- **BLOCKSIZE**=string: Comma separated list of chunk size along each dimension. If not specified, the fastest varying 2 dimensions (the last ones) used a block size of 256 samples, and the other ones of 1.
- **CHUNK\_MEMORY\_LAYOUT**=C/F: Whether to use C (row-major) order or F (column-major) order in encoded chunks. Only useful when using compression. Defaults to C. Changing to F may improve depending on array content.
- **STRING\_FORMAT**=ASCII/UNICODE: Whether to use the numpy type for ASCII-only strings or Unicode strings. Unicode strings take 4 byte per character. Defaults to ASCII.
- **DIM\_SEPARATOR**=string: Dimension separator in chunk filenames. Default to decimal point for ZarrV2 and slash for ZarrV3.
- **BLOSC\_CNAME**=blosclz/lz4/lz4hc/snappy/zlib/zstd: Blosc compressor name. Only used when `COMPRESS=BLOSC`. Defaults to lz4.
- **BLOSC\_CLEVEL**=integer [1-9]: Blosc compression level. Only used when `COMPRESS=BLOSC`. Defaults to 5.
- **BLOSC\_SHUFFLE**=NONE/BYTE/BIT: Type of shuffle algorithm. Only used when `COMPRESS=BLOSC`. Defaults to BYTE.
- **BLOSC\_BLOCKSIZE**=integer: Blosc block size. Only used when `COMPRESS=BLOSC`. Defaults to 0.
- **BLOSC\_NUM\_THREADS**=string: Number of worker threads for compression. Can be set to `ALL_CPUS`. Only used when `COMPRESS=BLOSC`. Defaults to 1.
- **ZLIB\_LEVEL**=integer [1-9]: ZLib compression level. Only used when `COMPRESS=ZLIB`. Defaults to 6.
- **GZIP\_LEVEL**=integer [1-9]: GZip compression level. Only used when `COMPRESS=GZIP`. Defaults to 6.
- **LZMA\_PRESET**=integer [0-9]: LZMA compression level. Only used when `COMPRESS=LZMA`. Defaults to 6.
- **LZMA\_DELTA**=integer : Delta distance in byte. Only used when `COMPRESS=LZMA`. Defaults to 1.
- **ZSTD\_LEVEL**=integer [1-22]: ZSTD compression level. Only used when `COMPRESS=ZSTD`. Defaults to 13.
- **LZ4\_ACCELERATION**=integer [1-]: LZ4 acceleration factor. The higher, the less compressed. Only used when `COMPRESS=LZ4`. Defaults to 1 (the fastest).
- **DELTA\_DTYPE**=string [1-]: Data type following NumPy array protocol type string (typestr) format (<https://numpy.org/doc/stable/reference/arrays.interface.html#arrays-interface>). Only `u1`, `i1`, `u2`, `i2`, `u4`, `i4`, `u8`, `i8`, `f4`, `f8`, potentially prefixed with the endianness flag (< for little endian, > for big endian) are supported. Only used when `FILTER=DELTA`. Defaults to the native data type.

The following options are creation options of the classic raster API, or dataset-level creation options for the multidimensional API :

- **FORMAT**=[ZARR\_V2/ZARR\_V3]: Defaults to `ZARR_V2`
- **CREATE\_ZMETADATA**=[YES/NO]: Whether to create consolidated metadata into `.zmetadata` (Zarr V2 only). Defaults to YES.

The following options are creation options of the classic raster API only:

- **ARRAY\_NAME=string**: Array name. If not specified, deduced from the filename.
- **APPEND\_SUBDATASET=YES/NO**: Whether to append the new dataset to an existing Zarr hierarchy. Defaults to NO.

### 6.157.12 Examples

Get information on the dataset using the multidimensional tools:

```
gdalmdiminfo my.zarr
```

Convert a netCDF file to ZARR using the multidimensional tools:

```
gdalmdimtranslate in.nc out.zarr -co ARRAY:COMPRESS=GZIP
```

Convert a 2D slice (the one at index 0 of the non-2D dimension) of a 3D array to GeoTIFF:

```
gdal_translate 'ZARR:"my.zarr":/group/myarray:0' out.tif
```

**Note:** The single quoting around the connection string is specific to the Bash shell to make sure that the double quoting is preserved.

### 6.157.13 See Also:

- [Zarr format and its Python implementation](#)
- (In progress) [Zarr V3 specification](#)

## 6.158 ZMap – ZMap Plus Grid

### Driver short name

ZMAP

### Driver built-in by default

This driver is built-in by default

Supported for read access and creation. This format is an ASCII interchange format for gridded data in an ASCII line format for transport and storage. It is commonly used in applications in the Oil and Gas Exploration field.

By default, files are interpreted and written according to the `PIXEL_IS_AREA` convention. If you define the `ZMAP_PIXEL_IS_POINT` configuration option to `TRUE`, the `PIXEL_IS_POINT` convention will be followed to interpret/write the file (the georeferenced values in the header of the file will then be considered as the coordinate of the center of the pixels). Note that in that case, GDAL will report the extent with its usual `PIXEL_IS_AREA` convention (the coordinates of the topleft corner as reported by GDAL will be a half-pixel at the top and left of the values that appear in the file).

Informal specification given in this [GDAL-dev mailing list thread](#)

NOTE: Implemented as `gdal/frmts/zmap/zmapdataset.cpp`.

## 6.158.1 Driver capabilities

---

### Supports `CreateCopy()`

This driver supports the `GDALDriver::CreateCopy()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## VECTOR DRIVERS

Short name	Long name	Creation	Geo-referencing	Build requirements
<i>AmigoCloud</i>	AmigoCloud	<b>Yes</b>	<b>Yes</b>	libcurl
<i>Arrow</i>	(Geo)Arrow IPC File Format / Stream	<b>Yes</b>	<b>Yes</b>	Apache Arrow C++ library
<i>AVCBIN</i>	Arc/Info Binary Coverage	No	<b>Yes</b>	Built-in by default
<i>AVCE00</i>	Arc/Info E00 (ASCII) Coverage	No	<b>Yes</b>	Built-in by default
<i>CAD</i>	AutoCAD DWG	No	<b>Yes</b>	(internal libopencad provided)
<i>CARTO</i>	Carto	<b>Yes</b>	<b>Yes</b>	libcurl
<i>CSV</i>	Comma Separated Value (.csv)	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>CSW</i>	OGC CSW (Catalog Service for the Web)	No	<b>Yes</b>	libcurl
<i>DGN</i>	Microstation DGN	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>DGNv8</i>	Microstation DGN v8	<b>Yes</b>	<b>Yes</b>	Open Design Alliance Teigha library
<i>DWG</i>	AutoCAD DWG	No	No	Open Design Alliance Teigha library
<i>DXF</i>	AutoCAD DXF	<b>Yes</b>	No	Built-in by default
<i>EDIGEO</i>	EDIGEO	No	<b>Yes</b>	Built-in by default
<i>EEDA</i>	Google Earth Engine Data API	No	<b>Yes</b>	libcurl
<i>Elasticsearch</i>	Elasticsearch: Geographically Encoded Objects for Elasticsearch	<b>Yes</b>	<b>Yes</b>	libcurl
<i>ESRIJSON</i>	ESRIJSON / FeatureService driver	No	<b>Yes</b>	Built-in by default
<i>FileGDB</i>	ESRI File Geodatabase (FileGDB)	<b>Yes</b>	<b>Yes</b>	FileGDB API library
<i>FlatGeobuf</i>	FlatGeobuf	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>Geoconcept</i>	GeoConcept text export	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GeoJSON</i>	GeoJSON	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GeoJSONSeq</i>	GeoJSONSeq: sequence of GeoJSON features	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GeoRSS</i>	GeoRSS : Geographically Encoded Objects for RSS feeds	<b>Yes</b>	<b>Yes</b>	(read support needs libexpat)
<i>GML</i>	Geography Markup Language	<b>Yes</b>	<b>Yes</b>	(read support needs Xerces or libexpat)

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Table 1 – continued from previous page

Short name	Long name	Creation	Geo-referencing	Build requirements
<i>GMLAS</i>	Geography Markup Language (GML) driven by application schemas	No	<b>Yes</b>	Xerces
<i>GMT</i>	GMT ASCII Vectors (.gmt)	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>GPKG</i>	GeoPackage vector	<b>Yes</b>	<b>Yes</b>	libsqlite3
<i>GPSBabel</i>	GPSBabel	<b>Yes</b>	<b>Yes</b>	(read support needs GPX driver and libexpat)
<i>GPX</i>	GPS Exchange Format	<b>Yes</b>	<b>Yes</b>	(read support needs libexpat)
<i>GRASS</i>	GRASS Vector Format	No	No	gdal-grass-driver
<i>HANA</i>	SAP HANA	<b>Yes</b>	<b>Yes</b>	odbc-cpp-wrapper
<i>IDB</i>	IDB	<b>Yes</b>	<b>Yes</b>	Informix DataBlade
<i>IDRISI</i>	Idrisi Vector (.VCT)	No	<b>Yes</b>	Built-in by default
<i>INTERLIS 1</i>	“INTERLIS 1” and “INTERLIS 2” drivers	<b>Yes</b>	<b>Yes</b>	Xerces
<i>INTERLIS 2</i>	“INTERLIS 1” and “INTERLIS 2” drivers	<b>Yes</b>	<b>Yes</b>	Xerces
<i>JML</i>	JML: OpenJUMP JML format	<b>Yes</b>	<b>Yes</b>	(read support needs libexpat)
<i>KML</i>	Keyhole Markup Language	<b>Yes</b>	<b>Yes</b>	(read support needs libexpat)
<i>LIBKML</i>	LIBKML Driver (.kml .kmz)	<b>Yes</b>	<b>Yes</b>	libkml
<i>LVBAG</i>	Dutch Kadaster LV BAG 2.0 Extract	No	No	libexpat
<i>MapML</i>	MapML	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>Memory</i>	Memory	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>MapInfo File</i>	MapInfo TAB and MIF/MID	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>MongoDBv3</i>	MongoDBv3	<b>Yes</b>	<b>Yes</b>	Mongo CXX >= 3.4.0 client library
<i>MSSQLSpatial</i>	Microsoft SQL Server Spatial Database	<b>Yes</b>	<b>Yes</b>	ODBC library
<i>MVT</i>	MVT: Mapbox Vector Tiles	<b>Yes</b>	<b>Yes</b>	(requires SQLite and GEOS for write support)
<i>MySQL</i>	MySQL	<b>Yes</b>	<b>Yes</b>	MySQL library
<i>NAS</i>	ALKIS	No	<b>Yes</b>	Xerces
<i>netCDF</i>	Vector	<b>Yes</b>	<b>Yes</b>	libnetcdf
<i>NGW</i>	NextGIS Web	No	<b>Yes</b>	libcurl
<i>UK .NTF</i>	UK .NTF	No	<b>Yes</b>	Built-in by default
<i>OAPIF</i>	OGC API - Features	No	<b>Yes</b>	libcurl
<i>OCI</i>	Oracle Spatial	<b>Yes</b>	<b>Yes</b>	OCI library
<i>ODBC</i>	ODBC RDBMS	No	<b>Yes</b>	ODBC library
<i>ODS</i>	Open Document Spreadsheet	<b>Yes</b>	No	libexpat
<i>OGDI</i>	OGDI Vectors	No	<b>Yes</b>	OGDI library
<i>OpenFileGDB</i>	ESRI File Geodatabase (OpenFileGDB)	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>OSM</i>	OpenStreetMap XML and PBF	No	<b>Yes</b>	libsqlite3 (and libexpat for OSM XML)
<i>Parquet</i>	(Geo)Parquet	<b>Yes</b>	<b>Yes</b>	Parquet component of the Apache Arrow C++ library
<i>PDF</i>	Geospatial PDF	<b>Yes</b>	<b>Yes</b>	none for write support, Poppler/PoDoFo/PDFium for read support

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Table 1 – continued from previous page

Short name	Long name	Creation	Geo-referencing	Build requirements
<i>PDS</i>	Planetary Data Systems TABLE	No	No	Built-in by default
<i>PostgreSQL</i>	PostgreSQL / PostGIS	<b>Yes</b>	<b>Yes</b>	PostgreSQL client library (libpq)
<i>PGDump</i>	PostgreSQL SQL Dump	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>PGeo</i>	ESRI Personal GeoDatabase	No	<b>Yes</b>	ODBC library
<i>PLScenes</i>	PLScenes (Planet Labs Scenes/Catalog API)	No	No	libcurl
<i>S57</i>	IHO S-57 (ENC)	No	<b>Yes</b>	Built-in by default
<i>SDTS</i>	SDTS	No	<b>Yes</b>	Built-in by default
<i>Selafin</i>	Selafin files	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>ESRI Shapefile</i>	ESRI Shapefile / DBF	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>SOSI</i>	Norwegian SOSI Standard	No	No	FYBA library
<i>SQLite</i>	SQLite / Spatialite RDBMS	<b>Yes</b>	<b>Yes</b>	libsqlite3 or libspatialite
<i>SVG</i>	Scalable Vector Graphics	No	<b>Yes</b>	libexpat
<i>SXF</i>	SXF	No	<b>Yes</b>	Built-in by default
<i>TIGER</i>	U.S. Census TIGER/Line	No	<b>Yes</b>	Built-in by default
<i>TopoJSON</i>	TopoJSON driver	No	<b>Yes</b>	Built-in by default
<i>VDV</i>	VDV-451/VDV-452/INTREST Data Format	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>VFK</i>	Czech Cadastral Exchange Data Format	No	<b>Yes</b>	libsqlite3
<i>VRT</i>	Virtual Format	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>WAsP</i>	WAsP .map format	<b>Yes</b>	<b>Yes</b>	Built-in by default
<i>WFS</i>	OGC WFS service	No	<b>Yes</b>	libcurl
<i>XLS</i>	MS Excel format	No	No	libfreexl
<i>XLSX</i>	MS Office Open XML spreadsheet	<b>Yes</b>	No	libexpat

**Note:** The following drivers have been retired and moved to the <https://github.com/OSGeo/gdal-extra-drivers> repository: AeronavFAA, BNA, HTF, OpenAir, SEGUKOOA, SEGYP, SUA, XPlane

## 7.1 AmigoCloud

New in version 2.1.0.

### Driver short name

AmigoCloud

### Build dependencies

libcurl

This driver can connect to the AmigoCloud API services. GDAL/OGR must be built with Curl support in order for the AmigoCloud driver to be compiled.

The driver supports read and write operations.

### 7.1.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 7.1.2 Dataset name syntax

The minimal syntax to open a AmigoCloud datasource is:

`AmigoCloud:[project_id]`

Additional optional parameters can be specified after the ‘:’ sign. Currently the following one is supported :

- **datasets=dataset\_id1[,dataset\_id2, ..]**: A list of AmigoCloud dataset IDs. This is necessary when you need to access a particular AmigoCloud dataset.

If several parameters are specified, they must be separated by a space.

If no dataset\_id is provided, the driver will print list of available datasets for given project.

For example: “**AmigoCloud:1234 datasets**”

List of available datasets **for** project id: 1234

id	name
-----	
5551	points
5552	lines



### 7.1.3 Authentication

All the access permissions are defined by AmigoCloud backend.

Authenticated access is obtained by specifying the API key given in the AmigoCloud dashboard web interface. It is specified with the `AMIGOCLOUD_API_KEY` configuration option.

### 7.1.4 Geometry

The OGR driver will report as many geometry fields as available in the layer, following RFC 41.

### 7.1.5 Filtering

The driver will forward any spatial filter set with `OGRLayer::SetSpatialFilter()` to the server. It also makes the same for attribute filters set with `OGRLayer::SetAttributeFilter()`.

### 7.1.6 Write support

Dataset creation and deletion is possible.

Write support is only enabled when the datasource is opened in update mode.

The mapping between the operations of the AmigoCloud service and the OGR concepts is the following :

- `OGRFeature::CreateFeature()` <==> INSERT operation
- `OGRFeature::SetFeature()` <==> UPDATE operation
- `OGRFeature::DeleteFeature()` <==> DELETE operation
- `OGRDataSource::CreateLayer()` <==> CREATE TABLE operation
- `OGRDataSource::DeleteLayer()` <==> DROP TABLE operation

When inserting a new feature with `CreateFeature()`, and if the command is successful, OGR will fetch the returned `amigo_id` (GUID) and use hash value of it as the OGR FID.

The above operations are by default issued to the server synchronously with the OGR API call. This however can cause performance penalties when issuing a lot of commands due to many client/server exchanges.

### 7.1.7 Layer creation options

The following layer creation options are available:

- **OVERWRITE=YES/NO**: Whether to overwrite an existing table with the layer name to be created. Defaults to NO.
- **GEOMETRY\_NULLABLE=YES/NO**: Whether the values of the geometry column can be NULL. Defaults to YES.

## 7.1.8 Configuration options

The following *configuration options* are available:

- AMIGOCLOUD\_API\_URL: defaults to <https://www.amigocloud.com/api/v1>. Can be used to point to another server.
- AMIGOCLOUD\_API\_KEY: see following paragraph.

## 7.1.9 Examples

Different ways to provide AmigoCloud API token:

```
ogrinfo --config AMIGOCLOUD_API_KEY abcdefghijklmnopqrstuvw -al "AmigoCloud:1234↵
↵datasets=987"
ogrinfo -oo AMIGOCLOUD_API_KEY=abcdefghijklmnopqrstuvw -al "AmigoCloud:1234 datasets=987"
env AMIGOCLOUD_API_KEY=abcdefghijklmnopqrstuvw ogrinfo -al "AmigoCloud:1234 datasets=987"
```

```
export AMIGOCLOUD_API_KEY=abcdefghijklmnopqrstuvw
ogrinfo -al "AmigoCloud:1234 datasets=987"
```

Show list of datasets.

```
$ ogrinfo -ro "AmigoCloud:1234 datasets"
List of available datasets for project id: 1234
| id      | name
|-----|-----
| 5551    | points
| 5552    | lines
```

Accessing data from a list of datasets:

```
ogrinfo -ro "AmigoCloud:1234 datasets=1234,1235"
```

Creating and populating a table from a shapefile:

```
ogr2ogr -f AmigoCloud "AmigoCloud:1234" myshapefile.shp
```

Append the data to an existing table (dataset id: 12345) from a shapefile:

```
ogr2ogr -f AmigoCloud "AmigoCloud:1234 datasets=12345" myshapefile.shp
```

or

```
ogr2ogr -append -f AmigoCloud "AmigoCloud:1234 datasets=12345" myshapefile.shp
```

Overwriting the data of an existing table (dataset id: 12345) with data from a shapefile:

```
ogr2ogr -append -doo OVERWRITE=YES -f AmigoCloud "AmigoCloud:1234 datasets=12345"↵
↵myshapefile.shp
```

Delete existing dataset (dataset id: 12345) and create a new one with data from a shapefile:

```
ogr2ogr -overwrite -f AmigoCloud "AmigoCloud:1234 datasets=12345" myshapefile.shp
```

Overwriting the data of an existing table (dataset id: 12345) with data from a shapefile. Filter the only the records with values of the field “visited\_on” after 2017-08-20

```
ogr2ogr -append -doo OVERWRITE=YES -f AmigoCloud "AmigoCloud:1234 datasets=12345" -where
↪ "visited_on > '2017-08-20'" myshapefile.shp
```

### 7.1.10 See Also

- [AmigoCloud API Token management](#)
- [AmigoCloud API Browser](#)

## 7.2 (Geo)Arrow IPC File Format / Stream

New in version 3.5.

---

### Driver short name

Arrow

---



---

### Build dependencies

Apache Arrow C++ library

---

The Arrow IPC File Format (Feather) is a portable file format for storing Arrow tables or data frames (from languages like Python or R) that utilizes the Arrow IPC format internally.

The driver supports the 2 variants of the format:

- File or Random Access format, also known as Feather: for serializing a fixed number of record batches. Random access is required to read such files, but they can be generated using a streaming-only capable file. The recommended extension for such file is `.arrow`
- Streaming IPC format: for sending an arbitrary length sequence of record batches. The format must generally be processed from start to end, and does not require random access. That format is not generally materialized as a file. If it is, the recommended extension is `.arrows` (with a trailing s). But the driver can support regular files as well as the `/vsistdin/` and `/vsistdout/` streaming files. On opening, it might difficult for the driver to detect that the content is specifically a Arrow IPC stream, especially if the extension is not `.arrows`, and the metadata section is large. Prefixing the filename with `ARROW_IPC_STREAM:` (e.g “`ARROW_IPC_STREAM:/vsistdin/`”) will cause the driver to unconditionally open the file as a streaming IPC format.

This driver also supports geometry columns using the GeoArrow specification.

---

**Note:** The driver should be considered experimental as the GeoArrow specification is not finalized yet.

---

### 7.2.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.2.2 Creation issues

The driver supports creating only a single layer in a dataset.

### 7.2.3 Layer creation options

- **COMPRESSION=string**: Compression method. Can be one of NONE, ZSTD or LZ4. Available values depend on how the Arrow library was compiled. Defaults to LZ4 when available, otherwise NONE.
- **FORMAT=FILE/STREAM**: Variant of the file format. See introduction paragraph for the difference between both. Defaults to FILE, unless the filename is “/vsistdout/” or its extension is “.arrows”, in which case STREAM is used.
- **GEOMETRY\_ENCODING=GEOARROW/WKB/WKT**: Geometry encoding. Defaults to GEOARROW.
- **BATCH\_SIZE=integer**: Maximum number of rows per record batch. Default is 65536.
- **GEOMETRY\_NAME=string**: Name of geometry column. Default is `geometry`
- **FID=string**: Name of the FID (Feature Identifier) column to create. If none is specified, no FID column is created. Note that if using ogr2ogr with the Arrow driver as the target driver and a source layer that has a named FID column, this FID column name will be automatically used to set the FID layer creation option of the Arrow driver (unless `-lco FID=` is used to set an empty name)

### 7.2.4 Links

- [Feather File Format](#)
- [GeoArrow specification](#)
- Related driver: *[Parquet driver](#)*

## 7.3 Arc/Info Binary Coverage

---

### Driver short name

AVCBIN

---



---

### Driver built-in by default

This driver is built-in by default

---

Arc/Info Binary Coverages (eg. Arc/Info V7 and earlier) are supported by OGR for read access.

The label, arc, polygon, centroid, region and text sections of a coverage are all supported as layers. Attributes from INFO are appended to labels, arcs, polygons or region where appropriate. When available the projection information is read and translated. Polygon geometries are collected for polygon and region layers from the composing arcs.

Text sections are represented as point layers. Display height is preserved in the HEIGHT attribute field; however, other information about text orientation is discarded.

Info tables associated with a coverage, but not specifically named to be attached to one of the existing geometric layers is currently not accessible through OGR. Note that info tables are stored in an 'info' directory at the same level as the coverage directory. If this is inaccessible or corrupt no info attributes will be appended to coverage layers, but the geometry should still be accessible.

If the directory contains files with names like w001001.adf then the coverage is a *grid coverage* suitable to read with GDAL, not a vector coverage supported by OGR.

The layers are named as follows:

1. A label layer (polygon labels, or free standing points) is named LAB if present.
2. A centroid layer (polygon centroids) is named CNT if present.
3. An arc (line) layer is named ARC if present.
4. A polygon layer is named "PAL" if present.
5. A text section is named according to the section subclass.
6. A region subclass is named according to the subclass name.

The Arc/Info binary coverage driver attempts to optimize spatial queries but due to the lack of a spatial index this is just accomplished by minimizing processing for features not within the spatial window.

Random (by FID) reads of arcs, and polygons is supported it may not be supported for other feature types.

### 7.3.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.3.2 See Also

- [AVCE00 Library Page](#)
- [AVCE00 OGR Driver \(.E00\)](#)

## 7.4 Arc/Info E00 (ASCII) Coverage

---

**Driver short name**

AVCE00

---

---

**Driver built-in by default**

This driver is built-in by default

---

Arc/Info E00 Coverages (eg. Arc/Info V7 and earlier) are supported by OGR for read access.

The label, arc, polygon, centroid, region and text sections of a coverage are all supported as layers. Attributes from INFO are appended to labels, arcs, polygons or region where appropriate. When available the projection information is read and translated. Polygon geometries are collected for polygon and region layers from the composing arcs.

Text sections are represented as point layers. Display height is preserved in the HEIGHT attribute field; however, other information about text orientation is discarded.

Info tables associated with a coverage, but not specifically named to be attached to one of the existing geometric layers is currently not accessible through OGR. Note that info tables are stored in an 'info' directory at the same level as the coverage directory. If this is inaccessible or corrupt no info attributes will be appended to coverage layers, but the geometry should still be accessible.

The layers are named as follows:

1. A label layer (polygon labels, or free standing points) is named LAB if present.
2. A centroid layer (polygon centroids) is named CNT if present.
3. An arc (line) layer is named ARC if present.
4. A polygon layer is named "PAL" if present.
5. A text section is named according to the section subclass.
6. A region subclass is named according to the subclass name.

Random (by FID) reads of arcs, and polygons is supported it may not be supported for other feature types. Random access to E00 files is generally slow.

### 7.4.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.4.2 See Also

- [AVCE00 Library Page](#)
- [AVCBin OGR Driver \(Binary Coverage\)](#)

## 7.5 CAD – AutoCAD DWG

---

#### Driver short name

CAD

---



---

#### Build dependencies

(internal libopencad provided)

---

OGR DWG support is based on libopencad, so the list of supported DWG (DXF) versions can be seen in libopencad documentation. All drawing entities are separated into layers as they are in DWG file, not in 1 layer as DXF Driver does.

DWG files are considered to have no georeferencing information through OGR. Features will all have the following generic attributes:

- CADGeometry: CAD Type of the presented geometry.
- Thickness: Thickness of the object drawing units (if it is not supported by this type, it is set to 0.0).
- Color (RGB): IntegerList contains R,G,B components of the color.
- ExtendedEntity: Where available, extended entity attributes all appended to form a single text attribute.

## 7.5.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.5.2 Supported Elements

The following element types are supported:

- POINT: Produces a simple point geometry feature.
- LINE: Translated as a LINESTRING. Rounded polylines (those with their vertices' budge attributes set) will be tessellated. Single-vertex polylines are translated to POINT.
- CIRCLE, ARC: Translated as a CIRCULARSTRING.
- 3DFACE: Translated as POLYGON.

The driver is read-only.

## 7.5.3 See Also

- [ODA DWG Reference](#)
- [Libopencad repository](#)

## 7.6 Carto

---

### Driver short name

CARTO

---

---

### Build dependencies

libcurl

---

This driver can connect to the services implementing the Carto API. GDAL/OGR must be built with Curl support in order for the Carto driver to be compiled.

The driver supports read and write operations.



## 7.6.1 Driver capabilities

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

### Supports Georeferencing

This driver supports georeferencing

## 7.6.2 Dataset name syntax

The minimal syntax to open a Carto datasource is :

```
Carto:[connection_name]
```

For single-user accounts, connection name is the account name. For multi-user accounts, `connection_name` must be the user name, not the account name. Additional optional parameters can be specified after the ‘:’ sign. Currently the following one is supported:

- **tables=table\_name1[table\_name2]\***: A list of table names. This is necessary when you need to access to public tables for example.

If several parameters are specified, they must be separated by a space.

## 7.6.3 Authentication

Most operations, in particular write operations, require an authenticated access. The only exception is read-only access to public tables.

Authenticated access is obtained by specifying the API key given in the management interface of the Carto service. It is specified with the `CARTO_API_KEY` configuration option.

## 7.6.4 Geometry

The OGR driver will report as many geometry fields as available in the layer (except the ‘the\_geom\_webmercator’ field), following RFC 41.

## 7.6.5 Filtering

The driver will forward any spatial filter set with `OGRLayer::SetSpatialFilter()` to the server. It also makes the same for attribute filters set with `SetAttributeFilter()`.

### 7.6.6 Paging

Features are retrieved from the server by chunks of 500 by default. This number can be altered with the `CARTO_PAGE_SIZE` configuration option.

### 7.6.7 Write support

Table creation and deletion is possible.

Write support is only enabled when the datasource is opened in update mode.

The mapping between the operations of the Carto service and the OGR concepts is the following :

- `OGRFeature::CreateFeature()` <==> INSERT operation
- `OGRFeature::SetFeature()` <==> UPDATE operation
- `OGRFeature::DeleteFeature()` <==> DELETE operation
- `OGRDataSource::CreateLayer()` <==> CREATE TABLE operation
- `OGRDataSource::DeleteLayer()` <==> DROP TABLE operation

When inserting a new feature with `OGRFeature::CreateFeature()`, and if the command is successful, OGR will fetch the returned rowid and use it as the OGR FID.

The above operations are by default issued to the server synchronously with the OGR API call. This however can cause performance penalties when issuing a lot of commands due to many client/server exchanges.

So, on a newly created layer, the INSERT of `OGRFeature::CreateFeature()` operations are grouped together in chunks until they reach 15 MB (can be changed with the `CARTO_MAX_CHUNK_SIZE` configuration option, with a value in MB), at which point they are transferred to the server. By setting `CARTO_MAX_CHUNK_SIZE` to 0, immediate transfer occurs.

**Warning:** Don't use `OGRDataSource::DeleteLayer()` and `OGRDataSource::CreateLayer()` to overwrite a table. Instead only call `OGRDataSource::CreateLayer()` with `OVERWRITE=YES`. This will avoid CARTO deleting maps that depend on this table

### 7.6.8 SQL

SQL commands provided to the `OGRDataSource::ExecuteSQL()` call are executed on the server side, unless the OGRSQL dialect is specified. You can use the full power of PostgreSQL + PostGIS SQL capabilities.

### 7.6.9 Open options

The following open options are available:

- **BATCH\_INSERT=**YES/NO: Whether to group feature insertions in a batch. Defaults to YES. Only apply in creation or update mode.
- **COPY\_MODE=**YES/NO: Using COPY for insertions and reads can result in a performance improvement. Defaults to YES.

## 7.6.10 Layer creation options

The following layer creation options are available:

- **OVERWRITE=**YES/NO: Whether to overwrite an existing table with the layer name to be created. Defaults to NO.
- **GEOMETRY\_NULLABLE=**YES/NO: Whether the values of the geometry column can be NULL. Defaults to YES.
- **CARTODBFY=**YES/NO: Whether the created layer should be “Cartodbified” (i.e. registered in dashboard). Defaults to YES. Requires:
  - **SRS**: Output SRS must be EPSG:4326. You can use `-a_srs` or `-t_srs` to assign or transform to 4326 before importing.
  - **Geometry type**: Must be different than NONE. You can set to something generic with `-nlt GEOMETRY`.
- **LAUNDER=**YES/NO: This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with PostgreSQL. This converts to lower case and converts some special characters like “-” and “#” to “\_”. If “NO” exact names are preserved. The default value is “YES”. If enabled the table (layer) name will also be laundered.

## 7.6.11 Configuration options

The following *configuration options* are available:

- **CARTO\_API\_URL**: defaults to `https://{[account_name]}.carto.com/api/v2/sql`. Can be used to point to another server.
- **CARTO\_HTTPS**: can be set to NO to use `http://` protocol instead of `https://` (only if **CARTO\_API\_URL** is not defined).
- **CARTO\_API\_KEY**: see following paragraph.
- **CARTO\_PAGE\_SIZE**: features are retrieved from the server by chunks of 500 by default. This number can be altered with the configuration option.

## 7.6.12 Examples

Accessing data from a public table:

```
ogrinfo -ro "Carto:gdalautotest2 tables=tm_world_borders_simpl_0_3"
```

Creating and populating a table from a shapefile:

```
ogr2ogr --config CARTO_API_KEY abcdefghijklmnopqrstuvwxyz -f Carto "Carto:myaccount" ↵  
↵myshapefile.shp
```

Creating and populating a table from a CSV containing geometries on EPSG:4326:

```
ogr2ogr --config CARTO_API_KEY abcdefghijklmnopqrstuvwxyz -f Carto "Carto:myaccount" file.  
↵csv -a_srs 4326 -nlt GEOMETRY
```

---

**Note:** The `-a_srs` and `-nlt` must be provided to **CARTODBFY** since the information isn’t extracted from the CSV.

---

### 7.6.13 See Also

- [Carto API overview](#)

## 7.7 Comma Separated Value (.csv)

---

### Driver short name

CSV

---

---

### Driver built-in by default

This driver is built-in by default

---

OGR supports reading and writing primarily non-spatial tabular data stored in text CSV files. CSV files are a common interchange format between software packages supporting tabular data and are also easily produced manually with a text editor or with end-user written scripts or programs.

While in theory .csv files could have any extension, in order to auto-recognise the format OGR only supports CSV files ending with the extension “.csv”. The datasource name may be either a single CSV file or point to a directory. For a directory to be recognised as a .csv datasource at least half the files in the directory need to have the extension .csv. One layer (table) is produced from each .csv file accessed.

For files structured as CSV, but not ending with .CSV extension, the ‘CSV:’ prefix can be added before the filename to force loading by the CSV driver.

The OGR CSV driver supports reading and writing. Because the CSV format has variable length text lines, reading is done sequentially. Reading features in random order will generally be very slow. OGR CSV layer might have a coordinate system stored in a .prj file (see GeoCSV specification). When reading a field named “WKT” is assumed to contain WKT geometry, but also is treated as a regular field. The OGR CSV driver returns all attribute columns as string data types if no field type information file (with .csvt extension) is available.

Limited type recognition can be done for Integer, Real, String, Date (YYYY-MM-DD), Time (HH:MM:SS+nn), Date-Time (YYYY-MM-DD HH:MM:SS+nn) columns through a descriptive file with the same name as the CSV file, but a .csvt extension. In a single line the types for each column have to be listed with double quotes and be comma separated (e.g., “Integer”, “String”). It is also possible to specify explicitly the width and precision of each column, e.g. “Integer(5)”, “Real(10.7)”, “String(15)”. The driver will then use these types as specified for the csv columns. Subtypes can be passed between parenthesis, such as “Integer(Boolean)”, “Integer(Int16)” and “Real(Float32)”. Starting with GDAL 2.1, accordingly with the [GeoCSV specification](#), the “CoordX” or “Point(X)” type can be used to specify a column with longitude/easting values, “CoordY” or “Point(Y)” for latitude/northing values and “WKT” for geometries encoded in WKT

Starting with GDAL 2.2, the “JsonStringList”, “JsonIntegerList”, “JsonInteger64List” and “JsonRealList” types can be used in .csvt to map to the corresponding OGR StringList, IntegerList, Integer64List and RealList types. The field values are then encoded as Json arrays, with proper CSV escaping.

Automatic field type guessing can also be done if specifying the open options described in the below “Open options” section.

### 7.7.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.7.2 Format

CSV files have one line for each feature (record) in the layer (table). The attribute field values are separated by commas. At least two fields per line must be present. Lines may be terminated by a DOS (CR/LF) or Unix (LF) style line terminators. Each record should have the same number of fields. The driver will also accept a semicolon, a tabulation or a space character as field separator. This autodetection will work only if there's no other potential separator on the first line of the CSV file. Otherwise it will default to comma as separator.

Complex attribute values (such as those containing commas, quotes or newlines) may be placed in double quotes. Any occurrences of double quotes within the quoted string should be doubled up to “escape” them.

By default, the driver attempts to treat the first line of the file as a list of field names for all the fields. However, if one or more of the names is all numeric it is assumed that the first line is actually data values and dummy field names are generated internally (field\_1 through field\_n) and the first record is treated as a feature. Numeric values are treated as field names if they are enclosed in double quotes. Starting with GDAL 2.1, this behavior can be modified via the HEADERS open option.

All CSV files are treated as UTF-8 encoded. A Byte Order Mark (BOM) at the beginning of the file will be parsed correctly. The option WRITE\_BOM can be used to create a file with a Byte Order Mark, which can improve compatibility with some software (particularly Excel).

Example (employee.csv):

```
ID,Salary,Name,Comments
132,55000.0,John Walker,"The ""big"" cheese."
133,11000.0,Jane Lake,Cleaning Staff
```

Note that the Comments value for the first data record is placed in double quotes because the value contains quotes, and those quotes have to be doubled up so we know we haven't reached the end of the quoted string yet.

Many variations of textual input are sometimes called Comma Separated Value files, including files without commas, but fixed column widths, those using tabs as separators or those with other auxiliary data defining field types or structure. This driver does not attempt to support all such files, but instead to support simple .csv files that can be auto-recognised. Scripts or other mechanisms can generally be used to convert other variations into a form that is compatible with the OGR CSV driver.

## 7.7.3 Reading CSV containing spatial information

### 7.7.3.1 Building point geometries

Consider the following CSV file (test.csv):

```
Latitude,Longitude,Name
48.1,0.25,"First point"
49.2,1.1,"Second point"
47.5,0.75,"Third point"
```

Starting with GDAL 2.1, it is possible to directly specify the potential names of the columns that can contain X/longitude and Y/latitude with the `X_POSSIBLE_NAMES` and `Y_POSSIBLE_NAMES` open option.

`ogrinfo -ro -al test.csv -oo X_POSSIBLE_NAMES=Lon* -oo Y_POSSIBLE_NAMES=Lat* -oo KEEP_GEOM_COLUMNS=NO` will return :

```
OGRFeature(test):1
  Name (String) = First point
  POINT (0.25 48.1)

OGRFeature(test):2
  Name (String) = Second point
  POINT (1.1 49.2)

OGRFeature(test):3
  Name (String) = Third point
  POINT (0.75 47.5)
```

If CSV file does not have a header line, the dummy “field\_n” names can be used as possible names for coordinate fields. For example plain XYZ point data can be opened as

`ogrinfo -ro -al elevation.xyz -oo X_POSSIBLE_NAMES=field_1 -oo Y_POSSIBLE_NAMES=field_2 -oo Z_POSSIBLE_NAMES=field_3`

Otherwise, if one or several columns contain a geometry definition encoded as WKT, WKB (encoded in hexadecimal) or GeoJSON (in which case the GeoJSON content must be formatted to follow CSV rules, that is to say it must be surrounded by double-quotes, and double-quotes inside the string must be repeated for proper escaping), the name of such column(s) the `GEOM_POSSIBLE_NAMES` open option.

For older versions, it is possible to extract spatial information (points) from a CSV file which has columns for the X and Y coordinates, through the use of the [VRT](#) driver.

You can write the associated VRT file (test.vrt):

```
<OGRVRTDataSource>
  <OGRVRTLayer name="test">
    <SrcDataSource>test.csv</SrcDataSource>
    <GeometryType>wkbPoint</GeometryType>
    <LayerSRS>WGS84</LayerSRS>
    <GeometryField encoding="PointFromColumns" x="Longitude" y="Latitude"/>
  </OGRVRTLayer>
</OGRVRTDataSource>
```

and `ogrinfo -ro -al test.vrt` will return :

```
OGRFeature(test):1
  Latitude (String) = 48.1
  Longitude (String) = 0.25
  Name (String) = First point
  POINT (0.25 48.1 0)

OGRFeature(test):2
  Latitude (String) = 49.2
  Longitude (String) = 1.1
  Name (String) = Second point
  POINT (1.1 49.2000000000000003 0)

OGRFeature(test):3
  Latitude (String) = 47.5
  Longitude (String) = 0.75
  Name (String) = Third point
  POINT (0.75 47.5 0)
```

### 7.7.3.2 Building line geometries

Consider the following CSV file (test.csv):

```
way_id,pt_id,x,y
1,1,2,49
1,2,3,50
2,1,-2,49
2,2,-3,50
```

With a GDAL build with Spatialite enabled, *ogrinfo test.csv -dialect SQLite -sql "SELECT way\_id, MakeLine(MakePoint(CAST(x AS float),CAST(y AS float))) FROM test GROUP BY way\_id"* will return :

```
OGRFeature(SELECT):0
  way_id (String) = 1
  LINESTRING (2 49,3 50)

OGRFeature(SELECT):1
  way_id (String) = 2
  LINESTRING (-2 49,-3 50)
```

## 7.7.4 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /vsigzip/ (read-only) , /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

### 7.7.5 Open options

The following open options can be specified (typically with the `-oo name=value` parameters of `ogrinfo` or `ogr2ogr`):

- **MERGE\_SEPARATOR**=YES/NO (defaults to NO). Setting it to YES will enable merging consecutive separators. Mostly useful when it is the space character.
- **AUTODETECT\_TYPE**=YES/NO (defaults to NO). Setting it to YES will enable auto-detection of field data types. If while reading the records (beyond the records used for autodetection), a value is found to not correspond to the autodetected data type, a warning will be emitted and the field will be emptied.
- **KEEP\_SOURCE\_COLUMNS**=YES/NO (default NO) keep a copy of the original columns where the guessing is active, and the guessed type is different from string. The name of the original columns will be suffixed with “\_original”. This flag should be used only when **AUTODETECT\_TYPE**=YES.
- **AUTODETECT\_WIDTH**=YES/NO/STRING\_ONLY (defaults to NO). Setting it to YES to detect the width of string and integer fields, and the width and precision of real fields. Setting it to **STRING\_ONLY** restricts to string fields. Setting it to NO select default size and width. If while reading the records (beyond the records used for autodetection), a value is found to not correspond to the autodetected width/precision, a warning will be emitted and the field will be emptied.
- **AUTODETECT\_SIZE\_LIMIT**=size to specify the number of bytes to inspect to determine the data type and width/precision. The default will be 1 000 000. Setting 0 means inspecting the whole file. Note: when reading from standard input, this will be limited to 1 MB, due to how `/vsistdin/` is implemented..
- **QUOTED\_FIELDS\_AS\_STRING**=YES/NO (default NO). Only used if **AUTODETECT\_TYPE**=YES. Whether to enforce quoted fields as string fields when set to YES. Otherwise, by default, the content of quoted fields will be tested for real, integer, etc... data types.
- **X\_POSSIBLE\_NAMES**=list\_of\_names. (GDAL >= 2.1) Comma separated list of possible names for X/longitude coordinate of a point. Each name might be a pattern using the star character in starting and/or ending position. E.g.: `prefix*`, `*suffix` or `*middle*`. The values in the column must be floating point values. **X\_POSSIBLE\_NAMES** and **Y\_POSSIBLE\_NAMES** must be both specified and a matching for each must be found in the columns of the CSV file. Only one geometry column per layer might be built when using **X\_POSSIBLE\_NAMES**/**Y\_POSSIBLE\_NAMES**.
- **Y\_POSSIBLE\_NAMES**=list\_of\_names. (GDAL >= 2.1) Comma separated list of possible names for Y/latitude coordinate of a point. Each name might be a pattern using the star character in starting and/or ending position. E.g.: `prefix*`, `*suffix` or `*middle*`. The values in the column must be floating point values. **X\_POSSIBLE\_NAMES** and **Y\_POSSIBLE\_NAMES** must be both specified and a matching for each must be found in the columns of the CSV file.
- **Z\_POSSIBLE\_NAMES**=list\_of\_names. (GDAL >= 2.1) Comma separated list of possible names for Z/elevation coordinate of a point. Each name might be a pattern using the star character in starting and/or ending position. E.g.: `prefix*`, `*suffix` or `*middle*`. The values in the column must be floating point values. Only taken into account in combination with **X\_POSSIBLE\_NAMES** and **Y\_POSSIBLE\_NAMES**.
- **GEOM\_POSSIBLE\_NAMES**=list\_of\_names. (GDAL >= 2.1) Comma separated list of possible names for geometry columns that contain geometry definitions encoded as WKT, WKB (in hexadecimal form, potentially in PostGIS 2.0 extended WKB) or GeoJSON. Each name might be a pattern using the star character in starting and/or ending position. E.g.: `prefix*`, `*suffix` or `*middle*`
- **KEEP\_GEOM\_COLUMNS**=YES/NO (default YES) Expose the detected X,Y,Z or geometry columns as regular attribute fields.
- **HEADERS**=YES/NO/AUTO (default AUTO) (GDAL >= 2.1) Whether the first line of the file contains column names or not. When set to AUTO, GDAL will assume the first line is column names if none of the values are strictly numeric.



- **EMPTY\_STRING\_AS\_NULL=**YES/NO (default NO) (GDAL >= 2.1) Whether to consider empty strings as null fields on reading’.
- **MAX\_LINE\_SIZE=**integer (default 10000000) (GDAL >= 3.5.3) Maximum number of bytes for a line (-1=unlimited).

### 7.7.6 Creation Issues

The driver supports creating new databases (as a directory of .csv files), adding new .csv files to an existing directory or .csv files or appending features to an existing .csv table. Starting with GDAL 2.1, deleting or replacing existing features, or adding/modifying/deleting fields is supported, provided the modifications done are small enough to be stored in RAM temporarily before flushing to disk.

### 7.7.7 Layer Creation options

- **LINEFORMAT**: By default when creating new .csv files they are created with the line termination conventions of the local platform (CR/LF on win32 or LF on all other systems). This may be overridden through use of the **LINEFORMAT** layer creation option which may have a value of **CRLF** (DOS format) or **LF** (Unix format).
- **GEOMETRY**: By default, the geometry of a feature written to a .csv file is discarded. It is possible to export the geometry in its WKT representation by specifying **GEOMETRY=AS\_WKT**. It is also possible to export point geometries into their X,Y,Z components (different columns in the csv file) by specifying **GEOMETRY=AS\_XYZ**, **GEOMETRY=AS\_XY** or **GEOMETRY=AS\_YX**. The geometry column(s) will be prepended to the columns with the attributes values. It is also possible to export geometries in GeoJSON representation using SQLite SQL dialect query, see example below.
- **CREATE\_CSVT=**YES/NO: Create the associated .csvt file (see above paragraph) to describe the type of each column of the layer and its optional width and precision. Default value : NO
- **SEPARATOR=**COMMA/SEMICOLON/TAB/SPACE: Field separator character. Default value : COMMA
- **WRITE\_BOM=**YES/NO: Write a UTF-8 Byte Order Mark (BOM) at the start of the file. Default value : NO
- **GEOMETRY\_NAME=**name (Starting with GDAL 2.1): Name of geometry column. Only used if **GEOMETRY=AS\_WKT** and **CREATE\_CSVT=YES**. Defaults to WKT
- **STRING\_QUOTING=**IF\_NEEDED/IF\_AMBIGUOUS/ALWAYS (Starting with GDAL 2.3): whether to double-quote strings. **IF\_AMBIGUOUS** means that string values that look like numbers will be quoted (it also implies **IF\_NEEDED**). Defaults to **IF\_AMBIGUOUS** (behavior in older versions was **IF\_NEEDED**)

### 7.7.8 Configuration options

The following *configuration options* are available:

- **OGR\_WKT\_PRECISION =**int: Number of decimals for coordinate values. Default to 15. A heuristics is used to remove insignificant trailing 00000x or 99999x that can appear when formatting decimal numbers.
- **OGR\_WKT\_ROUND =**YES/NO: (GDAL >= 2.3) Whether to enable the above mentioned heuristics to remove insignificant trailing 00000x or 99999x. Default to YES.

### 7.7.8.1 Examples

- This example shows using ogr2ogr to transform a shapefile with point geometry into a .csv file with the X,Y,Z coordinates of the points as first columns in the .csv file

```
ogr2ogr -f CSV output.csv input.shp -lco GEOMETRY=AS_XYZ
```

- This example shows using ogr2ogr to transform a shapefile into a .csv file with geography field formatted using GeoJSON format.

```
ogr2ogr -f CSV -dialect sqlite -sql "select AsGeoJSON(geometry) AS geom, * from ↵  
↵input" output.csv input.shp
```

- Convert a CSV into a GeoPackage. Specify the names of the coordinate columns and assign a coordinate reference system.

```
ogr2ogr \  
-f GPKG output.gpkg \  
input.csv \  
-oo X_POSSIBLE_NAMES=longitude \  
-oo Y_POSSIBLE_NAMES=latitude \  
-a_srs 'EPSG:4326'
```

### 7.7.9 Particular datasources

The CSV driver can also read files whose structure is close to CSV files :

- Airport data files NfdcFacilities.xls, NfdcRunways.xls, NfdcRemarks.xls and NfdcSchedules.xls found on that [FAA website](#)
- Files from the [USGS GNIS](#) (Geographic Names Information System)
- The allCountries file from [GeoNames](#)
- [Eurostat](#) .TSV files

### 7.7.10 Other Notes

- [GeoCSV specification](#) (supported by GDAL >= 2.1)
- Initial development of the OGR CSV driver was supported by [DM Solutions Group](#) and [GoMOOS](#).
- [Carto](#) funded field type auto-detection and open options related to geometry columns.

## 7.8 CSW - OGC CSW (Catalog Service for the Web)

---

#### Driver short name

CSW

---

---

#### Build dependencies

---

libcurl

---

This driver can connect to a OGC CSW service. It supports CSW 2.0.2 protocol. GDAL/OGR must be built with Curl support in order to the CSW driver to be compiled. And the GML driver should be set-up for read support (thus requiring GDAL/OGR to be built with Xerces or Expat support).

It retrieves records with Dublin Core metadata.

## 7.8.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

## 7.8.2 Dataset name syntax

The minimal syntax to open a CSW datasource is : `CSW:` and the URL open option, or `CSW:http://path/to/CSW/endpoint`

## 7.8.3 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server. It also makes its best effort to do the same for attribute filters set with `SetAttributeFilter()` when possible (turning OGR SQL language into OGC filter description).

The *anytext* field can be queried to do a search in any text field. Note that we always return it as null content however in OGR side, to avoid duplicating information.

## 7.8.4 Issues

Some servers do not respect EPSG axis order, in particular latitude, longitude order for WGS 84 geodetic coordinates, so it might be needed to specify the `GML_INVERT_AXIS_ORDER_IF_LAT_LONG=NO` configuration option in those cases.

## 7.8.5 Open options

- **URL:** URL to the CSW server endpoint (if not specified in the connection string already)
- **ELEMENTSETNAME=**brief/summary/full: Level of details of properties. Defaults to *full*.
- **FULL\_EXTENT\_RECORDS\_AS\_NON\_SPATIAL=**YES/NO: Whether records with (-180,-90,180,90) extent should be considered non-spatial. Defaults to NO.
- **OUTPUT\_SCHEMA=**URL : Value of outputSchema parameter, in the restricted set supported by the serve. Special value *gmd* can be used as a shortcut for <http://www.isotc211.org/2005/gmd>, *csw* for <http://www.opengis.net/cat/csw/2.0.2>. When this open option is set, a *raw\_xml* field will be filled with the XML content of each record. Other metadata fields will remain empty.
- **MAX\_RECORDS=**value : Maximum number of records to retrieve in a single time. Defaults to 500. Servers might have a lower accepted value.

## 7.8.6 Configuration options

The following *configuration options* are available:

- `GML_INVERT_AXIS_ORDER_IF_LAT_LONG=NO`: Some servers do not respect EPSG axis order, in particular latitude, longitude order for WGS 84 geodetic coordinates, so it might be needed to specify the configuration option in those cases.

## 7.8.7 Examples

Listing all the records of a CSW server:

```
ogrinfo -ro -al -noextent CSW:http://catalog.data.gov/csw
```

Listing all the records of a CSW server with spatial and an attribute filter on a give field:

```
ogrinfo -ro -al -noextent CSW:http://catalog.data.gov/csw -spat 2 49 2 49 -where  
↪ "subject LIKE '%mineralogy%'"
```

Listing all the records of a CSW server that matches a text on any text field:

```
ogrinfo -ro -al -q CSW:http://catalog.data.gov/csw -spat 2 49 2 49 -where "anytext LIKE '  
↪ %France%'"
```

Listing all the records of a CSW server as ISO 19115/19119:

```
ogrinfo -ro -al -q CSW:http://catalog.data.gov/csw -oo OUTPUT_SCHEMA=gmd
```

## 7.8.8 See Also

- [OGC CSW Standard](#)
- [GML driver documentation](#)

## 7.9 Microstation DGN

---

### Driver short name

DGN

---

### Driver built-in by default

This driver is built-in by default

---

Microstation DGN files from Microstation versions predating version 8.0 are supported for reading (a *DGNv8 driver*, using Teigha libraries, is available to read and write DGN v8 files). The entire file is represented as one layer (named “elements”).

DGN files are considered to have no georeferencing information through OGR. Features will all have the following generic attributes:

- Type: The integer type code as listed below in supported elements.
- Level: The DGN level number (0-63).
- GraphicGroup: The graphic group number.
- ColorIndex: The color index from the dgn palette.
- Weight: The drawing weight (thickness) for the element.
- Style: The style value for the element.
- EntityNum and MSLink: The Entity ID and MSLINK values in database linkage.
- ULink: User data linkage (multiple user data linkages may exist for each element).

DGN files do not contain spatial indexes; however, the DGN driver does take advantage of the extents information at the beginning of each element to minimize processing of elements outside the current spatial filter window when in effect.

### 7.9.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.9.2 Supported Elements

The following element types are supported:

- Line (3): Line geometry.
- Line String (4): Multi segment line geometry.
- Shape (6): Polygon geometry.
- Curve (11): Approximated as a line geometry.
- B-Spline (21): Treated (inaccurately) as a line geometry.
- Arc (16): Approximated as a line geometry.
- Ellipse (15): Approximated as a line geometry.
- Text (17): Treated as a point geometry.

Generally speaking any concept of complex objects, and cells as associated components is lost. Each component of a complex object or cell is treated as a independent feature.

### 7.9.3 MSLINK

A DGN element can have a correspondence to a row in a database table, known as database linkage or database attribute. The EntityNum refers to the database table. The MSLink is the key to find the row in that table.

### 7.9.4 User data linkage

A DGN element may have multiple user data linkages. Each linkage has a user id, application id and a number of words of data. The user data linkage output reports the data for each different application id found as raw hexadecimal words (16bits). The application id is the second word of the raw data.

Is up to the user how to decode the user raw data, depending on the application id.

### 7.9.5 Styling Information

Some drawing information about features can be extracted from the ColorIndex, Weight and Style generic attributes; however, for all features an OGR style string has been prepared with the values encoded in ready-to-use form for applications supporting OGR style strings.

The various kinds of linear geometries will carry style information indicating the color, thickness and line style (i.e. dotted, solid, etc).

Polygons (Shape elements) will carry styling information for the edge as well as a fill color if provided. Fill patterns are not supported.

Text elements will contain the text, angle, color and size information (expressed in ground units) in the style string.

### 7.9.6 Creation Issues

2D DGN files may be written with OGR with significant limitations:

- Output features have the usual fixed DGN attributes. Attempts to create any other fields will fail.
- Virtual no effort is currently made to translate OGR feature style strings back into DGN representation information.
- POINT geometries that are not text (Text is NULL, and the feature style string is not a LABEL) will be translated as a degenerate (0 length) line element.
- Polygon, and multipolygon objects will be translated to simple polygons with all rings other than the first discarded.
- Polygons and line strings with too many vertices will be split into a group of elements prefixed with a Complex Shape Header or Complex Chain Header element as appropriate.
- A seed file must be provided (or if not provided, \$PREFIX/share/gdal/seed\_2d.dgn will be used). Many aspects of the resulting DGN file are determined by the seed file, and cannot be affected via OGR, such as initial view window.
- The various collection geometries other than MultiPolygon are completely discarded at this time.
- Geometries which fall outside the “design plane” of the seed file will be discarded, or corrupted in unpredictable ways.
- DGN files can only have one layer. Attempts to create more than one layer in a DGN file will fail.

### 7.9.7 Dataset creation options

- **3D=***YES* or *NO*: Determine whether 2D (seed\_2d.dgn) or 3D (seed\_3d.dgn) seed file should be used. This option is ignored if the SEED option is provided.
- **SEED=***filename*: Override the seed file to use.
- **COPY\_WHOLE\_SEED\_FILE=***YES/NO*: Indicate whether the whole seed file should be copied. If not, only the first three elements (and potentially the color table) will be copied. Default is NO.
- **COPY\_SEED\_FILE\_COLOR\_TABLE=***YES/NO*: Indicates whether the color table should be copied from the seed file. By default this is NO.
- **MASTER\_UNIT\_NAME=***name*: Override the master unit name from the seed file with the provided one or two character unit name.
- **SUB\_UNIT\_NAME=***name*: Override the sub unit name from the seed file with the provided one or two character unit name.
- **SUB\_UNITS\_PER\_MASTER\_UNIT=***count*: Override the number of subunits per master unit. By default the seed file value is used.
- **UOR\_PER\_SUB\_UNIT=***count*: Override the number of UORs (Units of Resolution) per sub unit. By default the seed file value is used.
- **ORIGIN=***x,y,z*: Override the origin of the design plane. By default the origin from the seed file is used.

- 
- [Dgnlib Page](#)
  - [Feature Style Specification](#)
  - [DGNv8 driver](#) (using Teigha libraries)

## 7.10 Microstation DGN v8

New in version 2.2.

---

#### Driver short name

DGNv8

---



---

#### Build dependencies

Open Design Alliance Teigha library

---

Microstation DGN files from Microstation version 8.0 are supported for reading and writing. Each model of the file is represented by a OGR layer.

This driver requires to be built against the (non open source) Open Design Alliance Teigha library.

DGN files are considered to have no georeferencing information through OGR. Features will all have the following generic attributes:

- Type: The integer type code as listed below in supported elements.
- Level: The DGN level number.

- GraphicGroup: The graphic group number.
- ColorIndex: The color index from the dgn palette.
- Weight: The drawing weight (thickness) for the element.
- Style: The style value for the element.
- ULink: User data linkage (multiple user data linkages may exist for each element).

### 7.10.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.10.2 Supported Elements

The following element types are supported in reading:

- Cell Header (2): used for polygons with holes
- Line (3): Line (2 points) geometry.
- Line String (4): Multi segment line geometry.
- Shape (6): Polygon geometry.
- TextNode (7): Container of Text elements.
- Curve (11): Approximated as a line geometry.
- ComplexString (12): Treated as line string or compound curve.
- ComplexShape (14): Treated as polygon or curve polygon.
- Ellipse (15): Approximated as a line geometry or a circular string.
- Arc (16): Approximated as a line geometry or a circular string.
- Text (17): Treated as a point geometry.
- B-Spline (21): Treated as a line geometry.
- PointString (22): Treated as multi point.
- Shared cell reference (35): Treated as point.

Generally speaking any concept of complex objects, and cells as associated components is lost. Each component of a complex object or cell is treated as a independent feature.



### 7.10.3 User data linkage

A DGN element may have multiple user data linkages. Each linkage has a user id, application id and a number of words of data. The user data linkage output reports the data for each different application id.

For unknown application ids, the raw data is reported as hexadecimal words (16bit). Is up to the user how to decode the user data, depending on the application id.

### 7.10.4 Styling Information

Some drawing information about features can be extracted from the ColorIndex, Weight and Style generic attributes; however, for all features an OGR style string has been prepared with the values encoded in ready-to-use form for applications supporting OGR style strings.

The various kinds of linear geometries will carry style information indicating the color, thickness and line style (i.e. dotted, solid, etc).

Polygons (Shape elements) will carry styling information for the edge as well as a fill color if provided. Fill patterns are not supported.

Text elements will contain the text, angle, color and size information (expressed in ground units) in the style string.

### 7.10.5 Metadata

The various metadata items that can be set in the DGN header with the dataset creation options (see below) can be retrieved in the “DGN” metadata domain.

### 7.10.6 Creation Issues

DGN files may be written with OGR with limitations:

- Output features have the usual fixed DGN attributes. Attempts to create any other fields will fail.
- Translation from OGR feature style strings back into DGN representation information is limited to a few properties of LABEL (text, font name, size, angle, color), PEN (color) and BRUSH (fill color) tools.
- POINT geometries that are not text (Text is NULL, and the feature style string is not a LABEL) will be translated as a degenerate (0 length) line element.
- Geometries which fall outside the “design plane” of the seed file will be discarded, or corrupted in unpredictable ways.

### 7.10.7 Dataset creation options

- **SEED=filename:** Specify the seed file to use.
- **COPY\_SEED\_FILE\_COLOR\_TABLE=YES/NO:** Indicates whether the color table should be copied from the seed file. Only taken into account if SEED is specified. By default this is NO.
- **COPY\_SEED\_FILE\_MODEL=YES/NO:** Indicates whether the existing models (without their graphic contents) should be copied from the seed file. This holds as well for the view groups and named views to which they are linked to. Only taken into account if SEED is specified. By default this is YES.
- **COPY\_SEED\_FILE\_MODEL\_CONTROL\_ELEMENTS=YES/NO:** Indicates whether the existing control elements of models should be copied from the seed file. Only taken into account if COPY\_SEED\_FILE\_MODEL=YES. By default this is YES.

- **APPLICATION=string**: Set Application field in header. If not specified, derived from seed file when set. Otherwise mentions the version of GDAL and the Teigha library used.
- **TITLE=string**: Set Title field in header. If not specified, from the seed file.
- **SUBJECT=string**: Set Subject field in header. If not specified, from the seed file.
- **AUTHOR=string**: Set Author field in header. If not specified, from the seed file.
- **KEYWORDS=string**: Set Keywords field in header. If not specified, from the seed file.
- **TEMPLATE=string**: Set Template field in header. If not specified, from the seed file.
- **COMMENTS=string**: Set Comments field in header. If not specified, from the seed file.
- **LAST\_SAVED\_BY=string**: Set LastSavedBy field in header. If not specified, from the seed file.
- **REVISION\_NUMBER=string**: Set RevisionNumber field in header. If not specified, from the seed file.
- **CATEGORY=string**: Set Category field in header. If not specified, from the seed file.
- **MANAGER=string**: Set Manager field in header. If not specified, from the seed file.
- **COMPANY=string**: Set Company field in header. If not specified, from the seed file.

### 7.10.8 Layer creation options

- **DESCRIPTION=string**: Description associated with the layer. If not specified, from the seed file.
- **DIM=2/3**: Dimension (ie 2D vs 3D) of the layer. By default, 3, unless the model is reused from the seed file.

### 7.10.9 Building

See [ODA platform support](#) for building GDAL with ODA support.

#### 7.10.9.1 Open Design Alliance - ODA Platform

ODA Platform (previously named Teigha) is required to enable GDAL support for reading AutoCAD DWG and Microstation DGN v8 files. GDAL/OGR must be built with ODA support in order to enable these drivers.

#### ODA required products

ODA Platform includes several SDK. Drawings SDK provides access to all data in .dwg and .dgn through an object-oriented API. It is required to compile GDAL. Since Kernel SDK is required by all products, these two products must be downloaded:

- Kernel
- Drawings

These libraries are not publicly available. You have to become a member to get access to the libraries. Upon authentication the libraries are available from: [ODA Member Downloads](#)

## Get the libraries

To select the appropriate files to download, consider the following ODA name conventions (for Linux):

- `lnx` - Linux
- `X86, X64` - indicates X86 or X64 platform
- `4.4, 4.7, 4.8, 4.9, 5.2, 5.3, 6.3, 7.2, 8.3` - GCC versions
- `dll` - indicates a shared library version
- `pic` - compiled with Position Independent Code option

ODA archives also contains a release suffix in order to distinguish between releases, like 21.2 or 21.6.

To download the required files for Linux, the following files could be downloaded:

- `Kernel_lnxX64_7.2dll_21.6.tar.gz`
- `Drawings_lnxX64_7.2dll_21.6.tar.gz`

In this example, the files names are:

- `lnx` for Linux
- `X64` for X64 architecture
- `7.2` for gcc 7.2
- `dll` for shared library version
- `21.6` ODA 2021 release, build 6

## Compiling the libraries

The libraries must be merged before compiling.

```
cd ~/dev/cpp/ODA21.6
mkdir base_7.2
tar xvfz Kernel_lnxX64_7.2dll_21.6.tar.gz -C base_7.2
tar xvfz Drawings_lnxX64_7.2dll_21.6.tar.gz -C base_7.2
```

To compile, an activation key is required. It can be requested from ODA Products Activation. The activation key must be copied to `ThirdParty/activation/`.

```
cp OdActivationInfo base_7.2/ThirdParty/activation/
```

Compile the ODA libraries with:

```
cd base_7.2
./configure
make -j8
```

Make sure your gcc major version matches ODA libs gcc version. On Ubuntu, for example, you can install different gcc/g++ versions, like 7, 8 and 9. Switch between them with:

```
sudo update-alternatives --config gcc
sudo update-alternatives --config g++
```

## ODA libraries path

After compiling ODA, the resulting libs are in a non standard search path. There is no *make install* included to copy the libraries to a standard location. This might be an issue.

You have different alternative options to compile and run GDAL/OGR with ODA:

- copy the ODA libraries to a standard location
- set `LD_LIBRARY_PATH` (like `LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/home/jgr/dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll`)
- Adding ODA folder to the system library path (`echo "/home/jgr/dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll" | sudo tee -a /etc/ld.so.conf.d/z_gdal-ODA.conf`)
- Setting a run time path (*rpath*) when compiling GDAL (like `LDFLAGS="-Wl,-rpath=/home/jgr/dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll"`).

### ODA library names

Some ODA library names do not conform the usual Linux standard *lib\*.so*. If you don't use *rpath*, for the other alternatives listed above, you might have to create symbolic links from the actual names. Example:

```
cd ~/dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll
for f in *.tx
do
    echo "Processing $f"
    ln -s $f lib$f.so
done
sudo ldconfig
```

Check with `ldconfig -v` if all ODA libraries are now visible.

## Compiling GDAL

After compiling ODA libraries, GDAL can be build using two additional options:

- `-with-teigha=/home/jgr/dev/cpp/ODA21.6/base_7.2`
- `-with-teigha-plt=lnxX64_7.2dll`

The value of `-with-teigha` is the full path of the folder where the libraries were merged and compiled.

The value of `-with-teigha-plt` must match the platform name used by ODA. The platform name is the folder name under *Platforms*:

```
ls -l Platforms/
lnxX64_7.2dll
```

## GDAL compilation

Use your own GDAL build configuration and add the previous mentioned options. After running *configure*, make sure that *Teigha* (*DWG* and *DGNv8*) support is configured.

As an example, compiling GDAL can be:

```
cd gdal
./autogen.sh
./configure --without-libtool LDFLAGS="-L/usr/lib/x86_64-linux-gnu" --with-
python=python3 --with-proj=/usr/local --with-pg=yes --with-poppler --with-teigha=/home/
jgr/dev/cpp/ODA21.6/base_7.2 --with-teigha-plt=lnxX64_7.2dll
make -j8
sudo make install
sudo ldconfig
# Python support
cd swig/python
python3 setup.py build
sudo python3 setup.py install
```

We added `LDFLAGS="-L/usr/lib/x86_64-linux-gnu"` to use system libs over ODA's *libpcre*, *libcurl*, etc.

## Testing

After compiling GDAL, you can check if the new drivers *DGNv8* and *DWG* are supported with:

```
./apps/ogrinfo --formats | grep 'AutoCAD\|Microstation'
DGN -vector- (rw+v): Microstation DGN
DWG -vector- (ro): AutoCAD DWG
DGNv8 -vector- (rw+): Microstation DGNv8
DXF -vector- (rw+v): AutoCAD DXF
CAD -raster,vector- (rovs): AutoCAD Driver
```

If a file is *DGNv8*, you will see that driver in action when opening the file:

```
ogrinfo ~/dev/cpp/gdal/autotest/ogr/data/dgnv8/test_dgnv8.dgn
INFO: Open of `/home/jgr/dev/cpp/gdal/autotest/ogr/data/dgnv8/test_dgnv8.dgn'
      using driver `DGNv8' successful.
1: my_model
```

## Troubleshooting

If you find linking errors, you can set `LD_LIBRARY_PATH` or `LDFLAGS` environment variables to make sure you are able to get the ODA libraries from their location.

Use `ldconfig -v` to check if ODA's library folder is listed.

For example, you can try:

```
export LD_LIBRARY_PATH=/home/jgr/dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll
./configure --without-libtool LDFLAGS="-L/usr/lib/x86_64-linux-gnu" --with-
python=python3 --with-proj=/usr/local --with-pg=yes --with-poppler --with-teigha=/home/
jgr/dev/cpp/ODA21.6/base_7.2 --with-teigha-plt=lnxX64_7.2dll
```

You can force a run time location (with *rpath*) with:

```
./configure --without-libtool LDFLAGS="-L/usr/lib/x86_64-linux-gnu -Wl,-rpath=/home/jgr/  
→dev/cpp/ODA21.6/base_7.2/bin/lnxX64_7.2dll" --with-python=python3 --with-proj=/usr/  
→local --with-pg=yes --with-poppler --with-teigha=/home/jgr/dev/cpp/ODA21.6/base_7.2 --  
→with-teigha-plt=lnxX64_7.2dll
```

Adjust these settings, according to your build environment.

### See Also

- [Introducing the ODA Platform](#)
- [AutoCAD DWG](#)
- [Microstation DGN v8](#)

- 
- [DGN \(v7\) driver](#)
  - [Feature Style Specification](#)

## 7.11 AutoCAD DWG

---

### Driver short name

DWG

---

### Build dependencies

Open Design Alliance Teigha library

---

OGR supports reading most versions of AutoCAD DWG when built with the Open Design Alliance Teigha library. DWG is a binary working format used for AutoCAD drawings. A reasonable effort has been made to make the OGR DWG driver work similarly to the OGR DXF driver which shares a common data model. The entire contents of the .dwg file is represented as a single layer named “entities”.

DWG files are considered to have no georeferencing information through OGR. Features will all have the following generic attributes:

- Layer: The name of the DXF layer. The default layer is “0”.
- SubClasses: Where available, a list of classes to which an element belongs.
- ExtendedEntity: Where available, extended entity attributes all appended to form a single text attribute.
- Linetype: Where available, the line type used for this entity.
- EntityHandle: The hexadecimal entity handle. A sort of feature id.
- Text: The text of labels.

A reasonable attempt is made to preserve line color, line width, text size and orientation via OGR feature styling information when translating elements. Currently no effort is made to preserve fill styles or complex line style attributes.

### 7.11.1 Configuration options

The following *configuration options* are available:

- **OGR\_ARC\_STEPSIZE**: The approximation of arcs, ellipses, circles and rounded polylines as linestrings is done by splitting the arcs into subarcs of no more than a threshold angle. This angle is the **OGR\_ARC\_STEPSIZE**. This defaults to four degrees, but may be overridden by setting the configuration variable.
- **DWG\_INLINE\_BLOCKS**: The default behavior is for block references to be expanded with the geometry of the block they reference. However, if the **DWG\_INLINE\_BLOCKS** configuration option is set to the value **FALSE**, then the behavior is different as described here:
  - A new layer will be available called blocks. It will contain one or more features for each block defined in the file. In addition to the usual attributes, they will also have a **BlockName** attribute indicate what block they are part of.
  - The entities layer will have new attributes **BlockName**, **BlockScale**, **BlockAngle** and **BlockAttributes**.
  - **BlockAttributes** will be a list of (tag x value) pairs of all visible attributes (JSON encoded).
  - block referenced will populate these new fields with the corresponding information (they are null for all other entities).
  - block references will not have block geometry inlined - instead they will have a point geometry for the insertion point.

The intention is that with **DWG\_INLINE\_BLOCKS** disabled, the block references will remain as references and the original block definitions will be available via the blocks layer.

- **DWG\_ATTRIBUTES**: If option is set to **TRUE** value, then block attributes are treated as feature attributes, one feature attribute for each tag. This option allow conversion to rows and columns data such as database tables.
- **DWG\_ALL\_ATTRIBUTES**: If option is set to **FALSE** value, then block attributes are ignored if the visible property of the tag attribute is false. To see all attributes set **DWG\_ALL\_ATTRIBUTES** to **TRUE** value (this is the default value).

### 7.11.2 Building

See *ODA platform support* for building GDAL with ODA support.

## 7.12 AutoCAD DXF

---

#### Driver short name

DXF

---



---

#### Driver built-in by default

This driver is built-in by default

---

DXF is an ASCII format used for interchanging AutoCAD drawings between different software packages. OGR supports reading DXF files generated by all recent versions of AutoCAD, and writing DXF files that are compatible with AutoCAD 2004 and later.

DXF files are considered to have no georeferencing information through OGR.

## 7.12.1 Driver capabilities

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.12.2 DXF Reader

By default, the entire contents of the file are represented as a single OGR layer named “entities”. Features will all have the following generic fields:

- Layer: The name of the DXF layer. The default layer is “0”.
- PaperSpace: 1 if the entity is located on a layout (paper space), NULL otherwise.
- SubClasses: Where available, a list of classes to which an entity belongs.
- ExtendedEntity (GDAL <= 2.2.x): The values of extended entity attributes all appended to form a single text field, where available.
- RawCodeValues (GDAL >= 2.3.0): Only available when the configuration option `DXF_INCLUDE_RAW_CODE_VALUES` is set to TRUE. A string list containing all group codes and values that are not handled by the DXF reader.
- Linetype: Where available, the line type used for this entity.
- EntityHandle: The hexadecimal entity handle. A sort of feature id.
- Text: The text of labels.

### 7.12.2.1 Supported Entities

The following entity types are supported:

- POINT: Produces a simple POINT geometry feature.
- MTEXT, TEXT: Produces a POINT feature with LABEL style information. The style string may include the following parameters: `f s t a c w p dx dy bo it`. Text positioning might not precisely match CAD software (especially the vertical alignment of MTEXT), as calculation of the exact position would require GDAL to be aware of the font metrics. By default, character escapes such as `%%p` are honored where applicable, and MTEXT control sequences like `\Wx.xx;` are stripped. To disable this behavior and retrieve the raw text values, set the configuration option `DXF_TRANSLATE_ESCAPE_SEQUENCES` to FALSE.
- LINE, POLYLINE, LWPOLYLINE: Translated as a LINESTRING. Rounded polylines (those with their vertices’ bulge attributes set) will be tessellated. Single-vertex polylines are translated to POINT. Polyface meshes are translated as POLYHEDRALSURFACE geometries.
- MLINE:
  - (GDAL >= 2.3.0) Translated as a MULTILINESTRING. Only the geometry is reconstructed; styling applied to individual line elements within the MLINE is ignored. Fill colors and start/end caps are also omitted.
  - (GDAL <= 2.2.x) No support.



- CIRCLE, ELLIPSE, ARC, SPLINE, (GDAL >= 2.3.0) HELIX: Translated as a LINESTRING, tessellating the curve into line segments. (GDAL >= 2.3.0) CIRCLES with nonzero “thickness” (cylinders) are approximated as a POLYHEDRALSURFACE.
- INSERT: By default, the block definition referenced by the INSERT will be inserted as a compound geometry (for example, a MULTILINESTRING for a block containing many lines, or a GEOMETRYCOLLECTION for a block that contains points and lines). If the block contains TEXT or MTEXT entities, they are not merged into the compound geometry and are instead returned as separate features.

Three configuration options are available to control the behavior of INSERT entities:

- DXF\_MERGE\_BLOCK\_GEOMETRIES: To avoid merging blocks into a compound geometry the DXF\_MERGE\_BLOCK\_GEOMETRIES config option may be set to FALSE. Use this option if you need to preserve the styling (such as colors) of individual linework entities within the block.
- DXF\_INLINE\_BLOCKS: See below.
- (GDAL >= 2.3.0) DXF\_FEATURE\_LIMIT\_PER\_BLOCK: Maximum number of features inserted from a single block. Set to -1 for no limit. Defaults to 10000.
- ATTDEF, ATTRIB:
  - (GDAL >= 2.3.0) Attributes (ATTRIB) are treated as TEXT entities, and attribute definitions (ATTDEF) inside blocks are ignored. The behavior is different when DXF\_INLINE\_BLOCKS is false (see below).
  - (GDAL <= 2.2.x) ATTDEF entities are treated as TEXT. ATTRIB entities are not supported.
- HATCH: Line and arc boundaries are collected as a polygon geometry, but no effort is currently made to represent the fill style of HATCH entities.
 

(GDAL >= 2.3.0) The DXF\_HATCH\_TOLERANCE config option determines the tolerance used when looking for the next component to add to the hatch boundary.

(GDAL <= 2.2.x) Only line and polyline boundary paths are translated correctly.
- 3DFACE, SOLID, (GDAL >= 2.3.0) TRACE: Translated as POLYGON, except for SOLID and TRACE entities with only one distinct vertex (translated as POINT) or two distinct vertices (translated as LINESTRING).
- DIMENSION:
  - (GDAL >= 2.3.0) The DXF format allows each DIMENSION entity to reference an “anonymous” block (a block whose name starts with \*D) that contains the geometry of the DIMENSION. If present, this anonymous block will be inlined at the required position. Otherwise, fallback will occur to a simple DIMENSION renderer that explodes a linear dimension as a MULTILINESTRING feature. Arrowheads, if present, are translated as one or more additional features. The fallback renderer will render nonlinear dimensions as if they were linear.
  - (GDAL <= 2.2.x) Dimensions are translated as a MULTILINESTRING and a POINT for the text.
- LEADER, MULTILEADER:
  - (GDAL >= 2.3.0) The leader line is translated as a LINESTRING (LEADER) or MULTILINESTRING (MULTILEADER). Arrowheads, if present, are translated as one or more additional features. Text for MULTILEADER entities is translated into a POINT feature with a label. Block content for MULTILEADERS is treated as for INSERT. Spline leaders are tessellated into line segments.
  - (GDAL <= 2.2.x) No support.
- 3DSOLID, REGION, BODY, SURFACE: See below.

A reasonable attempt is made to preserve color, line width (lineweight), line type, text size and orientation via OGR feature styling information when translating entities. Currently no effort is made to preserve complex line types (those that include text or shapes) or HATCH fill styles.

The approximation of arcs, ellipses, circles and rounded polylines as linestrings is done by splitting the arcs into subarcs of no more than a threshold angle. This angle is set using the `OGR_ARC_STEPSIZE` configuration option. This defaults to 4 degrees. You can also set the `OGR_ARC_MAX_GAP` configuration option to enforce a maximum distance between adjacent points on the interpolated curve. Setting this option to 0 (the default) means no maximum distance applies.

For splines, the interpolated polyline contains eight vertices for each control point.

Object coordinate systems (OCS), also known as “extrusions”, are supported for all entities to which they apply as per the DXF specification, except `DIMENSION`, `LEADER` and `MULTILEADER`. These three entity types also currently lack support for elevations; the geometries will always be 2D.

### 7.12.2.2 DXF\_INLINE\_BLOCKS

The default behavior is for `INSERT` entities to be exploded with the geometry of the `BLOCK` they reference. However, if the `DXF_INLINE_BLOCKS` configuration option is set to the value `FALSE`, then the behavior is different as described here.

- A new layer will be available called “blocks”. It will contain one or more features for each `BLOCK` defined in the file. In addition to the usual fields, they will also have a `Block` field indicating what block they are part of. (Note, in GDAL 2.2.x and earlier this field was called `BlockName`.)
- (GDAL  $\geq$  2.3.0) `ATTDEF` entities in the blocks layer will have an `AttributeTag` field, giving the tag of the `ATTDEF` entity.
- The entities layer will have several new fields:
  - `BlockName`: The name of the referenced block.
  - `BlockScale`: The X, Y, and Z scale factors.
  - `BlockAngle`: The angle of the block in degrees.
  - `BlockOCSNormal` (GDAL  $\geq$  2.3.0): The unit normal vector of the object coordinate system (OCS) of the `INSERT` entity.
  - `BlockOCSCoords` (GDAL  $\geq$  2.3.0): The OCS coordinates of the insertion point.
  - `BlockAttributes` (GDAL  $\geq$  2.3.0): The text content of attributes associated with this block. Each entry in this string list contains an attribute tag, followed by a space, followed by the text for that attribute (which may be empty).
- `INSERT` entities will populate these new fields with the corresponding information (they are null for all other entities).
- `INSERT` entities will not have block geometry inlined - instead they will have a `POINT` geometry for the insertion point.

The intention is that with `DXF_INLINE_BLOCKS` disabled, the block references will remain as references and the original block definitions will be available via the blocks layer. On export this configuration will result in the creation of similar blocks.

### 7.12.2.3 3D Extensibility

DXF files may contain 3DSOLID, REGION, BODY and SURFACE entities, which contain 3D modelling data in the proprietary Autodesk ShapeManager (ASM) format, a broadly compatible fork of the ACIS format. GDAL cannot transform these entities into OGR geometries, so they are skipped by default.

Starting from GDAL 2.3.0, the `DXF_3D_EXTENSIBLE_MODE` configuration option may be set to `TRUE` to include these entities with the raw ASM data stored in a field, allowing for interoperability with commercial conversion tools. This option adds two new fields:

- `ASMDATA`: A binary field that contains the ASM data.
- `ASMTransform`: A column-major list of 12 real values indicating the affine transformation to be applied to the entity.

This feature only works for DXF files in AutoCAD 2013 (AC1027) format and later.

### 7.12.2.4 Character Encodings

Normally DXF files are in the ANSI\_1252 / Win1252 encoding. GDAL/OGR attempts to translate this to UTF-8 when reading and back into ANSI\_1252 when writing. DXF files can also have a header field (`$DWGCODEPAGE`) indicating the encoding of the file. An attempt is made to use this to recode other code pages to UTF-8. Whether this works will depend on the code page naming and whether GDAL/OGR is built against the iconv library for character recoding.

In some cases the `$DWGCODEPAGE` setting in a DXF file will be wrong, or unrecognised by OGR. It could be edited manually, or the `DXF_ENCODING` configuration variable can be used to override what id will be used by OGR in transcoding. The value of `DXF_ENCODING` should be an encoding name supported by `CPLRecode()` (i.e. an iconv name), not a DXF `$DWGCODEPAGE` name. Using a `DXF_ENCODING` name of “UTF-8” will avoid any attempt to recode the text as it is read.

---

## 7.12.3 DXF Writer

DXF files are written in AutoCAD 2004 format. A standard header (everything up to the `ENTITIES` keyword) is written from the `$GDAL_DATA/header.dxf` file, and the `$GDAL_DATA/trailer.dxf` file is added after the entities. Only one OGR layer can be used to create the output file (but many DXF layers can be created - see below).

- Point features with `LABEL` styling are written as `MTEXT` entities based on the styling information.
- Point features without `LABEL` styling are written as `POINT` entities.
- `LineString` and `MultiLineString` features are written as one or more `LWPOLYLINE` entities, closed in the case of polygon rings. If the geometry does not have a constant elevation, a `POLYLINE` entity is written. An effort is made to preserve line width and color.
- `Polygon`, `Triangle` and `MultiPolygon` features are written as `HATCH` entities by default. To write these features as `LWPOLYLINE`/`POLYLINE` entities instead, set the configuration option `DXF_WRITE_HATCH` to `FALSE`. You may need to do this if your geometries do not have a constant elevation, as the DXF `HATCH` entity cannot represent such geometries.

Only the first tool (`PEN`, `BRUSH`, etc) in the style string is read. The following style string parameters are understood:

Tool	Available on geometry types	Supported parameters
PEN	Point, (Multi)LineString	color (c); width (w); dash pattern (p)
BRUSH	(Multi)Polygon, Triangle	foreground color (fc)
SYMBOL	Point	color (c)
LABEL	Point	<p>GDAL &gt;= 2.3.0: text (t); font name (f); font size (s), treated as cap height; bold (bo); italic (it); text color (c); x and y offsets (dx, dy); angle (a); anchor point (p); stretch (w)</p> <p>GDAL &lt;= 2.2.x: text (t); font size (s), treated as cap height; text color (c); angle (a); anchor point (p)</p>

The dataset creation supports the following dataset creation options:

- **HEADER=filename:** Override the header file used - in place of header.dxf located in the GDAL\_DATA directory.
- **TRAILER=filename:** Override the trailer file used - in place of trailer.dxf located in the GDAL\_DATA directory.

The header and trailer templates can be complete DXF files. The driver will scan them and only extract the needed portions (portion before or after the ENTITIES section).

### 7.12.3.1 Block References

It is possible to export a “blocks” layer to DXF in addition to the “entities” layer in order to produce actual DXF BLOCKs definitions in the output file. It is also possible to write INSERT entities if a block name is provided for an entity. To make this work the following conditions apply:

- A “blocks” layer may be created, and it must be created before the entities layer.
- The entities in the blocks layer should have the Block field populated. (Note, in GDAL 2.2.x and earlier this attribute was called BlockName.)
- Objects to be written as INSERTs in the entities layer should have a POINT geometry, and the BlockName field set. You may also set BlockAngle, BlockScale, BlockOCSNormal and BlockOCSCoords (see above under DXF\_INLINE\_BLOCKS for details). If BlockOCSCoords is set to a list of 3 real numbers, it is used as the location of the block; in this situation the position of the POINT geometry is ignored.
- If a block (name) is already defined in the template header, that will be used regardless of whether a new definition was provided in the blocks layer.

The intention is that a simple translation from DXF to DXF with DXF\_INLINE\_BLOCKS set to FALSE will approximately reproduce the original blocks and keep INSERT entities as INSERT entities rather than exploding them.

### 7.12.3.2 Layer Definitions

When writing entities, if populated the Layer field is used to set the written entities layer. If the layer is not already defined in the template header then a new layer definition will be introduced, copied from the definition of the default layer (“0”).

### 7.12.3.3 Linetype Definitions

When writing linestring geometries, the following rules apply with regard to linetype (dash pattern) definitions.

- If the Linetype field is set on a written feature, and that linetype is already defined in the template header, then it will be referenced from the entity. If a style string is present with a “p” pattern proportional to the linetype defined in the header, a linetype scale value is written.
- If the Linetype field is set, but the linetype is not defined in the header template, then a definition will be added if the feature has an OGR style string with a PEN tool and a “p” pattern setting.
- If the feature has no Linetype field set, but it does have an OGR style string with a PEN tool with a “p” pattern set, then an automatically named linetype will be created in the output file. Or, if an appropriate linetype was previously created, that linetype will be referenced, with a linetype scale if required.

The intention is that “dot dash” style patterns will be preserved when written to DXF and that specific linetypes can be predefined in the header template, and referenced using the Linetype field if desired.

It is assumed that patterns are using “g” (georeferenced) units for defining the line pattern. If not, the scaling of the DXF patterns is likely to be wrong - potentially very wrong.

### 7.12.3.4 Units

GDAL writes DXF files with measurement units set to “Imperial - Inches”. If you need to change the units, edit the `$MEASUREMENT` and `$INSUNITS` variables in the header template.

---

## 7.12.4 See also

[List of known issues](#)

[AutoCAD 2000 DXF Reference](#)

[AutoCAD 2014 DXF Reference](#)

## 7.13 Google Earth Engine Data API

New in version 2.4.

---

### Driver short name

EEDA

---

---

### Build dependencies

---

libcurl

---

The driver supports read-only operations to list images and their metadata as a vector layer, using Google Earth Engine REST API.

### 7.13.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.13.2 Dataset name syntax

The minimal syntax to open a datasource is:

`EEDA:[collection]`

where collection is something like `projects/earthengine-public/assets/COPERNICUS/S2`.

### 7.13.3 Open options

The following open options are available:

- **COLLECTION**=string: To specify the collection if not specified in the connection string.

### 7.13.4 Authentication methods

The following authentication methods can be used:

- Authentication Bearer header passed through the `EEDA_BEARER` or `EEDA_BEARER_FILE` configuration options.
- Service account private key file, through the `GOOGLE_APPLICATION_CREDENTIALS` configuration option.
- OAuth2 Service Account authentication through the `EEDA_PRIVATE_KEY/ EEDA_PRIVATE_KEY_FILE + EEDA_CLIENT_EMAIL` configuration options.
- Finally if none of the above method succeeds, the code will check if the current machine is a Google Compute Engine instance, and if so will use the permissions associated to it (using the default service account associated with the VM). To force a machine to be detected as a GCE instance (for example for code running in a container with no access to the boot logs), you can set `CPL_MACHINE_IS_GCE` to `YES`.

### 7.13.5 Configuration options

The following *configuration options* are available:

- `EEDA_BEARER=value`: Authentication Bearer value to pass to the API. This option is only useful when the token is computed by external code. The bearer validity is typically one hour from the time where it as been requested.
- `EEDA_BEARER_FILE=filename`: Similar to `EEDA_BEARER` option, except than instead of passing the value directly, it is the filename where the value should be read.
- `GOOGLE_APPLICATION_CREDENTIALS=file.json`: Service account private key file that contains a private key and client email
- `EEDA_PRIVATE_KEY=string`: RSA private key encoded as a PKCS#8 PEM file, with its header and footer. Used together with `EEDA_CLIENT_EMAIL` to use OAuth2 Service Account authentication. Requires GDAL to be built against libcrypto++ or libssl.
- `EEDA_PRIVATE_KEY_FILE=filename`: Similar to `EEDA_PRIVATE_KEY` option, except than instead of passing the value directly, it is the filename where the key should be read.
- `EEDA_CLIENT_EMAIL=string`: email to be specified together with `EEDA_PRIVATE_KEY/EEDA_PRIVATE_KEY_FILE` to use OAuth2 Service Account authentication.
- `EEDA_PAGE_SIZE`: Features are retrieved from the server by chunks of 1000 by default (and this is the maximum value accepted by the server). This number can be altered with this configuration option.

### 7.13.6 Attributes

The layer field definition is built by requesting a single image from the collection and guessing the schema from its “properties” element. The “eedaconf.json” file from the GDAL configuration will also be read to check if the collection schema is described in it, in which case the above mentioned schema guessing will not done.

The following attributes will always be present:

Field name	Type	Meaning	Server-side filter compatible
name	String	Image name (e.g. projects/earthengine-public/assets/COPERNICUS/S2/20170430T190351_20170430T190351_T10SEG)	No
id	String	Image ID; equivalent to name without the “projects/*/assets/” prefix (e.g. users/USER/ASSET)	No
path	String	(Deprecated) Image path; equivalent to id	No
gdal_dataset	String	GDAL dataset name (e.g. EEDAI:projects/earthengine-public/assets/COPERNICUS/S2/20170430T190351_20170430T190351_T10SEG) that can be opened with the <i>EEDAI - Google Earth Engine Data API Image</i> driver	No
startTime	DateTime	Acquisition start date	<b>Yes</b> (restricted to $\geq$ comparison on top level)
endTime	DateTime	Acquisition end date	<b>Yes</b> (restricted to $\leq$ comparison on top level)
updateTime	DateTime	Update date	No
sizeBytes	Integer64	File size in bytes	No
band_count	Integer	Number of bands	No
band_max_width	Integer	Maximum width among bands	No
band_max_height	Integer	Maximum height among bands	No
band_min_pixel_size	Real	Minimum pixel size among bands	No
band_upper_left_x	Real	X origin (only set if equal among all bands)	No
band_upper_left_y	Real	Y origin (only set if equal among all bands)	No
band_crs	String	CRS as EPSG:XXXX or WKT (only set if equal among all bands)	No
other_properties	String	Serialized JSON dictionary with key/value pairs where key is not a standalone field	No

“Server-side filter compatible” means that when this field is included in an attribute filter, it is forwarded to the server (otherwise only client-side filtering is done).

#### 7.13.6.1 Geometry

The footprint of each image is reported as a MultiPolygon with a longitude/latitude WGS84 coordinate system (EPSG:4326).



### 7.13.6.2 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server. It also makes the same for simple attribute filters set with `SetAttributeFilter()`. The 3 boolean operators (AND, OR, NOT) and the comparison operators (`=`, `<>`, `<`, `<=`, `>` and `>=`) are supported.

### 7.13.6.3 Paging

Features are retrieved from the server by chunks of 1000 by default (and this is the maximum value accepted by the server). This number can be altered with the `EEDA_PAGE_SIZE` configuration option.

### 7.13.6.4 Extent and feature count

The reported extent and feature count will always be respectively `(-180,-90,180,90)` and `-1`, given there is no way to get efficient answer to those queries from the server.

### 7.13.6.5 Examples

Listing all images available:

```
ogrinfo -ro -al "EEDA:" -oo COLLECTION=projects/earthengine-public/assets/COPERNICUS/S2 -
↳-config EEDA_CLIENT_EMAIL "my@email" --config EEDA_PRIVATE_KEY_FILE my.pem
```

or

```
ogrinfo -ro -al "EEDA:projects/earthengine-public/assets/COPERNICUS/S2" --config EEDA_
↳CLIENT_EMAIL "my@email" --config EEDA_PRIVATE_KEY_FILE my.pem
```

Listing all images under a point of (lat,lon)=(40,-100) :

```
ogrinfo -ro -al "EEDA:projects/earthengine-public/assets/COPERNICUS/S2" -spat -100 40 -
↳100 40 --config EEDA_CLIENT_EMAIL "my@email" --config EEDA_PRIVATE_KEY_FILE my.pem
```

Listing all images available matching criteria :

```
ogrinfo -ro -al "EEDA:projects/earthengine-public/assets/COPERNICUS/S2" -where
↳"startTime >= '2015/03/26 00:00:00' AND endTime <= '2015/06/30 00:00:00' AND CLOUDY_
↳PIXEL_PERCENTAGE < 10" --config EEDA_CLIENT_EMAIL "my@email" --config EEDA_PRIVATE_KEY_
↳FILE my.pem
```

## 7.13.7 See Also:

- *Google Earth Engine Data API Image driver*

## 7.14 EDIGEO

---

### Driver short name

EDIGEO

---

---

### Driver built-in by default

This driver is built-in by default

---

This driver reads files encoded in the French EDIGEO exchange format, a text based file format aimed at exchanging geographical information between GIS, with powerful description capabilities, topology modeling, etc.

The driver has been developed to read files of the French PCI (Plan Cadastral Informatisé - Digital Cadastral Plan) as produced by the DGI (Direction Générale des Impôts - General Tax Office). The driver should also be able to open other EDIGEO based products.

The driver must be provided with the .THF file describing the EDIGEO exchange and it will read the associated .DIC, .GEO, .SCD, .QAL and .VEC files.

In order the SRS of the layers to be correctly built, the IGNF file that contains the definition of IGN SRS must be placed in the directory of PROJ resource files.

The whole set of files will be parsed into memory. This may be a limitation if dealing with big EDIGEO exchanges.

### 7.14.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 7.14.2 Labels

For EDIGEO PCI files, the labels are contained in the ID\_S\_OBJ\_Z\_1\_2\_2 layer. OGR will export styling following the *Feature Style Specification*.

It will also add the following fields :

- OGR\_OBJ\_LNK: the id of the object that is linked to this label
- OBJ\_OBJ\_LNK\_LAYER: the name of the layer of the linked object
- OGR\_ATTR\_VAL: the value of the attribute to display (found in the ATTR attribute of the OGR\_OBJ\_LNK object)
- OGR\_ANGLE: the rotation angle in degrees (0 = horizontal, counter-clock-wise oriented)
- OGR\_FONT\_SIZE: the value of the HEI attribute multiplied by the value of the configuration option OGR\_EDIGEO\_FONT\_SIZE\_FACTOR that defaults to 2.

Combined with the FON (font family) attributes, they can be used to define the styling in QGIS for example.

By default, OGR will create specific layers (xxx\_LABEL) to dispatch into the various labels of the ID\_S\_OBJ\_Z\_1\_2\_2 layer according to the value of xxx=OBJ\_OBJ\_LNK\_LAYER. This can be disabled by setting OGR\_EDIGEO\_CREATE\_LABEL\_LAYERS to NO.

### 7.14.3 See Also

- [Introduction to the EDIGEO standard \(in French\)](#)
- [EDIGEO standard - AFNOR NF Z 52000 \(in French\)](#)
- [Standard d'échange des objets du PCI selon la norme EDIGEO \(in French\)](#)
- [Homepage of the French Digital Cadastral Plan \(in French\)](#)
- [Geotools EDIGEO module description \(in English\), unmaintained and removed](#)
- [Sample of EDIGEO data](#)

## 7.15 Elasticsearch: Geographically Encoded Objects for Elasticsearch

---

### Driver short name

Elasticsearch

---



---

### Build dependencies

libcurl

---

Driver is read-write starting with GDAL 2.1

As of GDAL 2.1, Elasticsearch 1.X and, partially, 2.X versions are supported (5.0 known not to work). GDAL 2.2 adds supports for Elasticsearch 2.X and 5.X

[Elasticsearch](#) is an Enterprise-level search engine for a variety of data sources. It supports full-text indexing and geospatial querying of those data in a fast and efficient manor using a predefined REST API.

### 7.15.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.15.2 Opening dataset name syntax

Starting with GDAL 2.1, the driver supports reading existing indices from a Elasticsearch host. There are two main possible syntaxes to open a dataset:

- Using *ES:http://hostname:port* (where port is typically 9200)
- Using *ES:* with the open options to specify HOST and PORT

### 7.15.3 Layer open options

- **HOST**=hostname: Server hostname. Default to localhost.
- **PORT**=port. Server port. Default to 9200.
- **USERPWD**=user:password. (GDAL >=2.4) Basic authentication as username:password.
- **LAYER**=name. (GDAL >=2.4) Index name or index\_mapping to use for restricting layer listing.
- **BATCH\_SIZE**=number. Number of features to retrieve per batch. Default is 100.
- **FEATURE\_COUNT\_TO\_ESTABLISH\_FEATURE\_DEFN**=number. Number of features to retrieve to establish feature definition. -1 = unlimited. Defaults to 100.
- **SINGLE\_QUERY\_TIMEOUT**=number. (GDAL >= 3.2.1) Timeout in second (as floating point number) for requests such as GetFeatureCount() or GetExtent(). Defaults to unlimited.
- **SINGLE\_QUERY\_TERMINATE\_AFTER**=number. (GDAL >= 3.2.1) Maximum number of documents to collect for requests such as GetFeatureCount() or GetExtent(). Defaults to unlimited.
- **FEATURE\_ITERATION\_TIMEOUT**=number. (GDAL >= 3.2.1) Timeout in second (as floating point number) for feature iteration, starting from the time of ResetReading(). Defaults to unlimited.
- **FEATURE\_ITERATION\_TERMINATE\_AFTER**=number. (GDAL >= 3.2.1) Maximum number of documents to collect for feature iteration. Defaults to unlimited.
- **JSON\_FIELD**=YES/NO. Whether to include a field called “\_json” with the full document as JSON. Defaults to NO.
- **FLATTEN\_NESTED\_ATTRIBUTE**=YES/NO. Whether to recursively explore nested objects and produce flatten OGR attributes. Defaults to YES.
- **FID**=string. Field name, with integer values, to use as FID. Defaults to ‘ogc\_fid’
- **FORWARD\_HTTP\_HEADERS\_FROM\_ENV**=string. (GDAL >= 3.1) Can be used to specify HTTP headers, typically for authentication purposes, that must be passed to Elasticsearch. The value of string is a comma separated list of http\_header\_name=env\_variable\_name, where http\_header\_name is the name of a HTTP header and env\_variable\_name the name of the environment variable / configuration option from which the value of the HTTP header should be retrieved. This is intended for a use case where the OGR Elasticsearch driver is invoked from a web server that stores the HTTP headers of incoming request into environment variables. The ES\_FORWARD\_HTTP\_HEADERS\_FROM\_ENV configuration option can also be used.
- **AGGREGATION**= string (GDAL >= 3.5). JSON-serialized definition of an *aggregation*.

### 7.15.4 Elasticsearch vs OGR concepts

Each mapping type inside a Elasticsearch index will be considered as a OGR layer. A Elasticsearch document is considered as a OGR feature.

### 7.15.5 Field definitions

Fields are dynamically mapped from the input OGR data source. However, the driver will take advantage of advanced options within Elasticsearch as defined in a [field mapping file](#).

The mapping file allows you to modify the mapping according to the [Elasticsearch field-specific types](#). There are many options to choose from, however, most of the functionality is based on all the different things you are able to do with text fields within Elasticsearch.

```
ogr2ogr -progress --config ES_WRITEMAP /path/to/file/map.txt -f "Elasticsearch" http://
↳localhost:9200 my_shapefile.shp
```

### 7.15.6 Geometry types

In GDAL 2.0 and earlier, the driver was limited in the geometry it handles: even if polygons were provided as input, they were stored as [geo point](#) and the “center” of the polygon is used as value of the point. Starting with GDAL 2.1, [geo\\_shape](#) is used to store all geometry types (except curve geometries that are not handled by Elasticsearch and will be approximated to their linear equivalents).

### 7.15.7 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server.

Starting with GDAL 2.2, SQL attribute filters set with `SetAttributeFilter()` are converted to [Elasticsearch filter syntax](#). They will be combined with the potentially defined spatial filter.

It is also possible to directly use a Elasticsearch filter by setting the string passed to `SetAttributeFilter()` as a JSon serialized object, e.g.

```
{ "post_filter": { "term": { "properties.EAS_ID": 169 } } }
```

Note: if defining directly an Elastic Search JSon filter, the spatial filter specified through `SetSpatialFilter()` will be ignored, and must thus be included in the JSon filter if needed.

### 7.15.8 Paging

Features are retrieved from the server by chunks of 100. This can be altered with the `BATCH_SIZE` open option.

## 7.15.9 Schema

When reading a Elastic Search index/type, OGR must establish the schema of attribute and geometry fields, since OGR has a fixed schema concept.

In the general case, OGR will read the mapping definition and the first 100 documents (can be altered with the `FEATURE_COUNT_TO_ESTABLISH_FEATURE_DEFN` open option) of the index/type and build the schema that best fit to the found fields and values.

It is also possible to set the `JSON_FIELD=YES` open option so that a `_json` special field is added to the OGR schema. When reading Elastic Search documents as OGR features, the full JSON version of the document will be stored in the `_json` field. This might be useful in case of complex documents or with data types that do not translate well in OGR data types. On creation/update of documents, if the `_json` field is present and set, its content will be used directly (other fields will be ignored).

### 7.15.10 Feature ID

Elastic Search have a special `_id` field that contains the unique ID of the document. This field is returned as an OGR field, but cannot be used as the OGR special FeatureID field, which must be of integer type. By default, OGR will try to read a potential `'ogc_fid'` field to set the OGR FeatureID. The name of this field to look up can be set with the `FID` open option. If the field is not found, the FID returned by OGR will be a sequential number starting at 1, but it is not guaranteed to be stable at all.

### 7.15.11 ExecuteSQL() interface

Starting with GDAL 2.2, SQL requests, involving a single layer, with `WHERE` and `ORDER BY` statements will be translated as Elasticsearch queries.

Otherwise, if specifying “ES” as the dialect of `ExecuteSQL()`, a JSON string with a serialized [Elastic Search filter](#) can be passed. The search will be done on all indices and types, unless the filter itself restricts the search. The returned layer will be a union of the types returned by the `FEATURE_COUNT_TO_ESTABLISH_FEATURE_DEFN` first documents. It will also contain the `_index` and `_type` special fields to indicate the provenance of the features.

The following filter can be used to restrict the search to the “poly” index and its “FeatureCollection” type mapping (Elasticsearch 1.X and 2.X)

```
{ "filter": {
  "indices" : {
    "no_match_filter": "none",
    "index": "poly",
    "filter": {
      "and" : [
        { "type": { "value": "FeatureCollection" } },
        { "term" : { "properties.EAS_ID" : 158.0 } }
      ]
    }
  }
}
```

For Elasticsearch 5.X (works also with 2.X) :

```
{ "post_filter": {
  "indices" : {
```

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(continued from previous page)

```

    "no_match_query": "none",
    "index": "poly",
    "query": {
      "bool": {
        "must" : [
          { "type": { "value": "FeatureCollection" } },
          { "term" : { "properties.EAS_ID" : 158.0 } }
        ]
      }
    }
  }
}

```

Aggregations are not supported through the ExecuteSQL() interface, but through the below described mechanism.

### 7.15.12 Aggregations

New in version 3.5.0.

The driver can support issuing aggregation requests to an index. Elasticsearch aggregations can potentially be rather complex, so the driver currently limits to geohash grid based spatial aggregations, with additional fields with statistical indicators (min, max, average, .), which can be used for example to generate heatmaps. The specification of the aggregation is done through the AGGREGATION open option, whose value is a JSON serialized object whose members are:

- **index** (required): the name of the index to query.
- **geometry\_field** (optional): the path to the geometry field on which to do [geohash grid aggregation](#). For documents with points encoded as GeoJSON, this will be for example *geometry.coordinates*. When this property is not specified, the driver will analyze the mapping and use the geometry field definition found into it (provided there is a single one). Note that aggregation on *geo\_shape* geometries is only supported since Elasticsearch 7 and may require a non-free license.
- **geohash\_grid** (optional): a JSON object, describing a few characteristics of the *geohash\_grid*, that can have the following members:
  - **size** (optional): maximum number of geohash buckets to return per query. The default is 10,000. If **precision** is specified and the number of results would exceed **size**, then the server will trim the results, by sorting by decreasing number of documents matched.
  - **precision** (optional): string length of the geohashes used to define cells/buckets in the results, in the [1,12] range. A geohash of size 1 can generate up to 32 buckets, of size 2 up to 32\*32 buckets, etc. When it is not specified, the driver will automatically compute a value, taking into account the **size** parameter and the spatial filter, so that the theoretical number of buckets returned does not exceed **size**.
- **fields** (optional): a JSON object, describing which additional statistical fields should be added, that can have the following members:
  - **min** (optional): array with the paths to index properties on which to compute the minimum during aggregation.
  - **max** (optional): array with the paths to index properties on which to compute the maximum during aggregation.
  - **avg** (optional): array with the paths to index properties on which to compute the average during aggregation.

- `sum` (optional): array with the paths to index properties on which to compute the sum during aggregation.
- `count` (optional): array with the paths to index properties on which to compute the `value_count` during aggregation.
- `stats` (optional): array with the paths to index properties on which to compute all the above indicators during aggregation.

When using a GeoJSON mapping, the path to an index property is typically `property.some_name`.

When specifying the AGGREGATION open option, a single read-only layer called `aggregation` will be returned. A spatial filter can be set on it using the standard OGR `SetSpatialFilter()` API: it is applied prior to aggregation.

An example of a potential value for the AGGREGATION open option can be:

```
{
  "index": "my_points",
  "geometry_field": "geometry.coordinates",
  "geohash_grid": {
    "size": 1000,
    "precision": 3
  },
  "fields": {
    "min": [ "field_a", "field_b" ],
    "stats": [ "field_c" ]
  }
}
```

It will return a layer with a Point geometry field and the following fields:

- `key` of type String: the value of the geohash of the corresponding bucket
- `doc_count` of type Integer64: the number of matching documents in the bucket
- `field_a_min` of type Real
- `field_b_min` of type Real
- `field_c_min` of type Real
- `field_c_max` of type Real
- `field_c_avg` of type Real
- `field_c_sum` of type Real
- `field_c_count` of type Integer64

### 7.15.13 Multi-target layers

New in version 3.5.0.

The `GetLayerByName()` method accepts a layer name that can be a comma-separated list of indices, potentially combined with the `*` wildcard character. See <https://www.elastic.co/guide/en/elasticsearch/reference/current/multi-index.html>. Note that in the current implementation, the field definition will be established from the one of the matching layers, but not all, so using this functionality will be appropriate when the multiple matching layers share the same schema.



### 7.15.14 Getting metadata

Getting feature count is efficient.

Getting extent is efficient, only on geometry columns mapped to Elasticsearch type `geo_point`. On `geo_shape` fields, feature retrieval of the whole layer is done, which might be slow.

### 7.15.15 Write support

Index/type creation and deletion is possible.

Write support is only enabled when the datasource is opened in update mode.

When inserting a new feature with `CreateFeature()` in non-bulk mode, and if the command is successful, OGR will fetch the returned `_id` and use it for the `SetFeature()` operation.

### 7.15.16 Spatial reference system

Geometries stored in Elastic Search are supposed to be referenced as longitude/latitude over WGS84 datum (EPSG:4326). On creation, the driver will automatically reproject from the layer (or geometry field) SRS to EPSG:4326, provided that the input SRS is set and that is not already EPSG:4326.

### 7.15.17 Layer creation options

Starting with GDAL 2.1, the driver supports the following layer creation options:

- **INDEX\_NAME**=name. Name of the index to create (or reuse). By default the index name is the layer name.
- **INDEX\_DEFINITION**=filename or JSon. (GDAL >= 2.4) Filename from which to read a user-defined index definition, or inlined index definition as serialized JSon.
- **MAPPING\_NAME**=name. (Elasticsearch < 7) Name of the mapping type within the index. By default, the mapping name is “FeatureCollection” and the documents will be written as GeoJSON Feature objects. If another mapping name is chosen, a more “flat” structure will be used. This option is ignored when converting to Elasticsearch >=7 (see [Removal of mapping types](#)). With Elasticsearch 7 or later, a “flat” structure is always used.
- **MAPPING**=filename or JSon. Filename from which to read a user-defined mapping, or mapping as serialized JSon.
- **WRITE\_MAPPING**=filename. Creates a mapping file that can be modified by the user prior to insert in to the index. No feature will be written. This option is exclusive with **MAPPING**.
- **OVERWRITE**=YES/NO. Whether to overwrite an existing type mapping with the layer name to be created. Defaults to NO.
- **OVERWRITE\_INDEX**=YES/NO. (GDAL >= 2.2) Whether to overwrite the whole index to which the layer belongs to. Defaults to NO. This option is stronger than **OVERWRITE**. **OVERWRITE** will only proceed if the type mapping corresponding to the layer is the single type mapping of the index. In case there are several type mappings, the whole index need to be destroyed (it is unsafe to destroy a mapping and the documents that use it, since they might be used by other mappings. This was possible in Elasticsearch 1.X, but no longer in later versions).
- **GEOMETRY\_NAME**=name. Name of geometry column. Defaults to ‘geometry’.

- **GEOM\_MAPPING\_TYPE**=AUTO/GEO\_POINT/GEO\_SHAPE. Mapping type for geometry fields. Defaults to AUTO. GEO\_POINT uses the [geo\\_point](#) mapping type. If used, the “centroid” of the geometry is used. This is the behavior of GDAL < 2.1. GEO\_SHAPE uses the [geo\\_shape](#) mapping type, compatible of all geometry types. When using AUTO, for geometry fields of type Point, a [geo\\_point](#) is used. In other cases, [geo\\_shape](#) is used.
- **GEO\_SHAPE\_ENCODING**=GeoJSON/WKT. (GDAL >= 3.2.1) Encoding for [geo\\_shape](#) geometry fields. Defaults to GeoJSON. WKT is possible since Elasticsearch 6.2
- **GEOM\_PRECISION**=`{value}{unit}`. Desired geometry precision. Number followed by unit. For example 1m. For a [geo\\_point](#) geometry field, this causes a compressed geometry format to be used. This option is without effect if MAPPING is specified.
- **STORE\_FIELDS**=YES/NO. Whether fields should be stored in the index. Setting to YES sets the “[store](#)” [property](#) of the field mapping to “true” for all fields. Defaults to NO. (Note: prior to GDAL 2.1, the default behavior was to store fields) This option is without effect if MAPPING is specified.
- **STORED\_FIELDS**=List of comma separated field names that should be stored in the index. Those fields will have their “[store](#)” [property](#) of the field mapping set to “true”. If all fields must be stored, then using STORE\_FIELDS=YES is a shortcut. This option is without effect if MAPPING is specified.
- **NOT\_ANALYZED\_FIELDS**=List of comma separated field names that should not be analyzed during indexing. Those fields will have their “[index](#)” [property](#) of the field mapping set to “not\_analyzed” (the default in Elasticsearch is “analyzed”). A same field should not be specified both in NOT\_ANALYZED\_FIELDS and NOT\_INDEXED\_FIELDS. Starting with GDAL 2.2, the {ALL} value can be used to designate all fields. This option is without effect if MAPPING is specified.
- **NOT\_INDEXED\_FIELDS**=List of comma separated field names that should not be indexed. Those fields will have their “[index](#)” [property](#) of the field mapping set to “no” (the default in Elasticsearch is “analyzed”). A same field should not be specified both in NOT\_ANALYZED\_FIELDS and NOT\_INDEXED\_FIELDS. This option is without effect if MAPPING is specified.
- **FIELDS\_WITH\_RAW\_VALUE**=(GDAL > 2.2) List of comma separated field names (of type string) that should be created with an additional raw/not\_analyzed sub-field, or {ALL} to designate all string analyzed fields. This is needed for sorting on those columns, and can improve performance when filtering with SQL operators. This option is without effect if MAPPING is specified.
- **BULK\_INSERT**=YES/NO. Whether to use bulk insert for feature creation. Defaults to YES.
- **BULK\_SIZE**=value. Size in bytes of the buffer for bulk upload. Defaults to 1000000 (1 million).
- **FID**=string. Field name, with integer values, to use as FID. Can be set to empty to disable the writing of the FID value. Defaults to ‘ogc\_fid’
- **DOT\_AS\_NESTED\_FIELD**=YES/NO. Whether to consider dot character in field name as sub-document. Defaults to YES.
- **IGNORE\_SOURCE\_ID**=YES/NO. Whether to ignore \_id field in features passed to CreateFeature(). Defaults to NO.

### 7.15.18 Configuration options

The following (deprecated) *configuration options* are available. Starting with GDAL 2.1, layer creation options are also available and should be preferred (see above):

- `ES_WRITE_MAP=/path/to/mapfile.txt`. Creates a mapping file that can be modified by the user prior to insert in to the index. No feature will be written. Note that this will properly work only if only one single layer is created. Starting with GDAL 2.1, the **WRITE\_MAPPING** layer creation option should rather be used.
- `ES_META=/path/to/mapfile.txt`. Tells the driver to the user-defined field mappings. Starting with GDAL 2.1, the **MAPPING** layer creation option should rather be used.
- `ES_BULK=5000000`. Identifies the maximum size in bytes of the buffer to store documents to be inserted at a time. Lower record counts help with memory consumption within Elasticsearch but take longer to insert. Starting with GDAL 2.1, the **BULK\_SIZE** layer creation option should rather be used.
- `ES_OVERWRITE=1`. Overwrites the current index by deleting an existing one. Starting with GDAL 2.1, the **OVERWRITE** layer creation option should rather be used.

### 7.15.19 Examples

**Open the local store:**

```
ogrinfo ES:
```

**Open a remote store:**

```
ogrinfo ES:http://example.com:9200
```

**Filtering on a Elastic Search field:**

```
ogrinfo -ro ES: my_type -where '{ "post_filter": { "term": { "properties.EAS_ID": 168 } } }'
```

**Using “match” query on Windows:** On Windows the query must be between double quotes and double quotes inside the query must be escaped.

```
C:\GDAL_on_Windows>ogrinfo ES: my_type -where "{ \"query\": { \"match\": { \"properties.NAME\": \"Helsinki\" } } }"
```

**Basic aggregation:**

```
ogrinfo -ro ES: my_type -oo "AGGREGATION={\"index\": \"my_points\"}"
```

**Load an Elasticsearch index with a shapefile:**

```
ogr2ogr -f "Elasticsearch" http://localhost:9200 my_shapefile.shp
```

**Create a Mapping File:** The mapping file allows you to modify the mapping according to the [Elasticsearch field-specific types](#). There are many options to choose from, however, most of the functionality is based on all the different things you are able to do with text fields.

```
ogr2ogr -progress --config ES_WRITE_MAP /path/to/file/map.txt -f "Elasticsearch" http://localhost:9200 my_shapefile.shp
```

or (GDAL >= 2.1):

```
ogr2ogr -progress -lco WRITE_MAPPING=/path/to/file/map.txt -f "Elasticsearch" http://  
↪localhost:9200 my_shapefile.shp
```

**Read the Mapping File:** Reads the mapping file during the transformation

```
ogr2ogr -progress --config ES_META /path/to/file/map.txt -f "Elasticsearch" http://  
↪localhost:9200 my_shapefile.shp
```

or (GDAL >= 2.1):

```
ogr2ogr -progress -lco MAPPING=/path/to/file/map.txt -f "Elasticsearch" http://  
↪localhost:9200 my_shapefile.shp
```

**Bulk Uploading (for larger datasets):** Bulk loading helps when uploading a lot of data. The integer value is the number of bytes that are collected before being inserted. [Bulk size considerations](#)

```
ogr2ogr -progress --config ES_BULK 5000000 -f "Elasticsearch" http://localhost:9200 PG:  
↪"host=localhost user=postgres dbname=my_db password=password" "my_table" -nln thetable
```

or (GDAL >= 2.1):

```
ogr2ogr -progress -lco BULK_SIZE=5000000 -f "Elasticsearch" http://localhost:9200 my_  
↪shapefile.shp
```

**Overwrite the current Index:** If specified, this will overwrite the current index. Otherwise, the data will be appended.

```
ogr2ogr -progress --config ES_OVERWRITE 1 -f "Elasticsearch" http://localhost:9200 PG:  
↪"host=localhost user=postgres dbname=my_db password=password" "my_table" -nln thetable
```

or (GDAL >= 2.1):

```
ogr2ogr -progress -overwrite ES:http://localhost:9200 PG:"host=localhost user=postgres_  
↪dbname=my_db password=password" "my_table" -nln thetable
```

## 7.15.20 See Also

- [Home page for Elasticsearch](#)
- [Examples Wiki](#)
- [Google Group](#)

## 7.16 ESRIJSON / FeatureService driver

---

**Driver short name**

ESRIJSON

---

---

**Driver built-in by default**

---

This driver is built-in by default

---

(Note: prior to GDAL 2.3, the functionality of this driver was available in the GeoJSON driver. They are now distinct drivers)

This driver can read the JSON output of Feature Service requests following the [GeoServices REST Specification](#), like implemented by [ArcGIS Server REST API](#). The driver can scroll through such result sets that are spread over multiple pages (for ArcGIS servers  $\geq 10.3$ ). This is automatically enabled if URL does not contain an explicit *resultOffset* parameter. If it contains this parameter and scrolling is still desired, the `FEATURE_SERVER_PAGING` open option must be set to YES. The page size can be explicitly set with the *resultRecordCount* parameter (but is subject to a server limit). If it is not set, OGR will set it to the maximum value allowed by the server.

Note: for paged requests to work properly, it is generally necessary to add a sort clause on a field, typically the OBJECTID with a “&orderByFields=OBJECTID+ASC” parameter in the URL, so that the server returns the results in a reliable way.

### 7.16.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.16.2 Datasource

The driver accepts three types of sources of data:

- Uniform Resource Locator ([URL](#)) - a Web address to perform [HTTP](#) request.
- Plain text file with ESRIJSON data - identified from the file extension .json
- Text passed directly and encoded in ESRI JSON

Starting with GDAL 2.3, the URL/filename/text might be prefixed with ESRIJSON: to avoid any ambiguity with other drivers.

### 7.16.3 Open options

- **FEATURE\_SERVER\_PAGING** = YES/NO: Whether to automatically scroll through results with a ArcGIS Feature Service endpoint. Has only effect for ArcGIS servers  $\geq 10.3$  and layers with `supportsPagination=true` capability.

### 7.16.4 Example

Read the result of a FeatureService request against a GeoServices REST server (note that this server does not support paging):

```
ogrinfo -ro -al "http://sampleserver3.arcgisonline.com/ArcGIS/rest/services/Hydrography/  
↪Watershed173811/FeatureServer/0/query?where=objectid+%3D+objectid&outfields=*&f=json"
```

### 7.16.5 See Also

- *GeoJSON driver*
- *GeoServices REST Specification*

## 7.17 ESRI File Geodatabase (FileGDB)

---

### Driver short name

FileGDB

---

---

### Build dependencies

FileGDB API library

---

The FileGDB driver provides read and write access to vector layers of File Geodatabases (.gdb directories) created by ArcGIS 10 and above. The dataset name must be the directory/folder name, and it must end with the .gdb extension.

Note : the *OpenFileGDB driver* exists as an alternative built-in (i.e. not depending on a third-party library) driver.

### 7.17.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

## 7.17.2 Requirements

### FileGDB API SDK

Curve in geometries are supported on reading with GDAL  $\geq 2.2$ .

## 7.17.3 Bulk feature loading

The FGDB\_BULK\_LOAD configuration option can be set to YES to speed-up feature insertion (or sometimes solve problems when inserting a lot of features (see <http://trac.osgeo.org/gdal/ticket/4420>). The effect of this configuration option is to cause a write lock to be taken and a temporary disabling of the indexes. Those are restored when the datasource is closed or when a read operation is done.

Bulk load is enabled by default for newly created layers (unless otherwise specified).

## 7.17.4 SQL support

SQL statements are run through the SQL engine of the FileGDB SDK API. This holds for non-SELECT statements. However, due to partial/inaccurate support for SELECT statements in current FileGDB SDK API versions (v1.2), SELECT statements will be run by default by the OGR SQL engine. This can be changed by specifying the *-dialect* FileGDB option to ogrinfo or ogr2ogr.

### 7.17.4.1 Special SQL requests

“GetLayerDefinition a\_layer\_name” and “GetLayerMetadata a\_layer\_name” can be used as special SQL requests to get respectively the definition and metadata of a FileGDB table as XML content.

Starting with GDAL 3.5, the “REPACK” special SQL request can be issued to ask for database compaction.

## 7.17.5 Field domains

New in version 3.3.

Retrieving coded and range field domains are supported. Writing support has been added in GDAL 3.5.

## 7.17.6 Relationships

New in version 3.6.

Relationship retrieval is supported.

## 7.17.7 Hierarchical organization

New in version 3.4.

The hierarchical organization of tables and feature classes as top-level element or within a feature dataset can be explored using the methods `GDALDataset::GetRootGroup()`, `GDALGroup::GetGroupNames()`, `GDALGroup::OpenGroup()`, `GDALGroup::GetVectorLayerNames()` and `GDALGroup::OpenVectorLayer()`

### 7.17.8 Transaction support

The FileGDB driver implements transactions at the database level, through an emulation (as per rfc-54), since the FileGDB SDK itself does not offer it. This works by backing up the current state of a geodatabase when `StartTransaction(force=TRUE)` is called. If the transaction is committed, the backup copy is destroyed. If the transaction is rolled back, the backup copy is restored. So this might be costly when operating on huge geodatabases.

Starting with GDAL 2.1, on Linux/Unix, instead of a full backup copy only layers that are modified are backed up.

Note that this emulation has an unspecified behavior in case of concurrent updates (with different connections in the same or another process).

### 7.17.9 CreateFeature() support

The FileGDB SDK API does not allow to create a feature with a FID specified by the user. Starting with GDAL 2.1, the FileGDB driver implements a special FID remapping technique to enable the user to create features at the FID of their choice.

### 7.17.10 Dataset Creation Options

None.

### 7.17.11 Layer Creation Options

- **FEATURE\_DATASET**: When this option is set, the new layer will be created inside the named FeatureDataset folder. If the folder does not already exist, it will be created.
- **LAYER\_ALIAS=string**: (GDAL >=2.3) Set layer name alias.
- **GEOMETRY\_NAME**: Set name of geometry column in new layer. Defaults to "SHAPE".
- **GEOMETRY\_NULLABLE**: (GDAL >=2.0) Whether the values of the geometry column can be NULL. Can be set to NO so that geometry is required. Default to "YES"
- **FID**: Name of the OID column to create. Defaults to "OBJECTID". Note: option was called `OID_NAME` in releases before GDAL 2
- **XYTOLERANCE, ZTOLERANCE, MTOLERANCE**: These parameters control the snapping tolerance used for advanced ArcGIS features like network and topology rules. They won't effect any OGR operations, but they will be used by ArcGIS. The units of the parameters are the units of the coordinate reference system.

ArcMap 10.0 and OGR defaults for `XYTOLERANCE` are 0.001m (or equivalent) for projected coordinate systems, and 0.000000008983153° for geographic coordinate systems. ArcMap 10.0 and OGR defaults for `ZTOLERANCE` and `MTOLERANCE` are 0.0001.

---

**Note:** `MTOLERANCE` added in GDAL 3.5.1

---

- **XORIGIN, YORIGIN, ZORIGIN, MORIGIN, XYSCALE, ZSCALE, MSSCALE**: These parameters control the [coordinate precision grid](#) inside the file geodatabase. The dimensions of the grid are determined by the origin, and the scale. The origin defines the location of a reference grid point in space. The scale is the reciprocal of the resolution. So, to get a grid with an origin at 0 and a resolution of 0.001 on all axes, you would set all the origins to 0 and all the scales to 1000.

*Important:* The domain specified by (`xmin=XORIGIN`, `ymin=YORIGIN`, `xmax=(XORIGIN + 9E+15 / XYSCALE)`, `ymax=(YORIGIN + 9E+15 / ZSCALE)`) needs to encompass every possible coordinate value for



the feature class. If features are added with coordinates that fall outside the domain, errors will occur in ArcGIS with spatial indexing, feature selection, and exporting data.

ArcMap 10.0 and OGR defaults:

- For geographic coordinate systems: XORIGIN=-400, YORIGIN=-400, XYSCALE=1000000000
- For projected coordinate systems: XYSCALE=10000 for the default XYTOLERANCE of 0.001m. XORIGIN and YORIGIN change based on the coordinate system, but the OGR default of -2147483647 is suitable with the default XYSCALE for all coordinate systems.
- ZORIGIN and MORIGIN: -100000
- ZSCALE and MSIZE: 10000

---

**Note:** MORIGIN and MSIZE added in GDAL 3.5.1

---

- **XML\_DEFINITION** : When this option is set, its value will be used as the XML definition to create the new table. The root node of such a XML definition must be a <esri:DataElement> element conformant to FileGDBAPI.xsd
- **CREATE\_MULTIPATCH=YES** : When this option is set, geometries of layers of type MultiPolygon will be written as MultiPatch
- **CONFIGURATION\_KEYWORD=DEFAULTS/TEXT\_UTF16/MAX\_FILE\_SIZE\_4GB/MAX\_FILE\_SIZE\_256TB/GEOMETRY** : Customize how data is stored. By default text in UTF-8 and data up to 1TB
- **CREATE\_SHAPE\_AREA\_AND\_LENGTH\_FIELDS=YES/NO**. (GDAL >= 3.6.0) Defaults to NO (through CreateLayer() API). When this option is set, a Shape\_Area and Shape\_Length special fields will be created for polygonal layers (Shape\_Length only for linear layers). These fields will automatically be populated with the feature's area or length whenever a new feature is added to the dataset or an existing feature is amended. When using ogr2ogr with a source layer that has Shape\_Area/Shape\_Length special fields, and this option is not explicitly specified, it will be automatically set, so that the resulting FileGeodatabase has those fields properly tagged.

### 7.17.12 Configuration options

The following *configuration options* are available:

- FGDB\_BULK\_LOAD can be set to YES to speed-up feature insertion (or sometimes solve problems when inserting a lot of features (see <http://trac.osgeo.org/gdal/ticket/4420>). The effect of this configuration option is to cause a write lock to be taken and a temporary disabling of the indexes. Those are restored when the datasource is closed or when a read operation is done. Bulk load is enabled by default for newly created layers (unless otherwise specified).

### 7.17.13 Examples

- Read layer from FileGDB and load into PostGIS:
- Get detailed info for FileGDB:

### 7.17.14 Building Notes

Read the [GDAL Windows Building example for Plugins](#). You will find a similar section in `nmake.opt` for FileGDB. After you are done, go to the `$gdal_source_rootogrsrc_frmtsfilegdb` folder and execute:

```
nmake /f makefile.vc plugin nmake /f makefile.vc plugin-install
```

### 7.17.15 Known Issues

- The SDK is known to be unable to open layers with particular spatial reference systems. This might be the case if messages “FGDB: Error opening XXXXXXXX. Skipping it (Invalid function arguments.)” when running `ogrinfo --debug on the.gdb` (reported as warning in GDAL 2.0). Using the `OpenFileGDB` driver will generally solve that issue.
- FGDB coordinate snapping will cause geometries to be altered during writing. Use the origin and scale layer creation options to control the snapping behavior.
- Driver can’t read data in SDC format (Smart Data Compression) because operation is not supported by the ESRI SDK.
- Reading data compressed in CDF format (Compressed Data Format) requires ESRI SDK 1.4 or later.
- Some applications create FileGeodatabases with non-spatial tables which are not present in the `GDB_Items` metadata table. These tables cannot be opened by the ESRI SDK, so GDAL will automatically fallback to the `OpenFileGDB` driver to read these tables. Accordingly they will be opened with the limitations of the `OpenFileGDB` driver (for instance, they will be read only).

### 7.17.16 Other limitations

- The FileGeodatabase format (and thus the driver) does not support 64-bit integers.

### 7.17.17 Links

- [ESRI File Geodatabase API Page](#)
- *OpenFileGDB driver*, not depending on a third-party library/SDK

## 7.18 FlatGeobuf

New in version 3.1.

---

**Driver short name**

FlatGeobuf

---

---

**Driver built-in by default**

This driver is built-in by default

---

This driver implements read/write support for access to features encoded in [FlatGeobuf](#) format, a performant binary encoding for geographic data based on flatbuffers that can hold a collection of Simple Features.

### 7.18.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.18.2 Multi layer support

A single .fgb file only contains one single layer. For multiple layer support, it is possible to put several .fgb files in a directory, and use that directory name as the connection string.

On creation, passing a filename without a .fgb suffix will instruct the driver to create a directory of that name, and create layers as .fgb files in that directory.

### 7.18.3 Open options

- **VERIFY\_BUFFERS=YES/NO**: Set to YES to verify buffers when reading. This can provide some protection for invalid/corrupt data with a performance trade off. Defaults to YES.

### 7.18.4 Dataset Creation Options

None

### 7.18.5 Layer Creation Options

- **SPATIAL\_INDEX=YES/NO**: Set to YES to create a spatial index. Defaults to YES.
- **TEMPORARY\_DIR=path**: Path to an existing directory where temporary files should be created. Only used if SPATIAL\_INDEX=YES. If not specified, the directory of the output file will be used for regular filenames. For other VSI file systems, the temporary directory will be the one decided by the `CPLGenerateTempFilename()` function. “/vsimem/” can be used for in-memory temporary files.

## 7.18.6 Examples

- Simple translation of a single shapefile into a FlatGeobuf file. The file ‘filename.fgb’ will be created with the features from abc.shp and attributes from abc.dbf. The file filename.fgb must **not** already exist, as it will be created.

```
ogr2ogr -f FlatGeobuf filename.fgb abc.shp
```

- Conversion of a Geopackage file with multiple layers:

```
ogr2ogr -f FlatGeobuf my_fgb_dataset input.gpkg
```

## 7.18.7 See Also

- [FlatGeobuf at GitHub](#)

## 7.19 GeoConcept text export

---

### Driver short name

Geoconcept

---

---

### Driver built-in by default

This driver is built-in by default

---

GeoConcept text export files should be available for writing and reading.

The OGR GeoConcept driver treats a single GeoConcept file within a directory as a dataset comprising layers. Geo-Concept files extensions are `.txt` or `.gxt`.

Currently the GeoConcept driver only supports multi-polygons, lines and points.

### 7.19.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.19.2 GeoConcept Text File Format (gxt)

GeoConcept is a GIS developed by the Company GeoConcept SA.

It's an object oriented GIS, where the features are named « objects », and feature types are named « type/subtype » (class allowing inheritance).

Among its import/export formats, it proposes a simple text format named gxt. A gxt file may contain objects from several type/subtype.

GeoConcept text export files should be available for writing and reading.

The OGR GeoConcept driver treats a single GeoConcept file within a directory as a dataset comprising layers. GeoConcept files extensions are `.txt` or `.gxt`.

Currently the GeoConcept driver only supports multi-polygons, lines and points.

## 7.19.3 Creation Issues

The GeoConcept driver treats a GeoConcept file (`.txt` or `.gxt`) as a dataset.

GeoConcept files can store multiple kinds of geometry (one by layer), even if a GeoConcept layer can only have one kind of geometry.

Note this makes it very difficult to translate a mixed geometry layer from another format into GeoConcept format using `ogr2ogr`, since `ogr2ogr` has no support for separating out geometries from a source layer.

GeoConcept sub-type is treated as OGR feature. The name of a layer is therefore the concatenation of the GeoConcept type name, `'.'` and GeoConcept sub-type name.

GeoConcept type definition (`.gct` files) are used for creation only.

GeoConcept feature fields definition are stored in an associated `.gct` file, and so fields suffer a number of limitations (FIXME) :

- Attribute names are not limited in length.
- Only Integer, Real and String field types are supported. The various list, and other field types cannot be created for the moment (they exist in the GeoConcept model, but are not yet supported by the GeoConcept driver).

The OGR GeoConcept driver does not support deleting features.

### 7.19.3.1 Dataset Creation Options

- **EXTENSION=TXT|GXT** : indicates the GeoConcept export file extension. TXT was used by earlier releases of GeoConcept. GXT is currently used.
- **CONFIG=path to the GCT** : the GCT file describe the GeoConcept types definitions : In this file, every line must start with `///#` followed by a keyword. Lines starting with `///#` are comments.

It is important to note that a GeoConcept export file can hold different types and associated sub-types.

- configuration section : the GCT file starts with `///#SECTION CONFIG` and ends with `///#ENDSECTION CONFIG`. All the configuration is enclosed within these marks.
- map section : purely for documentation at the time of writing this document. This section starts with `///#SECTION MAP` and ends with `///#ENDSECTION MAP`.
- type section : this section defines a class of features. A type has a name (keyword `Name`) and an ID (keyword `ID`). A type holds sub-types and fields. This section starts with `///#SECTION TYPE` and ends with `///#ENDSECTION TYPE`.

- \* sub-type section : this sub-section defines a kind of features within a class. A sub-type has a name (keyword **Name**), an ID (keyword **ID**), a type of geometry (keyword **Kind**) and a dimension. The following types of geometry are supported : **POINT**, **LINE**, **POLYGON**. The current release of this driver does not support the **TEXT** geometry. The dimension can be 2D, 3DM or 3D. A sub-type holds fields. This section starts with `///SECTION SUBTYPE` and ends with `///ENDSECTION SUBTYPE`.
  - fields section : defines user fields. A field has a name (keyword **Name**), an ID (keyword **ID**), a type (keyword **Kind**). The following types of fields are supported : **INT**, **REAL**, **MEMO**, **CHOICE**, **DATE**, **TIME**, **LENGTH**, **AREA**. This section starts with `///SECTION FIELD` and ends with `///ENDSECTION FIELD`.
- \* field section : defines type fields. See above.
- field section : defines general fields. Out of these, the following rules apply :
  - \* private field names start with a '@' : the private fields are **Identifier**, **Class**, **Subclass**, **Name**, **NbFields**, **X**, **Y**, **XP**, **YP**, **Graphics**, **Angle**.
  - \* some private field are mandatory (they must appear in the configuration) : **Identifier**, **Class**, **Subclass**, **Name**, **X**, **Y**.
  - \* If the sub-type is linear (**LINE**), then the following fields must be declared **XP**, **YP**.
  - \* If the sub-type is linear or polygonal (**LINE**, **POLY**), then **Graphics** must be declared.
  - \* If the sub-type is punctual or textual (**POINT**, **TEXT**), the **Angle** may be declared.

When this option is not used, the driver manage types and sub-types name based on either the layer name or on the use of `-nln` option.

### 7.19.3.2 Layer Creation Options

- **FEATURETYPE=TYPE.SUBTYPE** : defines the feature to be created. The **TYPE** corresponds to one of the Name found in the GCT file for a type section. The **SUBTYPE** corresponds to one of the Name found in the GCT file for a sub-type section within the previous type section.

At the present moment, coordinates are written with 2 decimals for Cartesian spatial reference systems (including height) or with 9 decimals for geographical spatial reference systems.

### 7.19.3.3 Examples

#### Example of a .gct file :

```
///SECTION CONFIG
///SECTION MAP
///# Name=SCAN1000-TILES-LAMB93
///# Unit=m
///# Precision=1000
///ENDSECTION MAP
///SECTION TYPE
///# Name=TILE
///# ID=10
///SECTION SUBTYPE
///# Name=TILE
///# ID=100
///# Kind=POLYGON
```

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```

// # 3D=2D
// #SECTION FIELD
// # Name=IDSEL
// # ID=101
// # Kind=TEXT
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=NOM
// # ID=102
// # Kind=TEXT
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=WITHDATA
// # ID=103
// # Kind=INT
// #ENDSECTION FIELD
// #ENDSECTION SUBTYPE
// #ENDSECTION TYPE
// #SECTION FIELD
// # Name=@Identifier
// # ID=-1
// # Kind=INT
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@Class
// # ID=-2
// # Kind=CHOICE
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@Subclass
// # ID=-3
// # Kind=CHOICE
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@Name
// # ID=-4
// # Kind=TEXT
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@X
// # ID=-5
// # Kind=REAL
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@Y
// # ID=-6
// # Kind=REAL
// #ENDSECTION FIELD
// #SECTION FIELD
// # Name=@Graphics
// # ID=-7
// # Kind=REAL

```

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```
// #ENDSECTION FIELD
// #ENDSECTION CONFIG
```

### Example of a GeoConcept text export :

```
// $DELIMITER " "
// $QUOTED-TEXT "no"
// $CHARSET ANSI
// $UNIT Distance=m
// $FORMAT 2
// $SYSCoord {Type: 2001}
// $FIELDS Class=TILE;Subclass=TILE;Kind=4;Fields=Private#Identifier Private#Class
→ Private#Subclass Private#Name Private#NbFields IDSEL NOM WITHDATA
→ Private#X Private#Y Private#Graphics
-1 TILE TILE TILE 3 000-2007-0050-7130-LAMB93 0 50000.00
→ 7130000.00 4 600000.00 7130000.00 600000.00 6580000.00 50000.00
→ 6580000.00 50000.00 7130000.00
-1 TILE TILE TILE 3 000-2007-0595-7130-LAMB93 0 595000.00
→ 7130000.00 4 1145000.00 7130000.00 1145000.00 6580000.00 595000.00
→ 6580000.00 595000.00 7130000.00
-1 TILE TILE TILE 3 000-2007-0595-6585-LAMB93 0 595000.00
→ 6585000.00 4 1145000.00 6585000.00 1145000.00 6035000.00 595000.00
→ 6035000.00 595000.00 6585000.00
-1 TILE TILE TILE 3 000-2007-1145-6250-LAMB93 0 1145000.00
→ 6250000.00 4 1265000.00 6250000.00 1265000.00 6030000.00 1145000.00
→ 6030000.00 1145000.00 6250000.00
-1 TILE TILE TILE 3 000-2007-0050-6585-LAMB93 0 50000.00
→ 6585000.00 4 600000.00 6585000.00 600000.00 6035000.00 50000.00
→ 6035000.00 50000.00 6585000.00
```

### Example of use :

Creating a GeoConcept export file :

```
ogr2ogr -f "Geoconcept" -a_srs "+init=IGNF:LAMB93" -dsco EXTENSION=tgt -dsco CONFIG=tile_
→ schema.gct tile.gxt tile.shp -lco FEATURETYPE=TILE.TILE
```

Appending new features to an existing GeoConcept export file :

```
ogr2ogr -f "Geoconcept" -update -append tile.gxt tile.shp -nln TILE.TILE
```

Translating a GeoConcept export file layer into MapInfo file :



```
ogr2ogr -f "MapInfo File" -dsco FORMAT=MIF tile.mif tile.gxt TILE.TILE
```

#### 7.19.3.4 See Also

- [GeoConcept web site](#)

## 7.20 GeoJSON

---

### Driver short name

GeoJSON

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver implements read/write support for access to features encoded in [GeoJSON](#) format. GeoJSON is a dialect based on the [JavaScript Object Notation \(JSON\)](#). JSON is a lightweight plain text format for data interchange and GeoJSON is nothing other than its specialization for geographic content.

GeoJSON is supported as an output format of a number of services: [GeoServer](#), [CartoWeb](#), etc.

The OGR GeoJSON driver translates GeoJSON encoded data to objects of the [OGR Simple Features model](#): Data-source, Layer, Feature, Geometry. The implementation is based on [GeoJSON Specification, v1.0](#).

Starting with GDAL 2.1.0, the GeoJSON driver supports updating existing GeoJSON files. In that case, the default value for the `NATIVE_DATA` open option will be YES.

### 7.20.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.20.2 Datasource

The OGR GeoJSON driver accepts three types of sources of data:

- Uniform Resource Locator ([URL](#)) - a Web address to perform [HTTP](#) request
- Plain text file with GeoJSON data - identified from the file extension `.geojson` or `.json`
- Text passed directly and encoded in GeoJSON

Starting with GDAL 2.3, the URL/filename/text might be prefixed with GeoJSON: to avoid any ambiguity with other drivers.

## 7.20.3 Layer

A GeoJSON datasource is translated to single OGRLayer object with pre-defined name *OGRGeoJSON*:

```
ogrinfo -ro http://featureserver/data/.geojson OGRGeoJSON
```

It is also valid to assume that `OGRDataSource::GetLayerCount()` for GeoJSON datasource always returns 1.

Starting with GDAL 2.2, the layer name is built with the following logic:

1. If a “name” member is found at the *FeatureCollection* level, it is used.
2. Otherwise if the filename is regular (ie not a URL with query parameters), then the filename without extension and path is used as the layer name.
3. Otherwise *OGRGeoJSON* is used.

Accessing Web Service as a datasource (i.e. *FeatureServer*), each request will produce new layer. This behavior conforms to stateless nature of HTTP transaction and is similar to how Web browsers operate: single request == single page.

If a top-level member of GeoJSON data is of any other type than *FeatureCollection*, the driver will produce a layer with only one feature. Otherwise, a layer will consists of a set of features.

If the `NATIVE_DATA` open option is set to YES, members at the level of the *FeatureCollection* will be stored as a serialized JSON object in the `NATIVE_DATA` item of the `NATIVE_DATA` metadata domain of the layer object (and “application/vnd.geo+json” in the `NATIVE_MEDIA_TYPE` of the `NATIVE_DATA` metadata domain).

## 7.20.4 Feature

The OGR GeoJSON driver maps each object of following types to new *OGRFeature* object: Point, LineString, Polygon, GeometryCollection, Feature.

According to the *GeoJSON Specification*, only the *Feature* object must have a member with name *properties*. Each and every member of *properties* is translated to OGR object of type of *OGRField* and added to corresponding *OGRFeature* object.

The *GeoJSON Specification* does not require all *Feature* objects in a collection to have the same schema of properties. If *Feature* objects in a set defined by *FeatureCollection* object have different schema of properties, then resulting schema of fields in *OGRFeatureDefn* is generated as [union](#) of all *Feature* properties.

Schema detection will recognized fields of type String, Integer, Real, StringList, IntegerList and RealList, Integer(Boolean), Date, Time and DateTime.

It is possible to tell the driver to not to process attributes by setting configuration option `ATTRIBUTES_SKIP=YES`. Default behavior is to preserve all attributes (as an union, see previous paragraph), what is equal to setting `ATTRIBUTES_SKIP=NO`.

If the `NATIVE_DATA` open option is set to YES, the Feature JSon object will be stored as a serialized JSon object in the `NativeData` property of the `OGRFeature` object (and “application/vnd.geo+json” in the `NativeMediaType` property). On write, if a `OGRFeature` to be written has its `NativeMediaType` property set to “application/vnd.geo+json” and its `NativeData` property set to a string that is a serialized JSon object, then extra members of this object (i.e. not the “property” dictionary, nor the first 3 dimensions of geometry coordinates) will be used to enhance the created JSon object from the `OGRFeature`. See rfc-60 for more details.

## 7.20.5 Geometry

Similarly to the issue with mixed-properties features, the *GeoJSON Specification* draft does not require all *Feature* objects in a collection must have geometry of the same type. Fortunately, OGR objects model does allow to have geometries of different types in single layer - a heterogeneous layer. By default, the GeoJSON driver preserves type of geometries.

However, sometimes there is a need to generate a homogeneous layer from a set of heterogeneous features. For this purpose, it is possible to tell the driver to wrap all geometries with `OGRGeometryCollection` type as a common denominator. This behavior may be controlled by setting the `GEOMETRY_AS_COLLECTION` configuration option to YES (default is NO).

## 7.20.6 Configuration options

The following *configuration options* are available:

- `GEOMETRY_AS_COLLECTION`: used to control translation of geometries: YES: wrap geometries with `OGRGeometryCollection` type
- `ATTRIBUTES_SKIP` - controls translation of attributes: YES - skip all attributes
- `OGR_GEOJSON_MAX_OBJ_SIZE` (GDAL >= 3.0.2): size in MBytes of the maximum accepted single feature, default value is 200MB. Or 0 to allow for a unlimited size (GDAL >= 3.5.2).

## 7.20.7 Open options

- `FLATTEN_NESTED_ATTRIBUTES` = YES/NO: Whether to recursively explore nested objects and produce flatten OGR attributes. Defaults to NO.
- `NESTED_ATTRIBUTE_SEPARATOR` = character: Separator between components of nested attributes. Defaults to ‘\_’
- `FEATURE_SERVER_PAGING` = YES/NO: Whether to automatically scroll through results with a ArcGIS Feature Service endpoint.
- `NATIVE_DATA` = YES/NO: (GDAL >= 2.1) Whether to store the native JSon representation at `FeatureCollection` and `Feature` level. Defaults to NO. This option can be used to improve round-tripping from GeoJSON to GeoJSON by preserving some extra JSon objects that would otherwise be ignored by the OGR abstraction. Note that `ogr2ogr` by default enable this option, unless you specify its `-noNativeData` switch.
- `ARRAY_AS_STRING` = YES/NO: (GDAL >= 2.1) Whether to expose JSon arrays of strings, integers or reals as a OGR String. Default is NO. Can also be set with the `OGR_GEOJSON_ARRAY_AS_STRING` configuration option.
- `DATE_AS_STRING` = YES/NO: (GDAL >= 3.0.3) Whether to expose date/time/date-time content using dedicated OGR date/time/date-time types or as a OGR String. Default is NO (that is date/time/date-time are detected as such). Can also be set with the `OGR_GEOJSON_DATE_AS_STRING` configuration option.

To explain `FLATTEN_NESTED_ATTRIBUTES`, consider the following GeoJSON fragment:

```
{
  "type": "FeatureCollection",
  "features": [
    {
      "type": "Feature",
      "geometry": {
        "type": "Point",
        "coordinates": [ 2, 49 ]
      },
      "properties": {
        "a_property": "foo",
        "some_object": {
          "a_property": 1,
          "another_property": 2
        }
      }
    }
  ]
}
```

“ogrinfo test.json -al -oo FLATTEN\_NESTED\_ATTRIBUTES=yes” reports:

```
OGRFeature(OGRGeoJSON):0
  a_property (String) = foo
  some_object_a_property (Integer) = 1
  some_object_another_property (Integer) = 2
  POINT (2 49)
```

### 7.20.8 Layer creation options

- **WRITE\_BBOX** = YES/NO: Set to YES to write a bbox property with the bounding box of the geometries at the feature and feature collection level. Defaults to NO.
- **COORDINATE\_PRECISION** = int\_number: Maximum number of figures after decimal separator to write in coordinates. Default to 15 for GeoJSON 2008, and 7 for RFC 7946. “Smart” truncation will occur to remove trailing zeros.
- **SIGNIFICANT\_FIGURES** = int\_number: (OGR >= 2.1) Maximum number of significant figures when writing floating-point numbers. Default to 17. If explicitly specified, and COORDINATE\_PRECISION is not, this will also apply to coordinates.
- **NATIVE\_DATA**=string. (OGR >= 2.1) Serialized JSon object that contains extra properties to store at FeatureCollection level.
- **NATIVE\_MEDIA\_TYPE**=string. (OGR >= 2.1) Format of NATIVE\_DATA. Must be “application/vnd.geo+json”, otherwise NATIVE\_DATA will be ignored.
- **RFC7946**=YES/NO. (OGR >= 2.2) Whether to use [RFC 7946](#) standard. Otherwise [GeoJSON 2008](#) initial version will be used. Default is NO (thus GeoJSON 2008)
- **WRAPDATELINE** =YES/NO (OGR >= 3.5.2) Whether to apply heuristics to split geometries that cross date-line. Only used when coordinate transformation occurs or when RFC7946=YES. Default is YES (and also the behavior for OGR < 3.5.2).

- **WRITE\_NAME=**YES/NO. (OGR >= 2.2) Whether to write a “name” property at feature collection level with layer name. Defaults to YES.
- **DESCRIPTION=**string. (OGR >= 2.2) (Long) description to write in a “description” property at feature collection level. On reading, this will be reported in the DESCRIPTION metadata item of the layer.
- **ID\_FIELD=**string. (OGR >= 2.3) Name of the source field that must be written as the ‘id’ member of Feature objects.
- **ID\_TYPE=**AUTO/String/Integer. (OGR >= 2.3) Type of the ‘id’ member of Feature objects.
- **ID\_GENERATE=**YES/NO. (OGR >= 3.1) Auto-generate feature ids
- **WRITE\_NON\_FINITE\_VALUES=**YES/NO. (OGR >= 2.4) Whether to write NaN / Infinity values. Such values are not allowed in strict JSON mode, but some JSON parsers (libjson-c >= 0.12 for example) can understand them as they are allowed by ECMAScript. Defaults to NO

### 7.20.9 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which includes “regular” files, as well as files in the /vsizip/ (read-write), /vsizip/ (read-write), /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

### 7.20.10 Round-tripping of extra JSON members

See rfc-60 for more details.

Starting with GDAL 2.1, extra JSON members at the FeatureCollection, Feature or geometry levels that are not normally reflected in the OGR abstraction, such as the ones called “extra\_XXXXX\_member” in the below snippet, are by default preserved when executing ogr2ogr with GeoJSON both at the source and destination. This also applies to extra values in position tuples of geometries, beyond the 3rd dimension (100, 101 in the below example), if the transformation preserves the geometry structure (for example, reprojection is allowed, but not change in the number of coordinates).

```
{
  "type": "FeatureCollection",
  "extra_fc_member": "foo",
  "features":
  [
    {
      "type": "Feature",
      "extra_feat_member": "bar",
      "geometry": {
        "type": "Point",
        "extra_geom_member": "baz",
        "coordinates": [ 2, 49, 3, 100, 101 ]
      },
      "properties": {
        "a_property": "foo",
      }
    }
  ]
}
```

This behavior can be turned off by specifying the **-noNativeData** switch of the ogr2ogr utility.

### 7.20.11 RFC 7946 write support

By default, the driver will write GeoJSON files following GeoJSON 2008 specification. When specifying the RFC7946=YES creation option, the RFC 7946 standard will be used instead.

The differences between the 2 versions are mentioned in [Appendix B of RFC 7946](#) and recalled here for what matters to the driver:

- Coordinates must be geographic over the WGS 84 ellipsoid, hence if the spatial reference system specified at layer creation time is not EPSG:4326, on-the-fly reprojection will be done by the driver.
- Polygons will be written such as to follow the right-hand rule for orientation (counterclockwise external rings, clockwise internal rings).
- The values of a “bbox” array are “[west, south, east, north]”, not “[minx, miny, maxx, maxy]”
- Some extension member names (see previous section about round/tripping) are forbidden in the FeatureCollection, Feature and Geometry objects.
- The default coordinate precision is 7 decimal digits after decimal separator.

### 7.20.12 Examples

How to dump content of .geojson file:

```
ogrinfo -ro point.geojson
```

How to query features from remote service with filtering by attribute:

```
ogrinfo -ro http://featureserver/cities/.geojson OGRGeoJSON -where "name=Warsaw"
```

How to translate number of features queried from FeatureServer to ESRI Shapefile:

```
ogr2ogr -f "ESRI Shapefile" cities.shp http://featureserver/cities/.geojson OGRGeoJSON
```

How to translate a ESRI Shapefile into a RFC 7946 GeoJSON file:

```
ogr2ogr -f GeoJSON cities.json cities.shp -lco RFC7946=YES
```

### 7.20.13 See Also

- [GeoJSON](#) - encoding geographic content in JSON
- [RFC 7946](#) standard.
- [GeoJSON 2008](#) specification (obsoleted by RFC 7946).
- [JSON](#) - JavaScript Object Notation
- *GeoJSON sequence driver*
- *ESRI JSON / FeatureService driver*
- *TopoJSON driver*

## 7.21 GeoJSONSeq: sequence of GeoJSON features

New in version 2.4.

---

### Driver short name

GeoJSONSeq

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver implements read/creation support for features encoded individually as [GeoJSON](#) Feature objects, separated by newline (LF) ([Newline Delimited JSON](#)) or record-separator (RS) characters ([RFC 8142](#) standard: GeoJSON Text Sequences)

Such files are equivalent to a GeoJSON FeatureCollection, but are more friendly for incremental parsing.

Appending to an existing file is supported since GDAL 3.6

### 7.21.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.21.2 Datasource

The driver accepts three types of sources of data:

- Uniform Resource Locator ([URL](#)) - a Web address to perform [HTTP](#) request
- Plain text file with GeoJSON data - identified from the file extension `.geojsonl` or `.geojsons`
- Text passed directly as filename, and encoded as GeoJSON sequences

The URL/filename/text might be prefixed with GeoJSONSeq: to avoid any ambiguity with other drivers.

### 7.21.3 Configuration options

The following *configuration option* is available:

- **OGR\_GEOJSON\_MAX\_OBJ\_SIZE** (GDAL >= 3.5.2): size in MBytes of the maximum accepted single feature, default value is 200MB. Or 0 to allow for a unlimited size.

### 7.21.4 Layer creation options

- **RS=YES/NO**: whether to start records with the RS=0x1E character, so as to be compatible with the [RFC 8142](#) standard. Defaults to NO, unless the filename extension is “geojsons”
- **COORDINATE\_PRECISION** = int\_number: Maximum number of figures after decimal separator to write in coordinates. Default to 7. “Smart” truncation will occur to remove trailing zeros.
- **SIGNIFICANT\_FIGURES** = int\_number: Maximum number of significant figures when writing floating-point numbers. Default to 17. If explicitly specified, and COORDINATE\_PRECISION is not, this will also apply to coordinates.
- **ID\_FIELD**=string. Name of the source field that must be written as the ‘id’ member of Feature objects.
- **ID\_TYPE**=AUTO/String/Integer. Type of the ‘id’ member of Feature objects.

### 7.21.5 See Also

- *GeoJSON driver*
- [RFC 7946](#) standard: the GeoJSON Format.
- [RFC 8142](#) standard: GeoJSON Text Sequences (RS separator)
- [Newline Delimited JSON](#)
- [GeoJSONL](#): An optimized format for large geographic datasets

## 7.22 GeoRSS : Geographically Encoded Objects for RSS feeds

---

#### Driver short name

GeoRSS

---

---

#### Build dependencies

(read support needs libexpat)

---

GeoRSS is a way of encoding location in RSS or Atom feeds.

OGR has support for GeoRSS reading and writing. Read support is only available if GDAL is built with *expat* library support

The driver supports RSS documents in RSS 2.0 or Atom 1.0 format.

It also supports the [3 ways of encoding location](#) : GeoRSS simple, GeoRSS GML and W3C Geo (the later being deprecated).



The driver can read and write documents without location information as well.

The default datum for GeoRSS document is the WGS84 datum (EPSG:4326). Although that GeoRSS locations are encoded in latitude-longitude order in the XML file, all coordinates reported or expected by the driver are in longitude-latitude order. The longitude/latitude order used by OGR is meant for compatibility with most of the rest of OGR drivers and utilities. For locations encoded in GML, the driver will support the `srsName` attribute for describing other SRS.

Simple and GML encoding support the notion of a *box* as a geometry. This will be decoded as a rectangle (Polygon geometry) in OGR Simple Feature model.

A single layer is returned while reading a RSS document. Features are retrieved from the content of `<item>` (RSS document) or `<entry>` (Atom document) elements.

### 7.22.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.22.2 Encoding issues

Expat library supports reading the following built-in encodings :

- US-ASCII
- UTF-8
- UTF-16
- ISO-8859-1
- Windows-1252

The content returned by OGR will be encoded in UTF-8, after the conversion from the encoding mentioned in the file header is.

If your GeoRSS file is not encoded in one of the previous encodings, it will not be parsed by the GeoRSS driver. You may convert it into one of the supported encoding with the *iconv* utility for example and change accordingly the *encoding* parameter value in the XML header.

When writing a GeoRSS file, the driver expects UTF-8 content to be passed in.

### 7.22.3 Field definitions

While reading a GeoRSS document, the driver will first make a full scan of the document to get the field definitions.

The driver will return elements found in the base schema of RSS channel or Atom feeds. It will also return extension elements, that are allowed in namespaces.

Attributes of first level elements will be exposed as fields.

Complex content (elements inside first level elements) will be returned as an XML blob.

When a same element is repeated, a number will be appended at the end of the attribute name for the repetitions. This is useful for the <category> element in RSS and Atom documents for example.

The following content :

```
<item>
  <title>My tile</title>
  <link>http://www.mylink.org</link>
  <description>Cool description !</description>
  <pubDate>Wed, 11 Jul 2007 15:39:21 GMT</pubDate>
  <guid>http://www.mylink.org/2007/07/11</guid>
  <category>Computer Science</category>
  <category>Open Source Software</category>
  <georss:point>49 2</georss:point>
  <myns:name type="my_type">My Name</myns:name>
  <myns:complexcontent>
    <myns:subelement>Subelement</myns:subelement>
  </myns:complexcontent>
</item>
```

will be interpreted in the OGR SF model as :

```
title (String) = My title
link (String) = http://www.mylink.org
description (String) = Cool description !
pubDate (DateTime) = 2007/07/11 15:39:21+00
guid (String) = http://www.mylink.org/2007/07/11
category (String) = Computer Science
category2 (String) = Open Source Software
myns_name (String) = My Name
myns_name_type (String) = my_type
myns_complexcontent (String) = <myns:subelement>Subelement</myns:subelement>
POINT (2 49)
```

### 7.22.4 Creation Issues

On export, all layers are written to a single file. Update of existing files is not supported.

If the output file already exists, the writing will not occur. You have to delete the existing file first.

A layer that is created cannot be immediately read without closing and reopening the file. That is to say that a dataset is read-only or write-only in the same session.

Supported geometries :

- Features of type wkbPoint/wkbPoint25D.

- Features of type `wkbLineString/wkbLineString25D`.
- Features of type `wkbPolygon/wkbPolygon25D`.

Other type of geometries are not supported and will be silently ignored.

### 7.22.5 Dataset creation options

- **FORMAT=RSS|ATOM**: whether the document must be in RSS 2.0 or Atom 1.0 format. Default value : RSS
- **GEOM\_DIALECT=SIMPLE|GML|W3C\_GEO** (RSS or ATOM document): the encoding of location information. Default value : SIMPLE W3C\_GEO only supports point geometries. SIMPLE or W3C\_GEO only support geometries in geographic WGS84 coordinates.
- **USE\_EXTENSIONS=YES|NO**. Default value : NO. If defined to YES, extension fields (that is to say fields not in the base schema of RSS or Atom documents) will be written. If the field name not found in the base schema matches the `foo_bar` pattern, `foo` will be considered as the namespace of the element, and a `<foo:bar>` element will be written. Otherwise, elements will be written in the `<ogr:>` namespace.
- **WRITE\_HEADER\_AND\_FOOTER=YES|NO**. Default value : YES. If defined to NO, only `<entry>` or `<item>` elements will be written. The user will have to provide the appropriate header and footer of the document. Following options are not relevant in that case.
- **HEADER** (RSS or Atom document): XML content that will be put between the `<channel>` element and the first `<item>` element for a RSS document, or between the `xml` tag and the first `<entry>` element for an Atom document. If it is specified, it will overload the following options.
- **TITLE** (RSS or Atom document): value put inside the `<title>` element in the header. If not provided, a dummy value will be used as that element is compulsory.
- **DESCRIPTION** (RSS document): value put inside the `<description>` element in the header. If not provided, a dummy value will be used as that element is compulsory.
- **LINK** (RSS document): value put inside the `<link>` element in the header. If not provided, a dummy value will be used as that element is compulsory.
- **UPDATED** (Atom document): value put inside the `<updated>` element in the header. Should be formatted as a XML datetime. If not provided, a dummy value will be used as that element is compulsory.
- **AUTHOR\_NAME** (Atom document): value put inside the `<author><name>` element in the header. If not provided, a dummy value will be used as that element is compulsory.
- **ID** (Atom document): value put inside the `<id>` element in the header. If not provided, a dummy value will be used as that element is compulsory.

When translating from a source dataset, it may be necessary to rename the field names from the source dataset to the expected RSS or ATOM attribute names, such as `<title>`, `<description>`, etc... This can be done with a *OGR VRT* dataset, or by using the “-sql” option of the `ogr2ogr` utility (see [rfc-21](#))

### 7.22.6 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /vsigzip/ (read-write) , /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

### 7.22.7 Example

The ogrinfo utility can be used to dump the content of a GeoRSS datafile :

```
ogrinfo -ro -al input.xml
```

The ogr2ogr utility can be used to do GeoRSS to GeoRSS translation. For example, to translate a Atom document into a RSS document

```
ogr2ogr -f GeoRSS output.xml input.xml "select link_href as link, title, content as ↵
↵description, author_name as author, id as guid from georss"
```

Note : in this example we map equivalent fields, from the source name to the expected name of the destination format.

The following Python script shows how to read the content of a online GeoRSS feed

```
#!/usr/bin/python
import gdal
import ogr
import urllib2

url = 'http://earthquake.usgs.gov/eqcenter/catalogs/eqs7day-M5.xml'
content = None
try:
    handle = urllib2.urlopen(url)
    content = handle.read()
except urllib2.HTTPError, e:
    print 'HTTP service for %s is down (HTTP Error: %d)' % (url, e.code)
except Exception:
    print 'HTTP service for %s is down.' % (url)

# Create in-memory file from the downloaded content
gdal.FileFromMemBuffer('/vsimem/temp', content)

ds = ogr.Open('/vsimem/temp')
```

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```

lyr = ds.GetLayer(0)
feat = lyr.GetNextFeature()
while feat is not None:
    print feat.GetFieldAsString('title') + ' ' + feat.GetGeometryRef().ExportToWkt()
    feat.Destroy()
    feat = lyr.GetNextFeature()

ds.Destroy()

# Free memory associated with the in-memory file
gdal.Unlink('/vsimem/temp')

```

### 7.22.8 See Also

- [Home page for GeoRSS format](#)
- [Wikipedia page for GeoRSS format](#)
- [Wikipedia page for RSS format](#)
- [RSS 2.0 specification](#)
- [Wikipedia page for Atom format](#)
- [Atom 1.0 specification](#)

## 7.23 GMLAS - Geography Markup Language (GML) driven by application schemas

New in version 2.2.

---

### Driver short name

GMLAS

---

### Build dependencies

Xerces

---

This driver can read and write XML files of arbitrary structure, included those containing so called Complex Features, provided that they are accompanied by one or several XML schemas that describe the structure of their content. While this driver is generic to any XML schema, the main target is to be able to read and write documents referencing directly or indirectly to the GML namespace.

The driver requires Xerces-C >= 3.1.

The driver can deal with files of arbitrary size with a very modest RAM usage, due to its working in streaming mode.

### 7.23.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.23.2 Opening syntax

The connection string is GMLAS:/path/to/the.gml. Note the GMLAS: prefix. If this prefix it is omitted, then the GML driver is likely to be used.

It is also possible to only used “GMLAS:” as the connection string, but in that case the schemas must be explicitly provided with the XSD open option.

### 7.23.3 Mapping of XML structure to OGR layers and fields

The driver scans the XML schemas referenced by the XML/GML to build the OGR layers and fields. It is strictly required that the schemas, directly or indirectly used, are fully valid. The content of the XML/GML file itself is marginally used, mostly to determine the SRS of geometry columns.

XML elements declared at the top level of a schema will generally be exposed as OGR layers. Their attributes and sub-elements of simple XML types (string, integer, real, ...) will be exposed as OGR fields. For sub-elements of complex type, different cases can happen. If the cardinality of the sub-element is at most one and it is not referenced by other elements, then it is “flattened” into its enclosing element. Otherwise it will be exposed as a OGR layer, with either a link to its “parent” layer if the sub-element is specific to its parent element, or through a junction table if the sub-element is shared by several parents.

By default the driver is robust to documents non strictly conforming to the schemas. Unexpected content in the document will be silently ignored, as well as content required by the schema and absent from the document.

Consult the [GMLAS mapping examples](#) page for more details.

By default in the configuration, swe:DataRecord and swe:DataArray elements from the Sensor Web Enablement (SWE) Common Data Model namespace will receive a special processing, so they are mapped more naturally to OGR concepts. The swe:field elements will be mapped as OGR fields, and the swe:values element of a swe:DataArray will be parsed into OGR features in a dedicated layer for each swe:DataArray. Note that those convenience exposure is for read-only purpose. When using the write side of the driver, only the content of the general mapping mechanisms will be used.

### 7.23.4 Metadata layers

Three special layers “\_ogr\_fields\_metadata”, “\_ogr\_layers\_metadata”, “\_ogr\_layer\_relationships” and “\_ogr\_other\_metadata” add extra information to the basic ones you can get from the OGR data model on OGR layers and fields.

Those layers are exposed if the EXPOSE\_METADATA\_LAYERS open option is set to YES (or if enabled in the configuration). They can also be individually retrieved by specifying their name in calls to GetLayerByName(), or on as layer names with the ogrinfo and ogr2ogr utility.

Consult the *GMLAS metadata layers* page for more details.

### 7.23.5 Configuration file

A default configuration file `gmlasconf.xml` file is provided in the data directory of the GDAL installation. Its structure and content is documented in `gmlasconf.xsd` schema.

This configuration file enables the user to modify the following settings:

- whether remote schemas should be downloaded. Enabled by default.
- whether the local cache of schemas is enabled. Enabled by default.
- the path of the local cache. By default, \$HOME/.gdal/gmlas\_xsd\_cache
- whether validation of the document against the schemas should be enabled. Disabled by default.
- whether validation error should cause dataset opening to fail. Disabled by default.
- whether the metadata layers should be exposed by default. Disabled by default.
- whether a ‘ogr\_pkid’ field should always be generated. Disabled by default. Turning that on can be useful on layers that have a ID attribute whose uniqueness is not guaranteed among various documents. Which could cause issues when appending several documents into a target database table.
- whether layers and fields that are not used in the XML document should be removed. Disable by default.
- whether OGR array data types can be used. Enabled by default.
- whether the XML definition of the GML geometry should be reported as a OGR string field. Disabled by default.
- whether only XML elements that derive from gml:\_Feature or gml:AbstractFeature should be considered in the initial pass of the schema building, when at least one element in the schemas derive from them. Enabled by default.
- several rules to configure if and how xlink:href should be resolved.
- a definition of XPath of elements and attributes that must be ignored, so as to lighten the number of OGR layers and fields.

This file can be adapted and modified versions can be provided to the driver with the CONFIG\_FILE open option. None of the elements of the configuration file are required. When they are absent, the default value indicated in the schema documentation is used.

Configuration can also be provided through other open options. Note that some open options have identical names to settings present in the configuration file. When such open option is provided, then its value will override the one of the configuration file (either the default one, or the one provided through the CONFIG\_FILE open option).

### 7.23.6 Geometry support

XML schemas only indicate the geometry type but do not constraint the spatial reference systems (SRS), so it is theoretically possible to have object instances of the same class having different SRS for the same geometry field. This is not practical to deal with, so when geometry fields are detected, an initial scan of the document is done to find the first geometry of each geometry field that has an explicit srsName set. This one will be used for the whole geometry field. In case other geometries of the same field would have different SRS, they will be reprojected.

By default, only the OGR geometry built from the GML geometry is exposed in the OGR feature. It is possible to change the IncludeGeometryXML setting of the configuration file to true so as to expose a OGR string field with the XML definition of the GML geometry.

### 7.23.7 Performance issues with large multi-layer GML files.

Traditionally to read a OGR datasource, one iterate over layers with `GDALDataset::GetLayer()`, and for each layer one iterate over features with `OGRLayer::GetNextFeature()`. While this approach still works for the GMLAS driver, it may result in very poor performance on big documents or documents using complex schemas that are translated in many OGR layers.

It is thus recommended to use `GDALDataset::GetNextFeature()` to iterate over features as soon as they appear in the `.gml/.xml` file. This may return features from non-sequential layers, when the features include nested elements.

### 7.23.8 Open options

- **XSD=filename(s)**: to specify an explicit XSD application schema to use (or a list of filenames, provided they are comma separated). “[http://](#)” or “[https://](#)” URLs can be used. This option is not required when the XML/GML document has a `schemaLocation` attribute with valid links in its root element.
- **CONFIG\_FILE=filename** or inline XML definition: filename of a XML configuration file conforming to the [gmlasconf.xsd](#) schema. It is also possible to provide the XML content directly inlined provided that the very first characters are `<Configuration`.
- **EXPOSE\_METADATA\_LAYERS=YES/NO**: whether the metadata layers “`_ogr_fields_metadata`”, “`_ogr_layers_metadata`”, “`_ogr_layer_relationships`” and “`_ogr_other_metadata`” should be reported by default. Default is NO.
- **VALIDATE=YES/NO**: whether the document should be validated against the schemas. Validation is done at dataset opening. Default is NO.
- **FAIL\_IF\_VALIDATION\_ERROR=YES/NO**: Whether a validation error should cause dataset opening to fail. (only used if `VALIDATE=YES`) Default is NO.
- **REFRESH\_CACHE=YES/NO**: Whether remote schemas and documents pointed by `xlink:href` links should be downloaded from the server even if already present in the local cache. If the cache is enabled, it will be refreshed with the newly downloaded resources. Default is NO.
- **SWAP\_COORDINATES=AUTO/YES/NO**: Whether the order of the x/y or long/lat coordinates should be swapped. In AUTO mode, the driver will determine if swapping must be done from the `srsName`. If the `srsName` is `urn:ogc:def:crs:EPSG::XXXX` and that the order of coordinates in the EPSG database for this SRS is lat, long or northing, easting, then the driver will swap them to the GIS friendly order (long, lat or easting, northing). For other forms of SRS (such as `EPSG:XXXX`), GIS friendly order is assumed and thus no swapping is done. When `SWAP_COORDINATES` is set to YES, coordinates will be always swapped regarding the order they appear in the GML, and when it set to NO, they will be kept in the same order. The default is AUTO.
- **REMOVE\_UNUSED\_LAYERS=YES/NO**: Whether unused layers should be removed from the reported layers. Defaults to NO.



- **REMOVE\_UNUSED\_FIELDS=YES/NO:** Whether unused fields should be removed from the reported layers. Defaults to NO
- **HANDLE\_MULTIPLE\_IMPORTS=YES/NO:** Whether multiple imports with the same namespace but different schema are allowed. Defaults to NO
- **SCHEMA\_FULL\_CHECKING=YES/NO:** Whether to be pedantic with XSD checking or to be forgiving e.g. if the invalid part of the schema is not referenced in the main document. Defaults to NO

### 7.23.9 Creation support

The GMLAS driver can write XML documents in a schema-driven way by converting a source dataset (contrary to most other drivers that have read support that implement the `CreateLayer()` and `CreateFeature()` interfaces). The typical workflow is to use the read side of the GMLAS driver to produce a SQLite/Spatialite/ PostGIS database, potentially modify the features imported and re-export this database as a new XML document.

The driver will identify in the source dataset “top-level” layers, and in those layers will find which features are not referenced by other top-level layers. As the creation of the output XML is schema-driven, the schemas need to be available. There are two possible ways:

- either the result of the processing of the schemas was stored as the 4 `_ogr_*` metadata tables in the source dataset by using the `EXPOSE_METADATA_LAYERS=YES` open option when converting the source .xml),
- or the schemas can be specified at creation time with the `INPUT_XSD` creation option.

By default, the driver will “wrap” the features inside a WFS 2.0 `wfs:FeatureCollection` / `wfs:member` element. It is also possible to ask the driver to create instead a custom wrapping .xsd file that declares the `ogr_gmlas:FeatureCollection` / `ogr_gmlas:featureMember` XML elements.

Note that while the file resulting from the export should be XML valid, there is no strong guarantee that it will validate against the additional constraints expressed in XML schema(s). This will depend on the content of the features (for example if converting from a GML file that is not conformant to the schemas, the output of the driver will generally be not validating)

If the input layers have geometries stored as GML content in a `_xml` suffixed field, then the driver will compare the OGR geometry built from that XML content with the OGR geometry stored in the dedicated geometry field of the feature. If both match, then the GML content stored in the `_xml` suffixed field will be used, such as to preserve particularities of the initial GML content. Otherwise GML will be exported from the OGR geometry.

To increase export performance on very large databases, creating attribute indexes on the fields pointed by the ‘`layer_pkid_name`’ attribute in ‘`_ogr_layers_metadata`’ might help.

#### 7.23.9.1 ogr2ogr behavior

When using `ogr2ogr` / `GDALVectorTranslate()` to convert to XML/GML from a source database, there are restrictions to the options that can be used. Only the following options of `ogr2ogr` are supported:

- dataset creation options (see below)
- layer names
- spatial filter through `-spat` option.
- attribute filter through `-where` option

The effect of spatial and attribute filtering will only apply on top-levels layers. Sub-features selected through joins will not be affected by those filters.

### 7.23.9.2 Dataset creation options

The supported dataset creation options are:

- **INPUT\_XSD**=filename(s): to specify an explicit XSD application schema to use (or a list of filenames, provided they are comma separated). “[http://](#)” or “[https://](#)” URLs can be used. This option is not required when the source dataset has a `_ogr_other_metadata` with schemas and locations filled.
- **CONFIG\_FILE**=filename or inline XML definition: filename of a XML configuration file conforming to the [gmlasconf.xsd](#) schema. It is also possible to provide the XML content directly inlined provided that the very first characters are `<Configuration>`.
- **LAYERS**=layers. Comma separated list of layers to export as top-level features. The special value “{SPATIAL\_LAYERS}” can also be used to specify all layers that have geometries. When LAYERS is not specified, the driver will identify in the source dataset “top-level” layers, and in those layers will find which features are not referenced by other top-level layers.
- **SRSNAME\_FORMAT**=SHORT/OGC\_URN/OGC\_URL (Only valid for GML 3 output) Defaults to OGC\_URL. If SHORT, then srsName will be in the form `AUTHORITY_NAME:AUTHORITY_CODE` If OGC\_URN, then srsName will be in the form `urn:ogc:def:crs:AUTHORITY_NAME::AUTHORITY_CODE` If OGC\_URL, then srsName will be in the form `http://www.opengis.net/def/crs/AUTHORITY\_NAME/0/AUTHORITY\_CODE` For OGC\_URN and OGC\_URL, in the case the SRS is a SRS without explicit AXIS order, but that the same SRS authority code imported with `ImportFromEPSGA()` should be treated as lat/long or northing/easting, then the function will take care of coordinate order swapping.
- **INDENT\_SIZE**=[0-8]. Number of spaces for each indentation level. Default is 2.
- **COMMENT**=string. Comment to add at top of generated XML file as a XML comment.
- **LINEFORMAT**=CRLF/LF. End-of-line sequence to use. Defaults to CRLF on Windows and LF on other platforms.
- **WRAPPING**=WFS2\_FEATURECOLLECTION/GMLAS\_FEATURECOLLECTION. Whether to wrap features in a `wfs:FeatureCollection` or in a `ogr_gmlas:FeatureCollection`. Defaults to WFS2\_FEATURECOLLECTION.
- **TIMESTAMP**=XML date time. User-specified XML dateTime value for timestamp to use in `wfs:FeatureCollection` attribute. If not specified, current date time is used. Only valid for WRAPPING=WFS2\_FEATURECOLLECTION.
- **WFS20\_SCHEMALOCATION**=Path or URL to `wfs.xsd`. Only valid for WRAPPING=WFS2\_FEATURECOLLECTION. Default is “[http://schemas.opengis.net/wfs/2.0/wfs.xsd](#)”
- **GENERATE\_XSD**=YES/NO. Whether to generate a .xsd file that has the structure of the wrapping `ogr_gmlas:FeatureCollection` / `ogr_gmlas:featureMember` elements. Only valid for WRAPPING=GMLAS\_FEATURECOLLECTION. Default to YES.
- **OUTPUT\_XSD\_FILENAME**=string. Wrapping .xsd filename. If not specified, same basename as output file with .xsd extension. Note that it is possible to use this option even if `GENERATE_XSD=NO`, so that the wrapping .xsd appear in the `schemaLocation` attribute of the .xml file. Only valid for WRAPPING=GMLAS\_FEATURECOLLECTION

### 7.23.10 Examples

Listing content of a data file:

```
ogrinfo -ro GMLAS:my.gml
```

Converting to PostGIS:

```
ogr2ogr -f PostgreSQL PG:'host=myserver dbname=warmerda' GMLAS:my.gml -nlt CONVERT_TO_
↳LINEAR
```

Converting to Spatialite and back to GML

```
ogr2ogr -f SQLite tmp.sqlite GMLAS:in.gml -dsco SPATILIATE=YES -nlt CONVERT_TO_LINEAR -
↳oo EXPOSE_METADATA_LAYERS=YES
ogr2ogr -f GMLAS out.gml tmp.sqlite
```

### 7.23.11 See Also

- *GML*: general purpose driver not requiring the presence of schemas, but with limited support for complex features
- *NAS/ALKIS*: specialized GML driver for cadastral data in Germany

### 7.23.12 Credits

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Development of special processing of some Sensor Web Enablement (SWE) Common Data Model swe:DataRecord and swe:DataArray constructs has been funded by Bureau des Recherches Géologiques et Minières (BRGM).

### **7.23.12.1 GMLAS - Mapping examples**

This page gives a few examples of how XML constructs are mapped to OGR layers and fields by the *GMLAS - Geography Markup Language (GML) driven by application schemas* driver.

Table 2: Mapping examples

Schema	Document	OGR layers	Comments
<pre> &lt;schema xmlns=   ↪ "http://www.w3.   ↪ org/2001/   ↪ XMLSchema"&gt; &lt;element name=   ↪ "MyFeature"&gt; &lt;complexType&gt;   &lt;sequence&gt;     &lt;element_   ↪ name="name" type=   ↪ "string"/&gt;     &lt;/sequence&gt;     &lt;attribute_   ↪ name="id" type=   ↪ "ID" use=   ↪ "required"/&gt;     &lt;attribute_   ↪ name="attr" type=   ↪ "string"/&gt;   &lt;/complexType&gt; &lt;/element&gt; &lt;/schema&gt; </pre>	<pre> &lt;MyFeature id="my_   ↪ id" attr="attr_   ↪ value"&gt;     &lt;name&gt;my_name&lt;/   ↪ name&gt;   &lt;/MyFeature&gt; </pre>	<pre> Layer name: ↪   ↪ MyFeature Geometry: <b>None</b> id: String (0.0) ↪   ↪ NOT NULL attr: String (0.0) name: String (0.0) ↪   ↪ NOT NULL OGRFeature(MyFeature): 1   id (String) = ↪   ↪ my_id   attr (String) ↪   ↪ = attr_value   name (String) ↪   ↪ = my_name </pre>	Element with attributes and sub-elements of simple type and maximum cardinality of 1.
<pre> &lt;schema xmlns=   ↪ "http://www.w3.   ↪ org/2001/   ↪ XMLSchema"&gt; &lt;element name=   ↪ "MyFeature"&gt; &lt;complexType&gt;   &lt;sequence&gt;     &lt;element_   ↪ name="str_array" ↪   ↪ type="string"   ↪ maxOccurs="2"/&gt;     &lt;element_   ↪ name="dt_array" ↪   ↪ type="dateTime"   ↪ maxOccurs=   ↪ "unbounded"/&gt;     &lt;/sequence&gt;     &lt;attribute_   ↪ name="id" type=   ↪ "ID" use=   ↪ "required"/&gt;   &lt;/complexType&gt; &lt;/element&gt; &lt;/schema&gt; </pre>	<pre> &lt;MyFeature id="my_   ↪ id"&gt;   &lt;str_array&gt;   ↪ first string&lt;/   ↪ str_array&gt;   &lt;str_array&gt;   ↪ second string&lt;/   ↪ str_array&gt;   &lt;dt_array&gt;2016-   ↪ 09-24T15:31:00Z&lt;/   ↪ dt_array&gt;   &lt;dt_array&gt;2016-   ↪ 09-24T15:32:00Z&lt;/   ↪ dt_array&gt;   &lt;/MyFeature&gt; </pre>	<pre> Layer name: ↪   ↪ MyFeature Geometry: <b>None</b> id: String (0.0) ↪   ↪ NOT NULL str_array: ↪   ↪ StringList (0.0) ↪   ↪ NOT NULL OGRFeature(MyFeature): 1   id (String) = ↪   ↪ my_id   str_array ↪   ↪ (StringList) =   ↪ (2:first_   ↪ string,second_   ↪ string)  Layer name: ↪   ↪ MyFeature_dt_   ↪ array Geometry: <b>None</b> ogr_pkid: String ↪   ↪ (0.0) NOT NULL parent_id: String ↪   ↪ (0.0) NOT NULL value: DateTime (0.   ↪ 0) OGRFeature(MyFeature_   ↪ dt_array_1)   ogr_pkid ↪   ↪ (String) = my_id_   ↪ dt_array_1 </pre>	Example with array and child layer
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**swe:DataArray**

The following snippet

```
<swe:DataArray>
  <swe:elementCount>
    <swe:Count>
      <swe:value>2</swe:value>
    </swe:Count>
  </swe:elementCount>
  <swe:elementType name="Components">
    <swe:DataRecord>
      <swe:field name="myTime">
        <swe:Time definition="http://www.opengis.net/def/property/OGC/0/
↳ SamplingTime">
          <swe:uom xlink:href="http://www.opengis.net/def/uom/ISO-8601/
↳ 0/Gregorian"/>
        </swe:Time>
      </swe:field>
      <swe:field name="myCategory">
        <swe:Category definition="http://dd.eionet.europa.eu/vocabulary/aq/
↳ observationverification"/>
      </swe:field>
      <swe:field name="myQuantity">
        <swe:Quantity definition="http://dd.eionet.europa.eu/vocabulary/aq/
↳ primaryObservation/hour">
          <swe:uom xlink:href="http://dd.eionet.europa.eu/vocabulary/
↳ uom/concentration/ug.m-3"/>
        </swe:Quantity>
      </swe:field>
      <swe:field name="myCount">
        <swe:Count definition="http://"/>
      </swe:field>
      <swe:field name="myText">
        <swe:Text definition="http://"/>
      </swe:field>
      <swe:field name="myBoolean">
        <swe:Boolean definition="http://"/>
      </swe:field>
    </swe:DataRecord>
  </swe:elementType>
  <swe:encoding>
    <swe:TextEncoding decimalSeparator="." blockSeparator="@" tokenSeparator=",
↳ "/>
  </swe:encoding>
  <swe:values>2016-09-01T00:00:00+01:00,1,2.34,3,foo,true@@2017-09-01T00:00:00,2,3.45</
↳ swe:values>
</swe:DataArray>
```

will receive a special processing to be mapped into a dedicated layer:

Layer name: dataarray\_1\_components  
Geometry: **None**

(continues on next page)

(continued from previous page)

```

Feature Count: 2
Layer SRS WKT:
(unknown)
parent_ogr_pkid: String (0.0) NOT NULL
mytime: DateTime (0.0)
mycategory: String (0.0)
myquantity: Real (0.0)
mycount: Integer (0.0)
mytext: String (0.0)
myboolean: Integer(Boolean) (0.0)
OGRFeature(dataarray_1_components):1
  parent_ogr_pkid (String) = BAE8440FC4563A80D2AB1860A47AA0A3_DataArray_1
  mytime (DateTime) = 2016/09/01 00:00:00+01
  mycategory (String) = 1
  myquantity (Real) = 2.34
  mycount (Integer) = 3
  mytext (String) = foo
  myboolean (Integer(Boolean)) = 1
OGRFeature(dataarray_1_components):2
  parent_ogr_pkid (String) = BAE8440FC4563A80D2AB1860A47AA0A3_DataArray_1
  mytime (DateTime) = 2017/09/01 00:00:00
  mycategory (String) = 2
  myquantity (Real) = 3.45

```

## See Also

- [main documentation page for GMLAS driver](#)

### 7.23.12.2 GMLAS - Metadata layers

This page details the structure of the extra metadata layers reported by the *GMLAS - Geography Markup Language (GML) driven by application schemas* driver.

#### \_ogr\_fields\_metadata layer

This layer gives metadata about OGR fields, and also “abstract” fields that describe the relation ship between a parent and child layer.

Its fields are:

- **layer\_name:** Name of the layer to which the field belongs to
- **field\_name:** Name of the field. May be null when **field\_category** is **PATH\_TO\_CHILD\_ELEMENT\_NO\_LINK** or **GROUP**
- **field\_xpath:** XPath of the element/attribute whose content is used for the field. The XPath is relative to the element that is the direct parent of this element/attribute, or a parent element in case of flattening. May be null for a field generated by OGR.
- **field\_type:** the XML schema base data type (string, int, long, ID, ...). Extended with “geometry”. May be null for a field generated by OGR

- `field_is_list`: Whether the XML type is a list.
- `field_min_occurs`: Integer value with the minimum number of occurrences of values. 0 or 1 typically. Or more for array types. May be null for a field generated by OGR
- `field_max_occurs`: Integer value with the maximum number of occurrences of values. 1 typically. Or more for array types. 2147483647 means unlimited. May be null for a field generated by OGR
- `field_repetition_on_sequence`: Boolean value to indicate if the field is related to a `<sequence maxOccurs=">1 or unbounded">` construct. Only set when `field_max_occurs` is not 0 or 1.
- `field_default_value`: Default value of the field, or null
- `field_fixed_value`: Fixed value of the field, or null
- `field_category`: Category of the field. May be `REGULAR`, `PATH_TO_CHILD_ELEMENT_NO_LINK`, `PATH_TO_CHILD_ELEMENT_WITH_LINK`, `PATH_TO_CHILD_ELEMENT_WITH_JUNCTION_TABLE`, `GROUP` or `SWE_FIELD`. May be null for a field generated by OGR.
- `field_related_layer`: Name of the child layer for `field_category != REGULAR`
- `field_junction_layer`: Name of the junction layer. Only set if `field_category` is equal to `PATH_TO_CHILD_ELEMENT_WITH_JUNCTION_TABLE`
- `field_documentation`: Documentation from the schema.

Explanation of `field_category` values:

- `REGULAR`: the field is made from the value of an element or attribute that is a direct child of the element that is the root of the layer considered.
- `PATH_TO_CHILD_ELEMENT_NO_LINK`: A field declared with this category is not instantiated as a OGR field of the layer 'layer\_name'. It is merely there to declare the relationship between the parent and child layers. This is when a sub-element is of a complex type or a repeated sub-element of simple type that does not match one of the OGR array types.
- `PATH_TO_CHILD_ELEMENT_WITH_LINK`: the content of this field is the primary key of a OGR feature of another layer. The `field_related_layer` field contains the name of that linked layer.
- `PATH_TO_CHILD_ELEMENT_WITH_JUNCTION_TABLE`: A field declared with this category is not instantiated as a OGR field of the layer 'layer\_name'. It is merely there to declare the relationship between the parent and child layers. This is when the link between the parent and child layer is done through a junction table (case where the child layer is referenced by other parent layers).
- `GROUP`: A field declared with this category is not instantiated as a OGR field of the layer 'layer\_name'. It is merely there to declare the relationship between the parent and child layers. This is when a layer uses XML schema group constructs with repeated cardinality.
- `SWE_FIELD`: A field derived from special processing of `swe:DataRecord` or `swe:DataArray` elements.

### **`_ogr_layers_metadata` layer**

This layer gives metadata about OGR layers.

Its fields are:

- `layer_name`: Name of the layer
- `layer_xpath`: XPath of the element that is used as the root element for the layer. May be suffixed with `“;extra=XXXX”` for group constructs or repeated sequences of repeated elements, so as to distinguish for the XPath of their parent element. Will be null for junction tables or `SWE_DATA_ARRAY` layers.



- **layer\_category:** Category of the layer. One of TOP\_LEVEL\_ELEMENT, NESTED\_ELEMENT, JUNCTION\_TABLE or SWE\_DATA\_ARRAY
- **layer\_pkid\_name:** Name of the primary key field. This is the text attribute that uniquely identified a feature (in its layer). This is the XML attribute/name of type xs:ID when it exists, otherwise a “ogr\_pkid” field is automatically created. Will be null for SWE\_DATA\_ARRAY layers.
- **layer\_parent\_pkid\_name:** Name of the field that is a foreign key to the parent layer of this layer. Only set for a NESTED\_ELEMENT layer.
- **layer\_documentation:** Documentation from the schema.

### **\_ogr\_layer\_relationships layer**

This layer gives metadata about relationship between OGR layers.

Its fields are:

- **parent\_layer:** Name of the parent layer
- **parent\_pkid:** Name of the primary key of the parent layer
- **parent\_element\_name:** Name of the XML element that links from the parent to the child. Will be null when the child layer is due to group constructs or repeated sequences of repeated elements of the parent.
- **child\_layer:** Name of the child layer
- **child\_pkid:** Name of the primary key of the child layer. Will be null for SWE\_DATA\_ARRAY layers

### **\_ogr\_other\_metadata layer**

This layer contains key / value pairs with different information.

Its fields are:

- **key:** Name of the metadata item
- **value:** Value of the metadata item

Possible keys are :

- **document\_filename:** Filename of the XML/GML file read.
- **configuration\_filename:** Filename of the XML configuration file used.
- **configuration\_inlined:** XML content of the configuration file.
- **namespace\_uri\_XX:** URI of a namespace referenced by the schema(s).
- **namespace\_location\_XX:** Location of a schema.
- **namespace\_prefix\_XX:** Prefix of a namespace referenced by the schema(s).
- **gml\_version:** GML version, such as 2.1.2, 3.1.1 or 3.2.1

## See Also

- *main documentation page for GMLAS driver*

## 7.24 GML - Geography Markup Language

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### Driver short name

GML

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### Build dependencies

(read support needs Xerces or libexpat)

---

OGR has limited support for GML reading and writing. Update of existing files is not supported.

Supported GML flavors :

Read	Write
GML2 and GML3 that can be translated into simple feature model	GML 2.1.2 or GML 3 SF-0 (GML 3.1.1 Compliance level SF-0)

Starting with GDAL 2.2, another driver, [GMLAS](#), for GML driven by application schemas, is also available. Both GML and GMLAS drivers have their use cases.

### 7.24.1 Driver capabilities

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#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

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#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.24.2 Parsers

The reading part of the driver only works if OGR is built with Xerces linked in. When Xerces is unavailable, read support also works if OGR is built with Expat linked in. XML validation is disabled by default. GML writing is always supported, even without Xerces or Expat.

Note: if both Xerces and Expat are available at build time, the GML driver will preferentially select at runtime the Expat parser for cases where it is possible (GML file in a compatible encoding), and default back to Xerces parser in other cases. However, the choice of the parser can be overridden by specifying the `GML_PARSER` configuration option to `EXPAT` or `XERCES`.

### 7.24.3 CRS support

The GML driver has coordinate system support. This is only reported when all the geometries of a layer have a `srsName` attribute, whose value is the same for all geometries. For `srsName` such as `“urn:ogc:def:crs:EPSG:”` (or `“http://www.opengis.net/def/crs/EPSG/0/”` starting with GDAL 2.1.2), for geographic coordinate systems (as returned by WFS 1.1.0 for example), the axis order should be (latitude, longitude) as required by the standards, but this is unusual and can cause issues with applications unaware of axis order. So by default, the driver will swap the coordinates so that they are in the (longitude, latitude) order and report a SRS without axis order specified. It is possible to get the original (latitude, longitude) order and SRS with axis order by setting the configuration option `GML_INVERT_AXIS_ORDER_IF_LAT_LONG` to `NO`.

There also situations where the `srsName` is of the form `“EPSG:XXXX”` (whereas `“urn:ogc:def:crs:EPSG::XXXX”` would have been more explicit on the intent) and the coordinates in the file are in (latitude, longitude) order. By default, OGR will not consider the EPSG axis order and will report the coordinates in (latitude, longitude) order. However, if you set the configuration option `GML_CONSIDER_EPSG_AS_URN` to `YES`, the rules explained in the previous paragraph will be applied.

The above also applied for projected coordinate systems whose EPSG preferred axis order is (northing, easting).

Starting with GDAL 2.1.2, the `SWAP_COORDINATES` open option (or `GML_SWAP_COORDINATES` configuration option) can be set to `AUTO/YES/NO`. It controls whether the order of the x/y or long/lat coordinates should be swapped. In `AUTO` mode, the driver will determine if swapping must be done from the `srsName` and value of other options like `CONSIDER_EPSG_AS_URN` and `INVERT_AXIS_ORDER_IF_LAT_LONG`. When `SWAP_COORDINATES` is set to `YES`, coordinates will be always swapped regarding the order they appear in the GML, and when it set to `NO`, they will be kept in the same order. The default is `AUTO`.

### 7.24.4 Schema

In contrast to most GML readers, the OGR GML reader does not require the presence of an XML Schema definition of the feature classes (file with `.xsd` extension) to be able to read the GML file. If the `.xsd` file is absent or OGR is not able to parse it, the driver attempts to automatically discover the feature classes and their associated properties by scanning the file and looking for “known” gml objects in the gml namespace to determine the organization. While this approach is error prone, it has the advantage of working for GML files even if the associated schema (`.xsd`) file has been lost.

It is possible to specify an explicit filename for the XSD schema to use, by using `“a_filename.gml,xsd=another_filename.xsd”` as a connection string. The XSD can also be specified as the value of the `XSD` open option.

The first time a GML file is opened, if the associated `.xsd` is absent or could not be parsed correctly, it is completely scanned in order to determine the set of featuretypes, the attributes associated with each and other dataset level information. This information is stored in a `.gfs` file with the same basename as the target gml file. Subsequent accesses to the same GML file will use the `.gfs` file to predefine dataset level information accelerating access. To a limited extent the `.gfs` file can be manually edited to alter how the GML file will be parsed. Be warned that the `.gfs` file will be ignored if the associated `.gml` file has a newer timestamp.

When prescanning the GML file to determine the list of feature types, and fields, the contents of fields are scanned to try and determine the type of the field. In some applications it is easier if all fields are just treated as string fields. This can be accomplished by setting the configuration option `GML_FIELDTYPES` to the value **ALWAYS\_STRING**.

The `GML_ATTRIBUTES_TO_OGR_FIELDS` configuration option can be set to **YES** so that attributes of GML elements are also taken into account to create OGR fields.

The following *configuration options* are available:

*configuration options* can e.g. be set via the `CPLSetConfigOption()` function or as environment variables.

You can use `GML_GFS_TEMPLATE` configuration option (or **GFS\_TEMPLATE** open option) set to a **path\_to\_template.gfs** in order to unconditionally use a predefined GFS file. This option is really useful when you are planning to import many distinct GML files in subsequent steps [-**append**] and you absolutely want to preserve a fully consistent data layout for the whole GML set. Please, pay attention not to use the **-lco LAUNDER=yes** setting when using `GML_GFS_TEMPLATE`; this should break the correct recognition of attribute names between subsequent GML import runs.

### 7.24.5 Particular GML application schemas

Feature attributes in nested GML elements (non-flat attribute hierarchy) that can be found in some GML profiles, such as UK Ordnance Survey MasterMap, are detected. IntegerList, RealList and StringList field types when a GML element has several occurrences are also supported.

A specialized GML driver - the *NAS* driver - is available to read German AAA GML Exchange Format (NAS/ALKIS).

The GML driver has partial support for reading AIXM or CityGML files.

The GML driver supports reading :

- Finnish National Land Survey GML files (a.k.a MTK GML) for topographic data.
- Finnish National Land Survey GML files for cadastral data.
- Cadastral data in Inspire GML schemas.
- Czech RUIAN Exchange Format (VFR).

The GML driver supports reading responses to CSW GetRecords queries.

Since OGR 2.2, the GML driver supports reading Japanese FGD GML v4 files.

### 7.24.6 Geometry reading

When reading a feature, the driver will by default only take into account the last recognized GML geometry found (in case they are multiples) in the XML subtree describing the feature.

But, if the .xsd schema is understood by the XSD parser and declares several geometry fields, or the .gfs file declares several geometry fields, multiple geometry fields will be reported by the GML driver according to rfc-41.

In case of multiple geometry occurrences, if a geometry is in a <geometry> element, this will be the one selected. This will make default behavior consistent with Inspire objects.

The user can change the .gfs file to select the appropriate geometry by specifying its path with the <GeometryElement-Path> element. See the description of the .gfs syntax below.

GML geometries including TopoCurve, TopoSurface, MultiCurve are also supported. The TopoCurve type GML geometry can be interpreted as either of two types of geometries. The Edge elements in it contain curves and their corresponding nodes. By default only the curves, the main geometries, are reported as `OGRMultiLineString`. To retrieve the nodes, as `OGRMultiPoint`, the configuration option `GML_GET_SECONDARY_GEOM` should be set to the value **YES**. When this is set only the secondary geometries are reported.

Arc, ArcString, ArcByBulge, ArcByCenterPoint, Circle and CircleByCenterPoints will be returned as circular string OGR geometries. If they are included in other GML elements such as CurveComposite, MultiCurve, Surface, corresponding non-linear OGR geometries will be returned as well. When reading GML3 application schemas, declarations of geometry fields such as CurvePropertyType, SurfacePropertyType, MultiCurvePropertyType or MultiSurfacePropertyType will be also interpreted as being potential non-linear geometries, and corresponding OGR geometry type will be used for the layer geometry type.

### 7.24.7 gml:xlink resolving

gml:xlink resolving is supported. When the resolver finds an element containing the tag xlink:href, it tries to find the corresponding element with the gml:id in the same gml file, other gml file in the file system or on the web using cURL. Set the configuration option GML\_SKIP\_RESOLVE\_ELEMS to **NONE** to enable resolution.

By default the resolved file will be saved in the same directory as the original file with the extension “.resolved.gml”, if it doesn’t exist already. This behavior can be changed using the configuration option GML\_SAVE\_RESOLVED\_TO. Set it to **SAME** to overwrite the original file. Set it to a **filename ending with .gml** to save it to that location. Any other values are ignored. If the resolver cannot write to the file for any reason, it will try to save it to a temporary file generated using CPLGenerateTempFilename(“ResolvedGML”); if it cannot, resolution fails.

Note that the resolution algorithm is not optimized for large files. For files with more than a couple of thousand xlink:href tags, the process can go beyond a few minutes. A rough progress is displayed through CPLDebug() for every 256 links. It can be seen by setting the environment variable CPL\_DEBUG. The resolution time can be reduced if you know any elements that will not be needed. Mention a comma separated list of names of such elements with the configuration option GML\_SKIP\_RESOLVE\_ELEMS. Set it to **ALL** to skip resolving altogether (default action). Set it to **NONE** to resolve all the xlink.

An alternative resolution method is available. This alternative method will be activated using the configuration option GML\_SKIP\_RESOLVE\_ELEMS HUGE. In this case any gml:xlink will be resolved using a temporary SQLite DB so to identify any corresponding gml:id relation. At the end of this SQL-based process, a resolved file will be generated exactly as in the **NONE** case but without their limits. The main advantages in using an external (temporary) DBMS so to resolve gml:xlink and gml:id relations are the following:

- no memory size constraints. The **NONE** method stores the whole GML node-tree in-memory; and this practically means that no GML file bigger than 1 GB can be processed at all using a 32-bit platform, due to memory allocation limits. Using a file-system based DBMS avoids at all this issue.
- by far better efficiency, most notably when huge GML files containing many thousands (or even millions) of xlink:href / gml:id relational pairs.
- using the **GML\_SKIP\_RESOLVE\_ELEMS HUGE** method realistically allows to successfully resolve some really huge GML file (3GB+) containing many millions xlink:href / gml:id in a reasonable time (about an hour or so on).
- The **GML\_SKIP\_RESOLVE\_ELEMS HUGE** method supports the following further configuration option:

### 7.24.8 TopoSurface interpretation rules [polygons and internal holes]

The GML driver is able to recognize two different interpretation rules for TopoSurface when a polygon contains any internal hole:

- the previously supported interpretation rule assumed that:
  - each TopoSurface may be represented as a collection of many Faces
  - *positive* Faces [i.e. declaring **orientation=”+”**] are assumed to represent the Exterior Ring of some Polygon.

- *negative* Faces [i.e. declaring **orientation**="-"] are assumed to represent an Interior Ring (aka *hole*) belonging to the latest declared Exterior Ring.
- ordering any Edge used to represent each Ring is important: each Edge is expected to be exactly adjacent to the next one.
- the new interpretation rule now assumes that:
  - each TopoSurface may be represented as a collection of many Faces
  - the declared **orientation** for any Face has nothing to deal with Exterior/Interior Rings
  - each Face is now intended to represent a complete Polygon, eventually including any possible Interior Ring (*holes*)
  - the relative ordering of any Edge composing the same Face is completely not relevant

The newest interpretation seems to fully match GML 3 standard recommendations; so this latest is now assumed to be the default interpretation supported by OGR.

**NOTE** : Using the newest interpretation requires GDAL/OGR to be built against the GEOS library.

Using the `GML_FACE_HOLE_NEGATIVE` configuration option you can anyway select the actual interpretation to be applied when parsing GML 3 topologies:

- setting `GML_FACE_HOLE_NEGATIVE =NO` (*default* option) will activate the newest interpretation rule
- but explicitly setting `GML_FACE_HOLE_NEGATIVE =YES` still enables to activate the old interpretation rule

### 7.24.9 Encoding issues

Expat library supports reading the following built-in encodings :

- US-ASCII
- UTF-8
- UTF-16
- ISO-8859-1
- Windows-1252

The content returned by OGR will be encoded in UTF-8, after the conversion from the encoding mentioned in the file header is.

If the GML file is not encoded in one of the previous encodings and the only parser available is Expat, it will not be parsed by the GML driver. You may convert it into one of the supported encodings with the *iconv* utility for example and change accordingly the *encoding* parameter value in the XML header.

When writing a GML file, the driver expects UTF-8 content to be passed in.

Note: The `.xsd` schema files are parsed with an integrated XML parser which does not currently understand XML encodings specified in the XML header. It expects encoding to be always UTF-8. If attribute names in the schema file contains non-ascii characters, it is better to use *iconv* utility and convert the `.xsd` file into UTF-8 encoding first.

### 7.24.10 Feature id (fid / gml:id)

The driver exposes the content of the gml:id attribute as a string field called *gml\_id*, when reading GML WFS documents. When creating a GML3 document, if a field is called *gml\_id*, its content will also be used to write the content of the gml:id attribute of the created feature.

The driver autodetects the presence of a fid (GML2) (resp. gml:id (GML3)) attribute at the beginning of the file, and, if found, exposes it by default as a *fid* (resp. *gml\_id*) field. The autodetection can be overridden by specifying the GML\_EXPOSE\_FID or GML\_EXPOSE\_GML\_ID configuration option to **YES** or **NO**.

When creating a GML2 document, if a field is called *fid*, its content will also be used to write the content of the fid attribute of the created feature.

### 7.24.11 Performance issues with large multi-layer GML files.

There is only one GML parser per GML datasource shared among the various layers. By default, the GML driver will restart reading from the beginning of the file, each time a layer is accessed for the first time, which can lead to poor performance with large GML files.

The GML\_READ\_MODE configuration option can be set to **SEQUENTIAL\_LAYERS** if all features belonging to the same layer are written sequentially in the file. The reader will then avoid unnecessary resets when layers are read completely one after the other. To get the best performance, the layers must be read in the order they appear in the file.

If no .xsd and .gfs files are found, the parser will detect the layout of layers when building the .gfs file. If the layers are found to be sequential, a `<SequentialLayers>true</SequentialLayers>` element will be written in the .gfs file, so that the GML\_READ\_MODE will be automatically initialized to SEQUENTIAL\_LAYERS if not explicitly set by the user.

The GML\_READ\_MODE configuration option can be set to INTERLEAVED\_LAYERS to be able to read a GML file whose features from different layers are interleaved. In the case, the semantics of the GetNextFeature() will be slightly altered, in a way where a NULL return does not necessarily mean that all features from the current layer have been read, but it could also mean that there is still a feature to read, but that belongs to another layer. In that case, the file should be read with code similar to the following one :

```
int nLayerCount = poDS->GetLayerCount();
int bFoundFeature;
do
{
    bFoundFeature = FALSE;
    for( int iLayer = 0; iLayer < nLayerCount; iLayer++ )
    {
        OGRLayer *poLayer = poDS->GetLayer(iLayer);
        OGRFeature *poFeature;
        while((poFeature = poLayer->GetNextFeature()) != NULL)
        {
            bFoundFeature = TRUE;
            poFeature->DumpReadable(stdout, NULL);
            OGRFeature::DestroyFeature(poFeature);
        }
    }
} while (bInterleaved && bFoundFeature);
```



### 7.24.12 Open options

- **XSD=filename:** to specify an explicit filename for the XSD application schema to use.
- **WRITE\_GFS=AUTO/YES/NO:** (GDAL >= 3.2) whether to write a .gfs file. In AUTO mode, the .gfs file is only written if there is no recognized .xsd file, no existing .gfs file and for non-network file systems. This option can be set to YES for force .gfs file writing in situations where AUTO would not attempt to do it. Or it can be set to NO to disable .gfs file writing.
- **GFS\_TEMPLATE=filename:** to unconditionally use a predefined GFS file. This option is really useful when you are planning to import many distinct GML files in subsequent steps [-**append**] and you absolutely want to preserve a fully consistent data layout for the whole GML set. Please, pay attention not to use the **-lco LAUN- DER=yes** setting when this option; this should break the correct recognition of attribute names between subsequent GML import runs.
- **FORCE\_SRS\_DETECTION=YES/NO:** Force a full scan to detect the SRS of layers. This option may be needed in the case where the .gml file is accompanied with a .xsd. Normally in that situation, OGR would not detect the SRS, because this requires to do a full scan of the file. Defaults to NO
- **EMPTY\_AS\_NULL=YES/NO:** By default (EMPTY\_AS\_NULL=YES), fields with empty content will be reported as being NULL, instead of being an empty string. This is the historic behavior. However this will prevent such fields to be declared as not-nullable if the application schema declared them as mandatory. So this option can be set to NO to have both empty strings being report as such, and mandatory fields being reported as not nullable.
- **GML\_ATTRIBUTES\_TO\_OGR\_FIELDS=YES/NO:** Whether GML attributes should be reported as OGR fields. Note that this option has only an effect the first time a GML file is opened (before the .gfs file is created), and if it has no valid associated .xsd. Defaults to NO.
- **INVERT\_AXIS\_ORDER\_IF\_LAT\_LONG=YES/NO:** Whether to present SRS and coordinate ordering in traditional GIS order. Defaults to YES.
- **CONSIDER\_EPSG\_AS\_URN=YES/NO/AUTO:** Whether to consider srsName like EPSG:XXXX as respecting EPSG axis order. Defaults to AUTO.
- **SWAP\_COORDINATES=AUTO/YES/NO:** (GDAL >= 2.1.2) Whether the order of the x/y or long/lat coordinates should be swapped. In AUTO mode, the driver will determine if swapping must be done from the srsName and value of other options like CONSIDER\_EPSG\_AS\_URN and INVERT\_AXIS\_ORDER\_IF\_LAT\_LONG. When SWAP\_COORDINATES is set to YES, coordinates will be always swapped regarding the order they appear in the GML, and when it set to NO, they will be kept in the same order. The default is AUTO.
- **READ\_MODE=AUTO/STANDARD/SEQUENTIAL\_LAYERS/INTERLEAVED\_LAYERS:** Read mode. Defaults to AUTO.
- **EXPOSE\_GML\_ID=YES/NO/AUTO:** Whether to make feature gml:id as a gml\_id attribute. Defaults to AUTO.
- **EXPOSE\_FID=YES/NO/AUTO:** Whether to make feature fid as a fid attribute. Defaults to AUTO.
- **DOWNLOAD\_SCHEMA=YES/NO:** Whether to download the remote application schema if needed (only for WFS currently). Defaults to YES.
- **REGISTRY=filename:** Filename of the registry with application schemas. Defaults to {GDAL\_DATA}/gml\_registry.xml.



### 7.24.13 Creation Issues

On export all layers are written to a single GML file all in a single feature collection. Each layer's name is used as the element name for objects from that layer. Geometries are always written as the `ogr:geometryProperty` element on the feature.

### 7.24.14 Dataset creation options

- **XSISHEMAURI**: If provided, this URI will be inserted as the schema location. Note that the schema file isn't actually accessed by OGR, so it is up to the user to ensure it will match the schema of the OGR produced GML data file.
- **XSISHEMA**: This can be `EXTERNAL`, `INTERNAL` or `OFF` and defaults to `EXTERNAL`. This writes a GML application schema file to a corresponding `.xsd` file (with the same basename). If `INTERNAL` is used the schema is written within the GML file, but this is experimental and almost certainly not valid XML. `OFF` disables schema generation (and is implicit if `XSISHEMAURI` is used).
- **PREFIX** Defaults to `'ogr'`. This is the prefix for the application target namespace.
- **STRIP\_PREFIX** Defaults to `FALSE`. Can be set to `TRUE` to avoid writing the prefix of the application target namespace in the GML file.
- **TARGET\_NAMESPACE** Defaults to `'http://ogr.maptools.org/'`. This is the application target namespace.
- **FORMAT**: This can be set to :
  - *GML2* in order to write GML files that follow GML 2.1.2 (Default before GDAL 3.4)
  - *GML3* in order to write GML files that follow GML 3.1.1 SF-0 profile.
  - *GML3Degree* in order to produce a GML 3.1.1 *.XSD* schema, with a few variations with respect to what is recommended by GML3 SF-0 profile, but that will be better accepted by some software (such as Degree 3).
  - *GML3.2* in order to write GML files that follow GML 3.2.1 SF-0 profile. (Default since GDAL 3.4)

Non-linear geometries can be written. This is only compatible with selecting on of that above GML3 format variant. Otherwise, such geometries will be approximating into their closest matching linear geometry. Note: fields of type `StringList`, `RealList` or `IntegerList` can be written. This will cause to advertise the SF-1 profile in the *.XSD* schema (such types are not supported by SF-0).

- **GML\_FEATURE\_COLLECTION=YES/NO** (OGR >= 2.3) Whether to use the `gml:FeatureCollection`, instead of creating a dedicated container element in the target namespace. Only valid for `FORMAT=GML3/GML3.2`. Note that `gml:FeatureCollection` has been deprecated in GML 3.2, and is not allowed by the OGC 06-049r1 "Geography Markup Language (GML) simple features profile" (for GML 3.1.1) and OGC 10-100r3 "Geography Markup Language (GML) simple features profile (with Corrigendum)" (for GML 3.2) specifications.
- **GML3\_LONGSRs=YES/NO**. (only valid when `FORMAT=GML3/GML3Degree/GML3.2`) Deprecated by `SRSNAME_FORMAT` in GDAL 2.2. Default to `YES`. If `YES`, SRS with EPSG authority will be written with the `"urn:ogc:def:crs:EPSG::"` prefix. In the case the SRS is a SRS without explicit AXIS order, but that the same SRS authority code imported with `ImportFromEPSGA()` should be treated as lat/long or northing/easting, then the function will take care of coordinate order swapping. If set to `NO`, SRS with EPSG authority will be written with the `"EPSG:"` prefix, even if they are in lat/long order.
- **SRSNAME\_FORMAT=SHORT/OGC\_URN/OGC\_URL** (Only valid for `FORMAT=GML3/GML3Degree/GML3.2`, GDAL >= 2.2). Defaults to `OGC_URN`. If `SHORT`, then `srsName` will be in the form `AUTHORITY_NAME:AUTHORITY_CODE` If `OGC_URN`, then `srsName` will be in the form `urn:ogc:def:crs:AUTHORITY_NAME::AUTHORITY_CODE` If `OGC_URL`, then `srsName` will be in

the form [http://www.opengis.net/def/crs/AUTHORITY\\_NAME/0/AUTHORITY\\_CODE](http://www.opengis.net/def/crs/AUTHORITY_NAME/0/AUTHORITY_CODE) For OGC\_URN and OGC\_URL, in the case the SRS is a SRS without explicit AXIS order, but that the same SRS authority code imported with ImportFromEPSGA() should be treated as lat/long or northing/easting, then the function will take care of coordinate order swapping.

- **SRSDIMENSION\_LOC**=POSLIST/GEOMETRY/GEOMETRY,POSLIST. (Only valid for FORMAT=GML3/GML3Degree/GML3.2) Default to POSLIST. For 2.5D geometries, define the location where to attach the srsDimension attribute. There are diverging implementations. Some put in on the <gml:posList> element, other on the top geometry element.
- **WRITE\_FEATURE\_BOUNDED\_BY**=YES/NO. (only valid when FORMAT=GML3/GML3Degree/GML3.2) Default to YES. If set to NO, the <gml:boundedBy> element will not be written for each feature.
- **SPACE\_INDENTATION**=YES/NO. Default to YES. If YES, the output will be indented with spaces for more readability, but at the expense of file size.
- **GML\_ID**=string. (Only valid for GML 3.2) Value of feature collection gml:id. Default value is “aFeatureCollection”.
- **NAME**=string. Content of GML name element. Can also be set as the NAME metadata item on the dataset.
- **DESCRIPTION**=string. Content of GML description element. Can also be set as the DESCRIPTION metadata item on the dataset.

### 7.24.15 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /vsigzip/ (read-write) , /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported. Note that in that case, only the content of the GML file will be written to the standard output (and not the .xsd). The <boundedBy> element will not be written. This is also the case if writing in /vsigzip/

### 7.24.16 Syntax of .gfs file by example

Let’s consider the following test.gml file :

```
<?xml version="1.0" encoding="UTF-8"?>
<gml:FeatureCollection xmlns:gml="http://www.opengis.net/gml">
  <gml:featureMember>
    <LAYER>
      <attrib1>attrib1_value</attrib1>
      <attrib2container>
        <attrib2>attrib2_value</attrib2>
      </attrib2container>
      <location1container>
        <location1>
          <gml:Point><gml:coordinates>3,50</gml:coordinates></gml:Point>
        </location1>
      </location1container>
      <location2>
        <gml:Point><gml:coordinates>2,49</gml:coordinates></gml:Point>
      </location2>
    </LAYER>
  </gml:featureMember>
</gml:FeatureCollection>
```

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```

</gml:featureMember>
</gml:FeatureCollection>

```

and the following associated .gfs file.

```

<GMLFeatureClassList>
  <GMLFeatureClass>
    <Name>LAYER</Name>
    <ElementPath>LAYER</ElementPath>
    <GeometryElementPath>location1container|location1</GeometryElementPath>
    <PropertyDefn>
      <Name>attrib1</Name>
      <ElementPath>attrib1</ElementPath>
      <Type>String</Type>
      <Width>13</Width>
    </PropertyDefn>
    <PropertyDefn>
      <Name>attrib2</Name>
      <ElementPath>attrib2container|attrib2</ElementPath>
      <Type>String</Type>
      <Width>13</Width>
    </PropertyDefn>
  </GMLFeatureClass>
</GMLFeatureClassList>

```

Note the presence of the '|' character in the <ElementPath> and <GeometryElementPath> elements to specify the wished field/geometry element that is a nested XML element. Nested field elements are supported, as well as specifying <GeometryElementPath>. If GeometryElementPath is not specified, the GML driver will use the last recognized geometry element.

The <GeometryType> element can be specified to force the geometry type. Accepted values are : 0 (any geometry type), 1 (point), 2 (linestring), 3 (polygon), 4 (multipoint), 5 (multilinestring), 6 (multipolygon), 7 (geometrycollection).

The <GeometryElementPath> and <GeometryType> can be specified as many times as there are geometry fields in the GML file. Another possibility is to define a <GeomPropertyDefn> element as many times as necessary:

```

<GMLFeatureClassList>
  <GMLFeatureClass>
    <Name>LAYER</Name>
    <ElementPath>LAYER</ElementPath>
    <GeomPropertyDefn>
      <Name>geometry</Name> <!-- OGR geometry name -->
      <ElementPath>geometry</ElementPath> <!-- XML element name possibly with '|' to_
→ specify the path -->
      <Type>MultiPolygon</Type>
    </GeomPropertyDefn>
    <GeomPropertyDefn>
      <Name>referencePoint</Name>
      <ElementPath>referencePoint</ElementPath>
      <Type>Point</Type>
    </GeomPropertyDefn>
  </GMLFeatureClass>
</GMLFeatureClassList>

```

The output of `ogrinfo test.gml -ro -al` is:

```

Layer name: LAYER
Geometry: Unknown (any)
Feature Count: 1
Extent: (3.000000, 50.000000) - (3.000000, 50.000000)
Layer SRS WKT:
(unknown)
Geometry Column = location1container|location1
attrib1: String (13.0)
attrib2: String (13.0)
OGRFeature(LAYER):0
  attrib1 (String) = attrib1_value
  attrib2 (String) = attrib2_value
  POINT (3 50)

```

## 7.24.17 Advanced .gfs syntax

### 7.24.17.1 Specifying ElementPath to find objects embedded into top level objects

Let's consider the following test.gml file :

```

<?xml version="1.0" encoding="utf-8"?>
<gml:FeatureCollection xmlns:xlink="http://www.w3.org/1999/xlink"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  gml:id="foo" xmlns:gml="http://www.opengis.net/gml/3.2">
  <gml:featureMember>
    <TopLevelObject gml:id="TopLevelObject.1">
      <content>
        <Object gml:id="Object.1">
          <geometry>
            <gml:Polygon gml:id="Object.1.Geometry" srsName="urn:ogc:def:crs:EPSG::4326">
              <gml:exterior>
                <gml:LinearRing>
                  <gml:posList srsDimension="2">48 2 49 2 49 3 48 3 48 2</gml:posList>
                </gml:LinearRing>
              </gml:exterior>
            </gml:Polygon>
          </geometry>
          <foo>bar</foo>
        </Object>
      </content>
      <content>
        <Object gml:id="Object.2">
          <geometry>
            <gml:Polygon gml:id="Object.2.Geometry" srsName="urn:ogc:def:crs:EPSG::4326">
              <gml:exterior>
                <gml:LinearRing>
                  <gml:posList srsDimension="2">-48 2 -49 2 -49 3 -48 3 -48 2</
→ gml:posList>
                  </gml:LinearRing>
                </gml:exterior>

```

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```

        </gml:Polygon>
      </geometry>
      <foo>baz</foo>
    </Object>
  </content>
</TopLevelObject>
</gml:featureMember>
</gml:FeatureCollection>

```

By default, only the TopLevelObject object would be reported and it would only use the second geometry. This is not the desired behavior in that instance. You can edit the generated .gfs and modify it like the following in order to specify a full path to the element (top level XML element being omitted) :

```

<GMLFeatureClassList>
  <GMLFeatureClass>
    <Name>Object</Name>
    <ElementPath>featureMember|TopLevelObject|content|Object</ElementPath>
    <GeometryType>3</GeometryType>
    <PropertyDefn>
      <Name>foo</Name>
      <ElementPath>foo</ElementPath>
      <Type>String</Type>
    </PropertyDefn>
  </GMLFeatureClass>
</GMLFeatureClassList>

```

#### 7.24.17.2 Getting XML attributes as OGR fields

The `element@attribute` syntax can be used in the `<ElementPath>` to specify that the value of attribute ‘attribute’ of element ‘element’ must be fetched.

Let’s consider the following test.gml file :

```

<?xml version="1.0" encoding="UTF-8"?>
<gml:FeatureCollection xmlns:gml="http://www.opengis.net/gml">
  <gml:featureMember>
    <LAYER>
      <length unit="m">5</length>
    </LAYER>
  </gml:featureMember>
</gml:FeatureCollection>

```

and the following associated .gfs file.

```

<GMLFeatureClassList>
  <GMLFeatureClass>
    <Name>LAYER</Name>
    <ElementPath>LAYER</ElementPath>
    <GeometryType>100</GeometryType> <!-- no geometry -->
    <PropertyDefn>
      <Name>length</Name>
      <ElementPath>length</ElementPath>
    </PropertyDefn>
  </GMLFeatureClass>
</GMLFeatureClassList>

```

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```

    <Type>Real</Type>
  </PropertyDefn>
  <PropertyDefn>
    <Name>length_unit</Name>
    <ElementPath>length@unit</ElementPath>
    <Type>String</Type>
  </PropertyDefn>
</GMLFeatureClass>
</GMLFeatureClassList>

```

The output of `ogrinfo test.gml -ro -al` is:

```

Layer name: LAYER
Geometry: None
Feature Count: 1
Layer SRS WKT:
(unknown)
gml_id: String (0.0)
length: Real (0.0)
length_unit: String (0.0)
OGRFeature(LAYER):0
  gml_id (String) = (null)
  length (Real) = 5
  length_unit (String) = m

```

### 7.24.17.3 Using conditions on XML attributes

A `<Condition>` element can be specified as a child element of a `<PropertyDefn>`. The content of the Condition follows a minimalistic XPath syntax. It must be of the form `@attrname[|=!]attrvalue' [and|or other_cond]*`. Note that 'and' and 'or' operators cannot be mixed (their precedence is not taken into account).

Several `<PropertyDefn>` can be defined with the same `<ElementPath>`, but with `<Condition>` that must be mutually exclusive.

Let's consider the following `testcondition.gml` file :

```

<?xml version="1.0" encoding="utf-8" ?>
<ogr:FeatureCollection
  xmlns:ogr="http://ogr.maptools.org/"
  xmlns:gml="http://www.opengis.net/gml">
  <gml:featureMember>
    <ogr:testcondition fid="testcondition.0">
      <ogr:name lang="en">English name</ogr:name>
      <ogr:name lang="fr">Nom francais</ogr:name>
      <ogr:name lang="de">Deutsche name</ogr:name>
    </ogr:testcondition>
  </gml:featureMember>
</ogr:FeatureCollection>

```

and the following associated `.gfs` file.

```

<GMLFeatureClassList>
  <GMLFeatureClass>
    <Name>testcondition</Name>
    <ElementPath>testcondition</ElementPath>
    <GeometryType>100</GeometryType>
    <PropertyDefn>
      <Name>name_en</Name>
      <ElementPath>name</ElementPath>
      <Condition>@lang='en'</Condition>
      <Type>String</Type>
    </PropertyDefn>
    <PropertyDefn>
      <Name>name_fr</Name>
      <ElementPath>name</ElementPath>
      <Condition>@lang='fr'</Condition>
      <Type>String</Type>
    </PropertyDefn>
    <PropertyDefn>
      <Name>name_others_lang</Name>
      <ElementPath>name@lang</ElementPath>
      <Condition>@lang!='en' and @lang!='fr'</Condition>
      <Type>StringList</Type>
    </PropertyDefn>
    <PropertyDefn>
      <Name>name_others</Name>
      <ElementPath>name</ElementPath>
      <Condition>@lang!='en' and @lang!='fr'</Condition>
      <Type>StringList</Type>
    </PropertyDefn>
  </GMLFeatureClass>
</GMLFeatureClassList>

```

The output of *ogrinfo testcondition.gml -ro -al* is:

```

Layer name: testcondition
Geometry: None
Feature Count: 1
Layer SRS WKT:
(unknown)
fid: String (0.0)
name_en: String (0.0)
name_fr: String (0.0)
name_others_lang: StringList (0.0)
name_others: StringList (0.0)
OGRFeature(testcondition):0
  fid (String) = testcondition.0
  name_en (String) = English name
  name_fr (String) = Nom francais
  name_others_lang (StringList) = (1:de)
  name_others (StringList) = (1:Deutsche name)

```

## 7.24.18 Registry for GML application schemas

The “data” directory of the GDAL installation contains a “gml\_registry.xml” file that links feature types of GML application schemas to .xsd or .gfs files that contain their definition. This is used in case no valid .gfs or .xsd file is found next to the GML file.

An alternate location for the registry file can be defined by setting its full pathname to the GML\_REGISTRY configuration option.

An example of such a file is :

```
<gml_registry>
  <!-- Finnish National Land Survey cadastral data -->
  <namespace prefix="ktjkiiwfs" uri="http://xml.nls.fi/ktjkiiwfs/2010/02"
↳useGlobalSRSName="true">
    <featureType elementName="KiinteistorajanSijaintitiedot"
      schemaLocation="http://xml.nls.fi/XML/Schema/sovellus/ktjkii/modules/
↳kiinteistotietojen_kyselypalvelu_WFS/Asiakasdokumentaatio/ktjkiiwfs/2010/02/
↳KiinteistorajanSijaintitiedot.xsd"/>
    <featureType elementName="PalstanTunnuspisteenSijaintitiedot"
      schemaLocation="http://xml.nls.fi/XML/Schema/sovellus/ktjkii/modules/
↳kiinteistotietojen_kyselypalvelu_WFS/Asiakasdokumentaatio/ktjkiiwfs/2010/02/
↳palstanTunnuspisteenSijaintitiedot.xsd"/>
    <featureType elementName="RekisteriyksikonTietoja"
      schemaLocation="http://xml.nls.fi/XML/Schema/sovellus/ktjkii/modules/
↳kiinteistotietojen_kyselypalvelu_WFS/Asiakasdokumentaatio/ktjkiiwfs/2010/02/
↳RekisteriyksikonTietoja.xsd"/>
    <featureType elementName="PalstanTietoja"
      schemaLocation="http://xml.nls.fi/XML/Schema/sovellus/ktjkii/modules/
↳kiinteistotietojen_kyselypalvelu_WFS/Asiakasdokumentaatio/ktjkiiwfs/2010/02/
↳PalstanTietoja.xsd"/>
  </namespace>

  <!-- Inspire CadastralParcels schema -->
  <namespace prefix="cp" uri="urn:x-inspire:specification:gmlas:CadastralParcels:3.0"
↳useGlobalSRSName="true">
    <featureType elementName="BasicPropertyUnit"
      gfsSchemaLocation="inspire_cp_BasicPropertyUnit.gfs"/>
    <featureType elementName="CadastralBoundary"
      gfsSchemaLocation="inspire_cp_CadastralBoundary.gfs"/>
    <featureType elementName="CadastralParcel"
      gfsSchemaLocation="inspire_cp_CadastralParcel.gfs"/>
    <featureType elementName="CadastralZoning"
      gfsSchemaLocation="inspire_cp_CadastralZoning.gfs"/>
  </namespace>

  <!-- Czech RUIAN (VFR) schema (v1) -->
  <namespace prefix="vf"
    uri="urn:cz:isvs:ruian:schemas:VymennyFormatTypy:v1 ../ruian/xsd/vymenny_
↳format/VymennyFormatTypy.xsd"
    useGlobalSRSName="true">
    <featureType elementName="TypSouboru"
      elementValue="OB"
      gfsSchemaLocation="ruian_vf_ob_v1.gfs"/>
  </namespace>
```

(continues on next page)



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```

<featureType elementName="TypSouboru"
              elementValue="ST"
              gfsSchemaLocation="ruian_vf_st_v1.gfs"/>
</namespace>
</gml_registry>

```

XML schema definition (.xsd) files are pointed by the schemaLocation attribute, whereas OGR .gfs files are pointed by the gfsSchemaLocation attribute. In both cases, the filename can be a URL (<http://>, <https://>), an absolute filename, or a relative filename (relative to the location of gml\_registry.xml).

The schema is used if and only if the namespace prefix and URI are found in the first bytes of the GML file (e.g. *xmlns:ktjkiwfs="http://xml.nls.fi/ktjkiwfs/2010/02"*), and that the feature type is also detected in the first bytes of the GML file (e.g. *ktjkiwfs:KiinteistorajanSijaintitiedot*). If the element value is defined then the schema is used only if the feature type together with the value is found in the first bytes of the GML file (e.g. *vf:TypSouboru>OB\_UKSH*).

### 7.24.19 Building junction tables

The `ogr_build_junction_table.py` script can be used to build a junction table from OGR layers that contain “XXXX\_href” fields. Let’s considering the following output of a GML file with links to other features :

```

OGRFeature(myFeature):1
  gml_id (String) = myFeature.1
  [...]
  otherFeature_href (StringList) = (2:#otherFeature.10,#otherFeature.20)

OGRFeature(myFeature):2
  gml_id (String) = myFeature.2
  [...]
  otherFeature_href (StringList) = (2:#otherFeature.30,#otherFeature.10)

```

After running

```
ogr2ogr -f PG PG:dbname=mydb my.gml
```

to import it into PostGIS and

```
python ogr_build_junction_table.py PG:dbname=mydb
```

, a `myfeature_otherfeature` table will be created and will contain the following content :

myfeature_gml_id	otherfeature_gml_id
myFeature.1	otherFeature.10
myFeature.1	otherFeature.20
myFeature.2	otherFeature.30
myFeature.2	otherFeature.10

## 7.24.20 Reading datasets resulting from a WFS 2.0 join queries

The GML driver can read datasets resulting from a WFS 2.0 join queries.

Such datasets typically look like:

```
<wfs:FeatureCollection xmlns:xs="http://www.w3.org/2001/XMLSchema"
  xmlns:app="http://app.com"
  xmlns:wfs="http://www.opengis.net/wfs/2.0"
  xmlns:gml="http://www.opengis.net/gml/3.2"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  numberMatched="unknown" numberReturned="2" timeStamp="2015-01-01T00:00:00.000Z"
  xsi:schemaLocation="http://www.opengis.net/gml/3.2 http://schemas.opengis.net/gml/3.
↪ 2.1/gml.xsd
                                http://www.opengis.net/wfs/2.0 http://schemas.opengis.net/wfs/2.
↪ 0/wfs.xsd">
  <wfs:member>
    <wfs:Tuple>
      <wfs:member>
        <app:table1 gml:id="table1-1">
          <app:foo>1</app:foo>
        </app:table1>
      </wfs:member>
      <wfs:member>
        <app:table2 gml:id="table2-1">
          <app:bar>2</app:bar>
          <app:baz>foo</app:baz>
          <app:geometry><gml:Point gml:id="table2-2.geom.0"><gml:pos>2 49</gml:pos></
↪ gml:Point></app:geometry>
        </app:table2>
      </wfs:member>
    </wfs:Tuple>
  </wfs:member>
  <wfs:member>
    <wfs:Tuple>
      <wfs:member>
        <app:table1 gml:id="table1-2">
          <app:bar>2</app:bar>
          <app:geometry><gml:Point gml:id="table1-1.geom.0"><gml:pos>3 50</gml:pos></
↪ gml:Point></app:geometry>
        </app:table1>
      </wfs:member>
      <wfs:member>
        <app:table2 gml:id="table2-2">
          <app:bar>2</app:bar>
          <app:baz>bar</app:baz>
          <app:geometry><gml:Point gml:id="table2-2.geom.0"><gml:pos>2 50</gml:pos></
↪ gml:Point></app:geometry>
        </app:table2>
      </wfs:member>
    </wfs:Tuple>
  </wfs:member>
</wfs:FeatureCollection>
```

OGR will group together the attributes from the layers participating to the join and will prefix them with the layer name.

So the above example will be read as the following:

```
OGRFeature(join_table1_table2):0
  table1.gml_id (String) = table1-1
  table1.foo (Integer) = 1
  table1.bar (Integer) = (null)
  table2.gml_id (String) = table2-1
  table2.bar (Integer) = 2
  table2.baz (String) = foo
  table2.geometry = POINT (2 49)

OGRFeature(join_table1_table2):1
  table1.gml_id (String) = table1-2
  table1.foo (Integer) = (null)
  table1.bar (Integer) = 2
  table2.gml_id (String) = table2-2
  table2.bar (Integer) = 2
  table2.baz (String) = bar
  table1.geometry = POINT (3 50)
  table2.geometry = POINT (2 50)
```

### 7.24.21 Examples

The ogr2ogr utility can be used to dump the results of a Oracle query to GML:

```
ogr2ogr -f GML output.gml OCI:usr/pwd@db my_feature -where "id = 0"
```

The ogr2ogr utility can be used to dump the results of a PostGIS query to GML:

```
ogr2ogr -f GML output.gml PG:'host=myserver dbname=warmerda' -sql "SELECT pop_1994 from_
↪canada where province_name = 'Alberta'"
```

### 7.24.22 See Also

- [GML Specifications](#)
- [GML 3.1.1 simple features profile - OGC\(R\) 06-049r1](#)
- [Geography Markup Language \(GML\) simple features profile \(with Corrigendum\) \(GML 3.2.1\) - OGC\(R\) 10-100r3](#)
- [Xerces](#)
- *[GMLAS - Geography Markup Language \(GML\) driven by application schemas](#)*
- *[NAS/ALKIS : specialized GML driver for cadastral data in Germany](#)*

### 7.24.23 Credits

- Implementation for **GML\_SKIP\_RESOLVE\_ELEMS HUGE** was contributed by A.Furieri, with funding from Regione Toscana
- Support for cadastral data in Finnish National Land Survey GML and Inspire GML was funded by The Information Centre of the Ministry of Agriculture and Forestry (Tike)

## 7.25 GMT ASCII Vectors (.gmt)

---

**Driver short name**

GMT

---

---

**Driver built-in by default**

This driver is built-in by default

---

OGR supports reading and writing GMT ASCII vector format. This is the format used by the Generic Mapping Tools (GMT) package, and includes recent additions to the format to handle more geometry types, and attributes. Currently GMT files are only supported if they have the extension “.gmt”. Old (simple) GMT files are treated as either point, or linestring files depending on whether a “>” line is encountered before the first vertex. New style files have a variety of auxiliary information including geometry type, layer extents, coordinate system and attribute field declarations in comments in the header, and for each feature can have attributes.

### 7.25.1 Driver capabilities

---

**Supports Create()**

This driver supports the *GDALDriver::Create()* operation

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 7.25.2 Creation Issues

The driver supports creating new GMT files, and appending additional features to existing files, but update of existing features is not supported. Each layer is created as a separate .gmt file. If a name that ends with .gmt is not given, then the GMT driver will take the layer name and add the “.gmt” extension.

Writing to /dev/stdout or /vsistdout/ is supported since GDAL 3.5.0 (note that the file will then lack the optional region/bounding box header item)

## 7.26 GPKG – GeoPackage vector

---

### Driver short name

GPKG

---



---

### Build dependencies

libsqlite3

---

This driver implements support for access to spatial tables in the [OGC GeoPackage format standard](#). The GeoPackage standard uses a SQLite database file as a generic container, and the standard defines:

- Expected metadata tables (gpkg\_contents, gpkg\_spatial\_ref\_sys, gpkg\_geometry\_columns)
- Binary format encoding for geometries in spatial tables (basically a GPKG standard header object followed by ISO standard well-known binary (WKB))
- Naming and conventions for extensions (extended feature types) and indexes (how to use SQLite r-tree in an interoperable manner)

This driver reads and writes SQLite files from the file system, so it must be run by a user with read/write access to the files it is working with.

The driver also supports reading and writing the following non-linear geometry types: CIRCULARSTRING, COMPOUNDCURVE, CURVEPOLYGON, MULTICURVE and MULTISURFACE

GeoPackage raster/tiles are supported. See the [GeoPackage raster](#) documentation page.

### 7.26.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

---

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.26.2 Specification version

Starting with GDAL 2.2, the driver is able to create GeoPackage databases following the 1.0/1.0.1, 1.1 or 1.2 versions. For GDAL 2.2, it will automatically adjust to the minimum version required for the features of GeoPackage used. For GDAL 2.3 or later, it will default to 1.2. Explicit version choice can be done by specifying the VERSION dataset creation option.

## 7.26.3 Limitations

- GeoPackage only supports one geometry column per table.

## 7.26.4 SQL

The driver supports OGR attribute filters, and users are expected to provide filters in the SQLite dialect, as they will be executed directly against the database.

SQL SELECT statements passed to ExecuteSQL() are also executed directly against the database. If Spatialite is used, a recent version (4.2.0) is needed and use of explicit cast operators AsGPB() is required to transform GeoPackage geometries to Spatialite geometries (the reverse conversion from Spatialite geometries is automatically done by the GPKG driver). It is also possible to use with any Spatialite version, but in a slower way, by specifying the “INDIRECT\_SQLITE” dialect. In which case, GeoPackage geometries automatically appear as Spatialite geometries after translation by OGR.

Starting with GDAL 2.2, the “DROP TABLE layer\_name” and “ALTER TABLE layer\_name RENAME TO new\_layer” statements can be used. They will update GeoPackage system tables.

Starting with GDAL 2.2, the “HasSpatialIndex(‘table\_name’,‘geom\_col\_name’)” statement can be used for checking if the table has spatial index on the named geometry column.

When dropping a table, or removing records from tables, the space they occupied is not immediately released and kept in the pool of file pages that SQLite may reuse later. If you need to shrink the file to its minimum size, you need to issue an explicit “VACUUM” SQL request. Note that this will result in a full rewrite of the file.

### 7.26.4.1 SQL functions

The following SQL functions, from the GeoPackage specification, are available:

- ST\_MinX(geom *Geometry*): returns the minimum X coordinate of the geometry
- ST\_MinY(geom *Geometry*): returns the minimum Y coordinate of the geometry
- ST\_MaxX(geom *Geometry*): returns the maximum X coordinate of the geometry
- ST\_MaxY(geom *Geometry*): returns the maximum Y coordinate of the geometry
- ST\_IsEmpty(geom *Geometry*): returns 1 if the geometry is empty (but not null), e.g. a POINT EMPTY geometry
- ST\_GeometryType(geom *Geometry*): returns the geometry type: ‘POINT’, ‘LINESTRING’, ‘POLYGON’, ‘MULTIPOLYGON’, ‘MULTILINESTRING’, ‘MULTIPOINT’, ‘GEOMETRYCOLLECTION’
- ST\_SRID(geom *Geometry*): returns the SRID of the geometry
- GPKG\_IsAssignable(expected\_geom\_type *String*, actual\_geom\_type *String*): mainly, needed for the ‘Geometry Type Triggers Extension’

The following functions, with identical syntax and semantics as in Spatialite, are also available :

- `CreateSpatialIndex(table_name String, geom_column_name String)`: creates a spatial index (RTree) on the specified table/geometry column
- `DisableSpatialIndex(table_name String, geom_column_name String)`: drops an existing spatial index (RTree) on the specified table/geometry column
- `ST_Transform(geom Geometry, target_srs_id Integer)`: reproject the geometry to the SRS of specified `srs_id`. If no SRS with that given `srs_id` is not found in `gpkg_spatial_ref_sys`, starting with GDAL 3.2, it will be interpreted as a EPSG code.

#### 7.26.4.2 Link with Spatialite

If it has been compiled against Spatialite 4.2 or later, it is also possible to use Spatialite SQL functions. Explicit transformation from GPKG geometry binary encoding to Spatialite geometry binary encoding must be done.

```
ogrinfo poly.gpkg -sql "SELECT ST_Buffer(CastAutomagic(geom),5) FROM poly"
```

Starting with Spatialite 4.3, `CastAutomagic` is no longer needed.

### 7.26.5 Transaction support

The driver implements transactions at the database level, per rfc-54

### 7.26.6 Relationships

New in version 3.6.

Relationship retrieval is supported, respecting the OGC GeoPackage Related Tables Extension. If the Related Tables Extension is not in use then relationships will be reported for tables which utilize FOREIGN KEY constraints.

### 7.26.7 Dataset open options

The following open options are available:

- **LIST\_ALL\_TABLES=**AUTO/YES/NO: (GDAL >=2.2) Whether all tables, including those not listed in `gpkg_contents`, should be listed. Defaults to AUTO. If AUTO, all tables including those not listed in `gpkg_contents` will be listed, except if the `aspatial` extension is found or a table is registered as 'attributes' in `gpkg_contents`. If YES, all tables including those not listed in `gpkg_contents` will be listed, in all cases. If NO, only tables registered as 'features', 'attributes' or 'aspatial' will be listed.
- **PRELUDE\_STATEMENTS=**string (GDAL >= 3.2). SQL statement(s) to send on the SQLite3 connection before any other ones. In case of several statements, they must be separated with the semi-column (;) sign. This option may be useful to [attach another database](#) to the current one and issue cross-database requests.

---

**Note:** The attached database must be a GeoPackage one too, so that its geometry blobs are properly recognized (so typically not a Spatialite one)

---

- **NOLOCK=** YES/NO (GDAL >= 3.4.2). Defaults is NO. Whether the database should be used without doing any file locking. Setting it to YES will only be honoured when opening in read-only mode and if the journal mode is not WAL. This corresponds to the `nolock=1` query parameter described at <https://www.sqlite.org/uri.html>

- **IMMUTABLE=** YES/NO (GDAL >= 3.5.3). Whether the database should be opened by assuming that the file cannot be modified by another process. This will skip any checks for change detection. This can be useful for WAL enabled files on read-only storage. GDAL will automatically try to turn it on when not being able to open in read-only mode a WAL enabled file. This corresponds to the `immutable=1` query parameter described at <https://www.sqlite.org/uri.html>

Note: open options are typically specified with “-oo name=value” syntax in most OGR utilities, or with the `GDALOpenEx()` API call.

Note: configuration option `OGR_SQLITE_JOURNAL` can be used to set the journal mode of the GeoPackage (and thus SQLite) file, see also [https://www.sqlite.org/prAGMA.html#prAGMA\\_journal\\_mode](https://www.sqlite.org/prAGMA.html#prAGMA_journal_mode).

## 7.26.8 Creation issues

When creating a new GeoPackage file, the driver will attempt to force the database into a UTF-8 mode for text handling, satisfying the OGR strict UTF-8 capability. For pre-existing files, the driver will work with whatever it is given.

The driver updates the GeoPackage `last_change` timestamp when the file is created or modified. If consistent binary output is required for reproducibility, the timestamp can be forced to a specific value by setting the `OGR_CURRENT_DATE` global configuration option. When setting the option, take care to meet the specific time format requirement of the GeoPackage standard, e.g. for [version 1.2](#).

### 7.26.8.1 Dataset creation options

The following creation options (specific to vector, or common with raster) are available:

- **VERSION=**AUTO/1.0/1.1/1.2/1.3: (GDAL >= 2.2) Set GeoPackage version (for `application_id` and `user_version` fields). In AUTO mode, this will be equivalent to 1.2 starting with GDAL 2.3. 1.3 is available starting with GDAL 3.3
- **ADD\_GPKG\_OGR\_CONTENTS=**YES/NO: (GDAL >= 2.2) Defines whether to add a `gpkg_ogr_contents` table to keep feature count, and associated triggers. Defaults to YES.
- **DATETIME\_FORMAT=**WITH\_TZ/UTC: (GDAL >= 3.2) Defines whether to keep the DateTime values in the time zones as used in the data source (`WITH_TZ`), or to convert the date and time expressions to UTC (Coordinated Universal Time). Defaults to `WITH_TZ`. Pedantically, non-UTC time zones are not currently supported by GeoPackage v1.3 (see <https://github.com/opengeospatial/geopackage/issues/530>). When using UTC format, with a unspecified timezone, UTC will be assumed.

Other options are available for raster. See the [GeoPackage raster](#) documentation page.

### 7.26.8.2 Layer creation options

The following layer creation options are available:

- **GEOMETRY\_NAME:** Column to use for the geometry column. Default to “geom”. Note: This option was called `GEOMETRY_COLUMN` in releases before GDAL 2
- **GEOMETRY\_NULLABLE:** Whether the values of the geometry column can be NULL. Can be set to NO so that geometry is required. Default to “YES”
- **FID:** Column name to use for the OGR FID (primary key in the SQLite database). Default to “fid”
- **OVERWRITE:** If set to “YES” will delete any existing layers that have the same name as the layer being created. Default to NO
- **SPATIAL\_INDEX:** If set to “YES” will create a spatial index for this layer. Default to YES



- **PRECISION:** This may be “YES” to force new fields created on this layer to try and represent the width of text fields (in terms of UTF-8 characters, not bytes), if available using TEXT(width) types. If “NO” then the type TEXT will be used instead. The default is “YES”.
- **TRUNCATE\_FIELDS:** This may be “YES” to force truncated of field values that exceed the maximum allowed width of text fields, and also to “fix” the passed string if needed to make it a valid UTF-8 string. If “NO” then the value is not truncated nor modified. The default is “NO”.
- **IDENTIFIER=string:** Identifier of the layer, as put in the contents table.
- **DESCRIPTION=string:** Description of the layer, as put in the contents table.
- **ASPATIAL\_VARIANT=GPKG\_ATTRIBUTES/NOT\_REGISTERED:** (GDAL >=2.2) How to register non spatial tables. Defaults to GPKG\_ATTRIBUTES in GDAL 2.2 or later (behavior in previous version was equivalent to OGR\_ASPATIAL). Starting with GeoPackage 1.2, non spatial tables are part of the specification. They are recorded with data\_type=”attributes” in the gpkg\_contents table. This is only compatible of GDAL 2.2 or later. It is also possible to use the NOT\_REGISTERED option, in which case the non spatial table is not registered at all in any GeoPackage system tables. Priorly, in OGR 2.0 and 2.1, the “aspatial” extension had been developed for similar purposes, so if selecting OGR\_ASPATIAL, non spatial tables will be recorded with data\_type=”aspatial” and the “aspatial” extension was declared in the gpkg\_extensions table. Starting with GDAL 3.3, OGR\_ASPATIAL is no longer available on creation.

### 7.26.9 Configuration options

The following *configuration options* are available:

- **OGR\_SQLITE\_JOURNAL** can be used to set the journal mode of the GeoPackage (and thus SQLite) file, see also [https://www.sqlite.org/prAGMA.html#pragma\\_journal\\_mode](https://www.sqlite.org/prAGMA.html#pragma_journal_mode).
- **OGR\_SQLITE\_CACHE:** see *Performance hints*.
- **OGR\_SQLITE\_SYNCHRONOUS:** see *Performance hints*.
- **OGR\_SQLITE\_LOAD\_EXTENSIONS =extension1,...,extensionN,ENABLE\_SQL\_LOAD\_EXTENSION:** (GDAL >= 3.5.0). Comma separated list of names of shared libraries containing extensions to load at database opening. If a file cannot be loaded directly, attempts are made to load with various operating-system specific extensions added. So for example, if “samplelib” cannot be loaded, then names like “samplelib.so” or “samplelib.dylib” or “samplelib.dll” might be tried also. The special value **ENABLE\_SQL\_LOAD\_EXTENSION** can be used to enable the use of the SQL `load_extension()` function, which is normally disabled in standard builds of sqlite3. Loading extensions as a potential security impact if they are untrusted.
- **OGR\_SQLITE\_PRAGMA** can be used to specify any SQLite *pragma*. The syntax is `OGR_SQLITE_PRAGMA = "pragma_name=pragma_value[,pragma_name2=pragma_value2]*"`.
- **OGR\_CURRENT\_DATE:** the driver updates the GeoPackage `last_change` timestamp when the file is created or modified. If consistent binary output is required for reproducibility, the timestamp can be forced to a specific value by setting this global configuration option. When setting the option, take care to meet the specific time format requirement of the GeoPackage standard, e.g. [for version 1.2](#).
- **SQLITE\_USE\_OGR\_VFS =YES** enables extra buffering/caching by the GDAL/OGR I/O layer and can speed up I/O. More information [here](#). Be aware that no file locking will occur if this option is activated, so concurrent edits may lead to database corruption.

### 7.26.10 Metadata

GDAL uses the standardized `gpkg_metadata` and `gpkg_metadata_reference` tables to read and write metadata, on the dataset and layer objects.

GDAL metadata, from the default metadata domain and possibly other metadata domains, is serialized in a single XML document, conformant with the format used in GDAL PAM (Persistent Auxiliary Metadata) `.aux.xml` files, and registered with `md_scope=dataset` and `md_standard_uri=http://gdal.org` in `gpkg_metadata`. For the dataset, this entry is referenced in `gpkg_metadata_reference` with a `reference_scope=geopackage`. For a layer, this entry is referenced in `gpkg_metadata_reference` with a `reference_scope=table` and `table_name={name of the table}`

Metadata not originating from GDAL can be read by the driver and will be exposed as metadata items with keys of the form `GPKG_METADATA_ITEM_XXX` and values the content of the `metadata` columns of the `gpkg_metadata` table. Update of such metadata is not currently supported through GDAL interfaces ( although it can be through direct SQL commands).

The specific `DESCRIPTION` and `IDENTIFIER` metadata item of the default metadata domain can be used in read/write to read from/update the corresponding columns of the `gpkg_contents` table.

### 7.26.11 Non-spatial tables

The core GeoPackage specification of GeoPackage 1.0 and 1.1 did not support non-spatial tables. This was added in GeoPackage 1.2 as the “attributes” data type.

The driver allows creating and reading non-spatial tables with the *GeoPackage aspatial extension*.

Starting with GDAL 2.2, the driver will also, by default, list non spatial tables that are not registered through the `gdal_aspatial` extension, and support the GeoPackage 1.2 “attributes” data type as well. Starting with GDAL 2.2, non spatial tables are by default created following the GeoPackage 1.2 “attributes” data type (can be controlled with the `ASPIATIAL_VARIANT` layer creation option).

### 7.26.12 Spatial views

Views can be created and recognized as valid spatial layers if a corresponding record is inserted into the `gpkg_contents` and `gpkg_geometry_columns` table.

Starting with GDAL 2.2, in the case of the columns in the `SELECT` clause of the view acts a integer primary key, then it can be recognized by OGR as the `FID` column of the view, provided it is renamed as `OGC_FID`. Selecting a feature id from a source table without renaming will not be sufficient, since due to joins this feature id could appear several times. Thus the user must explicitly acknowledge that the column is really a primary key.

For example:

```
CREATE VIEW my_view AS SELECT foo.fid AS OGC_FID, foo.geom, ... FROM foo JOIN another_
↪table ON foo.some_id = another_table.other_id
INSERT INTO gpkg_contents (table_name, identifier, data_type, srs_id) VALUES ( 'my_view',
↪ 'my_view', 'features', 4326)
INSERT INTO gpkg_geometry_columns (table_name, column_name, geometry_type_name, srs_id,
↪z, m) values ('my_view', 'my_geom', 'GEOMETRY', 4326, 0, 0)
```

This requires GDAL to be compiled with the `SQLITE_HAS_COLUMN_METADATA` option and `SQLite3` with the `SQLITE_ENABLE_COLUMN_METADATA` option. Starting with GDAL 2.3, this can be easily verified if the `SQLITE_HAS_COLUMN_METADATA=YES` driver metadata item is declared (for example with “`ogrinfo -format GPKG`”).

### 7.26.13 Coordinate Reference Systems

Valid geographic, projected and compound CRS supported in general by GDAL are also supported by GeoPackage and stored in the `gpkg_spatial_ref_sys` table.

Two special hard-coded CRS are reserved per the GeoPackage specification:

- SRID 0, for a Undefined Geographic CRS. This one is selected by default if creating a spatial layer without any explicit CRS
- SRID -1, for a Undefined Projected CRS. It might be selected by creating a layer with a CRS instantiated from the following WKT string: `LOCAL_CS["Undefined cartesian SRS"]`. (GDAL  $\geq$  3.3)

### 7.26.14 Level of support of GeoPackage Extensions

(Restricted to those that have a vector scope)

Table 3: Extensions

Extension name	OGC adopted extension ?	Supported by GDAL?
Non-Linear Geometry Types	Yes	Yes, since GDAL 2.1
RTree Spatial Indexes	Yes	Yes
Metadata	Yes	Yes
Schema	Yes	Yes, since GDAL 3.3 (Geopackage constraints exposed as field domains)
WKT for Coordinate Reference Systems (WKT v2)	Yes	Partially, since GDAL 2.2. GDAL can read databases using this extension, but cannot interpret a SRS entry that has only a WKT v2 entry.
<i>GeoPackage aspatial extension</i>	No	Yes. Deprecated in GDAL 2.2 for the <i>attributes</i> official data_type

### 7.26.15 Performance hints

The same performance hints apply as those mentioned for the *SQLite driver*.

### 7.26.16 Examples

- Simple translation of a single shapefile into GeoPackage. The table ‘abc’ will be created with the features from `abc.shp` and attributes from `abc.dbf`. The file `filename.gpkg` must **not** already exist, as it will be created. For adding new layers into existing geopackage run `ogr2ogr` with **-update**.

```
ogr2ogr -f GPKG filename.gpkg abc.shp
```

- Update of an existing GeoPackage file – e.g. a GeoPackage template – by adding features to it from another GeoPackage file containing features according to the same or a backwards compatible database schema.

```
ogr2ogr -append output.gpkg input.gpkg
```

- Translation of a directory of shapefiles into a GeoPackage. Each file will end up as a new table within the GPKG file. The file `filename.gpkg` must **not** already exist, as it will be created.

```
ogr2ogr -f GPKG filename.gpkg ./path/to/dir
```

- Translation of a PostGIS database into a GeoPackage. Each table in the database will end up as a table in the GPKG file. The file `filename.gpkg` must **not** already exist, as it will be created.

```
ogr2ogr -f GPKG filename.gpkg PG:'dbname=mydatabase host=localhost'
```

- Perform a join between 2 GeoPackage databases:

```
ogrinfo my_spatial.gpkg \  
-sql "SELECT poly.id, other.foo FROM poly JOIN other_schema.other USING_  
↪(id)" \  
-oo PRELUDE_STATEMENTS="ATTACH DATABASE 'other.gpkg' AS other_schema"
```

## 7.26.17 See Also

- [GeoPackage raster](#) documentation page
- [Getting Started With GeoPackage](#)
- [OGC GeoPackage format standard](#) specification, HTML format (current/development version of the standard)
- [OGC GeoPackage Encoding Standard](#) page
- [SQLite](#)

### 7.26.17.1 GeoPackage aspatial extension

GeoPackage 1.0 Extension

Extension follows template from Annex I of the [OGC GeoPackage 1.0 Specification](#).

#### Extension Title

Aspatial Support

#### Introduction

Support for aspatial data (i.e. SQLite tables/views without a geometry column), potentially with associated metadata.

This was used in GDAL 2.0 and GDAL 2.1, before the introduction of the ‘attributes’ data\_type of GeoPackage v1.2. Starting with GDAL 2.2, ‘attributes’ will be used by default, so this extension is now legacy.

## Extension Author

GDAL - Geospatial Data Abstraction Library, author\_name *gdal*.

## Extension Name or Template

SQL

```

INSERT INTO gpkg_extensions
(table_name, column_name, extension_name, definition, scope)
VALUES
(
    NULL,
    NULL,
    'gdal_aspatial',
    'http://gdal.org/geopackage_aspatial.html',
    'read-write'
);

```

## Extension Type

Extension of Existing Requirement in Clause 2.

## Applicability

This extension applies to any aspatial user data table or view specified in the `gpkg_contents` table with a lowercase `data_type` column value of “aspatial”.

## Scope

Read-write

## Requirements

### GeoPackage

Contents Table - Aspatial

The `gpkg_contents` table SHALL contain a row with a lowercase `data_type` column value of “aspatial” for each aspatial user data table or view.

User Data Tables

The second component of the SQL schema for aspatial tables in an Extended GeoPackage described in clause ‘Contents Table - Aspatial’ above are user tables or views that contain aspatial user data.

An Extended GeoPackage with aspatial support is not required to contain any user data tables. User data tables MAY be empty.

An Extended GeoPackage with aspatial support MAY contain tables or views. Every such aspatial table or view MAY have a column with column type INTEGER and PRIMARY KEY AUTOINCREMENT column constraints per EXAMPLE.

Column Name	Type	Description	Null	Default	Key
<i>id</i>	INTEGER	Autoincrement primary key	no		PK
<i>text_attribute</i>	TEXT	Text attribute of row	yes		
<i>real_attribute</i>	REAL	Real attribute of row	yes		
<i>boolean_attribute</i>	BOOLEAN	Boolean attribute of row	yes		
<i>raster_or_photo</i>	BLOB	Photograph	yes		

An integer primary key of an aspatial table or view allows features to be linked to row level metadata records in the *gpkg\_metadata* table by [SQLite ROWID](#) values in the *gpkg\_metadata\_reference* table as described in clause 2.4.3 Metadata Reference Table.

An aspatial table or view SHALL NOT have a geometry column.

Columns in aspatial tables or views SHALL be defined using only the data types specified in Table 1 in Clause 1.1.1.1.3.

### GeoPackage SQLite Configuration

None

### GeoPackage SQLite Extension

None

## 7.27 GPSTBabel

---

### Driver short name

GPSTBabel

---

---

### Build dependencies

(read support needs GPX driver and libexpat)

---

The GPSTBabel driver for now that relies on the [GPSTBabel](#) utility to access various GPS file formats.

The GPSTBabel executable must be accessible through the PATH.

## 7.27.1 Driver capabilities

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

### Supports Georeferencing

This driver supports georeferencing

## 7.27.2 Read support

The driver needs the [GPX](#) driver to be fully configured with read support (through Expat library) to be able to parse the output of GPSTBabel, as GPX is used as the intermediate pivot format.

The returned layers can be waypoints, routes, route\_points, tracks, track\_points depending on the input data.

The syntax to specify an input datasource is : `GPSTBabel:gpsbabel_file_format[,gpsbabel_format_option]:[features=[waypoints,][tracks,]]` where :

- `gpsbabel_file_format` is one of the [file formats](#) handled by GPSTBabel.
- `gpsbabel_format_option` is any option handled by the specified GPSTBabel format (refer to the documentation of each GPSTBabel format)
- `features=` can be used to modify the type of features that GPSTBabel will import. waypoints matches the -w option of gpsbabel commandline, tracks matches -t and routes matches -r. This option can be used to require full data import from GPS receivers that are slow and for which GPSTBabel would only fetch waypoints by default. See the documentation on [Route and Track modes](#) for more details.
- `filename` can be an actual on-disk file, a file handled through the GDAL virtual file API, or a special device handled by GPSTBabel such as “usb:”, “/dev/ttyS0”, “COM1:”, etc.. What is actually supported depends on the used GPSTBabel format.

Alternatively, for a few selected GPSTBabel formats, just specifying the filename might be sufficient. The list includes for now :

- garmin\_txt
- gtrnctr
- gdb
- magellan
- mapsend
- mapsource
- nmea
- osm
- ozi
- igc

The `USE_TEMPFILE =YES` configuration option can be used to create an on-disk temporary GPX file instead of a in-memory one, when reading big amount of data.

### 7.27.3 Write support

The driver relies on the GPX driver to create an intermediate file that will be finally translated by GPSBabel to the desired GPSBabel format. (The GPX driver does not need to be configured for read support for GPSBabel write support.).

The support geometries, options and other creation issues are the ones of the GPX driver. Please refer to its [documentation](#) for more details.

The syntax to specify an output datasource is : `GPSBabel:gpsbabel_file_format[,gpsbabel_format_option]:filename*` where :

- `gpsbabel_file_format` is one of the [file formats](#) handled by GPSBabel.
- `gpsbabel_format_option` is any option handled by the specified GPSBabel format (refer to the documentation of each GPSBabel format)

Alternatively, you can just pass a filename as output datasource name and specify the dataset creation option `GPSBABEL_DRIVER=gpsbabel_file_format[,gpsbabel_format_option]*`

The `USE_TEMPFILE =YES` configuration option can be used to create an on-disk temporary GPX file instead of a in-memory one, when writing big amount of data.

#### 7.27.3.1 Examples

Reading the waypoints from a Garmin USB receiver :

```
ogrinfo -ro -al GPSBabel:garmin:usb:
```

Converting a shapefile to Magellan Mapsend format :

```
ogr2ogr -f GPSBabel GPSBabel:mapsend:out.mapsend in.shp
```

#### 7.27.3.2 See Also

- [GPSBabel Home Page](#)
- [GPSBabel file formats](#)
- [GPX driver page](#)

## 7.28 GPX - GPS Exchange Format

---

### Driver short name

GPX

---

---

### Build dependencies

(read support needs libexpat)

---

GPX (the GPS Exchange Format) is a light-weight XML data format for the interchange of GPS data (waypoints, routes, and tracks) between applications and Web services on the Internet.



OGR has support for GPX reading (if GDAL is build with *expat* library support) and writing.

Version supported are GPX 1.0 and 1.1 for reading, GPX 1.1 for writing.

The OGR driver supports reading and writing of all the GPX feature types :

- *waypoints* : layer of features of OGR type `wkbPoint`
- *routes* : layer of features of OGR type `wkbLineString`
- *tracks* : layer of features of OGR type `wkbMultiLineString`

It also supports reading of route points and track points in standalone layers (*route\_points* and *track\_points*), so that their own attributes can be used by OGR.

In addition to its GPX attributes, each route point of a route has a *route\_fid* (foreign key to the FID of its belonging route) and a *route\_point\_id* which is its sequence number in the route.

The same applies for track points with *track\_fid*, *track\_seg\_id* and *track\_seg\_point\_id*. All coordinates are relative to the WGS84 datum (EPSG:4326).

If the environment variable `GPX_ELE_AS_25D` is set to YES, the elevation element will be used to set the Z coordinates of waypoints, route points and track points.

The OGR/GPX reads and writes the GPX attributes for the waypoints, routes and tracks.

By default, up to 2 *<link>* elements can be taken into account by feature. This default number can be changed with the `GPX_N_MAX_LINKS` environment variable.

### 7.28.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.28.2 Encoding issues

Expat library supports reading the following built-in encodings :

- US-ASCII
- UTF-8
- UTF-16
- ISO-8859-1
- Windows-1252

The content returned by OGR will be encoded in UTF-8, after the conversion from the encoding mentioned in the file header is.

If your GPX file is not encoded in one of the previous encodings, it will not be parsed by the GPX driver. You may convert it into one of the supported encoding with the *iconv* utility for example and change accordingly the *encoding* parameter value in the XML header.

When writing a GPX file, the driver expects UTF-8 content to be passed in.

## 7.28.3 Extensions element reading

If the `<extensions>` element is detected in a GPX file, OGR will expose the content of its sub elements as fields. Complex content of sub elements will be exposed as an XML blob.

The following sequence GPX content :

```
<extensions>
  <navaid:name>TOTAL RF</navaid:name>
  <navaid:address>BENSALEM</navaid:address>
  <navaid:state>PA</navaid:state>
  <navaid:country>US</navaid:country>
  <navaid:frequencies>
    <navaid:frequency type="CTAF" frequency="122.900" name="CTAF"/>
  </navaid:frequencies>
  <navaid:runways>
    <navaid:runway designation="H1" length="80" width="80" surface="ASPH-G">
  </navaid:runway>
  </navaid:runways>
  <navaid:magvar>12</navaid:magvar>
</extensions>
```

will be interpreted in the OGR SF model as :

```
navaid_name (String) = TOTAL RF
navaid_address (String) = BENSALEM
navaid_state (String) = PA
navaid_country (String) = US
navaid_frequencies (String) = <navaid:frequency type="CTAF" frequency="122.900" name=
↪ "CTAF" ></navaid:frequency>
navaid_runways (String) = <navaid:runway designation="H1" length="80" width="80" surface=
```

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```

↪ "ASPH-G" ></navaid:runway>
navaid_magvar (Integer) = 12

```

Note : the GPX driver will output content of the extensions element only if it is found in the first records of the GPX file. If extensions appear later, you can force an explicit parsing of the whole file with the `GPX_USE_EXTENSIONS` configuration option.

## 7.28.4 Creation Issues

On export all layers are written to a single GPX file. Update of existing files is not currently supported.

If the output file already exists, the writing will not occur. You have to delete the existing file first.

Supported geometries :

- Features of type `wkbPoint/wkbPoint25D` are written in the *wpt* element.
- Features of type `wkbLineString/wkbLineString25D` are written in the *rte* element.
- Features of type `wkbMultiLineString/wkbMultiLineString25D` are written in the *trk* element.
- Other type of geometries are not supported.

For route points and tracks points, if there is a Z coordinate, it is used to fill the elevation element of the corresponding points.

If a layer is named “track\_points” with `wkbPoint/wkbPoint25D` geometries, the tracks in the GPX file will be built from the sequence of features in that layer. This is the way of setting GPX attributes for each track point, in addition to the raw coordinates. Points belonging to the same track are identified thanks to the same value of the ‘track\_fid’ field (and it will be broken into track segments according to the value of the ‘track\_seg\_id’ field). They must be written in sequence so that track objects are properly reconstructed. The ‘track\_name’ field can be set on the first track point to fill the <name> element of the track. Similarly, if a layer is named “route\_points” with `wkbPoint/wkbPoint25D` geometries, the routes in the GPX file will be built from the sequence of points with the same value of the ‘route\_fid’ field. The ‘route\_name’ field can be set on the first track point to fill the <name> element of the route.

## 7.28.5 Layer creation options

- **FORCE\_GPX\_TRACK:** By default when writing a layer whose features are of type `wkbLineString`, the GPX driver chooses to write them as routes. If `FORCE_GPX_TRACK=YES` is specified, they will be written as tracks.
- **FORCE\_GPX\_ROUTE:** By default when writing a layer whose features are of type `wkbMultiLineString`, the GPX driver chooses to write them as tracks. If `FORCE_GPX_ROUTE=YES` is specified, they will be written as routes, provided that the multilines are composed of only one single line.

### 7.28.6 Dataset creation options

- **GPX\_USE\_EXTENSIONS**: By default, the GPX driver will discard attribute fields that do not match the GPX XML definition (name, cmt, etc...). If `GPX_USE_EXTENSIONS=YES` is specified, extra fields will be written inside the `<extensions>` tag.
- **GPX\_EXTENSIONS\_NS**: Only used if `GPX_USE_EXTENSIONS=YES` and `GPX_EXTENSIONS_NS_URL` is set. The namespace value used for extension tags. By default, "ogr".
- **GPX\_EXTENSIONS\_NS\_URL**: Only used if `GPX_USE_EXTENSIONS=YES` and `GPX_EXTENSIONS_NS` is set. The namespace URI. By default, "<http://osgeo.org/gdal>".
- **LINEFORMAT**: By default files are created with the line termination conventions of the local platform (CR/LF on win32 or LF on all other systems). This may be overridden through use of the `LINEFORMAT` layer creation option which may have a value of **CRLF** (DOS format) or **LF** (Unix format).

Waypoints, routes and tracks must be written into that order to be valid against the XML Schema.

When translating from a source dataset, it may be necessary to rename the field names from the source dataset to the expected GPX attribute names, such as `<name>`, `<desc>`, etc... This can be done with a *OGR VRT* dataset, or by using the `"-sql"` option of the `ogr2ogr` utility.

### 7.28.7 Issues when translating to Shapefile

- When translating the *track\_points* layer to a Shapefile, the field names `"track_seg_id"` and `"track_seg_point_id"` are truncated to 10 characters in the .DBF file, thus leading to duplicate names.

To avoid this, you can define the `GPX_SHORT_NAMES` configuration option to `TRUE` to make them be reported respectively as `"trksegid"` and `"trksegptid"`, which will allow them to be unique once translated to DBF. The `"route_point_id"` field of *route\_points* layer will also be renamed to `"rteptid"`. But note that no particular processing will be done for any extension field names.

To translate the *track\_points* layer of a GPX file to a set of shapefiles :

```
ogr2ogr --config GPX_SHORT_NAMES YES out input.gpx track_points
```

- Shapefile does not support fields of type `DateTime`. It only supports fields of type `Date`. So by default, you will lose the hour:minute:second part of the *Time* elements of a GPX file.

You can use the OGR SQL `CAST` operator to convert the *time* field to a string :

```
ogr2ogr out input.gpx -sql "SELECT ele, CAST(time AS character(32)) FROM waypoints"
```

There is a more convenient way to select all fields and ask for the conversion of the ones of a given type to strings:

```
ogr2ogr out input.gpx -fieldTypeToString DateTime
```

## 7.28.8 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /vsigzip/ (read-write) , /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

## 7.28.9 Example

The ogrinfo utility can be used to dump the content of a GPX datafile :

```
ogrinfo -ro -al input.gpx
```

The ogr2ogr utility can be used to do GPX to GPX translation :

```
ogr2ogr -f GPX output.gpx input.gpx waypoints routes tracks
```

Note : in the case of GPX to GPX translation, you need to specify the layer names, in order to discard the route\_points and track\_points layers.

Use of the *<extensions>* tag for output :

```
ogr2ogr -f GPX -dsco GPX_USE_EXTENSIONS=YES output.gpx input
```

which will give an output like the following one :

```
<?xml version="1.0"?>
<gpx version="1.1" creator="GDAL 1.5dev"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:ogr="http://osgeo.org/gdal"
xmlns="http://www.topografix.com/GPX/1/1"
xsi:schemaLocation="http://www.topografix.com/GPX/1/1 http://www.topografix.com/GPX/1/1/
↳gpx.xsd">
  <wpt lat="1" lon="2">
    <extensions>
      <ogr:Primary_ID>PID5</ogr:Primary_ID>
      <ogr:Secondary_ID>SID5</ogr:Secondary_ID>
    </extensions>
  </wpt>
  <wpt lat="3" lon="4">
    <extensions>
      <ogr:Primary_ID>PID4</ogr:Primary_ID>
```

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```
<ogr:Secondary_ID>SID4</ogr:Secondary_ID>
</extensions>
</wpt>
</gpx>
```

Use of -sql option to remap field names to the ones allowed by the GPX schema:

```
ogr2ogr -f GPX output.gpx input.shp -sql "SELECT field1 AS name, field2 AS desc FROM
↪input"
```

### 7.28.10 FAQ

How to solve “ERROR 6: Cannot create GPX layer XXXXXX with unknown geometry type” ?

This error happens when the layer to create does not expose a precise geometry type, but just a generic wkbUnknown type. This is for example the case when using ogr2ogr with a SQL request to a PostgreSQL datasource. You must then explicitly specify -nlt POINT (or LINESTRING or MULTILINESTRING).

### 7.28.11 See Also

- [Home page for GPX format](#)
- [GPX 1.1 format documentation](#)

## 7.29 GRASS Vector Format

---

### Driver short name

GRASS

---

---

### Build dependencies

gdal-grass-driver

---

The GDAL-GRASS driver can read GRASS GIS vector maps. The driver is maintained at the [GDAL-GRASS GIS driver repository](#).

For the driver documentation, please visit the [GDAL-GRASS GIS vector driver page](#).

### 7.29.1 See Also

- [GRASS GIS home page](#)

## 7.30 SAP HANA

---

### Driver short name

HANA

---

### Build dependencies

odbc-cpp-wrapper

---

This driver implements read and write access for spatial data stored in an [SAP HANA](#) database.

### 7.30.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.30.2 Connecting to a database

To connect to an SAP HANA database, use a connection string specifying the database name, with additional parameters as necessary. The HANA: prefix is used to mark the name as a HANA connection string.

```
HANA: "DRIVER=HDBODBC;DATABASE=HAN;HOST=localhost;PORT=30015;USER=mylogin;
↳PASSWORD=mypassword;SCHEMA=MYSHEMA"
```

In this syntax each parameter setting is in the form keyword = value. Spaces around the equal sign are optional. To write an empty value, or a value containing spaces, surround it with single quotes, e.g., keyword = 'a value'. Single quotes and backslashes within the value must be escaped with a backslash, i.e., ' and \.

### 7.30.3 SQL statements

The HANA driver passes SQL statements directly to HANA by default, rather than evaluating them internally when using the `ExecuteSQL()` call on the `OGRDataSource`, or the `-sql` command option to `ogr2ogr`. Attribute query expressions are also passed directly through to HANA. It's also possible to request the OGR HANA driver to handle SQL commands with the *OGR SQL* engine, by passing “**OGRSQL**” string to the `ExecuteSQL()` method, as the name of the SQL dialect.

The HANA driver in OGR supports the `OGRDataSource::StartTransaction()`, `OGRDataSource::CommitTransaction()` and `OGRDataSource::RollbackTransaction()` calls in the normal SQL sense.

### 7.30.4 Creation Issues

The HANA driver does not support creation of new schemas, but it does allow creation of new layers (tables) within an existing schema.

#### 7.30.4.1 Dataset Open options

- **DSN**=string: Data source name.
- **DRIVER**=string: Name or a path to a driver. For example, **DRIVER**=HDBODBC (Windows) or **DRIVER**=/usr/sap/hdbclient/libodbcHDB.so (Linux/MacOS).
- **HOST**=string: Server host name.
- **PORT**=integer: Port number.
- **USER**=string: User name.
- **PASSWORD**=string: User password.
- **DATABASE**=string: Database name.
- **SCHEMA**=string: Specifies schema used for tables listed in **TABLES** option.
- **TABLES**=string: Restricted set of tables to list (comma separated).
- **ENCRYPT**=boolean: Enables or disables TLS/SSL encryption. The default value is “NO”.
- **SSL\_CRYPTO\_PROVIDER**=string: Cryptographic library provider used for SSL communication (common-crypto| sapcrypto | openssl).
- **SSL\_KEY\_STORE**=string: Path to the keystore file that contains the server's private key.
- **SSL\_TRUST\_STORE**=string: Path to trust store file that contains the server's public certificate(s) (OpenSSL only).
- **SSL\_VALIDATE\_CERTIFICATE**=string: If set to true, the server's certificate is validated. The default value is “YES”.
- **SSL\_HOST\_NAME\_IN\_CERTIFICATE**=string: Host name used to verify server's identity validated.
- **CONNECTION\_TIMEOUT**=integer: Connection timeout measured in milliseconds. The default value is 0 (disabled).
- **PACKET\_SIZE**=integer: Sets the maximum size of a request packet sent from the client to the server, in bytes. The minimum is 1 MB. The default value is 1 MB.
- **SPLIT\_BATCH\_COMMANDS**=boolean: Allows split and parallel execution of batch commands on partitioned tables. The default value is “YES”.



- **DETECT\_GEOMETRY\_TYPE**=boolean: Specifies whether to detect the type of geometry columns. Note, the detection may take a significant amount of time for large tables. The default value is “YES”.

#### 7.30.4.2 Dataset Creation Options

None

#### 7.30.4.3 Layer Creation Options

- **OVERWRITE**: This may be “YES” to force an existing layer of the desired name to be destroyed before creating the requested layer. The default value is “NO”.
- **LAUNDER**: This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with HANA. This converts to upper case and converts some special characters like “-” and “#” to “\_”. If “NO” exact names are preserved. The default value is “YES”. If enabled the table (layer) name will also be laundered.
- **PRECISION**: This may be “YES” to force new fields created on this layer to try and represent the width and precision information, if available using DECIMAL(width,precision) or CHAR(width) types. If “NO” then the types REAL, INTEGER and VARCHAR will be used instead. The default is “YES”.
- **DEFAULT\_STRING\_SIZE**: Specifies default string column size. The default value is 256.
- **GEOMETRY\_NAME**: Specifies the name of the geometry column in new table. If omitted it defaults to *GEOMETRY*.
- **GEOMETRY\_NULLABLE**: Specifies whether the values of the geometry column can be NULL or not. The default value is “YES”.
- **SRID**: Specifies the SRID of the layer.
- **FID**: Specifies the name of the FID column to create. The default value is ‘OGR\_FID’.
- **FID64**: Specifies whether to create the FID column with BIGINT type to handle 64bit wide ids. The default value is NO.
- **COLUMN\_TYPES**: Specifies a comma-separated list of strings in the format field\_name=hana\_field\_type that define column types.
- **BATCH\_SIZE**: Specifies the number of bytes to be written per one batch. The default value is 4194304 (4MB).

#### 7.30.4.4 Multitenant Database Containers

In order to connect to a tenant database, you need to specify a port number assigned exactly to a desired instance. This port number can be determined by executing the following query from the tenant database.

```
SELECT SQL_PORT FROM SYS.M_SERVICES WHERE ((SERVICE_NAME='indexserver' and
↳COORDINATOR_TYPE= 'MASTER') or (SERVICE_NAME='xsengine'))
```

For more details, see **Section 2.9 Connections for Multitenant Database Containers** in [SAP HANA Multitenant Database Containers](#).

### 7.30.5 Examples

- This example shows how to list HANA layers on a specified host using *ogrinfo* command.

```
ogrinfo -ro HANA:"DRIVER=HDBODBC;DATABASE=HAN;HOST=localhost;PORT=30015;
↳USER=mylogin;PASSWORD=mypassword;SCHEMA=MYSHEMA"
```

or

```
ogrinfo -ro HANA:"DSN=MYHANADB;USER=mylogin;PASSWORD=mypassword;SCHEMA=MYSHEMA"
```

- This example shows how to print summary information about a given layer, i.e. 'planet\_osm\_line', using *ogrinfo*.

```
ogrinfo -ro HANA:"DRIVER=HDBODBC;DATABASE=HAN;HOST=localhost;PORT=30015;
↳USER=mylogin;PASSWORD=mypassword;SCHEMA=MYSHEMA" -so "planet_osm_line"
```

```
Layer name: planet_osm_line
Geometry: Line String
Feature Count: 81013
Extent: (732496.086304, 6950959.464783) - (1018694.144531, 7204272.976379)
Layer SRS WKT:
PROJCS["WGS 84 / Pseudo-Mercator",
  GEOGCS["WGS 84",
    DATUM["WGS_1984",
      SPHEROID["WGS 84",6378137,298.257223563, AUTHORITY["EPSG","7030"]],
      AUTHORITY["EPSG","6326"]],
      PRIMEM["Greenwich",0, AUTHORITY["EPSG","8901"]],
      UNIT["degree",0.0174532925199433, AUTHORITY["EPSG","9122"]],
      AUTHORITY["EPSG","4326"]],
    PROJECTION["Mercator_1SP"],
    PARAMETER["central_meridian",0],
    PARAMETER["scale_factor",1],
    PARAMETER["false_easting",0],
    PARAMETER["false_northing",0],
    UNIT["metre",1,AUTHORITY["EPSG","9001"]],
    AXIS["X",EAST],
    AXIS["Y",NORTH],
    AUTHORITY["EPSG","3857"]],
  PARAMETER["central_meridian",0],
  PARAMETER["scale_factor",1],
  PARAMETER["false_easting",0],
  PARAMETER["false_northing",0],
  UNIT["metre",1,AUTHORITY["EPSG","9001"]],
  AXIS["X",EAST],
  AXIS["Y",NORTH],
  AUTHORITY["EPSG","3857"]],
  AUTHORITY["EPSG","3857"]]]
Geometry Column = way
osm_id: Integer64 (0.0)
access: String (4000.0)
addr:housename: String (4000.0)
addr:housenumber: String (4000.0)
addr:interpolation: String (4000.0)
admin_level: String (4000.0)
aerialway: String (4000.0)
aeroway: String (4000.0)
```

- This example shows how to export data from the 'points' table to a shapefile called 'points\_output.shp'.

```
ogr2ogr -f "ESRI Shapefile" "D:\\points_output.shp" HANA:"DRIVER=HDBODBC;
↳DATABASE=HAN;HOST=localhost;PORT=30015;USER=mylogin;PASSWORD=mypassword;
↳SCHEMA=GIS;TABLES=points"
```

- This example shows how to create and populate a table with data taken from a shapefile.

```
ogr2ogr -f HANA HANA:"DRIVER=HDBODBC;DATABASE=HAN;HOST=localhost;PORT=30015;
↳USER=mylogin;PASSWORD=mypassword;SCHEMA=MYSHEMA" myshapefile.shp
```

### 7.30.6 For developers

To compile the SAP HANA driver, `odbc-cpp-wrapper` library needs to be linked or installed. For more details, see comments in `nmake.opt` or `configure.ac` files to build the driver for Windows or Linux/macOS correspondingly.

### 7.30.7 See Also

- [SAP HANA Home Page](#)
- [SAP HANA Spatial Reference](#)
- [SAP HANA ODBC Connection Properties](#)

## 7.31 IDB

---

### Driver short name

IDB

---



---

### Build dependencies

Informix DataBlade

---

This driver implements support for access to spatial tables in IBM Informix extended with the DataBlade spatial module.

When opening a database, its name should be specified in the form

```
"IDB:dbname={dbname} server={host} user={login} pass={pass} table={layertable}".
```

The IDB: prefix is used to mark the name as a IDB connection string.

If the `geometry_columns` table exists, then all listed tables and named views will be treated as OGR layers. Otherwise all regular user tables will be treated as layers.

Regular (non-spatial) tables can be accessed, and will return features with attributes, but not geometry. If the table has a “st\_\*” field, it will be treated as a spatial table. The type of the field is inspected to determine how to read it.

Driver supports automatic FID detection.

### 7.31.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.31.2 Environment variables

- **INFORMIXDIR:** It should be set to Informix client SDK install dir
- **INFORMIXSERVER:** Default Informix server name
- **DB\_LOCALE:** Locale of Informix database
- **CLIENT\_LOCALE:** Client locale
- **IDB\_OGR\_FID:** Set name of primary key instead of 'ogc\_fid'.

For more information about Informix variables read documentation of Informix Client SDK

### 7.31.3 Example

This example shows using ogrinfo to list Informix DataBlade layers on a different host.

```
ogrinfo -ro IDB:"server=demo_on user=informix dbname=frames"
```

## 7.32 Idrisi Vector (.VCT)

---

#### Driver short name

IDRISI

---

---

#### Driver built-in by default

This driver is built-in by default

---

This driver reads Idrisi vector files with .vct extension. The driver recognized point, lines and polygons geometries.

For geographical referencing identification, the .vdc file contains information that points to a file that holds the geographic reference details. Those files use extension REF and reside in the same folder as the RST image or more likely in the Idrisi installation folders.

Therefore the presence or absence of the Idrisi software in the running operation system will determine the way that this driver will work. By setting the environment variable IDRISIDIR pointing to the Idrisi main installation folder will enable GDAL to find more detailed information about geographical reference and projection in the REF files.

Note that the driver recognizes the name convention used in Idrisi for UTM and State Plane geographic reference so it doesn't need to access the REF files. That is the case for RDC file that specify "utm-30n" or "spc87ma1" in the "ref. system" field. Note that exporting to RST in any other geographical reference system will generate a suggested REF content in the comment section of the RDC file.

The driver can retrieve attributes from .ADC / .AVL ASCII files.

### 7.32.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 7.33 "INTERLIS 1" and "INTERLIS 2" drivers

---

#### Driver short name

INTERLIS 1

---



---

#### Driver short name

INTERLIS 2

---



---

#### Build dependencies

Xerces

---

OGR has support for INTERLIS reading and writing.

**INTERLIS** is a standard which has been especially composed in order to fulfill the requirements of modeling and the integration of geodata into contemporary and future geographic information systems. With the usage of unified, documented geodata and the flexible exchange possibilities the following advantage may occur:

- the standardized documentation

- the compatible data exchange
- the comprehensive integration of geodata e.g. from different data owners.
- the quality proofing
- the long term data storage
- the contract-proof security and the availability of the software

OGR supports INTERLIS 1 and INTERLIS 2 (2.2 and 2.3) with the following limitations:

- Curves in Interlis 1 area polygons are converted to line segments
- Interlis 1 Surface geometries with non-numeric IDENT field are not included in the attribute layer
- Embedded INTERLIS 2 structures and line attributes are not supported
- Incremental transfer is not supported
- Transfer id (TID) is used as feature id

### 7.33.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.33.2 Model support

Data is read and written into transfer files which have different formats in INTERLIS 1 (.itf) and INTERLIS 2 (.xtf). Models are passed in IlisMeta format by using “a\_filename.xtf,models.imd” as a connection string.

IlisMeta files can be generated with the ili2c compiler. Command line example:

```
java -jar ili2c.jar --ilidirs '%ILI_DIR;http://models.interlis.ch/%JAR_DIR' -oIMD --out_
↳models.imd model1.ili [model2.ili ...]
```

Some possible transformations using *ogr2ogr*.

- Interlis 1 -> Shape:

```
ogr2ogr -f "ESRI Shapefile" shpdir ili-bsp.itf,Beispiel.imd
```

- Interlis 2 -> Shape:

```
ogr2ogr -f "ESRI Shapefile" shpdir RoadsExdm2ien.xml,RoadsExdm2ien.imd
```

or without model:

```
ogr2ogr -f "ESRI Shapefile" shpdir RoadsExdm2ien.xml
```

Example with curves and multiple geometries:

```
ogr2ogr --config OGR_STROKE_CURVE TRUE -SQL 'SELECT Rechtsstatus, publiziertAb,
↪ MetadatenGeobasisdaten, Eigentumsbeschraenkung, ZustaendigeStelle, Flaeche FROM
↪ "OeREBKRM09trsfr.Transferstruktur.Geometrie"' shpdir ch.bazl.sicherheitszonenplan.
↪ oereb_20131118.xtf,OeREBKRM09vs.imd OeREBKRM09trsfr.Transferstruktur.Geometrie
```

- Shape -> Interlis 2:

```
ogr2ogr -f "Interlis 2" LandCover.xml,RoadsExdm2ien.imd RoadsExdm2ben.Roads.
↪ LandCover.shp
```

- Importing multiple Interlis 1 files into PostGIS:

```
ogr2ogr -f PostgreSQL PG:dbname=warmerda av_fixpunkte_ohne_LFPNachfuehrung.itf,av.
↪ imd -lco OVERWRITE=yes
ogr2ogr -f PostgreSQL PG:dbname=warmerda av_fixpunkte_mit_LFPNachfuehrung.itf,av.
↪ imd -append
```

### 7.33.2.1 Arc interpolation

Converting INTERLIS arc geometries to line segments can be forced by setting the configuration variable `OGR_STROKE_CURVE` to `TRUE`.

The approximation of arcs as linestrings is done by splitting the arcs into subarcs of no more than a threshold angle. This angle is the `OGR_ARC_STEPSIZE`. This defaults to one degree, but may be overridden by setting the configuration variable `OGR_ARC_STEPSIZE`.

### 7.33.3 Other Notes

- `ogrtools` library includes extensions for the OGR Interlis driver
- Development of the OGR INTERLIS driver was supported by [Swiss Federal Administration](#), [Canton Solothurn](#) and [Canton Thurgovia](#).

## 7.34 JML: OpenJUMP JML format

---

**Driver short name**

JML

---



---

**Build dependencies**

---

(read support needs libexpat)

---

OGR has support for reading and writing .JML files used by the OpenJUMP software. Read support is only available if GDAL is built with *expat* library support

.jml is a variant of GML format. There is no formal definition of the format. It supports a single layer per file, mixed geometry types, and for each feature, a geometry and several attributes of type integer, double, string, date or object. That object data type, used for example to store 64 bit integers, but potentially arbitrary serialized Java objects, is converted as string when reading. Contrary to GML, the definition of fields is embedded in the .jml file, at its beginning.

Support for reading and writing spatial reference systems requires GDAL 2.3 or later.

### 7.34.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

### 7.34.2 Encoding issues

Expat library supports reading the following built-in encodings :

- US-ASCII
- UTF-8
- UTF-16
- ISO-8859-1
- Windows-1252

The content returned by OGR will be encoded in UTF-8, after the conversion from the encoding mentioned in the file header is. But files produced by OpenJUMP are always UTF-8 encoded.

When writing a JML file, the driver expects UTF-8 content to be passed in.



### 7.34.3 Styling

OpenJUMP uses an optional string attribute called “R\_G\_B” to determine the color of objects. The field value is “RRGGBB” where RR, GG, BB are respectively the value of the red, green and blue components expressed as hexadecimal values from 00 to FF. When reading a .jml file, OGR will translate the R\_G\_B attribute to the Feature Style encoding, unless a OGR\_STYLE attribute is present. When writing a .jml file, OGR will extract from the Feature Style string the color of the PEN tool or the forecolor of the BRUSH tool to write the R\_G\_B attribute, unless the R\_G\_B attribute is defined in the provided feature. The addition of the R\_G\_B attribute can be disabled by setting the CREATE\_R\_G\_B\_FIELD layer creation option to NO.

### 7.34.4 Creation Issues

The JML writer supports the following *layer* creation options:

- **CREATE\_R\_G\_B\_FIELD=YES/NO**: whether the create a R\_G\_B field that will contain the color of the PEN tool or the forecolor of the BRUSH tool of the OGR Feature Style string. Default value : YES
- **CREATE\_OGR\_STYLE\_FIELD=YES/NO**: whether the create a OGR\_STYLE field that will contain the Feature Style string. Default value : NO

### 7.34.5 See Also

- *Feature Style Specification*

### 7.34.6 Credits

The author wishes to thank Jukka Rahkonen for funding the development of this driver.

## 7.35 KML - Keyhole Markup Language

---

#### Driver short name

KML

---



---

#### Build dependencies

(read support needs libexpat)

---

Keyhole Markup Language (KML) is an XML-based language for managing the display of 3D geospatial data. KML has been accepted as an OGC standard, and is supported in one way or another on the major GeoBrowsers. Note that KML by specification uses only a single projection, EPSG:4326. All OGR KML output will be presented in EPSG:4326. As such OGR will create layers in the correct coordinate system and transform any geometries.

At this time, only vector layers are handled by the KML driver. *(there are additional scripts supplied with the GDAL project that can build other kinds of output)*

### 7.35.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

#### 7.35.1.1 KML Reading

KML reading is only available if GDAL/OGR is built with the Expat XML Parser, otherwise only KML writing will be supported.

Supported geometry types are `Point`, `LineString`, `Polygon`, `MultiPoint`, `MultiLineString`, `MultiPolygon` and `MultiGeometry`. There are limitations, for example: the nested nature of folders in a source KML file is lost; folder `<description>` tags will not carry through to output. Folders containing multiple geometry types, like `POINT` and `POLYGON`, are supported.

#### 7.35.1.2 KML Writing

Since not all features of KML are able to be represented in the Simple Features geometry model, you will not be able to generate many KML-specific attributes from within GDAL/OGR. Please try a few test files to get a sense of what is possible.

When outputting KML, the OGR KML driver will translate each OGR Layer into a KML Folder (you may encounter unexpected behavior if you try to mix the geometry types of elements in a layer, e.g. `LINESTRING` and `POINT` data).

The KML Driver will rename some layers, or source KML folder names, into new names it considers valid, for example `'Layer #0'`, the default name of the first unnamed Layer, becomes `'Layer__0'`.

KML is mix of formatting and feature data. The `<description>` tag of a Placemark will be displayed in most geobrowsers as an HTML-filled balloon. When writing KML, Layer element attributes are added as simple schema fields. This best preserves feature type information.

Limited support is available for fills, line color and other styling attributes. Please try a few sample files to get a better sense of actual behavior.

### 7.35.1.3 Encoding issues

Expat library supports reading the following built-in encodings :

- US-ASCII
- UTF-8
- UTF-16
- ISO-8859-1
- Windows-1252

The content returned by OGR will be encoded in UTF-8, after the conversion from the encoding mentioned in the file header is.

If your KML file is not encoded in one of the previous encodings, it will not be parsed by the KML driver. You may convert it into one of the supported encoding with the *iconv* utility for example and change accordingly the *encoding* parameter value in the XML header.

When writing a KML file, the driver expects UTF-8 content to be passed in.

### 7.35.1.4 Creation Options

The following dataset creation options are supported:

- **NameField**: Allows you to specify the field to use for the KML <name> element. Default value : ‘Name’
- **DescriptionField**: Allows you to specify the field to use for the KML <description> element. Default value : ‘Description’
- **AltitudeMode**: Allows you to specify the AltitudeMode to use for KML geometries. This will only affect 3D geometries and must be one of the valid KML options. See the [relevant KML reference material](#) for further information.

```
ogr2ogr -f KML output.kml input.shp -dsco AltitudeMode=absolute
```

- **DOCUMENT\_ID=string**: Starting with GDAL 2.2, the DOCUMENT\_ID datasource creation option can be used to specified the id of the root <Document> node. The default value is root\_doc.

## 7.35.2 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /visgizip/ (read-write) , /vsicurl/ (read-only) domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

### 7.35.3 Example

The ogr2ogr utility can be used to dump the results of a PostGIS query to KML:

```
ogr2ogr -f KML output.kml PG:'host=myserver dbname=warmerda' -sql "SELECT pop_1994 from ↵
↵canada where province_name = 'Alberta'"
```

How to dump contents of .kml file as OGR sees it:

```
ogrinfo -ro somedisplay.kml
```

### 7.35.4 Caveats

Google Earth seems to have some limits regarding the number of coordinates in complex geometries like polygons. If the problem appears, then problematic geometries are displayed completely or partially covered by vertical stripes. Unfortunately, there are no exact number given in the KML specification about this limitation, so the KML driver will not warn about potential problems. One of possible and tested solutions is to simplify a line or a polygon to remove some coordinates. Here is the whole discussion about this issue on the [Google KML Developer Forum](#), in the [polygon displays with vertical stripes](#) thread.

### 7.35.5 See Also

- [KML Specification](#)
- [KML Tutorial](#)
- [LIBKML driver](#) An alternative GDAL KML driver

## 7.36 LIBKML Driver (.kml .kmz)

---

**Driver short name**

LIBKML

---

---

**Build dependencies**

libkml

---

The LIBKML driver is a client of [Libkml](#), a reference implementation of [KML](#) reading and writing, in the form of a cross platform C++ library. You must build and install Libkml in order to use this OGR driver. Note: you need to build libkml 1.3 or master.

Note that if you build and include this LIBKML driver, it will become the default reader of KML for ogr, overriding the previous [KML driver](#). You can still specify either KML or LIBKML as the output driver via the command line

Libkml from Google provides reading services for any valid KML file. However, please be advised that some KML facilities do not map into the Simple Features specification OGR uses as its internal structure. Therefore, a best effort will be made by the driver to understand the content of a KML file read by libkml into ogr, but your mileage may vary. Please try a few KML files as samples to get a sense of what is understood. In particular, nesting of feature sets more than one deep will be flattened to support ogr's internal format.

### 7.36.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.36.2 Datasource

You may specify a datasource as a kml file `somefile.kml` , a directory `somedir/` , or a kmz file `somefile.kmz` .

By default on directory and kmz datasources, an index file of all the layers will be read from or written to `doc.kml`. It contains a `<NetworkLink>` to each layer file in the datasource. This feature can be turned off by setting the configuration option `LIBKML_USE_DOC.KML` to “no”.

#### 7.36.2.1 StyleTable

Datasource style tables are written to the `<Document>` in a .kml, `style/style.kml` in a kmz file, or `style.kml` in a directory, as one or more `<Style>` elements. Not all of *Feature Style Specification* can translate into KML.

#### 7.36.2.2 Datasource creation options

The following datasource creation options can be used to generate a `<atom:Author>` element at the top Document level.

- **AUTHOR\_NAME**
- **AUTHOR\_URI**
- **AUTHOR\_EMAIL**

The href of an `<atom:link>` element at the top Document level can be specified with the **LINK** creation option.

The `<phoneNumber>` element at the top Document level can be specified with the **PHONENUMBER** creation option. The value must follow the syntax of [IETF RFC 3966](#).

Starting with GDAL 2.2, the `DOCUMENT_ID` datasource creation option can be used to specified the id of the root `<Document>` node. The default value is `root_doc`.

## Container properties

The following dataset creation options can be used to set container options :

- **NAME**: `<name>` element
- **VISIBILITY**: `<visibility>` element
- **OPEN**: `<open>` element
- **SNIPPET**: `<snippet>` element
- **DESCRIPTION**: `<description>` element

## List style

The following dataset creation options can be used to control how the main folder (folder of layers) appear in the Places panel of the Earth browser, trough a `<ListStyle>` element:

- **LISTSTYLE\_TYPE**: can be one of “check”, “radioFolder”, “checkOffOnly” or “checkHideChildren”. Sets the `<listItemType>` element.
- **LISTSTYLE\_ICON\_HREF**: URL of the icon to display for the main folder. Sets the href element of the `<ItemIcon>` element.

## Balloon style

If a style *foo* is defined, it is possible to add a `<BalloonStyle>` element to it, by specifying the **foo\_BALLOONSTYLE\_BGCOLOR** and/or **foo\_BALLOONSTYLE\_TEXT** elements.

## NetworkLinkControl

A `<NetworkLinkControl>` element can be defined if at least one of the following dataset creation option is specified:

- **NLC\_MINREFRESHPERIOD** : to set the `<minRefreshPeriod>` element
- **NLC\_MAXSESSIONLENGTH** : to set the `<maxSessionLength>` element
- **NLC\_COOKIE** : to set the `<cookie>` element
- **NLC\_MESSAGE** : to set the `<message>` element
- **NLC\_LINKNAME** : to set the `<linkName>` element
- **NLC\_LINKDESCRIPTION** : to set the `<linkDescription>` element
- **NLC\_LINKSNIPPET** : to set the `<linkSnippet>` element
- **NLC\_EXPIRES** : to set the `<expires>` element

## Update documents

When defining the dataset creation option **UPDATE\_TARGETHREF**, a NetworkLinkControl KML file with an `<Update>` element will be generated. See the [tutorial about update](#).

The `CreateFeature()` operation on a layer will be translated as a `<Create>` element.

The `SetFeature()` operation on a layer will be translated as a `<Change>` element.

The `DeleteFeature()` operation on a layer will be translated as a `<Delete>` element.

## 7.36.3 Layer

*OGR*Layer are mapped to kml files as a `<Document>` or `<Folder>`, and in kmz files or directories as a separate kml file.

### 7.36.3.1 Style

Layer style tables can not be read from or written to a kml layer that is a `<Folder>`, otherwise they are in the `<Document>` that is the layer.

### 7.36.3.2 Schema

Read and write of `<Schema>` is supported for .kml files, .kmz files, and directories.

### 7.36.3.3 Layer creation options

The following layer creation options can be used to generate a `<LookAt>` element at the layer level.

- **LOOKAT\_LONGITUDE** (required)
- **LOOKAT\_LATITUDE** (required)
- **LOOKAT\_RANGE** (required)
- **LOOKAT\_HEADING**
- **LOOKAT\_TILT**
- **LOOKAT\_ALTITUDE**
- **LOOKAT\_ALTITUDEMODE**

Alternatively, a `<Camera>` element can be generated.

- **CAMERA\_LONGITUDE** (required)
- **CAMERA\_LATITUDE** (required)
- **CAMERA\_ALTITUDE** (required)
- **CAMERA\_ALTITUDEMODE** (required)
- **CAMERA\_HEADING**
- **CAMERA\_TILT**
- **CAMERA\_ROLL**

A `<Region>` element can be generated to control when objects of the layer are visible or not. If `REGION_XMIN`, `REGION_YMIN`, `REGION_XMAX` and `REGION_YMAX`, the region coordinates are determined from the spatial extent of the features being written in the layer.

- **ADD\_REGION=YES/NO** : defaults to NO
- **REGION\_XMIN** (optional) : defines the west coordinate of the region.
- **REGION\_YMIN** (optional) : defines the south coordinate of the region.
- **REGION\_XMAX** (optional) : defines the east coordinate of the region.
- **REGION\_YMAX** (optional) : defines the north coordinate of the region.
- **REGION\_MIN\_LOD\_PIXELS** (optional) : minimum size in pixels of the region so that it is displayed. Defaults to 256.
- **REGION\_MAX\_LOD\_PIXELS** (optional) : maximum size in pixels of the region so that it is displayed. Defaults to -1 (infinite).
- **REGION\_MIN\_FADE\_EXTENT** (optional) : distance over which the geometry fades, from fully opaque to fully transparent. Defaults to 0.
- **REGION\_MAX\_FADE\_EXTENT** (optional) : distance over which the geometry fades, from fully transparent to fully opaque. Defaults to 0.

A `<ScreenOverlay>` element can be added to display a logo, a legend, etc...

- **SO\_HREF** (required) : URL of the image to display.
- **SO\_NAME** (optional)
- **SO\_DESCRIPTION** (optional)
- **SO\_OVERLAY\_X** (optional)
- **SO\_OVERLAY\_Y** (optional)
- **SO\_OVERLAY\_XUNITS** (optional)
- **SO\_OVERLAY\_YUNITS** (optional)
- **SO\_SCREEN\_X** (optional). Defaults to 0.05
- **SO\_SCREEN\_Y** (optional). Defaults to 0.05
- **SO\_SCREEN\_XUNITS** (optional). Defaults to Fraction
- **SO\_SCREEN\_YUNITS** (optional). Defaults to Fraction
- **SO\_SIZE\_X** (optional)
- **SO\_SIZE\_Y** (optional)
- **SO\_SIZE\_XUNITS** (optional)
- **SO\_SIZE\_YUNITS** (optional)

By default, layers are written as `<Document>` elements. By settings the **FOLDER** layer creation option to YES, it is also possible to write them as `<Folder>` elements (only in .kml files).

The following layer creation options can be used to set container options :

- **NAME**: `<name>` element
- **VISIBILITY**: `<visibility>` element
- **OPEN**: `<open>` element



- **SNIPPET:** `<snippet>` element
- **DESCRIPTION:** `<description>` element

The following layer creation options can be used to control how the folder of a layer appear in the Places panel of the Earth browser, trough a `<ListStyle>` element:

- **LISTSTYLE\_TYPE:** can be one of “check”, “radioFolder”, “checkOffOnly” or “checkHideChildren”. Sets the `<listItemType>` element.
- **LISTSTYLE\_ICON\_HREF:** URL of the icon to display for the layer folder. Sets the href element of the `<ItemIcon>` element.

### 7.36.4 Feature

An *OGRFeature* generally translates to kml as a `<Placemark>`, and vice-versa.

If the model field is defined, a `<Model>` object within the Placemark will be generated.

If the networklink field is defined, a `<NetworkLink>` will be generated. Other networklink fields are optional.

If the photooverlay field is defined, a `<PhotoOverlay>` will be generated (provided that the camera\_longitude, camera\_latitude, camera\_altitude, camera\_altitudemode, head and/or tilt and/or roll, leftfov, rightfov, bottomfov, topfov, near fields are also set. The shape field is optional.

In case the PhotoOverlay is a big image, it is highly recommended to tile it and generate overview levels, as explained in the [PhotoOverlay tutorial](#). In which case, the URL should contain the “[level]”, “[x]” and “[y]” sub-strings in the photooverlay field, and the imagepyramid\_tilsize, imagepyramid\_maxwidth, imagepyramid\_maxheight and imagepyramid\_gridorigin fields should be set.

Placemark, Model, NetworkLink and PhotoOverlay objects can have an associated camera if the camera\_longitude, camera\_latitude, camera\_altitude, camera\_altitudemode, head and/or tilt and/or roll fields are defined.

KML `<GroundOverlay>` elements are supported for reading (unless the LIBKML\_READ\_GROUND\_OVERLAY configuration option is set to FALSE). For such elements, there are icon and drawOrder fields.

#### 7.36.4.1 Style

Style Strings at the feature level are Mapped to KML as either a `<Style>` or `<StyleUrl>` in each `<Placemark>`.

When reading a kml feature and the configuration option LIBKML\_RESOLVE\_STYLE is set to yes, styleurls are looked up in the style tables and the features style string is set to the style from the table. This is to allow reading of shared styles by applications, like mapserver, that do not read style tables.

When reading a kml feature and the configuration option LIBKML\_EXTERNAL\_STYLE is set to yes, a styleurl that is external to the datasource is read from disk or fetched from the server and parsed into the datasource style table. If the style kml can not be read or LIBKML\_EXTERNAL\_STYLE is set to no then the styleurl is copied to the style string.

When reading a kml StyleMap the default mapping is set to normal. If you wish to use the highlighted styles set the configuration option LIBKML\_STYLEMAP\_KEY to “highlight”

When writing a kml, if there exist 2 styles of the form “astylename\_normal” and “astylename\_highlight” (where astylename is any string), then a StyleMap object will be creating from both styles and called “astylename”.

### 7.36.5 Fields

OGR fields (feature attributes) are mapped to kml with `<Schema>`; and `<SimpleData>`, except for some special fields as noted below.

Note: it is also possible to export fields as `<Data>` elements if the `LIBKML_USE_SCHEMADATA` configuration option is set to NO.

A rich set of *configuration options* are available to define how fields in input and output, map to a KML `<Placemark>`. For example, if you want a field called 'Cities' to map to the `<name>` tag in KML, you can set a configuration option.

- **name:** string field that maps to the kml tag `<name>`. The name of the ogr field can be changed with the configuration option `LIBKML_NAME_FIELD`.
- **description:** string field that maps to the kml tag `<description>`. The name of the ogr field can be changed with the configuration option `LIBKML_DESCRIPTION_FIELD`.
- **timestamp:** string or datetime or date and/or time field that maps to the kml tag `<timestamp>`. The name of the ogr field can be changed with the configuration option `LIBKML_TIMESTAMP_FIELD`.
- **begin:** string or datetime or date and/or time field that maps to the kml tag `<begin>`. The name of the ogr field can be changed with the configuration option `LIBKML_BEGIN_FIELD`.
- **end:** string or datetime or date and/or time field that maps to the kml tag `<end>`. The name of the ogr field can be changed with the configuration option `LIBKML_END_FIELD`.
- **altitudeMode:** string field that maps to the kml tag `<altitudeMode>` or `<gx:altitudeMode>`. The name of the ogr field can be changed with the configuration option `LIBKML_ALTITUDEMODE_FIELD`.
- **tessellate:** integer field that maps to the kml tag `<tessellate>`. The name of the ogr field can be changed with the configuration option `LIBKML_TESSELLATE_FIELD`.
- **extrude:** integer field that maps to the kml tag `<extrude>`. The name of the ogr field can be changed with the configuration option `LIBKML_EXTRUDE_FIELD`.
- **visibility:** integer field that maps to the kml tag `<visibility>`. The name of the ogr field can be changed with the configuration option `LIBKML_VISIBILITY_FIELD`.
- **icon:** string field that maps to the kml tag `<icon>`. The name of the ogr field can be changed with the configuration option `LIBKML_ICON_FIELD`.
- **drawOrder:** integer field that maps to the kml tag `<drawOrder>`. The name of the ogr field can be changed with the configuration option `LIBKML_DRAWORDER_FIELD`.
- **snippet:** integer field that maps to the kml tag `<snippet>`. The name of the ogr field can be changed with the configuration option `LIBKML_SNIPPET_FIELD`.
- **heading:** real field that maps to the kml tag `<heading>`. The name of the ogr field can be changed with the configuration option `LIBKML_HEADING_FIELD`. When reading, this field is present only if a Placemark has a Camera with a heading element.
- **tilt:** real field that maps to the kml tag `<tilt>`. The name of the ogr field can be changed with the configuration option `LIBKML_TILT_FIELD`. When reading, this field is present only if a Placemark has a Camera with a tilt element.
- **roll:** real field that maps to the kml tag `<roll>`. The name of the ogr field can be changed with the configuration option `LIBKML_ROLL_FIELD`. When reading, this field is present only if a Placemark has a Camera with a roll element.
- **model:** string field that can be used to define the URL of a 3D `<model>`. The name of the ogr field can be changed with the configuration option `LIBKML_MODEL_FIELD`.

- **scale\_x**: real field that maps to the x element of the kml tag `<scale>` for a 3D model. The name of the ogr field can be changed with the configuration option `LIBKML_SCALE_X_FIELD`.
- **scale\_y**: real field that maps to the y element of the kml tag `<scale>` for a 3D model. The name of the ogr field can be changed with the configuration option `LIBKML_SCALE_Y_FIELD`.
- **scale\_z**: real field that maps to the z element of the kml tag `<scale>` for a 3D model. The name of the ogr field can be changed with the configuration option `LIBKML_SCALE_Z_FIELD`.
- **networklink**: string field that maps to the href element of the kml tag `<href>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_FIELD`.
- **networklink\_refreshvisibility**: integer field that maps to kml tag `<refreshVisibility>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_REFRESHVISIBILITY_FIELD`.
- **networklink\_flytoview**: integer field that maps to kml tag `<flyToView>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_FLYTOVIEW_FIELD`.
- **networklink\_refreshmode**: string field that maps to kml tag `<refreshMode>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_REFRESHMODE_FIELD`.
- **networklink\_refreshinterval**: real field that maps to kml tag `<refreshInterval>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_REFRESHINTERVAL_FIELD`.
- **networklink\_viewrefreshmode**: string field that maps to kml tag `<viewRefreshMode>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_VIEWREFRESHMODE_FIELD`.
- **networklink\_viewrefresh\_time**: real field that maps to kml tag `<viewRefreshTime>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_VIEWREFRESHTIME_FIELD`.
- **networklink\_viewboundscale**: real field that maps to kml tag `<viewBoundScale>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_VIEWBOUNDSCALE_FIELD`.
- **networklink\_viewformat**: string field that maps to kml tag `<viewFormat>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_VIEWFORMAT_FIELD`.
- **networklink\_httpquery**: string field that maps to kml tag `<httpQuery>` of a `NetworkLink`. The name of the ogr field can be changed with the configuration option `LIBKML_NETWORKLINK_HTTPQUERY_FIELD`.
- **camera\_longitude**: real field that maps to kml tag `<longitude>` of a `<Camera>`. The name of the ogr field can be changed with the configuration option `LIBKML_CAMERA_LONGITUDE_FIELD`.
- **camera\_latitude**: real field that maps to kml tag `<latitude>` of a `<Camera>`. The name of the ogr field can be changed with the configuration option `LIBKML_CAMERA_LATITUDE_FIELD`.
- **camera\_altitude**: real field that maps to kml tag `<altitude>` of a `<Camera>`. The name of the ogr field can be changed with the configuration option `LIBKML_CAMERA_ALTITUDE_FIELD`.
- **camera\_altitudemode**: real field that maps to kml tag `<altitudeMode>` of a `<Camera>`. The name of the ogr field can be changed with the configuration option `LIBKML_CAMERA_ALTITUDEMODO_FIELD`.
- **photooverlay**: string field that maps to the href element of the kml tag `<href>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_PHOTOOVERLAY_FIELD`.
- **leftfov**: real field that maps to kml tag `<LeftFov>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_LEFTFOV_FIELD`.
- **rightfov**: real field that maps to kml tag `<RightFov>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_RIGHTFOV_FIELD`.

- **bottomfov**: real field that maps to to kml tag `<BottomFov>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_BOTTOMTFOV_FIELD`.
- **topfov**: real field that maps to to kml tag `<TopFov>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_TOPFOV_FIELD`.
- **near**: real field that maps to to kml tag `<Near>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_NEAR_FIELD`.
- **shape**: string field that maps to to kml tag `<shape>` of a `<PhotoOverlay>`. The name of the ogr field can be changed with the configuration option `LIBKML_SHAPE_FIELD`.
- **imagepyramid\_tilesize**: integer field that maps to to kml tag `<tileSize>` of a `<ImagePyramid>`. The name of the ogr field can be changed with the configuration option `LIBKML_IMAGEPYRAMID_TILESIZE`.
- **imagepyramid\_maxwidth**: integer field that maps to to kml tag `<maxWidth>` of a `<ImagePyramid>`. The name of the ogr field can be changed with the configuration option `LIBKML_IMAGEPYRAMID_MAXWIDTH`.
- **imagepyramid\_maxheight**: integer field that maps to to kml tag `<maxHeight>` of a `<ImagePyramid>`. The name of the ogr field can be changed with the configuration option `LIBKML_IMAGEPYRAMID_MAXHEIGHT`.
- **imagepyramid\_gridorigin**: string field that maps to to kml tag `<gridOrigin>` of a `<ImagePyramid>`. The name of the ogr field can be changed with the configuration option `LIBKML_IMAGEPYRAMID_GRIDORIGIN`.
- **OGR\_STYLE**: string field that maps to a features style string, OGR reads this field if there is no style string set on the feature.

### 7.36.6 Geometry

Translation of *OGRGeometry* to KML Geometry is pretty strait forwards with only a couple of exceptions. Point to `<Point>` (unless heading and/or tilt and/or roll field names are found, in which case a `Camera` object will be generated), LineString to `<LineString>`, LinearRing to `<LinearRing>`, and Polygon to `<Polygon>`. In OGR a polygon contains an array of LinearRings, the first one being the outer ring. KML has the tags `<outerBoundaryIs>` and `<innerBoundaryIs>` to differentiate between the two. OGR has several Multi types of geometry : GeometryCollection, MultiPolygon, MultiPoint, and MultiLineString. When possible, OGR will try to map `<MultiGeometry>` to the more precise OGR geometry type (MultiPoint, MultiLineString or MultiPolygon), and default to GeometryCollection in case of mixed content.

Sometimes kml geometry will span the dateline, In applications like qgis or mapserver this will create horizontal lines all the way around the globe. Setting the configuration option `LIBKML_WRAPDATELINE` to “yes” will cause the libkml driver to split the geometry at the dateline when read.

### 7.36.7 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the `/vsizip/` (read-write) , `/vsigzip/` (read-write) , `/vsicurl/` (read-only) domains.

Writing to `/dev/stdout` or `/vsistdout/` is also supported.

### 7.36.8 Example

The following bash script will build a *csv* file and a *vrt* file, and then translate them to KML using *ogr2ogr* into a .kml file with timestamps and styling.

```
#!/bin/bash
# Copyright (c) 2010, Brian Case
#
# Permission is hereby granted, free of charge, to any person obtaining a
# copy of this software and associated documentation files (the "Software"),
# to deal in the Software without restriction, including without limitation
# the rights to use, copy, modify, merge, publish, distribute, sublicense,
# and/or sell copies of the Software, and to permit persons to whom the
# Software is furnished to do so, subject to the following conditions:
#
# The above copyright notice and this permission notice shall be included
# in all copies or substantial portions of the Software.
#
# THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS
# OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
# FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL
# THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
# LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING
# FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER
# DEALINGS IN THE SOFTWARE.

icon="http://maps.google.com/mapfiles/kml/shapes/shaded_dot.png"
rgba33="#FF9900"
rgba70="#FFFF00"
rgba150="#00FF00"
rgba300="#0000FF"
rgba500="#9900FF"
rgba800="#FF0000"

function docsv {

    IFS=','

    while read Date Time Lat Lon Mag Dep
    do
        ts=$(echo $Date | sed 's/:-:g')T${Time%.*}Z
        rgba=""

        if [[ $rgba == "" ]] && [[ $Dep -lt 33 ]]
        then
            rgba=$rgba33
        fi

        if [[ $rgba == "" ]] && [[ $Dep -lt 70 ]]
        then
            rgba=$rgba70
        fi

        fi
    done
}
```

(continues on next page)

```

        if [[ $rgba == "" ]] && [[ $Dep -lt 150 ]]
        then
            rgba=$rgba150
        fi

        if [[ $rgba == "" ]] && [[ $Dep -lt 300 ]]
        then
            rgba=$rgba300
        fi

        if [[ $rgba == "" ]] && [[ $Dep -lt 500 ]]
        then
            rgba=$rgba500
        fi

        if [[ $rgba == "" ]]
        then
            rgba=$rgba800
        fi

        style="\$SYMBOL(s:$Mag,id:\\"$icon\\",c:$rgba)\\"

        echo $Date,$Time,$Lat,$Lon,$Mag,$Dep,$ts,"$style"
    done
}

wget http://neic.usgs.gov/neis/gis/qed.asc -O /dev/stdout | \
    tail -n +2 > qed.asc

echo Date,TimeUTC,Latitude,Longitude,Magnitude,Depth,timestamp,OGR_STYLE > qed.csv

docsv < qed.asc >> qed.csv

cat > qed.vrt << EOF
<OGRVRTDataSource>
    <OGRVRTLayer name="qed">
        <SrcDataSource>qed.csv</SrcDataSource>
        <GeometryType>wkbPoint</GeometryType>
        <LayerSRS>WGS84</LayerSRS>
        <GeometryField encoding="PointFromColumns" x="Longitude" y="Latitude"/>
    </OGRVRTLayer>
</OGRVRTDataSource>

EOF

ogr2ogr -f libkml qed.kml qed.vrt

```

## 7.37 Dutch Kadaster LV BAG 2.0 Extract

New in version 3.2.

---

### Driver short name

LVBAG

---



---

### Build dependencies

libexpat

---

This driver can read XML files in the LV BAG 2.0 extract format as provided by the Dutch Kadaster BAG products. All LV BAG 2.0 extract products are supported. The driver supports all BAG layers including those introduced in BAG 2.0.

The driver is only available if GDAL/OGR is compiled against the Expat library.

Each extract XML file is presented as a single OGR layer. The layers are georeferenced in their native (EPSG:28992) SRS.

More information about the LV BAG 2.0 can be found at <https://www.kadaster.nl/zakelijk/producten/adressen-en-gebouwen/bag-2.0-extract>

LV BAG model definitions are available at <https://developer.kadaster.nl/schemas/-/categories/4119958>

Note 1 : The earlier BAG 1.0 extract is **not supported** by this driver.

Note 2 : The driver will only read ST (Standaard Levering) extract files. Mutation ML (Mutatie Levering) files are not supported.

### 7.37.1 Open options

The following open options can be specified (typically with the **-oo** name=value parameters of ogrinfo or ogr2ogr):

- **AUTOCORRECT\_INVALID\_DATA**=YES/NO (defaults to NO). Whether or not the driver must try to adjust the data if a feature contains invalid or corrupted data. This typically includes fixing invalid geometries (with GEOS >= 3.8.0), dates, object status etc.
- **LEGACY\_ID**=YES/NO (defaults to NO). Format the BAG identifiers compatible with BAG 1.0.

### 7.37.2 VSI Virtual File System API support

The driver supports reading from files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ domain. See examples below.

### 7.37.3 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.37.4 Examples

- The ogr2ogr utility can be used to dump the results of a LV BAG extract to WGS84 in GeoJSON:

```
ogr2ogr -t_srs EPSG:4326 -f GeoJSON output.json 9999PND01012020_000001.xml
```

- How to dump contents of extract file as OGR sees it:

```
ogrinfo -ro 9999PND01012020_000001.xml
```

- Insert repaired features from LV BAG extract archive into PostgreSQL as WGS84 geometries. The table ‘pand’ will be created with the features from 9999PND18122019.zip. The database instance (lvbag) must already exist, and the table ‘pand’ must not already exist.

```
ogr2ogr -oo AUTOCORRECT_INVALID_DATA=YES -t_srs EPSG:4326 -f PostgreSQL \
PG:dbname=lvbag /vsizip/9999PND18122019.zip
```

- Load a LV BAG extract directory into Postgres:

```
ogr2ogr \
-f "PostgreSQL" PG:dbname="my_database" \
9999PND18122019/ \
-nln "name_of_new_table"
```

- Create GeoPackage from ‘Nummeraanduiding’ dataset:

```
ogr2ogr \
-f "GPKG" nummeraanduiding.gpkg \
0000NUM01052020/
```

### 7.37.5 See Also

- [Kadaster LV BAG 2.0 page \(Dutch\)](#)

## 7.38 MapML

New in version 3.1.

---

#### Driver short name

MapML

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver implements read and write support for the [MapML specification](#). It only implements reading and writing vector features.

**Warning:** This driver implements an experimental specification, and inherits its experimental status. This specification may change at a later point, or not be adopted. Files written by this driver may no longer be readable in later versions of GDAL.

## 7.38.1 Driver capabilities

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.38.2 Read support

Layers are identified with the `class` attribute of features.

Fields are retrieved from the HTML table in the `properties` element of features. This assumes that they are written following the exact same structure as the write side of the driver. Otherwise no fields will be retrieved. Field type is guessed from the values, and may consequently be sometimes inaccurate.

## 7.38.3 Write support

Several layers can be written in the same MapML file.

Only the following CRS are natively supported, EPSG:4326 (WGS 84), EPSG:3857 (WebMercator), EPSG:3978 (NAD83 / Canada Atlas Lambert) and EPSG:5936 (WGS 84 / EPSG Alaska Polar Stereographic). Layers in other CRS will be automatically reprojected to EPSG:4326.

Geometry types Point, LineString, Polygon, MultiPoint, MultiLineString, MultiPolygon and GeometryCollection are supported.

Attributes are written as a HTML table.

### 7.38.4 Dataset creation options

- **HEAD**=string: Filename or inline XML content for head element.
- **EXTENT\_UNITS**=AUTO/WGS84/OSMTILE/CBMTILE/APSTILE: To override the CRS.
- **EXTENT\_ACTION**=string: Value of `extent@action` attribute.
- **EXTENT\_XMIN**=float: Override extent xmin value.
- **EXTENT\_YMIN**=float: Override extent ymin value.
- **EXTENT\_XMAX**=float: Override extent xmax value.
- **EXTENT\_YMAX**=float: Override extent ymax value.
- **EXTENT\_XMIN\_MIN**=float: Min value for extent.xmin value.
- **EXTENT\_XMIN\_MAX**=float: Max value for extent.xmin value.
- **EXTENT\_YMIN\_MIN**=float: Min value for extent.ymin value.
- **EXTENT\_YMIN\_MAX**=float: Max value for extent.ymin value.
- **EXTENT\_XMAX\_MIN**=float: Min value for extent.xmax value.
- **EXTENT\_XMAX\_MAX**=float: Max value for extent.xmax value.
- **EXTENT\_YMAX\_MIN**=float: Min value for extent.ymax value.
- **EXTENT\_YMAX\_MAX**=float: Max value for extent.ymax value.
- **EXTENT\_ZOOM**=int: Value of extent.zoom.
- **EXTENT\_ZOOM\_MIN**=int: Min value for extent.zoom.
- **EXTENT\_ZOOM\_MAX**=int: Max value for extent.zoom.
- **EXTENT\_EXTRA**=string: Filename of inline XML content for extra content to insert in extent element.
- **BODY\_LINKS**=string: Inline XML content for extra content to insert as link elements in the body. For example `'<link type="foo" href="bar" /><link type="baz" href="baw" />'`

### 7.38.5 Links

- [MapML specification](#)
- [MapML schemas](#)
- [\*gdal2tiles.py\* mapml output](#)

## 7.39 Memory

---

**Driver short name**Memory

---

---

**Driver built-in by default**

This driver is built-in by default

---

This driver implements read and write access layers of features contained entirely in memory. This is primarily useful as a high performance, and highly malleable working data store. All update options, geometry types, and field types are supported.

There is no way to open an existing Memory datastore. It must be created with `CreateDataSource()` and populated and used from that handle. When the datastore is closed all contents are freed and destroyed.

The driver does not implement spatial or attribute indexing, so spatial and attribute queries are still evaluated against all features. Fetching features by feature id should be very fast (just an array lookup and feature copy).

### 7.39.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.39.2 Creation Issues

Any name may be used for a created datasource. There are no datasource or layer creation options supported. Layer names need to be unique, but are not otherwise constrained.

Before GDAL 2.1, feature ids passed to `CreateFeature()` are preserved *unless* they exceed 10000000 in which case they will be reset to avoid a requirement for an excessively large and sparse feature array. Starting with GDAL 2.1, sparse IDs can be handled.

New fields can be added or removed to a layer that already has features.

## 7.40 MapInfo TAB and MIF/MID

---

#### Driver short name

MapInfo File

---

---

#### Driver built-in by default

This driver is built-in by default

---

MapInfo datasets in native (TAB) format and in interchange (MIF/MID) format are supported for reading and writing. Update of existing TAB files is supported (append of new features, modifications and deletions of existing features, adding/renaming/deleting fields, ...). Update of existing MIF/MID files is not supported.

Note: In the rest of this document “MIF/MID File” is used to refer to a pair of .MIF + .MID files, and “TAB file” refers to the set of files for a MapInfo table in binary form (usually with extensions .TAB, .DAT, .MAP, .ID, .IND).

The MapInfo driver treats a whole directory of files as a dataset, and a single file within that directory as a layer. In this case the directory name should be used as the dataset name.

However, it is also possible to use one of the files (.tab or .mif) in a MapInfo set as the dataset name, and then it will be treated as a dataset with one single layer.

MapInfo coordinate system information is supported for reading and writing.

## 7.40.1 Driver capabilities

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.40.2 Creation Issues

The TAB File format requires that the bounds (geographical extents) of a new file be set before writing the first feature.

There is currently no automated setting of valid default bounds for each spatial reference system, so for the time being, the MapInfo driver sets the following default bounds when a new layer is created:

- For a file in LAT/LON (geographic) coordinates: BOUNDS (-180, -90) (180, 90)
- For any other projection: BOUNDS (-30000000 + false\_easting, -15000000 + false\_northing) (30000000 + false\_easting, 15000000 + false\_northing)

It is possible to override those bounds through two mechanisms.

- specify a user-defined file that contain projection definitions with bounds. The name of this file must be specified with the MITAB\_BOUNDS\_FILE configuration option. This allows users to override the default bounds for existing projections, and to define bounds for new projections not listed in the hard-coded table in the driver. The format of the file is a simple text file with one CoordSys string per line. The CoordSys lines should follow the MIF specs, and MUST include the optional Bounds definition at the end of the line, e.g.

```
# Lambert 93 French bounds
CoordSys Earth Projection 3, 33, "m", 3, 46.5, 44, 49.000000000002, 700000, 6600000,
↳ Bounds (75000, 6000000) (1275000, 7200000)
```

It is also possible to establish a mapping between a source CoordSys and a target CoordSys with bounds. Such a mapping is specified by adding a line starting with “Source = ” followed by a CoordSys (spaces before or after the equal sign do not matter). The following line should start with “Destination = ” followed by a CoordSys with bounds, e.g.

```
# Map generic Lambert 93 to French Lambert 93, Europe bounds
Source      = CoordSys Earth Projection 3, 33, "m", 3, 46.5, 44, 49, 7000000, 6600000
Destination = CoordSys Earth Projection 3, 33, "m", 3, 46.5, 44, 49.000000000001, 6600000
↳7000000, 6600000 Bounds (-792421, 5278231) (3520778, 9741029)
```

- use the BOUNDS layer creation option (see below)

If no coordinate system is provided when creating a layer, the projection case is used, not geographic, which can result in very low precision if the coordinates really are geographic. You can add “-a\_srs WGS84” to the **ogr2ogr** commandline during a translation to force geographic mode.

MapInfo feature attributes suffer a number of limitations:

- Only Integer, Real and String field types can be created. The various list, and binary field types cannot be created.
- For String fields, the field width is used to establish storage size in the .dat file. This means that strings longer than the field width will be truncated
- String fields without an assigned width are treated as 254 characters.

#### 7.40.2.1 Dataset Creation Options

- **FORMAT=MIF**: To create MIF/MID instead of TAB files (TAB is the default).
- **SPATIAL\_INDEX\_MODE=QUICK/OPTIMIZED**: The default is QUICK force “quick spatial index mode”. In this mode writing files can be about 5 times faster, but spatial queries can be up to 30 times slower. This can be set to OPTIMIZED to generate optimized spatial index.
- **BLOCKSIZE=[512,1024,...,32256]** (multiples of 512): Block size for .map files. Defaults to 512. MapInfo 15.2 and above creates .tab files with a blocksize of 16384 bytes. Any MapInfo version should be able to handle block sizes from 512 to 32256.

#### 7.40.2.2 Layer Creation Options

- **BOUNDS=xmin,ymin,xmax,ymax**: Define custom layer bounds to increase the accuracy of the coordinates. Note: the geometry of written features must be within the defined box.
- **ENCODING=value**: (GDAL >=2.3) Define the encoding for field names and field values. The encoding name is specified in the format supported by CPLRecode (e.g. ISO-8859-1, CP1251, CP1252 ...) and internally converted to MapInfo charsets names. Default value is ‘’ that equals to ‘Neutral’ MapInfo charset.
- **DESCRIPTION=value**: (GDAL >= 3.1.0) Friendly layer name (only for TAB format). Friendly names can be up to 256 characters long and can include most ASCII characters. Supported by MapInfo Pro v15.0 or higher.

#### 7.40.2.3 Configuration options

The following *configuration options* are available:

- **MITAB\_SET\_TOWGS84\_ON\_KNOWN\_DATUM=YES/NO**: (GDAL >= 3.0.3). The default behavior, starting with GDAL 3.0.3, is NO. That is, the TOWGS84 parameters read from the .tab header will *not* be set on the Datum object of the CRS, when the datum can be inferred.

#### 7.40.2.4 See Also

- [MITAB Page](#)
- [About friendly layer names](#)

## 7.41 MongoDBv3

New in version 3.0.

---

### Driver short name

MongoDBv3

---

---

### Build dependencies

Mongo CXX >= 3.4.0 client library

---

This driver can connect to the a MongoDB service.

The driver supports read, creation, update and delete operations of documents/features and collections/layers. The MongoDB database must exist before operating on it with OGR.

This driver requires the MongoDB C++ v3.4.0 client library.

### 7.41.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.41.2 MongoDB vs OGR concepts

A MongoDB collection within a database is considered as a OGR layer. A MongoDB document is considered as a OGR feature.

### 7.41.3 Dataset name syntax

There are two main possible syntaxes:

- One using **MongoDB URI** prefixed with **MONGODBV3:**, such as **MON-GODBV3:mongodb://[usr:pwd@]host1[:port1]...[,hostN[:portN]][/[db][?options]]**
- One using just **MongoDBv3:** as the name and open options to specify host, port, user, password, database, etc...

Note: the **MONGODBV3:** prefix before a URI starting with *mongodb://* is required to make it recognize by this driver, instead of the legacy driver. If the URI is starting with *mongodb+srv://*, then it is not needed.

The open options available are :

- **URI=uri:** **Connection URI**
- **HOST=hostname:** Server hostname. Default to localhost.
- **PORT=port.** Server port. Default to 27017.
- **DBNAME=dbname.** Database name. Should be specified when connecting to hosts with user authentication enabled.
- **USER=name.** User name.
- **PASSWORD=password.** User password.
- **SSL\_PEM\_KEY\_FILE=filename.** SSL PEM certificate/key filename.
- **SSL\_PEM\_KEY\_PASSWORD=password.** SSL PEM key password.
- **SSL\_CA\_FILE=filename.** SSL Certification Authority filename.
- **SSL\_CRL\_FILE=filename.** SSL Certification Revocation List filename.
- **SSL\_ALLOW\_INVALID\_CERTIFICATES=YES/NO.** Whether to allow connections to servers with invalid certificates. Defaults to NO.
- **BATCH\_SIZE=number.** Number of features to retrieve per batch. For most queries, the first batch returns 101 documents or just enough documents to exceed 1 megabyte. Subsequent batch size is 4 megabytes.
- **FEATURE\_COUNT\_TO\_ESTABLISH\_FEATURE\_DEFN=number.** Number of features to retrieve to establish feature definition. -1 = unlimited. Defaults to 100.
- **JSON\_FIELD=YES/NO.** Whether to include a field called “\_json” with the full document as JSON. Defaults to NO.
- **FLATTEN\_NESTED\_ATTRIBUTE=YES/NO.** Whether to recursively explore nested objects and produce flatten OGR attributes. Defaults to YES.
- **FID=name.** Field name, with integer values, to use as FID. Defaults to ogc\_fid.
- **USE\_OGR\_METADATA=YES/NO.** Whether to use the \_ogr\_metadata collection to read layer metadata. Defaults to YES.
- **BULK\_INSERT=YES/NO.** Whether to use bulk insert for feature creation. Defaults to YES.

### 7.41.4 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server when a “2d” or “2dsphere” spatial index is available on the geometry field.

However, in the current state, SQL attribute filters set with `SetAttributeFilter()` are evaluated only on client-side. To enable server-side filtering, the string passed to `SetAttributeFilter()` must be a JSON object in the [MongoDB filter syntax](#).

### 7.41.5 Paging

Features are retrieved from the server by chunks of 101 documents or just enough documents to exceed 1 megabyte. Subsequent batch size is 4 megabytes. This can be altered with the `BATCH_SIZE` open option.

### 7.41.6 Schema

When reading a MongoDB collection, OGR must establish the schema of attribute and geometry fields, since, contrary to MongoDB collections which are schema-less, OGR has a fixed schema concept.

In the general case, OGR will read the first 100 documents (can be altered with the `FEATURE_COUNT_TO_ESTABLISH_FEATURE_DEFN` open option) of the collection and build the schema that best fit to the found fields and values.

If the collection/layer has been previously created with OGR, a `_ogr_metadata` special collection contains the OGR schema, in which case it will be directly used. It might be possible to ignore the schema written in `_ogr_metadata` by setting the `USE_OGR_METADATA=NO` open option.

It is also possible to set the `JSON_FIELD=YES` open option so that a `_json` special field is added to the OGR schema. When reading MongoDB documents as OGR features, the full JSON version of the document will be stored in the `_json` field. This might be useful in case of complex documents or with data types that do not translate well in OGR data types. On creation/update of documents, if the `_json` field is present and set, its content will be used directly (other fields will be ignored).

### 7.41.7 Feature ID

MongoDB have a special `_id` field that contains the unique ID of the document. This field is returned as an OGR field, but cannot be used as the OGR special `FeatureID` field, which must be of integer type. By default, OGR will try to read a potential ‘`ogc_fid`’ field to set the OGR `FeatureID`. The name of this field to look up can be set with the `FID` open option. If the field is not found, the `FID` returned by OGR will be a sequential number starting at 1, but it is not guaranteed to be stable at all.

### 7.41.8 ExecuteSQL() interface

If specifying “MongoDB” as the dialect of `ExecuteSQL()`, a JSON string with a serialized [MongoDB command](#) can be passed. The result will be returned as a JSON string in a single OGR feature.

Standard SQL requests will be executed on client-side.



### 7.41.9 Write support

Layer/collection creation and deletion is possible.

Write support is only enabled when the datasource is opened in update mode.

When inserting a new feature with `CreateFeature()`, and if the command is successful, OGR will fetch the returned `_id` and use it for the `SetFeature()` operation.

### 7.41.10 Layer creation options

The following layer creation options are supported:

- **OVERWRITE=**YES/NO. Whether to overwrite an existing collection with the layer name to be created. Defaults to NO.
- **GEOMETRY\_NAME=**name. Name of geometry column. Defaults to 'geometry'.
- **SPATIAL\_INDEX=**YES/NO. Whether to create a spatial index (2dsphere). Defaults to YES.
- **FID=**string. Field name, with integer values, to use as FID. Defaults to 'ogc\_fid'
- **WRITE\_OGR\_METADATA=**YES/NO. Whether to create a description of layer fields in the `_ogr_metadata` collection. Defaults to YES.
- **DOT\_AS\_NESTED\_FIELD=**YES/NO. Whether to consider dot character in field name as sub-document. Defaults to YES.
- **IGNORE\_SOURCE\_ID=**YES/NO. Whether to ignore `_id` field in features passed to `CreateFeature()`. Defaults to NO.

### 7.41.11 Examples

Listing the tables of a MongoDB database:

```
ogrinfo -ro mongodb+srv://user:password@cluster0-ox9uy.mongodb.net/test
```

Filtering on a MongoDB field:

```
ogrinfo -ro mongodb+srv://user:password@cluster0-ox9uy.mongodb.net/test -where '{ "field
↪": 5 }'
```

Creating and populating a collection from a shapefile:

```
ogr2ogr -update mongodb+srv://user:password@cluster0-ox9uy.mongodb.net/test shapefile.shp
```

### 7.41.12 Build instructions

GDAL/OGR must be built against the [MongoDB C++ driver client library](#), v3.4.0, in order to the MongoDBv3 driver to be compiled.

You must first follow [MongoDB C++ driver client build instructions](#).

Then:

- On Linux/Unix, run `./configure --with-mongocxxv3` (potentially by overriding `PKG_CONFIG_PATH` to point to the `{INSTALLATION_PREFIX_OF_MONGOCXX}/lib/pkgconfig`

- On Windows, uncomment and adapt the following in `nmake.opt` (or add in `nmake.local`):

```
# Uncomment for MongoDBv3 support
# Uncomment following line if plugin is preferred
#MONGODBV3_PLUGIN = YES
BOOST_INC=E:/boost_1_69_0
MONGOCXXV3_CFLAGS = -IE:/dev/install-mongocxx-3.4.0/include/mongocxx/v_noabi -IE:/
↪dev/install-mongocxx-3.4.0/include/bsoncxx/v_noabi
MONGOCXXV3_LIBS = E:/dev/install-mongocxx-3.4.0/lib/mongocxx.lib E:/dev/install-
↪mongocxx-3.4.0/lib/bsoncxx.lib
```

### 7.41.13 See Also

- [MongoDB C++ Driver](#)
- [MongoDB Manual](#)

## 7.42 MSSQLSpatial - Microsoft SQL Server Spatial Database

---

### Driver short name

MSSQLSpatial

---

---

### Build dependencies

ODBC library

---

This driver implements support for access to spatial tables in Microsoft SQL Server 2008+ which contains the geometry and geography data types to represent the geometry columns.

### 7.42.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.42.2 Connecting to a database

To connect to a MSSQL datasource, use a connection string specifying the database name, with additional parameters as necessary. The connection strings must be prefixed with ‘*MSSQL:*’.

```
MSSQL:server=.\MSSQLSERVER2008;database=dbname;trusted_connection=yes
```

In addition to the standard parameters of the [ODBC driver connection string](#) format the following custom parameters can also be used in the following syntax:

- **Tables=***schema1.table1(geometry column1),schema2.table2(geometry column2)*: By using this parameter you can specify the subset of the layers to be used by the driver. If this parameter is not set, the layers are retrieved from the *geometry\_columns* metadata table. You can omit specifying the schema and the geometry column portions of the syntax.
- **GeometryFormat=***native|wkb|wkt|wkbzm*: The desired format in which the geometries should be retrieved from the server. The default value is ‘native’ in this case the native *SqlGeometry* and *SqlGeography* serialization format is used. When using the ‘wkb’ or ‘wkt’ setting the geometry representation is converted to ‘Well Known Binary’ and ‘Well Known Text’ at the server. This conversion requires a significant overhead at the server and makes the feature access slower than using the native format. The *wkbzm* format can only be used with SQL Server 2012.

The parameter names are not case sensitive in the connection strings.

Specifying the **Database** parameter is required by the driver in order to select the proper database.

The connection may contain the optional **Driver** parameter if a custom SQL server driver should be loaded (like *FreeTDS*). The default is **{SQL Server}**

### 7.42.3 Layers

If the user defines the environment variable *MSSQLSPATIAL\_LIST\_ALL\_TABLES=YES* (and does not specify *Tables=* in the connection string), all regular user tables will be treated as layers. This option is useful if you want tables with no spatial data

By default the MSSQL driver will only look for layers that are registered in the *geometry\_columns* metadata table. If the user defines the environment variable *MSSQLSPATIAL\_USE\_GEOMETRY\_COLUMNS=NO* then the driver will look for all user spatial tables found in the system catalog

### 7.42.4 SQL statements

The MS SQL Spatial driver passes SQL statements directly to MS SQL by default, rather than evaluating them internally when using the *ExecuteSQL()* call on the *OGRDataSource*, or the *-sql* command option to *ogr2ogr*. Attribute query expressions are also passed directly through to MSSQL. It’s also possible to request the OGR MSSQL driver to handle SQL commands with the *OGR SQL* engine, by passing “**OGRSQL**” string to the *ExecuteSQL()* method, as the name of the SQL dialect.

The MSSQL driver in OGR supports the *OGRLayer::StartTransaction()*, *OGRLayer::CommitTransaction()* and *OGRLayer::RollbackTransaction()* calls in the normal SQL sense.

## 7.42.5 Creation Issues

This driver doesn't support creating new databases, you might want to use the *Microsoft SQL Server Client Tools* for this purpose, but it does allow creation of new layers within an existing database.

### 7.42.5.1 Layer Creation Options

- **GEOM\_TYPE**: The GEOM\_TYPE layer creation option can be set to one of "geometry" or "geography". If this option is not specified the default value is "geometry". So as to create the geometry column with "geography" type, this parameter should be set "geography". In this case the layer must have a valid spatial reference of one of the geography coordinate systems defined in the **sys.spatial\_reference\_systems** SQL Server metadata table. Projected coordinate systems are not supported in this case.
- **OVERWRITE**: This may be "YES" to force an existing layer of the desired name to be destroyed before creating the requested layer.
- **LAUNDER**: This may be "YES" to force new fields created on this layer to have their field names "laundered" into a form more compatible with MSSQL. This converts to lower case and converts some special characters like "-" and "#" to "\_". If "NO" exact names are preserved. The default value is "YES". If enabled the table (layer) name will also be laundered.
- **PRECISION**: This may be "YES" to force new fields created on this layer to try and represent the width and precision information, if available using numeric(width,precision) or char(width) types. If "NO" then the types float, int and varchar will be used instead. The default is "YES".
- **DIM={2,3}**: Control the dimension of the layer. Defaults to 3.
- **GEOMETRY\_NAME**: Set the name of geometry column in the new table. If omitted it defaults to *ogr\_geometry*.
- **SCHEMA**: Set name of schema for new table. If this parameter is not supported the default schema "dbo" is used.
- **SRID**: Set the spatial reference id of the new table explicitly. The corresponding entry should already be added to the spatial\_ref\_sys metadata table. If this parameter is not set the SRID is derived from the authority code of source layer SRS.
- **SPATIAL\_INDEX**: Boolean flag (YES/NO) to enable/disable the automatic creation of a spatial index on the newly created layers (enabled by default).
- **UPLOAD\_GEOM\_FORMAT**: Specify the geometry format (wkb or wkt) when creating or modifying features. The default is wkb.
- **FID**: Name of the FID column to create. Defaults to *ogr\_fid*.
- **FID64**: Specifies whether to create the FID column with bigint type to handle 64bit wide ids. Default = NO
- **GEOMETRY\_NULLABLE**: Specifies whether the values of the geometry column can be NULL. Default = YES
- **EXTRACT\_SCHEMA\_FROM\_LAYER\_NAME**: (From GDAL 2.3.0) Can be set to NO to avoid considering the dot character as the separator between the schema and the table name. Defaults to YES.

## 7.42.6 Configuration options

The following *configuration options* are available:

- **MSSQLSPATIAL\_USE\_BCP:** (From GDAL 2.1.0) Enable bulk insert when adding features. This option requires to compile GDAL against a bulk copy enabled ODBC driver like SQL Server Native Client 11.0. To specify a BCP supported driver in the connection string, use the driver parameter, like DRIVER={SQL Server Native Client 11.0}. If GDAL is compiled against SQL Server Native Client 10.0 or 11.0 the driver is selected automatically not requiring to specify that in the connection string. If GDAL is compiled against SQL Server Native Client 10.0 or 11.0 the default setting of this parameter is TRUE, otherwise the parameter is ignored by the driver.
- **MSSQLSPATIAL\_BCP\_SIZE:** (From GDAL 2.1.0) Specifies the bulk insert batch size. The larger value makes the insert faster, but consumes more memory. Default = 1000.
- **MSSQLSPATIAL\_OGR\_FID:** Override FID column name. Default = ogr\_fid.
- **MSSQLSPATIAL\_ALWAYS\_OUTPUT\_FID:** Always retrieve the FID value of the recently created feature (even if it is not a true IDENTITY column). Default = "NO".
- **MSSQLSPATIAL\_SHOW\_FID\_COLUMN:** Force to display the FID columns as a feature attribute. Default = "NO".
- **MSSQLSPATIAL\_USE\_GEOMETRY\_COLUMNS:** Use/create geometry\_columns metadata table in the database. Default = "YES".
- **MSSQLSPATIAL\_LIST\_ALL\_TABLES:** Use mssql catalog to list available layers. Default = "NO".
- **MSSQLSPATIAL\_USE\_GEOMETRY\_VALIDATION:** (From GDAL 3.0) Let the driver detect the geometries which would trigger run time errors at MSSQL server. The driver tries to correct these geometries before submitting that to the server. Default = "YES".

## 7.42.7 Transaction support

The driver implements transactions at the dataset level, per rfc-54

## 7.42.8 Examples

Creating a layer from an OGR data source

```
ogr2ogr -overwrite -f MSSQLSpatial "MSSQL:server=.\MSSQLSERVER2008;
↳database=geodb;trusted_connection=yes" "rivers.tab"

ogr2ogr -overwrite -f MSSQLSpatial "MSSQL:server=127.0.0.1;database=TestDB;
↳UID=SA;PWD=DummyPassw0rd" "rivers.gpkg"
```

Connecting to a layer and dump the contents

```
ogrinfo -al "MSSQL:server=.\MSSQLSERVER2008;database=geodb;tables=rivers;
↳trusted_connection=yes"

ogrinfo -al "MSSQL:server=127.0.0.1;database=TestDB;driver=ODBC Driver 17 for_
↳SQL Server;UID=SA;PWD=DummyPassw0rd"
```

Connecting with username/password

```
ogrinfo -al MSSQL:server=.\MSSQLSERVER2008;database=geodb;trusted_
↳connection=no;UID=user;PWD=pwd
```

## 7.43 MVT: Mapbox Vector Tiles

New in version 2.3.

---

**Driver short name**

MVT

---

---

**Build dependencies**

(requires SQLite and GEOS for write support)

---

The MVT driver can read and write Mapbox Vector Tile files, as standalone files, uncompressed or gzip-compressed (typical extensions are .pbf, .mvt, .mvt.gz), or a tileset at a given zoom level of such files. Write support requires GDAL to be built with libsqlite3 and GEOS support.

Mapbox Vector Tiles stored within a SQLite container conforming to the MBTiles format are handled by the [MBTiles](#) driver.

Tilesets of MVT files can for example be generated by [tippecanoe](#) or [tileserver-gl](#). The output file hierarchy will contain a [metadata.json](#) file at its root and {z}/{x}/{y}.pbf files with the tiles, where z is the zoom level and (x, y) the coordinate of the tile in a given zoom level. The origin of the tiling system is the top-left tile (XYZ convention). For example, for zoom levels 0 and 1 :

```
/metadata.json
/0/
  0.pbf
/1/
  0.pbf
  1.pbf
  1/
    0.pbf
    1.pbf
```

The driver will assume by default EPSG:3857 (WebMercator) spatial reference system and Z/X/Y tiling structure, if opening a filename with {Z}/{X}/{Y}.pbf or {Z}-{X}-{Y}.pbf name, or a zoom level of a tileset. Otherwise integer coordinates will be reported.

Note: When opening a zoom level of a tileset, the driver will make no effort of stitching together geometries for features that overlap several tiles.

### 7.43.1 Driver capabilities

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

### 7.43.2 Connection strings

The following connection strings are supported:

- `/path/to/some.pbf`
- `MVT:http[s]://path/to/some.pbf`
- `/path/to/{Z}`: where `{Z}` is a zoom level between 0 and 30, tiles are in `/path/to/{Z}/{X}/{Y}.pbf` files, and `/path/to/metadata.json` or `/path/to.json` should typically exist.
- `MVT:http[s]://path/to/{Z}`

The MVT: prefix may be added before the filename or directory name to help forcing identification of datasets in some rare cases where non-guided identification would fail.

### 7.43.3 metadata.json

This file is typically generated by tippecanoe and has the following content:

```
{
  "name": "my_layername",
  "description": "my_layername",
  "version": "2",
  "minzoom": "0",
  "maxzoom": "0",
  "center": "2.500000,49.500000,0",
  "bounds": "2.000000,49.000000,3.000000,50.000000",
  "type": "overlay",
  "format": "pbf",
  "json": "{
    \"vector_layers\": [ {
      \"id\": \"my_layername\",
      \"description\": \"\",
      \"minzoom\": 0,
      \"maxzoom\": 0,
      \"fields\": {
```

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```

        \"bool_false\": \"Boolean\",
        \"bool_true\": \"Boolean\",
        \"float_value\": \"Number\",
        \"pos_int_value\": \"Number\",
        \"pos_int64_value\": \"Number\",
        \"neg_int_value\": \"Number\",
        \"neg_int64_value\": \"Number\",
        \"pos_sint_value\": \"Number\",
        \"pos_sint64_value\": \"Number\",
        \"neg_sint_value\": \"Number\",
        \"neg_sint64_value\": \"Number\",
        \"real_value\": \"Number\",
        \"string_value\": \"String\",
        \"uint_value\": \"Number\",
        \"uint64_value\": \"Number\"
    }
} ],
\"tilestats\": {
    \"layerCount\": 1,
    \"layers\": [
        {
            \"layer\": \"my_layername\",
            \"count\": 2,
            \"geometry\": \"Point\",
            \"attributeCount\": 0,
            \"attributes\": []
        }
    ]
}
} }"
}

```

The MVT driver only uses the “json” key to retrieve the layer names, their fields and the geometry type, and the “bounds” key for the layer extent.

If this file cannot be found, the layer schema is established by scanning the features of the tile(s).

As an extension, OGR handles in reading and writing custom tiling schemes by using the *crs*, *tile\_origin\_upper\_left\_x*, *tile\_origin\_upper\_left\_y* and *tile\_dimension\_zoom\_0* metadata items. For example, for the Finnish ETRS-TM35FIN (EPSG:3067) tiling scheme:

```

{
    "...": "...",
    "crs": "EPSG:3067",
    "tile_origin_upper_left_x": -548576.0,
    "tile_origin_upper_left_y": 8388608.0,
    "tile_dimension_zoom_0": 2097152.0,
}

```



### 7.43.4 Opening options

The following open options are available:

- **X=int\_value**: X coordinate of the EPSG:3857 tile.
- **Y=int\_value**: Y coordinate of the EPSG:3857 tile.
- **Z=int\_value**: Z coordinate of the EPSG:3857 tile.
- **METADATA\_FILE=filename**: Filename of a metadata.json-like file. If opening a /path/to/{Z}/{X}/{Y}.pbf file, the driver will by default try to find /path/to/metadata.json. Setting the value to the empty string is a way of avoid the metadata.json file to be used.
- **CLIP=YES/NO**: Whether to clip geometries of vector features to tile extent. Generators of vector tiles will typically create geometries with a small buffer beyond the tile extent so that geometries intersecting several tiles can be unioned back. Defaults to YES so that that buffer is removed and geometries are clipped exactly to the tile extent.
- **TILE\_EXTENSION=string**: For tilesets, extension of tiles. Defaults to pbf.
- **TILE\_COUNT\_TO\_ESTABLISH\_FEATURE\_DEFN=int\_value**: For tilesets without metadata file, maximum number of tiles to use to establish the layer schemas. Defaults to 1000.

### 7.43.5 Creation issues

Tiles are generated with WebMercator (EPSG:3857) projection by default (custom tiling schemes can be defined with the **TILING\_SCHEME** option). Several layers can be written. It is possible to decide at which zoom level ranges a given layer is written.

Part of the conversion is multi-threaded by default, using as many threads as there are cores. The number of threads used can be controlled with the **GDAL\_NUM\_THREADS** configuration option.

### 7.43.6 Dataset creation options

- **NAME=string**: Tileset name. Defaults to the basename of the output file/directory. Used to fill metadata records.
- **DESCRIPTION=string**: A description of the tileset. Used to fill metadata records.
- **TYPE=overlay/baselayer**: Layer type. Used to fill metadata records.
- **FORMAT=DIRECTORY/MBTILES**: Format into which tiles are written. **DIRECTORY** means that tiles are written in a hierarchy like out\_dir/{z}/{x}/{y}.pbf. **MBTILES** is for a MBTILES container. Defaults to **DIRECTORY**, unless the output filename has a .mbtiles extension
- **TILE\_EXTENSION=string**: For tilesets as directories of files, extension of tiles. Defaults to pbf.
- **MINZOOM=integer**: Minimum zoom level at which tiles are generated. Defaults to 0.
- **MAXZOOM=integer**: Maximum zoom level at which tiles are generated. Defaults to 5. Maximum supported value is 22
- **CONF=string**: Layer configuration as a JSON serialized string. Or, starting with GDAL 3.0.1, filename containing the configuration as JSON.
- **SIMPLIFICATION=float**: Simplification factor for linear or polygonal geometries. The unit is the integer unit of tiles after quantification of geometry coordinates to tile coordinates. Applies to all zoom levels, unless **SIMPLIFICATION\_MAX\_ZOOM** is also defined.
- **SIMPLIFICATION\_MAX\_ZOOM=float**: Simplification factor for linear or polygonal geometries, that applies only for the maximum zoom level.

- **EXTENT**=positive\_integer. Number of units in a tile. The greater, the more accurate geometry coordinates (at the expense of tile byte size). Defaults to 4096
- **BUFFER**=positive\_integer. Number of units for geometry buffering. This value corresponds to a buffer around each side of a tile into which geometries are fetched and clipped. This is used for proper rendering of geometries that spread over tile boundaries by some rendering clients. Defaults to 80 if EXTENT=4096.
- **COMPRESS**=YES/NO. Whether to compress tiles with the Deflate/GZip algorithm. Defaults to YES. Should be left to YES for FORMAT=MBTILES.
- **TEMPORARY\_DB**=string. Filename with path for the temporary database used for tile generation. By default, this will be a file in the same directory as the output file/directory.
- **MAX\_SIZE**=integer. Maximum size of a tile in bytes (after compression). Defaults to 500 000. If a tile is greater than this threshold, features will be written with reduced precision, or discarded.
- **MAX\_FEATURES**=integer. Maximum number of features per tile. Defaults to 200 000.
- **BOUNDS**=min\_long,min\_lat,max\_long,max\_lat. Override default value for bounds metadata item which is computed from the extent of features written.
- **CENTER**=long,lat,zoom\_level. Override default value for center metadata item, which is the center of BOUNDS at minimum zoom level.
- **TILING\_SCHEME**=crs,tile\_origin\_upper\_left\_x,tile\_origin\_upper\_left\_y, tile\_dimension\_zoom\_0: Define a custom tiling scheme with a CRS (typically given as EPSG:XXXX), the coordinates of the upper-left corner of the upper-left tile (0,0) in the CRS, and the dimension of the tile at zoom level 0. Only available for FORMAT=DIRECTORY. The standard WebMercator tiling scheme would be defined by "EPSG:3857,-20037508.343,20037508.343,40075016.686". A tiling scheme for WGS84 geodetic could be "EPSG:4326,-180,180,360". The tiling scheme for Finnish ETRS-TM35FIN (EPSG:3067) is "EPSG:3067,-548576,8388608,2097152". When using such as custom tiling scheme, the 'crs', 'tile\_origin\_upper\_left\_x', 'tile\_origin\_upper\_left\_y' and 'tile\_dimension\_zoom\_0' entries are added to the metadata.json, and are honoured by the OGR MVT reader.

### 7.43.7 Layer configuration

The above mentioned CONF dataset creation option can be set to a string whose value is a JSON serialized document such as the below one:

```
{
  "boundaries_lod0": {
    "target_name": "boundaries",
    "description": "Country boundaries",
    "minzoom": 0,
    "maxzoom": 2
  },
  "boundaries_lod1": {
    "target_name": "boundaries",
    "minzoom": 3,
    "maxzoom": 5
  }
}
```

*boundaries\_lod0* and *boundaries\_lod1* are the name of the OGR layers that are created into the target MVT dataset. They are mapped to the MVT target layer *boundaries*.

It is also possible to get the same behavior with the below layer creation options, although that is not convenient in the ogr2ogr use case.

### 7.43.8 Layer creation options

- **MINZOOM**=integer: Minimum zoom level at which tiles are generated. Defaults to the dataset creation option MINZOOM value.
- **MAXZOOM**=integer: Minimum zoom level at which tiles are generated. Defaults to the dataset creation option MAXZOOM value. Maximum supported value is 22
- **NAME**=string: Target layer name. Defaults to the layer name, but can be overridden so that several OGR layers map to a single target MVT layer. The typical use case is to have different OGR layers for mutually exclusive zoom level ranges.
- **DESCRIPTION**=string: A description of the layer.

### 7.43.9 Examples

```
ogrinfo MVT:https://free.tilehosting.com/data/v3/1 -oo tile_extension="pbf.pict?key=${YOUR_KEY}" --debug on -oo metadata_file="https://free.tilehosting.com/data/v3.json?key=${YOUR_KEY}"
```

```
ogr2ogr -f MVT mytileset source.gpkg -dsco MAXZOOM=10
```

See Also:

- [Mapbox Vector Tile Specification](#)
- *MBTiles* driver
- *tippecanoe*: Builds vector tilesets from large (or small) collections of GeoJSON, Geobuf, or CSV features
- [Links to tools dealing with Mapbox Vector Tiles](#)

## 7.44 MySQL

---

### Driver short name

MySQL

---

### Build dependencies

MySQL library

---

This driver implements read and write access for spatial data in [MySQL](#) tables.

When opening a database, its name should be specified in the form “MySQL:dbname[options]” where the options can include comma separated items like “user=\*userid\*”, “password=\*password\*”, “host=\*host\*” and “port=\*port\*”.

As well, a “tables=\*table\*;\*table\*...” option can be added to restrict access to a specific list of tables in the database. This option is primarily useful when a database has a lot of tables, and scanning all their schemas would take a significant amount of time.

Currently all regular user tables are assumed to be layers from an OGR point of view, with the table names as the layer names. Named views are not currently supported.

If a single integer field is a primary key, it will be used as the FID otherwise the FID will be assigned sequentially, and fetches by FID will be extremely slow.

By default, SQL statements are passed directly to the MySQL database engine. It's also possible to request the driver to handle SQL commands with *OGR SQL* engine, by passing “**OGRSQL**” string to the ExecuteSQL() method, as name of the SQL dialect.

### 7.44.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.44.2 Caveats

- In the case of a layer defined by a SQL statement, fields either named “OGC\_FID” or those that are defined as NOT NULL, are a PRIMARY KEY, and are an integer-like field will be assumed to be the FID.
- Geometry fields are read from MySQL using WKB format. Versions older than 5.0.16 of MySQL are known to have issues with some WKB generation and may not work properly.
- The OGR\_FID column, which can be overridden with the MYSQL\_FID layer creation option, is implemented as a **INT UNIQUE NOT NULL AUTO\_INCREMENT** field. This appears to implicitly create an index on the field.
- The geometry column, which defaults to *SHAPE* and can be overridden with the GEOMETRY\_NAME layer creation option, is created as a **NOT NULL** column in unless SPATIAL\_INDEX is disabled. By default a spatial index is created at the point the table is created.
- SRS information is stored using the OGC Simple Features for SQL layout, with *geometry\_columns* and *spatial\_ref\_sys* metadata tables being created in the specified database if they do not already exist. The *spatial\_ref\_sys* table is **not** pre-populated with SRS and EPSG values like PostGIS. If no EPSG code is found for a given table, the MAX(SRID) value will be used. With MySQL 8.0 or later, the *ST\_SPATIAL\_REFERENCE\_SYSTEMS* table provided by the database is used instead of *spatial\_ref\_sys*.
- Connection timeouts to the server can be specified with the **MYSQL\_TIMEOUT** environment variable. For example, SET MYSQL\_TIMEOUT=3600. It is possible this variable only has an impact when the OS of the MySQL server is Windows.
- The MySQL driver opens a connection to the database using CLIENT\_INTERACTIVE mode. You can adjust this setting (interactive\_timeout) in your mysql.ini or mysql.cnf file of your server to your liking.
- We are using WKT to insert geometries into the database. If you are inserting big geometries, you will need to be aware of the *max\_allowed\_packet* parameter in the MySQL configuration. By default it is set to 1M, but this will not be large enough for really big geometries. If you get an error message like: *Got a packet bigger than 'max\_allowed\_packet' bytes*, you will need to increase this parameter.

### 7.44.3 Creation Issues

The MySQL driver does not support creation of new datasets (a database within MySQL), but it does allow creation of new layers within an existing database.

By default, the MySQL driver will attempt to preserve the precision of OGR features when creating and reading MySQL layers. For integer fields with a specified width, it will use **DECIMAL** as the MySQL field type with a specified precision of 0. For real fields, it will use **DOUBLE** with the specified width and precision. For string fields with a specified width, **VARCHAR** will be used.

The MySQL driver makes no allowances for character encodings at this time.

The MySQL driver is not transactional at this time.

#### 7.44.3.1 Layer Creation Options

- **OVERWRITE**: This may be “YES” to force an existing layer of the desired name to be destroyed before creating the requested layer.
- **LAUNDER**: This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with MySQL. This converts to lower case and converts some special characters like “-” and “#” to “\_”. If “NO” exact names are preserved. The default value is “YES”.
- **PRECISION**: This may be “TRUE” to attempt to preserve field widths and precisions for the creation and reading of MySQL layers. The default value is “TRUE”.
- **GEOMETRY\_NAME**: This option specifies the name of the geometry column. The default value is “SHAPE”.
- **FID**: This option specifies the name of the FID column. The default value is “OGR\_FID”. Note: option was called `MYSQL_FID` in releases before GDAL 2
- **FID64**: This may be “TRUE” to create a FID column that can support 64 bit identifiers. The default value is “FALSE”.
- **SPATIAL\_INDEX**: May be “NO” to stop automatic creation of a spatial index on the geometry column, allowing NULL geometries and possibly faster loading.
- **ENGINE**: Optionally specify database engine to use. In MySQL 4.x this must be set to MyISAM for spatial tables.

The following example datasource name opens the database schema *westholland* with password *psv9570* for userid *root* on the port *3306*. No hostname is provided, so localhost is assumed. The `tables=` directive means that only the *bedrijven* table is scanned and presented as a layer for use.

```
MySQL:westholland,user=root,password=psv9570,port=3306,tables=bedrijven
```

The following example uses `ogr2ogr` to create copy the *world\_borders* layer from a shapefile into a MySQL table. It overwrites a table with the existing name *borders2*, sets a layer creation option to specify the geometry column name to *SHAPE2*.

```
ogr2ogr -f MySQL MySQL:test,user=root world_borders.shp -nln borders2 -update -overwrite_
↳ -lco GEOMETRY_NAME=SHAPE2
```

The following example uses `ogrinfo` to return some summary information about the *borders2* layer in the test database.

```
ogrinfo MySQL:test,user=root borders2 -so
```

```
Layer name: borders2
```

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```

Geometry: Polygon
Feature Count: 3784
Extent: (-180.000000, -90.000000) - (180.000000, 83.623596)
Layer SRS WKT:
GEOGCS["GCS_WGS_1984",
    DATUM["WGS_1984",
        SPHEROID["WGS_84",6378137,298.257223563]],
    PRIMEM["Greenwich",0],
    UNIT["Degree",0.017453292519943295]]
FID Column = OGR_FID
Geometry Column = SHAPE2
cat: Real (0.0)
fips_cntry: String (80.0)
cntry_name: String (80.0)
area: Real (15.2)
pop_cntry: Real (15.2)

```

## 7.45 NAS - ALKIS

---

### Driver short name

NAS

---



---

### Build dependencies

Xerces

---

The NAS driver reads the NAS/ALKIS format used for cadastral data in Germany. The format is a GML profile with fairly complex GML3 objects not easily read with the general OGR GML driver.

This driver depends on GDAL/OGR being built with the Xerces XML parsing library.

The driver looks for “opengis.net/gml” and one of the strings semicolon separated strings listed in the option **NAS\_INDICATOR** (which defaults to “NAS-Operationen;AAA-Fachschema;aaa.xsd;aaa-suite”) to determine if a input is a NAS file and ignores all files without any matches.

In GDAL 2.3 a bunch of workarounds were removed, that caused the driver to remap or ignore some elements and attributes internally to avoid attribute conflicts (e.g. *zeigtAufExternes*). Instead it now takes the **NAS\_GFS\_TEMPLATE** option, that makes it possible to cleanly map element paths to feature attributes using a GFS file like in the GML driver. Multiple geometries per layer are also possible (eg. *ax\_flurstueck.objektkoordinaten* next to the regular *wkb\_geometry*).

A [GFS template](#) and a corresponding [PostgreSQL schema](#) of the full NAS schema are part of [norGIS ALKIS-Import](#) (also featuring a shell script and PyQt frontend which ease the import). The two files were generated using [xmi2db](#) (fork of [xmi2db](#)) from the official application schema.

New in 2.3 is also the option **NAS\_NO\_RELATION\_LAYER** that allows disabling populating the table *alkis\_beziehungen*. The information found there is redundant to the relation fields also contained in original elements/tables. Enabling the option also makes progress reporting available.

This driver was implemented within the context of the [PostNAS project](#), which has more information on its use and other related projects.

### 7.45.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.46 NetCDF: Network Common Data Form - Vector

New in version 2.1.

---

#### Driver short name

netCDF

---



---

#### Build dependencies

libnetcdf

---

The netCDF driver supports read and write (creation from scratch and in some cases append operations) to vector datasets (you can find documentation for the *raster side*)

NetCDF is an interface for array-oriented data access and is used for representing scientific data.

The driver handles the “point” and “profile” *feature types* of the CF 1.6 convention. For CF-1.7 and below (as well as non-CF files), it also supports a more custom approach for non-point geometries.

The driver also supports writing and reading from CF-1.8 convention compliant files that have simple geometry information encoded within them.

### 7.46.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

---

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.46.2 Conventions and Data Formats

The netCDF vector driver supports reading and writing netCDF files following the Climate and Forecast (CF) Metadata Conventions. Vector datasets can be written using the simple geometry specification of the CF-1.8 convention, or by using the CF-1.6 convention and by writing non-point geometry items as WKT.

### 7.46.2.1 Distinguishing the Two Formats

Upon reading a netCDF file, the driver will attempt to read the global *Conventions* attribute. If its value is *CF-1.8* or higher (in this exact format, as specified in the CF convention) then the driver will treat the netCDF file as one that has *CF-1.8* geometries contained within it. If the *Conventions* attribute has a value of *CF-1.6*, the file will be treated as following the CF-1.6 convention.

### 7.46.2.2 CF-1.8 Writing Limitations

Writing to a CF-1.8 netCDF dataset poses some limitations. Only writing the feature types specified by the CF-1.8 standard (see section [Geometry](#) for more details) are supported, and measured features are only partially supported. Other geometries, such as non-simple curve geometries, are not supported in any way.

CF-1.8 datasets also do not support the *append* access mode.

There are what are considered *reserved variable names* for CF-1.8 datasets. These variable names are used by the driver to store its metadata. Refrain from using these names as layer names to avoid naming conflicts when writing datasets with multiple layers.

Suppose a layer in a CF-1.8 dataset has the name LAYER with a field with name FIELD. Then the following names would be considered *reserved*:

- *LAYER\_node\_coordinates*: used to store point information
- *LAYER\_node\_count*: used to store per shape point count information (not created if LAYER has a geometry type of Point)
- *LAYER\_part\_node\_count*: used to store per part point count information (only created if LAYER consists of MultiLineStrings, MultiPolygons, or has at least one Polygon with interior rings)
- *LAYER\_interior\_ring*: used to store interior ring information (only created if LAYER consists of at least one Polygon with interior rings)
- *LAYER\_field\_FIELD*: used to store field information for FIELD.

These names are the only reserved names applying to CF-1.8 datasets.

CF-1.6/WKT datasets are not limited to the aforementioned restrictions.



## 7.46.3 Mapping of concepts

### 7.46.3.1 Field types

On creation of netCDF files, the mapping between OGR field types and netCDF type is the following :

OGR field type	netCDF type
String(1)	char
String	char (bi-dimensional), or string for NC4
Integer	int
Integer(Boolean)	byte
Integer(Int16)	short
Integer64	int64 for NC4, or double for NC3 as a fallback
Real	double
Real(Float32)	float
Date	int (with units="days since 1970-1-1")
DateTime	double (with units="seconds since 1970-1-1 0:0:0")

The driver also writes the following attributes for each OGR fields / netCDF variables.

- *ogr\_field\_name*: OGR field name (useful if the netCDF variable name is different, due to collision)
- *ogr\_field\_type*: OGR field type (such as String,Integer,Date,DateTime,etc...)
- *ogr\_field\_width*: OGR field width. Only set if it is non-zero, except for strings
- *ogr\_field\_precision*: OGR field precision. Only set if it is non-zero

They are written by default (unless the *WRITE\_GDAL\_TAGS* dataset creation option is set to NO). They are not required for reading, but may help to better identify field characteristics

On reading, the mapping is the following :

netCDF type	OGR field type
byte	Integer
ubyte (NC4 only)	Integer
char (mono dimensional)	String(1)
char (bi dimensional)	String
string (NC4 only)	String
short	Integer(Int16)
ushort (NC4 only)	Integer
int	Integer
int or double (with units="days since 1970-1-1")	Date
uint (NC4 only)	Integer64
int64 (NC4 only)	Integer64
uint64 (NC4 only)	Real
float	Real(Float32)
double	Real
double (with units="seconds since 1970-1-1 0:0:0")	DateTime

### 7.46.3.2 Layers

In the CF-1.8 compliant driver, a single layer corresponds to a single **geometry container** within a CF-1.8 compliant netCDF file. A geometry container, per the CF-1.8 specification, is referred to by another variable (presumably a data variable) through the **geometry** attribute. When reading a CF-1.8 compliant netCDF file, all geometry containers within the netCDF file will be present in the opened dataset as separate layers. Similarly, when writing to a CF-1.8 dataset, each layer will be written to a geometry container whose variable name is that of the source layer. When writing to a CF-1.8 dataset specifically, multiple layers are always enabled and are always in a single netCDF file, regardless of the *MULTIPLE\_LAYERS* option.

When working with files made with older versions of the driver (pre CF-1.8), a single netCDF file generally corresponds to a single OGR layer, provided that it contains only mono-dimensional variables, indexed by the same dimension (or bi-dimensional variables of type char). For netCDF v4 files with multiple groups, each group may be seen as a separate OGR layer. On writing, the *MULTIPLE\_LAYERS* dataset creation option can be used to control whether multiple layers is disabled, or if multiple layers should go in separate files, or separate groups.

### 7.46.3.3 Strings

Variable length strings are not natively supported in netCDF v3 format. To work around that, OGR uses bi-dimensional char variables, whose first dimension is the record dimension, and second dimension the maximum width of the string.

By default, OGR implements a “auto-grow” mode in writing, where the maximum width of the variable used to store a OGR string field is extended when needed.

For WKT datasets, this leads to a full rewrite of already written records; although this process is transparent for the user, it can slow down the creation process in non-linear ways. A similar mechanism is used to handle layers with geometry types other than point to store the ISO WKT representation of the geometries.

For CF-1.8 datasets, growing the string width dimension is a relatively inexpensive process which does not involve recopying of records, but involves only a simple integer reassignment. Because of how inexpensive dimension growth is with CF-1.8 datasets, auto growth of the string width dimension is always on.

When using a netCDF v4 output format (NC4), strings will be by default written as netCDF v4 variable length strings.

### 7.46.3.4 Geometry

Supported feature types when reading from a CF-1.8 convention compliant netCDF file include OGRPoint, OGR-LineStyle, OGRPolygon, OGRMultiPoint, OGRMultiLineStyle, and OGRMultiPolygon. Due to slight ambiguities present in the CF-1.8 convention concerning Polygons versus MultiPolygons, the driver will in most cases default to assuming a MultiPolygon for the geometry of a layer with **geometry\_type** polygon. The one exception where a Polygon type will be used is when the attribute **part\_node\_count** is not present within that layer’s geometry container. Per convention requirements, the driver supports reading and writing from geometries with X, Y, and Z axes. Writing from source layers with features containing an M axis is also partially supported. The X, Y, and Z information of a measured feature will be able to be captured in a CF-1.8 netCDF file, but the measure information will be lost completely.

When working with a CF-1.6/WKT dataset, layers with a geometry type of Point or Point25D will cause the implicit creation of x,y(z) variables for a projected coordinate system, or lon,lat(z) variables for geographic coordinate systems. For other geometry types, a variable “ogc\_wkt” ( bi-dimensional char for NC3 output, or string for NC4 output) is created and used to store the geometry as a ISO WKT string.

### 7.46.3.5 “Profile” feature type

The driver can handle “profile” feature type, i.e. phenomena that happen at a few positions along a vertical line at a fixed horizontal position. In that representation, some variables are indexed by the profile, and others by the observation.

More precisely, the driver supports reading and writing profiles organized accordingly with the “[Indexed ragged array representation](#)” of profiles.

On reading, the driver will collect values of variables indexed by the profile dimension and expose them as long as variables indexed by the observation dimension, based on a variable such as “parentIndex” with an attribute “instance\_dimension” pointing to the profile dimension.

On writing, the *FEATURE\_TYPE=PROFILE* layer creation option must be set and the driver will need to be instructed which OGR fields are indexed either by the profile or by the observation dimension. The list of fields indexed by the profile can be specified with the *PROFILE\_VARIABLES* layer creation options (other fields are assumed to be indexed by the observation dimension). Fields indexed by the profile are the horizontal geolocation (created implicitly), and other user attributes such as the location name, etc. Care should be taken into selecting which variables are indexed by the profile dimension: given 2 OGR features (taking into account only the variables indexed by the profile dimension), if they have different values for such variables, they will be considered to belong to different profiles.

In the below example, the station\_name and time variables may be indexed by the profile dimension (the geometry is assumed to be also indexed by the profile dimension), since all records that have the same value for one of those variables have same values for the other ones, whereas temperature and Z should be indexed by the default dimension.

station_name	time	geometry	temperature	Z
Paris	2016-03-01T00:00:00Z	POINT (2 49)	25	100
Vancouver	2016-04-01T12:00:00Z	POINT (-123 49.25)	5	100
Paris	2016-03-01T00:00:00Z	POINT (2 49)	3	500
Vancouver	2016-04-01T12:00:00Z	POINT (-123 49.25)	-15	500

An integer field, with the name of the profile dimension (whose default name is “profile”, which can be altered with the *PROFILE\_DIM\_NAME* layer creation option), will be used to store the automatically computed id of profile sites (unless a integer OGR field with the same name exists).

The size of the profile dimension defaults to 100 for non-NC4 output format, and is extended automatically in case of additional profiles (with similar performance issues as growing strings). For NC4 output format, the profile dimension is of unlimited size by default.

## 7.46.4 Dataset creation options

- **GEOMETRY\_ENCODING=CF\_1.8/WKT**: Chooses which geometry encoding to use when creating new layers within the dataset. Default is CF\_1.8.
- **FORMAT=NC/NC2/NC4/NC4C**: netCDF format. NC is the classic netCDF format (compatible of netCDF v3.X and 4.X libraries). NC2 is the extension of NC for files larger than 4 GB. NC4 is the netCDF v4 format, using a HDF5 container, offering new capabilities (new types, concept of groups, etc...) only available in netCDF v4 library. NC4C is a restriction of the NC4 format to the concepts supported by the classic netCDF format. Default is NC.
- **WRITE\_GDAL\_TAGS=YES/NO**: Whether to write GDAL specific information as netCDF attributes. Default is YES.
- **CONFIG\_FILE=string**. Path to a [XML configuration file](#) (or its content inlined) for precise control of the output.

The following option will only have effect when simultaneously specifying GEOMETRY\_ENCODING=WKT:

- **MULTIPLE\_LAYERS=NO/SEPARATE\_FILES/SEPARATE\_GROUPS**. Default is NO, i.e a dataset can contain only a single OGR layer. **SEPARATE\_FILES** can be used to put the content of each OGR layer in a single netCDF file, in which case the name passed at dataset creation is used as the directory, and the layer name is used as the basename of the netCDF file. **SEPARATE\_GROUPS** may be used when **FORMAT=NC4** to put each OGR layer in a separate netCDF group, inside the same file.

### 7.46.5 Layer creation options

The following option applies to both dataset types:

- **USE\_STRING\_IN\_NC4=YES/NO**. Whether to use NetCDF string type for strings in NC4 format. If NO, bidimensional char variable are used. Default to YES when **FORMAT=NC4**.

The following options require a dataset with **GEOMETRY\_ENCODING=WKT**:

- **RECORD\_DIM\_NAME=string**. Name of the unlimited dimension that index features. Defaults to “record”.
- **STRING\_DEFAULT\_WIDTH=int**. Default width of strings (when using bi-dimensional char variables). Default is 10 in autogrow mode, 80 otherwise.
- **WKT\_DEFAULT\_WIDTH=int**. Default width of WKT strings (when using bi-dimensional char variables). Default is 1000 in autogrow mode, 10000 otherwise.
- **AUTOGROW\_STRINGS=YES/NO**. Whether to auto-grow string fields of non-fixed width, or **ogc\_wkt** special field, when serialized as bidimensional char variables. Default is YES. When set to NO, if the string is larger than its maximum initial width (set by **STRING\_DEFAULT\_WIDTH**), it is truncated. For a geometry, it is completely discarded.
- **FEATURE\_TYPE=AUTO/POINT/PROFILE**. Select the CF FeatureType. Defaults to AUTO where FeatureType=Point is selected if the layer geometry type is Point, otherwise the custom approach involving the “ogc\_wkt” field is used. Can be set to *PROFILE* so as to select the creation of an indexed ragged array representation of profiles.
- **PROFILE\_DIM\_NAME=string**. Name of the profile dimension and variable. Defaults to “profile”. Only used when **FEATURE\_TYPE=PROFILE**.
- **PROFILE\_DIM\_INIT\_SIZE=int or string**. Initial size of profile dimension, or UNLIMITED for NC4 files. Defaults to 100 when **FORMAT != NC4** and to UNLIMITED when **FORMAT = NC4**. Only used when **FEATURE\_TYPE=PROFILE**.
- **PROFILE\_VARIABLES=string**. Comma separated list of field names that must be indexed by the profile dimension. Only used when **FEATURE\_TYPE=PROFILE**.

The following option requires a dataset with **GEOMETRY\_ENCODING=CF\_1.8**:

- **BUFFER\_SIZE=int**. The soft limit of the write buffer in bytes. Larger values generally imply better performance, but values should be comfortably less than that of available physical memory or else thrashing can occur. By default, this value is set at 20% of usable physical memory (usable meaning total physical RAM considering limitations of virtual address space size). Buffer contents are committed between translating features, but not *during* translating a feature, so this limit does not apply to a single feature. The minimum acceptable size is 4096. If a value lower than this is specified the default will be used.
- **GROUPLESS\_WRITE\_BACK=YES/NO**. In order to reduce time used to write data to the target netCDF file, data is often grouped together in arrays and written all at once. Each of these arrays is associated with a variable in the target dataset. Arrays are destroyed as soon as the associated data is written to the netCDF file which in turn occurs as soon as a complete data array for a variable is assembled in memory. For machines with small memory sizes, this optimization may cause issues when writing large datasets with large layers. Turning this option on by specifying “YES” disables array writing and causes data to be written one datum at a time. It is strongly recommended to keep this option off unless out of memory errors or performance issues occur. In the general case, this technique greatly improves translation efficiency. The default value is NO.

## 7.46.6 XML configuration file

A XML configuration file conforming to the following [schema](#) can be used for very precise control on the output format, in particular to set all needed attributes (such as units) to conform to the [NetCDF CF-1.6 convention](#).

It has been designed in particular, but not exclusively, to be usable in use cases involving the [MapServer OGR output](#).

Such a file can be used to :

- set dataset and layer creation options.
- set global netCDF attributes.
- map OGR field names to netCDF variable names.
- set netCDF attributes attached to netCDF variables.

The scope of effect is either globally, when elements are defined as direct children of the root `<Configuration>` node, or specifically to a given layer, when defined as children of a `<Layer>` node.

The filename is specified with the `CONFIG_FILE` dataset creation option. Alternatively, the content of the file can be specified inline as the value of the option (it must then begin strictly with the “`<Configuration>`” characters)

The following example shows all possibilities and precedence rules:

```
<Configuration>
  <DatasetCreationOption name="FORMAT" value="NC4"/>
  <DatasetCreationOption name="MULTIPLE_LAYERS" value="SEPARATE_GROUPS"/>
  <LayerCreationOption name="RECORD_DIM_NAME" value="observation"/>
<!-- applies to all layers -->
  <Attribute name="copyright" value="Copyright(C) 2016 Example"/>
  <Field name="weight"> <!-- edit user field/variable -->
    <Attribute name="units" value="kg"/>
    <Attribute name="maximum" value="10" type="double"/>
  </Field>
  <Field netcdf_name="z"> <!-- edit predefined variable -->
    <Attribute name="long_name" value="Elevation"/>
  </Field>
<!-- start of layer specific definitions -->
  <Layer name="1st_layer" netcdf_name="firstlayer"> <!-- OGR layer "1st_layer" is
↳renamed as "firstlayer" netCDF group -->
    <LayerCreationOption name="FEATURE_TYPE" value="POINT"/>
    <Attribute name="copyright" value="Public domain"/> <!-- override global one -->
    <Attribute name="description" value="This is my first layer"/> <!-- additional
↳attribute -->
    <Field name="1st_field" netcdf_name="firstfield"/> <!-- rename OGR field "1st_
↳field" as the "firstfield" netCDF variable -->
    <Field name="weight"/> <!-- cancel above global customization -->
    <Field netcdf_name="lat"> <!-- edit predefined variable -->
      <Attribute name="long_name" value=""/> <!-- remove predefined attribute -->
    </Field>
  </Layer>
  <Layer name="sounding">
    <LayerCreationOption name="FEATURE_TYPE" value="PROFILE"/>
    <Field name="station_name" main_dim="profile"/> <!-- the corresponding netCDF
↳variable will be indexed against the profile dimension, instead of the observation
↳dimension -->
    <Field name="time" main_dim="profile"/> <!-- the corresponding netCDF variable
```

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```
↪will be indexed against the profile dimension, instead of the observation dimension -->
    </Layer>
</Configuration>
```

The effect on the output can be checked by running the **ncdump** utility

### 7.46.7 Further Reading

- *Raster side of the netCDF driver.*
- [NetCDF CF-1.6 convention](#)
- [NetCDF CF-1.8 convention draft](#)
- [NetCDF compiled libraries](#)
- [NetCDF Documentation](#)

### 7.46.8 Credits

Development of the read/write vector capabilities for netCDF was funded by [Meteorological Service of Canada](#) , [World Ozone and Ultraviolet Radiation Data Centre](#), and the [US Geological Survey](#).

## 7.47 NGW – NextGIS Web

New in version 2.4.

---

**Driver short name**

NGW

---

---

**Build dependencies**

libcurl

---

NextGIS Web - is a server GIS, which allows storing and editing geodata and to display maps in web browser. Also NextGIS Web can share geodata with other NextGIS software.

NextGIS Web has the following features:

- Display maps in a web browser (different maps with different layers and styles)
- Flexible permissions management
- Load geodata from PostGIS or import from GIS formats (ESRI Shape, GeoJSON or GeoTIFF)
- Load vector geodata in the following formats: GeoJSON, CSV, ESRI Shape, Mapinfo tab
- Import map styles from QGIS project or set them manually
- Act as a server for TMS, WMS, MVT, WFS
- Act as a client for WMS

- User can add photos to records, change record attributes via web interface or WFS-T protocol

NextGIS Web - is an open source software (license GPL v2+, see [GNU General Public License, version 2](#)).

### 7.47.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.47.2 Driver

The driver can connect to the services implementing the NextGIS Web REST API. NGW driver requires cURL support in GDAL. The driver supports read and write operations.

### 7.47.3 Dataset name syntax

The minimal syntax to open a NGW datasource is: NGW:[NextGIS Web URL][[/resource/]][resource identifier]

- **NextGIS Web URL** may be an URL to nextgis.com cloud service (for example, <https://demo.nextgis.com>), or some other URL including port and additional path (for example, <http://192.168.1.1:8000/test>).
- **resource** is mandatory keyword dividing resource identifier from the rest of URL.
- **resource identifier** this is positive number from 0 and above. This may be a resource group, vector, PostGIS or raster layer, style.

All vector layers, PostGIS, raster layers, styles will list as child resources if identifier is resource group. In other case this will be a separate layer.

### 7.47.4 Configuration options

The following *configuration options* are available:

- **NGW\_USERPWD**: User name and password separated with colon. Optional and can be set using open options.
- **NGW\_BATCH\_SIZE**: Size of feature insert and update operations cache before send to server. If batch size is -1 batch mode is disabled. Delete operation will execute immediately.
- **NGW\_PAGE\_SIZE**: If supported by server, fetch features from remote server will use paging. The -1 value disables paging even it supported by server.
- **NGW\_NATIVE\_DATA**: Whether to store the json *extensions* key in feature native data.
- **NGW\_JSON\_DEPTH**: The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.
- **NGW\_EXTENSIONS**: Comma separated extensions list. Available values are *description* and *attachment*. This needed to fill native data.

### 7.47.5 Authentication

Any operations (read, write, get metadata, change properties, etc.) may require an authenticated access. Authenticated access is obtained by specifying user name and password in open, create or configuration options.

### 7.47.6 Feature

If the `NATIVE_DATA` open option is set to `YES`, the *extensions* json object will store as a serialized json object in the `NativeData` property of the `OGRFeature` object (and “application/json” in the `NativeMediaType` property). If writing `OGRFeature` has `NativeMediaType` property set to “application/json” and its `NativeData` property set to serialized json object the new NGW feature *extensions* json object will fill from this json object.

Extensions json object structure see in [NextGIS Web API documentation](#)

### 7.47.7 Geometry

NextGIS Web supports only one geometry column. Default spatial reference is Web Mercator (EPSG:3857). The following geometry types are available:

- POINT
- LINESTRING
- POLYGON
- MULTIPOINT
- MULTILINESTRING
- MULTIPOLYGON

Geometry with Z value also supported.

### 7.47.8 Field data types

NextWeb supports only following field types:

- OFTInteger
- OFTInteger64
- OFTReal
- OFTString
- OFTDate
- OFTTime
- OFTDateTime



### 7.47.9 Paging

Features can be retrieved from NextGIS Web by chunks if supported by server (available since NextGIS Web 3.1). The chunk size can be altered with the `NGW_PAGE_SIZE` configuration option or `PAGE_SIZE` open option.

### 7.47.10 Write support

Datasource and layers creation and deletion is possible. Write support is only enabled when the datasource is opened in update mode and user has appropriate permissions. Vector and PostGIS layers insert and update operations are cached if `BATCH_SIZE` is greater 0. Delete operation executes immediately.

### 7.47.11 Open options

The following open options are available:

- `USERPWD` - Username and password, separated by colon.
- `PAGE_SIZE=-1` - Limit feature count while fetching from server. Default value is -1 - no limit.
- `BATCH_SIZE=-1` - Size of feature insert and update operations cache before send to server. If batch size is -1 batch mode is disabled. Default value is -1.
- `NATIVE_DATA=NO` - Whether to store the json *extensions* key in feature native data. Default value is NO.
- `JSON_DEPTH=32` - The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.
- `EXTENSIONS` - Comma separated extensions list. Available values are *description* and *attachment*. This needed to fill native data.

### 7.47.12 Dataset creation options

The following dataset/datasource creation options are available:

- `KEY` - Key value. Must be unique in whole NextGIS Web instance. Optional.
- `DESCRIPTION` - Resource description. Optional.
- `USERPWD` - Username and password, separated by colon.
- `PAGE_SIZE=-1` - Limit feature count while fetching from server. Default value is -1 - no limit.
- `BATCH_SIZE=-1` - Size of feature insert and update operations cache before send to server. If batch size is -1 batch mode is disabled. Default value is -1.
- `NATIVE_DATA=NO` - Whether to store the json *extensions* key in feature native data. Default value is NO.
- `JSON_DEPTH=32` - The depth of json response that can be parsed. If depth is greater than this value, parse error occurs.
- `EXTENSIONS` - Comma separated extensions list. Available values are *description* and *attachment*. This needed to fill native data.

### 7.47.13 Layer creation options

The following layer creation options are available:

- **OVERWRITE** - Whether to overwrite an existing table with the layer name to be created. The resource will delete and new one will be created. This leads that resource identifier will change. Defaults to NO. Optional.
- **KEY** - Key value. Must be unique in whole NextGIS Web instance. Optional.
- **DESCRIPTION** - Resource description. Optional.

### 7.47.14 Metadata

NextGIS Web metadata are supported in datasource, vector, PostGIS, raster layers and styles. Metadata are stored at specific domain “NGW”. NextGIS Web supported metadata are strings and numbers. Metadata keys with decimal numbers will have suffix **.d** and for real numbers - **.f**. To create new metadata item, add new key=value pair in NGW domain using the *SetMetadataItem* function and appropriate suffix. During transferring to NextGIS Web, suffix will be omitted. You must ensure that numbers correctly transform from string to number.

Resource description and key map to appropriate *description* and *keyname* metadata items in default domain. Changing those metadata items will cause an update of resource properties.

Resource creation date, type and parent identifier map to appropriate read-only metadata items *creation\_date*, *resource\_type* and *parent\_id* in default domain.

Vector layer field properties (alias, identifier, label field, grid visibility) map to layer metadata the following way:

- field alias -> FIELD\_{field number}\_ALIAS (for example FIELD\_0\_ALIAS)
- identifier -> FIELD\_{field number}\_ID (for example FIELD\_0\_ID)
- label field -> FIELD\_{field number}\_LABEL\_FIELD (for example FIELD\_0\_LABEL\_FIELD)
- grid visibility -> FIELD\_{field number}\_GRID\_VISIBILITY (for example FIELD\_0\_GRID\_VISIBILITY)

Starting from GDAL 3.3 field alias can be set/get via *SetAlternativeName* and *GetAlternativeNameRef*.

### 7.47.15 Filters

Vector and PostGIS layers support *SetIgnoredFields* method. When this method executes any cached features will be freed.

Vector and PostGIS layers support *SetAttributeFilter* and *SetSpatialFilter* methods. The attribute filter will evaluate at server side if condition is one of following comparison operators:

- greater (>)
- lower (<)
- greater or equal (>=)
- lower or equal (<=)
- equal (=)
- not equal (!=)
- LIKE SQL statement (for strings compare)
- ILIKE SQL statement (for strings compare)

Also only AND operator without brackets supported between comparison. For example,

```
FIELD_1 = 'Value 1'
```

```
FIELD_1 = 'Value 1' AND FIELD_2 > Value 2
```

In other cases attribute filter will evaluate on client side.

You can set attribute filter using NextGIS Web native format. For example,

```
NGW:fld_FIELD_1=Value 1&fld_FIELD_2__gt=Value 2
```

Don't forget to add 'NGW:' prefix to where clause and 'fld\_' prefix to field name.

Dataset supports ExecuteSQL method. Only the following queries are supported:

- DELayer: layer\_name; - delete layer with layer\_name.
- DELETE FROM layer\_name; - delete any features from layer with layer\_name.
- DROP TABLE layer\_name; - delete layer with layer\_name.
- ALTER TABLE src\_layer RENAME TO dst\_layer; - rename layer.
- SELECT field\_1,field\_2 FROM src\_layer WHERE field\_1 = 'Value 1' AND field\_2 = 'Value 2';

In SELECT statement field list or asterisk can be provided. The WHERE clause has same limitations as SetAttribute-Filter method input.

## 7.47.16 Examples

Read datasource contents (1730 is resource group identifier):

```
ogrinfo -ro NGW:https://demo.nextgis.com/resource/1730
```

Read layer details (1730 is resource group identifier, Parks is vector layer name):

```
ogrinfo -ro -so NGW:https://demo.nextgis.com/resource/1730 Parks
```

Creating and populating a vector layer from a shapefile in existing resource group with identifier 1730. New vector layer name will be "some new name":

```
ogr2ogr -f NGW -nln "some new name" -update -doo "BATCH_SIZE=100" -t_srs EPSG:3857  
↪ "NGW:https://demo.nextgis.com/resource/1730" myshapefile.shp
```

**Warning:** The *-update* key is mandatory, otherwise the destination datasource will silently delete. The *-t\_srs EPSG:3857* key is mandatory because vector layers spatial reference in NextGIS Web can be only in EPSG:3857.

**Note:** The *-doo "BATCH\_SIZE=100"* key is recommended for speed up feature transferring.

Creating and populating a vector layer from a shapefile in new resource group with name "new group" and parent identifier 1730. New vector layer name will be "some new name":

```
ogr2ogr -f NGW -nln "Название на русском языке" -dsco "BATCH_SIZE=100" -t_srs EPSG:3857  
↪ "NGW:https://demo.nextgis.com/resource/1730/new group" myshapefile.shp
```

### 7.47.17 See also

- [Raster side of the driver](#)
- [NextGIS Web documentation](#)
- [NextGIS Web for developers](#)

## 7.48 UK .NTF

---

### Driver short name

UK .NTF

---

---

### Driver built-in by default

This driver is built-in by default

---

The National Transfer Format, mostly used by the UK Ordnance Survey, is supported for read access.

This driver treats a directory as a dataset and attempts to merge all the .NTF files in the directory, producing a layer for each type of feature (but generally not for each source file). Thus a directory containing several Landline files will have three layers (LANDLINE\_POINT, LANDLINE\_LINE and LANDLINE\_NAME) regardless of the number of landline files.

NTF features are always returned with the British National Grid coordinate system. This may be inappropriate for NTF files written by organizations other than the UK Ordnance Survey.

### 7.48.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.48.2 See Also

- [General UK NTF Information](#)

## 7.48.3 Implementation Notes

### 7.48.3.1 Products (and Layers) Supported

Landline (**and** Landline Plus):

LANDLINE\_POINT  
LANDLINE\_LINE  
LANDLINE\_NAME

Panorama Contours:

PANORAMA\_POINT  
PANORAMA\_CONTOUR

HEIGHT attribute holds elevation.

Strategi:

STRATEGI\_POINT  
STRATEGI\_LINE  
STRATEGI\_TEXT  
STRATEGI\_NODE

Meridian:

MERIDIAN\_POINT  
MERIDIAN\_LINE  
MERIDIAN\_TEXT  
MERIDIAN\_NODE

Boundaryline:

BOUNDARYLINE\_LINK  
BOUNDARYLINE\_POLY  
BOUNDARYLINE\_COLLECTIONS

The \_POLY layer has links to links allowing true polygons to be formed (otherwise the \_POLY's **only have a seed point for geometry**. The collections are collections of polygons (also without geometry **as read**). This **is** the only product **from which** polygons can be constructed.

BaseData.GB:

BASEDATA\_POINT  
BASEDATA\_LINE  
BASEDATA\_TEXT  
BASEDATA\_NODE

OSCAR Asset/Traffic:

OSCAR\_POINT  
OSCAR\_LINE  
OSCAR\_NODE

OSCAR Network:

OSCAR\_NETWORK\_POINT  
OSCAR\_NETWORK\_LINE  
OSCAR\_NETWORK\_NODE

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Address Point:  
ADDRESS\_POINT

Code Point:  
CODE\_POINT

Code Point Plus:  
CODE\_POINT\_PLUS

The dataset as a whole will also have a FEATURE\_CLASSES layer containing a pure table relating FEAT\_CODE numbers with feature class names (FC\_NAME). This applies to all products in the dataset. A few layer types (such as the Code Point, and Address Point products) don't include feature classes. Some products use features classes that are not defined in the file, and so they will not appear in the FEATURE\_CLASSES layer.

### 7.48.3.2 Product Schemas

The approach taken in this reader is to treat one file, or a directory of files as a single dataset. All files in the dataset are scanned on open. For each particular product (listed above) a set of layers are created; however, these layers may be extracted from several files of the same product.

The layers are based on a low level feature type in the NTF file, but will generally contain features of many different feature codes (FEAT\_CODE attribute). Different features within a given layer may have a variety of attributes in the file; however, the schema is established based on the union of all attributes possible within features of a particular type (i.e. POINT) of that product family (i.e. OSCAR Network).

If an NTF product is read that doesn't match one of the known schema's it will go through a different generic handler which has only layers of type GENERIC\_POINT and GENERIC\_LINE. The features only have a FEAT\_CODE attribute.

Details of what layers of what products have what attributes can be found in the NTFFileReader::EstablishLayers() method at the end of ntf\_estlayers.cpp. This file also contains all the product specific translation code.

### 7.48.3.3 Special Attributes

FEAT\_CODE: General feature code integer, can be used to lookup a name in the FEATURE\_CLASSES layer/table.

TEXT\_ID/POINT\_ID/LINE\_ID/NAME\_ID/COLL\_ID/POLY\_ID/GEOM\_ID:  
Unique identifier for a feature of the appropriate type.

TILE\_REF: All layers (except FEATURE\_CLASSES) contain a TILE\_REF attribute which indicates which tile (file) the features came from. Generally speaking the id numbers are only unique within the tile and so the TILE\_REF can be used restrict id links within features from the same file.

FONT/TEXT\_HT/DIG\_POSTN/ORIENT:  
Detailed information on the font, text height, digitizing position, and orientation of text or name objects. Review the OS product manuals to understand the units, and meaning of these codes.

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**GEOM\_ID\_OF\_POINT:**

For `_NODE` features this defines the `POINT_ID` of the point layer **object** to which this node corresponds. Generally speaking the nodes don't carry a geometry of their own. The node must be related to a point to establish its position.

**GEOM\_ID\_OF\_LINK:**

A **list** of `_LINK` **or** `_LINE` features to end/start at a node. Nodes, **and** this field are generally only of value when establishing connectivity of line features **for** network analysis. Note that this should be related to the target features `GEOM_ID`, **not** its `LINE_ID`.

On the `BOUNDARYLINE_POLY` layer this attribute contains the `GEOM_IDs` of the lines which form the edge of the polygon.

**POLY\_ID:**

A **list** of `POLY_ID`'s from the `BOUNDARYLINE_POLY` layer associated with a given collection **in** the `BOUNDARYLINE_COLLECTIONS` layer.

**7.48.3.4 Generic Products**

In situations where a file is not identified as being part of an existing known product it will be treated generically. In this case the entire dataset is scanned to establish what features have what attributes. Because of this, opening a generic dataset can be much slower than opening a recognised dataset. Based on this scan a list of generic features (layers) are defined from the following set:

```

GENERIC_POINT
GENERIC_LINE
GENERIC_NAME
GENERIC_TEXT
GENERIC_POLY
GENERIC_NODE
GENERIC_COLLECTION

```

Generic products are primarily handled by the `ntf_generic.cpp` module whereas specific products are handled in `ntf_estlayers.cpp`.

Because some data products (OSNI datasets) not from the Ordnance Survey were found to have record groups in unusual orders compared to what the UK Ordnance Survey does, it was found necessary to cache all the records of level 3 and higher generic products, and construct record groups by id reference from within this cache rather than depending on convenient record orderings. This is accomplished by the `NTFFileReader` “indexing” capability near the bottom of `ntffilereader.cpp`. Because of this in memory indexing accessing generic datasets can be much more memory intensive than accessing known data products, though it isn't necessary for generic level 1 and 2 products.

It is possible to force a known product to be treated as generic by setting the `FORCE_GENERIC` option to “ON” using `OGRNTFDataSource::SetOptionsList()` as is demonstrated in `ntfdump.cpp`. This may also be accomplished from outside OGR applications by setting the `OGR_NTF_OPTIONS` environment variable to “`FORCE_GENERIC=ON`”.

## 7.49 OGC API - Features

New in version 2.3.

---

### Driver short name

OAPIF

---

---

### Build dependencies

libcurl

---

This driver can connect to a OGC API - Features service. It assumes that the service supports OpenAPI 3.0/JSON/GeoJSON encoding for respectively API description, feature collection metadata and feature collection data.

---

**Note:** In versions prior to GDAL 3.1, this driver was called the WFS3 driver, and only supported draft versions of the specification.

---

### 7.49.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.49.2 Dataset name syntax

The syntax to open a OGC API - Features datasource is : *OAPIF:http://path/to/OAPIF/endpoint*

where endpoint is the landing page or a the path to collections/{id}.

### 7.49.3 Layer schema

OGR needs a fixed schema per layer, but OGC API - Features Core doesn't impose fixed schema. So the driver will retrieve the first page of features (10 features) and establish a schema from this.

### 7.49.4 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server. In OGC API - Features Core, only a subset of attributes allowed by the server can be queried for equalities, potentially combined with a AND logical operator. More complex requests will be partly or completely evaluated on client-side.

Rectangular spatial filtering is forward to the server as well.



### 7.49.5 Open options

The following options are available:

- **URL=**url: URL to the OGC API - Features server landing page, or to a given collection. Required when using the “OAPIF:” string as the connection string.
- **PAGE\_SIZE=**integer: Number of features to retrieve per request. Defaults to 10. Minimum is 1, maximum 10000.
- **USERPWD=**: May be supplied with *userid:password* to pass a userid and password to the remote server.
- **IGNORE\_SCHEMA=** YES/NO. (GDAL >= 3.1) Set to YES to ignore the XML Schema or JSON schema that may be offered by the server.

### 7.49.6 Examples

- Listing the types of a OGC API - Features server :

```
$ ogrinfo OAPIF:https://www.ldproxy.nrw.de/rest/services/kataster

INFO: Open of `OAPIF:https://www.ldproxy.nrw.de/rest/services/kataster'
      using driver `OAPIF' successful.
1: flurstueck (Multi Polygon)
2: gebaeudebauwerk (Multi Polygon)
3: verwaltungseinheit (Multi Polygon)
```

- Listing the summary information of a OGC API - Features layer :

```
$ ogrinfo -al -so OAPIF:https://www.ldproxy.nrw.de/rest/services/kataster flurstueck

Layer name: flurstueck
Metadata:
  TITLE=Flurstück
Geometry: Multi Polygon
Feature Count: 9308456
Extent: (5.612726, 50.237351) - (9.589634, 52.528630)
Layer SRS WKT:
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    AUTHORITY["EPSG","6326"]],
  PRIMEM["Greenwich",0,
    AUTHORITY["EPSG","8901"]],
  UNIT["degree",0.0174532925199433,
    AUTHORITY["EPSG","9122"]],
  AUTHORITY["EPSG","4326"]]
id: String (0.0)
aktualit: Date (0.0)
flaeche: Real (0.0)
flstkennz: String (0.0)
land: String (0.0)
gemarkung: String (0.0)
flur: String (0.0)
```

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```

flurstnr: String (0.0)
gmdschl: String (0.0)
regbezirk: String (0.0)
kreis: String (0.0)
gemeinde: String (0.0)
lagebeztxt: String (0.0)
tntxt: String (0.0)

```

- Filtering on a property (depending on if the server exposes filtering capabilities of the properties, part or totally of the filter might be evaluated on client side)

```

$ ogrinfo OAPIF:https://www.ldproxy.nrw.de/rest/services/kataster/flurstueck -al -q
↳ -where "flur = '028'"
Layer name: flurstueck
Metadata:
  TITLE=Flurstück
OGRFeature(flurstueck):1
  id (String) = DENW19AL0000geMFFL
  aktualit (Date) = 2017/04/26
  flaeche (Real) = 1739
  flstkennz (String) = 05297001600193_____
  land (String) = Nordrhein-Westfalen
  gemarkung (String) = Wünnenberg
  flur (String) = 016
  flurstnr (String) = 193
  gmdschl (String) = 05774040
  regbezirk (String) = Detmold
  kreis (String) = Paderborn
  gemeinde (String) = Bad Wünnenberg
  lagebeztxt (String) = Bleiwäscher Straße
  tntxt (String) = Platz / Parkplatz;1739
  MULTIPOLYGON (((8.71191 51.491084,8.7123 51.491067,8.712385 51.491645,8.712014 51.
↳ 491666,8.711993 51.491603,8.71196 51.491396,8.711953 51.491352,8.71191 51.
↳ 491084)))
[...]
```

- Spatial filtering

```

$ ogrinfo OAPIF:https://www.ldproxy.nrw.de/rest/services/kataster/flurstueck -al -q
↳ -spat 8.7 51.4 8.8 51.5

Layer name: flurstueck
Metadata:
  TITLE=Flurstück
OGRFeature(flurstueck):1
  id (String) = DENW19AL0000ht7LFL
  aktualit (Date) = 2013/02/19
  flaeche (Real) = 18
  flstkennz (String) = 05292602900206_____
  land (String) = Nordrhein-Westfalen
  gemarkung (String) = Fürstenberg

```

(continues on next page)

(continued from previous page)

```

flur (String) = 029
flurstnr (String) = 206
gmdschl (String) = 05774040
regbezirk (String) = Detmold
kreis (String) = Paderborn
gemeinde (String) = Bad Wünnenberg
lagebeztxt (String) = Karpke
tntxt (String) = Fließgewässer / Bach;18
MULTIPOLYGON (((8.768521 51.494915,8.768535 51.494882,8.768569 51.494908,8.768563↵
↵51.494925,8.768521 51.494915)))
[...]
```

## 7.49.7 See Also

- [“OGC API - Features - Part 1: Core” Standard](#)
- [WFS \(1.0,1.1,2.0\) driver documentation](#)

## 7.50 Oracle Spatial

---

### Driver short name

OCI

---

### Build dependencies

OCI library

---

This driver supports reading and writing data in Oracle Spatial (8.1.7 or later) Object-Relational format. The Oracle Spatial driver is not normally built into OGR, but may be built in on platforms where the Oracle client libraries are available.

When opening a database, its name should be specified in the form “OCI:userid/password@database\_instance:table,table”. The list of tables is optional. The database\_instance portion may be omitted when accessing the default local database instance. See the [Oracle Help Center](#) for more information about the OCI driver.

If the list of tables is not provided, then all tables appearing in ALL\_SDO\_GEOM\_METADATA will be treated by OGR as layers with the table names as the layer names. Non-spatial tables or spatial tables not listed in the ALL\_SDO\_GEOM\_METADATA view<sup>1</sup> are not accessible unless explicitly listed in the datasource name. Even in databases where all desired layers are in the ALL\_SDO\_GEOM\_METADATA view, it may be desirable to list only the tables to be used as this can substantially reduce initialization time in databases with many tables.

If the table has an integer column called OGR\_FID it will be used as the feature id by OGR (and it will not appear as a regular attribute). When loading data into Oracle Spatial OGR will always create the OGR\_FID field.

---

<sup>1</sup> It is the database user that is responsible for updating the ALL\_SDO\_GEOM\_METADATA view, by inserting an appropriate row into the USER\_SDO\_GEOM\_METADATA view. This is why it is possible that the table you want to read from is not listed in the ALL\_SDO\_GEOM\_METADATA.

When reading data from one or more views, the view names should be specified in the form “OCI:userid/password@database\_instance:view,view”. What is written above regarding tables, applies to views as well.

### 7.50.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.50.2 SQL Issues

By default, the Oracle driver passes SQL statements directly to Oracle rather than evaluating them internally when using the `ExecuteSQL()` call on the `OGRDataSource`, or the `-sql` command option to `ogr2ogr`. Attribute query expressions are also passed through to Oracle.

As well two special commands are supported via the `ExecuteSQL()` interface. These are “**DELLAYER:<table\_name>**” to delete a layer, and “**VALLAYER:<table\_name>**” to apply the `SDO_GEOM.VALIDATE_GEOMETRY()` check to a layer. Internally these pseudo-commands are translated into more complex SQL commands for Oracle.

It is also possible to request the driver to handle SQL commands with *OGR SQL* engine, by passing “**OGRSQL**” string to the `ExecuteSQL()` method, as name of the SQL dialect.

### 7.50.3 Caveats

- The type recognition logic is currently somewhat impoverished. No effort is made to preserve real width information for integer and real fields.
- Various types such as objects, and BLOBs in Oracle will be completely ignored by OGR.
- Currently the OGR transaction semantics are not properly mapped onto transaction semantics in Oracle.
- If an attribute called `OGR_FID` exists in the schema for tables being read, it will be used as the FID. Random (FID based) reads on tables without an identified (and indexed) FID field can be very slow. To force use of a particular field name the `OCI_FID` configuration option (e.g. environment variable) can be set to the target field name.
- Curved geometry types are converted to linestrings or linear rings in six degree segments when reading. The driver has no support for writing curved geometries.
- There is no support for point cloud (`SDO_PC`), TIN (`SDO_TIN`) and annotation text data types in Oracle Spatial.
- It might be necessary to define the environment variable `NLS_LANG` to “`American_America.UTF8`” to avoid issues with floating point numbers being truncated to integer on non-English environments.
- For developers: when running the driver under the memory error detection tool Valgrind, specifying the `database_instance`, typically to `localhost`, or with the `TWO_TASK` environment variable seems to be compulsory, otherwise “`TNS:permission denied`” errors will be reported)

- The logic for finding the specified table or view first checks whether a table with the given name exists, then a view, and then tries again with quoted names. This may result in one or more errors of the following type written to the output: “ORA-04043: object <object\_name> does not exist”, even if the object actually is found later on.

## 7.50.4 Creation Issues

The Oracle Spatial driver does not support creation of new datasets (database instances), but it does allow creation of new layers within an existing database.

Upon closing the OGRDataSource newly created layers will have a spatial index automatically built. At this point the USER\_SDO\_GEOM\_METADATA table will also be updated with bounds for the table based on the features that have actually been written. One consequence of this is that once a layer has been loaded it is generally not possible to load additional features outside the original extents without manually modifying the DIMINFO information in USER\_SDO\_GEOM\_METADATA and rebuilding the spatial index.

### 7.50.4.1 Layer Creation Options

- **OVERWRITE:** This may be “YES” to force an existing layer (=table) of the same desired name to be destroyed before creating the requested layer. The default value is “NO”
- **TRUNCATE:** This may be “YES” to force the existing table to be reused, but to first truncate all records in the table, preserving indexes or dependencies. The default value is “NO”.
- **LAUNDER:** This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with Oracle. This converts to upper case and converts some special characters like “-” and “#” to “\_”. The default value is “NO”.
- **PRECISION:** This may be “YES” to force new fields created on this layer to try and represent the width and precision information, if available using NUMBER(width,precision) or VARCHAR2(width) types. If “NO” then the types NUMBER, INTEGER and VARCHAR2 will be used instead. The default is “YES”.
- **DIM:** This may be set to 2 or 3 to force the dimension of the created layer. Prior to GDAL 2.2, 3 is used by default. Starting with GDAL 2.2, the dimension of the layer geometry type is used by default.
- **SPATIAL\_INDEX:** This may be set to FALSE to disable creation of a spatial index when a layer load is complete. By default an index is created if any of the layer features have valid geometries. The default is “YES”. Note: option was called INDEX in releases before GDAL 2
- **INDEX\_PARAMETERS:** This may be set to pass creation parameters when the spatial index is created. For instance setting INDEX\_PARAMETERS to SDO\_RTR\_PCTFREE=0 would cause the rtree index to be created without any empty space. By default no parameters are passed causing a default R-Tree spatial index to be created.
- **ADD\_LAYER\_GTYPE=YES/NO:** This may be set to NO to disable the constraints on the geometry type in the spatial index, through the layer\_gtype keyword in the PARAMETERS clause of the CREATE INDEX. Layers of type MultiPoint, MultiLineString or MultiPolygon will also accept single geometry type (Point, LineString, Polygon). Defaults to YES.
- **DIMINFO\_X:** This may be set to xmin,xmax,xres values to control the X dimension info written into the USER\_SDO\_GEOM\_METADATA table. By default extents are collected from the actual data written.
- **DIMINFO\_Y:** This may be set to ymin,ymax,yres values to control the Y dimension info written into the USER\_SDO\_GEOM\_METADATA table. By default extents are collected from the actual data written.
- **DIMINFO\_Z:** This may be set to zmin,zmax,zres values to control the Z dimension info written into the USER\_SDO\_GEOM\_METADATA table. By default fixed values of -100000,100000,0.002 are used for layers with a third dimension.

- **SRID:** By default this driver will attempt to find an existing row in the MDSYS.CS\_SRS table with a well known text coordinate system exactly matching the one for this dataset. If one is not found, a new row will be added to this table. The SRID creation option allows the user to force use of an existing Oracle SRID item even if it does not exactly match the WKT the driver expects.
- **MULTI\_LOAD:** If enabled new features will be created in groups of 100 per SQL INSERT command, instead of each feature being a separate INSERT command. Having this enabled is the fastest way to load data quickly. Multi-load mode is enabled by default, and may be forced off for existing layers or for new layers by setting to NO. The number of rows in each group is defined by MULTI\_LOAD\_COUNT. To load one row at a time, set MULTI\_LOAD to NO.
- **MULTI\_LOAD\_COUNT:** Define the number of features on each ARRAY INSERT command, instead of the default 100 item defined by MULTI\_LOAD. Since each array insert will commit a transaction, this options shouldn't be combined with ogr2ogr "-gt N". Use "-gt unlimited" preferably when using MULTI\_LOAD\_COUNT. The default is 100. If neither MULTI\_LOAD nor MULTI\_LOAD\_COUNT are specified, then the loading happens in groups of 100 rows.
- **FIRST\_ID:** Define the first numeric value of the id column on the first rows. It's also work as a open option when used to append or update an existing dataset.
- **NO\_LOGGING:** Define that the table and the geometry will be create with nologging attributes.
- **LOADER\_FILE:** If this option is set, all feature information will be written to a file suitable for use with SQL\*Loader instead of inserted directly in the database. The layer itself is still created in the database immediately. The SQL\*Loader support is experimental, and generally MULTI\_LOAD enabled mode should be used instead when trying for optimal load performance.
- **GEOMETRY\_NAME:** By default OGR creates new tables with the geometry column named ORA\_GEOMETRY. If you wish to use a different name, it can be supplied with the GEOMETRY\_NAME layer creation option.

#### 7.50.4.2 Layer Open Options

- **FIRST\_ID:** See Layer Create Options comments on FIRST\_ID.
- **MULTI\_LOAD:** See Layer Create Options comments on MULTI\_LOAD.
- **MULTI\_LOAD\_COUNT:** See Layer Create Options comments on MULTI\_LOAD\_COUNT.
- **WORKSPACE:** Define what user workspace to use.

#### 7.50.4.3 Example

Simple translation of a shapefile into Oracle. The table 'ABC' will be created with the features from abc.shp and attributes from abc.dbf.

```
% ogr2ogr -f OCI OCI:warmerda/password@gdal800.dreadfest.com abc.shp
```

This second example loads a political boundaries layer from VPF (via the *OGDI driver*), and renames the layer from the cryptic OGDI layer name to something more sensible. If an existing table of the desired name exists it is overwritten.

```
% ogr2ogr -f OCI OCI:warmerda/password \  
  gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia \  
  -lco OVERWRITE=yes -nln polbndl_bnd 'polbndl@bnd(*)_line'
```

This example shows using ogrinfo to evaluate an SQL query statement within Oracle. More sophisticated Oracle Spatial specific queries may also be used via the -sql commandline switch to ogrinfo.

```
ogrinfo -ro OCI:warmerda/password -sql "SELECT pop_1994 from canada where province_name_
↳= 'Alberta'"
```

This example shows hows to list information about an Oracle view.

```
ogrinfo -ro -so OCI:username/password@host_name:port_number/service_name:MY_SCHEMA.MY_
↳VIEW MY_SCHEMA.MY_VIEW
```

This example shows hows to convert certain columns from an Oracle view to a GeoPackage file, explicitly assigning the layer name and the coordinate reference system, and converting timestamps to UTC.

```
ogr2ogr -f GPKG output.gpkg -nln new_layer_name -nlt POLYGON -s_srs EPSG:25832 -t_srs_
↳EPSG:25832 -dsco DATETIME_FORMAT=UTC OCI:username/password@host_name:port_number/
↳service_name:MY_SCHEMA.MY_VIEW -sql "SELECT COLUMN_A, COLUMN_B, GEOMETRY FROM MY_
↳SCHEMA.MY_VIEW"
```

#### 7.50.4.4 Credits

I would like to thank [SRC, LLC](#) for its financial support of the development of this driver.

## 7.51 ODBC RDBMS

---

### Driver short name

ODBC

---



---

### Build dependencies

ODBC library

---

OGR optionally supports spatial and non-spatial tables accessed via ODBC. ODBC is a generic access layer for access to many database systems, and data that can be represented as a database (collection of tables). ODBC support is potentially available on Unix and Windows platforms, but is only included in unix builds by special configuration options.

ODBC datasources are accessed using a datasource name of the form **ODBC:userid/password@dsn,schema.tablename(geometrycolumnname)**. With optional items dropped the following are also acceptable:

- **ODBC:userid/password@dsn**
- **ODBC:userid@dsn,table\_list**
- **ODBC:dsn,table\_list**
- **ODBC:dsn**
- **ODBC:dsn,table\_list:srs\_tablename**

The **dsn** is the ODBC Data Source Name. Normally ODBC datasources are setup using an ODBC Administration tool, and assigned a DSN. That DSN is what is used to access the datasource.

By default the ODBC searches for GEOMETRY\_COLUMNS table. If found it is used to identify the set of spatial tables that should be treated as layers by OGR. If not found, then all tables in the datasource are returned as non-spatial

layers. However, if a table list (a list of comma separated table names) is provided, then only those tables will be represented as layers (non-spatial). Fetching the full definition of all tables in a complicated database can be quite time consuming, so the ability to restrict the set of tables accessed is primarily a performance issue.

If the `GEOMETRY_COLUMNS` table is found, it is used to select a column to be the geometry source. If the tables are passed in the datasource name, then the geometry column associated with a table can be included in round brackets after the tablename. It is currently a hardcoded assumption that the geometry is in Well Known Binary (WKB) format if the field is binary, or Well Known Text (WKT) otherwise. The `GEOMETRY_COLUMNS` table should have at least the columns `F_TABLE_NAME`, `F_GEOMETRY_COLUMN` and `GEOMETRY_TYPE`.

If the table has a geometry column, and has fields called `XMIN`, `YMIN`, `XMAX` and `YMAX` then direct table queries with a spatial filter accelerate the spatial query. The `XMIN`, `YMIN`, `XMAX` and `YMAX` fields should represent the extent of the geometry in the row in the tables coordinate system.

By default, SQL statements are passed directly to the underlying database engine. It's also possible to request the driver to handle SQL commands with the *OGR SQL* engine, by passing **"OGRSQL"** string to the `ExecuteSQL()` method, as name of the SQL dialect.

### 7.51.1 Dataset open options

- **LIST\_ALL\_TABLES=YES/NO**: This may be "YES" to force all tables, including system and internal tables (such as the `MSys*` tables) to be listed (since GDAL 3.4). Applies to Microsoft Access Databases only. Note that the Windows Microsoft Access ODBC Driver always strips out `MSys` tables, and accordingly these will not be returned on Windows platforms even if `LIST_ALL_TABLES` is set to YES.

### 7.51.2 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.51.3 Access Databases (.MDB) support

On Windows provided that the "Microsoft Access Driver (\*.mdb)" ODBC driver is installed, non-spatial MS Access Databases (not Personal Geodatabases or Geomedia databases) can be opened directly by their filenames.

On Linux opening non-spatial MS Access Databases using the ODBC driver is possible via installation of `unixODBC` and `mdbtools`. See *MDB* for instructions on how to enable this.

The driver supports either `.mdb` or `.accdb` extensions for Microsoft Access databases. Additionally, it also supports opening files with the ESRI `.style` database extension (which is just an alias for the `.mdb` file extension).



### 7.51.4 Creation Issues

Currently the ODBC OGR driver is read-only, so new features, tables and datasources cannot normally be created by OGR applications. This limitation may be removed in the future.

#### 7.51.4.1 See Also

- [MSDN ODBC API Reference](#)
- *PGeo driver*

## 7.52 ODS - Open Document Spreadsheet

---

### Driver short name

ODS

---

### Build dependencies

libexpat

---

This driver can read, write and update spreadsheets in Open Document Spreadsheet format, used by applications like OpenOffice / LibreOffice / KSpread / etc...

The driver is only available if GDAL/OGR is compiled against the Expat library.

Each sheet is presented as a OGR layer. No geometry support is available directly (but you may use the OGR VRT capabilities for that).

Note 1 : spreadsheets with passwords are not supported.

Note 2 : when updating an existing document, all existing styles, formatting, formulas and other concepts (charts, drawings, macros, ...) not understood by OGR will be lost : the document is re-written from scratch from the OGR data model.

### 7.52.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 7.52.2 Configuration options

The following *configuration options* are available:

- `OGR_ODS_HEADERS = FORCE / DISABLE / AUTO` : By default, the driver will read the first lines of each sheet to detect if the first line might be the name of columns. If set to `FORCE`, the driver will consider the first line will be taken as the header line. If set to `DISABLE`, it will be considered as the first feature. Otherwise auto-detection will occur.
- `OGR_ODS_FIELD_TYPES = STRING / AUTO` : By default, the driver will try to detect the data type of fields. If set to `STRING`, all fields will be of String type.

## 7.53 OGD I Vectors

---

### Driver short name

OGDI

---

---

### Build dependencies

OGDI library

---

OGDI vector support is optional in OGR, and is normally only configured if OGD I is installed on the build system. If available OGD I vectors are supported for read access for the following family types:

- Point
- Line
- Area
- Text (Currently returned as points with the text in the “text” attribute)

OGDI can (among other formats) read VPF products, such as DCW and VMAP.

If an OGD I gltp url is opened directly the OGD I 3.1 capabilities for the driver/server are queried to get a list of layers. One OGR layer is created for each OGD I family available for each layer in the datastore. For drivers such as VRF this can result in a lot of layers. Each of the layers has an OGR name based on the OGD I name plus an underscore and the family name. For instance a layer might be called **watcrsl@hydro(\*)\_line** if coming out of the VRF driver.

Setting the `OGR_OGD I_LAUNDER_LAYER_NAMES` configuration option (or environment variable) to `YES` causes the layer names to be simplified. For example : *watcrsl\_hydro* instead of ‘watcrsl@hydro(\*)\_line’

Alternatively to accessing all the layers in a datastore, it is possible to open a particular layer using a customized filename consisting of the regular GLTP URL to which you append the layer name and family type (separated by colons). This mechanism must be used to access layers of pre OGD I 3.1 drivers as before OGD I 3.1 there was no regular way to discover available layers in OGD I.

`gltp://<hostname>/<driver_name>/<dataset_name>:<layer_name>:<family>`

Where `<layer_name>` is the OGD I Layer name, and `<family>` is one of: “line”, “area”, “point”, or “text”.

OGDI coordinate system information is supported for most coordinate systems. A warning will be produced when a layer is opened if the coordinate system cannot be translated.

There is no update or creation support in the OGD I driver.

### 7.53.1 Driver capabilities

#### Supports Georeferencing

This driver supports georeferencing

### 7.53.2 Error handling

Starting with GDAL 2.2 and OGD I > 3.2.0beta2, if the OGD I\_STOP\_ON\_ERROR environment variable is set to NO, some errors can be gracefully recovered by OGD I (in VPF driver). They will still be caught by GDAL and emitted as regular GDAL errors.

Note: be aware that this is a work in progress. Not all recoverable errors can be recovered, and some errors might be recovered silently.

### 7.53.3 Examples

Usage example ‘ogrinfo’:

```
ogrinfo gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia 'watrcrsl@hydro(*)_line'
```

In the dataset name ‘gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia’ the gltp:/vrf part is not really in the filesystem, but has to be added. The VPF data was at /usr4/mpp1/v0eur/. The ‘eurnasia’ directory should be at the same level as the dht. and lat. files. The ‘hydro’ reference is a subdirectory of ‘eurnasia/’ where watrcrsl.\* is found.

Usage examples VMAP0 to SHAPE conversion with ‘ogr2ogr’:

```
ogr2ogr watrcrsl.shp gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia 'watrcrsl@hydro(*)_line'
ogr2ogr polbnda.shp gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia 'polbnda@bnd(*)_area'
```

An OGR SQL query against a VMAP dataset. Again, note the careful quoting of the layer name.

```
ogrinfo -ro gltp:/vrf/usr4/mpp1/v0noa/vmaplv0/noamer \
        -sql 'select * from "polbndl@bnd(*)_line" where use=26'
```

### 7.53.4 See Also

- [OGDI.SourceForge.Net](#)
- [VMap0 Coverages](#)

## 7.54 ESRI File Geodatabase (OpenFileGDB)

---

**Driver short name**

OpenFileGDB

---

---

**Driver built-in by default**

This driver is built-in by default

---

The OpenFileGDB driver provides read, write and update access to vector layers of File Geodatabases (.gdb directories) created by ArcGIS 9 and above. The dataset name must be the directory/folder name, and it must end with the .gdb extension.

It can also read directly zipped .gdb directories (with .gdb.zip extension), provided they contain a .gdb directory at their first level.

A specific .gdbtable file (including “system” tables) can also be opened directly.

Curve in geometries are supported with GDAL >= 2.2.

Write and update capabilities are supported since GDAL >= 3.6

### 7.54.1 Driver capabilities

---

**Supports Create()**

New in version GDAL: 3.6

---

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 7.54.2 Spatial filtering

Since GDAL 3.2, the driver can use the native .spx spatial indices for spatial filtering.

In earlier versions, it uses the minimum bounding rectangle included at the beginning of the geometry blobs to speed up spatial filtering. By default, it also builds on the fly a in-memory spatial index during the first sequential read of a layer. Following spatial filtering operations on that layer will then benefit from that spatial index. The building of this in-memory spatial index can be disabled by setting the OPENFILEGDB\_IN\_MEMORY\_SPI configuration option to NO.

### 7.54.3 SQL support

SQL statements are run through the OGR SQL engine. When attribute indexes (.atx files) exist, the driver will use them to speed up WHERE clauses or SetAttributeFilter() calls.

#### 7.54.3.1 Special SQL requests

“GetLayerDefinition a\_layer\_name” and “GetLayerMetadata a\_layer\_name” can be used as special SQL requests to get respectively the definition and metadata of a FileGDB table as XML content (only available in Geodatabases created with ArcGIS 10 or above)

The “CREATE INDEX idx\_name ON layer\_name(field\_name)” SQL request can be used to create an attribute index. idx\_name must have 16 characters or less, start with a letter and contain only alphanumeric characters or underscore.

The “RECOMPUTE EXTENT ON layer\_name” SQL request can be used to trigger an update of the layer extent in layer metadata. This is useful when updating or deleting features that modify the general layer extent.

The “REPACK” or “REPACK layer\_name” SQL requests can be used respectively to compact the whole database or a given layer. This is useful when doing editions (updates or feature deletions) that may leave holes in .gdbtable files. The REPACK command causes the .gdbtable to be rewritten without holes. Note that compaction does not involve extent recomputation.

### 7.54.4 Dataset open options

- **LIST\_ALL\_TABLES=YES/NO:** This may be “YES” to force all tables, including system and internal tables (such as the GDB\_\* tables) to be listed (since GDAL 3.4)

### 7.54.5 Dataset Creation Options

None.

### 7.54.6 Layer Creation Options

- **FEATURE\_DATASET=string:** When this option is set, the new layer will be created inside the named Feature-Dataset folder. If the folder does not already exist, it will be created.
- **LAYER\_ALIAS=string:** Set layer name alias.
- **GEOMETRY\_NAME=string:** Set name of geometry column in new layer. Defaults to “SHAPE”.
- **GEOMETRY\_NULLABLE=YES/NO:** Whether the values of the geometry column can be NULL. Can be set to NO so that geometry is required. Default to “YES”
- **FID:** Name of the OID column to create. Defaults to “OBJECTID”.
- **XYTOLERANCE, ZTOLERANCE, MTOLERANCE=value:** These parameters control the snapping tolerance used for advanced ArcGIS features like network and topology rules. They won’t effect any OGR operations, but they will be used by ArcGIS. The units of the parameters are the units of the coordinate reference system.

ArcMap 10.0 and OGR defaults for XYTOLERANCE are 0.001m (or equivalent) for projected coordinate systems, and 0.000000008983153° for geographic coordinate systems. ArcMap 10.0 and OGR defaults for ZTOLERANCE and MTOLERANCE are 0.0001.

- **XORIGIN, YORIGIN, ZORIGIN, MORIGIN, XYSCALE, ZSCALE, ZORIGIN=value:** These parameters control the [coordinate precision grid](#) inside the file geodatabase. The dimensions of the grid are determined by the origin, and the scale. The origin defines the location of a reference grid point in space. The scale is the reciprocal of the resolution. So, to get a grid with an origin at 0 and a resolution of 0.001 on all axes, you would set all the origins to 0 and all the scales to 1000.

*Important:* The domain specified by (`xmin=XORIGIN`, `ymin=YORIGIN`, `xmax=(XORIGIN + 9E+15 / XYSCALE)`, `ymax=(YORIGIN + 9E+15 / XYSCALE)`) needs to encompass every possible coordinate value for the feature class. If features are added with coordinates that fall outside the domain, errors will occur in ArcGIS with spatial indexing, feature selection, and exporting data.

ArcMap 10.0 and OGR defaults:

- For geographic coordinate systems: XORIGIN=-400, YORIGIN=-400, XYSCALE=1000000000
  - For projected coordinate systems: XYSCALE=10000 for the default XYTOLERANCE of 0.001m. XORIGIN and YORIGIN change based on the coordinate system, but the OGR default of -2147483647 is suitable with the default XYSCALE for all coordinate systems.
  - ZORIGIN and MORIGIN: -100000
  - ZSCALE and MSCALE: 10000
- **COLUMN\_TYPES=string.** A list of strings of format `field_name=fgdb_file_type` (separated by comma) to force the FileGDB column type of fields to be created.
  - **DOCUMENTATION=string.** XML documentation for the layer.
  - **CONFIGURATION\_KEYWORD=DEFAULTS/MAX\_FILE\_SIZE\_4GB/MAX\_FILE\_SIZE\_256TB:** Customize how data is stored. By default text in UTF-8 and data up to 1TB
  - **CREATE\_SHAPE\_AREA\_AND\_LENGTH\_FIELDS=YES/NO.** Defaults to NO (through `CreateLayer()` API). When this option is set, a `Shape_Area` and `Shape_Length` special fields will be created for polygonal layers (`Shape_Length` only for linear layers). These fields will automatically be populated with the feature's area or length whenever a new feature is added to the dataset or an existing feature is amended. When using `ogr2ogr` with a source layer that has `Shape_Area/Shape_Length` special fields, and this option is not explicitly specified, it will be automatically set, so that the resulting FileGeodatabase has those fields properly tagged.

### 7.54.7 Field domains

New in version 3.3.

Coded and range field domains are supported.

### 7.54.8 Relationships

New in version 3.6.

Relationship retrieval, creation, deletion and updating is supported.

## 7.54.9 Hierarchical organization

New in version 3.4.

The hierarchical organization of tables and feature classes as top-level element or within a feature dataset can be explored using the methods `GDALDataset::GetRootGroup()`, `GDALGroup::GetGroupNames()`, `GDALGroup::OpenGroup()`, `GDALGroup::GetVectorLayerNames()` and `GDALGroup::OpenVectorLayer()`

## 7.54.10 Transaction support

The driver implements transactions at the database level, through an emulation (as per rfc-54). This works by backing up the current state of the modified parts of a geodatabase after `StartTransaction(force=TRUE)` is called. If the transaction is committed, the backup copy is destroyed. If the transaction is rolled back, the backup copy is restored.

Note that this emulation has an unspecified behavior in case of concurrent updates (with different connections in the same or another process).

## 7.54.11 Comparison with the FileGDB driver

(Comparison done with a FileGDB driver using FileGDB API SDK 1.4)

Advantages of the OpenFileGDB driver:

- Can read ArcGIS 9.X Geodatabases, and not only 10 or above.
- Can open layers with any spatial reference system.
- Thread-safe (i.e. datasources can be processed in parallel).
- Uses the VSI Virtual File API, enabling the user to read a Geodatabase in a ZIP file or stored on a HTTP server.
- Faster on databases with a big number of fields.
- Does not depend on a third-party library.
- Robust against corrupted Geodatabase files.

Drawbacks of the OpenFileGDB driver:

- Cannot read data from compressed data in CDF format (Compressed Data Format).

## 7.54.12 Examples

- Read layer from FileGDB and load into PostGIS:

```
ogr2ogr -overwrite -f "PostgreSQL" PG:"host=myhost user=myuser dbname=mydb_
->password=mypass" "C:\somefolder\BigFileGDB.gdb" "MyFeatureClass"
```

- Get detailed info for FileGDB:

```
ogrinfo -al "C:\somefolder\MyGDB.gdb"
```

- Get detailed info for a zipped FileGDB:

```
ogrinfo -al "C:\somefolder\MyGDB.gdb.zip"
```

### 7.54.13 Links

- *FileGDB driver*, relying on the FileGDB API SDK
- Reverse-engineered specification of the [FileGDB](#) format

### 7.54.14 Credits

Edition/write capabilities of the driver have been funded by the following organizations: Provincie Zuid-Holland, Provincie Gelderland and Gemeente Amsterdam.

## 7.55 OSM - OpenStreetMap XML and PBF

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**Driver short name**

OSM

---

---

**Build dependencies**

libsqlite3 (and libexpat for OSM XML)

---

This driver reads OpenStreetMap files, in .osm (XML based) and .pbf (optimized binary) formats.

The driver is available if GDAL is built with SQLite support and, for .osm XML files, with Expat support.

The filenames must end with .osm or .pbf extension.

The driver will categorize features into 5 layers :

- **points** : “node” features that have significant tags attached.
- **lines** : “way” features that are recognized as non-area.
- **multilinestrings** : “relation” features that form a multilinestring (type = ‘multilinestring’ or type = ‘route’).
- **multipolygons** : “relation” features that form a multipolygon (type = ‘multipolygon’ or type = ‘boundary’), and “way” features that are recognized as area.
- **other\_relations** : “relation” features that do not belong to the above 2 layers.

### 7.55.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---



## 7.55.2 Configuration

In the *data* folder of the GDAL distribution, you can find a *osmconf.ini* file that can be customized to fit your needs. You can also define an alternate path with the *OSM\_CONFIG\_FILE* configuration option.

The customization is essentially which OSM attributes and keys should be translated into OGR layer fields.

Fields can be computed with SQL expressions (evaluated by SQLite engine) from other fields/tags. For example to compute the *z\_order* attribute.

### 7.55.2.1 “other\_tags” field

When keys are not strictly identified in the *osmconf.ini* file, the key/value pair is appended in a “other\_tags” field, with a syntax compatible with the PostgreSQL HSTORE type. See the *COLUMN\_TYPES* layer creation option of the *PG driver*.

For example :

```
ogr2ogr -f PostgreSQL "PG:dbname=osm" test.pbf -lco COLUMN_TYPES=other_tags=hstore
```

### 7.55.2.2 “all\_tags” field

Similar to “other\_tags”, except that it contains both keys specifically identified to be reported as dedicated fields, as well as other keys.

“all\_tags” is disabled by default, and when enabled, it is exclusive with “other\_tags”.

## 7.55.3 Internal working and performance tweaking

The driver will use an internal SQLite database to resolve geometries. If that database remains under 100 MB it will reside in RAM. If it grows above, it will be written in a temporary file on disk. By default, this file will be written in the current directory, unless you define the *CPL\_TMPDIR* configuration option. The 100 MB default threshold can be adjusted with the *OSM\_MAX\_TMPFILE\_SIZE* configuration option (value in MB).

For indexation of nodes, a custom mechanism not relying on SQLite is used by default (indexation of ways to solve relations is still relying on SQLite). It can speed up operations significantly. However, in some situations (non increasing node ids, or node ids not in expected range), it might not work and the driver will output an error message suggesting to relaunch by defining the *OSM\_USE\_CUSTOM\_INDEXING* configuration option to NO.

When custom indexing is used (default case), the *OSM\_COMPRESS\_NODES* configuration option can be set to YES (the default is NO). This option might be turned on to improve performances when I/O access is the limiting factor (typically the case of rotational disk), and will be mostly efficient for country-sized OSM extracts where compression rate can go up to a factor of 3 or 4, and help keep the node DB to a size that fit in the OS I/O caches. For whole planet file, the effect of this option will be less efficient. This option consumes additional 60 MB of RAM.

### 7.55.4 Interleaved reading

Due to the nature of OSM files and how the driver works internally, the default reading mode that works per-layer might not work correctly, because too many features will accumulate in the layers before being consumed by the user application.

Starting with GDAL 2.2, applications should use the `GDALDataset::GetNextFeature()` API to iterate over features in the order they are produced.

For earlier versions, for large files, applications should set the `OGR_INTERLEAVED_READING=YES` configuration option to turn on a special reading mode where the following reading pattern must be used:

```
bool bHasLayersNonEmpty;
do
{
    bHasLayersNonEmpty = false;

    for( int iLayer = 0; iLayer < poDS->GetLayerCount(); iLayer++ )
    {
        OGRLayer *poLayer = poDS->GetLayer(iLayer);

        OGRFeature* poFeature;
        while( (poFeature = poLayer->GetNextFeature()) != NULL )
        {
            bHasLayersNonEmpty = true;
            OGRFeature::DestroyFeature(poFeature);
        }
    }
}
while( bHasLayersNonEmpty );
```

Note : the `ogr2ogr` application has been modified to use that `OGR_INTERLEAVED_READING` mode without any particular user action.

### 7.55.5 Spatial filtering

Due to way `.osm` or `.pbk` files are structured and the parsing of the file is done, for efficiency reasons, a spatial filter applied on the points layer will also affect other layers. This may result in lines or polygons that have missing vertices.

To improve this, a possibility is using a larger spatial filter with some buffer for the points layer, and then post-process the output to apply the desired filter. This would not work however if a polygon has vertices very far away from the interest area. In which case full conversion of the file to another format, and filtering of the resulting lines or polygons layers would be needed.

### 7.55.6 Reading `.osm.bz2` files and/or online files

`.osm.bz2` are not natively recognized, however you can process them (on Unix), with the following command :

```
bzcat my.osm.bz2 | ogr2ogr -f SQLite my.sqlite /vsistdin/
```

You can convert a `.osm` or `.pbk` file without downloading it :

```
wget -O - http://www.example.com/some.pbf | ogr2ogr -f SQLite my.sqlite /vsistdin/

or

ogr2ogr -f SQLite my.sqlite /vsicurl_streaming/http://www.example.com/some.pbf -progress
```

And to combine the above steps :

```
wget -O - http://www.example.com/some.osm.bz2 | bzipcat | ogr2ogr -f SQLite my.sqlite /
↳vsistdin/
```

### 7.55.7 Open options

- **CONFIG\_FILE=filename**: Configuration filename. Defaults to {GDAL\_DATA}/osmconf.ini.
- **USE\_CUSTOM\_INDEXING=YES/NO**: Whether to enable custom indexing. Defaults to YES.
- **COMPRESS\_NODES=YES/NO**: Whether to compress nodes in temporary DB. Defaults to NO.
- **MAX\_TMPFILE\_SIZE=int\_val**: Maximum size in MB of in-memory temporary file. If it exceeds that value, it will go to disk. Defaults to 100.
- **INTERLEAVED\_READING=YES/NO**: Whether to enable interleaved reading. Defaults to NO.

### 7.55.8 See Also

- [OpenStreetMap home page](#)
- [OSM XML Format description](#)
- [OSM PBF Format description](#)

## 7.56 (Geo)Parquet

New in version 3.5.

---

#### Driver short name

Parquet

---



---

#### Build dependencies

Parquet component of the Apache Arrow C++ library

---

From <https://databricks.com/glossary/what-is-parquet>: “Apache Parquet is an open source, column-oriented data file format designed for efficient data storage and retrieval. It provides efficient data compression and encoding schemes with enhanced performance to handle complex data in bulk. Apache Parquet is designed to be a common interchange format for both batch and interactive workloads.”

This driver also supports geometry columns using the GeoParquet specification.

---

**Note:** The driver should be considered experimental as the GeoParquet specification is not finalized yet.

---

### 7.56.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.56.2 Creation issues

The driver supports creating only a single layer in a dataset.

### 7.56.3 Layer creation options

- **COMPRESSION=string:** Compression method. Can be one of NONE (or UNCOMPRESSED), SNAPPY, GZIP, BROTLI, ZSTD, LZ4\_RAW, LZ4\_HADOOP. Available values depend on how the Parquet library was compiled. Defaults to SNAPPY when available, otherwise NONE.
- **GEOMETRY\_ENCODING=WKB/WKT/GEOARROW:** Geometry encoding. Defaults to WKB. Other encodings (WKT and GEOARROW) are *not* allowed by the GeoParquet specification, but are handled as an extension, for symmetry with the Arrow driver.
- **ROW\_GROUP\_SIZE=integer:** Maximum number of rows per group. Default is 65536.
- **GEOMETRY\_NAME=string:** Name of geometry column. Default is `geometry`
- **FID=string:** Name of the FID (Feature Identifier) column to create. If none is specified, no FID column is created. Note that if using ogr2ogr with the Parquet driver as the target driver and a source layer that has a named FID column, this FID column name will be automatically used to set the FID layer creation option of the Parquet driver (unless `-lco FID=` is used to set an empty name)
- **POLYGON\_ORIENTATION=COUNTERCLOCKWISE/UNMODIFIED:** Whether exterior rings of polygons should be counterclockwise oriented (and interior rings clockwise oriented), or left to their original orientation. The default is COUNTERCLOCKWISE.
- **EDGES=PLANAR/SPHERICAL:** How to interpret the edges of the geometries: whether the line between two points is a straight cartesian line (PLANAR) or the shortest line on the sphere (geodesic line) (SPHERICAL). The default is PLANAR.
- **CREATOR=string:** Name of creating application.

### 7.56.4 SQL support

SQL statements are run through the OGR SQL engine. Statistics can be used to speed-up evaluations of SQL requests like: “SELECT MIN(colname), MAX(colname), COUNT(colname) FROM layername”

### 7.56.5 Dataset/partitioning read support

Starting with GDAL 3.6.0, the driver can read directories that contain several Parquet files, and expose them as a single layer. This support is only enabled if the driver is built against the `arrowdataset` C++ library.

Note that no optimization is currently done regarding filtering.

### 7.56.6 Multithreading

Starting with GDAL 3.6.0, the driver will use up to 4 threads for reading (or the maximum number of available CPUs returned by `CPLGetNumCPUs()` if it is lower by 4). This number can be configured with the configuration option `GDAL_NUM_THREADS`, which can be set to an integer value or `ALL_CPUS`.

### 7.56.7 Links

- [Apache Parquet home page](#)
- [Parquet file format](#)
- [GeoParquet specification](#)
- Related driver: *Arrow driver*

## 7.57 PDF – Geospatial PDF

---

#### Driver short name

PDF

---



---

#### Build dependencies

none for write support, Poppler/PoDoFo/PDFium for read support

---

Refer to the [PDF raster](#) documentation page for common documentation of the raster and vector sides of the driver.

## 7.57.1 Driver capabilities

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.57.2 Vector support

This driver can read and write geospatial PDF with vector features. Vector read support requires linking to one of the above mentioned dependent libraries, but write support does not. The driver can read vector features encoded according to PDF's logical structure facilities (as described by “§10.6 - Logical Structure” of PDF spec), or retrieve only vector geometries for other vector PDF files.

If there is no such logical structure, the driver will not try to interpret the vector content of the PDF, unless you defined the `OGR_PDF_READ_NON_STRUCTURED` configuration option to YES.

## 7.57.3 Feature style support

For write support, the driver has partial support for the style information attached to features, encoded according to the *Feature Style Specification*.

The following tools are recognized:

- For points, LABEL and SYMBOL.
- For lines, PEN.
- For polygons, PEN and BRUSH.

The supported attributes for each tool are summed up in the following table:

Tool	Supported attributes	Example
PEN	color (c); width (w); dash pattern (p)	PEN(c:#FF0000,w:5px)
BRUSH	foreground color (fc)	BRUSH(fc:#0000FF)
LABEL	GDAL >= 2.3.0: text (t), limited to ASCII strings; font name (f), see note below; font size (s); bold (bo); italic (it); text color (c); x and y offsets (dx, dy); angle (a); anchor point (p), values 1 through 9; stretch (w) GDAL <= 2.2.x: text (t), limited to ASCII strings; font size (s); text color (c); x and y offsets (dx, dy); angle (a)	LABEL(c:#000000,t:"Hello World!",s:5g)
SYM-BOL	id (ogr-sym-0 to ogr-sym-9, and filenames for raster symbols); color (c); size (s)	SYMBOL(c:#00FF00,id:"ogr-sym-3",s:10)  SYMBOL(c:#00000080,id:"a_symbol.png")

Alpha values are supported for colors to control the opacity. If not specified, for BRUSH, it is set at 50% opaque.

For SYMBOL with a bitmap name, only the alpha value of the color specified with 'c' is taken into account.

A font name starting with "Times" or containing the string "Serif" (case sensitive) will be treated as Times. A font name starting with "Courier" or containing the string "Mono" (case sensitive) will be treated as Courier. All other font names will be treated as Helvetica.

#### 7.57.4 See Also

- [PDF raster](#) documentation page
- [Feature Style Specification](#)

## 7.58 PDS - Planetary Data Systems TABLE

---

### Driver short name

PDS

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver reads TABLE objects from PDS datasets. Note there is a GDAL PDS driver to read the raster IMAGE objects from PDS datasets.

The driver must be provided with the product label file (even when the actual data is placed in a separate file).

If the label file contains a *TABLE* object, it will be read as the only layer of the dataset. If no *TABLE* object is found, the driver will look for all objects containing the *TABLE* string and read each one in a layer.

ASCII and BINARY tables are supported. The driver can retrieve the field descriptions from inline *COLUMN* objects or from a separate file pointed by *^STRUCTURE*.

If the table has a *LONGITUDE* and *LATITUDE* columns of type *REAL* and with *UNIT=DEGREE*, they will be used to return *POINT* geometries.

### 7.58.1 Driver capabilities

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.58.2 See Also

- [Description of PDS format](#) (see Annex A.29 from StdRef\_20090227\_v3.8.pdf)

## 7.59 PostgreSQL SQL Dump

---

#### Driver short name

PGDump

---

#### Driver built-in by default

This driver is built-in by default

---

This write-only driver implements support for generating a SQL dump file that can later be injected into a live PostgreSQL instance. It supports PostgreSQL extended with the [PostGIS](#) geometries.

This driver is very similar to the PostGIS *shp2pgsql* utility.

Most creation options are shared with the regular PostgreSQL driver.

The PGDump driver supports creating tables with multiple PostGIS geometry columns (following rfc-41)

### 7.59.1 Driver capabilities

---

#### Supports Create()

This driver supports the *GDALDriver::Create()* operation

---

#### Supports Georeferencing

---



---

This driver supports georeferencing

---

## Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.59.2 Creation options

### 7.59.2.1 Dataset Creation Options

- **LINEFORMAT**: By default files are created with the line termination conventions of the local platform (CR/LF on win32 or LF on all other systems). This may be overridden through use of the LINEFORMAT layer creation option which may have a value of **CRLF** (DOS format) or **LF** (Unix format).

### 7.59.2.2 Layer Creation Options

- **GEOM\_TYPE**: The GEOM\_TYPE layer creation option can be set to one of “geometry” or “geography” (PostGIS >= 1.5) to force the type of geometry used for a table. “geometry” is the default value.
- **LAUNDER**: This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with PostgreSQL. This converts to lower case and converts some special characters like “-” and “#” to “\_”. If “NO” exact names are preserved. The default value is “YES”. If enabled the table (layer) name will also be laundered.
- **PRECISION**: This may be “YES” to force new fields created on this layer to try and represent the width and precision information, if available using NUMERIC(width,precision) or CHAR(width) types. If “NO” then the types FLOAT8, INTEGER and VARCHAR will be used instead. The default is “YES”.
- **DIM={2,3,XYM,XYZM}**: Control the dimension of the layer. Important to set to 2 for 2D layers with PostGIS 1.0+ as it has constraints on the geometry dimension during loading.
- **GEOMETRY\_NAME**: Set name of geometry column in new table. If omitted it defaults to *wkb\_geometry* for GEOM\_TYPE=geometry, or *the\_geog* for GEOM\_TYPE=geography.
- **SCHEMA**: Set name of schema for new table. Using the same layer name in different schemas is supported, but not in the public schema and others.
- **CREATE\_SCHEMA**: To be used in combination with SCHEMA. Set to ON by default so that the CREATE SCHEMA instruction is emitted. Turn to OFF to prevent CREATE SCHEMA from being emitted.
- **SPATIAL\_INDEX=NONE/GIST/SPGIST/BRIN** (starting with GDAL 2.4) or YES/NO for earlier versions and backward compatibility: Set to GIST (GDAL >=2.4, or YES for earlier versions) by default. Creates a spatial index (GiST) on the geometry column to speed up queries (Has effect only when PostGIS is available). Set to NONE (GDAL >= 2.4, or FALSE for earlier versions) to disable. BRIN is only available with PostgreSQL >= 9.4 and PostGIS >= 2.3. SPGIST is only available with PostgreSQL >= 11 and PostGIS >= 2.5
- **TEMPORARY**: Set to OFF by default. Creates a temporary table instead of a permanent one.
- **UNLOGGED**: Set to OFF by default. Whether to create the table as a unlogged one. Unlogged tables are only supported since PostgreSQL 9.1, and GiST indexes used for spatial indexing since PostgreSQL 9.3.
- **WRITE\_EWKT\_GEOM**: Set to OFF by default. Turn to ON to write EWKT geometries instead of HEX geometries. This option will have no effect if PG\_USE\_COPY environment variable is to YES.
- **CREATE\_TABLE**: Set to ON by default so that tables are recreated if necessary. Turn to OFF to disable this and use existing table structure.

- **DROP\_TABLE=ON/OFF/IF\_EXISTS**: Defaults to IF\_EXISTS. Set to ON so that tables are destroyed before being recreated. Set to OFF to prevent DROP TABLE from being emitted. Set to IF\_EXISTS in order DROP TABLE IF EXISTS to be emitted (needs PostgreSQL >= 8.2)
- **SRID**: Set the SRID of the geometry. Defaults to -1, unless a SRS is associated with the layer. In the case, if the EPSG code is mentioned, it will be used as the SRID. (Note: the spatial\_ref\_sys table must be correctly populated with the specified SRID)
- **NONE\_AS\_UNKNOWN**: Can be set to TRUE to force non-spatial layers (wkbNone) to be created as spatial tables of type GEOMETRY (wkbUnknown). Defaults to NO, in which case a regular table is created and not recorded in the PostGIS geometry\_columns table.
- **FID**: Name of the FID column to create. Defaults to 'ogc\_fid'.
- **FID64**: This may be "TRUE" to create a FID column that can support 64 bit identifiers. The default value is "FALSE".
- **EXTRACT\_SCHEMA\_FROM\_LAYER\_NAME**: Can be set to NO to avoid considering the dot character as the separator between the schema and the table name. Defaults to YES.
- **COLUMN\_TYPES**: A list of strings of format field\_name=pg\_field\_type (separated by comma) that should be use when CreateField() is invoked on them. This will override the default choice that OGR would have made. This can for example be used to create a column of type [HSTORE](#).
- **POSTGIS\_VERSION**: Defaults to 2.2 starting with GDAL 3.2 (1.5 previously) Possible values: 1.5, 2.0 or 2.2. PostGIS 2.0 encodes differently non-linear geometry types. And 2.2 brings special handling for POINT EMPTY geometries.
- **DESCRIPTION** (From GDAL 2.1) Description string to put in the pg\_description system table. The description can also be written with SetMetadataItem("DESCRIPTION", description\_string). Descriptions are preserved by default by ogr2ogr, unless the -nomd option is used.

### 7.59.2.3 Environment variables

- **PG\_USE\_COPY**: This may be "YES" for using COPY for inserting data to Postgresql. COPY is significantly faster than INSERT.

### 7.59.2.4 VSI Virtual File System API support

The driver supports rwriting to files managed by VSI Virtual File System API, which include "regular" files, as well as files in the /vsizip/, /vsigzip/ domains.

Writing to /dev/stdout or /vsistdout/ is also supported.

### 7.59.2.5 Example

- Simple translation of a shapefile into PostgreSQL into a file abc.sql. The table 'abc' will be created with the features from abc.shp and attributes from abc.dbf. The SRID is specified. PG\_USE\_COPY is set to YES to improve the performance.

```
ogr2ogr --config PG_USE_COPY YES -f PGDump abc.sql abc.shp -lco SRID=32631
```

- Pipe the output of the PGDump driver into the psql utility.

```
ogr2ogr --config PG_USE_COPY YES -f PGDump /vsistdout/ abc.shp | psql -d my_dbname -  
↪ f -
```

### 7.59.2.6 See Also

- [OGR PostgreSQL driver Page](#)
- [PostgreSQL Home Page](#)
- [PostGIS](#)
- [PostGIS / OGR Wiki Examples Page](#)

## 7.60 ESRI Personal GeoDatabase

---

### Driver short name

PGeo

---



---

### Build dependencies

ODBC library

---

OGR optionally supports reading ESRI Personal GeoDatabase .mdb files via ODBC. Personal GeoDatabase is a Microsoft Access database with a set of tables defined by ESRI for holding geodatabase metadata, and with geometry for features held in a BLOB column in a custom format (essentially Shapefile geometry fragments). This drivers accesses the personal geodatabase via ODBC but does not depend on any ESRI middle-ware.

Personal Geodatabases are accessed by passing the file name of the .mdb file to be accessed as the data source name.

In order to facilitate compatibility with different configurations, the PGEO\_DRIVER\_TEMPLATE config Option was added to provide a way to programmatically set the DSN programmatically with the filename as an argument. In cases where the driver name is known, this allows for the construction of the DSN based on that information in a manner similar to the default (used for Windows access to the Microsoft Access Driver).

OGR treats all feature tables as layers. Most geometry types should be supported, including 3D data. Measure information (m value) is also supported. Coordinate system information should be properly associated with layers.

Currently the OGR Personal Geodatabase driver does not take advantage of spatial indexes for fast spatial queries, though that may be added in the future.

The Personal GeoDatabase format does not strictly differentiate between multi and single geometry types for polygon or line layers, and it is possible for a polygon or line layer to contain a mix of both single and multi type geometries. Accordingly, in order to provide predictable geometry types, the GDAL driver will always report the type of a line layer as wkbMultiLineString, and a polygon layer as wkbMultiPolygon. Single-part line or polygon features in the database will be promoted to multilinestrings or multipolygons during reading.

By default, SQL statements are passed directly to the MDB database engine. It's also possible to request the driver to handle SQL commands with *OGR SQL* engine, by passing “**OGRSQL**” string to the ExecuteSQL() method, as name of the SQL dialect.

### 7.60.1 Special SQL requests

“GetLayerDefinition a\_layer\_name” and “GetLayerMetadata a\_layer\_name” can be used as special SQL requests to get respectively the definition and metadata of a Personal GeoDatabase table as XML content.

### 7.60.2 Dataset open options

- **LIST\_ALL\_TABLES=YES/NO**: This may be “YES” to force all tables, including system and internal tables (such as the GDB\_\* tables) to be listed (since GDAL 3.4)

### 7.60.3 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.60.4 Field domains

New in version 3.4.

Coded and range field domains are supported.

### 7.60.5 Relationships

New in version 3.6.

Relationship retrieval is supported.

### 7.60.6 How to use PGeo driver with unixODBC and MDB Tools (on Unix and Linux)

This article gives step-by-step explanation of how to use OGR with unixODBC package and how to access Personal Geodatabase with PGeo driver. See also [GDAL wiki for other details](#)

#### 7.60.6.1 Prerequisites

1. Install [unixODBC](#) >= 2.2.11
2. Install MDB Tools. The official upstream of MDB Tools is maintained at <https://github.com/mdbtools/mdbtools>. Version 0.9.4 or later is recommended for best compatibility with the PGeo driver. With the latest version no additional configuration (the followings) is required on Debian Linux and `ogrinfo sample.mdb` works fine.

(On Ubuntu : `sudo apt-get install unixodbc libmdbodbc`)

(On Debian : `sudo apt-get install unixodbc odbc-mdbtools`)

### 7.60.6.2 Configuration

There are two configuration files for unixODBC:

- `odbcinst.ini` - this file contains definition of ODBC drivers available to all users; this file can be found in `/etc` directory or location given as `--sysconfdir` if you did build unixODBC yourself.
- `odbc.ini` - this file contains definition of ODBC data sources (DSN entries) available to all users.
- `~/.odbc.ini` - this is the private file where users can put their own ODBC data sources.

Editing the `odbc.ini` files is only required if you want to setup an ODBC Data Source Name (DSN) so that Personal Geodatabase files can be directly accessed via DSN. This is entirely optional, as the PGeo driver will automatically handle the required connection parameters for you if a direct `.mdb` file name is used instead.

Format of configuration files is very simple:

```
[section_name]
entry1 = value
entry2 = value
```

For more details, refer to [unixODBC manual](#).

#### 1. ODBC driver configuration

First, you need to configure ODBC driver to access Microsoft Access databases with MDB Tools. Add following definition to your `odbcinst.ini` file.

```
[Microsoft Access Driver (*.mdb)]
Description = MDB Tools ODBC drivers
Driver      = /usr/lib/libmdbodbc.so.0
Setup      =
FileUsage   = 1
CPOutput    =
CPReuse     =
```

- `[Microsoft Access Driver (*.mdb)]` - remember to use “Microsoft Access Driver (\*.mdb)” as the name of section because PGeo driver composes ODBC connection string for Personal Geodatabase using “DRIVER=Microsoft Access Driver (\*.mdb);” string.
- `Description` - put short description of this driver definition.
- `Driver` - full path of ODBC driver for MDB Tools.

#### 2. ODBC data source configuration (optional)

In this section, I use ‘sample.mdb’ as a name of Personal Geodatabase, so replace this name with your own database.

Create `.odbc.ini` file in your HOME directory:

```
$ touch ~/.odbc.ini
```

Put following ODBC data source definition to your `.odbc.ini` file:

```
[sample_pgeo]
Description = Sample PGeo Database
Driver      = Microsoft Access Driver (*.mdb)
Database    = /home/mloskot/data/sample.mdb
Host        = localhost
Port        = 1360
User        = mloskot
Password    =
Trace       = Yes
TraceFile   = /home/mloskot/odbc.log
```

Step by step explanation of DSN entry:

- [sample\_pgeo] - this is name of ODBC data source (DSN). You will refer to your Personal Geodatabase using this name. You can use your own name here.
- Description - short description of the DSN entry.
- Driver - full name of driver defined in step 1. above.
- Database - full path to .mdb file with your Personal Geodatabase.
- Host, Port, User and Password entries are not used by MDB Tools driver.

### 7.60.6.3 Testing PGeo driver with ogrinfo

Now, you can try to access PGeo data source with ogrinfo.

First, check if you have PGeo driver built in OGR:

```
$ ogrinfo --formats
Supported Formats:
  ESRI Shapefile
  ...
  PGeo
  ...
```

Now, you can access your Personal Geodatabase. If you've setup a DSN for the Personal Geodatabase (as detailed in section 2 above), the data source should be PGeo:<DSN> where <DSN> is the name of DSN entry you put to your .odbc.ini.

Alternatively, you can pass a .mdb filename directly to OGR to avoid manual creation of the DSN.

```
ogrinfo PGeo:sample_pgeo
INFO: Open of `PGeo:sample_pgeo'
using driver `PGeo' successful.
1. ...
```

After you run the command above, you should get list of layers stored in your geodatabase.

Now, you can try to query details of particular layer:

```
ogrinfo PGeo:sample_pgeo <layer name>
INFO: Open of `PGeo:sample_pgeo'
using driver `PGeo' successful.

Layer name: ...
```

## 7.60.7 Resources

- [About ESRI Geodatabase](#)
- [MDB Tools project home](#)

## 7.61 PostgreSQL / PostGIS

---

### Driver short name

PostgreSQL

---



---

### Build dependencies

PostgreSQL client library (libpq)

---

This driver implements support for access to spatial tables in PostgreSQL extended with the [PostGIS](#) spatial data support. Some support exists in the driver for use with PostgreSQL without PostGIS but with less functionalities.

This driver requires a connection to a Postgres database. If you want to prepare a SQL dump to inject it later into a Postgres database, you can instead use the [PostgreSQL SQL Dump driver](#).

You can find additional information on the driver in the [Advanced OGR PostgreSQL driver Information](#) page.

### 7.61.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---



---

#### Supports Georeferencing

This driver supports georeferencing

---

### 7.61.2 Connecting to a database

To connect to a Postgres datasource, use a connection string specifying the database name, with additional parameters as necessary. The PG: prefix is used to mark the name as a postgres connection string.

PG:dbname=databasename

or

PG:"dbname='databasename' host='addr' port='5432' user='x' password='y'"

In this syntax each parameter setting is in the form keyword = value. Spaces around the equal sign are optional. To write an empty value, or a value containing spaces, surround it with single quotes, e.g., keyword = 'a value'. Single quotes and backslashes within the value must be escaped with a backslash, i.e., ' and .

Starting with GDAL 3.1 also this syntax is supported:

```
PG:service=servicename
```

Starting with GDAL 3.4, the URI syntax is also supported

```
postgresql://[user[:password]@][netloc][:port][/dbname][?param1=value1&...]
```

It's also possible to omit the database name and connect to a *default* database, with the same name as the user name.

**Note:** We use PQconnectdb() to make the connection. See details from [PostgreSQL libpq documentation](#)).

### 7.61.3 Geometry columns

If the *geometry\_columns* table exists (i.e. PostGIS is enabled for the accessed database), then all tables and named views listed in the *geometry\_columns* table will be treated as OGR layers. Otherwise (PostGIS disabled for the accessed database), all regular user tables and named views will be treated as layers.

The driver also supports the [geography](#) column type introduced in PostGIS 1.5.

The driver also supports reading and writing the following non-linear geometry types :CIRCULARSTRING, COMPOUNDCURVE, CURVEPOLYGON, MULTICURVE and MULTISURFACE

### 7.61.4 SQL statements

The PostgreSQL driver passes SQL statements directly to PostgreSQL by default, rather than evaluating them internally when using the ExecuteSQL() call on the OGRDataSource, or the -sql command option to ogr2ogr. Attribute query expressions are also passed directly through to PostgreSQL. It's also possible to request the ogr Pg driver to handle SQL commands with the *OGR SQL* engine, by passing “OGRSQL” string to the ExecuteSQL() method, as the name of the SQL dialect.

Note that the PG driver uses PostgreSQL cursors to browse through the result set of a ExecuteSQL() request, and that, at time of writing, PostgreSQL default settings aren't optimized when the result set is small enough to fit in one result page. If you experiment bad performance, specifying the PRELUDE\_STATEMENTS=SET cursor\_tuple\_fraction = 1.0; open option might help.

The PostgreSQL driver in OGR supports the OGRDataSource::StartTransaction(), OGRDataSource::CommitTransaction() and OGRDataSource::RollbackTransaction() calls in the normal SQL sense.



### 7.61.5 Creation Issues

The PostgreSQL driver does not support creation of new datasets (a database within PostgreSQL), but it does allow creation of new layers within an existing database.

As mentioned above the type system is impoverished, and many OGR types are not appropriately mapped into PostgreSQL.

If the database has PostGIS types loaded (i.e. the geometry type), newly created layers will be created with the PostGIS Geometry type. Otherwise they will use OID.

By default it is assumed that text being sent to Postgres is in the UTF-8 encoding. This is fine for plain ASCII, but can result in errors for extended characters (ASCII 155+, LATIN1, etc). While OGR provides no direct control over this, you can set the PGCLIENTENCODING environment variable to indicate the format being provided. For instance, if your text is LATIN1 you could set the environment variable to LATIN1 before using OGR and input would be assumed to be LATIN1 instead of UTF-8. An alternate way of setting the client encoding is to issue the following SQL command with ExecuteSQL() : “SET client\_encoding TO encoding\_name” where encoding\_name is LATIN1, etc. Errors can be caught by enclosing this command with a CPLPushErrorHandler()/CPLPopErrorHandler() pair.

#### 7.61.5.1 Dataset open options

- **DBNAME**=string: Database name.
- **PORT**=integer: Port.
- **USER**=string: User name.
- **PASSWORD**=string: Password.
- **HOST**=string: Server hostname.
- **SERVICE**=string: Service name (GDAL >= 3.1)
- **ACTIVE\_SCHEMA**=string: Active schema.
- **SCHEMAS**=string: Restricted sets of schemas to explore (comma separated).
- **TABLES**=string: Restricted set of tables to list (comma separated).
- **LIST\_ALL\_TABLES**=YES/NO: This may be “YES” to force all tables, including non-spatial ones, to be listed.
- **PRELUDE\_STATEMENTS**=string (GDAL >= 2.1). SQL statement(s) to send on the PostgreSQL client connection before any other ones. In case of several statements, they must be separated with the semi-column (;) sign. The driver will specifically recognize BEGIN as the first statement to avoid emitting BEGIN/COMMIT itself. This option may be useful when using the driver with pg\_bouncer in transaction pooling, e.g. ‘BEGIN; SET LOCAL statement\_timeout TO “1h”;
- **CLOSING\_STATEMENTS**=string (GDAL >= 2.1). SQL statement(s) to send on the PostgreSQL client connection after any other ones. In case of several statements, they must be separated with the semi-column (;) sign. With the above example value for PRELUDE\_STATEMENTS, the appropriate CLOSING\_STATEMENTS would be “COMMIT”.

### 7.61.5.2 Dataset Creation Options

None

### 7.61.5.3 Layer Creation Options

- **GEOM\_TYPE**: The GEOM\_TYPE layer creation option can be set to one of “geometry”, “geography” (PostGIS >= 1.5), “BYTEA” or “OID” to force the type of geometry used for a table. For a PostGIS database, “geometry” is the default value. PostGIS “geography” assumes a geographic SRS (before PostGIS 2.2, it was even required to be EPSG:4326), but the driver has no built-in reprojection logic so it is safest to use always *-t\_srs EPSG:4326* (or the canonical geographic CRS corresponding to the projected CRS of interest to avoid datum transformations) with GEOM\_TYPE=geography.
- **OVERWRITE**: This may be “YES” to force an existing layer of the desired name to be destroyed before creating the requested layer.
- **LAUNDER**: This may be “YES” to force new fields created on this layer to have their field names “laundered” into a form more compatible with PostgreSQL. This converts to lower case and converts some special characters like “-” and “#” to “\_”. If “NO” exact names are preserved. The default value is “YES”. If enabled the table (layer) name will also be laundered.
- **PRECISION**: This may be “YES” to force new fields created on this layer to try and represent the width and precision information, if available using NUMERIC(width,precision) or CHAR(width) types. If “NO” then the types FLOAT8, INTEGER and VARCHAR will be used instead. The default is “YES”.
- **DIM={2,3,XYM,XYZM}**: Control the dimension of the layer. Important to set to 2 for 2D layers with PostGIS 1.0+ as it has constraints on the geometry dimension during loading.
- **GEOMETRY\_NAME**: Set name of geometry column in new table. If omitted it defaults to *wkb\_geometry* for GEOM\_TYPE=geometry, or *the\_geog* for GEOM\_TYPE=geography.
- **SCHEMA**: Set name of schema for new table. Using the same layer name in different schemas is supported, but not in the public schema and others. Note that using the -overwrite option of ogr2ogr and -lco SCHEMA= option at the same time will not work, as the ogr2ogr utility will not understand that the existing layer must be destroyed in the specified schema. Use the -nln option of ogr2ogr instead, or better the active\_schema connection string. See below example.
- **SPATIAL\_INDEX=NONE/GIST/SPGIST/BRIN** (starting with GDAL 2.4) or YES/NO for earlier versions and backward compatibility: Set to GIST (GDAL >=2.4, or YES for earlier versions) by default. Creates a spatial index (GiST) on the geometry column to speed up queries (Has effect only when PostGIS is available). Set to NONE (GDAL >= 2.4, or FALSE for earlier versions) to disable. BRIN is only available with PostgreSQL >= 9.4 and PostGIS >= 2.3. SPGIST is only available with PostgreSQL >= 11 and PostGIS >= 2.5
- **TEMPORARY**: Set to OFF by default. Creates a temporary table instead of a permanent one.
- **UNLOGGED**: Set to OFF by default. Whether to create the table as a unlogged one. Unlogged tables are only supported since PostgreSQL 9.1, and GiST indexes used for spatial indexing since PostgreSQL 9.3.
- **NONE\_AS\_UNKNOWN**: Can bet set to TRUE to force non-spatial layers (wkbNone) to be created as spatial tables of type GEOMETRY (wkbUnknown). Defaults to NO, in which case a regular table is created and not recorded in the PostGIS geometry\_columns table.
- **FID**: Name of the FID column to create. Defaults to ‘ogc\_fid’.
- **FID64**: This may be “TRUE” to create a FID column that can support 64 bit identifiers. The default value is “FALSE”.
- **EXTRACT\_SCHEMA\_FROM\_LAYER\_NAME**: Can be set to NO to avoid considering the dot character as the separator between the schema and the table name. Defaults to YES.

- **COLUMN\_TYPES:** A list of strings of format `field_name=pg_field_type` (separated by comma) that should be used when `CreateField()` is invoked on them. This will override the default choice that OGR would have made. This can for example be used to create a column of type `HSTORE`.
- **DESCRIPTION** (From GDAL 2.1) Description string to put in the `pg_description` system table. On reading, if such a description is found, it is exposed in the `DESCRIPTION` metadata item. The description can also be written with `SetMetadataItem("DESCRIPTION", description_string)`. Descriptions are preserved by default by `ogr2ogr`, unless the `-nomd` option is used.

#### 7.61.5.4 Configuration Options

The following *configuration options* are available:

- **PG\_USE\_COPY:** This may be “YES” for using `COPY` for inserting data to PostgreSQL. `COPY` is significantly faster than `INSERT`. `COPY` is used by default when inserting from a table that has just been created.
- **PGSQL\_OGR\_FID:** Set name of primary key instead of ‘`ogc_fid`’. Only used when opening a layer whose primary key cannot be autodetected. Ignored by `CreateLayer()` that uses the `FID` creation option.
- **PG\_USE\_BASE64:** If set to “YES”, geometries will be fetched as `BASE64` encoded `EWKB` instead of canonical `HEX` encoded `EWKB`. This reduces the amount of data to be transferred from `2 N` to `1.333 N`, where `N` is the size of `EWKB` data. However, it might be a bit slower than fetching in canonical form when the client and the server are on the same machine, so the default is `NO`.
- **OGR\_TRUNCATE:** If set to “YES”, the content of the table will be first erased with the `SQL TRUNCATE` command before inserting the first feature. This is an alternative to using the `-overwrite` flag of `ogr2ogr`, that avoids views based on the table to be destroyed. Typical use case: `ogr2ogr -append PG:dbname=foo abc.shp --config OGR_TRUNCATE YES`.

#### 7.61.5.5 Examples

- Simple translation of a shapefile into PostgreSQL. The table ‘`abc`’ will be created with the features from `abc.shp` and attributes from `abc.dbf`. The database instance (`warmerda`) must already exist, and the table `abc` must not already exist.

```
ogr2ogr -f PostgreSQL PG:dbname=warmerda abc.shp
```

- This second example loads a political boundaries layer from `VPF` (via the *OGDI driver*), and renames the layer from the cryptic `OGDI` layer name to something more sensible. If an existing table of the desired name exists it is overwritten.

```
ogr2ogr -f PostgreSQL PG:dbname=warmerda \
  gltp:/vrf/usr4/mpp1/v0eur/vmaplv0/eurnasia \
  -lco OVERWRITE=yes -nln polbndl_bnd 'polbndl@bnd(*)_line'
```

- Export a single Postgres table to GeoPackage:

```
ogr2ogr \
  -f GPKG output.gpkg \
  PG:"dbname='my_database'" "my_table"
```

- Export many Postgres tables to GeoPackage:

```
ogr2ogr \
  -f GPKG output.gpkg \
  PG:"dbname='my_database' tables='table_1,table_3'"
```

- Export a whole Postgres database to GeoPackage:

```
ogr2ogr \  
-f GPKG output.gpkg \  
PG:dbname=my_database
```

- Load a single layer GeoPackage into Postgres:

```
ogr2ogr \  
-f "PostgreSQL" PG:"dbname='my_database'" \  
input.gpkg \  
-nln "name_of_new_table"
```

- In this example we merge tiger line data from two different directories of tiger files into one table. Note that the second invocation uses -append and no OVERWRITE=yes.

```
ogr2ogr -f PostgreSQL PG:dbname=warmerda tiger_michigan \  
-lco OVERWRITE=yes CompleteChain  
ogr2ogr -update -append -f PostgreSQL PG:dbname=warmerda tiger_ohio \  
CompleteChain
```

- This example shows using ogrinfo to evaluate an SQL query statement within PostgreSQL. More sophisticated PostGIS specific queries may also be used via the -sql commandline switch to ogrinfo.

```
ogrinfo -ro PG:dbname=warmerda -sql "SELECT pop_1994 from canada where province_  
↪name = 'Alberta'"
```

- This example shows using ogrinfo to list PostgreSQL/PostGIS layers on a different host.

```
ogrinfo -ro PG:"host='myserver.velocet.ca' user='postgres' dbname='warmerda'"
```

- This example shows use of PRELUDE\_STATEMENTS and CLOSING\_STATEMENTS as destination open options of ogr2ogr.

```
ogrinfo PG:"dbname='mydb'" poly -doo "PRELUDE_STATEMENTS=BEGIN; SET LOCAL statement_  
↪timeout TO '1h';" -doo CLOSING_STATEMENTS=COMMIT
```

## 7.61.6 FAQs

- **Why can't I see my tables? PostGIS is installed and I have data** You must have permissions on all tables you want to read *and* geometry\_columns and spatial\_ref\_sys. Misleading behavior may follow without an error message if you do not have permissions to these tables. Permission issues on geometry\_columns and/or spatial\_ref\_sys tables can be generally confirmed if you can see the tables by setting the configuration option PG\_LIST\_ALL\_TABLES to YES. (e.g. ogrinfo --config PG\_LIST\_ALL\_TABLES YES PG:xxxxx)

## 7.61.7 See Also

- [Advanced OGR PostgreSQL driver Information](#)
- [OGR PostgreSQL SQL Dump driver Page](#)
- [PostgreSQL Home Page](#)
- [PostGIS](#)
- [PostGIS / OGR Wiki Examples Page](#)

### 7.61.7.1 PostgreSQL / PostGIS - Advanced Driver Information

The information collected in that page deal with advanced topics, not found in the [OGR PostgreSQL driver Information](#) page.

#### Connection options related to schemas and tables

The database opening should be significantly faster than in previous versions, so using tables= or schemas= options will not bring further noticeable speed-ups.

The set of tables to be scanned can be overridden by specifying `tables=[schema.]table[(geom_column_name)][,[schema2.]table2[(geom_ within the connection string. If the parameter is found, the driver skips enumeration of the tables as described in the next paragraph.`

It is possible to restrict the schemas that will be scanned while establishing the list of tables. This can be done by specifying `schemas=schema_name[,schema_name2]` within the connection string. This can also be a way of speeding up the connection to a PostgreSQL database if there are a lot of schemas. Note that if only one schema is listed, it will also be made automatically the active schema (and the schema name will not prefix the layer name). Otherwise, the active schema is still 'public', unless otherwise specified by the `active_schema=` option.

The active schema ('public' being the default) can be overridden by specifying `active_schema=schema_name` within the connection string. The active schema is the schema where tables are created or looked for when their name is not explicitly prefixed by a schema name. Note that this does not restrict the tables that will be listed (see `schemas=` option above). When getting the list of tables, the name of the tables within that active schema will not be prefixed by the schema name. For example, if you have a table 'foo' within the public schema, and a table 'foo' within the 'bar\_schema' schema, and that you specify `active_schema=bar_schema`, 2 layers will be listed : 'foo' (implicitly within 'bar\_schema') and 'public.foo'.

## Multiple geometry columns

The PostgreSQL driver supports accessing tables with multiple PostGIS geometry columns.

OGR supports reading, updating, creating tables with multiple PostGIS geometry columns (following rfc-41) For such a table, a single OGR layer will be reported with as many geometry fields as there are geometry columns in the table.

For backward compatibility, it is also possible to query a layer with `GetLayerByName()` with a name formatted like `'foo(bar)'` where `'foo'` is a table and `'bar'` a geometry column.

## Layers

Even when PostGIS is enabled, if the user defines the environment variable

```
PG_LIST_ALL_TABLES=YES
```

(and does not specify `tables=`), all regular user tables and named views will be treated as layers. However, tables with multiple geometry column will only be reported once in that mode. So this variable is mainly useful when PostGIS is enabled to find out tables with no spatial data, or views without an entry in `geometry_columns` table.

In any case, all user tables can be queried explicitly with `GetLayerByName()`

Regular (non-spatial) tables can be accessed, and will return features with attributes, but not geometry. If the table has a `"wkb_geometry"` field, it will be treated as a spatial table. The type of the field is inspected to determine how to read it. It can be a PostGIS **geometry** field, which is assumed to come back in OGC WKT, or type `BYTEA` or `OID` in which case it is used as a source of OGC WKB geometry.

Tables inherited from spatial tables are supported.

If there is an `"ogc_fid"` field, it will be used to set the feature id of the features, and not treated as a regular field.

The layer name may be of the form `"schema.table"`. The schema must exist, and the user needs to have write permissions for the target and the public schema.

If the user defines the environment variable

```
PG_SKIP_VIEWS=YES
```

(and does not specify `tables=`), only the regular user tables will be treated as layers. The default action is to include the views. This variable is particularly useful when you want to copy the data into another format while avoiding the redundant data from the views.

## Named views

When PostGIS is enabled for the accessed database, named views are supported, provided that there is an entry in the `geometry_columns` tables. But, note that the `AddGeometryColumn()` SQL function doesn't accept adding an entry for a view (only for regular tables). So, that must usually be done by hand with a SQL statement like :

```
"INSERT INTO geometry_columns VALUES ( '', 'public', 'name_of_my_view', 'name_of_
↪ geometry_column', 2, 4326, 'POINT');"
```

It is also possible to use named views without inserting a row in the `geometry_columns` table. For that, you need to explicitly specify the name of the view in the `"tables="` option of the connection string. See above. The drawback is that OGR will not be able to report a valid SRS and figure out the right geometry type.

## Retrieving FID of newly inserted feature

The FID of a feature (i.e. usually the value of the OGC\_FID column for the feature) inserted into a table with `CreateFeature()`, in non-copy mode, will be retrieved from the database and can be obtained with `GetFID()`. One side-effect of this new behavior is that you must be careful if you re-use the same feature object in a loop that makes insertions. After the first iteration, the FID will be set to a non-null value, so at the second iteration, `CreateFeature()` will try to insert the new feature with the FID of the previous feature, which will fail as you cannot insert 2 features with same FID. So in that case you must explicitly reset the FID before calling `CreateFeature()`, or use a fresh feature object.

Snippet example in Python :

```
feat = ogr.Feature(lyr.GetLayerDefn())
for i in range(100):
    feat.SetFID(-1) # Reset FID to null value
    lyr.CreateFeature(feat)
    print('The feature has been assigned FID %d' % feat.GetFID())
```

or :

```
for i in range(100):
    feat = ogr.Feature(lyr.GetLayerDefn())
    lyr.CreateFeature(feat)
    print('The feature has been assigned FID %d' % feat.GetFID())
```

Old GDAL behavior can be obtained by setting the configuration option `OGR_PG_RETRIEVE_FID` to `FALSE`.

## Issues with transactions

Efficient sequential reading in PostgreSQL requires to be done within a transaction (technically this is a `CURSOR WITHOUT HOLD`). So the PG driver will implicitly open such a transaction if none is currently opened as soon as a feature is retrieved. This transaction will be released if `ResetReading()` is called (provided that no other layer is still being read).

If within such an implicit transaction, an explicit dataset level `StartTransaction()` is issued, the PG driver will use a `SAVEPOINT` to emulate properly the transaction behavior while making the active cursor on the read layer still opened.

If an explicit transaction is opened with dataset level `StartTransaction()` before reading a layer, this transaction will be used for the cursor that iterates over the layer. When explicitly committing or rolling back the transaction, the cursor will become invalid, and `ResetReading()` should be issued again to restart reading from the beginning.

As calling `SetAttributeFilter()` or `SetSpatialFilter()` implies an implicit `ResetReading()`, they have the same effect as `ResetReading()`. That is to say, while an implicit transaction is in progress, the transaction will be committed (if no other layer is being read), and a new one will be started again at the next `GetNextFeature()` call. On the contrary, if they are called within an explicit transaction, the transaction is maintained.

With the above rules, the below examples show the SQL instructions that are run when using the OGR API in different scenarios.

<code>lyr1-&gt;GetNextFeature()</code>	<code>BEGIN (implicit)</code>
	<code>DECLARE cur1 CURSOR FOR SELECT * FROM lyr1</code>
	<code>FETCH 1 IN cur1</code>
<code>lyr1-&gt;SetAttributeFilter('xxx')</code>	
<code>--&gt; lyr1-&gt;ResetReading()</code>	<code>CLOSE cur1</code>
	<code>COMMIT (implicit)</code>

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```

lyr1->GetNextFeature()      BEGIN (implicit)
                             DECLARE cur1 CURSOR  FOR SELECT * FROM lyr1 WHERE xxx
                             FETCH 1 IN cur1

lyr2->GetNextFeature()      DECLARE cur2 CURSOR  FOR SELECT * FROM lyr2
                             FETCH 1 IN cur2

lyr1->GetNextFeature()      FETCH 1 IN cur1

lyr2->GetNextFeature()      FETCH 1 IN cur2

lyr1->CreateFeature(f)       INSERT INTO cur1 ...

lyr1->SetAttributeFilter('xxx')
--> lyr1->ResetReading()     CLOSE cur1
                             COMMIT (implicit)

lyr1->GetNextFeature()      DECLARE cur1 CURSOR  FOR SELECT * FROM lyr1 WHERE xxx
                             FETCH 1 IN cur1

lyr1->ResetReading()        CLOSE cur1

lyr2->ResetReading()        CLOSE cur2
                             COMMIT (implicit)

~~~~~

ds->StartTransaction()      BEGIN

lyr1->GetNextFeature()      DECLARE cur1 CURSOR FOR SELECT * FROM lyr1
                             FETCH 1 IN cur1

lyr2->GetNextFeature()      DECLARE cur2 CURSOR FOR SELECT * FROM lyr2
                             FETCH 1 IN cur2

lyr1->CreateFeature(f)       INSERT INTO cur1 ...

lyr1->SetAttributeFilter('xxx')
--> lyr1->ResetReading()     CLOSE cur1
                             COMMIT (implicit)

lyr1->GetNextFeature()      DECLARE cur1 CURSOR  FOR SELECT * FROM lyr1 WHERE xxx
                             FETCH 1 IN cur1

lyr1->ResetReading()        CLOSE cur1

lyr2->ResetReading()        CLOSE cur2

ds->CommitTransaction()     COMMIT

```

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```

ds->StartTransaction()          BEGIN

lyr1->GetNextFeature()          DECLARE cur1 CURSOR FOR SELECT * FROM lyr1
                                FETCH 1 IN cur1

lyr1->CreateFeature(f)           INSERT INTO cur1 ...

ds->CommitTransaction()         CLOSE cur1 (implicit)
                                COMMIT

lyr1->GetNextFeature()          FETCH 1 IN cur1      ==> Error since the cursor was
↪closed with the commit. Explicit ResetReading() required before

~~~~~

lyr1->GetNextFeature()          BEGIN (implicit)
                                DECLARE cur1 CURSOR FOR SELECT * FROM lyr1
                                FETCH 1 IN cur1

ds->StartTransaction()          SAVEPOINT savepoint

lyr1->CreateFeature(f)           INSERT INTO cur1 ...

ds->CommitTransaction()         RELEASE SAVEPOINT savepoint

lyr1->ResetReading()            CLOSE cur1
                                COMMIT (implicit)

```

Note: in reality, the PG drivers fetches 500 features at once. The FETCH 1 is for clarity of the explanation.

## Advanced Examples

- This example shows using ogrinfo to list only the layers specified by the *tables=* options.

```
ogrinfo -ro PG:'dbname=warmerda tables=table1,table2'
```

- This example shows using ogrinfo to query a table 'foo' with multiple geometry columns ('geom1' and 'geom2').

```
ogrinfo -ro -al PG:dbname=warmerda 'foo(geom2)'
```

- This example show how to list only the layers inside the schema apt200810 and apt200812. The layer names will be prefixed by the name of the schema they belong to.

```
ogrinfo -ro PG:'dbname=warmerda schemas=apt200810,apt200812'
```

- This example shows using ogrinfo to list only the layers inside the schema named apt200810. Note that the layer names will not be prefixed by apt200810 as only one schema is listed.

```
ogrinfo -ro PG:'dbname=warmerda schemas=apt200810'
```

- This example shows how to convert a set of shapefiles inside the apt200810 directory into an existing Postgres schema apt200810. In that example, we could have use the *schemas=* option instead.

```
ogr2ogr -f PostgreSQL "PG:dbname=warmerda active_schema=apt200810" apt200810
```

- This example shows how to convert all the tables inside the schema apt200810 as a set of shapefiles inside the apt200810 directory. Note that the layer names will not be prefixed by apt200810 as only one schema is listed

```
ogr2ogr apt200810 PG:'dbname=warmerda schemas=apt200810'
```

- This example shows how to overwrite an existing table in an existing schema. Note the use of -nln to specify the qualified layer name.

```
ogr2ogr -overwrite -f PostgreSQL "PG:dbname=warmerda" mytable.shp mytable -nln ↵  
↵myschema.mytable
```

Note that using -lco SCHEMA=mytable instead of -nln would not have worked in that case (see [#2821](#) for more details).

If you need to overwrite many tables located in a schema at once, the -nln option is not the more appropriate, so it might be more convenient to use the active\_schema connection string. The following example will overwrite, if necessary, all the PostgreSQL tables corresponding to a set of shapefiles inside the apt200810 directory :

```
ogr2ogr -overwrite -f PostgreSQL "PG:dbname=warmerda active_schema=apt200810" ↵  
↵apt200810
```

## See Also

- *[OGR PostgreSQL driver Information](#)*

## 7.62 PLScenes (Planet Labs Scenes/Catalog API)

---

### Driver short name

PLScenes

---

### Build dependencies

libcurl

---

This driver can connect to Planet Labs Data V1 API. GDAL/OGR must be built with Curl support in order for the PLScenes driver to be compiled.

Please consult the dedicated pages for each version of the API:

## 7.62.1 PLScenes (Planet Labs Scenes), Data V1 API

New in version 2.2.

The driver supports read-only operations to list scenes and their metadata as a vector layer per item-types: “PSOrthoTile”, “REOrthoTile”, “PSScene3Band”, “PSScene4Band”, “REScene”, “Landsat8L1G”, “Sentinel2L1C”. It can also access raster scenes.

### 7.62.1.1 Driver capabilities

#### Supports Georeferencing

This driver supports georeferencing

### 7.62.1.2 Dataset name syntax

The minimal syntax to open a datasource is :

PLScenes:[options]

Additional optional parameters can be specified after the ‘:’ sign. Currently the following one is supported :

- **version**=data\_v1: To specify the API version to request.
- **api\_key**=value: To specify the Planet API KEY. It is mandatory, unless it is supplied through the open option API\_KEY, or the configuration option PL\_API\_KEY.
- **follow\_links**=YES/NO: Whether assets links should be followed for each scene (vector). Getting assets links require a HTTP request per scene, which might be costly when enumerating through a lot of products. Defaults to NO.
- **scene**=scene\_id: To specify the scene ID, when accessing raster data. Optional for vector layer access.
- **itemtypes**=name: To specify the item types name. Optional for vector layer access. Mandatory for raster access.
- **asset**=value: To specify the asset type (for raster fetching). Default is “visual”. Optional for vector layer access. If the option is not specified and the ‘visual’ asset category does not exist for the scene (or if the value is set to ‘list’), the returned dataset will have subdatasets for the available asset categories.
- **metadata**=YES/NO: (Raster only) Whether scene metadata should be fetch from the API and attached to the raster dataset. Defaults to YES.

If several parameters are specified, they must be separated by a comma.

### 7.62.1.3 Open options

The following open options are available :

- **VERSION**=data\_v1: To specify the API version to request.
- **API\_KEY**=value: To specify the Planet API KEY.
- **FOLLOW\_LINKS**=YES/NO: Whether assets links should be followed for each scene (vector). Getting assets links require a HTTP request per scene, which might be costly when enumerating through a lot of products. Defaults to NO.
- **SCENE**=scene\_id: To specify the scene ID, when accessing raster data. Optional for vector layer access.

- **ITEMTYPES=name**: To specify the item types name. Optional for vector layer access. Mandatory for raster access.
- **ASSET=value**: To specify the asset type (for raster fetching). Default is “visual”. Optional for vector layer access. If the option is not specified and the ‘visual’ asset category does not exist for the scene (or if the value is set to ‘list’), the returned dataset will have subdatasets for the available asset categories.
- **RANDOM\_ACCESS=YES/NO**: Whether raster should be accessed in random access mode (but with potentially not optimal throughput). If NO, in-memory ingestion is done. Default is YES.
- **ACTIVATION\_TIMEOUT=int**: Number of seconds during which to wait for asset activation (raster). Default is 3600.
- **METADATA=YES/NO**: (Raster only) Whether scene metadata should be fetched from the API and attached to the raster dataset. Defaults to YES.

#### 7.62.1.4 Configuration options

The following *configuration options* are available:

- **PL\_API\_KEY =value**: To specify the Planet API KEY.

#### 7.62.1.5 Attributes

The layer field definition is built from the “plscensconf.json” file in the GDAL configuration. The links to downloadable products are in *asset\_XXXXX\_location* attributes where XXXXX is the asset category id, when they are active. Otherwise they should be activated by sending a POST request to the URL in the *asset\_XXXXX\_activate\_link* attribute (what the raster driver does automatically)

### Geometry

The footprint of each scene is reported as a MultiPolygon with a longitude/latitude WGS84 coordinate system (EPSG:4326).

### Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server. It also makes the same for simple attribute filters set with `SetAttributeFilter()`. Note that not all attributes support all comparison operators. Refer to comparator column in [Metadata properties](#)

### Paging

Features are retrieved from the server by chunks of 250 by default (and this is the maximum value accepted by the server). This number can be altered with the `PLSCENES_PAGE_SIZE` configuration option.

### Vector layer (scene metadata) examples

Listing all scenes available (with the rights of the account) :

```
ogrinfo -ro -al "PLScenes:" -oo API_KEY=some_value
```

or

```
ogrinfo -ro -al "PLScenes:api_key=some_value"
```

or

```
ogrinfo -ro -al "PLScenes:" --config PL_API_KEY some_value
```

Listing all scenes available on PSOrthoTile item types, under a point of (lat,lon)=(40,-100) :

```
ogrinfo -ro -al "PLScenes:" -oo API_KEY=some_value PSOrthoTile -spat -100 40 -100 40
```

Listing all scenes available within a bounding box (lat,lon)=(40,-100) to (lat,lon)=(39,-99)

```
ogrinfo -ro -al "PLScenes:" -oo API_KEY=some_value -spat -100 40 -99 39
```

Listing all scenes available matching criteria :

```
ogrinfo -ro -al "PLScenes:" -oo API_KEY=some_value PSOrthoTile -where "acquired >= '2015/
↪03/26 00:00:00' AND cloud_cover < 10"
```

List all downloadable scenes:

```
ogrinfo -ro -al -q "PLScenes:" -oo API_KEY=some_value PSOrthoTile -where "permissions=
↪'assets:download'"
```

#### 7.62.1.6 Raster access

Scenes can be accessed as raster datasets, provided that the scene ID is specified with the 'scene' parameter / SCENE open option. The 'itemtypes' parameter / ITEMTYPES open option must also be specified. The asset type (visual, analytic, ...) can be specified with the 'asset' parameter / ASSET open option. The scene id is the content of the value of the 'id' field of the features.

If the product is not already generated on the server, it will be activated, and the driver will wait for it to be available. The length of this retry can be configured with the ACTIVATION\_TIMEOUT open option.

### Raster access examples

Displaying raster metadata :

```
gdalinfo "PLScenes:scene=scene_id,itemtypes=itemtypes,asset=analytic" -oo API_KEY=some_
↪value
```

or

```
gdalinfo "PLScenes:" -oo API_KEY=some_value -oo ITEMTYPES=itemtypes -oo SCENE=scene_id -
↪oo ASSET=analytic
```

Converting/downloading a whole file:

```
gdal_translate "PLScenes:" -oo API_KEY=some_value -oo SCENE=scene_id \  
-oo ITEMTYPES=itemtypes -oo ASSET=analytic -oo RANDOM_ACCESS=NO out.tif
```

### 7.62.1.7 See Also

- *General documentation page for PLScenes driver*
- *Documentation of Planet Scenes Data API v1*
- *Raster PLMosaic / Planet Mosaics API driver*

### 7.62.2 See Also

- *Documentation of Planet Scenes Data API V1*
- *Raster PLMosaic / Planet Mosaics API driver*

## 7.63 IHO S-57 (ENC)

---

### Driver short name

S57

---

---

### Driver built-in by default

This driver is built-in by default

---

International Hydrographic Organisation (IHO) S-57 Electronic Navigation Charts (ENC) datasets are supported for read access.

The S-57 driver module produces features for all S-57 features in the S-57 file, and associated updates. S-57 (ENC) files normally have the extension “.000”.

S-57 feature objects are translated into features. S-57 geometry objects are automatically collected and formed into geometries on the features.

The S-57 reader depends on having two supporting files, `s57objectclasses.csv`, and `s57attributes.csv` available at runtime in order to translate features in an object class specific manner. These should be in the directory pointed to by the environment variable `S57_CSV`, or in the current working directory.

S-57 update files contain information on how to update a distributed S-57 base data file. The base files normally have the extension `.000` while the update files have extensions like `.001`, `.002` and so on. The S-57 reader will normally read and apply all updates files to the in memory version of the base file on the fly. The feature data provided to the application therefore includes all the updates.

### 7.63.1 Driver capabilities

#### Supports Georeferencing

This driver supports georeferencing

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

### 7.63.2 Feature Translation

Normally all features read from S-57 are assigned to a layer based on the name of the object class (OBJL) to which they belong. For instance, with an OBJL value of 2, the feature is an “Airport / airfield” and has a short name of “AIRARE” which is used as the layer name. A typical S-57 transfer will have in excess of 100 layers.

Each feature type has a predefined set of attributes as defined by the S-57 standard. For instance, the airport (AIRARE) object class can have the AIRARE, CATAIR, CONDTN, CONVIS, NOBJNM, OBJNAM, STATUS, INFORM, NINFOM, NTXTDS, PICREP, SCAMAX, SCAMIN, TXTDSC, RECDAT, RECIND, SORDAT, and SORIND attributes. These short names can be related to longer, more meaningful names using an S-57 object/attribute catalog such as the S-57 standard document itself, or the catalog files (`s57attributes.csv`, and `s57objectclasses.csv`). Such a catalog can also be used to establish all the available object classes, and their attributes.

The following are some common attributes, including generic attributes which appear on all feature, regardless of object class. is turned on.

Attribute Name	Description	Defined On
GRUP	Group number.	All features
OBJL	Object label code. This number indicates the <b>object class</b> of the feature.	All features
RVER	Record version.	
AGEN	Numeric agency code, such as <b>50</b> for the Canadian Hydrographic Service.	All features
FIDN	Feature identification number.	All features
FIDS	Feature identification subdivision.	All features
INFORM	Informational text.	Some features
NINFOM	Informational text <b>in</b> national language.	Some features
OBJNAM	Object name	Some features

(continues on next page)

(continued from previous page)

NOBJNM	Object name <b>in</b> national language.	Some features
SCAMAX	Maximum scale <b>for</b> display	Some features
SCAMIN	Minimum scale <b>for</b> display	Some features
SORDAT	Source date	Some features

The following are present if LNAM\_REFS is enabled:

LNAM	Long name. An encoding of AGEN, FIDN <b>and</b> FIDS used to uniquely identify this features within an S-57 file.	All features
LNAM_REFS	List of long names of related features	All Features
FFPT_RIND	Relationship indicators <b>for</b> each of the LNAM_REFS relationships.	All Features

### 7.63.3 DSID layer

Dataset wide fields, such as DSID (Data Set Identification), DSSI (Data Set Structure Information) and DSPM (Data Set Parameter) are exposed in a layer DSID which has a single feature. See paragraph 7.3.1 “Data set general information record structure” of [IHO S-57 Edition 3.1 standard \(main\)](#)

### 7.63.4 Soundings

Depth soundings are handled somewhat specially in S-57 format, in order to efficiently represent the many available data points. In S-57 one sounding feature can have many sounding points. The S-57 reader splits each of these out into its own feature type `SOUNDG` feature with an s57\_type of `s57\_point3d`. All the soundings from a single feature record will have the same AGEN, FIDN, FIDS and LNAM value.

### 7.63.5 S57 Control Options

There are several control options which can be used to alter the behavior of the S-57 reader. Users can set these by appending them in the OGR\_S57\_OPTIONS environment variable.

They can also be specified independently as open options to the driver.

- **UPDATES=APPLY/IGNORE**: Should update files be incorporated into the base data on the fly. Default is APPLY.
- **SPLIT\_MULTIPPOINT=ON/OFF**: Should multipoint soundings be split into many single point sounding features. Multipoint geometries are not well handle by many formats, so it can be convenient to split single sounding features with many points into many single point features. Default is OFF.
- **ADD\_SOUNDG\_DEPTH=ON/OFF**: Should a DEPTH attribute be added on SOUNDG features and assign the depth of the sounding. This should only be enabled with SPLIT\_MULTIPPOINT is also enabled. Default is OFF.



- **RETURN\_PRIMITIVES=ON/OFF**: Should all the low level geometry primitives be returned as special IsolatedNode, ConnectedNode, Edge and Face layers. Default is OFF.
- **PRESERVE\_EMPTY\_NUMBERS=ON/OFF**: If enabled, numeric attributes assigned an empty string as a value will be preserved as a special numeric value. This option should not generally be needed, but may be useful when translated S-57 to S-57 losslessly. Default is OFF.
- **LNAM\_REFS=ON/OFF**: Should LNAM and LNAM\_REFS fields be attached to features capturing the feature to feature relationships in the FFPT group of the S-57 file. Default is OFF.
- **RETURN\_LINKAGES=ON/OFF**: Should additional attributes relating features to their underlying geometric primitives be attached. These are the values of the FSPT group, and are primarily needed when doing S-57 to S-57 translations. Default is OFF.
- **RECODE\_BY\_DSSI=ON/OFF**: Should attribute values be recoded to UTF-8 from the character encoding specified in the S57 DSSI record. Default is ON starting with GDAL 3.4.1.
- **LIST\_AS\_STRING=ON/OFF**: (GDAL >= 3.2) Whether attributes tagged as list in S57 dictionaries should be reported as a String field, instead of a StringList. Default is OFF. Before GDAL 3.2, the behavior was equivalent to setting this option to ON.

Example:

```
set OGR_S57_OPTIONS = "RETURN_PRIMITIVES=ON,RETURN_LINKAGES=ON,LNAM_REFS=ON"
```

### 7.63.6 S-57 Export

Preliminary S-57 export capability is intended only for specialized use, and is not properly documented at this time. Setting the following options is a minimum required to support S-57 to S-57 conversion via OGR.

```
set OGR_S57_OPTIONS = "RETURN_PRIMITIVES=ON,RETURN_LINKAGES=ON,LNAM_REFS=ON"
```

The following dataset creation options are supported to supply basic information for the S-57 data set descriptive records (DSID and DSPM, see the S-57 standard for a more detailed description):

- **S57\_EXPP**: Exchange purpose. Default is 1.
- **S57\_INTU**: Intended usage. Default is 4.
- **S57\_EDTN**: Edition number. Default is 2.
- **S57\_UPDN**: Update number. Default is 0.
- **S57\_UADT**: Update application date. Default is 20030801.
- **S57\_ISDT**: Issue date. Default is 20030801.
- **S57\_STED**: Edition number of S-57. Default is 03.1.
- **S57\_AGEN**: Producing agency. Default is 540.
- **S57\_COMT**: Comment.
- **S57\_AALL**: Lexical level used for the ATTF fields. Default is 0. (GDAL >= 2.4)
- **S57\_NALL**: Lexical level used for the NATF fields. Default is 0. (GDAL >= 2.4)
- **S57\_NOMR**: Number of meta records (objects with acronym starting with “M\_”). Default is 0.
- **S57\_NOGR**: Number of geo records. Default is 0.
- **S57\_NOLR**: Number of collection records. Default is 0.

- **S57\_NOIN**: Number of isolated node records. Default is 0.
- **S57\_NOCN**: Number of connected node records. Default is 0.
- **S57\_NOED**: Number of edge records. Default is 0.
- **S57\_HDAT**: Horizontal geodetic datum. Default is 2.
- **S57\_VDAT**: Vertical datum. Default is 17.
- **S57\_SDAT**: Sounding datum. Default is 23.
- **S57\_CSCL**: Compilation scale of data (1:X). Default is 52000.
- **S57\_COMF**: Floating-point to integer multiplication factor for coordinate values. Default is 10000000. (GDAL >= 2.4)
- **S57\_SOMF**: Floating point to integer multiplication factor for 3-D (sounding) values. Default is 10. (GDAL >= 2.4)

### 7.63.7 See Also

- [S-57 Online Object/Attribute Catalog](#)
- [Frank's S-57 Page \(at archive.org\)](#): Links to other resources, and sample datasets.
- [IHO S-57 Edition 3.1 standard \(main\)](#)
- [S-57 Appendix B](#)

## 7.64 SDTS

---

**Driver short name**

SDTS

---

---

**Driver built-in by default**

This driver is built-in by default

---

SDTS TVP (Topological Vector Profile) and Point Profile datasets are supported for read access. Each primary attribute, node (point), line and polygon module is treated as a distinct layer.

To select an SDTS transfer, the name of the catalog file should be used. For instance `TR01CATD.DDF` where the first four characters are all that typically varies.

SDTS coordinate system information is properly supported for most coordinate systems defined in SDTS.

There is no update or creation support in the SDTS driver.

Note that in TVP datasets the polygon geometry is formed from the geometry in the line modules. Primary attribute module attributes should be properly attached to their related node, line or polygon features, but can be accessed separately as their own layers.

This driver has no support for raster (DEM) SDTS datasets.

### 7.64.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.64.2 See Also

- [SDTS Abstraction Library](#): The base library used to implement this driver.
- <http://mcmweb.er.usgs.gov/sdts>: Main USGS SDTS web page.

## 7.65 Selafin files

---

#### Driver short name

Selafin

---



---

#### Driver built-in by default

This driver is built-in by default

---

OGR supports reading from 2D Selafin/Seraphin files. Selafin/Seraphin is the generic output and input format of geographical files in the open-source [Telemac hydraulic model](#). The file format is suited to the description of numerical attributes for a set of point features at different time steps. Those features usually correspond to the nodes in a finite-element model. The file also holds a connectivity table which describes the elements formed by those nodes and which can also be read by the driver.

The driver supports the use of VSI virtual files as Selafin datasources.

The driver offers full read-write support on Selafin files. However, due to the particular nature of Selafin files where element (polygon) features and node (point) features are closely related, writing on Selafin layers can lead to counter-intuitive results. In a general way, writing on any layer of a Selafin data-source will cause side effects on all the other layers. Also, it is very important **not to open the same datasource more than once in update mode**. Having two processes write at the same time on a single datasource can lead to irreversible data corruption. The driver issues a warning each time a datasource is opened in update mode.

## 7.65.1 Driver capabilities

---

### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.65.2 Magic bytes

There is no generic extension to Selafin files. The adequate format is tested by looking at a dozen of magic bytes at the beginning of the file:

- The first four bytes of the file should contain the values (in hexadecimal): 00 00 00 50. This actually indicates the start of a string of length 80 in the file.
- At position 84 in the file, the eight next bytes should read (in hexadecimal): 00 00 00 50 00 00 00 04.

Files which match those two criteria are considered to be Selafin files and the driver will report it has opened them successfully.

## 7.65.3 Format

Selafin format is designed to hold data structures in a portable and compact way, and to allow efficient random access to the data. To this purpose, Selafin files are binary files with a generic structure.

### 7.65.3.1 Elements

Selafin files are made of the juxtaposition of elements. Elements have one of the following types:

- integer,
- string,
- floating point values,
- arrays of integers,
- arrays of floating point values.

Element	Internal representation	Comments
Integer	a b c d	Integers are stored on 4 bytes in big-endian format (most significant byte first). The value of the integer is $2^{24}.a+2^{16}.b+2^8.c+d$ .
Floating point	a b c d	Floating point values are stored on 4 bytes in IEEE 754 format and under big-endian convention (most significant byte first). Endianness is detected at run time only once when the first floating point value is read.
String	Length 1 2 ... Length	Strings are stored in three parts: <ul style="list-style-type: none"> <li>• an integer holding the length (in characters) of the string, over 4 bytes;</li> <li>• the sequence of characters of the string, each character on one byte;</li> <li>• the same integer with the length of the string repeated</li> </ul>
Array of integers	Length 1 2 ... Length	Arrays of integers are stored in three parts: <ul style="list-style-type: none"> <li>• an integer holding the length (in bytes, thus 4 times the number of elements) of the array, over 4 bytes;</li> <li>• the sequence of integers in the array, each integer on 4 bytes as described earlier;</li> <li>• the same integer with the length of the array repeated</li> </ul>
Array of floating point values	Length 1 2 ... Length	Arrays of floating point values are stored in three parts: <ul style="list-style-type: none"> <li>• an integer holding the length (in bytes, thus 4 times the number of elements) of the array, over 4 bytes;</li> <li>• the sequence of floating point values in the array, each one on 4 bytes as described earlier;</li> <li>• the same integer with the length of the array repeated</li> </ul>

### 7.65.3.2 Full structure

The header of a Selafin file holds the following elements in that exact order:

- a *string* of 80 characters with the title of the study; the last 8 characters shall be “SERAPHIN” or “SERAFIN” or “SERAFIND”;
- an *array of integers* of exactly 2 elements, the first one being the number of variables (attributes) *nVar*, and the second is ignored;
- *nVar strings* with the names of the variables, each one with length 32;
- an *array of integers* of exactly 10 elements:
  - the third element is the x-coordinate of the origin of the model;
  - the fourth element is the y-coordinate of the origin of the model;
  - the tenth element *isDate* indicates if the date of the model has to be read (see later);
  - in addition, the second element being unused by hydraulic software at the moment, it is used by the driver to store the spatial reference system of the datasource, in the form of a single integer with the EPSG number of the projection;
- if *isDate*=1, an *array of integers* of exactly 6 elements, with the starting date of the model (year, month, day, hour, minute, second);
- an *array of integers* of exactly 4 elements:
  - the first element is the number of elements *nElements*,
  - the second element is the number of points *nPoints*,
  - the third element is the number of points per element *nPointsPerElement*,
  - the fourth element must be 1;
- an *array of integers* of exactly *nElements\*nPointsPerElement* elements, with each successive set of *nPointsPerElement* being the list of the number of the points (number starting with 1) constituting an element;
- an *array of integers* of exactly *nPoints* elements ignored by the driver (the elements shall be 0 for inner points and another value for the border points where a limit condition is applied);
- an *array of floating point values* of exactly *nPoints* elements with the x-coordinates of the points;
- an *array of floating point values* of exactly *nPoints* elements with the y-coordinates of the points;

The rest of the file actually holds the data for each successive time step. A time step contains the following elements:

- a *array of floating point values* of exactly 1 element, being the date of the time step relative to the starting date of the simulation (usually in seconds);
- *nVar array of floating point values*, each with exactly *nPoints* elements, with the values of each attribute for each point at the current time step.

## 7.65.4 Mapping between file and layers

### 7.65.4.1 Layers in a Selafin datasource

The Selafin driver accepts only Selafin files as data sources.

Each Selafin file can hold one or several time steps. All the time steps are read by the driver and two layers are generated for each time step:

- one layer with the nodes (points) and their attributes: its name is the base name of the data source, followed by “\_p” (for Points);
- one layer with the elements (polygons) and their attributes calculated as the averages of the values of the attributes of their vertices: its name is the base name of the data source, followed by “\_e” (for Elements).

Finally, either the number of the time step, or the calculated date of the time step (based on the starting date and the number of seconds elapsed), is added to the name. A data source in a file called Results may therefore be read as several layers:

- Results\_p2014\_05\_01\_20\_00\_00, meaning that the layers holds the attributes for the nodes and that the results hold for the time step at 8:00 PM, on May 1st, 2014;
- Results\_e2014\_05\_01\_20\_00\_00, meaning that the layers holds the attributes for the elements and that the results hold for the time step at 8:00 PM, on May 1st, 2014;
- Results\_p2014\_05\_01\_20\_15\_00, meaning that the layers holds the attributes for the elements and that the results hold for the time step at 8:15 PM, on May 1st, 2014;
- ...

### 7.65.4.2 Constraints on layers

Because of the *format of the Selafin file*, the layers in a single Selafin datasource are not independent from each other. Changing one layer will most certainly have side effects on all other layers. The driver updates all the layers to match the constraints:

- All the point layers have the same number of features. When a feature is added or removed in one layer, it is also added or removed in all other layers.
- Features in different point layers share the same geometry. When the position of one point is changed, it is also changed in all other layers.
- All the element layers have the same number of features. When a feature is added or removed in one layer, it is also added or removed in all other layers.
- All the polygons in element layers have the same number of vertices. The number of vertices is fixed when the first feature is added to an element layer, and can not be changed afterwards without recreating the datasource from scratch.
- Features in different element layers share the same geometry. When an element is added or removed in one layer, it is also added or removed in all other layers.
- Every vertex of every feature in an element layer has a corresponding point feature in the point layers. When an element feature is added, if its vertices do not exist yet, they are created in the point layers.
- Points and elements layers only support attributes of type “REAL”. The format of real numbers (width and precision) can not be changed.

### 7.65.5 Layer filtering specification

As a single Selafin files may hold millions of layers, and the user is generally interested in only a few of them, the driver supports syntactic sugar to filter the layers before they are read.

When the datasource is specified, it may be followed immediately by a *layer filtering specification*., as in `Results[0:10]`. The effects of the layer filtering specification is to indicate which time steps shall be loaded from all Selafin files.

The layer filtering specification is a comma-separated sequence of range specifications, delimited by square brackets and maybe preceded by the character ‘e’ or ‘p’. The effect of characters ‘e’ and ‘p’ is to select respectively either only elements or only nodes. If no character is added, both nodes and elements are selected. Each range specification is:

- either a single number, representing one single time step (whose numbers start with 0),
- or a set of two numbers separated by a colon: in that case, all the time steps between and including those two numbers are selected; if the first number is missing, the range starts from the beginning of the file (first time step); if the second number is missing, the range goes to the end of the file (last time step);

Numbers can also be negative. In this case, they are counted from the end of the file, -1 being the last time step.

Some examples of layer filtering specifications:

[0]	First time step only, but return both points and elements
[e:9]	First 10 time steps only, and only layers with elements
[p-4:]	Last 4 time steps only, and only layers with nodes
[3,10,-2:-1]	4 <sup>th</sup> , 11 <sup>th</sup> , and last two time steps, for both nodes and elements

### 7.65.6 Datasource creation options

Datasource creation options can be specified with the “-dsco” flag in ogr2ogr.

#### TITLE

Title of the datasource, stored in the Selafin file. The title must not hold more than 72 characters. If it is longer, it will be truncated to fit in the file.

#### DATE

Starting date of the simulation. Each layer in a Selafin file is characterized by a date, counted in seconds since a reference date. This option allows providing the reference date. The format of this field must be YYYY-MM-DD\_hh:mm:ss. The format does not mention the time zone.

An example of datasource creation option is: `-dsco TITLE="My simulation" -dsco DATE=2014-05-01_10:00:00`.

### 7.65.7 Layer creation options

Layer creation options can be specified with the “-lco” flag in ogr2ogr.

#### DATE

Date of the time step relative to the starting date of the simulation (see *Datasource creation options*). This is a single floating-point value giving the number of seconds since the starting date.

An example of datasource creation option is: `-lco DATE=24000`.



### 7.65.8 Notes about the creation and the update of a Selafin datasource

The driver supports creating and writing to Selafin datasources, but there are some caveats when doing so.

When a new datasource is created, it does not contain any layer, feature or attribute.

When a new layer is created, it automatically inherits the same number of features and attributes as the other layers of the same type (points or elements) already in the datasource. The features inherit the same geometry as their corresponding ones in other layers. The attributes are set to 0. If there was no layer in the datasource yet, the new layer is created with no feature and attribute. In any case, when a new layer is created, two layers are actually added: one for points and one for elements.

New features and attributes can be added to the layers or removed. The behavior depends on the type of layer (points or elements). The following table explains the behavior of the driver in the different cases.

Op- era- tion	Points layers	Element layers
Change the geometry of a feature	The coordinates of the point are changed in the current layer and all other layers in the datasource.	The coordinates of all the vertices of the element are changed in the current layer and all other layers in the datasource. It is not possible to change the number of vertices. The order of the vertices matters.
Change the attributes of a feature	The attributes of the point are changed in the current layer only.	No effect.
Add a new feature	A new point is added at the end of the list of features, for this layer and all other layers. Its attributes are set to the values of the new feature.	The operation is only allowed if the new feature has the same number of vertices as the other features in the layer. The vertices are checked to see if they currently exist in the set of points. A vertex is considered equal to a point if its distance is less than some maximum distance, approximately equal to 1/1000 <sup>th</sup> of the average distance between two points in the points layers. When a corresponding point is found, it is used as a vertex for the element. If no point is found, a new is created in all associated layers.
Delete a feature	The point is removed from the current layer and all point layers in the datasource. All elements using this point as a vertex are also removed from all element layers in the datasource.	The element is removed from the current layer and all element layers in the datasource.

Typically, this implementation of operations is exactly what you'll expect. For example, ogr2ogr can be used to reproject the file without changing the inner link between points and elements.

It should be noted that update operations on Selafin datasources are very slow. This is because the format does not allow for quick insertions or deletion of features and the file must be recreated for each operation.

### 7.65.9 VSI Virtual File System API support

The driver supports reading and writing to files managed by VSI Virtual File System API, which include “regular” files, as well as files in the /vsizip/ (read-write) , /vsizip/ (read-only) , /vsicurl/ (read-only) domains.

### 7.65.10 Other notes

There is no SRS specification in the Selafin standard. The implementation of SRS is an addition of the driver and stores the SRS in an unused data field in the file. Future software using the Selafin standard may use this field and break the SRS specification. In this case, Selafin files will still be readable by the driver, but their writing will overwrite a value which may have another purpose.

## 7.66 ESRI Shapefile / DBF

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**Driver short name**

ESRI Shapefile

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---

**Driver built-in by default**

This driver is built-in by default

---

All varieties of ESRI Shapefiles should be available for reading, creation and editing. The driver can also handle standalone DBF files without associated .shp files.

Normally the OGR Shapefile driver treats a whole directory of shapefiles as a dataset, and a single shapefile within that directory as a layer. In this case the directory name should be used as the dataset name. However, it is also possible to use one of the files (.shp, .shx or .dbf) in a shapefile set as the dataset name, and then it will be treated as a dataset with one layer.

Note that when reading a Shapefile of type SHPT\_ARC, the corresponding layer will be reported as of type wkbLineString, but depending on the number of parts of each geometry, the actual type of the geometry for each feature can be either OGRLineString or OGRMultiLineString. The same applies for SHPT\_POLYGON shapefiles, reported as layers of type wkbPolygon, but depending on the number of parts of each geometry, the actual type can be either OGRPolygon or OGRMultiPolygon.

Measures (M coordinate) are supported. A Shapefile with measures is created if the specified geometry type is measured or an appropriate layer creation option is used. When a shapefile which may have measured geometries is opened, the first shape is examined and if it uses measures, the geometry type of the layer is set accordingly. This behavior can be changed with the ADJUST\_GEOM\_TYPE open option.

MultiPatch files are read and each patch geometry is turned into a TIN or a GEOMETRYCOLLECTION of TIN representation for fans and meshes.

If a .prj files in old Arc/Info style or new ESRI OGC WKT style is present, it will be read and used to associate a projection with features. Starting with GDAL 2.3, a match will be attempted with the EPSG databases to identify the SRS of the .prj with an entry in the catalog.

The read driver assumes that multipart polygons follow the specification, that is to say the vertices of outer rings should be oriented clockwise on the X/Y plane, and those of inner rings counterclockwise. If a Shapefile is broken w.r.t. that rule, it is possible to define the configuration option OGR\_ORGANIZE\_POLYGONS to DEFAULT to proceed to a full analysis based on topological relationships of the parts of the polygons so that the resulting polygons are correctly defined in the OGC Simple Feature convention.

### 7.66.1 Driver capabilities

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#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

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#### Supports Georeferencing

This driver supports georeferencing

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#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.66.2 Encoding

An attempt is made to read the code page setting in the .cpg file, or as a fallback in the LDID/codepage setting from the .dbf file, and use it to translate string fields to UTF-8 on read, and back when writing. LDID “87 / 0x57” is treated as ISO-8859-1 which may not be appropriate. The SHAPE\_ENCODING configuration option may be used to override the encoding interpretation of the shapefile with any encoding supported by CPLRecode or to “” to avoid any recoding.

Starting with GDAL 3.1, the following metadata items are available in the “SHAPEFILE” domain:

- **LDID\_VALUE**=integer: Raw LDID value from the DBF header. Only present if this value is not zero.
- **ENCODING\_FROM\_LDID**=string: Encoding name deduced from LDID\_VALUE. Only present if LDID\_VALUE is present
- **CPG\_VALUE**=string: Content of the .cpg file. Only present if the file exists.
- **ENCODING\_FROM\_CPG**=string: Encoding name deduced from CPG\_VALUE. Only present if CPG\_VALUE is present
- **SOURCE\_ENCODING**=string: Encoding used by GDAL to encode/recode strings. If the user has provided the SHAPE\_ENCODING configuration option or ENCODING open option have been provided (included to empty value), then their value is used to fill this metadata item. Otherwise it is equal to ENCODING\_FROM\_CPG if it is present. Otherwise it is equal to ENCODING\_FROM\_LDID.

### 7.66.3 Spatial and attribute indexing

The OGR Shapefile driver supports spatial indexing and a limited form of attribute indexing.

The spatial indexing uses the same .qix quadtree spatial index files that are used by UMN MapServer. Spatial indexing can accelerate spatially filtered passes through large datasets to pick out a small area quite dramatically.

It can also use the ESRI spatial index files (.sbn / .sbx), but writing them is not supported currently.

To create a spatial index (in .qix format), issue a SQL command of the form

CREATE SPATIAL INDEX ON tablename [DEPTH N]
---

where optional DEPTH specifier can be used to control number of index tree levels generated. If DEPTH is omitted, tree depth is estimated on basis of number of features in a shapefile and its value ranges from 1 to 12.

To delete a spatial index issue a command of the form

```
DROP SPATIAL INDEX ON tablename
```

Otherwise, the [MapServer shptree](#) utility can be used:

```
shptree <shpfile> [<depth>] [<index_format>]
```

More information is available about this utility at the [MapServer shptree](#) page

Currently the OGR Shapefile driver only supports attribute indexes for looking up specific values in a unique key column. To create an attribute index for a column issue an SQL command of the form “CREATE INDEX ON tablename USING fieldname”. To drop the attribute indexes issue a command of the form “DROP INDEX ON tablename”. The attribute index will accelerate WHERE clause searches of the form “fieldname = value”. The attribute index is actually stored as a mapinfo format index and is not compatible with any other shapefile applications.

### 7.66.4 Creation Issues

The Shapefile driver treats a directory as a dataset, and each Shapefile set (.shp, .shx, and .dbf) as a layer. The dataset name will be treated as a directory name. If the directory already exists it is used and existing files in the directory are ignored. If the directory does not exist it will be created.

As a special case attempts to create a new dataset with the extension .shp will result in a single file set being created instead of a directory.

ESRI shapefiles can only store one kind of geometry per layer (shapefile). On creation this is may be set based on the source file (if a uniform geometry type is known from the source driver), or it may be set directly by the user with the layer creation option SHPT (shown below). If not set the layer creation will fail. If geometries of incompatible types are written to the layer, the output will be terminated with an error.

Note that this can make it very difficult to translate a mixed geometry layer from another format into Shapefile format using ogr2ogr, since ogr2ogr has no support for separating out geometries from a source layer. See the [FAQ](#) for a solution.

Shapefile feature attributes are stored in an associated .dbf file, and so attributes suffer a number of limitations:

- Attribute names can only be up to 10 characters long. The OGR Shapefile driver tries to generate unique field names. Successive duplicate field names, including those created by truncation to 10 characters, will be truncated to 8 characters and appended with a serial number from 1 to 99.

For example:

- a → a, a → a\_1, A → A\_2;
- abcdefghijk → abcdefghij, abcdefghijkl → abcdefgh\_1

- Only Integer, Integer64, Real, String and Date (not DateTime, just year/month/day) field types are supported. The various list, and binary field types cannot be created.
- The field width and precision are directly used to establish storage size in the .dbf file. This means that strings longer than the field width, or numbers that don't fit into the indicated field format will suffer truncation.
- Integer fields without an explicit width are treated as width 9, and extended to 10 or 11 if needed.
- Integer64 fields without an explicit width are treated as width 18, and extended to 19 or 20 if needed.
- Real (floating point) fields without an explicit width are treated as width 24 with 15 decimal places of precision.

- String fields without an assigned width are treated as 80 characters.

Also, .dbf files are required to have at least one field. If none are created by the application an “FID” field will be automatically created and populated with the record number.

The OGR shapefile driver supports rewriting existing shapes in a shapefile as well as deleting shapes. Deleted shapes are marked for deletion in the .dbf file, and then ignored by OGR. To actually remove them permanently (resulting in renumbering of FIDs) invoke the SQL ‘REPACK <tablename>’ via the datasource ExecuteSQL() method.

REPACK will also result in .shp being rewritten if a feature geometry has been modified with SetFeature() and resulted in a change of the size the binary encoding of the geometry in the .shp file.

Starting with GDAL 2.2, REPACK is also done automatically at file closing, or at FlushCache()/SyncToDisk() time, since shapefiles with holes can cause interoperability issues with other software.

### 7.66.5 Field sizes

The driver knows to auto-extend string and integer fields (up to the 255 bytes limit imposed by the DBF format) to dynamically accommodate for the length of the data to be inserted.

It is also possible to force a resize of the fields to the optimal width by issuing a SQL ‘RESIZE <tablename>’ via the datasource ExecuteSQL() method. This is convenient in situations where the default column width (80 characters for a string field) is bigger than necessary.

### 7.66.6 Spatial extent

Shapefiles store the layer spatial extent in the .SHP file. The layer spatial extent is automatically updated when inserting a new feature in a shapefile. However when updating an existing feature, if its previous shape was touching the bounding box of the layer extent but the updated shape does not touch the new extent, the computed extent will not be correct. It is then necessary to force a recomputation by invoking the SQL ‘RECOMPUTE EXTENT ON <tablename>’ via the datasource ExecuteSQL() method. The same applies for the deletion of a shape.

### 7.66.7 Size Issues

**Geometry:** The Shapefile format explicitly uses 32bit offsets and so cannot go over 8GB (it actually uses 32bit offsets to 16bit words), but the OGR shapefile implementation has a limitation to 4GB.

**Attributes:** The dbf format does not have any offsets in it, so it can be arbitrarily large.

However, for compatibility with other software implementation, it is not recommended to use a file size over 2GB for both .SHP and .DBF files.

The 2GB\_LIMIT=YES layer creation option can be used to strictly enforce that limit. For update mode, the SHAPE\_2GB\_LIMIT configuration option can be set to YES for similar effect. If nothing is set, a warning will be emitted when the 2GB limit is reached.

### 7.66.8 Compressed files

Starting with GDAL 3.1, the driver can also support reading, creating and editing .shz files (ZIP files containing the .shp, .shx, .dbf and other side-car files of a single layer) and .shp.zip files (ZIP files contains one or several layers). Creation and editing involves the creation of temporary files.

### 7.66.9 Open options

The following open options are available.

- **ENCODING**=encoding\_name: to override the encoding interpretation of the shapefile with any encoding supported by CPLRecode or to "" to avoid any recoding
- **DBF\_DATE\_LAST\_UPDATE**=YYYY-MM-DD: Modification date to write in DBF header with year-month-day format. If not specified, current date is used.
- **ADJUST\_TYPE**=YES/NO: Set to YES (default is NO) to read the whole .dbf to adjust Real->Integer/Integer64 or Integer64->Integer field types when possible. This can be used when field widths are ambiguous and that by default OGR would select the larger data type. For example, a numeric column with 0 decimal figures and with width of 10/11 character may hold Integer or Integer64, and with width 19/20 may hold Integer64 or larger integer (hold as Real)
- **ADJUST\_GEOM\_TYPE**=NO/FIRST\_SHAPE/ALL\_SHAPES. (Starting with GDAL 2.1) Defines how layer geometry type is computed, in particular to distinguish shapefiles that have shapes with significant values in the M dimension from the ones where the M values are set to the nodata value. By default (FIRST\_SHAPE), the driver will look at the first shape and if it has M values it will expose the layer as having a M dimension. By specifying ALL\_SHAPES, the driver will iterate over features until a shape with a valid M value is found to decide the appropriate layer type.
- **AUTO\_REPACK**=YES/NO: (OGR >= 2.2) Default to YES in GDAL 2.2. Whether the shapefile should be automatically repacked when needed, at dataset closing or at FlushCache()/SyncToDisk() time.
- **DBF\_EOF\_CHAR**=YES/NO: (OGR >= 2.2) Default to YES in GDAL 2.2. Whether the .DBF should be terminated by a 0x1A end-of-file character, as in the DBF spec and done by other software vendors. Previous GDAL versions did not write one.

### 7.66.10 Dataset creation options

None

### 7.66.11 Layer creation options

- **SHPT**=type: Override the type of shapefile created. Can be one of NULL for a simple .dbf file with no .shp file, POINT, ARC, POLYGON or MULTIPOINT for 2D; POINTZ, AR CZ, POLYGONZ, MULTIPOINTZ or MULTIPATCH for 3D; POINTM, AR CM, POLYGONM or MULTIPOINTM for measured geometries; and POINTZM, AR CZM, POLYGONZM or MULTIPOINTZM for 3D measured geometries. The measure support was added in GDAL 2.1. MULTIPATCH files are supported since GDAL 2.2.
- **ENCODING**=value: set the encoding value in the DBF file. The default value is "LDID/87". It is not clear what other values may be appropriate.
- **RESIZE**=YES/NO: set the YES to resize fields to their optimal size. See above "Field sizes" section. Defaults to NO.
- **2GB\_LIMIT**=YES/NO: set the YES to enforce the 2GB file size for .SHP or .DBF files. Defaults to NO.

- **SPATIAL\_INDEX=YES/NO**: set the YES to create a spatial index (.qix). Defaults to NO.
- **DBF\_DATE\_LAST\_UPDATE=YYYY-MM-DD**: Modification date to write in DBF header with year-month-day format. If not specified, current date is used. Note: behavior of past GDAL releases was to write 1995-07-26
- **AUTO\_REPACK=YES/NO**: (OGR >= 2.2) Default to YES in GDAL 2.2. Whether the shapefile should be automatically repacked when needed, at dataset closing or at FlushCache()/SyncToDisk() time.
- **DBF\_EOF\_CHAR=YES/NO**: (OGR >= 2.2) Default to YES in GDAL 2.2. Whether the .DBF should be terminated by a 0x1A end-of-file character, as in the DBF spec and done by other software vendors. Previous GDAL versions did not write one.

### 7.66.12 Configuration options

The following *configuration options* are available:

- **SHAPE\_REWIND\_ON\_WRITE** can be set to NO to prevent the shapefile writer to correct the winding order of exterior/interior rings to be conformant with the one mandated by the Shapefile specification. This can be useful in some situations where a MultiPolygon passed to the shapefile writer is not really a compliant Single Feature polygon, but originates from example from a MultiPatch object (from a Shapefile/FileGDB/PGeo datasource).
- **SHAPE\_RESTORE\_SHX** (GDAL >= 2.1): can be set to YES (default NO) to restore broken or absent .shx file from associated .shp file during opening.
- **SHAPE\_2GB\_LIMIT** can be set to YES to strictly enforce the 2 GB file size limit when updating a shapefile. If nothing is set, a warning will be emitted when the 2 GB limit is reached.
- **OGR\_ORGANIZE\_POLYGONS** can be set to DEFAULT to activate a full analysis based on topological relationships of the parts of the polygons to make sure that the ring ordering of all polygons are correct according to the OGC Simple Feature convention.
- **SHAPE\_ENCODING** may be used to override the encoding interpretation of the shapefile with any encoding supported by CPLRecode or to "" to avoid any recoding.

### 7.66.13 Examples

- A merge of two shapefiles 'file1.shp' and 'file2.shp' into a new file 'file\_merged.shp' is performed like this:

```
ogr2ogr file_merged.shp file1.shp
ogr2ogr -update -append file_merged.shp file2.shp -nln file_merged
```

The second command is opening file\_merged.shp in update mode, and trying to find existing layers and append the features being copied.

The -nln option sets the name of the layer to be copied to.

- Building a spatial index :

```
ogrinfo file1.shp -sql "CREATE SPATIAL INDEX ON file1"
```

- Resizing columns of a DBF file to their optimal size :

```
ogrinfo file1.dbf -sql "RESIZE file1"
```





## 7.68 SQLite / Spatialite RDBMS

---

### Driver short name

SQLite

---

### Build dependencies

libsqlite3 or libspatialite

---

OGR optionally supports spatial and non-spatial tables stored in SQLite 3.x database files. SQLite is a “light weight” single file based RDBMS engine with fairly complete SQL semantics and respectable performance.

The driver can handle “regular” SQLite databases, as well as Spatialite databases (spatial enabled SQLite databases). The type of an existing database can be checked from the SQLITE debug info value “OGR style SQLite DB found/ Spatialite DB found/Spatialite v4 DB found” obtained by running `ogrinfo db.sqlite --debug on`

Starting with GDAL 2.2, the SQLite driver can also read databases with *RasterLite2 raster coverages*.

The SQLite database is essentially typeless, but the SQLite driver will attempt to classify attributes field as text, integer or floating point based on the contents of the first record in a table. Datetime field types are also handled.

Starting with GDAL 2.2, the “JsonStringList”, “JsonIntegerList”, “JsonInteger64List” and “JsonRealList” SQLite declaration types are used to map the corresponding OGR StringList, IntegerList, Integer64List and RealList types. The field values are then encoded as Json arrays, with proper CSV escaping.

SQLite databases often do not work well over NFS, or some other networked file system protocols due to the poor support for locking. It is safest to operate only on SQLite files on a physical disk of the local system.

SQLite is an optionally compiled in driver. It is not compiled in by default.

By default, SQL statements are passed directly to the SQLite database engine. It’s also possible to request the driver to handle SQL commands with *OGR SQL* engine, by passing “**OGRSQL**” string to the ExecuteSQL() method, as name of the SQL dialect.

The OGR\_SQLITE\_SYNCHRONOUS configuration option has been added. When set to OFF, this issues a ‘PRAGMA synchronous = OFF’ command to the SQLite database. This has the advantage of speeding-up some write operations (e.g. on EXT4 filesystems), but at the expense of data safety w.r.t system/OS crashes. So use it carefully in production environments and read the SQLite [related documentation](#).

Any SQLite [pragma](#) can be specified with the OGR\_SQLITE\_PRAGMA configuration option. The syntax is `OGR_SQLITE_PRAGMA = "pragma_name=pragma_value[,pragma_name2=pragma_value2]*"`.

### 7.68.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

#### Supports Georeferencing

This driver supports georeferencing

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---

## Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.68.2 “Regular” SQLite databases

The driver looks for a `geometry_columns` table laid out as defined loosely according to OGC Simple Features standards, particularly as defined in [FDO RFC 16](#). If found it is used to map tables to layers.

If `geometry_columns` is not found, each table is treated as a layer. Layers with a `WKT_GEOMETRY` field will be treated as spatial tables, and the `WKT_GEOMETRY` column will be read as Well Known Text geometry.

If `geometry_columns` is found, it will be used to lookup spatial reference systems in the `spatial_ref_sys` table.

While the SQLite driver supports reading spatial data from records, there is no support for spatial indexing, so spatial queries will tend to be slow (use Spatialite for that). Attributes queries may be fast, especially if indexes are built for appropriate attribute columns using the “`CREATE INDEX ON ( )`” SQL command.

The driver also supports reading and writing the following non-linear geometry types :`CIRCULARSTRING`, `COMPOUNDCURVE`, `CURVEPOLYGON`, `MULTICURVE` and `MULTISURFACE`. Note: this is not true for Spatialite databases, since those geometry types are not supported by current Spatialite versions.

### 7.68.3 Tables with multiple geometry columns

Layers with multiple geometry columns can be created, modified or read, following new API described in [rfc-41](#)

### 7.68.4 REGEXP operator

By default, the REGEXP operator has no implementation in SQLite. With OGRbuilt against the PCRE library, the REGEXP operator is available in SQL statements run by OGR.

### 7.68.5 Using the Spatialite library (Spatial extension for SQLite)

The SQLite driver can read and write Spatialite databases. Creating or updating a spatialite database requires explicit linking against Spatialite library (version `>= 2.3.1`). Explicit linking against Spatialite library also provides access to functions provided by this library, such as spatial indexes, spatial functions, etc...

A few examples :

```
# Duplicate the sample database provided with Spatialite
ogr2ogr -f SQLite testspatialite.sqlite test-2.3.sqlite -dsco SPATIALITE=YES

# Make a request with a spatial filter. Will work faster if spatial index has
# been created and explicit linking against Spatialite library.
ogrinfo testspatialite.sqlite Towns -spat 754000 4692000 770000 4924000
```

### 7.68.6 Opening with ‘VirtualShape:’

(Require Spatialite support)

It is possible to open on-the-fly a shapefile as a VirtualShape with Spatialite. The syntax to use for the datasource is “VirtualShape:/path/to/shapefile.shp” (the shapefile must be a “real” file).

This gives the capability to use the spatial operations of Spatialite (note that spatial indexes on virtual tables are not available).

### 7.68.7 The SQLite SQL dialect

The SQLite SQL engine can be used to run SQL queries on any OGR datasource if using the *SQL SQLite dialect*.

### 7.68.8 The VirtualOGR SQLite extension

The GDAL/OGR library can be loaded as a *SQLite extension*. The extension is loaded with the `load_extension(gdal_library_name)` SQL function, where `gdal_library_name` is typically `libgdal.so` on Unix/Linux, `gdal110.dll` on Windows, etc..

After the extension is loaded, a virtual table, corresponding to a OGR layer, can be created with one of the following SQL statement :

```
CREATE VIRTUAL TABLE table_name USING VirtualOGR(datasource_name);
CREATE VIRTUAL TABLE table_name USING VirtualOGR(datasource_name, update_mode);
CREATE VIRTUAL TABLE table_name USING VirtualOGR(datasource_name, update_mode, layer_
↪name);
CREATE VIRTUAL TABLE table_name USING VirtualOGR(datasource_name, update_mode, layer_
↪name, expose_ogr_style);
```

where :

- *datasource\_name* is the connection string to any OGR datasource.
- *update\_mode* = 0 for read-only mode (default value) or 1 for update mode.
- *layer\_name* = the name of a layer of the opened datasource.
- *expose\_ogr\_style* = 0 to prevent the OGR\_STYLE special from being displayed (default value) or 1 to expose it.

Note: *layer\_name* does not need to be specified if the datasource has only one single layer.

From the sqlite3 console, a typical use case is :

```
sqlite> SELECT load_extension('libgdal.so');

sqlite> SELECT load_extension('mod_spatialite.so');

sqlite> CREATE VIRTUAL TABLE poly USING VirtualOGR('poly.shp');

sqlite> SELECT *, ST_Area(GEOMETRY) FROM POLY;
215229.266|168.0|35043411|215229.265625
247328.172|179.0|35043423|247328.171875
261752.781|171.0|35043414|261752.78125
547597.188|173.0|35043416|547597.2109375
15775.758|172.0|35043415|15775.7578125
```

(continues on next page)

(continued from previous page)

```
101429.977|169.0|35043412||101429.9765625
268597.625|166.0|35043409||268597.625
1634833.375|158.0|35043369||1634833.390625
596610.313|165.0|35043408||596610.3359375
5268.813|170.0|35043413||5268.8125
```

Alternatively, you can use the `ogr_datasource_load_layers(datasource_name[, update_mode[, prefix]])` function to automatically load all the layers of a datasource.

```
sqlite> SELECT load_extension('libgdal.so');

sqlite> SELECT load_extension('mod_spatialite.so');

sqlite> SELECT ogr_datasource_load_layers('poly.shp');
1
sqlite> SELECT * FROM sqlite_master;
table|poly|poly|0|CREATE VIRTUAL TABLE "poly" USING VirtualOGR('poly.shp', 0, 'poly')
```

Refer to the *SQL SQLite dialect* for an overview of the capabilities of VirtualOGR tables.

## 7.68.9 Creation Issues

The SQLite driver supports creating new SQLite database files, or adding tables to existing ones.

### 7.68.9.1 Transaction support

The driver implements transactions at the database level, per rfc-54

## 7.68.10 Relationships

New in version 3.6.

Relationship retrieval is supported. Relationships will be reported for tables which utilize FOREIGN KEY constraints.

### 7.68.10.1 Dataset open options

- **LIST\_ALL\_TABLES=YES/NO:** This may be “YES” to force all tables, including non-spatial ones, to be listed.
- **LIST\_VIRTUAL\_OGR=YES/NO:** This may be “YES” to force VirtualOGR virtual tables to be listed. This should only be enabled on trusted datasources to avoid potential safety issues.
- **PRELUDE\_STATEMENTS=string** (GDAL >= 3.2). SQL statement(s) to send on the SQLite3 connection before any other ones. In case of several statements, they must be separated with the semi-column (;) sign. This option may be useful to [attach another database](#) to the current one and issue cross-database requests.

---

**Note:** The other database must be of a type recognized by this driver, so its geometry blobs are properly recognized (so typically not a GeoPackage one)

---

### 7.68.10.2 Database creation options

- **METADATA=YES/NO:** This can be used to avoid creating the `geometry_columns` and `spatial_ref_sys` tables in a new database. By default these metadata tables are created when a new database is created.
- **SPATIALITE=YES/NO:** Create the Spatialite flavor of the metadata tables, which are a bit differ from the metadata used by this OGR driver and from OGC specifications. Implies **METADATA=YES**.  
Please note: OGR must be linked against *libspatialite* in order to support insert/write on Spatialite; if not, *read-only* mode is enforced.  
Attempting to perform any insert/write on Spatialite skipping the appropriate library support simply produces broken (corrupted) DB-files.  
Important notice: when the underlying *libspatialite* is v.2.3.1 (or any previous version) any Geometry will be casted to 2D [XY], because earlier versions of this library are simply able to support 2D [XY] dimensions. Version 2.4.0 (or any subsequent) is required in order to support 2.5D [XYZ].
- **INIT\_WITH\_EPSG=YES/NO:** Insert the content of the EPSG CSV files into the `spatial_ref_sys` table. Defaults to NO for regular SQLite databases.  
Please note: if **SPATIALITE=YES** and the underlying *libspatialite* is v2.4 or v3.X, **INIT\_WITH\_EPSG** is ignored; those library versions will unconditionally load the EPSG dataset into the `spatial_ref_sys` table when creating a new DB (*self-initialization*). Starting with *libspatialite* 4.0, **INIT\_WITH\_EPSG** defaults to YES, but can be set to NO.

### 7.68.10.3 Layer creation options

- **FORMAT=WKB/WKT/SPATIALITE:** Controls the format used for the geometry column. By default WKB (Well Known Binary) is used. This is generally more space and processing efficient, but harder to inspect or use in simple applications than WKT (Well Known Text). Spatialite extension uses its own binary format to store geometries and you can choose it as well. It will be selected automatically when Spatialite database is opened or created with **SPATIALITE=YES** option. **SPATIALITE** value is available.
- **GEOMETRY\_NAME:** By default OGR creates new tables with the geometry column named `GEOMETRY` (or `WKT_GEOMETRY` if **FORMAT=WKT**). If you wish to use a different name, it can be supplied with the **GEOMETRY\_NAME** layer creation option.
- **LAUNDER=YES/NO:** Controls whether layer and field names will be laundered for easier use in SQLite. Laundered names will be converted to lower case and some special characters(' - #) will be changed to underscores. Default to YES.
- **SPATIAL\_INDEX=YES/NO:** If the database is of the Spatialite flavor, and if OGR is linked against *libspatialite*, this option can be used to control if a spatial index must be created. Default to YES.
- **COMPRESS\_GEOM=YES/NO:** If the format of the geometry BLOB is of the Spatialite flavor, this option can be used to control if the compressed format for geometries (LINESTRINGS, POLYGONS) must be used. This format is understood by Spatialite v2.4 (or any subsequent version). Default to NO. Note: when updating an existing Spatialite DB, the **COMPRESS\_GEOM** configuration option can be set to produce similar results for appended/overwritten features.
- **SRID=srid:** Used to force the SRID number of the SRS associated with the layer. When this option isn't specified and that a SRS is associated with the layer, a search is made in the `spatial_ref_sys` to find a match for the SRS, and, if there is no match, a new entry is inserted for the SRS in the `spatial_ref_sys` table. When the **SRID** option is specified, this search (and the eventual insertion of a new entry) will not be done : the specified SRID is used as such.
- **COMPRESS\_COLUMNS=column\_name1[,column\_name2, ...]:** A list of (String) columns that must be compressed with ZLib DEFLATE algorithm. This might be beneficial for databases that have big string blobs. However, use with care, since the value of such columns will be seen as compressed binary content with other SQLite utilities (or previous OGR versions). With OGR, when inserting, modifying or querying compressed

columns, compression/decompression is done transparently. However, such columns cannot be (easily) queried with an attribute filter or WHERE clause. Note: in table definition, such columns have the “VARCHAR\_deflate” declaration type.

- **FID=fid\_name**: Name of the FID column to create. Defaults to OGC\_FID.
- **STRICT=YES/NO**: (SQLite  $\geq$  3.37 and GDAL  $\geq$  3.35). Defaults to NO. Whether the table should be created as a *strict table*, that is strong column type checking. This normally has little influence when operating only through OGR, since it has typed columns, but can help to strengthen database integrity when the database might be edited by external tools. Note that databases that contain STRICT tables can only be read by SQLite  $\geq$  3.37. The set of column data types supported in STRICT mode is: Integer, Integer64, Real, String, DateTime, Date and Time. The COMPRESS\_COLUMNS option is ignored in strict mode.

### 7.68.11 Configuration options

The following *configuration options* are available:

- **SQLITE\_LIST\_ALL\_TABLES =YES/NO**: Set to “YES” to list all tables (not just the tables listed in the geometry\_columns table). This can also be done using the LIST\_ALL\_TABLES open option. Default is NO.
- **OGR\_SQLITE\_LIST\_VIRTUAL\_OGR =YES/NO\*** Set to “YES” to list VirtualOGR layers. Defaults to “NO” as there might be some security implications if a user is provided with a file and doesn’t know that there are virtual OGR tables in it.
- **OGR\_SQLITE\_JOURNAL** can be used to set the journal mode of the SQLite file, see also [https://www.sqlite.org/prAGMA.html#pragma\\_journal\\_mode](https://www.sqlite.org/prAGMA.html#pragma_journal_mode).
- **OGR\_SQLITE\_CACHE**: see *Performance hints*.
- **OGR\_SQLITE\_SYNCHRONOUS**: see *Performance hints*.
- **OGR\_SQLITE\_LOAD\_EXTENSIONS =extension1,...,extensionN,ENABLE\_SQL\_LOAD\_EXTENSION**: (GDAL  $\geq$  3.5.0). Comma separated list of names of shared libraries containing extensions to load at database opening. If a file cannot be loaded directly, attempts are made to load with various operating-system specific extensions added. So for example, if “samplelib” cannot be loaded, then names like “samplelib.so” or “samplelib.dylib” or “samplelib.dll” might be tried also. The special value **ENABLE\_SQL\_LOAD\_EXTENSION** can be used to enable the use of the SQL `load_extension()` function, which is normally disabled in standard builds of sqlite3. Loading extensions as a potential security impact if they are untrusted.
- **OGR\_SQLITE\_PRAGMA**: with this option any SQLite *pragma* can be specified. The syntax is **OGR\_SQLITE\_PRAGMA = "pragma\_name=pragma\_value[,pragma\_name2=pragma\_value2]\*"**.
- **SQLITE\_USE\_OGR\_VFS =YES** enables extra buffering/caching by the GDAL/OGR I/O layer and can speed up I/O. More information [here](#). Be aware that no file locking will occur if this option is activated, so concurrent edits may lead to database corruption.

### 7.68.12 Performance hints

SQLite is a Transactional DBMS; while many INSERT statements are executed in close sequence, BEGIN TRANSACTION and COMMIT TRANSACTION statements have to be invoked appropriately (with the `OGR_L_StartTransaction()` / `OGR_L_CommitTransaction()`) in order to get optimal performance. By default, if no transaction is explicitly started, SQLite will autocommit on every statement, which will be slow. If using ogr2ogr, its default behavior is to COMMIT a transaction every 20000 inserted rows. The **-gt** argument allows explicitly setting the number of rows for each transaction. Increasing to **-gt 65536** or more ensures optimal performance while populating some table containing many hundredth thousand or million rows.

SQLite usually has a very minimal memory foot-print; just about 20MB of RAM are reserved to store the internal Page Cache [merely 2000 pages]. This value too may well be inappropriate under many circumstances, most notably when

accessing some really huge DB-file containing many tables related to a corresponding Spatial Index. Explicitly setting a much more generously dimensioned internal Page Cache may often help to get a noticeably better performance. You can explicitly set the internal Page Cache size using the configuration option `OGR_SQLITE_CACHE` *value* [*value* being measured in MB]; if your HW has enough available RAM, defining a Cache size as big as 512MB (or even 1024MB) may sometimes help a lot in order to get better performance.

Setting the `OGR_SQLITE_SYNCHRONOUS` configuration option to *OFF* might also increase performance when creating SQLite databases (although at the expense of integrity in case of interruption/crash ).

If many source files will be collected into the same Spatialite table, it can be much faster to initialize the table without a spatial index by using `-lco SPATIAL_INDEX=NO` and to create spatial index with a separate command after all the data are appended. Spatial index can be created with `ogrinfo` command

```
ogr2ogr -f SQLite -dsco SPATIALITE=YES db.sqlite first.shp -nln the_table -lco SPATIAL_
↳INDEX=NO
ogr2ogr -append db.sqlite second.shp -nln the_table
...
ogr2ogr -append db.sqlite last.shp -nln the_table
ogrinfo db.sqlite -sql "SELECT CreateSpatialIndex('the_table','GEOMETRY')"
```

If a database has gone through editing operations, it might be useful to run a `VACUUM` query to compact and optimize it.

```
ogrinfo db.sqlite -sql "VACUUM"
```

### 7.68.13 Example

- Convert a non-spatial SQLite table into a GeoPackage:

```
ogr2ogr \
-f "GPKG" output.gpkg \
input.sqlite \
-sql \
"SELECT
*,
  MakePoint(longitude, latitude, 4326) AS geometry
FROM
  my_table" \
-nln "location" \
-s_srs "EPSG:4326"
```

- Perform a join between 2 SQLite/Spatialite databases:

```
ogrinfo my_spatial.db \
-sql "SELECT poly.id, other.foo FROM poly JOIN other_schema.other USING (id)" \
-oo PRELUDE_STATEMENTS="ATTACH DATABASE 'other.db' AS other_schema"
```

### 7.68.14 Credits

- Development of the OGR SQLite driver was supported by [DM Solutions Group](#) and [GoMOOS](#).
- Full support for SpatiaLite was contributed by A.Furieri, with funding from [Regione Toscana](#)

### 7.68.15 Links

- <http://www.sqlite.org>: Main SQLite page.
- <https://www.gaia-gis.it/fossil/libspatialite/index>: SpatiaLite extension to SQLite.
- [FDO RFC 16](#): FDO Provider for SQLite
- *RasterLite2 driver*

## 7.69 SVG - Scalable Vector Graphics

---

**Driver short name**

SVG

---

---

**Build dependencies**

libexpat

---

OGR has support for SVG reading (if GDAL is built with *expat* library support).

Currently, it will only read SVG files that are the output from Cloudmade Vector Stream Server

All coordinates are relative to the Pseudo-mercator SRS (EPSG:3857).

The driver will return 3 layers :

- points
- lines
- polygons

### 7.69.1 Driver capabilities

---

**Supports Georeferencing**

This driver supports georeferencing

---

---

**Supports VirtualIO**

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---



## 7.69.2 See Also

- [W3C SVG page](#)
- [Cloudmade vector documentation](#)

## 7.70 Storage and eXchange Format - SXF

---

### Driver short name

SXF

---



---

### Driver built-in by default

This driver is built-in by default

---

This driver reads SXF files, open format often associated with Russian GIS Software Panorama.

The driver is read only, but supports deletion of data source. The driver supports SXF binary files version 3.0 and higher.

The SXF layer support the following capabilities:

- Strings as UTF8
- Random Read
- Fast Feature Count
- Fast Get Extent
- Fast Set Next By Index

The driver uses classifiers (RSC files) to map feature from SXF to layers. Features that do not belong to any layer are put to the layer named “Not\_Classified”. The layers with zero features are not present in data source.

To be used automatically, the RSC file should have the same name as SXF file. User can provide RSC file path using config option **SXF\_RSC\_FILENAME**. This config option overrides the use of same name RSC.

The RSC file usually stores long and short layer name. The long name is usually in Russian, and short in English. The **SXF\_LAYER\_FULLNAME** config option allows choosing which layer names to use. If **SXF\_LAYER\_FULLNAME** is TRUE - the driver uses long names, if FALSE - short.

The attributes are read from SXF file. Maximum number of fields is created for the same layer features with different number of attributes. If attribute has a code mapped to RSC file, driver adds only the code (don't get real value from RSC, as the value type may differ from field type).

If config option **SXF\_SET\_VERTCS** set to ON, the layers spatial reference will include vertical coordinate system description if exist.

Since GDAL 3.1 config options can be passed as driver open options.

## 7.70.1 Driver capabilities

---

### Supports Georeferencing

This driver supports georeferencing

---

---

### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

## 7.70.2 See Also

- [Panorama web page](#)
- [SXF binary format description v.4 \(rus\) - pdf](#)
- [SXF binary format description v.4 \(rus\) - doc](#)
- [SXF format description v.3 \(rus\)](#)
- [RSC format description \(rus\)](#)
- [Test spatial data in SXF format \(rus\)](#)
- [Some RSC files \(rus\)](#)

## 7.71 U.S. Census TIGER/Line

---

### Driver short name

TIGER

---

---

### Driver built-in by default

This driver is built-in by default

---

TIGER/Line file sets are support for read access.

TIGER/Line files are a digital database of geographic features, such as roads, railroads, rivers, lakes, political boundaries, census statistical boundaries, etc. covering the entire United States. The data base contains information about these features such as their location in latitude and longitude, the name, the type of feature, address ranges for most streets, the geographic relationship to other features, and other related information. They are the public product created from the Census Bureau's TIGER (Topologically Integrated Geographic Encoding and Referencing) data base of geographic information. TIGER was developed at the Census Bureau to support the mapping and related geographic activities required by the decennial census and sample survey programs.

Note that the TIGER/Line product does not include census demographic statistics. Those are sold by the Census Bureau in a separate format (not directly supported by FME), but those statistics do relate back to census blocks in TIGER/Line files.

To open a TIGER/Line dataset, select the directory containing one or more sets of data files. The regions are counties, or county equivalents. Each county consists of a series of files with a common basename, and different extensions. For instance, county 1 in state 26 (Michigan) consists of the following file set in Tiger98.

```
TGR26001.RT1
TGR26001.RT2
TGR26001.RT3
TGR26001.RT4
TGR26001.RT5
TGR26001.RT6
TGR26001.RT7
TGR26001.RT8
TGR26001.RT9
TGR26001.RTA
TGR26001.RTC
TGR26001.RTH
TGR26001.RTI
TGR26001.RTP
TGR26001.RTR
TGR26001.RTS
TGR26001.RTZ
```

The TIGER/Line coordinate system is hardcoded to NAD83 lat/long degrees. This should be appropriate for all recent years of TIGER/Line production.

There is no update or creation support in the TIGER/Line driver.

The reader was implemented for TIGER/Line 1998 files, but some effort has gone into ensuring compatibility with 1992, 1995, 1997, 1999, 2000, 2002, 2003 and 2004 TIGER/Line products as well. The 2005 products have also been reported to work fine. It is believed that any TIGER/Line product from the 1990's should work with the reader, with the possible loss of some version specific information.

### 7.71.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

---

## 7.71.2 Feature Representation

With a few exceptions, a feature is created for each record of a TIGER/Line data file. Each file (i.e. .RT1, .RTA) is translated to an appropriate OGR feature type, with attribute names matching those in the TIGER/Line product manual.

The TIGER/Line RT (record type), and VERSION attributes are generally discarded, but the MODULE attribute is added to each feature. The MODULE attribute contains the basename (eg. TGR26001) of the county module from which the feature originated. For some keys (such as LAND, POLYID, and CENID) this MODULE attribute is needed to make the key unique when the dataset (directory) consists of more than one county of data.

Following is a list of feature types, and their relationship to the TIGER/Line product.

### 7.71.2.1 CompleteChain

A CompleteChain is a polyline with an associated TLID (TIGER/Line ID). The CompleteChain features are established from a type 1 record (Complete Chain Basic Data Record), and if available it is associated type 3 record (Complete Chain Geographic Entity Codes). As well, any type 2 records (Complete Chain Shape Coordinates) available are used to fill in intermediate shape points on the arc. The TLID is the primary key, and is unique within the entire national TIGER/Line coverage.

These features always have a line geometry.

### 7.71.2.2 AltName

These features are derived from the type 4 record (Index to Alternate Feature Identifiers), and relate a TLID to 1 to 4 alternate feature name numbers (the FEAT attribute) which are kept separately as FeatureIds features. The standard reader pipeline attaches the names from the FeatureIds features as array attributes ALT\_FEDIRS{ }, ALT\_FEDIRP{ }, ALT\_FENAME{ } and ALT\_FETYPE{ }. The ALT\_FENAME{ } is a list of feature names associated with the TLID on the AltName feature.

Note that zero, one or more AltName records may exist for a given TLID, and each AltName record can contain between one and four alternate names. Because it is still very difficult to utilize AltName features to relate alternate names to CompleteChains, it is anticipated that the standard reader pipeline for TIGER/Line files will be upgraded in the future, resulting in a simplification of alternate names.

These features have no associated geometry.

### 7.71.2.3 FeatureIds

These features are derived from type 5 (Complete Chain Feature Identifiers) records. Each feature contains a feature name (FENAME), and it is associated feature id code (FEAT). The FEAT attribute is the primary key, and is unique within the county module. FeatureIds have a one to many relationship with AltName features, and KeyFeatures features.

These features have no associated geometry.

#### 7.71.2.4 ZipCodes

These features are derived from type 6 (Additional Address Range and ZIP Code Data) records. These features are intended to augment the ZIP Code information kept directly on CompleteChain features, and there is a many to one relationship between ZipCodes features and CompleteChain features.

These features have no associated geometry.

#### 7.71.2.5 Landmarks

These features are derived from type 7 (Landmark Features) records. They relate to point, or area landmarks. For area landmarks there is a one to one relationship with an AreaLandmark record. The LAND attribute is the primary key, and is unique within the county module.

These features may have an associated point geometry. Landmarks associated with polygons will not have the polygon geometry attached. It would need to be collected (via the AreaLandmark feature) from a Polygon feature.

#### 7.71.2.6 AreaLandmarks

These features are derived from type 8 (Polygons Linked to Area Landmarks) records. Each associates a Landmark feature (attribute LAND) with a Polygon feature (attribute POLYID). This feature has a many to many relationship with Polygon features.

These features have no associated geometry.

#### 7.71.2.7 KeyFeatures

These features are derived from type 9 (Polygon Geographic Entity Codes) records. They may be associated with a FeatureIds feature (via the FEAT attribute), and a Polygon feature (via the POLYID attribute).

These features have no associated geometry.

#### 7.71.2.8 Polygon

These features are derived from type A (Polygon Geographic Entity Codes) records and if available the related type S (Polygon Additional Geographic Entity Codes) records. The POLYID attribute is the primary key, uniquely identifying a polygon within a county module.

These features do not have any geometry associated with them as read by the OGR TIGER driver. It needs to be externally related using the PolyChainLink. The `gdal/pymod/samples/tigerpoly.py` script may be used to read a TIGER dataset and extract the polygon layer **with geometry** as a shapefile.

#### 7.71.2.9 EntityNames

These features are derived from type C (Geographic Entity Names) records.

These features have no associated geometry.

### 7.71.2.10 IDHistory

These features are derived from type H (TIGER/Line ID History) records. They can be used to trace the splitting, merging, creation and deletion of CompleteChain features.

These features have no associated geometry.

### 7.71.2.11 PolyChainLink

These features are derived from type I (Link Between Complete Chains and Polygons) records. They are normally all consumed by the standard reader pipeline while attaching CompleteChain geometries to Polygon features to establish their polygon geometries. PolyChainLink features have a many to one relationship with Polygon features, and a one to one relationship with CompleteChain features.

These features have no associated geometry.

### 7.71.2.12 PIP

These features are derived from type P (Polygon Internal Point) records. They relate to a Polygon feature via the POLYID attribute, and can be used to establish an internal point for Polygon features.

These features have a point geometry.

### 7.71.2.13 ZipPlus4

These features are derived from type Z (ZIP+4 Codes) records. ZipPlus4 features have a many to one relationship with CompleteChain features.

These features have no associated geometry.

## 7.71.3 See Also

<http://www.census.gov/geo/www/tiger/>: More information on the TIGER/Line file format, and data product can be found on this U.S. Census web page.

## 7.72 TopoJSON driver

---

**Driver short name**

TopoJSON

---

---

**Driver built-in by default**

This driver is built-in by default

---

(Note: prior to GDAL 2.3, the functionality of this driver was available in the GeoJSON driver. They are now distinct drivers)

The driver can read the [TopoJSON format](#)

### 7.72.1 Driver capabilities

---

#### Supports Georeferencing

This driver supports georeferencing

---



---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.72.2 Datasource

The driver accepts three types of sources of data:

- Uniform Resource Locator ([URL](#)) - a Web address to perform [HTTP](#) request.
- Plain text file with TopoJSON data - identified from the file extension .json or .topojson
- Text passed directly and encoded in Topo JSON

Starting with GDAL 2.3, the URL/filename/text might be prefixed with TopoJSON: to avoid any ambiguity with other drivers.

### 7.72.3 See Also

- [GeoJSON driver](#)
- [TopoJSON Format Specification](#)

## 7.73 VDV - VDV-451/VDV-452/INTREST Data Format

New in version 2.1.

---

#### Driver short name

VDV

---



---

#### Driver built-in by default

This driver is built-in by default

---

This driver can read and create text files following the VDV-451 file format, which is a text format similar to CSV files, potentially containing several layers within the same file.

It supports in particular reading 2 “profiles” :

- (read/write) VDV-452 standard for route network / timetable
- (read/only) “INTREST Data format” used by the [Austrian official open government street graph](#)

The generic reader/writer for VDV-451/VDV-452 can support arbitrarily large files. For the INTREST data case, for combined layers in a single file, the driver ingests the whole file in memory to reconstruct the Link layer.

Interleave reading among layers is supported in files with multiple layers.

### 7.73.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations (vsimem/, etc.)*

---

### 7.73.2 Creations issues

The driver can create new layers (either in the same file, or in separate files in the same directory). It can append a new layer into an existing file, but it cannot append/edit/delete features to an existing layer, or modify the attribute structure of an existing layer after features have been written.

The following dataset creation options are available:

- **SINGLE\_FILE**=YES/NO. Whether several layers should be put in the same file. If NO, the name is assumed to be a directory name. Defaults to YES.

The following layer creation options are available:

- **EXTENSION**=string. Extension used when creation files in separate layers, i.e. only for SINGLE\_FILE=NO dataset creation option. Defaults to x10.
- **PROFILE**=GENERIC/VDV-452/VDV-452-ENGLISH/VDV-452-GERMAN. Defaults to GENERIC. Describe which profile the writer should conform to. VDV-452 will restrict layer and field names to be the one allowed by the VDV-452 standard (either in English or German). VDV-452-ENGLISH and VDV-452-GERMAN will restrict the VDV-452 to the specified language. The configuration file describing VDV-452 table and field names is [vdv452.xml](#) located in the GDAL\_DATA directory.
- **PROFILE\_STRICT**=YES/NO. Whether checks of profile should be strict. In strict mode, unexpected layer or field names will be rejected. Defaults to NO.
- **CREATE\_ALL\_FIELDS**=YES/NO. Whether all fields of predefined profiles should be created at layer creation. Defaults to YES.
- **STANDARD\_HEADER**=YES/NO. Whether to write standard header fields (i.e mod, src, chs, ver, ifv, dve, fft). If set to NO, only explicitly specified HEADER\_XXX fields will be written. Defaults to YES.
- **HEADER\_SRC**=string: Value of the src header field. Defaults to UNKNOWN.
- **HEADER\_SRC\_DATE**=string: Value of the date of the src header field as DD.MM.YYYY. Defaults to current date (in GMT).



- **HEADER\_SRC\_TIME**=string: Value of the time of the src header field as HH.MM.SS. Defaults to current time (in GMT)
- **HEADER\_CHS**=string: Value of the chs header field. Defaults to ISO8859-1.
- **HEADER\_VER**=string: Value of the ver header field. Defaults to 1.4.
- **HEADER\_IFV**=string: Value of the ifv header field. Defaults to 1.4.
- **HEADER\_DVE**=string: Value of the dve header field. Defaults to 1.4.
- **HEADER\_FFT**=string: Value of the fft header field. Defaults to '' (empty string).
- **HEADER\_XXX**=string: Value of the xxx (user defined) header field.

### 7.73.3 Links

- [VDV-451 file format](#) (German)
- [VDV-452 data model](#) (German)
- [Austrian INTREST data format](#) (German)

## 7.74 VFK - Czech Cadastral Exchange Data Format

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### Driver short name

VFK

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### Build dependencies

libsqlite3

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This driver reads VFK files, i.e. data in the *Czech cadastral exchange data format*. The VFK file is recognized as an datasource with zero or more layers.

The driver is compiled only if GDAL is *built with SQLite support*.

Points are represented as wkbPoints, lines and boundaries as wkbLineStrings and areas as wkbPolygons. wkbMulti\* features are not used. Feature types cannot be mixed in one layer.

### 7.74.1 Driver capabilities

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#### Supports Georeferencing

This driver supports georeferencing

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#### Supports VirtualIO

This driver supports *virtual I/O operations (/vsimem/, etc.)*

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## 7.74.2 Open options

Starting with GDAL 2.3, the following open options can be specified (typically with the `-oo name=value` parameters of `ogrinfo` or `ogr2ogr`):

- **SUPPRESS\_GEOMETRY**=YES/NO (defaults to NO). Setting it to YES will skip resolving geometry. All layers will be recognized with no geometry type. Mostly useful when user is interested at attributes only. Note that suppressing geometry can cause significant performance gain when reading input VFK data by the driver.
- **FILE\_FIELD**=YES/NO (defaults to NO). Setting it to YES will append new field `VFK_FILENAME` containing name of source VFK file to all layers.

### 7.74.2.1 Configuration options

Several *configuration options* are available.

The driver uses SQLite as a backend database when reading VFK data. By default, SQLite database is created in a directory of input VFK file (with file extension `‘.db’`). The user can define DB name with `OGR_VFK_DB_NAME` configuration option. If `OGR_VFK_DB_OVERWRITE` =YES configuration option is given, the driver overwrites existing SQLite database and stores data read from input VFK file into newly created DB. If `OGR_VFK_DB_DELETE` =YES configuration option is given, the driver deletes backend SQLite database when closing the datasource.

Resolved geometries are stored also in backend SQLite database. It means that geometries are resolved only once when building SQLite database from VFK data. Geometries are stored in WKB format. Note that GDAL doesn't need to be built with Spatialite support. Geometries are not stored in DB when `OGR_VFK_DB_SPATIAL` =NO configuration option is given. In this case geometries are resolved when reading data from DB on the fly.

### 7.74.2.2 Internal working and performance tweaking

If backend SQLite database already exists then the driver reads features directly from the database and not from input VFK file given as an input datasource. This causes significant performance gain when reading features by the driver.

The driver reads by default all data blocks from VFK file when building backend SQLite database. When configuration option `OGR_VFK_DB_READ_ALL_BLOCKS` =NO is given, the driver reads only data blocks which are requested by the user. This can be useful when the user want to process only part of VFK data.

## 7.74.3 Datasource name

Datasource name is a full path to the VFK file.

The driver supports reading files managed by VSI Virtual File System API, which include “regular” files, as well as files in the `/vsizip/`, `/vsigzip/`, and `/vsicurl/` read-only domains.

Since GDAL 2.2 also a full path to the backend SQLite database can be used as an datasource. By default, such datasource is read by SQLite driver. If configuration option `OGR_VFK_DB_READ` =YES is given, such datasource is opened by VFK driver instead.

### 7.74.4 Layer names

VFK data blocks are used as layer names.

### 7.74.5 Filters

#### 7.74.5.1 Attribute filter

An internal SQL engine is used to evaluate the expression. Evaluation is done once when the attribute filter is set.

#### 7.74.5.2 Spatial filter

Bounding boxes of features stored in topology structure are used to evaluate if a features matches current spatial filter. Evaluation is done once when the spatial filter is set.

### 7.74.6 References

- [OGR VFK Driver Implementation Issues](#)
- [Open Source Tools for VFK format \(in Czech\)](#)
- [Czech cadastral exchange data format documentation \(in Czech\)](#)

## 7.75 VRT – Virtual Format

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#### Driver short name

VRT

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#### Driver built-in by default

This driver is built-in by default

---

OGR Virtual Format is a driver that transforms features read from other drivers based on criteria specified in an XML control file. It is primarily used to derive spatial layers from flat tables with spatial information in attribute columns. It can also be used to associate coordinate system information with a datasource, merge layers from different datasources into a single data source, or even just to provide an anchor file for access to non-file oriented datasources.

The virtual files are currently normally prepared by hand.

### 7.75.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.75.2 Creation Issues

The `CreateFeature()`, `SetFeature()` and `DeleteFeature()` operations are supported on a layer of a VRT dataset, if the following conditions are met :

- the VRT dataset is opened in update mode
- the underlying source layer supports those operations
- the *SrcLayer* element is used (as opposed to the *SrcSQL* element)
- the FID of the VRT features is the same as the FID of the source features, that is to say, the *FID* element is not specified

### 7.75.3 Virtual File Format

The root element of the XML control file is **OGRVRTDataSource**. It has an **OGRVRTLayer** (or **OGRVRTWarpedLayer** or **OGRVRTUnionLayer**) child for each layer in the virtual datasource, and a **Metadata** element.

A [XML schema of the OGR VRT format](#) is available. When GDAL is configured with libXML2 support, that schema will be used to validate the VRT documents. Non-conformities will be reported only as warnings. That validation can be disabled by setting the `GDAL_XML_VALIDATION` configuration option to “NO”.

#### 7.75.3.1 Metadata element

**Metadata** (optional): This element contains a list of metadata name/value pairs associated with the dataset as a whole. It has `<MDI>` (metadata item) subelements which have a “key” attribute and the value as the data of the element. The Metadata element can be repeated multiple times, in which case it must be accompanied with a “domain” attribute to indicate the name of the metadata domain.

### 7.75.3.2 OGRVRTLayer element

A **OGRVRTLayer** element should have a **name** attribute with the layer name, and may have the following subelements:

- **SrcDataSource** (mandatory): The value is the name of the datasource that this layer will be derived from. The element may optionally have a **relativeToVRT** attribute which defaults to “0”, but if “1” indicates that the source datasource should be interpreted as relative to the virtual file. This can be any OGR supported dataset, including ODBC, CSV, etc. The element may also have a **shared** attribute to control whether the datasource should be opened in shared mode. Defaults to OFF for SrcLayer use and ON for SrcSQL use.
- **OpenOptions** (optional): This element may list a number of open options as child elements of the form <OOI key=”key\_name”>value\_name</OOI>
- **Metadata** (optional): This element contains a list of metadata name/value pairs associated with the layer as a whole. It has <MDI> (metadata item) subelements which have a “key” attribute and the value as the data of the element. The Metadata element can be repeated multiple times, in which case it must be accompanied with a “domain” attribute to indicate the name of the metadata domain.
- **SrcLayer** (optional): The value is the name of the layer on the source data source from which this virtual layer should be derived. If this element isn’t provided, then the SrcSQL element must be provided.
- **SrcSQL** (optional): An SQL statement to execute to generate the desired layer result. This should be provided instead of the SrcLayer for statement derived results. Some limitations may apply for SQL derived layers. An optional **dialect** attribute can be specified on the SrcSQL element to specify which SQL “dialect” should be used : possible values are currently *OGR SQL* or *SQLITE*. If *dialect* is not specified, the default dialect of the datasource will be used.
- **FID** (optional): Name of the source attribute column from which the FID of features should be derived. If not provided, the FID of the source features will be used directly.

Logic for GDAL >= 2.4: Different situations are possible:

```
- <FID>source_field_name</FID>
```

A FID column will be reported as source\_field\_name with the content of source field source\_field\_name.

```
- <FID name="dest_field_name">source_field_name</FID>
```

A FID column will be reported as dest\_field\_name with the content of source field source\_field\_name. dest\_field\_name can potentially be set to the empty string.

```
- <FID />
```

No FID column is reported. The FID value of VRT features is the FID value of the source features.

```
- <FID name="dest_field_name"/>
```

A FID column will be reported as dest\_field\_name with the content of the implicit source FID column. The FID value of VRT features is the FID value of the source features.

Logic for GDAL < 2.4: The layer will report the FID column name only if it is also reported as a regular field. A “name” attribute can be specified on the FID element so that the FID column name is always reported.

- **Style** (optional): Name of the attribute column from which the style of features should be derived. If not provided, the style of the source features will be used directly.
- **GeometryType** (optional): The geometry type to be assigned to the layer. If not provided it will be taken from the source layer. The value should be one of “wkbNone”, “wkbUnknown”, “wkbPoint”, “wkbLineString”, “wkbPolygon”, “wkbMultiPoint”, “wkbMultiLineString”, “wkbMultiPolygon”, or “wkbGeometryCollection”.

Optionally “25D” may be appended to mark it as including Z coordinates. Defaults to “wkbUnknown” indicating that any geometry type is allowed.

- **LayerSRS** (optional): The value of this element is the spatial reference to use for the layer. If not provided, it is inherited from the source layer. The value may be WKT or any other input that is accepted by the `OGRSpatialReference::SetUserInput()` method. If the value is NULL, then no SRS will be used for the layer.
- **GeometryField** (optional): This element is used to define how the geometry for features should be derived.

If not provided the geometry of the source feature is copied directly. The type of geometry encoding is indicated with the **encoding** attribute which may have the value “WKT”, “WKB” or “PointFromColumns”.

If the encoding is “WKT” or “WKB” then the **field** attribute will have the name of the field containing the WKT or WKB geometry.

If the encoding is “PointFromColumns” then the **x**, **y**, **z** and **m** attributes will have the names of the columns to be used for the X, Y, Z and M coordinates. The **z** and **m** attributes are optional (m only supported since OGR 2.1.1).

The optional **reportSrcColumn** attribute can be used to specify whether the source geometry fields (the fields set in the **field**, **x**, **y**, **z**, **m** attributes) should be reported as fields of the VRT layer. It defaults to TRUE. If set to FALSE, the source geometry fields will only be used to build the geometry of the features of the VRT layer.

The **GeometryField** element can be repeated as many times as necessary to create multiple geometry fields. It accepts a **name** attribute (recommended) that will be used to define the VRT geometry field name. When **encoding** is not specified, the **field** attribute will be used to determine the corresponding geometry field name in the source layer. If neither **encoding** nor **field** are specified, it is assumed that the name of source geometry field is the value of the **name** attribute.

The optional **nullable** attribute can be used to specify whether the geometry field is nullable. It defaults to “true”.

When several geometry fields are used, the following child elements of **GeometryField** can be defined to explicitly set the geometry type, SRS, source region, or extent.

- **GeometryType** (optional) : same syntax as OGRVRTLayer-level **GeometryType**.
- **SRS** (optional) : same syntax as OGRVRTLayer-level **LayerSRS** (note SRS vs LayerSRS)
- **SrcRegion** (optional) : same syntax as OGRVRTLayer-level **SrcRegion**
- **ExtentXMin**, **ExtentYMin**, **ExtentXMax** and **ExtentYMax** (optional) : same syntax as OGRVRTLayer-level elements of same name

If no **GeometryField** element is specified, all the geometry fields of the source layer will be exposed by the VRT layer. In order not to expose any geometry field of the source layer, you need to specify OGRVRTLayer-level **GeometryType** element to `wkbNone`.

- **SrcRegion** (optional) : This element is used to define an initial spatial filter for the source features. This spatial filter will be combined with any spatial filter explicitly set on the VRT layer with the `SetSpatialFilter()` method. The value of the element must be a valid WKT string defining a polygon. An optional **clip** attribute can be set to “TRUE” to clip the geometries to the source region, otherwise the source geometries are not modified.

**Field** (optional): One or more attribute fields may be defined with **Field** elements. If no **Field** elements are defined, the fields of the source layer/sql will be defined on the VRT layer. The **Field** may have the following attributes:

- **name** (required): the name of the field.
- **type**: the field type, one of “Integer”, “IntegerList”, “Real”, “RealList”, “String”, “StringList”, “Binary”, “Date”, “Time”, or “DateTime”. Defaults to “String”.
- **subtype**: the field subtype, one of “None”, “Boolean”, “Int16”, “Float32”. Defaults to “None”.
- **width**: the field width. Defaults to unknown.

- **precision**: the field width. Defaults to zero.
- **src**: the name of the source field to be copied to this one. Defaults to the value of “name”.
- **nullable** can be used to specify whether the field is nullable. It defaults to “true”.
- **unique** can be used to specify whether the field has a unique constraint. It defaults to “false”. (GDAL >= 3.2)
- **FeatureCount** (optional) : This element is used to define the feature count of the layer (when no spatial or attribute filter is set). This can be useful on static data, when getting the feature count from the source layer is slow.
- **ExtentXMin, ExtentYMin, ExtentXMax and ExtentYMax** (optional) : Those elements are used to define the extent of the layer. This can be useful on static data, when getting the extent from the source layer is slow.

### 7.75.3.3 OGRVRTWarpedLayer element

A **OGRVRTWarpedLayer** element is used to do on-the-fly reprojection of a source layer. It may have the following subelements:

- **OGRVRTLayer, OGRVRTWarpedLayer or OGRVRTUnionLayer** (mandatory): the source layer to reproject.
- **SrcSRS** (optional): The value of this element is the spatial reference to use for the layer before reprojection. If not specified, it is deduced from the source layer.
- **TargetSRS** (mandatory): The value of this element is the spatial reference to use for the layer after reprojection.
- **ExtentXMin, ExtentYMin, ExtentXMax and ExtentYMax** (optional) : Those elements are used to define the extent of the layer. This can be useful on static data, when getting the extent from the source layer is slow.
- **WarpedGeomFieldName** (optional) : The value of this element is the geometry field name of the source layer to wrap. If not specified, the first geometry field will be used. If there are several geometry fields, only the one matching WarpedGeomFieldName will be warped; the other ones will be untouched.

### 7.75.3.4 OGRVRTUnionLayer element

A **OGRVRTUnionLayer** element is used to concatenate the content of source layers. It should have a **name** and may have the following subelements:

- **OGRVRTLayer, OGRVRTWarpedLayer or OGRVRTUnionLayer** (mandatory and may be repeated): a source layer to add in the union.
- **PreserveSrcFID** (optional) : may be ON or OFF. If set to ON, the FID from the source layer will be used, otherwise a counter will be used. Defaults to OFF.
- **SourceLayerFieldName** (optional) : if specified, an additional field (named with the value of SourceLayerFieldName) will be added in the layer field definition. For each feature, the value of this field will be set with the name of the layer from which the feature comes from.
- **GeometryType** (optional) : see above for the syntax. If not specified, the geometry type will be deduced from the geometry type of all source layers.
- **LayerSRS** (optional) : see above for the syntax. If not specified, the SRS will be the SRS of the first source layer.
- **FieldStrategy** (optional, exclusive with **Field** or **GeometryField**) : may be **FirstLayer** to use the fields from the first layer found, **Union** to use a super-set of all the fields from all source layers, or **Intersection** to use a sub-set of all the common fields from all source layers. Defaults to **Union**.

- **Field** (optional, exclusive with **FieldStrategy**) : see above for the syntax. Note: the `src` attribute is not supported in the context of a `OGRVRTUnionLayer` element (field names are assumed to be identical).
- **GeometryField** (optional, exclusive with **FieldStrategy**): the **name** attribute and the following sub-elements **GeometryType**, **SRS** and **Extent[X|Y][Min|Max]** are available.
- **FeatureCount** (optional) : see above for the syntax
- **ExtentXMin**, **ExtentYMin**, **ExtentXMax** and **ExtentYMax** (optional) : see above for the syntax

#### 7.75.4 Example: ODBC Point Layer

In the following example (`disease.ovf`) the `worms` table from the ODBC database `DISEASE` is used to form a spatial layer. The virtual file uses the “`x`” and “`y`” columns to get the spatial location. It also marks the layer as a point layer, and as being in the WGS84 coordinate system.

```
<OGRVRTDataSource>
  <OGRVRTLayer name="worms">
    <SrcDataSource>ODBC:DISEASE,worms</SrcDataSource>
    <SrcLayer>worms</SrcLayer>
    <GeometryType>wkbPoint</GeometryType>
    <LayerSRS>WGS84</LayerSRS>
    <GeometryField encoding="PointFromColumns" x="x" y="y"/>
  </OGRVRTLayer>
</OGRVRTDataSource>
```

#### 7.75.5 Example: Renaming attributes

It can be useful in some circumstances to be able to rename the field names from a source layer to other names. This is particularly true when you want to transcode to a format whose schema is fixed, such as GPX (`<name>`, `<desc>`, etc.). This can be accomplished using SQL this way:

```
<OGRVRTDataSource>
  <OGRVRTLayer name="remapped_layer">
    <SrcDataSource>your_source.shp</SrcDataSource>
    <SrcSQL>SELECT src_field_1 AS name, src_field_2 AS desc FROM your_source_layer_
    ↪name</SrcSQL>
  </OGRVRTLayer>
</OGRVRTDataSource>
```

This can also be accomplished using explicit field definitions:

```
<OGRVRTDataSource>
  <OGRVRTLayer name="remapped_layer">
    <SrcDataSource>your_source.shp</SrcDataSource>
    <SrcLayer>your_source</SrcLayer>
    <Field name="name" src="src_field_1" />
    <Field name="desc" src="src_field_2" type="String" width="45" />
  </OGRVRTLayer>
</OGRVRTDataSource>
```



### 7.75.6 Example: Transparent spatial filtering

The following example will only return features from the source layer that intersect the (0,40)-(10,50) region. Furthermore, returned geometries will be clipped to fit into that region.

```
<OGRVRTDataSource>
  <OGRVRTLayer name="source">
    <SrcDataSource>source.shp</SrcDataSource>
    <SrcRegion clip="true">POLYGON((0 40,10 40,10 50,0 50,0 40))</SrcRegion>
  </OGRVRTLayer>
</OGRVRTDataSource>
```

### 7.75.7 Example: Reprojected layer

The following example will return the source.shp layer reprojected to EPSG:4326.

```
<OGRVRTDataSource>
  <OGRVRTWarpedLayer>
    <OGRVRTLayer name="source">
      <SrcDataSource>source.shp</SrcDataSource>
    </OGRVRTLayer>
    <TargetSRS>EPSG:4326</TargetSRS>
  </OGRVRTWarpedLayer>
</OGRVRTDataSource>
```

### 7.75.8 Example: Union layer

The following example will return a layer that is the concatenation of source1.shp and source2.shp.

```
<OGRVRTDataSource>
  <OGRVRTUnionLayer name="unionLayer">
    <OGRVRTLayer name="source1">
      <SrcDataSource>source1.shp</SrcDataSource>
    </OGRVRTLayer>
    <OGRVRTLayer name="source2">
      <SrcDataSource>source2.shp</SrcDataSource>
    </OGRVRTLayer>
  </OGRVRTUnionLayer>
</OGRVRTDataSource>
```

### 7.75.9 Example: SQLite/Spatialite SQL dialect

The following example will return four different layers which are generated in a fly from the same polygon shapefile. The first one is the shapefile layer as it stands. The second layer gives simplified polygons by applying Spatialite function “Simplify” with parameter tolerance=10. In the third layer the original geometries are replaced by their convex hulls. In the fourth layer Spatialite function PointOnSurface is used for replacing the original geometries by points which are inside the corresponding source polygons. Note that for using the last three layers of this VRT file GDAL must be compiled with SQLite and Spatialite.

```

<OGRVRTDataSource>
  <OGRVRTLayer name="polygons">
    <SrcDataSource>polygons.shp</SrcDataSource>
  </OGRVRTLayer>
  <OGRVRTLayer name="polygons_as_simplified">
    <SrcDataSource>polygons.shp</SrcDataSource>
    <SrcSQL dialect="sqlite">SELECT Simplify(geometry,10) from polygons</SrcSQL>
  </OGRVRTLayer>
  <OGRVRTLayer name="polygons_as_hulls">
    <SrcDataSource>polygons.shp</SrcDataSource>
    <SrcSQL dialect="sqlite">SELECT ConvexHull(geometry) from polygons</SrcSQL>
  </OGRVRTLayer>
  <OGRVRTLayer name="polygons_as_points">
    <SrcDataSource>polygons.shp</SrcDataSource>
    <SrcSQL dialect="sqlite">SELECT PointOnSurface(geometry) from polygons</SrcSQL>
  </OGRVRTLayer>
</OGRVRTDataSource>

```

### 7.75.10 Example: Multiple geometry fields

The following example will expose all the attribute and geometry fields of the source layer:

```

<OGRVRTDataSource>
  <OGRVRTLayer name="test">
    <SrcDataSource>PG:dbname=testdb</SrcDataSource>
  </OGRVRTLayer>
</OGRVRTDataSource>

```

To expose only part (or all!) of the fields:

```

<OGRVRTDataSource>
  <OGRVRTLayer name="other_test">
    <SrcDataSource>PG:dbname=testdb</SrcDataSource>
    <SrcLayer>test</SrcLayer>
    <GeometryField name="pg_geom_field_1" />
    <GeometryField name="vrt_geom_field_2" field="pg_geom_field_2">
      <GeometryType>wkbPolygon</GeometryType>
      <SRS>EPSG:4326</SRS>
      <ExtentXMin>-180</ExtentXMin>
      <ExtentYMin>-90</ExtentYMin>
      <ExtentXMax>180</ExtentXMax>
      <ExtentYMax>90</ExtentYMax>
    </GeometryField>
    <Field name="vrt_field_1" src="src_field_1" />
  </OGRVRTLayer>
</OGRVRTDataSource>

```

To reproject the 'pg\_geom\_field\_2' geometry field to EPSG:4326:

```

<OGRVRTDataSource>
  <OGRVRTWarpedLayer>
    <OGRVRTLayer name="other_test">

```

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```

    <SrcDataSource>PG:dbname=testdb</SrcDataSource>
  </OGRVRTLayer>
  <WarpedGeomFieldName>pg_geom_field_2</WarpedGeomFieldName>
  <TargetSRS>EPSG:32631</TargetSRS>
</OGRVRTWarpedLayer>
</OGRVRTDataSource>

```

To make the union of several multi-geometry layers and keep only a few of them:

```

<OGRVRTDataSource>
  <OGRVRTUnionLayer name="unionLayer">
    <OGRVRTLayer name="source1">
      <SrcDataSource>PG:dbname=testdb</SrcDataSource>
    </OGRVRTLayer>
    <OGRVRTLayer name="source2">
      <SrcDataSource>PG:dbname=testdb</SrcDataSource>
    </OGRVRTLayer>
    <GeometryField name="pg_geom_field_2">
      <GeometryType>wkbPolygon</GeometryType>
      <SRS>EPSG:4326</SRS>
      <ExtentXMin>-180</ExtentXMin>
      <ExtentYMin>-90</ExtentYMin>
      <ExtentXMax>180</ExtentXMax>
      <ExtentYMax>90</ExtentYMax>
    </GeometryField>
    <GeometryField name="pg_geom_field_3" />
    <Field name="src_field_1" />
  </OGRVRTUnionLayer>
</OGRVRTDataSource>

```

### 7.75.11 Other Notes

- When the *GeometryField* is “WKT” spatial filtering is applied after extracting all rows from the source data-source. Essentially that means there is no fast spatial filtering on WKT derived geometries.
- When the *GeometryField* is “PointFromColumns”, and a *SrcLayer* (as opposed to *SrcSQL*) is used, and a spatial filter is in effect on the virtual layer then the spatial filter will be internally translated into an attribute filter on the X and Y columns in the *SrcLayer*. In cases where fast spatial filtering is important it can be helpful to index the X and Y columns in the source datastore, if that is possible. For instance if the source is an RDBMS. You can turn off that feature by setting the *useSpatialSubquery* attribute of the *GeometryField* element to FALSE.

## 7.76 WAsP - WAsP .map format

---

**Driver short name**

WAsP

---



---

**Driver built-in by default**

This driver is built-in by default

---

This driver writes .map files to be used with WASP. The only allowed geometries are linestrings.

### 7.76.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

---

#### Supports Georeferencing

This driver supports georeferencing

---

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.76.2 Configuration options

The following *configuration options* are available:

- **WASP\_FIELDS**: a comma separated list of fields. For elevation, the name of the height field. For roughness, the name of the left and right roughness fields resp.
- **WASP\_MERGE**: this may be set to “NO”. Used only when generating roughness from polygons. All polygon boundaries will be output (including those with the same left and right roughness). This is useful (along with option -skipfailures) for debugging incorrect input geometries.
- **WASP\_GEOM\_FIELD**: in case input has several geometry columns and the first one (default) is not the right one.
- **WASP\_TOLERANCE**: specify a tolerance for line simplification of output (calls geos).
- **WASP\_ADJ\_TOLER**: points that are less than tolerance apart from previous point on x and on y are omitted.
- **WASP\_POINT\_TO\_CIRCLE\_RADIUS**: lines that became points due to simplification are replaces by 8 point circles (octagons).

Note that if not option is specified, the layer is assumed to be an elevation layer where the elevation is the z-components of the linestrings’ points.

## 7.77 WFS - OGC WFS service

---

#### Driver short name

WFS

---

---

#### Build dependencies

---

libcurl

---

This driver can connect to a OGC WFS service. It supports WFS 1.0, 1.1 and 2.0 protocols. GDAL/OGR must be built with Curl support in order for the WFS driver to be compiled. Usually WFS requests return results in GML format, so the GML driver should generally be set-up for read support (thus requiring GDAL/OGR to be built with Xerces or Expat support). It is sometimes possible to use alternate underlying formats when the server supports them (such as OUTPUTFORMAT=json).

The driver supports read-only services, as well as transactional ones (WFS-T).

### 7.77.1 Driver capabilities

---

#### Supports Georeferencing

---

This driver supports georeferencing

---

### 7.77.2 Dataset name syntax

The minimal syntax to open a WFS datasource is : `WFS:http://path/to/WFS/service` or `http://path/to/WFS/service?SERVICE=WFS`

Additional optional parameters can be specified such as *TYPENAME*, *VERSION*, *MAXFEATURES* (WFS < 2) or *COUNT* (WFS > 2) as specified in WFS specification.

The name provided to the *TYPENAME* parameter must be exactly the layer name reported by OGR, in particular with its namespace prefix when it exists. Note: several type names can be provided and separated by comma.

It is also possible to specify the name of an XML file whose content matches the following syntax (the <OGRWFSDataSource> element must be the first bytes of the file):

```
<OGRWFSDataSource>
  <URL>http://path/to/WFS/service[?OPTIONAL_PARAMETER1=VALUE[&OPTIONAL_
  ↪PARAMETER2=VALUE]]</URL>
</OGRWFSDataSource>
```

Note: the URL must be XML-escaped, for example the & character must be written as *&amp;*;

At the first opening, the content of the result of the *GetCapabilities* request will be appended to the file, so that it can be cached for later openings of the dataset. The same applies for the *DescribeFeatureType* request issued to discover the field definition of each layer.

The service description file has the following additional elements as immediate children of the *OGRWFSDataSource* element that may be optionally set.

- **Timeout:** The timeout to use for remote service requests. If not provided, the libcurl default is used.
- **UserPwd:** May be supplied with *userid:password* to pass a userid and password to the remote server.
- **HttpAuth:** May be BASIC, NTLM or ANY to control the authentication scheme to be used.
- **Version:** Set a specific WFS version to use (either 1.0.0 or 1.1.0).
- **PagingAllowed:** Set to ON if paging must be enabled. See “Request paging” section.
- **PageSize:** Page size when paging is enabled. See “Request paging” section.
- **BaseStartIndex:** Base of the start index when paging is enabled (0 or 1). See “Request paging” section.

- **COOKIE:** HTTP cookies that are passed in HTTP requests, formatted as `COOKIE1=VALUE1; COOKIE2=VALUE2...`. Starting with GDAL 2.3, additional HTTP headers can be sent by setting the `GDAL_HTTP_HEADER_FILE` configuration option to point to a filename of a text file with “key: value” HTTP headers.

### 7.77.3 Request paging

The WFS driver will read the GML content as a stream instead as a whole file, which will improve interactivity and help when the content cannot fit into memory. This can be turned off by setting the `OGR_WFS_USE_STREAMING` configuration option to `NO` if this is not desirable (for example, when iterating several times on a layer that can fit into memory). When streaming is enabled, GZip compression is also requested. It has been observed that some WFS servers, that cannot do on-the-fly compression, will cache on their side the whole content to be sent before sending the first bytes on the wire. To avoid this, you can set the `CPL_CURL_GZIP` configuration option to `NO`.

#### 7.77.3.1 Paging with WFS 2.0

The WFS driver will automatically detect if server supports paging, when requesting a WFS 2.0 server. The page size (number of features fetched in a single request) is limited to 100 by default when not declared by the server. It can be changed by setting the `OGR_WFS_PAGE_SIZE` configuration option, or by specifying `COUNT` as a query parameter in the URL of the connection string.

If only the `N` first features must be downloaded and paging through the whole layer is not desirable, the `OGR_WFS_PAGING_ALLOWED` configuration option should be set to `OFF`.

#### 7.77.3.2 Paging with WFS 1.0 or 1.1

Some servers (such as MapServer  $\geq 6.0$ ) support the use of `STARTINDEX` that allows doing the requests per “page”, and thus to avoid downloading the whole content of the layer in a single request. Paging was introduced in WFS 2.0.0 but servers may support it as an vendor specific option also with WFS 1.0.0 and 1.1.0. The OGR WFS client will use paging when the `OGR_WFS_PAGING_ALLOWED` configuration option is explicitly set to `ON`. The page size (number of features fetched in a single request) is limited to 100 by default when not declared by the server. It can be changed by setting the `OGR_WFS_PAGE_SIZE` configuration option.

WFS 2.0.2 specification has clarified that the first feature in paging is at index 0. But some server implementations of WFS paging have considered that it was at index 1 (including MapServer  $\leq 6.2$ ). The default base start index is 0, as mandated by the specification. The `OGR_WFS_BASE_START_INDEX` configuration option can however be set to 1 to be compatible with the server implementations that considered the first feature to be at index 1.

#### 7.77.3.3 Paging options

Those 3 options (`OGR_WFS_PAGING_ALLOWED`, `OGR_WFS_PAGE_SIZE`, `OGR_WFS_BASE_START_INDEX`) can also be set in a WFS XML description file with the elements of similar names (`PagingAllowed`, `PageSize`, `BaseStartIndex`).

### 7.77.4 Filtering

The driver will forward any spatial filter set with `SetSpatialFilter()` to the server. It also makes its best effort to do the same for attribute filters set with `SetAttributeFilter()` when possible (turning OGR SQL language into OGC filter description). When this is not possible, it will default to client-side only filtering, which can be a slow operation because involving fetching all the features from the servers.

The following spatial functions can be used :

- the 8 spatial binary predicate: **ST\_Equals**, **ST\_Disjoint**, **ST\_Touches**, **ST\_Contains**, **ST\_Intersects**, **ST\_Within**, **ST\_Crosses** and **ST\_Overlaps** that take 2 geometry arguments. Typically the geometry column name, and a constant geometry such as built with `ST_MakeEnvelope` or `ST_GeomFromText`.
- **ST\_DWithin**(geom1,geom2,distance\_in\_meters)
- **ST\_Beyond**(geom1,geom2,distance\_in\_meters)
- **ST\_MakeEnvelope**(xmin,ymin,xmax,ymax[,srs]): to build an envelope. srs can be an integer (an EPSG code), or a string directly set as the srsName attribute of the gml:Envelope. GDAL will take care of needed axis swapping, so coordinates should be expressed in the “natural GIS order” (for example long,lat for geodetic systems)
- **ST\_GeomFromText**(wkt,[srs]): to build a geometry from its WKT representation.

Note that those spatial functions are only supported as server-side filters.

### 7.77.5 Layer joins

For WFS 2.0 servers that support joins, SELECT statements that involve joins will be run on server side. Spatial joins can also be done by using the above mentioned spatial functions, if the server supports spatial joins.

There might be restrictions set by server on the complexity of the joins. The OGR WFS driver also restricts column selection to be column names, potentially with aliases and type casts, but not expressions. The ON and WHERE clauses must also be evaluated on server side, so no OGR special fields are allowed for example. ORDER BY clauses are supported, but the fields must belong to the primary table.

Example of valid statement :

```
SELECT t1.id, t1.val1, t1.geom, t2.val1 FROM my_table AS t1 JOIN another_table AS t2 ON_
↪ t1.id = t2.tlid
```

or

```
SELECT * FROM my_table AS t1 JOIN another_table AS t2 ON ST_Intersects(t1.geom, t2.geom)
```

### 7.77.6 Write support / WFS-T

The WFS-T protocol only enables the user to operate at feature level. No datasource, layer or field creations are possible.

Write support is only enabled when the datasource is opened in update mode.

The mapping between the operations of the WFS Transaction service and the OGR concepts is the following:

- `OGRFeature::CreateFeature()` <==> WFS insert operation
- `OGRFeature::SetFeature()` <==> WFS update operation
- `OGRFeature::DeleteFeature()` <==> WFS delete operation

Lock operations (LockFeature service) are not available at that time.

There are a few caveats to keep in mind. OGR feature ID (FID) is an integer based value, whereas WFS/GML gml:id attribute is a string. Thus it is not always possible to match both values. The WFS driver exposes then the gml:id attribute of a feature as a 'gml\_id' field.

When inserting a new feature with CreateFeature(), and if the command is successful, OGR will fetch the returned gml:id and set the 'gml\_id' field of the feature accordingly. It will also try to set the OGR FID if the gml:id is of the form layer\_name.numeric\_value. Otherwise the FID will be left to its unset default value.

When updating an existing feature with SetFeature(), the OGR FID field will be ignored. The request issued to the driver will only take into account the value of the gml:id field of the feature. The same applies for DeleteFeature().

### 7.77.7 Write support and OGR transactions

The above operations are by default issued to the server synchronously with the OGR API call. This however can cause performance penalties when issuing a lot of commands due to many client/server exchanges.

It is possible to surround those operations between OGRLayer::StartTransaction() and OGRLayer::CommitTransaction(). The operations will be stored into memory and only executed at the time CommitTransaction() is called.

The drawback for CreateFeature() is that the user cannot know which gml:id have been assigned to the inserted features. A special SQL statement has been introduced into the WFS driver to workaround this : by issuing the “SELECT \_LAST\_INSERTED\_FIDS\_ FROM layer\_name” (where layer\_name is to be replaced with the actual layer\_name) command through the OGRDataSource::ExecuteSQL(), a layer will be returned with as many rows with a single attribute gml\_id as the count of inserted features during the last committed transaction.

Note : currently, only CreateFeature() makes use of OGR transaction mechanism. SetFeature() and DeleteFeature() will still be issued immediately.

### 7.77.8 Special SQL commands

The following SQL / pseudo-SQL commands passed to OGRDataSource::ExecuteSQL() are specific of the WFS driver :

- “DELETE FROM layer\_name WHERE expression” : this will result into a WFS delete operation. This can be a fast way of deleting one or several features. In particular, this can be a faster replacement for OGRLayer::DeleteFeature() when the gml:id is known, but the feature has not been fetched from the server.
- “SELECT \_LAST\_INSERTED\_FIDS\_ FROM layer\_name” : see above paragraph.

Currently, any other SQL command will be processed by the generic layer, meaning client-side only processing. Server side spatial and attribute filtering must be done through the SetSpatialFilter() and SetAttributeFilter() interfaces.

### 7.77.9 Special layer : WFSLayerMetadata

A “hidden” layer called “WFSLayerMetadata” is filled with records with metadata for each WFS layer.

Each record contains a “layer\_name”, “title” and “abstract” field, from the document returned by GetCapabilities.

That layer is returned through GetLayerByName(“WFSLayerMetadata”).



### 7.77.10 Special layer : WFSGetCapabilities

A “hidden” layer called “WFSGetCapabilities” is filled with the raw XML result of the GetCapabilities request. That layer is returned through GetLayerByName(“WFSGetCapabilities”).

### 7.77.11 Open options

The following options are available:

- **URL=url**: URL to the WFS server endpoint. Required when using the “WFS:” string as the connection string.
- **TRUST\_CAPABILITIES\_BOUNDS=YES/NO**: Whether to trust layer bounds declared in GetCapabilities response, for faster GetExtent() runtime. Defaults to NO
- **EMPTY\_AS\_NULL=YES/NO**: By default (EMPTY\_AS\_NULL=YES), fields with empty content will be reported as being NULL, instead of being an empty string. This is the historic behavior. However this will prevent such fields to be declared as not-nullable if the application schema declared them as mandatory. So this option can be set to NO to have both empty strings being report as such, and mandatory fields being reported as not nullable.
- **INVERT\_AXIS\_ORDER\_IF\_LAT\_LONG=YES/NO**: Whether to present SRS and coordinate ordering in traditional GIS order. Defaults to YES.
- **CONSIDER\_EPSG\_AS\_URN=YES/NO/AUTO**: Whether to consider srsName like EPSG:XXXX as respecting EPSG axis order. Defaults to AUTO.
- **EXPOSE\_GML\_ID=YES/NO**: Whether to expose the gml:id attribute of a GML feature as the gml\_id OGR field. Note that hiding gml\_id will prevent WFS-T from working. Defaults to YES.

### 7.77.12 Examples

Listing the types of a WFS server :

```
ogrinfo -ro WFS:http://www2.dmsolutions.ca/cgi-bin/mswfs_gmap
```

Listing the types of a WFS server whose layer structures are cached in a XML file:

```
ogrinfo -ro mswfs_gmap.xml
```

Listing the features of the popplace layer, with a spatial filter :

```
ogrinfo -ro WFS:http://www2.dmsolutions.ca/cgi-bin/mswfs_gmap popplace -spat 0 0 2961766.
↳ 250000 3798856.750000
```

Retrieving the features of gml:id “world.2” and “world.3” from the tows:world layer :

```
ogrinfo "WFS:http://www.tinyows.org/cgi-bin/tinyows" tows:world -ro -al -where "gml_id=
↳ 'world.2' or gml_id='world.3'"
```

Display layer metadata:

```
ogrinfo -ro -al "WFS:http://v2.suite.opengeo.org/geoserver/ows" WFSLayerMetadata
```

### 7.77.13 See Also

- [OGC WFS Standard](#)
- [GML driver documentation](#)
- [OGC API - Features driver documentation](#)

## 7.78 XLS - MS Excel format

---

**Driver short name**

XLS

---

---

**Build dependencies**

libfreexl

---

This driver reads spreadsheets in MS Excel format. GDAL/OGR must be built against the FreeXL library (GPL/LPL/MPL licensed), and the driver has the same restrictions as the FreeXL library itself as far as which and how Excel files are supported. (At the time of writing - with FreeXL 1.0.0a -, it means in particular that formulas are not supported.)

Each sheet is presented as a OGR layer. No geometry support is available directly (but you may use the OGR VRT capabilities for that).

### 7.78.1 Configuration options

The following *configuration options* are available:

- `OGR_XLS_HEADERS = FORCE / DISABLE / AUTO` : By default, the driver will read the first lines of each sheet to detect if the first line might be the name of columns. If set to `FORCE`, the driver will consider the first line will be taken as the header line. If set to `DISABLE`, it will be considered as the first feature. Otherwise auto-detection will occur.
- `OGR_XLS_FIELD_TYPES = STRING / AUTO` : By default, the driver will try to detect the data type of fields. If set to `STRING`, all fields will be of String type.

### 7.78.2 See Also

- [Homepage of the FreeXL library](#)

## 7.79 XLSX - MS Office Open XML spreadsheet

---

### Driver short name

XLSX

---

### Build dependencies

libexpat

---

This driver can read, write and update spreadsheets in Microsoft Office Open XML (a.k.a. OOXML) spreadsheet format, generated by applications like Microsoft Office 2007 and later versions. LibreOffice/OpenOffice can also export documents in that format since their v3 version.

The driver is only available if GDAL/OGR is compiled against the Expat library.

Each sheet is presented as a OGR layer. No geometry support is available directly (but you may use the OGR VRT capabilities for that).

Note 1 : depending on the application that produced the file, the driver might succeed or not in retrieving the result of formulas. Some applications write the evaluated result of formulas in the document, in which case the driver will be able to retrieve it. Otherwise the raw formula string will be returned.

Note 2 : spreadsheets with passwords are not supported.

Note 3 : when updating an existing document, all existing styles, formatting, formulas and other concepts (charts, drawings, macros, ...) not understood by OGR will be lost : the document is re-written from scratch from the OGR data model.

### 7.79.1 Driver capabilities

---

#### Supports Create()

This driver supports the `GDALDriver::Create()` operation

---

#### Supports VirtualIO

This driver supports *virtual I/O operations* (*/vsimem/, etc.*)

---

### 7.79.2 Configuration options

The following *configuration options* are available:

- `OGR_XLSX_HEADERS = FORCE / DISABLE / AUTO` : By default, the driver will read the first lines of each sheet to detect if the first line might be the name of columns. If set to `FORCE`, the driver will consider the first line will be taken as the header line. If set to `DISABLE`, it will be considered as the first feature. Otherwise auto-detection will occur.
- `OGR_XLSX_FIELD_TYPES = STRING / AUTO` : By default, the driver will try to detect the data type of fields. If set to `STRING`, all fields will be of String type.

### 7.79.3 Examples

- Transform CSV file input.csv to an Office Open XML file output.xlsx. The spreadsheet will contain one sheet with name “input”.

```
ogr2ogr -f "XLSX" output.xlsx input.csv
```

- Add the contents of CSV file input2.csv to the OOXML file output.xlsx created in the first example. The spreadsheet will now contain two sheets, “input” and “input2”.

```
ogr2ogr -f "XLSX" output.xlsx -update input2.csv
```

## USER ORIENTED DOCUMENTATION

### 8.1 Raster Data Model

This document attempts to describe the GDAL data model. That is the types of information that a GDAL data store can contain, and their semantics.

#### 8.1.1 Dataset

A dataset (represented by the *GDALDataset* class) is an assembly of related raster bands and some information common to them all. In particular the dataset has a concept of the raster size (in pixels and lines) that applies to all the bands. The dataset is also responsible for the georeferencing transform and coordinate system definition of all bands. The dataset itself can also have associated metadata, a list of name/value pairs in string form.

Note that the GDAL dataset, and raster band data model is loosely based on the OpenGIS Grid Coverages specification.

#### 8.1.2 Coordinate System

Dataset coordinate systems are represented as OpenGIS Well Known Text strings. This can contain:

- An overall coordinate system name.
- A geographic coordinate system name.
- A datum identifier.
- An ellipsoid name, semi-major axis, and inverse flattening.
- A prime meridian name and offset from Greenwich.
- A projection method type (i.e. Transverse Mercator).
- A list of projection parameters (i.e. central\_meridian).
- A units name, and conversion factor to meters or radians.
- Names and ordering for the axes.
- Codes for most of the above in terms of predefined coordinate systems from authorities such as EPSG.

For more information on OpenGIS WKT coordinate system definitions, and mechanisms to manipulate them, refer to the *osr\_tutorial* document and/or the *OGRSpatialReference* class documentation.

The coordinate system returned by *GDALDataset::GetProjectionRef()* describes the georeferenced coordinates implied by the affine georeferencing transform returned by *GDALDataset::GetGeoTransform()*. The coordinate system returned by *GDALDataset::GetGCPProjection()* describes the georeferenced coordinates of the GCPs returned by *GDALDataset::GetGCPs()*.

Note that a returned coordinate system strings of "" indicates nothing is known about the georeferencing coordinate system.

### 8.1.3 Affine GeoTransform

GDAL datasets have two ways of describing the relationship between raster positions (in pixel/line coordinates) and georeferenced coordinates. The first, and most commonly used is the affine transform (the other is GCPs).

The affine transform consists of six coefficients returned by *GDALDataset::GetGeoTransform()* which map pixel/line coordinates into georeferenced space using the following relationship:

$$\begin{aligned} X_{\text{geo}} &= GT(0) + X_{\text{pixel}} * GT(1) + Y_{\text{line}} * GT(2) \\ Y_{\text{geo}} &= GT(3) + X_{\text{pixel}} * GT(4) + Y_{\text{line}} * GT(5) \end{aligned}$$

In case of north up images, the GT(2) and GT(4) coefficients are zero, and the GT(1) is pixel width, and GT(5) is pixel height. The (GT(0),GT(3)) position is the top left corner of the top left pixel of the raster.

Note that the pixel/line coordinates in the above are from (0.0,0.0) at the top left corner of the top left pixel to (width\_in\_pixels,height\_in\_pixels) at the bottom right corner of the bottom right pixel. The pixel/line location of the center of the top left pixel would therefore be (0.5,0.5).

### 8.1.4 GCPs

A dataset can have a set of control points relating one or more positions on the raster to georeferenced coordinates. All GCPs share a georeferencing coordinate system (returned by *GDALDataset::GetGCPProjection()*). Each GCP (represented as the GDAL\_GCP class) contains the following:

```
typedef struct
{
    char        *pszId;
    char        *pszInfo;
    double      dfGCPPixel;
    double      dfGCPLine;
    double      dfGCPX;
    double      dfGCPY;
    double      dfGCPZ;
} GDAL_GCP;
```

The pszId string is intended to be a unique (and often, but not always numerical) identifier for the GCP within the set of GCPs on this dataset. The pszInfo is usually an empty string, but can contain any user defined text associated with the GCP. Potentially this can also contain machine parsable information on GCP status though that isn't done at this time.

The (Pixel,Line) position is the GCP location on the raster. The (X,Y,Z) position is the associated georeferenced location with the Z often being zero.

The GDAL data model does not imply a transformation mechanism that must be generated from the GCPs ... this is left to the application. However 1st to 5th order polynomials are common.

Normally a dataset will contain either an affine geotransform, GCPs or neither. It is uncommon to have both, and it is undefined which is authoritative.

### 8.1.5 Metadata

GDAL metadata is auxiliary format and application specific textual data kept as a list of name/value pairs. The names are required to be well behaved tokens (no spaces, or odd characters). The values can be of any length, and contain anything except an embedded null (ASCII zero).

The metadata handling system is not well tuned to handling very large bodies of metadata. Handling of more than 100K of metadata for a dataset is likely to lead to performance degradation.

Some formats will support generic (user defined) metadata, while other format drivers will map specific format fields to metadata names. For instance the TIFF driver returns a few information tags as metadata including the date/time field which is returned as:

TIFFTAG\_DATETIME=1999:05:11 11:29:56

Metadata is split into named groups called domains, with the default domain having no name (NULL or ""). Some specific domains exist for special purposes. Note that currently there is no way to enumerate all the domains available for a given object, but applications can “test” for any domains they know how to interpret.

The following metadata items have well defined semantics in the default domain:

- **AREA\_OR\_POINT:** May be either “Area” (the default) or “Point”. Indicates whether a pixel value should be assumed to represent a sampling over the region of the pixel or a point sample at the center of the pixel. This is not intended to influence interpretation of georeferencing which remains area oriented.
- **NODATA\_VALUES:** The value is a list of space separated pixel values matching the number of bands in the dataset that can be collectively used to identify pixels that are nodata in the dataset. With this style of nodata a pixel is considered nodata in all bands if and only if all bands match the corresponding value in the NODATA\_VALUES tuple. This metadata is not widely honoured by GDAL drivers, algorithms or utilities at this time.
- **MATRIX\_REPRESENTATION:** This value, used for Polarimetric SAR datasets, contains the matrix representation that this data is provided in. The following are acceptable values:
  - SCATTERING
  - SYMMETRIZED\_SCATTERING
  - COVARIANCE
  - SYMMETRIZED\_COVARIANCE
  - COHERENCY
  - SYMMETRIZED\_COHERENCY
  - KENNAUGH
  - SYMMETRIZED\_KENNAUGH
- **POLARIMETRIC\_INTERP:** This metadata item is defined for Raster Bands for polarimetric SAR data. This indicates which entry in the specified matrix representation of the data this band represents. For a dataset provided as a scattering matrix, for example, acceptable values for this metadata item are HH, HV, VH, VV. When the dataset is a covariance matrix, for example, this metadata item will be one of Covariance\_11, Covariance\_22, Covariance\_33, Covariance\_12, Covariance\_13, Covariance\_23 (since the matrix itself is a hermitian matrix, that is all the data that is required to describe the matrix).
- **METADATATYPE:** If IMAGERY Domain present, the item consist the reader which processed the metadata. Now present such readers:
  - DG: DigitalGlobe imagery metadata
  - GE: GeoEye (or formally SpaceImaging) imagery metadata

- OV: OrbView imagery metadata
- DIMAP: Pleiades imagery metadata
- MSP: Resurs DK-1 imagery metadata
- ODL: Landsat imagery metadata
- **CACHE\_PATH**: A cache directory path. Now this metadata item sets only by WMS driver. This is useful when dataset deletes with cached data or when external program need to put tiles in cache for some area of interest.

### 8.1.5.1 SUBDATASETS Domain

The SUBDATASETS domain holds a list of child datasets. Normally this is used to provide pointers to a list of images stored within a single multi image file.

For example, an NITF with two images might have the following subdataset list.

```
SUBDATASET_1_NAME=NITF_IM:0:multi_1b.ntf
SUBDATASET_1_DESC=Image 1 of multi_1b.ntf
SUBDATASET_2_NAME=NITF_IM:1:multi_1b.ntf
SUBDATASET_2_DESC=Image 2 of multi_1b.ntf
```

The value of the `_NAME` is the string that can be passed to `GDALOpen()` to access the file. The `_DESC` value is intended to be a more user friendly string that can be displayed to the user in a selector.

Drivers which support subdatasets advertise the `DMD_SUBDATASETS` capability. This information is reported when the `-format` and `-formats` options are passed to the command line utilities.

Currently, drivers which support subdatasets are: ADRG, ECRGTOC, GEORASTER, GTiff, HDF4, HDF5, netCDF, NITF, NTV2, OGD, PDF, PostGISRaster, Rasterlite, RPFTOC, RS2, TileDB, WCS, and WMS.

### 8.1.5.2 IMAGE\_STRUCTURE Domain

Metadata in the default domain is intended to be related to the image, and not particularly related to the way the image is stored on disk. That is, it is suitable for copying with the dataset when it is copied to a new format. Some information of interest is closely tied to a particular file format and storage mechanism. In order to prevent this getting copied along with datasets it is placed in a special domain called `IMAGE_STRUCTURE` that should not normally be copied to new formats.

Currently the following items are defined by rfc-14 as having specific semantics in the `IMAGE_STRUCTURE` domain.

- **COMPRESSION**: The compression type used for this dataset or band. There is no fixed catalog of compression type names, but where a given format includes a `COMPRESSION` creation option, the same list of values should be used here as there.
- **NBITS**: The actual number of bits used for this band, or the bands of this dataset. Normally only present when the number of bits is non-standard for the datatype, such as when a 1 bit TIFF is represented through GDAL as `GDT_Byte`.
- **INTERLEAVE**: This only applies on datasets, and the value should be one of `PIXEL`, `LINE` or `BAND`. It can be used as a data access hint.
- **PIXELTYPE**: This may appear on a `GDT_Byte` band (or the corresponding dataset) and have the value `SIGNED-BYTE` to indicate the unsigned byte values between 128 and 255 should be interpreted as being values between -128 and -1 for applications that recognise the `SIGNEDBYTE` type.



### 8.1.5.3 RPC Domain

The RPC metadata domain holds metadata describing the Rational Polynomial Coefficient geometry model for the image if present. This geometry model can be used to transform between pixel/line and georeferenced locations. The items defining the model are:

- **ERR\_BIAS:** Error - Bias. The RMS bias error in meters per horizontal axis of all points in the image (-1.0 if unknown)
- **ERR\_RAND:** Error - Random. RMS random error in meters per horizontal axis of each point in the image (-1.0 if unknown)
- **LINE\_OFF:** Line Offset
- **SAMP\_OFF:** Sample Offset
- **LAT\_OFF:** Geodetic Latitude Offset
- **LONG\_OFF:** Geodetic Longitude Offset
- **HEIGHT\_OFF:** Geodetic Height Offset
- **LINE\_SCALE:** Line Scale
- **SAMP\_SCALE:** Sample Scale
- **LAT\_SCALE:** Geodetic Latitude Scale
- **LONG\_SCALE:** Geodetic Longitude Scale
- **HEIGHT\_SCALE:** Geodetic Height Scale
- **LINE\_NUM\_COEFF (1-20):** Line Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the rn equation. (space separated)
- **LINE\_DEN\_COEFF (1-20):** Line Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the rn equation. (space separated)
- **SAMP\_NUM\_COEFF (1-20):** Sample Numerator Coefficients. Twenty coefficients for the polynomial in the Numerator of the cn equation. (space separated)
- **SAMP\_DEN\_COEFF (1-20):** Sample Denominator Coefficients. Twenty coefficients for the polynomial in the Denominator of the cn equation. (space separated)

These fields are directly derived from the document prospective GeoTIFF RPC document ([http://geotiff.maptools.org/rpc\\_prop.html](http://geotiff.maptools.org/rpc_prop.html)) which in turn is closely modeled on the NITF RPC00B definition.

The line and pixel offset expressed with **LINE\_OFF** and **SAMP\_OFF** are with respect to the center of the pixel.

### 8.1.5.4 IMAGERY Domain (remote sensing)

For satellite or aerial imagery the IMAGERY Domain may be present. It depends on the existence of special metadata files near the image file. The files at the same directory with image file tested by the set of metadata readers, if files can be processed by the metadata reader, it fill the IMAGERY Domain with the following items:

- **SATELLITEID:** A satellite or scanner name
- **CLOUDCOVER:** Cloud coverage. The value between 0 - 100 or 999 if not available
- **ACQUISITIONDATETIME:** The image acquisition date time in UTC

### 8.1.5.5 xml: Domains

Any domain name prefixed with “xml:” is not normal name/value metadata. It is a single XML document stored in one big string.

### 8.1.6 Raster Band

A raster band is represented in GDAL with the *GDALRasterBand* class. It represents a single raster band/channel/layer. It does not necessarily represent a whole image. For instance, a 24bit RGB image would normally be represented as a dataset with three bands, one for red, one for green and one for blue.

A raster band has the following properties:

- A width and height in pixels and lines. This is the same as that defined for the dataset, if this is a full resolution band.
- A datatype (*GDALDataType*). One of Byte, UInt16, Int16, UInt32, Int32, UInt64, Int64, Float32, Float64, and the complex types CInt16, CInt32, CFloat32, and CFloat64.

UInt64 and Int64 data types have been added in GDAL 3.5. Beyond reading and write pixel values, their support is limited. Some algorithms might use 64-bit floating-point internally (warping), as well as some methods returning only double values (*GetMinimum()*, *GetMaximum()*, etc.), or even 32-bit floating point (overview, *RasterIO* resampling). Hence the range where exact values are preserved can be  $[0, 2^{53}]$  (or less if 32-bit floating-point is used).

- A block size. This is a preferred (efficient) access chunk size. For tiled images this will be one tile. For scanline oriented images this will normally be one scanline.
- A list of name/value pair metadata in the same format as the dataset, but of information that is potentially specific to this band.
- An optional description string.
- An optional single nodata pixel value (see also *NODATA\_VALUES* metadata on the dataset for multi-band style nodata values).
- An optional nodata mask band marking pixels as nodata or in some cases transparency as discussed in RFC 15: Band Masks and documented in *GDALRasterBand::GetMaskBand()*.
- An optional list of category names (effectively class names in a thematic image).
- An optional minimum and maximum value.
- Optional statistics stored in metadata:
  - *STATISTICS\_MEAN*: mean
  - *STATISTICS\_MINIMUM*: minimum
  - *STATISTICS\_MAXIMUM*: maximum
  - *STATISTICS\_STDDEV*: standard deviation
  - *STATISTICS\_APPROXIMATE*: only present if GDAL has computed approximate statistics
  - *STATISTICS\_VALID\_PERCENT*: percentage of valid (not nodata) pixel
- An optional offset and scale for transforming raster values into meaning full values (i.e. translate height to meters).
- An optional raster unit name. For instance, this might indicate linear units for elevation data.
- A color interpretation for the band. This is one of:

- GCI\_Undefined: the default, nothing is known.
  - GCI\_GrayIndex: this is an independent gray-scale image
  - GCI\_PaletteIndex: this raster acts as an index into a color table
  - GCI\_RedBand: this raster is the red portion of an RGB or RGBA image
  - GCI\_GreenBand: this raster is the green portion of an RGB or RGBA image
  - GCI\_BlueBand: this raster is the blue portion of an RGB or RGBA image
  - GCI\_AlphaBand: this raster is the alpha portion of an RGBA image
  - GCI\_HueBand: this raster is the hue of an HLS image
  - GCI\_SaturationBand: this raster is the saturation of an HLS image
  - GCI\_LightnessBand: this raster is the hue of an HLS image
  - GCI\_CyanBand: this band is the cyan portion of a CMY or CMYK image
  - GCI\_MagentaBand: this band is the magenta portion of a CMY or CMYK image
  - GCI\_YellowBand: this band is the yellow portion of a CMY or CMYK image
  - GCI\_BlackBand: this band is the black portion of a CMYK image.
- A color table, described in more detail later.
  - Knowledge of reduced resolution overviews (pyramids) if available.

### 8.1.7 Color Table

A color table consists of zero or more color entries described in C by the following structure:

```
typedef struct
{
    /* gray, red, cyan or hue */
    short    c1;

    /* green, magenta, or lightness */
    short    c2;

    /* blue, yellow, or saturation */
    short    c3;

    /* alpha or black band */
    short    c4;
} GDALColorEntry;
```

The color table also has a palette interpretation value (GDALPaletteInterp) which is one of the following values, and indicates how the c1/c2/c3/c4 values of a color entry should be interpreted.

- GPI\_Gray: Use c1 as gray scale value.
- GPI\_RGB: Use c1 as red, c2 as green, c3 as blue and c4 as alpha.
- GPI\_CMYK: Use c1 as cyan, c2 as magenta, c3 as yellow and c4 as black.
- GPI\_HLS: Use c1 as hue, c2 as lightness, and c3 as saturation.

To associate a color with a raster pixel, the pixel value is used as a subscript into the color table. That means that the colors are always applied starting at zero and ascending. There is no provision for indicating a pre-scaling mechanism before looking up in the color table.

### 8.1.8 Overviews

A band may have zero or more overviews. Each overview is represented as a “free standing” *GDALRasterBand*. The size (in pixels and lines) of the overview will be different than the underlying raster, but the geographic region covered by overviews is the same as the full resolution band.

The overviews are used to display reduced resolution overviews more quickly than could be done by reading all the full resolution data and downsampling.

Bands also have a *HasArbitraryOverviews* property which is *TRUE* if the raster can be read at any resolution efficiently but with no distinct overview levels. This applies to some FFT encoded images, or images pulled through gateways where downsampling can be done efficiently at the remote point.

## 8.2 Multidimensional Raster Data Model

This document attempts to describe the GDAL multidimensional data model, that has been added in GDAL 3.1. That is the types of information that a GDAL multidimensional dataset can contain, and their semantics.

The multidimensional raster API is a generalization of the traditional *Raster Data Model*, to address 3D, 4D or higher dimension datasets. Currently, it is limited to basic read/write API, and is not that much plugged into other higher level utilities.

It is strongly inspired from the netCDF and HDF5 API and data models. See [HDF5 format and data model](#).

A *GDALDataset* with multidimensional content contains a root *GDALGroup*.

### 8.2.1 Group

A *GDALGroup* (modelling a [HDF5 Group](#)) is a named container of *GDALAttribute*, *GDALMDArray* or other GDAL-Group. Hence *GDALGroup* can describe a hierarchy of objects.

### 8.2.2 Attribute

A *GDALAttribute* (modelling a [HDF5 Attribute](#)) has a name and a value, and is typically used to describe a metadata item. The value can be (for the HDF5 format) in the general case a multidimensional array of “any” type (in most cases, this will be a single value of string or numeric type)

### 8.2.3 Multidimensional array

A *GDALMDArray* (modelling a [HDF5 Dataset](#)) has a name, a multidimensional array, references a number of *GDALDimension*, and has a list of *GDALAttribute*.

Most drivers use the row-major convention for dimensions: that is, when considering that the array elements are stored consecutively in memory, the first dimension is the slowest varying one (in a 2D image, the row), and the last dimension the fastest varying one (in a 2D image, the column). That convention is the default convention used for NumPy arrays, the MEM driver and the HDF5 and netCDF APIs. The GDAL API is mostly agnostic about that convention, except when passing a NULL array as the *stride* parameter for the *GDALAbstractMDArray::Read()* and

`GDALAbstractMDArray::Write()` methods. You can refer to [NumPy documentation](#) about multidimensional array indexing order issues

a `GDALMDArray` has also optional properties:

- Coordinate reference system: `OGRSpatialReference`
- No data value:
- Unit
- Offset, such that `unscaled_value = offset + scale * raw_value`
- Scale, such that `unscaled_value = offset + scale * raw_value`

Number of operations can be applied on an array to get modified views of it: `GDALMDArray::Transpose()`, `GDALMDArray::GetView()`, etc.

The `GDALMDArray::Cache()` method can be used to cache the value of a view array into a sidecar file.

## 8.2.4 Dimension

A `GDALDimension` describes a dimension / axis used to index multidimensional arrays. It has the following properties:

- a name
- a size, that is the number of values that can be indexed along the dimension
- a type, which is a string giving the nature of the dimension. Predefined values are: `HORIZONTAL_X`, `HORIZONTAL_Y`, `VERTICAL`, `TEMPORAL`, `PARAMETRIC` Other values might be used. Empty value means unknown.
- a direction. Predefined values are: `EAST`, `WEST`, `SOUTH`, `NORTH`, `UP`, `DOWN`, `FUTURE`, `PAST` Other values might be used. Empty value means unknown.
- a reference to a `GDALMDArray` variable, typically one-dimensional, describing the values taken by the dimension. For a georeferenced `GDALMDArray` and its X dimension, this will be typically the values of the easting/longitude for each grid point.

## 8.2.5 Data Type

A `GDALExtendedDataType` (modelling a [HDF5 datatype](#)) describes the type taken by an individual value of a `GDALAttribute` or `GDALMDArray`. Its class can be `NUMERIC`, `STRING` or `COMPOUND`. For `NUMERIC`, the existing `GDALDataType` enumerated values are supported. For `COMPOUND`, the data type is a list of members, each member being described by a name, a offset in byte in the compound structure and a `GDALExtendedDataType`.

---

**Note:** The HDF5 modelisation allows for more complex datatypes.

---



---

**Note:** HDF5 does not have native data types for complex values whereas `GDALDataType` does. So a driver may decide to expose a `GDT_Cxxxx` datatype from a HDF5 Compound data type representing a complex value.

---

### 8.2.6 Differences with the GDAL 2D raster data model

- The concept of `GDALRasterBand` is no longer used for multidimensional. This can be modelled as either different `GDALMDArray`, or using a compound data type.

### 8.2.7 Bridges between GDAL 2D classic raster data model and multidimensional data model

The `GDALRasterBand::AsMDArray()` and `GDALMDArray::AsClassicDataset()` can be used to respectively convert a raster band to a MD array or a 2D dataset to a MD array.

### 8.2.8 Applications

The following applications can be used to inspect and manipulate multidimensional datasets:

- `gdalmdiminfo`
- `gdalmdimtranslate`

## 8.3 Vector Data Model

This document is intended to document the OGR classes. The OGR classes are intended to be generic (not specific to OLE DB or COM or Windows) but are used as a foundation for implementing OLE DB Provider support, as well as client side support for SFCOM. It is intended that these same OGR classes could be used by an implementation of SFCORBA for instance or used directly by C++ programs wanting to use an OpenGIS simple features inspired API.

Because OGR is modeled on the OpenGIS simple features data model, it is very helpful to review the SFCOM, or other simple features interface specifications which can be retrieved from the Open Geospatial Consortium web site. Data types, and method names are modeled on those from the interface specifications.

### 8.3.1 Class Overview

- Geometry (*ogr\_geometry.h*): The geometry classes (`OGRGeometry`, etc) encapsulate the OpenGIS model vector data as well as providing some geometry operations, and translation to/from well known binary and text format. A geometry includes a spatial reference system (projection).
- Spatial Reference (*ogr\_spatialref.h*): An `OGRSpatialReference` encapsulates the definition of a projection and datum.
- Feature (*ogr\_feature.h*): The `OGRFeature` encapsulates the definition of a whole feature, that is a geometry and a set of attributes.
- Feature Class Definition (*ogr\_feature.h*): The `OGRFeatureDefn` class captures the schema (set of field definitions) for a group of related features (normally a whole layer).
- Layer (*ogr\_sfrmts.h*): `OGRLayer` is an abstract base class represent a layer of features in an `GDALDataset`.
- Dataset (*gdal\_priv.h*): A `GDALDataset` is an abstract base class representing a file or database containing one or more `OGRLayer` objects.
- Drivers (*gdal\_priv.h*): A `GDALDriver` represents a translator for a specific format, opening `GDALDataset` objects. All available drivers are managed by the `GDALDriverManager`.

### 8.3.2 Geometry

The geometry classes are represent various kinds of vector geometry. All the geometry classes derived from *OGRGeometry* which defines the common services of all geometries. Types of geometry include *OGRPoint*, *OGRLineString*, *OGRPolygon*, *OGRGeometryCollection*, *OGRMultiPolygon*, *OGRMultiPoint*, and *OGRMultiLineString*.

Those geometry type are extended with non-linear geometries with the *OGRCircularString*, *OGRCompoundCurve*, *OGRCurvePolygon*, *OGRMultiCurve* and *OGRMultiSurface* classes.

Additional intermediate abstract base classes contain functionality that could eventually be implemented by other geometry types. These include *OGRCurve* (base class for *OGRLineString*) and *OGRSurface* (base class for *OGRPolygon*). Some intermediate interfaces modeled in the simple features abstract model and SFCOM are not modeled in OGR at this time. In most cases the methods are aggregated into other classes.

The *OGRGeometryFactory* is used to convert well known text, and well known binary format data into geometries. These are predefined ASCII and binary formats for representing all the types of simple features geometries.

In a manner based on the geometry object in SFCOM, the *OGRGeometry* includes a reference to an *OGRSpatialReference* object, defining the spatial reference system of that geometry. This is normally a reference to a shared spatial reference object with reference counting for each of the *OGRGeometry* objects using it.

Many of the spatial analysis methods (such as computing overlaps and so forth) are not implemented at this time for *OGRGeometry*.

While it is theoretically possible to derive other or more specific geometry classes from the existing *OGRGeometry* classes, this isn't an aspect that has been well thought out. In particular, it would be possible to create specialized classes using the *OGRGeometryFactory* without modifying it.

#### 8.3.2.1 Compatibility issues with non-linear geometries

Generic mechanisms have been introduced so that creating or modifying a feature with a non-linear geometry in a layer of a driver that does not support it will transform that geometry in the closest matching linear geometry.

On the other side, when retrieving data from the OGR C API, the *OGRSetNonLinearGeometriesEnabledFlag()* function can be used, so that geometries and layer geometry type returned are also converted to their linear approximation if necessary.

### 8.3.3 Spatial Reference

The *OGRSpatialReference* class is intended to store an OpenGIS Spatial Reference System definition. Currently local, geographic and projected coordinate systems are supported. Vertical coordinate systems, geocentric coordinate systems, and compound (horizontal + vertical) coordinate systems are as well supported in recent GDAL versions.

The spatial coordinate system data model is inherited from the OpenGIS Well Known Text format. A simple form of this is defined in the Simple Features specifications. A more sophisticated form is found in the Coordinate Transformation specification. The *OGRSpatialReference* is built on the features of the Coordinate Transformation specification but is intended to be compatible with the earlier simple features form.

There is also an associated *OGRCoordinateTransformation* class that encapsulates use of PROJ for converting between different coordinate systems. There is a tutorial available describing how to use the *OGRSpatialReference* class.

### 8.3.4 Feature / Feature Definition

The *OGRGeometry* captures the geometry of a vector feature ... the spatial position/region of a feature. The *OGRFeature* contains this geometry, and adds feature attributes, feature id, and a feature class identifier. Several geometries can be associated to a *OGRFeature*.

The set of attributes (*OGRFieldDefn*), their types, names and so forth is represented via the *OGRFeatureDefn* class. One *OGRFeatureDefn* normally exists for a layer of features. The same definition is shared in a reference counted manner by the feature of that type (or feature class).

The feature id (FID) of a feature is intended to be a unique identifier for the feature within the layer it is a member of. Freestanding features, or features not yet written to a layer may have a null (*OGRNullFID*) feature id. The feature ids are modeled in OGR as a 64-bit integer; however, this is not sufficiently expressive to model the natural feature ids in some formats. For instance, the GML feature id is a string.

The feature class also contains an indicator of the types of geometry allowed for that feature class (returned as an *OGRwkbGeometryType* from *OGRFeatureDefn::GetGeomType()*). If this is *wkbUnknown* then any type of geometry is allowed. This implies that features in a given layer can potentially be of different geometry types though they will always share a common attribute schema.

Several geometry fields (*OGRGeomFieldDefn*) can be associated to a feature class. Each geometry field has its own indicator of geometry type allowed, returned by *OGRGeomFieldDefn::GetType()*, and its spatial reference system, returned by *OGRGeomFieldDefn::GetSpatialRef()*.

The *OGRFeatureDefn* also contains a feature class name (normally used as a layer name).

### 8.3.5 Layer

An *OGRLayer* represents a layer of features within a data source. All features in an *OGRLayer* share a common schema and are of the same *OGRFeatureDefn*. An *OGRLayer* class also contains methods for reading features from the data source. The *OGRLayer* can be thought of as a gateway for reading and writing features from an underlying data source, normally a file format. In SFCOM and other table based simple features implementation an *OGRLayer* represents a spatial table.

The *OGRLayer* includes methods for sequential and random reading and writing. Read access (via the *OGRLayer::GetNextFeature()* method) normally reads all features, one at a time sequentially; however, it can be limited to return features intersecting a particular geographic region by installing a spatial filter on the *OGRLayer* (via the *OGRLayer::SetSpatialFilter()* method). A filter on attributes can only be set with the *OGRLayer::SetAttributeFilter()* method.

Starting with GDAL 3.6, as an alternative to getting features through *GetNextFeature*, it is possible to retrieve them by batches, with a column-oriented memory layout, using the *OGRLayer::GetArrowStream()* method (cf [Reading From OGR using the Arrow C Stream data interface](#)).

One flaw in the current OGR architecture is that the spatial and attribute filters are set directly on the *OGRLayer* which is intended to be the only representative of a given layer in a data source. This means it isn't possible to have multiple read operations active at one time with different spatial filters on each.

Another question that might arise is why the *OGRLayer* and *OGRFeatureDefn* classes are distinct. An *OGRLayer* always has a one-to-one relationship to an *OGRFeatureDefn*, so why not amalgamate the classes. There are two reasons: - As defined now *OGRFeature* and *OGRFeatureDefn* don't depend on *OGRLayer*, so they can exist independently in memory without regard to a particular layer in a data store. - The SF CORBA model does not have a concept of a layer with a single fixed schema the way that the SFCOM and SFSQL models do. The fact that features belong to a feature collection that is potentially not directly related to their current feature grouping may be important to implementing SFCORBA support using OGR.

The *OGRLayer* class is an abstract base class. An implementation is expected to be subclassed for each file format driver implemented. *OGRLayers* are normally owned directly by their *GDALDataset*, and aren't instantiated or destroyed



directly.

### 8.3.6 Dataset

A *GDALDataset* represents a set of *OGRLayer* objects. This usually represents a single file, set of files, database or gateway. A *GDALDataset* has a list of *OGRLayer* which it owns but can return references to.

*GDALDataset* is an abstract base class. An implementation is expected to be subclassed for each file format driver implemented. *GDALDataset* objects are not normally instantiated directly but rather with the assistance of an *GDALDriver*. Deleting an *GDALDataset* closes access to the underlying persistent data source, but does not normally result in deletion of that file.

A *GDALDataset* has a name (usually a filename) that can be used to reopen the data source with a *GDALDriver*.

The *GDALDataset* also has support for executing a datasource specific command, normally a form of SQL. This is accomplished via the *GDALDataset::ExecuteSQL()* method. While some datasources (such as PostGIS and Oracle) pass the SQL through to an underlying database, OGR also includes support for evaluating a subset of the SQL SELECT statement against any datasource.

### 8.3.7 Drivers

A *GDALDriver* object is instantiated for each file format supported. The *GDALDriver* objects are registered with the *GDALDriverManager*, a singleton class that is normally used to open new datasets.

It is intended that a new *GDALDriver* object is instantiated and define function pointers for operations like *Identify()*, *Open()* for each file format to be supported (along with a file format specific *GDALDataset*, and *OGRLayer* classes).

On application startup registration functions are normally called for each desired file format. These functions instantiate the appropriate *GDALDriver* objects, and register them with the *GDALDriverManager*. When a dataset is to be opened, the driver manager will normally try each *GDALDataset* in turn, until one succeeds, returning a *GDALDataset* object.

## 8.4 Geographic Networks Data Model

This document is intended to describe the purpose and the structure of Geographic Network Model classes. GNM is the part of GDAL and provides the methods of creating, managing and analysing geographical networks.

The key purpose of GNM classes: - To provide an abstraction for different existed network formats, like GDAL (previously OGR) provides one for spatial vector formats; - To provide a network functionality to those spatial formats which does not have it at all.

### 8.4.1 General concept

Any real-world network can be represented as a set of vector data, which can be itself represented in GDAL as a *GDALDataset*. In GNM this data consists of two parts. Network's topology (graph), network's metadata (name/description), set of special feature identifiers, etc. belong to the "network part", while the common for GDAL layers, features, geometries belong to the "spatial/attribute part". In order to work with the datasets of different formats the following classes were designed in GNM.

#### 8.4.1.1 Network

*GNMNetwork* represents an abstract network. The network data and spatial/attribute data in a dataset of some format in fact can be not separable (just additional layers/fields/tags), while the concrete implementation of *GNMNetwork* “knows” which data from the whole dataset refers to “network part” and is able to operate it. *GNMNetwork* allows user the following:

- Setting/unsetting connections. These generic methods of building the network topology (automatically and manually) receive the identifiers of features being connected in a common way, while the concrete implementation knows where and how to store and build the topology;
- Reading connections. The generic methods return the connections in the common way;
- Adding/removing layers/features. When the feature or layer is being added to the network some actions can be initiated (weights change in a graph, cascade changes in connected features). Concrete *GNMNetwork* describes how it is done.
- Defining network’s business logic or behavior. It can be expressed in network rules or constraints/restrictions. Expected that each rule can be set from a string and each concrete *GNMNetwork* will transform it to the internal look.

#### 8.4.1.2 Format

*GNMNetwork* inherits *GDALDataset* and looks like *OGRDatasource* with additional functionality. There are a set of GDAL drivers for networks. The generic network implementation in GDAL provides additional functionality like rules, virtual edges and vertices. Also, while editing the feature the network control the network rules and other specific, and can deny saving edits. The other network drivers (*pgRouting*, *OSRM*, *GraphHopper*, etc.) should provide the basic functionality via the *GNMNetwork* class.

### 8.4.2 Network formats

To add a native support of the existed network format (like PostGIS *pgRouting*, Oracle Spatial Networks, topology in GML, etc.) to GNM the developer should implement the corresponding *GNMDriver*-*GNMNetwork* interface. But there is also a capability to use the generic network format, which is already implemented in GNM as a special class. It can be extremely useful when there is a need to create and use a network in the format that initially does not have its “network part” (like ESRI Shapefile) directly.

#### 8.4.2.1 GNMGenericNetwork

*GNMGenericNetwork* is a concrete implementation of the *GNMNetwork*. *GNMGenericNetwork* intends to support the most *GDALDataset* drivers (depends on the corresponding driver capabilities). Technically the network format abstraction is achieved with the help of GDAL abstraction: datasets and layers approach. *GNMGdalNetwork* aggregates a *GDALDataset* instance where the “network part” is represented as a set of “system layers” (wkbNone geometry, specific attribute fields) and the spatial/attribute data is regarded as the set of “class layers” or “classes” (layers with geometries and attributes, as usual). The “network part” is created and maintained by *GNMGenericNetwork* automatically and provides methods to work with it.

The way of describing real-world networks by *GNMGenericNetwork* intends to be a generic, because:

- The most general type of graph is used, which holds every useful information: directions of edges (directed/undirected), edge costs (weighted/unweighted). This graph is stored as an incidence list: source vertex feature id, target vertex feature id, edge feature id, direct cost, inverse cost, direction of edge;
- Any feature with any geometry can be the vertex or the edge in a graph. Also, it may be no feature “under” the connection’s edge at all (actually the virtual edge is created for this case). All this means that user operates with the feature identifiers, while the *GNMGenericNetwork* guaranties the connections integrity among features;
- Any feature in the network will gain the unique identifier – Global Feature Identifier (GFID) which allows unify any amount of “class layers” under one network;
- GNMGenericNetwork* uses its own way to determine the network’s business logic. See *GNMGenericNetwork::CreateRule()* for more details.

See the *GNMGenericNetwork* class documentation for more details.

The network of common format has also the following important features: -The single spatial reference system is used in the network, that means that each feature which appears in the network will be transformed to this SRS; -The network always created void and there is a need to import or create features; -It is not possible to remove the “network part” from the dataset – only delete the whole network with all data. The deletion is made layer by layer and deletes only system and class layers which registered in the network.

### 8.4.3 Network analysis

The network analysis in GNM is implemented in *GNMNetwork* object.

*GNMGenericNetwork* holds the graph in memory in STL containers and provides basic algorithms which return the results in the array-form (e.g. `std::vector` full of path’s edges and vertices GFIDs). But the caller get a result as *OGRLayer* there features get from layers consist the network. Also some additional fields created (VERTEX/EDGE indicator field, GFID, layer name, etc.). The caller have to free the result *OGRLayer* via *GDALDataset::ReleaseResultSet()*

## 8.5 OGR SQL dialect and SQLITE SQL dialect

### 8.5.1 OGR SQL dialect

The *GDALDataset* supports executing commands against a datasource via the *GDALDataset::ExecuteSQL()* method. While in theory any sort of command could be handled this way, in practice the mechanism is used to provide a subset of SQL SELECT capability to applications. This page discusses the generic SQL implementation implemented within OGR, and issue with driver specific SQL support.

An alternate “dialect”, the *SQLite* dialect, can be used instead of the *OGRSQL* dialect. Refer to the [SQL SQLite dialect](#) page for more details.

The *OGRLayer* class also supports applying an attribute query filter to features returned using the *OGRLayer::SetAttributeFilter()* method. The syntax for the attribute filter is the same as the WHERE clause in the OGR SQL SELECT statement. So everything here with regard to the WHERE clause applies in the context of the *SetAttributeFilter()* method.

#### 8.5.1.1 SELECT

The SELECT statement is used to fetch layer features (analogous to table rows in an RDBMS) with the result of the query represented as a temporary layer of features. The layers of the datasource are analogous to tables in an RDBMS and feature attributes are analogous to column values. The simplest form of OGR SQL SELECT statement looks like this:

```
SELECT * FROM polylayer
```

In this case all features are fetched from the layer named “polylayer”, and all attributes of those features are returned. This is essentially equivalent to accessing the layer directly. In this example the “\*” is the list of fields to fetch from the layer, with “\*” meaning that all fields should be fetched.

This slightly more sophisticated form still pulls all features from the layer but the schema will only contain the geometry column and the *EAS\_ID* and *PROP\_VALUE* attributes. With OGR SQL dialect the geometry column is always included in the result so it does not need to appear in the SQL statement.

```
SELECT eas_id, prop_value FROM polylayer
```

A much more ambitious SELECT, restricting the features fetched with a WHERE clause, and sorting the results might look like:

```
SELECT * from polylayer WHERE prop_value > 220000.0 ORDER BY prop_value DESC
```

This select statement will produce a table with just one feature, with geometry and one attribute (named something like “count\_eas\_id”) containing the number of distinct values of the eas\_id attribute.

```
SELECT COUNT(DISTINCT eas_id) FROM polylayer
```

## General syntax

The general syntax of a SELECT statement is:

```
SELECT [fields] FROM layer_name [JOIN ...] [WHERE ...] [ORDER BY ...] [LIMIT ...]↵  
↪ [OFFSET ...]
```

## List Operators

The field list is a comma separate list of the fields to be carried into the output features from the source layer. They will appear on output features in the order they appear on in the field list, so the field list may be used to re-order the fields.

A special form of the field list uses the DISTINCT keyword. This returns a list of all the distinct values of the named attribute. When the DISTINCT keyword is used, only one attribute may appear in the field list. The DISTINCT keyword may be used against any type of field. Currently the distinctness test against a string value is case insensitive in OGR SQL. The result of a SELECT with a DISTINCT keyword is a layer with one column (named the same as the field operated on), and one feature per distinct value. Geometries are discarded. The distinct values are assembled in memory, so a lot of memory may be used for datasets with a large number of distinct values.

```
SELECT DISTINCT areacode FROM polylayer
```

There are also several summarization operators that may be applied to columns. When a summarization operator is applied to any field, then all fields must have summarization operators applied. The summarization operators are COUNT (a count of instances), AVG (numerical average), SUM (numerical sum), MIN (lexical or numerical minimum), and MAX (lexical or numerical maximum). This example produces a variety of summarization information on parcel property values:

```
SELECT MIN(prop_value), MAX(prop_value), AVG(prop_value), SUM(prop_value),  
       COUNT(prop_value) FROM polylayer WHERE prov_name = 'Ontario'
```

It is also possible to apply the COUNT() operator to a DISTINCT SELECT to get a count of distinct values, for instance:

```
SELECT COUNT(DISTINCT areacode) FROM polylayer
```

As a special case, the COUNT() operator can be given a “\*” argument instead of a field name which is a short form for count all the records.

```
SELECT COUNT(*) FROM polylayer
```

Field names can also be prefixed by a table name though this is only really meaningful when performing joins. It is further demonstrated in the JOIN section.

Field definitions can also be complex expressions using arithmetic, and functional operators. However, the DISTINCT keyword, and summarization operators like MIN, MAX, AVG and SUM may not be applied to expression fields. Boolean resulting expressions (comparisons, logical operators) can also be used.

```
SELECT cost+tax FROM invoice
```

or

```
SELECT CONCAT(owner_first_name, ' ', owner_last_name) FROM properties
```

## Functions

The SUBSTR function can be used to extract a substring from a string. Its syntax is the following one : SUBSTR(string\_expr, start\_offset [, length]). It extracts a substring of string\_expr, starting at offset start\_offset (1 being the first character of string\_expr, 2 the second one, etc...). If start\_offset is a negative value, the substring is extracted from the end of the string (-1 is the last character of the string, -2 the character before the last character, ...). If length is specified, up to length characters are extracted from the string. Otherwise the remainder of the string is extracted.

Note: for the time being, the character is considered to be equivalent to bytes, which may not be appropriate for multi-byte encodings like UTF-8.

```
SELECT SUBSTR('abcdef',1,2) FROM xxx --> 'ab'
SELECT SUBSTR('abcdef',4)   FROM xxx --> 'def'
SELECT SUBSTR('abcdef',-2)  FROM xxx --> 'ef'
```

The hstore\_get\_value() function can be used to extract a value associate to a key from a HSTORE string, formatted like 'key=>value,other\_key=>other\_value,...'

```
SELECT hstore_get_value('a => b, "key with space"=> "value with space"', 'key with space
→') FROM xxx --> 'value with space'
```

## Using the field name alias

OGR SQL supports renaming the fields following the SQL92 specification by using the AS keyword according to the following example:

```
SELECT *, OGR_STYLE AS STYLE FROM polylayer
```

The field name alias can be used as the last operation in the column specification. Therefore we cannot rename the fields inside an operator, but we can rename whole column expression, like these two:

```
SELECT COUNT(areacode) AS "count" FROM polylayer
SELECT dollars*100.0 AS cents FROM polylayer
```

## Changing the type of the fields

OGR SQL supports changing the type of the columns by using the SQL92 compliant CAST operator according to the following example:

```
SELECT *, CAST(OGR_STYLE AS character(255)) FROM rivers
```

Currently casting to the following target types are supported:

- boolean
- character(field\_length). By default, field\_length=1.

- `float(field_length)`
- `numeric(field_length, field_precision)`
- `smallint(field_length)` : 16 bit signed integer
- `integer(field_length)`
- `bigint(field_length)`, 64 bit integer, extension to SQL92
- `date(field_length)`
- `time(field_length)`
- `timestamp(field_length)`
- `geometry, geometry(geometry_type), geometry(geometry_type, epsg_code)`

Specifying the `field_length` and/or the `field_precision` is optional. An explicit value of zero can be used as the width for `character()` to indicate variable width. Conversion to the ‘integer list’, ‘double list’ and ‘string list’ OGR data types are not supported, which doesn’t conform to the SQL92 specification.

While the CAST operator can be applied anywhere in an expression, including in a WHERE clause, the detailed control of output field format is only supported if the CAST operator is the “outer most” operators on a field in the field definition list. In other contexts it is still useful to convert between numeric, string and date data types.

Casting a WKT string to a geometry is allowed. `geometry_type` can be `POINT[Z]`, `LINESTRING[Z]`, `POLYGON[Z]`, `MULTIPOINT[Z]`, `MULTILINESTRING[Z]`, `MULTIPOLYGON[Z]`, `GEOMETRYCOLLECTION[Z]` or `GEOMETRY[Z]`.

## String literals and identifiers quoting

Strict SQL92 rules are applied regarding string literals and identifiers quoting.

String literals (constants) must be surrounded with single-quote characters. e.g. `WHERE a_field = 'a_value'`

Identifiers (column names and tables names) can be used unquoted if they don’t contain special characters or are not a SQL reserved keyword. Otherwise they must be surrounded with double-quote characters. e.g. `WHERE "from" = 5`.

## WHERE

The argument to the WHERE clause is a logical expression used select records from the source layer. In addition to its use within the WHERE statement, the WHERE clause handling is also used for OGR attribute queries on regular layers via `OGRLayer::SetAttributeFilter()`.

In addition to the arithmetic and other functional operators available in expressions in the field selection clause of the SELECT statement, in the WHERE context logical operators are also available and the evaluated value of the expression should be logical (true or false).

The available logical operators are `=`, `!=`, `<>`, `<`, `>`, `<=`, `>=`, `LIKE` and `ILIKE`, `BETWEEN` and `IN`. Most of the operators are self explanatory, but it is worth noting that `!=` is the same as `<>`, the string equality is case insensitive, but the `<`, `>`, `<=` and `>=` operators *are* case sensitive.

Starting with GDAL 3.1, `LIKE` is case sensitive, and `ILIKE` is case insensitive. In previous versions, `LIKE` was also case insensitive. If the old behavior is wished in GDAL 3.1, the `OGR_SQL_LIKE_AS_ILIKE` can be set to `YES`.

The value argument to the `LIKE` and `ILIKE` operators is a pattern against which the value string is matched. In this pattern percent (%) matches any number of characters, and underscore ( \_ ) matches any one character. An optional `ESCAPE escape_char` clause can be added so that the percent or underscore characters can be searched as regular characters, by being preceded with the `escape_char`.

String	Pattern	Matches?
-----	-----	-----
Alberta	ALB%	Yes
Alberta	_lberta	Yes
St. Alberta	_lberta	No
St. Alberta	%lberta	Yes
Robarts St.	%Robarts%	Yes
12345	123%45	Yes
123.45	12?45	No
N0N 1P0	%NON%	Yes
L4C 5E2	%NON%	No

The IN takes a list of values as its argument and tests the attribute value for membership in the provided set.

Value	Value Set	Matches?
-----	-----	-----
321	IN (456,123)	No
'Ontario'	IN ('Ontario','BC')	Yes
'Ont'	IN ('Ontario','BC')	No
1	IN (0,2,4,6)	No

The syntax of the BETWEEN operator is “field\_name BETWEEN value1 AND value2” and it is equivalent to “field\_name >= value1 AND field\_name <= value2”.

In addition to the above binary operators, there are additional operators for testing if a field is null or not. These are the IS NULL and IS NOT NULL operators.

Basic field tests can be combined in more complicated predicates using logical operators include AND, OR, and the unary logical NOT. Subexpressions should be bracketed to make precedence clear. Some more complicated predicates are:

```
SELECT * FROM poly WHERE (prop_value >= 100000) AND (prop_value < 200000)
SELECT * FROM poly WHERE NOT (area_code LIKE 'NON%')
SELECT * FROM poly WHERE (prop_value IS NOT NULL) AND (prop_value < 100000)
```

## WHERE Limitations

- Fields must all come from the primary table (the one listed in the FROM clause).
- All string comparisons are case insensitive except for <, >, <= and >=

## ORDER BY

The ORDER BY clause is used force the returned features to be reordered into sorted order (ascending or descending) on one or multiple fields. Ascending (increasing) order is the default if neither the ASC or DESC keyword is provided. For example:

```
SELECT * FROM property WHERE class_code = 7 ORDER BY prop_value DESC
SELECT * FROM property ORDER BY prop_value
SELECT * FROM property ORDER BY prop_value ASC
SELECT DISTINCT zip_code FROM property ORDER BY zip_code
SELECT * FROM property ORDER BY prop_value ASC, another_field DESC
```



Note that ORDER BY clauses cause two passes through the feature set. One to build an in-memory table of field values corresponded with feature ids, and a second pass to fetch the features by feature id in the sorted order. For formats which cannot efficiently randomly read features by feature id this can be a very expensive operation.

Sorting of string field values is case sensitive, not case insensitive like in most other parts of OGR SQL.

## LIMIT and OFFSET

Starting with GDAL 2.2, the LIMIT clause can be used to limit the number of features returned. For example

```
SELECT * FROM poly LIMIT 5
```

The OFFSET clause can be used to skip the first features of the result set. The value after OFFSET is the number of features skipped. For example, to skip the first 3 features from the result set:

```
SELECT * FROM poly OFFSET 3
```

Both clauses can be combined:

```
SELECT * FROM poly LIMIT 5 OFFSET 3
```

## JOINS

OGR SQL supports a limited form of one to one JOIN. This allows records from a secondary table to be looked up based on a shared key between it and the primary table being queried. For instance, a table of city locations might include a **nation\_id** column that can be used as a reference into a secondary **nation** table to fetch a nation name. A joined query might look like:

```
SELECT city.*, nation.name FROM city
LEFT JOIN nation ON city.nation_id = nation.id
```

This query would result in a table with all the fields from the city table, and an additional “nation.name” field with the nation name pulled from the nation table by looking for the record in the nation table that has the “id” field with the same value as the city.nation\_id field.

Joins introduce a number of additional issues. One is the concept of table qualifiers on field names. For instance, referring to city.nation\_id instead of just nation\_id to indicate the nation\_id field from the city layer. The table name qualifiers may only be used in the field list, and within the ON clause of the join.

Wildcards are also somewhat more involved. All fields from the primary table (**city** in this case) and the secondary table (**nation** in this case) may be selected using the usual \* wildcard. But the fields of just one of the primary or secondary table may be selected by prefixing the asterix with the table name.

The field names in the resulting query layer will be qualified by the table name, if the table name is given as a qualifier in the field list. In addition field names will be qualified with a table name if they would conflict with earlier fields. For instance, the following select would result might result in a results set with a **name**, **nation\_id**, **nation.nation\_id** and **\*\* nation.name\*\*** field if the city and nation tables both have the **nation\_id** and **name** fieldnames.

```
SELECT * FROM city LEFT JOIN nation ON city.nation_id = nation.nation_id
```

On the other hand if the nation table had a **continent\_id** field, but the city table did not, then that field would not need to be qualified in the result set. However, if the selected instead looked like the following statement, all result fields would be qualified by the table name.



```
SELECT city.*, nation.* FROM city
LEFT JOIN nation ON city.nation_id = nation.nation_id
```

In the above examples, the **nation** table was found in the same datasource as the **city** table. However, the OGR join support includes the ability to join against a table in a different data source, potentially of a different format. This is indicated by qualifying the secondary table name with a datasource name. In this case the secondary datasource is opened using normal OGR semantics and utilized to access the secondary table until the query result is no longer needed.

```
SELECT * FROM city
LEFT JOIN '/usr2/data/nation.dbf'.nation ON city.nation_id = nation.nation_id
```

While not necessarily very useful, it is also possible to introduce table aliases to simplify some SELECT statements. This can also be useful to disambiguate situations where tables of the same name are being used from different data sources. For instance, if the actual tables names were messy we might want to do something like:

```
SELECT c.name, n.name FROM project_615_city c
LEFT JOIN '/usr2/data/project_615_nation.dbf'.project_615_nation n
ON c.nation_id = n.nation_id
```

It is possible to do multiple joins in a single query.

```
SELECT city.name, prov.name, nation.name FROM city
LEFT JOIN province ON city.prov_id = province.id
LEFT JOIN nation ON city.nation_id = nation.id
```

The expression after ON is typically of the form “{primary\_table}.{field\_name} = {secondary\_table}.{field\_name}”, and in that order. It is also possible to use a more complex boolean expression, involving multiple comparison operators, but with the restrictions mentioned in the below “JOIN limitations” section. In particular, in case of multiple joins (3 tables or more) the fields compared in a JOIN must belong to the primary table (the one after FROM) and the table of the active JOIN.

## JOIN Limitations

- Joins can be very expensive operations if the secondary table is not indexed on the key field being used.
- Joined fields may not be used in WHERE clauses, or ORDER BY clauses at this time. The join is essentially evaluated after all primary table subsetting is complete, and after the ORDER BY pass.
- Joined fields may not be used as keys in later joins. So you could not use the province id in a city to lookup the province record, and then use a nation id from the province id to lookup the nation record. This is a sensible thing to want and could be implemented, but is not currently supported.
- Datasource names for joined tables are evaluated relative to the current processes working directory, not the path to the primary datasource.
- These are not true LEFT or RIGHT joins in the RDBMS sense. Whether or not a secondary record exists for the join key or not, one and only one copy of the primary record is returned in the result set. If a secondary record cannot be found, the secondary derived fields will be NULL. If more than one matching secondary field is found only the first will be used.

## UNION ALL

The SQL engine can deal with several SELECT combined with UNION ALL. The effect of UNION ALL is to concatenate the rows returned by the right SELECT statement to the rows returned by the left SELECT statement.

```
[()] SELECT field_list FROM first_layer [WHERE where_expr] []]  
UNION ALL [()] SELECT field_list FROM second_layer [WHERE where_expr] []]  
[UNION ALL [()] SELECT field_list FROM third_layer [WHERE where_expr] []]]*
```

### UNION ALL restrictions

The processing of UNION ALL in OGR differs from the SQL standard, in which it accepts that the columns from the various SELECT are not identical. In that case, it will return a super-set of all the fields from each SELECT statement.

There is also a restriction : ORDER BY can only be specified for each SELECT, and not at the level of the result of the union.

### 8.5.1.2 SPECIAL FIELDS

The OGR SQL query processor treats some attributes of the features as built-in special fields which can be used in SQL statements alongside the other fields. These fields can be placed in the SELECT list, the WHERE clause and the ORDER BY clause respectively. Special fields will not be included in the result by default but they may be explicitly included by adding them to the SELECT list. When accessing field values, the special fields will take precedence over other fields in the data source with the same names.

#### FID

Normally the feature id is a special property of a feature and not treated as an attribute of the feature. In some cases it is convenient to be able to utilize the feature id in queries and result sets as a regular field. To do so use the name FID. The field wildcard expansions will not include the feature id, but it may be explicitly included using a syntax like:

```
SELECT FID, * FROM nation
```

#### Geometry field

The OGR SQL dialect adds the geometry field of the datasource to the result set by default. Users do not need to select the geometry explicitly but it is still possible to do so. Common use case is when geometry is the only field that is needed. In this case the name of the geometry field to be used in the SQL statement is the name returned by `OGRLayer::GetGeometryColumn()`. If the method returns an empty string then a special name “\_ogr\_geometry\_” must be used. The name begins with an underscore and SQL syntax requires that it must appear between double quotes. In addition the command line interpreter may require that double quotes are escaped and the final SELECT statement could look like:

```
SELECT "_ogr_geometry_" FROM nation
```

## OGR\_GEOMETRY

Some of the data sources (like MapInfo tab) can handle geometries of different types within the same layer. The OGR\_GEOMETRY special field represents the geometry type returned by *OGRGeometry::getGeometryName()* and can be used to distinguish the various types. By using this field one can select particular types of the geometries like:

```
SELECT * FROM nation WHERE OGR_GEOMETRY='POINT' OR OGR_GEOMETRY='POLYGON'
```

## OGR\_GEOM\_WKT

The Well Known Text representation of the geometry can also be used as a special field. To select the WKT of the geometry OGR\_GEOM\_WKT might be included in the select list, like:

```
SELECT OGR_GEOM_WKT, * FROM nation
```

Using the OGR\_GEOM\_WKT and the LIKE operator in the WHERE clause we can get similar effect as using OGR\_GEOMETRY:

```
SELECT OGR_GEOM_WKT, * FROM nation WHERE OGR_GEOM_WKT
LIKE 'POINT%' OR OGR_GEOM_WKT LIKE 'POLYGON%'
```

## OGR\_GEOM\_AREA

The OGR\_GEOM\_AREA special field returns the area of the feature's geometry computed by the *OGRSurface::get\_Area()* method. For *OGRGeometryCollection* and *OGRMultiPolygon* the value is the sum of the areas of its members. For non-surface geometries the returned area is 0.0.

For example, to select only polygon features larger than a given area:

```
SELECT * FROM nation WHERE OGR_GEOM_AREA > 10000000
```

## OGR\_STYLE

The OGR\_STYLE special field represents the style string of the feature returned by *OGRFeature::GetStyleString()*. By using this field and the LIKE operator the result of the query can be filtered by the style. For example we can select the annotation features as:

```
SELECT * FROM nation WHERE OGR_STYLE LIKE 'LABEL%'
```

### 8.5.1.3 CREATE INDEX

Some OGR SQL drivers support creating of attribute indexes. Currently this includes the Shapefile driver. An index accelerates very simple attribute queries of the form **fieldname = value**, which is what is used by the JOIN capability. To create an attribute index on the nation\_id field of the nation table a command like this would be used:

```
CREATE INDEX ON nation USING nation_id
```

## Index Limitations

- Indexes are not maintained dynamically when new features are added to or removed from a layer.
- Very long strings (longer than 256 characters?) cannot currently be indexed.
- To recreate an index it is necessary to drop all indexes on a layer and then recreate all the indexes.
- Indexes are not used in any complex queries. Currently the only query the will accelerate is a simple “field = value” query.

### 8.5.1.4 DROP INDEX

The OGR SQL DROP INDEX command can be used to drop all indexes on a particular table, or just the index for a particular column.

```
DROP INDEX ON nation USING nation_id
DROP INDEX ON nation
```

### 8.5.1.5 ALTER TABLE

The following OGR SQL ALTER TABLE commands can be used.

-“ALTER TABLE tablename ADD [COLUMN] columnname columntype” to add a new field. Supported if the layer declares the OLCCreateField capability. -“ALTER TABLE tablename RENAME [COLUMN] oldcolumnname TO newcolumnname” to rename an existing field. Supported if the layer declares the OLCAAlterFieldDefn capability. -“ALTER TABLE tablename ALTER [COLUMN] columnname TYPE columntype” to change the type of an existing field. Supported if the layer declares the OLCAAlterFieldDefn capability. -“ALTER TABLE tablename DROP [COLUMN] columnname” to delete an existing field. Supported if the layer declares the OLCDeleteField capability.

The columntype value follows the syntax of the types supported by the CAST operator described above.

```
ALTER TABLE nation ADD COLUMN myfield integer
ALTER TABLE nation RENAME COLUMN myfield TO myfield2
ALTER TABLE nation ALTER COLUMN myfield2 TYPE character(15)
ALTER TABLE nation DROP COLUMN myfield2
```

### 8.5.1.6 DROP TABLE

The OGR SQL DROP TABLE command can be used to delete a table. This is only supported on datasources that declare the ODsCDeleteLayer capability.

```
DROP TABLE nation
```

### 8.5.1.7 ExecuteSQL()

SQL is executed against an `GDALDataset`, not against a specific layer. The call looks like this:

```
OGRLayer * GDALDataset::ExecuteSQL( const char *pszSQLCommand,
                                     OGRGeometry *poSpatialFilter,
                                     const char *pszDialect );
```

The `pszDialect` argument is in theory intended to allow for support of different command languages against a provider, but for now applications should always pass an empty (not NULL) string to get the default dialect.

The `poSpatialFilter` argument is a geometry used to select a bounding rectangle for features to be returned in a manner similar to the `OGRLayer::SetSpatialFilter()` method. It may be NULL for no special spatial restriction.

The result of an `ExecuteSQL()` call is usually a temporary `OGRLayer` representing the results set from the statement. This is the case for a `SELECT` statement for instance. The returned temporary layer should be released with `GDALDataset::ReleaseResultSet()` method when no longer needed. Failure to release it before the datasource is destroyed may result in a crash.

### 8.5.1.8 Non-OGR SQL

All OGR drivers for database systems: *MySQL*, *PostgreSQL / PostGIS*, *Oracle Spatial*, *SQLite / Spatialite RDBMS*, *ODBC RDBMS*, *ESRI Personal GeoDatabase*, *SAP HANA* and *MSSQLSpatial - Microsoft SQL Server Spatial Database*, override the `GDALDataset::ExecuteSQL()` function with dedicated implementation and, by default, pass the SQL statements directly to the underlying RDBMS. In these cases the SQL syntax varies in some particulars from OGR SQL. Also, anything possible in SQL can then be accomplished for these particular databases. Only the result of SQL `WHERE` statements will be returned as layers.

## 8.5.2 SQL SQLite dialect

The SQLite “dialect” can be used as an alternate SQL dialect to the *OGR SQL dialect*. This assumes that GDAL/OGR is built with support for SQLite, and preferably with *Spatialite* support too to benefit from spatial functions.

The SQLite dialect may be used with any OGR datasource, like the OGR SQL dialect. It is available through the `GDALDataset::ExecuteSQL()` method by specifying the `pszDialect` to “SQLITE”. For the *ogrinfo* or *ogr2ogr* utility, you must specify the “-dialect SQLITE” option.

This is mainly aimed to execute `SELECT` statements, but, for datasources that support update, `INSERT/UPDATE/DELETE` statements can also be run. GDAL is internally using the *Virtual Table Mechanism of SQLite* and therefore operations like `ALTER TABLE` are not supported. For executing `ALTER TABLE` or `DROP TABLE` use *OGR SQL dialect*.

If the datasource is SQLite database (GeoPackage, Spatialite) then SQLite dialect acts as native SQL dialect and Virtual Table Mechanism is not used. It is possible to force GDAL to use Virtual Tables even in this case by specifying “-dialect INDIRECT\_SQLITE”. This should be used only when necessary, since going through the virtual table mechanism might affect performance.

The syntax of the SQL statements is fully the one of the SQLite SQL engine. You can refer to the following pages:

- `SELECT`
- `INSERT`
- `UPDATE`
- `DELETE`

### 8.5.2.1 SELECT statement

The SELECT statement is used to fetch layer features (analogous to table rows in an RDBMS) with the result of the query represented as a temporary layer of features. The layers of the datasource are analogous to tables in an RDBMS and feature attributes are analogous to column values. The simplest form of OGR SQLITE SELECT statement looks like this:

```
SELECT * FROM polylayer
```

More complex statements can of course be used, including WHERE, JOIN, USING, GROUP BY, ORDER BY, sub SELECT, ...

The table names that can be used are the layer names available in the datasource on which the ExecuteSQL() method is called.

Similarly to OGRSQL, it is also possible to refer to layers of other datasources with the following syntax : "other\_datasource\_name"."layer\_name".

```
SELECT p.*, NAME FROM poly p JOIN "idlink.dbf"."idlink" il USING (eas_id)
```

If the master datasource is SQLite database (GeoPackage, SpatiaLite) it is necessary to use indirect SQLite dialect. Otherwise additional datasources are never opened but tables to be used in joins are searched from the master database.

```
ogrinfo jointest.gpkg -dialect INDIRECT_SQLITE -sql "SELECT a.ID,b.ID FROM jointest a,  
↪JOIN \"jointest2.shp\".\"jointest2\" b ON a.ID=b.ID"
```

The column names that can be used in the result column list, in WHERE, JOIN, ... clauses are the field names of the layers. Expressions, SQLite functions, spatial functions, etc... can also be used.

The conditions on fields expressed in WHERE clauses, or in JOINS are translated, as far as possible, as attribute filters that are applied on the underlying OGR layers. Joins can be very expensive operations if the secondary table is not indexed on the key field being used.

### Delimited identifiers

If names of layers or attributes are reserved keywords in SQL like 'FROM' or they begin with a number or underscore they must be handled as "delimited identifiers" and enclosed between double quotation marks in queries. Double quotes can be used even when they are not strictly needed.

```
SELECT "p"."geometry", "p"."FROM", "p"."3D" FROM "poly" p
```

When SQL statements are used in the command shell and the statement itself is put between double quotes, the internal double quotes must be escaped with \

```
ogrinfo p.shp -sql "SELECT geometry \"FROM\", \"3D\" FROM p"
```

## Geometry field

The GEOMETRY special field represents the geometry of the feature returned by `OGRFeature::GetGeometryRef()`. It can be explicitly specified in the result column list of a SELECT, and is automatically selected if the \* wildcard is used.

For OGR layers that have a non-empty geometry column name (generally for RDBMS datasources), as returned by `OGRLayer::GetGeometryColumn()`, the name of the geometry special field in the SQL statement will be the name of the geometry column of the underlying OGR layer. If the name of the geometry column in the source layer is empty, like with shapefiles etc., the name to use in the SQL statement is always “geometry”.

```
SELECT EAS_ID, GEOMETRY FROM poly
```

returns:

```
OGRFeature(SELECT):0
EAS_ID (Real) = 168
POLYGON ((479819.84375 4765180.5,479690.1875 4765259.5,[...],479819.84375 4765180.5))
```

```
SELECT * FROM poly
```

returns:

```
OGRFeature(SELECT):0
AREA (Real) = 215229.266
EAS_ID (Real) = 168
PRFEDEA (String) = 35043411
POLYGON ((479819.84375 4765180.5,479690.1875 4765259.5,[...],479819.84375 4765180.5))
```

## Feature id

The feature id is a special property of a feature and not treated as an attribute of the feature. In some cases it is convenient to be able to utilize the feature id in queries and result sets as a regular field. To do so use the name `rowid`. The field wildcard expansions will not include the feature id, but it may be explicitly included using a syntax like:

```
SELECT rowid, * FROM nation
```

It is of course possible to rename it:

```
SELECT rowid AS fid, * FROM nation
```

## OGR\_STYLE special field

The OGR\_STYLE special field represents the style string of the feature returned by `OGRFeature::GetStyleString()`. By using this field and the LIKE operator the result of the query can be filtered by the style. For example we can select the annotation features as:

```
SELECT * FROM nation WHERE OGR_STYLE LIKE 'LABEL%'
```

## Spatialite SQL functions

When GDAL/OGR is build with support for the [Spatialite](#) library, a lot of [extra SQL functions](#), in particular spatial functions, can be used in results column fields, WHERE clauses, etc...

```
SELECT EAS_ID, ST_Area(GEOMETRY) AS area FROM poly WHERE
    ST_Intersects(GEOMETRY, BuildCircleMbr(479750.6875,4764702.0,100))
```

returns:

```
OGRFeature(SELECT):0
EAS_ID (Real) = 169
area (Real) = 101429.9765625

OGRFeature(SELECT):1
EAS_ID (Real) = 165
area (Real) = 596610.3359375

OGRFeature(SELECT):2
EAS_ID (Real) = 170
area (Real) = 5268.8125
```

## OGR datasource SQL functions

The `ogr_datasource_load_layers(datasource_name[, update_mode[, prefix]])` function can be used to automatically load all the layers of a datasource as *VirtualOGR tables*.

```
sqlite> SELECT load_extension('libgdal.so');

sqlite> SELECT load_extension('libspatialite.so');

sqlite> SELECT ogr_datasource_load_layers('poly.shp');
1
sqlite> SELECT * FROM sqlite_master;
table|poly|poly|0|CREATE VIRTUAL TABLE "poly" USING VirtualOGR('poly.shp', 0, 'poly')
```

## OGR layer SQL functions

The following SQL functions are available and operate on a layer name : `ogr_layer_Extent()`, `ogr_layer_SRID()`, `ogr_layer_GeometryType()` and `ogr_layer_FeatureCount()`

```
SELECT ogr_layer_Extent('poly'), ogr_layer_SRID('poly') AS srid,
    ogr_layer_GeometryType('poly') AS geomtype, ogr_layer_FeatureCount('poly') AS count
```

```
OGRFeature(SELECT):0
srid (Integer) = 40004
geomtype (String) = POLYGON
count (Integer) = 10
POLYGON ((478315.53125 4762880.5,481645.3125 4762880.5,481645.3125 4765610.5,478315.
↪53125 4765610.5,478315.53125 4762880.5))
```



## OGR compression functions

`ogr_deflate(text_or_blob[, compression_level])` returns a binary blob compressed with the ZLib deflate algorithm. See `CPLZLibDeflate()`

`ogr_inflate(compressed_blob)` returns the decompressed binary blob, from a blob compressed with the ZLib deflate algorithm. If the decompressed binary is a string, use `CAST(ogr_inflate(compressed_blob) AS VARCHAR)`. See `CPLZLibInflate()`.

## Other functions

The `hstore_get_value()` function can be used to extract a value associate to a key from a HSTORE string, formatted like “key=>value,other\_key=>other\_value,...”

```
SELECT hstore_get_value('a => b, "key with space"=> "value with space", 'key with space
→') --> 'value with space'
```

## OGR geocoding functions

The following SQL functions are available : `ogr_geocode(...)` and `ogr_geocode_reverse(...)`.

`ogr_geocode(name_to_geocode [, field_to_return [, option1 [, option2, ...]])` where `name_to_geocode` is a literal or a column name that must be geocoded. `field_to_return` if specified can be “geometry” for the geometry (default), or a field name of the layer returned by `OGRGeocode()`. The special field “raw” can also be used to return the raw response (XML string) of the geocoding service. `option1`, `option2`, etc.. must be of the key=value format, and are options understood by `OGRGeocodeCreateSession()` or `OGRGeocode()`.

This function internally uses the `OGRGeocode()` API. Refer to it for more details.

```
SELECT ST_Centroid(ogr_geocode('Paris'))
```

returns:

```
OGRFeature(SELECT):0
POINT (2.342878767069653 48.85661793020374)
```

```
ogrinfo cities.csv -dialect sqlite -sql "SELECT *, ogr_geocode(city, 'country') AS_
→country, ST_Centroid(ogr_geocode(city)) FROM cities"
```

returns:

```
OGRFeature(SELECT):0
id (Real) = 1
city (String) = Paris
country (String) = France métropolitaine
POINT (2.342878767069653 48.85661793020374)

OGRFeature(SELECT):1
id (Real) = 2
city (String) = London
country (String) = United Kingdom
POINT (-0.109369427546499 51.500506667319407)
```

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```

OGRFeature(SELECT):2
id (Real) = 3
city (String) = Rennes
country (String) = France métropolitaine
POINT (-1.68185153381778 48.111663929761093)

OGRFeature(SELECT):3
id (Real) = 4
city (String) = Strasbourg
country (String) = France métropolitaine
POINT (7.767762859150757 48.571233274141846)

OGRFeature(SELECT):4
id (Real) = 5
city (String) = New York
country (String) = United States of America
POINT (-73.938140243499049 40.663799577449979)

OGRFeature(SELECT):5
id (Real) = 6
city (String) = Berlin
country (String) = Deutschland
POINT (13.402306623451983 52.501470321410636)

OGRFeature(SELECT):6
id (Real) = 7
city (String) = Beijing
POINT (116.391195 39.9064702)

OGRFeature(SELECT):7
id (Real) = 8
city (String) = Brasilia
country (String) = Brasil
POINT (-52.830435216371839 -10.828214867369699)

OGRFeature(SELECT):8
id (Real) = 9
city (String) = Moscow
country (String) = Российская Федерация
POINT (37.367988106866868 55.556208255649558)

```

`ogr_geocode_reverse(longitude, latitude, field_to_return [, option1 [, option2, ...]])`  
 where longitude, latitude is the coordinate to query. `field_to_return` must be a field name of the layer returned by `OGRGeocodeReverse()` (for example `'display_name'`). The special field `"raw"` can also be used to return the raw response (XML string) of the geocoding service. `option1`, `option2`, etc.. must be of the key=value format, and are options understood by `OGRGeocodeCreateSession()` or `OGRGeocodeReverse()`.

`ogr_geocode_reverse(geometry, field_to_return [, option1 [, option2, ...]])` is also accepted as an alternate syntax where `geometry` is a (Spatialite) point geometry.

This function internally uses the `OGRGeocodeReverse()` API. Refer to it for more details.

## Spatialite spatial index

Spatialite spatial index mechanism can be triggered by making sure a spatial index virtual table is mentioned in the SQL (of the form `idx_layername_geometrycolumn`), or by using the more recent `SpatialIndex` from the `VirtualSpatialIndex` extension. In which case, a in-memory RTree will be built to be used to speed up the spatial queries.

For example, a spatial intersection between 2 layers, by using a spatial index on one of the layers to limit the number of actual geometry intersection computations :

```
SELECT city_name, region_name FROM cities, regions WHERE
  ST_Area(ST_Intersection(cities.geometry, regions.geometry)) > 0 AND
  regions.rowid IN (
    SELECT pkid FROM idx_regions_geometry WHERE
      xmax >= MbrMinX(cities.geometry) AND xmin <= MbrMaxX(cities.geometry) AND
      ymax >= MbrMinY(cities.geometry) AND ymin <= MbrMaxY(cities.geometry))
```

or more elegantly :

```
SELECT city_name, region_name FROM cities, regions WHERE
  ST_Area(ST_Intersection(cities.geometry, regions.geometry)) > 0 AND
  regions.rowid IN (
    SELECT rowid FROM SpatialIndex WHERE
      f_table_name = 'regions' AND search_frame = cities.geometry)
```

## 8.6 GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...

### 8.6.1 Introduction

GDAL can access files located on “standard” file systems, i.e. in the / hierarchy on Unix-like systems or in C:, D:, etc... drives on Windows. But most GDAL raster and vector drivers use a GDAL-specific abstraction to access files. This makes it possible to access less standard types of files, such as in-memory files, compressed files (.zip, .gz, .tar, .tar.gz archives), encrypted files, files stored on network (either publicly accessible, or in private buckets of commercial cloud storage services), etc.

Each special file system has a prefix, and the general syntax to name a file is `/vsiPREFIX/...`

Example:

```
gdalinfo /vsizip/my.zip/my.tif
```

### 8.6.2 Chaining

It is possible to chain multiple file system handlers.

```
# ogrinfo a shapefile in a zip file on the internet:

ogrinfo -ro -al -so /vsizip/vsicurl/https://raw.githubusercontent.com/OSGeo/gdal/master/
↳ autotest/ogr/data/shp/poly.zip

# ogrinfo a shapefile in a zip file on an ftp:
```

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```
ogrinfo -ro -al -so /vsizip//vsicurl/ftp://user:password@example.com/foldername/file.zip/
↳ example.shp
```

(Note is also OK to say /vsizip/vsicurl/... with a single slash. (But when writing documentation please still use two.))

### 8.6.3 Drivers supporting virtual file systems

Virtual file systems can only be used with GDAL or OGR drivers supporting the “large file API”, which is now the vast majority of file based drivers. The full list of these formats can be obtained by looking at the driver marked with ‘v’ when running either `gdalinfo --formats` or `ogrinfo --formats`.

Notable exceptions are the netCDF, HDF4 and HDF5 drivers.

### 8.6.4 /vsizip/ (.zip archives)

/vsizip/ is a file handler that allows reading ZIP archives on-the-fly without decompressing them beforehand.

To point to a file inside a zip file, the filename must be of the form /vsizip/path/to/the/file.zip/path/inside/the/zip/file, where path/to/the/file.zip is relative or absolute and path/inside/the/zip/file is the relative path to the file inside the archive.

To use the .zip as a directory, you can use /vsizip/path/to/the/file.zip or /vsizip/path/to/the/file.zip/subdir. Directory listing is available with `VSIReadDir()`. A `VSISatL()` (“/vsizip/...”) call will return the uncompressed size of the file. Directories inside the ZIP file can be distinguished from regular files with the `VSI_ISDIR(stat.st_mode)` macro as for regular file systems. Getting directory listing and file statistics are fast operations.

Note: in the particular case where the .zip file contains a single file located at its root, just mentioning /vsizip/path/to/the/file.zip will work.

Examples:

```
/vsizip/my.zip/my.tif (relative path to the .zip)
/vsizip//home/even/my.zip/subdir/my.tif (absolute path to the .zip)
/vsizip/c:\users\even\my.zip\subdir\my.tif
```

.kmz, .ods and .xlsx extensions are also detected as valid extensions for zip-compatible archives.

Starting with GDAL 2.2, an alternate syntax is available so as to enable chaining and not being dependent on .zip extension, e.g.: /vsizip/{/path/to/the/archive}/path/inside/the/zip/file. Note that /path/to/the/archive may also itself use this alternate syntax.

Write capabilities are also available. They allow creating a new zip file and adding new files to an already existing (or just created) zip file.

Creation of a new zip file:

```
fmain = VSIFOpenL("/vsizip/my.zip", "wb");
subfile = VSIFOpenL("/vsizip/my.zip/subfile", "wb");
VSIFWriteL("Hello World", 1, strlen("Hello world"), subfile);
VSIFCloseL(subfile);
VSIFCloseL(fmain);
```

Addition of a new file to an existing zip:

```
newfile = VSIFOpenL("/vsizip/my.zip/newfile", "wb");
VSIFWriteL("Hello World", 1, strlen("Hello world"), newfile);
VSIFCloseL(newfile);
```

Starting with GDAL 2.4, the `GDAL_NUM_THREADS` configuration option can be set to an integer or `ALL_CPUS` to enable multi-threaded compression of a single file. This is similar to the `pigz` utility in independent mode. By default the input stream is split into 1 MB chunks (the chunk size can be tuned with the `CPL_VSIL_DEFLATE_CHUNK_SIZE` configuration option, with values like “x K” or “x M”), and each chunk is independently compressed (and terminated by a nine byte marker `0x00 0x00 0xFF 0xFF 0x00 0x00 0x00 0xFF 0xFF`, signaling a full flush of the stream and dictionary, enabling potential independent decoding of each chunk). This slightly reduces the compression rate, so very small chunk sizes should be avoided.

Read and write operations cannot be interleaved. The new zip must be closed before being re-opened in read mode.

### 8.6.5 /vsizip/ (gzipped file)

`/vsizip/` is a file handler that allows on-the-fly reading of GZip (.gz) files without decompressing them in advance.

To view a gzipped file as uncompressed by GDAL, you must use the `/vsizip/path/to/the/file.gz` syntax, where `path/to/the/file.gz` is relative or absolute.

Examples:

```
/vsizip/my.gz # (relative path to the .gz)
/vsizip//home/even/my.gz # (absolute path to the .gz)
/vsizip/c:\users\even\my.gz
```

`VSISatL()` will return the uncompressed file size, but this is potentially a slow operation on large files, since it requires uncompressing the whole file. Seeking to the end of the file, or at random locations, is similarly slow. To speed up that process, “snapshots” are internally created in memory so as to be able being able to seek to part of the files already decompressed in a faster way. This mechanism of snapshots also apply to `/vsizip/` files.

When the file is located in a writable location, a file with extension `.gz.properties` is created with an indication of the uncompressed file size (the creation of that file can be disabled by setting the `CPL_VSIL_GZIP_WRITE_PROPERTIES` configuration option to `NO`).

Write capabilities are also available, but read and write operations cannot be interleaved.

Starting with GDAL 2.4, the `GDAL_NUM_THREADS` configuration option can be set to an integer or `ALL_CPUS` to enable multi-threaded compression of a single file. This is similar to the `pigz` utility in independent mode. By default the input stream is split into 1 MB chunks (the chunk size can be tuned with the `CPL_VSIL_DEFLATE_CHUNK_SIZE` configuration option, with values like “x K” or “x M”), and each chunk is independently compressed (and terminated by a nine byte marker `0x00 0x00 0xFF 0xFF 0x00 0x00 0x00 0xFF 0xFF`, signaling a full flush of the stream and dictionary, enabling potential independent decoding of each chunk). This slightly reduces the compression rate, so very small chunk sizes should be avoided.

### 8.6.6 /vsitar/ (.tar, .tgz archives)

/vsitar/ is a file handler that allows on-the-fly reading in regular uncompressed .tar or compressed .tgz or .tar.gz archives, without decompressing them in advance.

To point to a file inside a .tar, .tgz, .tar.gz file, the filename must be of the form /vsitar/path/to/the/file.tar/path/inside/the/tar/file, where path/to/the/file.tar is relative or absolute and path/inside/the/tar/file is the relative path to the file inside the archive.

To use the .tar as a directory, you can use /vsitar/path/to/the/file.tar or /vsitar/path/to/the/file.tar/subdir. Directory listing is available with *VSIReadDir()*. A *VSIStatL()* (“/vsitar/...”) call will return the uncompressed size of the file. Directories inside the TAR file can be distinguished from regular files with the *VSI\_ISDIR(stat.st\_mode)* macro as for regular file systems. Getting directory listing and file statistics are fast operations.

Note: in the particular case where the .tar file contains a single file located at its root, just mentioning /vsitar/path/to/the/file.tar will work.

Examples:

```
/vsitar/my.tar/my.tif # (relative path to the .tar)
/vsitar//home/even/my.tar/subdir/my.tif # (absolute path to the .tar)
/vsitar/c:\users\even\my.tar\subdir\my.tif
```

Starting with GDAL 2.2, an alternate syntax is available so as to enable chaining and not being dependent on .tar extension, e.g.: /vsitar//path/to/the/archive/path/inside/the/tar/file. Note that /path/to/the/archive may also itself use this alternate syntax.

### 8.6.7 Network based file systems

A generic */vsicurl/* file system handler exists for online resources that do not require particular signed authentication schemes. It is specialized into sub-file systems for commercial cloud storage services, such as */vsis3/*, */vsigs/*, */vsiaz/*, */vsioss/* or */vsiswift/*.

When reading of entire files in a streaming way is possible, prefer using the */vsicurl\_streaming/*, and its variants for the above cloud storage services, for more efficiency.

#### 8.6.7.1 How to set credentials ?

Cloud storage services require setting credentials. For some of them, they can be provided through configuration files (~/.aws/config, ~/.boto, ..) or through environment variables / configuration options.

Starting with GDAL 3.6, *VSISetPathSpecificOption()* can be used to set configuration options with a granularity at the level of a file path, which makes it easier if using the same virtual file system but with different credentials (e.g. different credentials for bucket “/vsis3/foo” and “/vsis3/bar”)

Starting with GDAL 3.5, credentials (or path specific options) can be specified in a *GDAL configuration file*, either in a specific one explicitly loaded with *CPLLoadConfigOptionsFromFile()*, or one of the default automatically loaded by *CPLLoadConfigOptionsFromPredefinedFiles()*.

They should be put under a [credentials] section, and for each path prefix, under a relative subsection whose name starts with [. (e.g. [.some\_arbitrary\_name]), and whose first key is path. `.. code-block:

```
[credentials]

[.private_bucket]
```

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```
path=/vsis3/my_private_bucket
AWS_SECRET_ACCESS_KEY=...
AWS_ACCESS_KEY_ID=...

[.sentinel_s2_l1c]
path=/vsis3/sentinel-s2-l1c
AWS_REQUEST_PAYER=requester
```

### 8.6.7.2 /vsicurl/ (http/https/ftp files: random access)

/vsicurl/ is a file system handler that allows on-the-fly random reading of files available through HTTP/FTP web protocols, without prior download of the entire file. It requires GDAL to be built against libcurl.

Recognized filenames are of the form /vsicurl/http[s]://path/to/remote/resource or /vsicurl/ftp://path/to/remote/resource, where path/to/remote/resource is the URL of a remote resource.

Example using **ogrinfo** to read a shapefile on the internet:

```
ogrinfo -ro -al -so /vsicurl/https://raw.githubusercontent.com/OSGeo/gdal/master/
↳ autotest/ogr/data/poly.shp
```

Starting with GDAL 2.3, options can be passed in the filename with the following syntax: /vsicurl?[option\_i=val\_i&]\*url=http://... where each option name and value (including the value of “url”) is URL-encoded. Currently supported options are:

- use\_head=yes/no: whether the HTTP HEAD request can be emitted. Default to YES. Setting this option overrides the behavior of the CPL\_VSIL\_CURL\_USE\_HEAD configuration option.
- max\_retry=number: default to 0. Setting this option overrides the behavior of the GDAL\_HTTP\_MAX\_RETRY configuration option.
- retry\_delay=number\_in\_seconds: default to 30. Setting this option overrides the behavior of the GDAL\_HTTP\_RETRY\_DELAY configuration option.
- list\_dir=yes/no: whether an attempt to read the file list of the directory where the file is located should be done. Default to YES.
- useragent=value: HTTP UserAgent header
- referer=value: HTTP Referer header
- cookie=value: HTTP Cookie header
- header\_file=value: Filename that contains one or several “Header: Value” lines
- unsafessl=yes/no
- low\_speed\_time=value
- low\_speed\_limit=value
- proxy=value
- proxyauth=value
- proxyuserpwd=value
- pc\_url\_signing=yes/no: whether to use the URL signing mechanism of Microsoft Planetary Computer (<https://planetarycomputer.microsoft.com/docs/concepts/sas/>). (GDAL >= 3.5.2)

- `pc_collection=name`: name of the collection of the dataset for Planetary Computer URL signing. Only used when `pc_url_signing=yes`. (GDAL  $\geq$  3.5.2)

Partial downloads (requires the HTTP server to support random reading) are done with a 16 KB granularity by default. Starting with GDAL 2.3, the chunk size can be configured with the `CPL_VSIL_CURL_CHUNK_SIZE` configuration option, with a value in bytes. If the driver detects sequential reading it will progressively increase the chunk size up to 2 MB to improve download performance. Starting with GDAL 2.3, the `GDAL_INGESTED_BYTES_AT_OPEN` configuration option can be set to impose the number of bytes read in one GET call at file opening (can help performance to read Cloud optimized geotiff with a large header).

The `GDAL_HTTP_PROXY` (for both HTTP and HTTPS protocols), `GDAL_HTTPS_PROXY` (for HTTPS protocol only), `GDAL_HTTP_PROXYUSERPWD` and `GDAL_PROXY_AUTH` configuration options can be used to define a proxy server. The syntax to use is the one of Curl `CURLOPT_PROXY`, `CURLOPT_PROXYUSERPWD` and `CURLOPT_PROXYAUTH` options.

Starting with GDAL 2.1.3, the `CURL_CA_BUNDLE` or `SSL_CERT_FILE` configuration options can be used to set the path to the Certification Authority (CA) bundle file (if not specified, curl will use a file in a system location).

Starting with GDAL 2.3, additional HTTP headers can be sent by setting the `GDAL_HTTP_HEADER_FILE` configuration option to point to a filename of a text file with “key: value” HTTP headers.

As an alternative, starting with GDAL 3.6, the `GDAL_HTTP_HEADERS` configuration option can also be used to specify a comma separated list of key: value pairs. If a comma or a double-quote character is needed in the value, then the key: value pair must be enclosed in double-quote characters. In that situation, backslash and double quote character must be backslash-escaped. e.g `GDAL_HTTP_HEADERS=Foo: Bar,”Baz: escaped backslash \, escaped double-quote “, end of value”,Another: Header`

`CPL_CURL_VERBOSE` set to YES allows one to see them and more, when combined with `--debug`.

Starting with GDAL 2.3, the `GDAL_HTTP_MAX_RETRY` (number of attempts) and `GDAL_HTTP_RETRY_DELAY` (in seconds) configuration option can be set, so that request retries are done in case of HTTP errors 429, 502, 503 or 504.

Starting with GDAL 3.6, the following configuration options control the TCP keep-alive functionality (cf <https://daniel.haxx.se/blog/2020/02/10/curl-ootw-keepalive-time/> for a detailed explanation):

- `GDAL_HTTP_TCP_KEEPALIVE` = YES/NO. whether to enable TCP keep-alive. Defaults to NO
- `GDAL_HTTP_TCP_KEEPIDLE` = integer, in seconds. Keep-alive idle time. Defaults to 60. Only taken into account if `GDAL_HTTP_TCP_KEEPALIVE=YES`.
- `GDAL_HTTP_TCP_KEEPINTVL` = integer, in seconds. Interval time between keep-alive probes. Defaults to 60. Only taken into account if `GDAL_HTTP_TCP_KEEPALIVE=YES`.

More generally options of `CPLHTTPFetch()` available through configuration options are available.

The file can be cached in RAM by setting the configuration option `VSI_CACHE` to TRUE. The cache size defaults to 25 MB, but can be modified by setting the configuration option `VSI_CACHE_SIZE` (in bytes). Content in that cache is discarded when the file handle is closed.

In addition, a global least-recently-used cache of 16 MB shared among all downloaded content is enabled by default, and content in it may be reused after a file handle has been closed and reopen, during the life-time of the process or until `VSICurlClearCache()` is called. Starting with GDAL 2.3, the size of this global LRU cache can be modified by setting the configuration option `CPL_VSIL_CURL_CACHE_SIZE` (in bytes).

Starting with GDAL 2.3, the `CPL_VSIL_CURL_NON_CACHED` configuration option can be set to values like `/vsicurl/http://example.com/foo.tif:/vsicurl/http://example.com/some_directory`, so that at file handle closing, all cached content related to the mentioned file(s) is no longer cached. This can help when dealing with resources that can be modified during execution of GDAL related code. Alternatively, `VSICurlClearCache()` can be used.

Starting with GDAL 2.1, `/vsicurl/` will try to query directly redirected URLs to Amazon S3 signed URLs during their validity period, so as to minimize round-trips. This behavior can be disabled by setting the configuration option `CPL_VSIL_CURL_USE_S3_REDIRECT` to NO.



*VSIStatL()* will return the size in *st\_size* member and file nature- file or directory - in *st\_mode* member (the later only reliable with FTP resources for now).

*VSIReadDir()* should be able to parse the HTML directory listing returned by the most popular web servers, such as Apache and Microsoft IIS.

### 8.6.7.3 */vsicurl\_streaming/* (http/https/ftp files: streaming)

*/vsicurl\_streaming/* is a file system handler that allows on-the-fly sequential reading of files streamed through HTTP/FTP web protocols, without prior download of the entire file. It requires GDAL to be built against libcurl.

Although this file handler is able seek to random offsets in the file, this will not be efficient. If you need efficient random access and that the server supports range downloading, you should use the */vsicurl/* file system handler instead.

Recognized filenames are of the form */vsicurl\_streaming/http[s]://path/to/remote/resource* or */vsicurl\_streaming/ftp://path/to/remote/resource*, where *path/to/remote/resource* is the URL of a remote resource.

The *GDAL\_HTTP\_PROXY* (for both HTTP and HTTPS protocols), *GDAL\_HTTPS\_PROXY* (for HTTPS protocol only), *GDAL\_HTTP\_PROXYUSERPWD* and *GDAL\_PROXY\_AUTH* configuration options can be used to define a proxy server. The syntax to use is the one of Curl *CURLOPT\_PROXY*, *CURLOPT\_PROXYUSERPWD* and *CURLOPT\_PROXYAUTH* options.

Starting with GDAL 2.1.3, the *CURL\_CA\_BUNDLE* or *SSL\_CERT\_FILE* configuration options can be used to set the path to the Certification Authority (CA) bundle file (if not specified, curl will use a file in a system location).

The file can be cached in RAM by setting the configuration option *VSI\_CACHE* to TRUE. The cache size defaults to 25 MB, but can be modified by setting the configuration option *VSI\_CACHE\_SIZE* (in bytes).

*VSIStatL()* will return the size in *st\_size* member and file nature- file or directory - in *st\_mode* member (the later only reliable with FTP resources for now).

### 8.6.7.4 */vsis3/* (AWS S3 files)

*/vsis3/* is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in AWS S3 buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

It also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the GTiff driver is not supported, unless, if, starting with GDAL 3.2, the *CPL\_VSIL\_USE\_TEMP\_FILE\_FOR\_RANDOM\_WRITE* configuration option is set to YES, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the *CPL\_TMPDIR* configuration option). Deletion of files with *VSIUnlink()* is also supported. Starting with GDAL 2.3, creation of directories with *VSIMkdir()* and deletion of (empty) directories with *VSIrmkdir()* are also possible.

Recognized filenames are of the form */vsis3/bucket/key*, where *bucket* is the name of the S3 bucket and *key* is the S3 object “key”, i.e. a filename potentially containing subdirectories.

The generalities of */vsicurl/* apply.

Several authentication methods are possible, and are attempted in the following order:

1. If *AWS\_NO\_SIGN\_REQUEST=YES* configuration option is set, request signing is disabled. This option might be used for buckets with public access rights. Available since GDAL 2.3
2. The *AWS\_SECRET\_ACCESS\_KEY* and *AWS\_ACCESS\_KEY\_ID* configuration options can be set. The *AWS\_SESSION\_TOKEN* configuration option must be set when temporary credentials are used.
3. Starting with GDAL 2.3, alternate ways of providing credentials similar to what the “aws” command line utility or Boto3 support can be used. If the above mentioned environment variables are not provided, the *~/.aws/credentials* or *%UserProfile%/.aws/credentials* file will be read (or the file pointed by

CPL\_AWS\_CREDENTIALS\_FILE). The profile may be specified with the AWS\_DEFAULT\_PROFILE environment variable, or starting with GDAL 3.2 with the AWS\_PROFILE environment variable (the default profile is “default”).

4. The ~/.aws/config or %UserProfile%/.aws/config file may also be used (or the file pointer by AWS\_CONFIG\_FILE) to retrieve credentials and the AWS region.
5. Starting with GDAL 3.6, if AWS\_ROLE\_ARN and AWS\_WEB\_IDENTITY\_TOKEN\_FILE are defined we will rely on credentials mechanism for web identity token based AWS sts action AssumeRoleWithWebIdentity (See.: <https://docs.aws.amazon.com/eks/latest/userguide/iam-roles-for-service-accounts.html>)
6. If none of the above method succeeds, instance profile credentials will be retrieved when GDAL is used on EC2 instances.

The AWS\_REGION (or AWS\_DEFAULT\_REGION starting with GDAL 2.3) configuration option may be set to one of the supported S3 regions and defaults to us-east-1.

Starting with GDAL 2.2, the AWS\_REQUEST\_PAYER configuration option may be set to “requester” to facilitate use with Requester Pays buckets.

The AWS\_S3\_ENDPOINT configuration option defaults to s3.amazonaws.com.

The AWS\_HTTPS configuration option defaults to YES.

The AWS\_VIRTUAL\_HOSTING configuration option defaults to TRUE. This allows you to configure the two ways to access the buckets, see Bucket and Host Name for more details. - TRUE value, identifies the bucket via a virtual bucket host name, e.g.: mybucket.cname.domain.com - FALSE value, identifies the bucket as the top-level directory in the URI, e.g.: cname.domain.com/mybucket

On writing, the file is uploaded using the S3 multipart upload API. The size of chunks is set to 50 MB by default, allowing creating files up to 500 GB (10000 parts of 50 MB each). If larger files are needed, then increase the value of the VSIS3\_CHUNK\_SIZE config option to a larger value (expressed in MB). In case the process is killed and the file not properly closed, the multipart upload will remain open, causing Amazon to charge you for the parts storage. You’ll have to abort yourself with other means such “ghost” uploads (e.g. with the s3cmd utility) For files smaller than the chunk size, a simple PUT request is used instead of the multipart upload API.

Since GDAL 2.4, when listing a directory, files with GLACIER storage class are ignored unless the CPL\_VSIL\_CURL\_IGNORE\_GLACIER\_STORAGE configuration option is set to NO. This option has been superseded in GDAL 3.5 per the CPL\_VSIL\_CURL\_IGNORE\_STORAGE\_CLASSES configuration option that accept a comma-separated list of storage class names and defaults to GLACIER,DEEP\_ARCHIVE (if set to empty, objects of all storage classes are retrieved).

Since GDAL 3.1, the *VSIRename()* operation is supported (first doing a copy of the original file and then deleting it)

Since GDAL 3.1, the *VSIRmdirRecursive()* operation is supported (using batch deletion method). The CPL\_VSIS3\_USE\_BASE\_RMDIR\_RECURSIVE configuration option can be set to YES if using a S3-like API that doesn’t support batch deletion (GDAL >= 3.2). Starting with GDAL 3.6, this can be set as a path-specific option in the *GDAL configuration file*

Starting with GDAL 3.5, profiles that use IAM role assumption (see <https://docs.aws.amazon.com/cli/latest/userguide/cli-configure-role.html>) are handled. The role\_arn and source\_profile keywords are required in such profiles. The optional external\_id, mfa\_serial and role\_session\_name can be specified. credential\_source is not supported currently.

New in version 2.1.

### 8.6.7.5 /vsi3\_streaming/ (AWS S3 files: streaming)

/vsi3\_streaming/ is a file system handler that allows on-the-fly sequential reading of (primarily non-public) files available in AWS S3 buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

Recognized filenames are of the form /vsi3\_streaming/bucket/key where bucket is the name of the S3 bucket and key is the S3 object “key”, i.e. a filename potentially containing subdirectories.

Authentication options, and read-only features, are identical to */vsi3/*

New in version 2.1.

### 8.6.7.6 /vsigs/ (Google Cloud Storage files)

/vsigs/ is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in Google Cloud Storage buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

Starting with GDAL 2.3, it also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the GTiff driver is not supported, unless, if, starting with GDAL 3.2, the CPL\_VSIL\_USE\_TEMP\_FILE\_FOR\_RANDOM\_WRITE configuration option is set to YES, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the CPL\_TMPDIR configuration option). Deletion of files with *VSIUnlink()*, creation of directories with *VSIMkdir()* and deletion of (empty) directories with *VSIrmdir()* are also possible.

Recognized filenames are of the form /vsigs/bucket/key where bucket is the name of the bucket and key is the object “key”, i.e. a filename potentially containing subdirectories.

The generalities of */vsicurl/* apply.

Several authentication methods are possible, and are attempted in the following order:

1. If GS\_NO\_SIGN\_REQUEST=YES configuration option is set, request signing is disabled. This option might be used for buckets with public access rights. Available since GDAL 3.4
2. The GS\_SECRET\_ACCESS\_KEY and GS\_ACCESS\_KEY\_ID configuration options can be set for AWS-style authentication
3. The GDAL\_HTTP\_HEADER\_FILE configuration option to point to a filename of a text file with “key: value” headers. Typically, it must contain a “Authorization: Bearer XXXXXXXXXX” line.
4. (GDAL >= 2.3) The GS\_OAUTH2\_REFRESH\_TOKEN configuration option can be set to use OAuth2 client authentication. See <http://code.google.com/apis/accounts/docs/OAuth2.html> This refresh token can be obtained with the `gdal_auth.py -s storage` or `gdal_auth.py -s storage-rw` script Note: instead of using the default GDAL application credentials, you may define the GS\_OAUTH2\_CLIENT\_ID and GS\_OAUTH2\_CLIENT\_SECRET configuration options (need to be defined both for `gdal_auth.py` and later execution of /vsigs)
5. (GDAL >= 2.3) The GOOGLE\_APPLICATION\_CREDENTIALS configuration option can be set to point to a JSON file containing OAuth2 service account credentials (type: `service_account`), in particular a private key and a client email. See <https://developers.google.com/identity/protocols/OAuth2ServiceAccount> for more details on this authentication method. The bucket must grant the “Storage Legacy Bucket Owner” or “Storage Legacy Bucket Reader” permissions to the service account. The GS\_OAUTH2\_SCOPE configuration option can be set to change the default permission scope from “[https://www.googleapis.com/auth/devstorage.read\\_write](https://www.googleapis.com/auth/devstorage.read_write)” to “[https://www.googleapis.com/auth/devstorage.read\\_only](https://www.googleapis.com/auth/devstorage.read_only)” if needed.
6. (GDAL >= 3.4.2) The GOOGLE\_APPLICATION\_CREDENTIALS configuration option can be set to point to a JSON file containing OAuth2 user credentials (type: `authorized_user`).
7. (GDAL >= 2.3) Variant of the previous method. The GS\_OAUTH2\_PRIVATE\_KEY (or GS\_OAUTH2\_PRIVATE\_KEY\_FILE) and GS\_OAUTH2\_CLIENT\_EMAIL can be set to use OAuth2 service account authentication. See <https://developers.google.com/identity/protocols/OAuth2ServiceAccount> for

more details on this authentication method. The `GS_OAUTH2_PRIVATE_KEY` configuration option must contain the private key as a inline string, starting with `-----BEGIN PRIVATE KEY-----`. Alternatively the `GS_OAUTH2_PRIVATE_KEY_FILE` configuration option can be set to indicate a filename that contains such a private key. The bucket must grant the “Storage Legacy Bucket Owner” or “Storage Legacy Bucket Reader” permissions to the service account. The `GS_OAUTH2_SCOPE` configuration option can be set to change the default permission scope from `“https://www.googleapis.com/auth/devstorage.read_write”` to `“https://www.googleapis.com/auth/devstorage.read_only”` if needed.

8. (GDAL >= 2.3) An alternate way of providing credentials similar to what the “gsutil” command line utility or Boto3 support can be used. If the above mentioned environment variables are not provided, the `~/ .boto` or `UserProfile%/ .boto` file will be read (or the file pointed by `CPL_GS_CREDENTIALS_FILE`) for the `gs_secret_access_key` and `gs_access_key_id` entries for AWS style authentication. If not found, it will look for the `gs_oauth2_refresh_token` (and optionally `client_id` and `client_secret`) entry for OAuth2 client authentication.
9. (GDAL >= 2.3) Finally if none of the above method succeeds, the code will check if the current machine is a Google Compute Engine instance, and if so will use the permissions associated to it (using the default service account associated with the VM). To force a machine to be detected as a GCE instance (for example for code running in a container with no access to the boot logs), you can set `CPL_MACHINE_IS_GCE` to `YES`.

Since GDAL 3.1, the `Rename()` operation is supported (first doing a copy of the original file and then deleting it).

Starting with GDAL 3.4, the `GS_USER_PROJECT` configuration option can be set to a Google Project id (see <https://cloud.google.com/storage/docs/xml-api/reference-headers#googuserproject>) to charge for requests against Requester Pays buckets.

New in version 2.2.

#### 8.6.7.7 `/vsigs_streaming/` (Google Cloud Storage files: streaming)

`/vsigs_streaming/` is a file system handler that allows on-the-fly sequential reading of files (primarily non-public) files available in Google Cloud Storage buckets, without prior download of the entire file. It requires GDAL to be built against `libcurl`.

Recognized filenames are of the form `/vsigs_streaming/bucket/key` where `bucket` is the name of the bucket and `key` is the object “key”, i.e. a filename potentially containing subdirectories.

Authentication options, and read-only features, are identical to `/vsigs/`

New in version 2.2.

#### 8.6.7.8 `/vsiaz/` (Microsoft Azure Blob files)

`/vsiaz/` is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in Microsoft Azure Blob containers, without prior download of the entire file. It requires GDAL to be built against `libcurl`.

See `/vsiadls/` for a related filesystem for Azure Data Lake Storage Gen2.

It also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the `GTiff` driver is not supported, unless, if, starting with GDAL 3.2, the `CPL_VSIL_USE_TEMP_FILE_FOR_RANDOM_WRITE` configuration option is set to `YES`, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the `CPL_TMPDIR` configuration option). A block blob will be created if the file size is below 4 MB. Beyond, an append blob will be created (with a maximum file size of 195 GB).

Deletion of files with `VSIUnlink()`, creation of directories with `VSIMkdir()` and deletion of (empty) directories with `VSIrmdir()` are also possible. Note: when using `VSIMkdir()`, a special hidden `.gdal_marker_for_dir` empty file is created, since Azure Blob does not natively support empty directories. If that file is the last one remaining in a directory, `VSIrmdir()` will automatically remove it. This file will not be seen with `VSIReadDir()`. If removing files

from directories not created with `VSIMkdir()`, when the last file is deleted, its directory is automatically removed by Azure, so the sequence `VSIUnlink("/vsiaz/container/subdir/lastfile")` followed by `VSIrmdir("/vsiaz/container/subdir")` will fail on the `VSIrmdir()` invocation.

Recognized filenames are of the form `/vsiaz/container/key`, where `container` is the name of the container and `key` is the object “key”, i.e. a filename potentially containing subdirectories.

The generalities of `/vsicurl/` apply.

Several authentication methods are possible, and are attempted in the following order:

1. The `AZURE_STORAGE_CONNECTION_STRING` configuration option, given in the access key section of the administration interface. It contains both the account name and a secret key.
2. The `AZURE_STORAGE_ACCOUNT` configuration option is set to specify the account name AND
  - a) (GDAL  $\geq$  3.5) The `AZURE_STORAGE_ACCESS_TOKEN` configuration option is set to specify the access token, that will be included in a “Authorization: Bearer \${AZURE\_STORAGE\_ACCESS\_TOKEN}” header. This access token is typically obtained using Microsoft Authentication Library (MSAL).
  - b) The `AZURE_STORAGE_ACCESS_KEY` configuration option is set to specify the secret key.
  - c) The `AZURE_NO_SIGN_REQUEST=YES` configuration option is set, so as to disable any request signing. This option might be used for accounts with public access rights. Available since GDAL 3.2
  - d) The `AZURE_STORAGE_SAS_TOKEN` configuration option (`AZURE_SAS` if `GDAL < 3.5`) is set to specify a Shared Access Signature. This SAS is appended to URLs built by the `/vsiaz/` file system handler. Its value should already be URL-encoded and should not contain any leading ‘?’ or ‘&’ character (e.g. a valid one may look like “st=2019-07-18T03%3A53%3A22Z&se=2035-07-19T03%3A53%3A00Z&sp=rl&sv=2018-03-28&sr=c&sig=2RIXmLbLbiagYnUd49rgx2kOXKyILrJOgafmkODhRAQ%3D”). Available since GDAL 3.2
  - e) The current machine is a Azure Virtual Machine with Azure Active Directory permissions assigned to it (see <https://docs.microsoft.com/en-us/azure/active-directory/managed-identities-azure-resources/qs-configure-portal-windows-vm>). Available since GDAL 3.3
3. Starting with GDAL 3.5, the *configuration file* `<https://github.com/MicrosoftDocs/azure-docs-cli/blob/main/docs-ref-conceptual/azure-cli-configuration.md>` of the “az” command line utility can be used. The following keys of the [storage] section will be used in the following priority: `connection_string`, `account + key` or `account + sas_token`

Since GDAL 3.1, the `VSIRename()` operation is supported (first doing a copy of the original file and then deleting it)

Since GDAL 3.3, the `VSIGetFileMetadata()` and `VSISetFileMetadata()` operations are supported.

New in version 2.3.

#### 8.6.7.9 `/vsiaz_streaming/` (Microsoft Azure Blob files: streaming)

`/vsiaz_streaming/` is a file system handler that allows on-the-fly sequential reading of files (primarily non-public) files available in Microsoft Azure Blob containers, buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

Recognized filenames are of the form `/vsiaz_streaming/container/key` where `container` is the name of the container and `key` is the object “key”, i.e. a filename potentially containing subdirectories.

Authentication options, and read-only features, are identical to `/vsiaz/`

New in version 2.3.

#### 8.6.7.10 /vsiadls/ (Microsoft Azure Data Lake Storage Gen2)

/vsiadls/ is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in Microsoft Azure Data Lake Storage file systems, without prior download of the entire file. It requires GDAL to be built against libcurl.

It has similar capabilities as [/vsiaz/](#), and in particular uses the same configuration options for authentication. Its advantages over [/vsiaz/](#) are a real management of directory and Unix-style ACL support. Some features require the Azure storage to have hierarchical support turned on. Consult its [documentation](#)

The main enhancements over [/vsiaz/](#) are:

- True directory support (no need for the artificial `.gdal_marker_for_dir` empty file that is used for [/vsiaz/](#) to have empty directories)
- One-call recursive directory deletion with `VSIRmdirRecursive()`
- Atomic renaming with `VSIRename()`
- `VSIGetFileMetadata()` support for the “STATUS” and “ACL” metadata domains
- `VSISetFileMetadata()` support for the “PROPERTIES” and “ACL” metadata domains

New in version 3.3.

#### 8.6.7.11 /vsioss/ (Alibaba Cloud OSS files)

/vsioss/ is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in Alibaba Cloud Object Storage Service (OSS) buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

It also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the GTiff driver is not supported, unless, if, starting with GDAL 3.2, the `CPL_VSIL_USE_TEMP_FILE_FOR_RANDOM_WRITE` configuration option is set to YES, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the `CPL_TMPDIR` configuration option). Deletion of files with `VSILUnlink()` is also supported. Creation of directories with `VSIMkdir()` and deletion of (empty) directories with `VSIRmdir()` are also possible.

Recognized filenames are of the form `/vsioss/bucket/key` where `bucket` is the name of the OSS bucket and `key` is the OSS object “key”, i.e. a filename potentially containing subdirectories.

The generalities of [/vsicurl/](#) apply.

The `OSS_SECRET_ACCESS_KEY` and `OSS_ACCESS_KEY_ID` configuration options must be set. The `OSS_ENDPOINT` configuration option should normally be set to the appropriate value, which reflects the region attached to the bucket. The default is `oss-us-east-1.aliyuncs.com`. If the bucket is stored in another region than `oss-us-east-1`, the code logic will redirect to the appropriate endpoint.

On writing, the file is uploaded using the OSS multipart upload API. The size of chunks is set to 50 MB by default, allowing creating files up to 500 GB (10000 parts of 50 MB each). If larger files are needed, then increase the value of the `VSI OSS_CHUNK_SIZE` config option to a larger value (expressed in MB). In case the process is killed and the file not properly closed, the multipart upload will remain open, causing Alibaba to charge you for the parts storage. You’ll have to abort yourself with other means. For files smaller than the chunk size, a simple PUT request is used instead of the multipart upload API.

New in version 2.3.



### 8.6.7.12 /vsiooss\_streaming/ (Alibaba Cloud OSS files: streaming)

/vsiooss\_streaming/ is a file system handler that allows on-the-fly sequential reading of files (primarily non-public) files available in Alibaba Cloud Object Storage Service (OSS) buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

Recognized filenames are of the form /vsiooss\_streaming/bucket/key where bucket is the name of the bucket and key is the object “key”, i.e. a filename potentially containing subdirectories.

Authentication options, and read-only features, are identical to /vsiooss/

New in version 2.3.

### 8.6.7.13 /vsiswift/ (OpenStack Swift Object Storage)

/vsiswift/ is a file system handler that allows on-the-fly random reading of (primarily non-public) files available in OpenStack Swift Object Storage (swift) buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

It also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the GTiff driver is not supported, unless, if, starting with GDAL 3.2, the CPL\_VSIL\_USE\_TEMP\_FILE\_FOR\_RANDOM\_WRITE configuration option is set to YES, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the CPL\_TMPDIR configuration option). Deletion of files with *VSIUnlink()* is also supported. Creation of directories with *VSIMkdir()* and deletion of (empty) directories with *VSIrmdir()* are also possible.

Recognized filenames are of the form /vsiswift/bucket/key where bucket is the name of the swift bucket and key is the swift object “key”, i.e. a filename potentially containing subdirectories.

The generalities of /vsicurl/ apply.

Three authentication methods are possible, and are attempted in the following order:

1. The SWIFT\_STORAGE\_URL and SWIFT\_AUTH\_TOKEN configuration options are set respectively to the storage URL (e.g [http://127.0.0.1:12345/v1/AUTH\\_something](http://127.0.0.1:12345/v1/AUTH_something)) and the value of the x-auth-token authorization token.
2. The SWIFT\_AUTH\_V1\_URL, SWIFT\_USER and SWIFT\_KEY configuration options are set respectively to the end-point of the Auth V1 authentication (e.g <http://127.0.0.1:12345/auth/v1.0>), the user name and the key/password. This authentication endpoint will be used to retrieve the storage URL and authorization token mentioned in the first authentication method.
3. Authentication with Keystone v3 is using the same options as python-swiftclient, see <https://docs.openstack.org/python-swiftclient/latest/cli/index.html#authentication> for more details. GDAL (>= 3.1) supports the following options:
  - *OS\_IDENTITY\_API\_VERSION=3*
  - *OS\_AUTH\_URL*
  - *OS\_USERNAME*
  - *OS\_PASSWORD*
  - *OS\_USER\_DOMAIN\_NAME*
  - *OS\_PROJECT\_NAME*
  - *OS\_PROJECT\_DOMAIN\_NAME*
  - *OS\_REGION\_NAME*
4. Application Credential Authentication via Keystone v3, GDAL (>= 3.3.1) supports application-credential authentication with the following options:

- *OS\_IDENTITY\_API\_VERSION=3*
- *OS\_AUTH\_TYPE=v3applicationcredential*
- *OS\_AUTH\_URL*
- *OS\_APPLICATION\_CREDENTIAL\_ID*
- *OS\_APPLICATION\_CREDENTIAL\_SECRET*
- *OS\_REGION\_NAME*

This file system handler also allows sequential writing of files (no seeks or read operations are then allowed).

In some versions of OpenStack Swift, the access to large (segmented) files fails unless they are explicitly marked as static large objects, instead of being dynamic large objects which is the default. Using the python-swiftclient this can be achieved when uploading the file by passing the `--use-slo` flag (see <https://docs.openstack.org/python-swiftclient/latest/cli/index.html#swift-upload> for all options). For more information about large objects see [https://docs.openstack.org/swift/latest/api/large\\_objects.html](https://docs.openstack.org/swift/latest/api/large_objects.html).

New in version 2.3.

#### 8.6.7.14 */vswift\_streaming/* (OpenStack Swift Object Storage: streaming)

*/vswift\_streaming/* is a file system handler that allows on-the-fly sequential reading of files (primarily non-public) files available in OpenStack Swift Object Storage (swift) buckets, without prior download of the entire file. It requires GDAL to be built against libcurl.

Recognized filenames are of the form */vswift\_streaming/bucket/key* where *bucket* is the name of the bucket and *key* is the object “key”, i.e. a filename potentially containing subdirectories.

Authentication options, and read-only features, are identical to */vswift/*

New in version 2.3.

#### 8.6.7.15 */vsihdfs/* (Hadoop File System)

*/vsihdfs/* is a file system handler that provides read access to HDFS. This handler requires GDAL to have been built with Java support (`--with-java`) and HDFS support (`--with-hdfs`). Support for this handler is currently only available on Unix-like systems. Note: support for the HTTP REST API (*webHdfs*) is also available with */vsiwebhdfs/* (*Web Hadoop File System REST API*)

Recognized filenames are of the form */vsihdfs/hdfsUri* where *hdfsUri* is a valid HDFS URI.

Examples:

<pre>/vsihdfs/file:/tmp/my.tif  (a local file accessed through HDFS) /vsihdfs/hdfs:/hadoop/my.tif  (a file stored <b>in</b> HDFS)</pre>
---

New in version 2.4.



### 8.6.7.16 /vsiwebhdfs/ (Web Hadoop File System REST API)

/vsiwebhdfs/ is a file system handler that provides read and write access to HDFS through its HTTP REST API.

Recognized filenames are of the form /vsiwebhdfs/http://hostname:port/webhdfs/v1/path/to/filename.

Examples:

```
/vsiwebhdfs/http://localhost:50070/webhdfs/v1/mydir/byte.tif
```

It also allows sequential writing of files. No seeks or read operations are then allowed, so in particular direct writing of GeoTIFF files with the GTiff driver is not supported, unless, if, starting with GDAL 3.2, the `CPL_VSIL_USE_TEMP_FILE_FOR_RANDOM_WRITE` configuration option is set to YES, in which case random-write access is possible (involves the creation of a temporary local file, whose location is controlled by the `CPL_TMPDIR` configuration option). Deletion of files with `VSIUnlink()` is also supported. Creation of directories with `VSIMkdir()` and deletion of (empty) directories with `VSIrmDir()` are also possible.

The generalities of */vsicurl/* apply.

The following configuration options are available:

- `WEBHDFS_USERNAME` = value: User name (when security is off).
- `WEBHDFS_DELEGATION` = value: Hadoop delegation token (when security is on).
- `WEBHDFS_DATANODE_HOST` = value: For APIs using redirect, substitute the redirection hostname with the one provided by this option (normally resolvable hostname should be rewritten by a proxy)
- `WEBHDFS_REPLICATION` = int\_value: Replication value used when creating a file
- `WEBHDFS_PERMISSION` = int\_value: Permission mask (to provide as decimal number) when creating a file or directory

This file system handler also allows sequential writing of files (no seeks or read operations are then allowed)

New in version 2.4.

### 8.6.8 /vsistdin/ (standard input streaming)

/vsistdin/ is a file handler that allows reading from the standard input stream.

The filename syntax must be only /vsistdin/.

The file operations available are of course limited to Read() and forward Seek(). Full seek in the first MB of a file is possible, and it is cached so that closing, re-opening /vsistdin/ and reading within this first megabyte is possible multiple times in the same process.

Starting with GDAL 3.6, the size of the in-memory cache can be controlled with the `CPL_VSISTDIN_BUFFER_LIMIT` configuration option, by specifying a size in bytes (or using a MB or GB suffix, e.g. “1GB”), or -1 for unlimited. The “/vsistdin?buffer\_limit=value” syntax can also be used.

/vsistdin filenames can be combined with other file system. For example, to read a file within a potentially big ZIP file streamed to `gdal_translate`:

```
cat file.tif.zip | gdal_translate /vsizip/{/vsistdin?buffer_limit=-1}/path/to/some.tif_
↳out.tif
```

### 8.6.9 /vsistdout/ (standard output streaming)

/vsistdout/ is a file handler that allows writing into the standard output stream.

The filename syntax must be only /vsistdout/.

The file operations available are of course limited to Write().

A variation of this file system exists as the /vsistdout\_redirect/ file system handler, where the output function can be defined with *VSIStdoutSetRedirection()*.

### 8.6.10 /vsimem/ (in-memory files)

/vsimem/ is a file handler that allows block of memory to be treated as files. All portions of the file system underneath the base path /vsimem/ will be handled by this driver.

Normal VSI\*L functions can be used freely to create and destroy memory arrays, treating them as if they were real file system objects. Some additional methods exist to efficiently create memory file system objects without duplicating original copies of the data or to “steal” the block of memory associated with a memory file. See *VSIFileFromMemBuffer()* and *VSIGetMemFileBuffer()*.

Directory related functions are supported.

/vsimem/ files are visible within the same process. Multiple threads can access the same underlying file in read mode, provided they used different handles, but concurrent write and read operations on the same underlying file are not supported (locking is left to the responsibility of calling code).

### 8.6.11 /vsisubfile/ (portions of files)

The /vsisubfile/ virtual file system handler allows access to subregions of files, treating them as a file on their own to the virtual file system functions (VSIFOpenL(), etc).

A special form of the filename is used to indicate a subportion of another file: /vsisubfile/<offset>[\_<size>], <filename>.

The size parameter is optional. Without it the remainder of the file from the start offset as treated as part of the subfile. Otherwise only <size> bytes from <offset> are treated as part of the subfile. The <filename> portion may be a relative or absolute path using normal rules. The <offset> and <size> values are in bytes.

Examples:

```
/vsisubfile/1000_3000,/data/abc.ntf
/vsisubfile/5000,..xyz/raw.dat
```

Unlike the /vsimem/ or conventional file system handlers, there is no meaningful support for filesystem operations for creating new files, traversing directories, and deleting files within the /vsisubfile/ area. Only the *VSIStatL()*, *VSIFOpenL()* and operations based on the file handle returned by *VSIFOpenL()* operate properly.

### 8.6.12 /vsisparse/ (sparse files)

The /vsisparse/ virtual file handler allows a virtual file to be composed from chunks of data in other files, potentially with large spaces in the virtual file set to a constant value. This can make it possible to test some sorts of operations on what seems to be a large file with image data set to a constant value. It is also helpful when wanting to add test files to the test suite that are too large, but for which most of the data can be ignored. It could, in theory, also be used to treat several files on different file systems as one large virtual file.

The file referenced by /vsisparse/ should be an XML control file formatted something like:

```
<VSISparseFile>
  <Length>87629264</Length>
  <SubfileRegion> <!-- Stuff at start of file. -->
    <Filename relative="1">251_head.dat</Filename>
    <DestinationOffset>0</DestinationOffset>
    <SourceOffset>0</SourceOffset>
    <RegionLength>2768</RegionLength>
  </SubfileRegion>

  <SubfileRegion> <!-- RasterDMS node. -->
    <Filename relative="1">251_rasterdms.dat</Filename>
    <DestinationOffset>87313104</DestinationOffset>
    <SourceOffset>0</SourceOffset>
    <RegionLength>160</RegionLength>
  </SubfileRegion>

  <SubfileRegion> <!-- Stuff at end of file. -->
    <Filename relative="1">251_tail.dat</Filename>
    <DestinationOffset>87611924</DestinationOffset>
    <SourceOffset>0</SourceOffset>
    <RegionLength>17340</RegionLength>
  </SubfileRegion>

  <ConstantRegion> <!-- Default for the rest of the file. -->
    <DestinationOffset>0</DestinationOffset>
    <RegionLength>87629264</RegionLength>
    <Value>0</Value>
  </ConstantRegion>
</VSISparseFile>
```

Hopefully the values and semantics are fairly obvious.

### 8.6.13 File caching

This is not a proper virtual file system handler, but a C function that takes a virtual file handle and returns a new handle that caches read-operations on the input file handle. The cache is RAM based and the content of the cache is discarded when the file handle is closed. The cache is a least-recently used lists of blocks of 32KB each.

The VSICachedFile class only handles read operations at that time, and will error out on write operations.

This is done with the *VSICreateCachedFile()* function, that is implicitly used by a number of the above mentioned file systems (namely the default one for standard file system operations, and the /vsicurl/ and other related network file systems) if the VSI\_CACHE configuration option is set to YES.

The default size of caching for each file is 25 MB (25 MB for each file that is cached), and can be controlled with the `VSI_CACHE_SIZE` configuration option (value in bytes).

### 8.6.14 /vsicrypt/ (encrypted files)

/vsicrypt/ is a special file handler is installed that allows reading/creating/update encrypted files on the fly, with random access capabilities.

Refer to `VSIInstallCryptFileHandler()` for more details.

## 8.7 Feature Style Specification

Version 0.016 - 2018-12-03

### 8.7.1 1. Overview

This document defines the way feature style information (i.e. colors, line width, symbols, etc.) should be handled at the various levels in GDAL's vector drivers (OGR).

The following GDAL vector drivers have varying levels of support for feature styles: *DWG (libopencad)*, *DWG (Teigha)*, *DXF*, *KML (libkml)*, *MapInfo*, *MicroStation DGN v7* and *DGN v8*, *OpenJUMP JML* and *PDF*.

#### 8.7.1.1 1.1 Style is a property of Feature object

Conceptually, the feature style should be seen as a property of a feature. Even though some systems store style information in a special attribute, in GDAL it is more consistent to see the style as a property, just the same way the geometry of a feature is also a property.

This does not prevent us from storing the style information in an attribute when writing to some formats that have no provision for styles (e.g. E00). But then at the time such a dataset is opened through GDAL, the name of the attribute that contains style information should either be specified in some metadata, or be specified by the user.

Also, in the SFCOM interface, the style information will be stored in an attribute just like the geometry is.

#### 8.7.1.2 1.2 Feature Styles can be stored at 2 levels

The style defines the way a feature should be drawn, but it is very common to have several features that share the same style. In those cases, instead of duplicating the style information on each feature, we will provide a more efficient way to share style information.

There are two levels at which style information can be found:

- A **dataset** can have a table of pre-defined styles that can then be referred to by the layers or by the individual features. The mechanism for that is defined further down in this document.
- A **feature (OGRFeature object)** can have its own complete style definition. Alternatively, a feature can be linked to a style in the dataset's table of styles. This can save storage space when the same styles are reused often.

It should be possible to have style information stored at one or more of the various levels while working on a given dataset. The level(s) where the style is actually stored will depend on the most efficient approach for the format we are dealing with.

### 8.7.1.3 1.3 Drawing Tools

We define a small set of drawing tools that are used to build style definitions:

- **PEN**: For linear styles
- **BRUSH**: For filling areas
- **SYMBOL**: Point symbols
- **LABEL**: For annotations

Each drawing tool can take a number of parameters, all optional. The style syntax is built in a way that a system that cannot support all possible parameters can safely skip and ignore the parameters it does not support. This will also make it easy to extend the specification in the future without breaking existing code or applications.

A style can use a single tool, or use a combination of one or more tools. By combining the use of several tools in a style, one can build virtually any type of graphical representation. For instance, the SYMBOL tool can be used to place spaced symbols along a line. Also, the LABEL tool can be used to place text on a point, stretch it along a line, or even, by combining the PEN tool with the LABEL tool, use the line as a leader to the text label, and draw the text string on the last vertex of the line.

Of course, few systems can support all that. But the intention here is to have a style specification that is powerful and flexible enough to allow all types of formats to exchange style information with the least possible loss.

### 8.7.1.4 1.4 Feature attributes can be used by style definitions

In some cases, it might be useful for a style definition to refer to an attribute field on the feature for a given tool parameter's value instead of having a hardcoded value inside the style itself.

Example of this are text angle, text string, etc... these values change for every single text label, but we can share the rest of the label style at the layer level if we lookup the angle and text string in an attribute on each feature.

The syntax of the style string provides a way that any parameter value can be either a constant value, or a lookup to an attribute field.

### 8.7.1.5 1.5 Tool parameter units

Several parameter values can be expressed in different measurement units depending on the file format you are dealing with. For instance, some systems express line width, or text height in points, other in pixels, and others use ground units. In order to accommodate all that, all parameters can be specified in one of the following units systems:

- **g**: Map Ground Units (whatever the map coordinate units are)
- **px**: Pixels
- **pt**: Points (1/72 inch)
- **mm**: Millimeters
- **cm**: Centimeters
- **in**: Inches

Some tools will have to be provided at the GDAL client level to simplify the conversion of any value from one units system to another. This would imply that the GDAL client has to specify a map scale so that conversions from ground units to paper/pixel units can be performed.

## 8.7.2 2. Feature Style String

As was mentioned earlier, styles definitions will usually be stored as strings, either in a per-layer (or per-dataset) table, or directly in the features.

### 8.7.2.1 2.1 Examples

Here are some example style definition strings:

- A 5 pixels wide red line: `PEN(c:#FF0000,w:5px)`
- A polygon filled in blue, with a black outline: `BRUSH(fc:#0000FF);PEN(c:#000000)`
- A point symbol: `SYMBOL(c:#00FF00,id:"points.sym-45,ogr-sym-7")`
- A text label, taking the text string from the “text\_attribute” attribute field: `LABEL(f:"Times New Roman",s:12pt,t:{text_attribute})"`

Here is what a style table that contains all the above styles could look like:

```
road:      PEN(c:#FF0000,w:5px)
lake:      BRUSH(fc:#0000FF);PEN(c:#000000)
campsite:  SYMBOL(c:#00FF00,id:"points.sym-45,ogr-sym-7")
label:     LABEL(f:"Times New Roman",s:12pt,t:{text_attribute})
```

Then individual features can refer to styles from the table above using the “@” character followed by the style name in their style property.

For instance, a feature with its style set to “@road” would be drawn as a red line.

### 8.7.2.2 2.2 Style String Syntax

Each feature object has a style property (a string):

```
<style_property> = "<style_def>" | "" | "@<style_name>" | "{<field_name>}"
```

- <style\_def> is defined later in this section.
- An empty style string means that the feature’s style is unspecified. It does not indicate that the feature is invisible – an invisible feature may be indicated using a fully transparent color, like `PEN(c:#00000000)`.
- @<style\_name> is a reference to a predefined style in the layer or the dataset’s style table. The layer’s table is looked up first, and if style\_name is not found there then the dataset’s table will be looked up.
- Finally, {<field\_name>} means that the style property should be read from the specified attribute field.

The <style\_def> is the real style definition. It is a combination of 1 or more style parts separated by semicolons. Each style\_part uses a drawing tool to define a portion of the complete graphical representation:

```
<style_def> =    <style_part>[;<style_part>[;...]]

<style_part> =   <tool_name>([<tool_param>[,<tool_param>[,...]]])

<tool_name> =    name of a drawing tool, for now: PEN | BRUSH | SYMBOL | LABEL

<tool_param> =   <param_name>:<param_value>
```

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```

<param_name> =   see list of parameters names for each drawing tool

<param_value> =  <value> | <value><units>

<value> =        "<string_value>" | <numeric_value> | {<field_name>}

<units> =        g | px | pt | mm | cm | in

```

By default, style parts are drawn in the order that they appear in the style\_def string unless each part is assigned a different level parameter value (see the level parameter definition).

All drawing tool parameters are optional. So it is legal to have a style\_part with an empty drawing tool parameter list (e.g. "PEN()"). For each parameter that does not have any specified value, it is up to the client application to use its own default value. This document provides advisory default values for most parameters, but it is not mandatory for an application to use those default values.

When {<field\_name>} is used for a tool\_param value, several options are available with respect to the units. The units can be specified after the field name as in PEN(c:#FF0000,w:{line\_width}pt) or can be left unspecified as in PEN(c:#FF0000,w:{line\_width}). In the first case, the default units will be points (pt), but if the attribute field line\_width contains a value followed by a units abbreviation (e.g. "5px") then the units specified in the attribute fields have precedence (in this case pixels). Note that the attribute field does not have to contain a units value and probably won't in most cases; it is just an optional feature to be able to override the default units from inside an attribute field's value.

### 8.7.2.3 2.3 Pen Tool Parameters



#### Applicable geometry types:

- **Point:** When applied to a point, a PEN tool can only define the color and the size of the point to draw.
- **Polyline:** This is the most obvious case.
- **Polygon:** Defines the way the outline of a polygon should be drawn.

Here is the current list of PEN tool parameters. While this is sufficient to cover all the cases that we have encountered so far, new parameters might be added in the future to handle new types of graphical representation. Note again that all parameters are optional:

- **c: Pen Color**, expressed hexadecimal (#RRGGBB[AA])
  - [AA]: the last 2 digits define the alpha channel value, with 0 being transparent and FF being opaque. The default is FF (opaque)
  - Suggested default: black (c:#000000)
  - Example: PEN(c:#FF0000), or PEN(C:#FF0000FF)
- **w: Pen Width**, expressed as a numeric value with units (g, px, pt, mm, cm, in)
  - Suggested default: 1 pixel
  - Examples: PEN(c:#FF0000,w:5px), PEN(w:3pt), PEN(w:50g)
- **p: Pattern.** To create dash lines. A list of pen-down/pen-up distances

Examples:

-  = PEN(c:#FF0000,w:2px,p:"4px 5px"). short-dash line
-  = PEN(c:#FF0000,w:2px,p:"10px 5px"). long-dash line

– `-----` = `PEN(c:#FF0000,w:2px,p:"10px 5px 4px 5px")`. long/short dash

- **id: Comma-delimited list of Pen Names or Ids** For systems that identify pens with a name or an id. The names in the comma-delimited list of ids are scanned until one is recognized by the target system. Pen Ids can be either system-specific ids (see further below) or be one of the pre-defined OGR pen ids for known line patterns. The id parameter should always include one of the OGR ids at the end of the comma-delimited list of ids so that an application never has to rely on understanding system-specific ids.

Here is the current list of OGR pen ids (this could grow time):

- `ogr-pen-0`: solid (the default when no id is provided)
- `ogr-pen-1`: null pen (invisible)
- `ogr-pen-2`: dash
- `ogr-pen-3`: short-dash
- `ogr-pen-4`: long-dash
- `ogr-pen-5`: dot line
- `ogr-pen-6`: dash-dot line
- `ogr-pen-7`: dash-dot-dot line
- `ogr-pen-8`: alternate-line (sets every other pixel)

System-specific ids are very likely to be meaningful only to that specific system that created them. The ids should start with the system's name, followed by a dash (-), followed by whatever information is meaningful to that system (a number, a name, a filename, etc.). e.g. "mapinfo-5", or "mysoft-lines.sym-123", or "othersystems-funnyline"

System-specific ids are allowed in order to prevent loss of information when dealing with data from systems that store line patterns in external files or that have their own pre-defined set of line styles (for instance, to do a MapInfo MIF to TAB translation without any loss.

Examples:

- `PEN(c:#00FF00,id:"ogr-pen-0")` - simple solid line
- `PEN(c:#00FF00,id:"mapinfo-5,ogr-pen-7")` - corresponds to MapInfo's Pen #5, and a system that can't understand MapInfo pens falls back on the default "ogr-pen-7" pen (dot-dot line).
- **cap: Pen Cap** - Set the shape of end points of lines.
  - `"cap:b"` - Butt: The ends of the line don't extend beyond the end points. This is the default.
  - `"cap:r"` - Round: Terminate lines with a circle whose diameter is equal to the line width.
  - `"cap:p"` - Projecting: Similar to Butt, but the ends of the line extend by half of line width beyond the end points.
- **j: Pen Join** - Set the shape of the join point (vertex) of lines.
  - `"j:m"` - Miter: Extend the outer edge of the lines until they touch. This is the default.
  - `"j:r"` - Rounded: Join lines with an arc whose center is at the join point and whose diameter is equal to the line width.
  - `"j:b"` - Bevel: Join the lines with butt end caps and fill the resulting triangular notch at the join position.
- **dp: Perpendicular Offset**, expressed as a numeric value units (g, px, pt, mm, cm, in)

Offset from the line center. If the offset is negative then the pen will be drawn left of the main segment and right otherwise.



- **1: Priority Level** - Numeric value defining the order in which style parts should be drawn.

Lower priority style parts are drawn first, and higher priority ones are drawn on top. If priority level is unspecified, the default is 1.

#### 8.7.2.4 2.4 Brush Tool Parameters

##### Applicable geometry types:

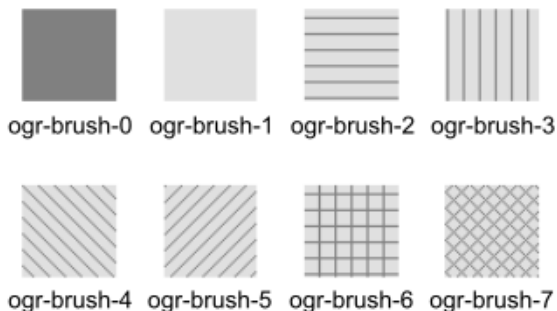
- Point: Not applicable.
- Polyline: Not applicable.
- Polygon: Defines the way the surface of a polygon is filled.

Here is the current list of BRUSH tool parameters. Note again that that this list may be extended in the future, and all parameters are optional:

- **fc: Brush ForeColor**, expressed in hexadecimal (#RRGGBB[AA]). Used for painting the brush pattern itself.
  - [AA]: the last 2 digits define the alpha channel value, with 0 being transparent and FF being opaque. The default is FF (opaque)
  - Suggested default: 50% grey (c:#808080)
  - Example: BRUSH(fc:#FF0000)
- **bc: Brush BackColor**, expressed in hexadecimal (#RRGGBB[AA]). Used for painting the area behind the brush pattern.
  - [AA]: the last 2 digits define the alpha channel value, with 0 being transparent and FF being opaque. The default is FF (opaque)
  - Suggested default: transparent (c:#FFFFFF00)
  - Example: BRUSH(fc:#FF0000,bc:#FFEEDD)
- **id: Brush Name or Brush Id** - Comma-delimited list of brush names or ids. The names in the comma-delimited list of ids are scanned until one is recognized by the target system.

Brush Ids can be either system-specific ids (see furtherbelow) or be one of the pre-defined OGR brush ids for well known brush patterns. The id parameter should always include one of the OGR ids at the end of the comma-delimited list of ids so that an application never has to rely on understanding system-specific ids.

Here is the current list of OGR brush ids (this could grow over time):



```
BRUSH(fc:#808080,bc:#e0e0e0,id:"ogr-brush-n")
```

- ogr-brush-0: solid foreground color (the default when no id is provided)
- ogr-brush-1: null brush (transparent - no fill, irrespective of fc or bc values)

- ogr-brush-2: horizontal hatch
- ogr-brush-3: vertical hatch
- ogr-brush-4: top-left to bottom-right diagonal hatch
- ogr-brush-5: bottom-left to top-right diagonal hatch
- ogr-brush-6: cross hatch
- ogr-brush-7: diagonal cross hatch

Like with Pen Ids, system-specific brush ids are very likely to be meaningful only to that specific system that created them. The ids should start with the system's name, followed by a dash (-), followed by whatever information is meaningful to that system (a number, a name, a filename, etc.).

The following conventions will be used for common system-specific brush ids:

- “bmp-filename.bmp” for Windows BMP patterns

Other conventions may be added in the future (such as vector symbols, WMF, etc).

- **a: Angle** - Rotation angle (in degrees, counterclockwise) to apply to the brush pattern.
- **s: Size or Scaling Factor** - Numeric value with or without units.

If units are specified, then this value is the absolute size to draw the brush or symbol. If no units are specified then it is taken as a scaling factor relative to the symbol's default size.

- **dx, dy: Spacing**, expressed as a numeric value with units (g, px, pt, mm, cm, in)

If filling an area using point symbols, these values will define the spacing to use between them. “dx” is the horizontal distance between the center of two adjacent symbols and “dy” is the vertical distance. The default is to use the symbol's bounding box width and height for dx and dy respectively.

- **1: Priority Level** - Numeric value defining the order in which style parts should be drawn.

Lower priority style parts are drawn first, and higher priority ones are drawn on top. If priority level is unspecified, the default is 1.

### 8.7.2.5 2.5 Symbol Tool Parameters

#### Applicable geometry types:

- Point: Place a symbol at the point's location
- Polyline: Place symbols along the polyline, either at each vertex, or equally spaced.
- Polygon: Place the symbols on the outline of the polygon.

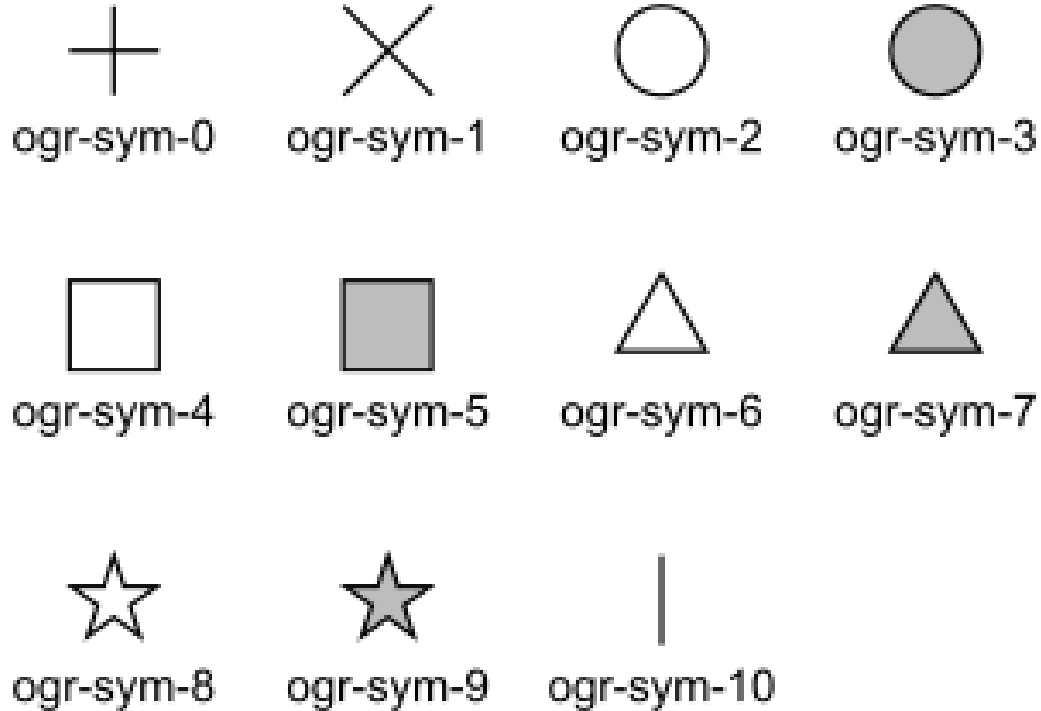
Here is the current list of SYMBOL tool parameters. Note again that that this list may be extended in the future, and all parameters are optional:

- **id: Symbol Name or Id** - Comma-delimited list of symbol names or ids.

The names in the comma-delimited list of ids are scanned until one is recognized by the target system.

Symbol Ids can be either system-specific ids (see further below) or be one of the pre-defined OGR symbol ids for well known symbols. The id parameter should always include one of the OGR ids at the end of the comma-delimited list of ids so that an application never has to rely on understanding system-specific ids.

Here is the current list of OGR symbol ids (this could grow over time):



- ogr-sym-0: cross (+)
- ogr-sym-1: diagcross (X)
- ogr-sym-2: circle (not filled)
- ogr-sym-3: circle (filled)
- ogr-sym-4: square (not filled)
- ogr-sym-5: square (filled)
- ogr-sym-6: triangle (not filled)
- ogr-sym-7: triangle (filled)
- ogr-sym-8: star (not filled)
- ogr-sym-9: star (filled)
- ogr-sym-10: vertical bar (can be rotated using angle attribute to produce diagonal bar)

Like with Pen Ids, system-specific symbol ids are very likely to be meaningful only to that specific system that created them. The ids should start with the system’s name, followed by a dash (-), followed by whatever information is meaningful to that system (a number, a name, a filename, etc.).

The following conventions will be used for common system-specific symbol ids:

- “bmp-filename.bmp” for Windows BMP symbols
- “font-sym-%d” for a font symbols, where %d is a glyph number inside a font, font family is defined by **f** style field.

Other conventions may be added in the future (such as vector symbols, WMF, etc.)

- **a: Angle** - Rotation angle (in degrees, counterclockwise) to apply to the symbol.
- **c: Symbol Color**, expressed in hexadecimal (#RRGGBB[AA])
  - [AA]: the last 2 digits define the alpha channel value, with 0 being transparent and FF being opaque. The default is FF (opaque)
  - Suggested default symbol color: black (c:#000000)
  - Example

```
SYMBOL(c:#FF0000)
```

- **o: Symbol Outline Color**, expressed in hexadecimal (#RRGGBB[AA]).  
If this parameter is set, an additional halo or border of this color is drawn around the symbol.
- **s: Size or Scaling Factor** - Numeric value with or without units.  
If units are specified, then this value is the absolute size to draw the symbol. If no units are specified then it is taken as a scaling factor relative to the symbol's default size.
- **dx, dy: X and Y offset**, of the symbol's insertion point, expressed as a numeric value with units (g, px, pt, mm, cm, in)  
Applies to point geometries, and to symbols placed at each vertex of a polyline.
- **ds, dp, di: Spacing parameters** for symbols spaced along a line, expressed as a numeric value with units (g, px, pt, mm, cm, in).
  - ds is the step to use when placing symbols along the line. By default, symbols applied to a feature with a line geometry are placed at each vertex, but setting "ds" triggers the placement of symbols at an equal distance along the line. "ds" has no effect for a feature with a point geometry.
  - dp can be used together with "ds" to specify the perpendicular distance between the symbols' center and the line along which they're placed.
  - di can be used to specify an initial offset from the beginning of the line.
  - Example

```
SYMBOL(id:123, s:5, di:5px, ds:50px)
```

- **l: Priority Level** - Numeric value defining the order in which style parts should be drawn.  
Lower priority style parts are drawn first, and higher priority ones are drawn on top. If priority level is unspecified, the default is 1.
- **f: Font Name** - Comma-delimited list of fonts names.  
Works like the CSS font-family property: the list of font names is scanned until a known font name is encountered.  
Example

```
SYMBOL(c:#00FF00,s:12pt,id:"font-sym-75,ogr-sym-9",f:"MapInfo_Cartographic")
```

### 8.7.2.6 2.6 Label Tool Parameters

#### Applicable geometry types:

- **Point:** Place a text label at the point's location
- **Polyline:** Place text along the polyline.
- **Polygon:** Place a label at the centroid of the polygon. All parameters behave exactly as if the geometry was a point located at the polygon's centroid.

Here is the current list of LABEL tool parameters. Note again that that this list may be extended in the future, and all parameters are optional:

- **f: Font Name** - Comma-delimited list of fonts names.

Works like the CSS font-family property: the list of font names is scanned until a known font name is encountered.

Example

```
LABEL(f:"Noto Sans, Helvetica", s:12pt, t:"Hello World!")
```

- **s: Font Size**, expressed as a numeric value with units (g, px, pt, mm, cm, in).

In the CAD world, font size, or “text height”, determines the height of a capital letter - what typographers call “cap height”. But in the worlds of typesetting, graphics and cartography, font size refers to the “em height” of the font, which is taller than the cap height. This means that text assigned a height of 1 inch in a DXF file will look larger (often about 45% larger) than 72-point text in a PDF file or MapInfo map. At present, GDAL vector drivers treat the “s:” style string value as whichever font size measurement (cap height or em height) is used natively by that format, which may result in incorrect text sizing when using the ogr2ogr tool. This parameter could be subject to clearer specification in the future.

- **t: Text String** - Can be a constant string, or a reference to an attribute field's value.

If a double-quote character or backslash ( ) character is present in the string, it is escaped with a backslash character before it.

Examples

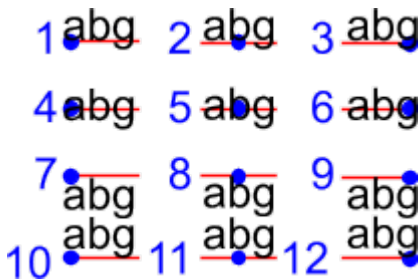
```
LABEL(f:"Arial, Helvetica", s:12pt, t:"Hello World!")
LABEL(f:"Arial, Helvetica", s:12pt, t:"Hello World with escaped \"quotes\" and \\
↪backslash!")
LABEL(f:"Arial, Helvetica", s:12pt, t:{text_attribute})
```

- **a: Angle** - Rotation angle (in degrees, counterclockwise).
- **c: Text Foreground Color**, expressed in hexadecimal (#RRGGBB[AA]) Suggested default: black (c:#000000)
- **b: Text Background Color** - Color of the filled box to draw behind the label, expressed in hexadecimal (#RRGGBB[AA]). No box drawn if not set.
- **o: Text Outline Color** - Color of the text outline (halo in MapInfo terminology), expressed in hexadecimal (#RRGGBB[AA]). No outline if not set.
- **h: Shadow Color** - Color of the text shadow, expressed in hexadecimal (#RRGGBB[AA]). No shadow if not set.
- **w: Stretch** - The stretch factor changes the width of all characters in the font by the given percentage. For example, a setting of 150 results in all characters in the font being stretched to 150% of their usual width. The default stretch factor is 100.
- **m: Label Placement Mode** - How the text is drawn relative to the feature's geometry.
  - “m:p” - The default. A simple label is attached to a point or to the first vertex of a polyline.

- “m:l” - Text is attached to the last vertex of a polyline. A PEN tool can be combined with this LABEL tool to draw the polyline as a leader to the label.
- “m:s” - Stretch the text string along a polyline, with an equal spacing between each character.
- “m:m” - Place text as a single label at the middle of a polyline (based on total line length).
- “m:w” - One word per line segment in a polyline.
- “m:h” - Every word of text attached to polyline is placed horizontally in its segment, anchor point is a center of segment.
- “m:a” - Every word of text attached to polyline is stretched to fit the segment of polyline and placed along that segment. The anchor point is a start of a segment.

- **p: Anchor Position** - A value from 1 to 12 defining the label’s position relative to the point to which it is attached

There are four vertical alignment modes: *baseline*, *center*, *top* and *bottom*; and three horizontal modes: *left*, *center* and *right*.



Currently, the precise interpretation of these values (for example, whether accents on uppercase letters sit above or below the alignment point with p:7) differs from file format to file format. This parameter could be subject to clearer specification in the future.

- **dx, dy: X and Y offset** of the label’s insertion point, expressed as a numeric value with units (g, px, pt, mm, cm, in).

Applies to text placed on a point, or at each vertex of a polyline.

- **dp: Perpendicular Offset** for labels placed along a line, expressed as a numeric value with units (g, px, pt, mm, cm, in).

“dp” specifies the perpendicular distance between the label and the line along which it is placed. If the offset is negative then the label will be shifted left of the main segment, and right otherwise.

- **bo: Bold** - Set to 1 for bold text. Set to 0 or omitted otherwise.
- **it: Italic** - Set to 1 for italic text. Set to 0 or omitted otherwise.
- **un: Underline** - Set to 1 for underlined text. Set to 0 or omitted otherwise.
- **st: Strikethrough** - Set to 1 for struck-through text. Set to 0 or omitted otherwise.
- **l: Priority Level** - Numeric value defining the order in which style parts should be drawn.

Lower priority style parts are drawn first, and higher priority ones are drawn on top. If priority level is unspecified, the default is 1.

### 8.7.2.7 2.7 Styles Table Format

For file formats that support tables of styles, then the predefined styles would be stored in that format.

For file formats that do not support tables of styles, then the style table could be stored in a text file with a .ofs (OGR Feature Styles) extension and the same basename as the dataset. This would apply to formats like Esri Shapefile.

Here is an example of a .ofs file:

```
#OFS-Version: 1.0
#StyleField: "style"

DefaultStyle: PEN(c:#000000)
road:        PEN(c:#FF0000,w:5px)
lake:        BRUSH(fc:#0000FF);PEN(c:#000000)
campsite:    SYMBOL(c:#00FF00,id:"points.sym-45,ogr-sym-7")
label:       LABEL(f:"Times New Roman",s:12pt,t:{text_attribute})
```

The first line is a signature with a version number, which must be present.

The second line (StyleField: "style") is the name of the attribute field in which the Feature Style String is stored for each object in the corresponding layer. This is optional, if not set, then the objects in the layer will all share the same style defined in DefaultStyle.

The third line (DefaultStyle:...) defines the style that applies by default to all objects that have no explicit style.

Then the list of style definitions follow.

### 8.7.2.8 2.8 Using OGR SQL to transfer the style between the data sources

You can use the **OGR\_STYLE** special field to extract the feature level style, and ogr2ogr can be used to transfer the style string between data sources according to the following example:

```
ogr2ogr -f "ESRI Shapefile" -sql "select *, OGR_STYLE from rivers" rivers.shp rivers.tab
```

Without specifying the length of the style field, the output driver may truncate the length to a default value. Therefore it may be necessary to specify the target length manually, like:

```
ogr2ogr -f "ESRI Shapefile" -sql "select *, CAST(OGR_STYLE AS character(255)) from rivers"
↳ rivers.shp rivers.tab
```

OGR is aware of using the OGR\_STYLE field if it exists, and OGRFeature::GetStyleString will return the value of this field if no style string has been specified programmatically.

## 8.7.3 3. OGR Support Classes

The *OGRFeature* class has member functions *OGRFeature::GetStyleString()*, *OGRFeature::SetStyleString()* and *OGRFeature::SetStyleStringDirectly()* which may be used to interact with a feature's style string as a C-style string. Additionally, there are *OGRFeature::GetStyleTable()*, *OGRFeature::SetStyleTable()* and *OGRFeature::SetStyleTableDirectly()* for managing style tables as instances of the *OGRStyleTable* class.

The *OGRLayer* and *GDALDataset* classes also have *OGRLayer::GetStyleTable()*, *OGRLayer::SetStyleTable()* and *OGRLayer::SetStyleTableDirectly()* member functions.

To parse style strings, the *OGRStyleMgr* class is used. Each style tool in the string is accessed as an instance of the *OGRStyleTool* class. Lastly, four helper classes exist, one for each tool (*OGRStylePen*, *OGRStyleBrush*, *OGRStyleSymbol*, *OGRStyleLabel*), with each available parameter represented by a getter and setter member function. To understand these classes better, it may be useful to read the [ogr\\_featurestyle.h](#) and [ogrfeaturestyle.cpp](#) code files.

Here is some example C++ code:

```
OGRStyleTable oStyleTable;

OGRStyleMgr *poStyleMgr = new OGRStyleMgr(&oStyleTable);

// Create a new style in the style table by specifying the whole style string
if (poStyleMgr->AddStyle("@Name", "PEN(c:#123456;w:10px);BRUSH(c:#345678)"))
{
    poStyleMgr->SetFeatureStyleString(poFeature, "@Name", TRUE)
    // or
    poStyleMgr->SetFeatureStyleString(poFeature, "PEN(c:#123456,w:10px);BRUSH(c:#345678)",
    FALSE)
}

oStyleTable->SaveStyleTable("ttt.tbl");

// Create a new style in the style table by specifying each tool (part) as a string
poStyleMgr->InitStyleString();
poStyleMgr->AddPart("PEN(c:#123456,w:10px)");
poStyleMgr->AddPart("BRUSH(c:345678)");
poStyleMgr->AddStyle("@Name");
poStyleMgr->SetFeatureStyleString(poFeature, "@Name", TRUE);

oStyleTable->SaveStyleTable("ttt.tbl");

// Create a new style in the style table using the style tool helper classes
OGRStyleTool *poStylePen = new OGRStylePen;

poStylePen->SetColor("#123456");
poStylePen->SetUnit(OGRSTUPixel);
poStylePen->SetWidth(10.0);
poStyleMgr->AddPart(poStylePen);

delete poStylePen;

// Reading a style
OGRStyleTool *poStyleTool;

poStyleMgr->GetStyleString(poFeature);
```

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```

for (int iPart = 0; iPart < poStyleMgr->GetPartCount(); iPart++)
{
    poStyleTool = GetPart(iPart);
    switch (poStyleTool->GetType())
    {
        case OGRSTCPen:
            poStylePen = (OGRStylePen *)poStyleTool;
            pszColor = poStylePen->Color(bDefault);
            if (bDefault == FALSE)
                poStylePen->GetRGBFromString(pszColor, nRed, nGreen,
                                            nBlue, nTrans);

            else
                // Color not defined

            dfWidth = poStylePen->Width(bDefault);
            if (bDefault == FALSE)
                // Use dfWidth
            else
                // dfWidth not defined

            :
            :
    }
}

```

## 8.8 Coordinate epoch support

New in version 3.4.

### 8.8.1 Dynamic CRS and coordinate epoch

This document is intended to document the support for coordinate epoch, linked to dynamic CRS.

In a dynamic CRS, coordinates of a point on the surface of the Earth may change with time. To be unambiguous the coordinates must always be qualified with the epoch at which they are valid. The coordinate epoch is not necessarily the epoch at which the observation was collected.

Examples of dynamic CRS are WGS 84 (G1762), ITRF2014, ATRF2014.

The generic EPSG:4326 WGS 84 CRS is also considered dynamic, although it is not recommended to use it due to being based on a datum ensemble whose positional accuracy is 2 meters, but prefer one of its realizations, such as WGS 84 (G1762)

The `OGRSpatialReference::IsDynamic()` method can be used to test if a CRS is a dynamic one.

The `OGRSpatialReference::SetCoordinateEpoch()` and `OGRSpatialReference::GetCoordinateEpoch()` methods can be used to set/retrieve a coordinate epoch associated with a CRS. The coordinate epoch is expressed as a decimal year (e.g. 2021.3).

Formally, the coordinate epoch of an observation belongs to the observation. However, almost all formats do not allow for storing per-observation epoch, and typical usage is a set of observations with the same epoch. Therefore we store the epoch as property of the CRS, and the meaning of this is as if that epoch value were part of every observation. This

choice eases processing, storage and format complexity for most usage. For now, this means that a dataset where points have different epochs cannot be handled.

For vector formats, per-geometry coordinate epoch could also make sense, but as most formats only support a per-layer CRS, we also for now limit support of coordinate epoch at the layer level. The coordinate transformation mechanics itself can support per-vertex coordinate epoch.

## 8.8.2 Support in raster and vector formats

At time of writing, no formats handled by GDAL/OGR have a standardized way of encoding a coordinate epoch. We consequently have made choices how to encode it, with the aim of being as much as possible backward compatible with existing readers. Those encodings might change if corresponding official specifications evolve to take this concept into account. The coordinate epoch is only written when attached to the SRS of the layer/dataset that is created.

### 8.8.2.1 FlatGeoBuf

The coordinate epoch is encoded as a WKT:2019 string using the EPOCH subnode of the `COORDINATEMETADATA` construct, set in the `Crs.wkt` header field of the FlatGeoBuf file.

```
COORDINATEMETADATA[
  GEOGCRS["WGS 84 (G1762)",
    DYNAMIC[FRAMEEPOCH[2005.0]],
    DATUM["World Geodetic System 1984 (G1762)",
      ELLIPSOID["WGS 84",6378137,298.257223563,LENGTHUNIT["metre",1.0]]
    ],
    CS[ellipsoidal,3],
    AXIS["(lat)",north,ANGLEUNIT["degree",0.0174532925199433]],
    AXIS["(lon)",east,ANGLEUNIT["degree",0.0174532925199433]],
    AXIS["ellipsoidal height (h)",up,LENGTHUNIT["metre",1.0]]
  ],
  EPOCH[2016.47]
]
```

---

**Note:** Such construct will not be understood by GDAL < 3.4, but if the CRS has an associated EPSG code, this will not cause issues in those older GDAL versions.

---

### 8.8.2.2 GeoPackage vector/raster

Each vector/raster table which has an associated coordinate epoch encodes it in the `epoch` column of the `gpkg_spatial_ref_sys` table, using an extended version of the CRS WKT extension (<https://github.com/openeospatial/geopackage/pull/600>).

### 8.8.2.3 GeoTIFF

The coordinate epoch is encoded as a new GeoTIFF GeoKey, `CoordinateEpochGeoKey` of code 5120 and type `DOUBLE`.

```
Geotiff_Information:
  Version: 1
  Key_Revision: 1.0
  Tagged_Information:
    ModelTiepointTag (2,3):
      0          0          0
      440720     3751320    0
    ModelPixelScaleTag (1,3):
      60         60         0
  End_Of_Tags.
  Keyed_Information:
    GTModelTypeGeoKey (Short,1): ModelTypeProjected
    GTRasterTypeGeoKey (Short,1): RasterPixelIsArea
    GTCitationGeoKey (Ascii,22): "WGS 84 / UTM zone 11N"
    GeogCitationGeoKey (Ascii,7): "WGS 84"
    GeogAngularUnitsGeoKey (Short,1): Angular_Degree
    ProjectedCSTypeGeoKey (Short,1): PCS_WGS84_UTM_zone_11N
    ProjLinearUnitsGeoKey (Short,1): Linear_Meter
    CoordinateEpochGeoKey (Double,1): 2021.3
  End_Of_Keys.
End_Of_Geotiff.
```

### 8.8.2.4 JPEG2000

GeoJP2 boxes use the above mentioned GeoTIFF encoding.

### 8.8.2.5 Persistent Auxiliary Metadata (.aux.xml)

The coordinate epoch is encoded as `coordinateEpoch` attribute of the `SRS` element.

```
<PAMDataset>
  <SRS dataAxisToSRSAxisMapping="1,2" coordinateEpoch="2021.3">PROJCS["WGS 84 / UTM zone 11N",GEOGCS["WGS 84",DATUM["WGS_1984",SPHEROID["WGS 84",6378137,298.257223563,
  AUTHORITY["EPSG","7030"]],AUTHORITY["EPSG","6326"]],PRIMEM["Greenwich",0,AUTHORITY["EPSG","8901"]],UNIT["degree",0.0174532925199433,AUTHORITY["EPSG","9122"]],AUTHORITY["EPSG","4326"]],PROJECTION["Transverse_Mercator"],PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",-117],PARAMETER["scale_factor",0.9996],PARAMETER["false_easting",500000],PARAMETER["false_northing",0],UNIT["metre",1,AUTHORITY["EPSG","9001"]],AXIS["Easting",EAST],AXIS["Northing",NORTH],AUTHORITY["EPSG","32611"]]></SRS>
  <!-- snip -->
</PAMDataset>
```

### 8.8.2.6 GDAL VRT

The coordinate epoch is encoded as `coordinateEpoch` attribute of the SRS element.

```
<VRTDataset rasterXSize="20" rasterYSize="20">
  <SRS dataAxisToSRSAxisMapping="1,2" coordinateEpoch="2021.3">PROJCS["WGS 84 / UTM zone_
→ 11N",GEOGCS["WGS 84",DATUM["WGS_1984",SPHEROID["WGS 84",6378137,298.257223563,
→ AUTHORITY["EPSG","7030"]],AUTHORITY["EPSG","6326"]],PRIMEM["Greenwich",0,AUTHORITY[
→ "EPSG","8901"]],UNIT["degree",0.0174532925199433,AUTHORITY["EPSG","9122"]],AUTHORITY[
→ "EPSG","4326"]],PROJECTION["Transverse_Mercator"],PARAMETER["latitude_of_origin",0],
→ PARAMETER["central_meridian",-117],PARAMETER["scale_factor",0.9996],PARAMETER["false_
→ easting",500000],PARAMETER["false_northing",0],UNIT["metre",1,AUTHORITY["EPSG","9001
→ "]],AXIS["Easting",EAST],AXIS["Northing",NORTH],AUTHORITY["EPSG","32611"]]</SRS>
  <!-- snip -->
</VRTDataset>
```

## 8.8.3 Support in utilities

**gdalinfo** and **ogrinfo** report the coordinate epoch, when attached to a dataset/layer SRS.

**gdal\_translate** and **ogr2ogr** have a `-a_coord_epoch` option to be used together with `-a_srs`, and otherwise preserve the coordinate epoch in the output SRS from the source SRS when no SRS related options are specified.

**gdalwarp** and **ogr2ogr** have a `-s_coord_epoch` option to be used together with `-s_srs` (resp. `-t_coord_epoch` option to be used together with `-t_srs`) to override/set the coordinate epoch of the source (resp. target) CRS. `-s_coord_epoch` and `-t_coord_epoch` are currently mutually exclusive, due to lack of support for transformations between two dynamic CRS.

**gdalwarp** preserves the coordinate epoch in the output SRS when appropriate.

## 8.8.4 Support in coordinate transformation

The *OGRCoordinateTransformation* class can perform time-dependent transformations between a static and dynamic CRS based on the coordinate epoch passed per vertex.

It can also take into account the coordinate epoch associated with a dynamic CRS, when doing time-dependent transformations between a static and dynamic CRS. The `OGR_CT_USE_SRS_COORDINATE_EPOCH` configuration option can be set to `NO` to disable using the coordinate epoch associated with the source or target CRS.

If a per-vertex time is specified, it overrides the one associated with the CRS.

Note that dynamic CRS to dynamic CRS transformations are not supported currently.

## 8.9 Configuration options

This page discusses runtime configuration options for GDAL. These are distinct from options to the build-time configure script. Runtime configuration options apply on all platforms, and are evaluated at runtime. They can be set programmatically, by commandline switches or in the environment by the user.

Configuration options are normally used to alter the default behavior of GDAL/OGR drivers and in some cases the GDAL/OGR core. They are essentially global variables the user can set.

### 8.9.1 How to set configuration options?

One example of a configuration option is the `GDAL_CACHEMAX` option. It controls the size of the GDAL block cache, in megabytes. It can be set in the environment on Unix (bash/bourne) shell like this:

```
export GDAL_CACHEMAX=64
```

Or just for this command, like this:

```
GDAL_CACHEMAX=64 gdal_translate 64 in.tif out.tif
```

In a DOS/Windows command shell it is done like this:

```
set GDAL_CACHEMAX=64
```

It can also be set on the commandline for most GDAL and OGR utilities with the `--config` switch, though in a few cases these switches are not evaluated in time to affect behavior.

```
gdal_translate --config GDAL_CACHEMAX 64 in.tif out.tif
```

In C/C++ configuration switches can be set programmatically with `CPLSetConfigOption()`:

```
#include "cpl_conv.h"
...
CPLSetConfigOption( "GDAL_CACHEMAX", "64" );
```

Normally a configuration option applies to all threads active in a program, but they can be limited to only the current thread with `CPLSetThreadLocalConfigOption()`

```
CPLSetThreadLocalConfigOption( "GTIFF_DIRECT_IO", "YES" );
```

For boolean options, the values YES, TRUE or ON can be used to turn the option on; NO, FALSE or OFF to turn it off.

### 8.9.2 GDAL configuration file

New in version 3.3.

On driver registration, loading of configuration is attempted from a set of predefined files.

The following locations are tried by `CPLLoadConfigOptionsFromPredefinedFiles()`:

- the location pointed by the environment variable (or configuration option) `GDAL_CONFIG_FILE` is attempted first. If it set, the next steps are not attempted
- for Unix builds, the location pointed by `${sysconfdir}/gdal/gdalrc` is first attempted (where `${sysconfdir}` evaluates to `${prefix}/etc`, unless the `--sysconfdir` switch of `./configure` has been invoked). Then `$(HOME)/.gdal/gdalrc` is tried, potentially overriding what was loaded with the `sysconfdir`
- for Windows builds, the location pointed by `$(USERPROFILE)/.gdal/gdalrc` is attempted.

A configuration file is a text file in a .ini style format. Lines starting with `#` are comment lines.

The file may contain a `[configoptions]` section, that lists configuration options and their values.

Example:

```
[configoptions]
# set BAR as the value of configuration option FOO
FOO=BAR
```

Configuration options set in the configuration file can later be overridden by calls to `CPLSetConfigOption()` or `CPLSetThreadLocalConfigOption()`, or through the `--config` command line switch.

The value of environment variables set before GDAL starts will be used instead of the value set in the configuration files, unless, starting with GDAL 3.6, the configuration file starts with a `[directives]` section that contains a `ignore-env-variables=yes` entry.

```
[directives]
# ignore environment variables. Take only into account the content of the
# [configoptions] section, or ones defined programmatically with
# CPLSetConfigOption / CPLSetThreadLocalConfigOption.
ignore-env-variables=yes
```

Starting with GDAL 3.5, a configuration file can also contain credentials (or more generally options related to a virtual file system) for a given path prefix, that can also be set with `VSISetPathSpecificOption()`. Credentials should be put under a `[credentials]` section, and for each path prefix, under a relative subsection whose name starts with “[.” (e.g. “[.some\_arbitrary\_name]”), and whose first key is “path”.

Example:

```
[credentials]

[.private_bucket]
path=/vsis3/my_private_bucket
AWS_SECRET_ACCESS_KEY=...
AWS_ACCESS_KEY_ID=...

[.sentinel_s2_l1c]
path=/vsis3/sentinel-s2-l1c
AWS_REQUEST_PAYER=requester
\endverbatim
```

## 8.9.3 List of configuration options and where they apply

---

**Note:** This list is known to be incomplete. It depends on proper annotation of configuration options where they are mentioned elsewhere in the documentation. If you want to help to extend it, use the `:decl_configoption: `NAME`` syntax in places where a configuration option is mentioned.

---

- `AMIGOCLOUD_API_KEY`: *AmigoCloud*
- `AMIGOCLOUD_API_URL`: *AmigoCloud*
- `ATTRIBUTES_SKIP`: *GeoJSON*
- `AWS_ACCESS_KEY_ID`: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- `AWS_CONFIG_FILE`: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*

- **AWS\_DEFAULT\_PROFILE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_DEFAULT\_REGION:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_HTTPS:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_PROFILE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_REGION:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_REQUEST\_PAYER:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_ROLE\_ARN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_S3\_ENDPOINT:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_SECRET\_ACCESS\_KEY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_SESSION\_TOKEN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_VIRTUAL\_HOSTING:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AWS\_WEB\_IDENTITY\_TOKEN\_FILE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AZURE\_STORAGE\_ACCESS\_KEY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AZURE\_STORAGE\_ACCESS\_TOKEN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AZURE\_STORAGE\_ACCOUNT:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AZURE\_STORAGE\_CONNECTION\_STRING:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **AZURE\_STORAGE\_SAS\_TOKEN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **BIGTIFF\_OVERVIEW:** *gdaladdo*
- **CARTO\_API\_KEY:** *Carto*
- **CARTO\_API\_URL:** *Carto*
- **CARTO\_HTTPS:** *Carto*
- **CARTO\_PAGE\_SIZE:** *Carto*
- **COMPRESS\_GEOM:** *SQLite / Spatialite RDBMS*
- **COMPRESS\_OVERVIEW:**
  - *GTiff – GeoTIFF File Format*

- *gdaladdo*
- **CPL\_AWS\_CREDENTIALS\_FILE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_CURL\_GZIP**: *WFS - OGC WFS service*
- **CPL\_CURL\_VERBOSE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_GS\_CREDENTIALS\_FILE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_MACHINE\_IS\_GCE**:
  - *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
  - *Google Earth Engine Data API*
- **CPL\_TMPDIR**:
  - *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
  - *OSM - OpenStreetMap XML and PBF*
- **CPL\_VSIL\_CURL\_CACHE\_SIZE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_CHUNK\_SIZE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_IGNORE\_GLACIER\_STORAGE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_IGNORE\_STORAGE\_CLASSES**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_NON\_CACHED**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_USE\_HEAD**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_CURL\_USE\_S3\_REDIRECT**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_DEFLATE\_CHUNK\_SIZE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_GZIP\_WRITE\_PROPERTIES**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIL\_USE\_TEMP\_FILE\_FOR\_RANDOM\_WRITE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSIS3\_USE\_BASE\_RMDIR\_RECURSIVE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CPL\_VSISTDIN\_BUFFER\_LIMIT**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **CURL\_CA\_BUNDLE**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **DWG\_ALL\_ATTRIBUTES**: *AutoCAD DWG*



- DWG\_ATTRIBUTES: *AutoCAD DWG*
- DWG\_INLINE\_BLOCKS: *AutoCAD DWG*
- DXF\_3D\_EXTENSIBLE\_MODE: *AutoCAD DXF*
- DXF\_ENCODING: *AutoCAD DXF*
- DXF\_FEATURE\_LIMIT\_PER\_BLOCK: *AutoCAD DXF*
- DXF\_HATCH\_TOLERANCE: *AutoCAD DXF*
- DXF\_INCLUDE\_RAW\_CODE\_VALUES: *AutoCAD DXF*
- DXF\_INLINE\_BLOCKS: *AutoCAD DXF*
- DXF\_MERGE\_BLOCK\_GEOMETRIES: *AutoCAD DXF*
- DXF\_TRANSLATE\_ESCAPE\_SEQUENCES: *AutoCAD DXF*
- DXF\_WRITE\_HATCH: *AutoCAD DXF*
- EEDA\_BEARER\_FILE: *Google Earth Engine Data API*
- EEDA\_BEARER: *Google Earth Engine Data API*
- EEDA\_CLIENT\_EMAIL: *Google Earth Engine Data API*
- EEDA\_PAGE\_SIZE: *Google Earth Engine Data API*
- EEDA\_PRIVATE\_KEY\_FILE: *Google Earth Engine Data API*
- EEDA\_PRIVATE\_KEY: *Google Earth Engine Data API*
- ESRI\_XML\_PAM: *GTiff – GeoTIFF File Format*
- ES\_BULK: *Elasticsearch: Geographically Encoded Objects for Elasticsearch*
- ES\_META: *Elasticsearch: Geographically Encoded Objects for Elasticsearch*
- ES\_OVERWRITE: *Elasticsearch: Geographically Encoded Objects for Elasticsearch*
- ES\_WRITEMAP: *Elasticsearch: Geographically Encoded Objects for Elasticsearch*
- FGDB\_BULK\_LOAD: *ESRI File Geodatabase (FileGDB)*
- GDAL\_CACHEMAX:
  - *Configuration options*
  - *SENTINEL2 – Sentinel-2 Products*
- GDAL\_DAAS\_ACCESS\_TOKEN: *DAAS (Airbus DS Intelligence Data As A Service driver)*
- GDAL\_DAAS\_API\_KEY: *DAAS (Airbus DS Intelligence Data As A Service driver)*
- GDAL\_DAAS\_X\_FORWARDED\_USER: *DAAS (Airbus DS Intelligence Data As A Service driver)*
- GDAL\_DATA: *Common options for raster programs*
- GDAL\_ENABLE\_TIFF\_SPLIT: *GTiff – GeoTIFF File Format*
- GDAL\_GEOREF\_SOURCES:
  - *GTiff – GeoTIFF File Format*
  - *JP2OpenJPEG – JPEG2000 driver based on OpenJPEG library*
- GDAL\_HTTPS\_PROXY: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*

- **GDAL\_HTTP\_HEADERS:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_HEADER\_FILE:**
  - *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
  - *WFS - OGC WFS service*
- **GDAL\_HTTP\_MAX\_RETRY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_PROXYUSERPWD:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_PROXY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_RETRY\_DELAY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_TCP\_KEEPALIVE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_TCP\_KEEPIDLE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_HTTP\_TCP\_KEEPINTVL:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_INGESTED\_BYTES\_AT\_OPEN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GDAL\_JPEG\_TO\_RGB:** *JPEG – JPEG JFIF File Format*
- **GDAL\_MAX\_CONNECTIONS:** *WMS – Web Map Services*
- **GDAL\_MAX\_DATASET\_POOL\_SIZE:** *VRT – GDAL Virtual Format*
- **GDAL\_NUM\_THREADS:**
  - *GTiff – GeoTIFF File Format*
  - *JPEGXL – JPEG-XL File Format*
  - *JP2OpenJPEG – JPEG2000 driver based on OpenJPEG library*
  - *SENTINEL2 – Sentinel-2 Products*
  - *Zarr*
  - *(Geo)Parquet*
  - *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
  - *MBTiles*
  - *KTX2*
  - *BASISU – Basis Universal*
  - *MVT: Mapbox Vector Tiles*
  - *VRT – GDAL Virtual Format*
  - *gdal\_grid*
  - *gdaladdo*

- GDAL\_PAM\_PROXY\_DIR: *Zarr*
- GDAL\_PDF\_BANDS: *PDF – Geospatial PDF*
- GDAL\_PDF\_DPI: *PDF – Geospatial PDF*
- GDAL\_PDF\_LAUNDER\_LAYER\_NAMES: *PDF – Geospatial PDF*
- GDAL\_PDF\_LAYERS\_OFF: *PDF – Geospatial PDF*
- GDAL\_PDF\_LAYERS: *PDF – Geospatial PDF*
- GDAL\_PDF\_NEATLINE: *PDF – Geospatial PDF*
- GDAL\_PDF\_RENDERING\_OPTIONS: *PDF – Geospatial PDF*
- GDAL\_PROXY\_AUTH: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- GDAL\_STACTA\_SKIP\_MISSING\_METATILE: *STACTA - Spatio-Temporal Asset Catalog Tiled Assets*
- GDAL\_TIFF\_INTERNAL\_MASK\_TO\_8BIT: *GTiff – GeoTIFF File Format*
- GDAL\_TIFF\_INTERNAL\_MASK: *GTiff – GeoTIFF File Format*
- GDAL\_TIFF\_OVR\_BLOCKSIZE: *GTiff – GeoTIFF File Format*
- GDAL\_TRY\_PDS3\_WITH\_VICAR:
  - *VICAR – VICAR*
  - *PDS – Planetary Data System v3*
- GDAL\_USER\_PWD: *PDF – Geospatial PDF*
- GDAL\_VRT\_ENABLE\_PYTHON: *VRT – GDAL Virtual Format*
- GDAL\_VRT\_TRUSTED\_MODULES: *VRT – GDAL Virtual Format*
- GDAL\_XML\_VALIDATION: *VRT – Virtual Format*
- GEOMETRY\_AS\_COLLECTION: *GeoJSON*
- GML\_ATTRIBUTES\_TO\_OGR\_FIELDS: *GML - Geography Markup Language*
- GML\_CONSIDER\_EPSG\_AS\_URN: *GML - Geography Markup Language*
- GML\_EXPOSE\_FID: *GML - Geography Markup Language*
- GML\_EXPOSE\_GML\_ID: *GML - Geography Markup Language*
- GML\_FACE\_HOLE\_NEGATIVE: *GML - Geography Markup Language*
- GML\_FIELDTYPES: *GML - Geography Markup Language*
- GML\_GET\_SECONDARY\_GEOM: *GML - Geography Markup Language*
- GML\_GFS\_TEMPLATE: *GML - Geography Markup Language*
- GML\_INVERT\_AXIS\_ORDER\_IF\_LAT\_LONG: *GML - Geography Markup Language*
- GML\_PARSER: *GML - Geography Markup Language*
- GML\_READ\_MODE: *GML - Geography Markup Language*
- GML\_SAVE\_RESOLVED\_TO: *GML - Geography Markup Language*
- GML\_SKIP\_RESOLVE\_ELEMS: *GML - Geography Markup Language*
- GML\_SWAP\_COORDINATES: *GML - Geography Markup Language*

- **GOOGLE\_APPLICATION\_CREDENTIALS:**
  - *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
  - *Google Earth Engine Data API*
- **GPX\_SHORT\_NAMES:** *GPX - GPS Exchange Format*
- **GPX\_USE\_EXTENSIONS:** *GPX - GPS Exchange Format*
- **GRIB\_ADJUST\_LONGITUDE\_RANGE:** *GRIB – WMO General Regularly-distributed Information in Binary form*
- **GS\_ACCESS\_KEY\_ID:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_CLIENT\_EMAIL:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_CLIENT\_ID:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_CLIENT\_SECRET:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_PRIVATE\_KEY\_FILE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_PRIVATE\_KEY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_REFRESH\_TOKEN:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_OAUTH2\_SCOPE:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_SECRET\_ACCESS\_KEY:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GS\_USER\_PROJECT:** *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **GTIFF\_DIRECT\_IO:** *GTiff – GeoTIFF File Format*
- **GTIFF\_IGNORE\_READ\_ERRORS:** *GTiff – GeoTIFF File Format*
- **GTIFF\_LINEAR\_UNITS:** *GTiff – GeoTIFF File Format*
- **GTIFF\_POINT\_GEO\_IGNORE:** *GTiff – GeoTIFF File Format*
- **GTIFF\_REPORT\_COMPD\_CS:** *GTiff – GeoTIFF File Format*
- **GTIFF\_VIRTUAL\_MEM\_IO:** *GTiff – GeoTIFF File Format*
- **GTIFF\_WRITE\_TOWGS84:** *GTiff – GeoTIFF File Format*
- **INTERLEAVE\_OVERVIEW:** *gdaladdo*
- **JPEG\_QUALITY\_OVERVIEW:** *GTiff – GeoTIFF File Format*
- **LIBKML\_ALTITUDEMODE\_FIELD:** *LIBKML Driver (.kml .kmz)*
- **LIBKML\_BEGIN\_FIELD:** *LIBKML Driver (.kml .kmz)*
- **LIBKML\_BOTTOMTFOV\_FIELD:** *LIBKML Driver (.kml .kmz)*
- **LIBKML\_CAMERA\_ALTITUDEMODE\_FIELD:** *LIBKML Driver (.kml .kmz)*

- LIBKML\_CAMERA\_ALTITUDE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_CAMERA\_LATITUDE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_CAMERA\_LONGITUDE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_DESCRIPTION\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_DRAWORDER\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_END\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_EXTERNAL\_STYLE: *LIBKML Driver (.kml .kmz)*
- LIBKML\_EXTRUDE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_HEADING\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_ICON\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_IMAGEPYRAMID\_GRIDORIGIN: *LIBKML Driver (.kml .kmz)*
- LIBKML\_IMAGEPYRAMID\_MAXHEIGHT: *LIBKML Driver (.kml .kmz)*
- LIBKML\_IMAGEPYRAMID\_MAXWIDTH: *LIBKML Driver (.kml .kmz)*
- LIBKML\_IMAGEPYRAMID\_TILESIZE: *LIBKML Driver (.kml .kmz)*
- LIBKML\_LEFTFOV\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_MODEL\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NAME\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NEAR\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_FLYTOVIEW\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_HTTPQUERY\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_REFRESHINTERVAL\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_REFRESHMODE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_REFRESHVISIBILITY\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_VIEWBOUNDSCALE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_VIEWFORMAT\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_VIEWREFRESHMODE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_NETWORKLINK\_VIEWREFRESHTIME\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_PHOTOOVERLAY\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_READ\_GROUND\_OVERLAY: *LIBKML Driver (.kml .kmz)*
- LIBKML\_RESOLVE\_STYLE: *LIBKML Driver (.kml .kmz)*
- LIBKML\_RIGHTFOV\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_ROLL\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_SCALE\_X\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_SCALE\_Y\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_SCALE\_Z\_FIELD: *LIBKML Driver (.kml .kmz)*

- LIBKML\_SHAPE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_SNIPPET\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_STYLEMAP\_KEY: *LIBKML Driver (.kml .kmz)*
- LIBKML\_TESSELLATE\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_TILT\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_TIMESTAMP\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_TOPFOV\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_USE\_SCHEMADATA: *LIBKML Driver (.kml .kmz)*
- LIBKML\_VISIBILITY\_FIELD: *LIBKML Driver (.kml .kmz)*
- LIBKML\_WRAPDATELINE: *LIBKML Driver (.kml .kmz)*
- MAX\_Z\_ERROR\_OVERVIEW: *GTiff – GeoTIFF File Format*
- MITAB\_SET\_TOWGS84\_ON\_KNOWN\_DATUM: *MapInfo TAB and MIF/MID*
- MSSQLSPATIAL\_ALWAYS\_OUTPUT\_FID: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_BCP\_SIZE: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_LIST\_ALL\_TABLES: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_OGR\_FID: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_SHOW\_FID\_COLUMN: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_USE\_BCP: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_USE\_GEOMETRY\_COLUMNS: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- MSSQLSPATIAL\_USE\_GEOMETRY\_VALIDATION: *MSSQLSpatial - Microsoft SQL Server Spatial Database*
- NAME: *Configuration options*
- NGW\_BATCH\_SIZE: *NGW – NextGIS Web*
- NGW\_EXTENSIONS: *NGW – NextGIS Web*
- NGW\_JSON\_DEPTH: *NGW – NextGIS Web*
- NGW\_NATIVE\_DATA: *NGW – NextGIS Web*
- NGW\_PAGE\_SIZE: *NGW – NextGIS Web*
- NGW\_USERPWD: *NGW – NextGIS Web*
- OCI\_FID: *Oracle Spatial*
- OGR\_ARC\_MAX\_GAP: *AutoCAD DXF*
- OGR\_ARC\_STEPSIZE:
  - *AutoCAD DWG*
  - *“INTERLIS 1” and “INTERLIS 2” drivers*
  - *AutoCAD DXF*
- OGR\_CT\_USE\_SRS\_COORDINATE\_EPOCH: *Coordinate epoch support*
- OGR\_CURRENT\_DATE:
  - *GPKG – GeoPackage vector*

- *GPKG – GeoPackage raster*
- OGR\_EDIGEO\_FONT\_SIZE\_FACTOR: *EDIGEO*
- OGR\_GEOJSON\_ARRAY\_AS\_STRING: *GeoJSON*
- OGR\_GEOJSON\_DATE\_AS\_STRING: *GeoJSON*
- OGR\_GEOJSON\_MAX\_OBJ\_SIZE:
  - *GeoJSON*
  - *GeoJSONSeq: sequence of GeoJSON features*
- OGR\_INTERLEAVED\_READING: *OSM - OpenStreetMap XML and PBF*
- OGR\_ODS\_FIELD\_TYPES: *ODS - Open Document Spreadsheet*
- OGR\_ODS\_HEADERS: *ODS - Open Document Spreadsheet*
- OGR\_OGDI\_LAUNDER\_LAYER\_NAMES: *OGDI Vectors*
- OGR\_ORGANIZE\_POLYGONS: *ESRI Shapefile / DBF*
- OGR\_PDF\_READ\_NON\_STRUCTURED: *PDF – Geospatial PDF*
- OGR\_PG\_RETRIEVE\_FID: *PostgreSQL / PostGIS - Advanced Driver Information*
- OGR\_SQLITE\_CACHE:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- OGR\_SQLITE\_JOURNAL:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- OGR\_SQLITE\_LIST\_VIRTUAL\_OGR: *SQLite / Spatialite RDBMS*
- OGR\_SQLITE\_LOAD\_EXTENSIONS:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- OGR\_SQLITE\_PRAGMA:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- OGR\_SQLITE\_SYNCHRONOUS:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- OGR\_SQL\_LIKE\_AS\_ILIKE: *OGR SQL dialect*
- OGR\_STROKE\_CURVE: *“INTERLIS 1” and “INTERLIS 2” drivers*
- OGR\_TRUNCATE: *PostgreSQL / PostGIS*
- OGR\_VFK\_DB\_DELETE: *VFK - Czech Cadastral Exchange Data Format*
- OGR\_VFK\_DB\_NAME: *VFK - Czech Cadastral Exchange Data Format*
- OGR\_VFK\_DB\_OVERWRITE: *VFK - Czech Cadastral Exchange Data Format*

- OGR\_VFK\_DB\_READ\_ALL\_BLOCKS: *VFK - Czech Cadastral Exchange Data Format*
- OGR\_VFK\_DB\_READ: *VFK - Czech Cadastral Exchange Data Format*
- OGR\_VFK\_DB\_SPATIAL: *VFK - Czech Cadastral Exchange Data Format*
- OGR\_WFS\_BASE\_START\_INDEX: *WFS - OGC WFS service*
- OGR\_WFS\_PAGE\_SIZE: *WFS - OGC WFS service*
- OGR\_WFS\_PAGING\_ALLOWED: *WFS - OGC WFS service*
- OGR\_WFS\_USE\_STREAMING: *WFS - OGC WFS service*
- OGR\_WKT\_PRECISION: *Comma Separated Value (.csv)*
- OGR\_WKT\_ROUND: *Comma Separated Value (.csv)*
- OGR\_XLSX\_FIELD\_TYPES: *XLSX - MS Office Open XML spreadsheet*
- OGR\_XLSX\_HEADERS: *XLSX - MS Office Open XML spreadsheet*
- OGR\_XLS\_FIELD\_TYPES: *XLS - MS Excel format*
- OGR\_XLS\_HEADERS: *XLS - MS Excel format*
- OPENFILEGDB\_IN\_MEMORY\_SPI: *ESRI File Geodatabase (OpenFileGDB)*
- OPTION\_NAME: *Sphinx RST Style guide*
- OSM\_COMPRESS\_NODES: *OSM - OpenStreetMap XML and PBF*
- OSM\_CONFIG\_FILE: *OSM - OpenStreetMap XML and PBF*
- OSM\_MAX\_TMPFILE\_SIZE: *OSM - OpenStreetMap XML and PBF*
- OSM\_USE\_CUSTOM\_INDEXING: *OSM - OpenStreetMap XML and PBF*
- OSS\_ACCESS\_KEY\_ID: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- OSS\_ENDPOINT: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- OSS\_SECRET\_ACCESS\_KEY: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- PGEO\_DRIVER\_TEMPLATE: *ESRI Personal GeoDatabase*
- PGSQL\_OGR\_FID: *PostgreSQL / PostGIS*
- PG\_LIST\_ALL\_TABLES: *PostgreSQL / PostGIS*
- PG\_USE\_BASE64: *PostgreSQL / PostGIS*
- PG\_USE\_COPY: *PostgreSQL / PostGIS*
- PHOTOMETRIC\_OVERVIEW:
  - *GTiff – GeoTIFF File Format*
  - *gdaladdo*
- PLSCENES\_PAGE\_SIZE: *PLScenes (Planet Labs Scenes), Data VI API*
- PL\_API\_KEY: *PLScenes (Planet Labs Scenes), Data VI API*
- PREDICTOR\_OVERVIEW: *GTiff – GeoTIFF File Format*
- PYTHONSO: *VRT – GDAL Virtual Format*



- SHAPE\_2GB\_LIMIT: *ESRI Shapefile / DBF*
- SHAPE\_ENCODING: *ESRI Shapefile / DBF*
- SHAPE\_RESTORE\_SHX: *ESRI Shapefile / DBF*
- SHAPE\_REWIND\_ON\_WRITE: *ESRI Shapefile / DBF*
- SPARSE\_OK\_OVERVIEW: *GTiff – GeoTIFF File Format*
- SQLITE\_LIST\_ALL\_TABLES: *SQLite / Spatialite RDBMS*
- SQLITE\_USE\_OGR\_VFS:
  - *SQLite / Spatialite RDBMS*
  - *GPKG – GeoPackage vector*
- SSL\_CERT\_FILE: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- SWIFT\_AUTH\_TOKEN: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- SWIFT\_AUTH\_V1\_URL: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- SWIFT\_KEY: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- SWIFT\_STORAGE\_URL: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- SWIFT\_USER: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- TAB\_APPROX\_GEOTRANSFORM: *GTiff – GeoTIFF File Format*
- TIFF\_USE\_OVR: *GTiff – GeoTIFF File Format*
- USE\_RRD:
  - *GTiff – GeoTIFF File Format*
  - *gdaladdo*
- USE\_TEMPFILE: *GPSBabel*
- VRT\_VIRTUAL\_OVERVIEWS: *VRT – GDAL Virtual Format*
- VSIOSS\_CHUNK\_SIZE: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- VSIS3\_CHUNK\_SIZE: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- VSI\_CACHE\_SIZE: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- VSI\_CACHE: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- WASP\_ADJ\_TOLER: *WAsP - WAsP .map format*
- WASP\_FIELDS: *WAsP - WAsP .map format*
- WASP\_GEOM\_FIELD: *WAsP - WAsP .map format*

- **WASP\_MERGE**: *WAsP - WAsP .map format*
- **WASP\_POINT\_TO\_CIRCLE\_RADIUS**: *WAsP - WAsP .map format*
- **WASP\_TOLERANCE**: *WAsP - WAsP .map format*
- **WEBHDFS\_DATANODE\_HOST**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **WEBHDFS\_DELEGATION**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **WEBHDFS\_PERMISSION**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **WEBHDFS\_REPLICATION**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **WEBHDFS\_USERNAME**: *GDAL Virtual File Systems (compressed, network hosted, etc...): /vsimem, /vsizip, /vsitar, /vsicurl, ...*
- **WEBP\_LEVEL\_OVERVIEW**: *GTiff – GeoTIFF File Format*
- **WEBP\_LOSSLESS\_OVERVIEW**: *GTiff – GeoTIFF File Format*
- **ZLEVEL\_OVERVIEW**: *GTiff – GeoTIFF File Format*
- **ZSTD\_LEVEL\_OVERVIEW**: *GTiff – GeoTIFF File Format*

## 8.10 GDAL Python Utilities

The GDAL python utilities are included with GDAL. If you've installed GDAL you already have them. However you may want to use a newer or older version of the utilities without changing GDAL. This is where **gdal-utils** comes in.

**gdal-utils**: is the GDAL Python Utilities *distribution*. This is what you install. Its home page is <https://pypi.org/project/gdal-utils/>. Install with `pip install gdal-utils`.

**osgeo\_utils**: is the python *package*. This is what you use in your code after installing, e.g. `from osgeo_utils import ...`. If you're not writing code, ignore it.

Commonly used utilities include:

- `gdal_merge`
- `gdal_edit`
- `gdal_calc`
- `ogrmerge`

For the full list see [Programs](#) and note the ones that end in `.py`.

### 8.10.1 Developers

Read the gdal-utils project charter.

Clone or download the gdal project: <https://github.com/OSGeo/gdal/>

In your IDE set gdal-utils as the root folder, [.../swig/python/gdal-utils](#).

**`./osgeo_utils`** - contains the Programs (those scripts that have launch wrappers created by pip and added to PYTHONHOME/Scripts)

**`./osgeo_utils/samples`** - working python scripts but not typically available in path (run them with `python path/to/samples/something.py`)

Improve the docs by editing the RST pages in [.../doc/source](#) which generate the web pages:

- <https://gdal.org/api/index.html#python-api>
- <https://gdal.org/programs/index.html#programs>
- [https://gdal.org/api/python\\_samples.html](https://gdal.org/api/python_samples.html)

Contribute changes with [Pull Requests](#) from your fork to main GDAL project and use *gdal-utils* label.



**API**

API is omitted in this PDF document. You can consult it on <https://gdal.org/api/index.html>



## TUTORIALS

## 10.1 Raster

### 10.1.1 Raster API tutorial

#### 10.1.1.1 Opening the File

Before opening a GDAL supported raster datastore it is necessary to register drivers. There is a driver for each supported format. Normally this is accomplished with the *GDALAllRegister()* function which attempts to register all known drivers, including those auto-loaded from .so files using *GDALDriverManager::AutoLoadDrivers()*. If for some applications it is necessary to limit the set of drivers it may be helpful to review the code from *gdalallregister.cpp*. Python automatically calls *GDALAllRegister()* when the *gdal* module is imported.

Once the drivers are registered, the application should call the free standing *GDALOpen()* function to open a dataset, passing the name of the dataset and the access desired (*GA\_ReadOnly* or *GA\_Update*).

In C++:

```
#include "gdal_priv.h"
#include "cpl_conv.h" // for CPLMalloc()
int main()
{
    GDALDataset *poDataset;
    GDALAllRegister();
    poDataset = (GDALDataset *) GDALOpen( pszFilename, GA_ReadOnly );
    if( poDataset == NULL )
    {
        ...;
    }
}
```

In C:

```
#include "gdal.h"
#include "cpl_conv.h" /* for CPLMalloc() */
int main()
{
    GDALDatasetH hDataset;
    GDALAllRegister();
    hDataset = GDALOpen( pszFilename, GA_ReadOnly );
    if( hDataset == NULL )
    {
```

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```

    ...;
}

```

In Python:

```

from osgeo import gdal
dataset = gdal.Open(filename, gdal.GA_ReadOnly)
if not dataset:
    ...

```

Note that if *GDALOpen()* returns NULL it means the open failed, and that an error messages will already have been emitted via *CPLError()*. If you want to control how errors are reported to the user review the *CPLError()* documentation. Generally speaking all of GDAL uses *CPLError()* for error reporting. Also, note that pszFilename need not actually be the name of a physical file (though it usually is). It's interpretation is driver dependent, and it might be an URL, a filename with additional parameters added at the end controlling the open or almost anything. Please try not to limit GDAL file selection dialogs to only selecting physical files.

### 10.1.1.2 Getting Dataset Information

As described in the *Raster Data Model*, a *GDALDataset* contains a list of raster bands, all pertaining to the same area, and having the same resolution. It also has metadata, a coordinate system, a georeferencing transform, size of raster and various other information.

In the particular, but common, case of a “north up” image without any rotation or shearing, the georeferencing transform *Geotransform Tutorial* takes the following form :

```

adfGeoTransform[0] /* top left x */
adfGeoTransform[1] /* w-e pixel resolution */
adfGeoTransform[2] /* 0 */
adfGeoTransform[3] /* top left y */
adfGeoTransform[4] /* 0 */
adfGeoTransform[5] /* n-s pixel resolution (negative value) */

```

In the general case, this is an affine transform.

If we wanted to print some general information about the dataset we might do the following:

In C++:

```

double      adfGeoTransform[6];
printf( "Driver: %s/%s\n",
        poDataset->GetDriver()->GetDescription(),
        poDataset->GetDriver()->GetMetadataItem( GDAL_DMD_LONGNAME ) );
printf( "Size is %dx%dx%d\n",
        poDataset->GetRasterXSize(), poDataset->GetRasterYSize(),
        poDataset->GetRasterCount() );
if( poDataset->GetProjectionRef() != NULL )
    printf( "Projection is '%s'\n", poDataset->GetProjectionRef() );
if( poDataset->GetGeoTransform( adfGeoTransform ) == CE_None )
{
    printf( "Origin = (%.6f,%.6f)\n",
            adfGeoTransform[0], adfGeoTransform[3] );
    printf( "Pixel Size = (%.6f,%.6f)\n",

```

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```

        adfGeoTransform[1], adfGeoTransform[5] );
}

```

In C:

```

GDALDriverH  hDriver;
double       adfGeoTransform[6];
hDriver = GDALGetDatasetDriver( hDataset );
printf( "Driver: %s/%s\n",
        GDALGetDriverShortName( hDriver ),
        GDALGetDriverLongName( hDriver ) );
printf( "Size is %dx%dx%d\n",
        GDALGetRasterXSize( hDataset ),
        GDALGetRasterYSize( hDataset ),
        GDALGetRasterCount( hDataset ) );
if( GDALGetProjectionRef( hDataset ) != NULL )
    printf( "Projection is '%s'\n", GDALGetProjectionRef( hDataset ) );
if( GDALGetGeoTransform( hDataset, adfGeoTransform ) == CE_None )
{
    printf( "Origin = (%.6f,%.6f)\n",
            adfGeoTransform[0], adfGeoTransform[3] );
    printf( "Pixel Size = (%.6f,%.6f)\n",
            adfGeoTransform[1], adfGeoTransform[5] );
}

```

In Python:

```

print("Driver: {}/{}".format(dataset.GetDriver().ShortName,
                             dataset.GetDriver().LongName))
print("Size is {} x {} x {}".format(dataset.RasterXSize,
                                     dataset.RasterYSize,
                                     dataset.RasterCount))
print("Projection is {}".format(dataset.GetProjection()))
geotransform = dataset.GetGeoTransform()
if geotransform:
    print("Origin = ({}, {})".format(geotransform[0], geotransform[3]))
    print("Pixel Size = ({}, {})".format(geotransform[1], geotransform[5]))

```

### 10.1.1.3 Fetching a Raster Band

At this time access to raster data via GDAL is done one band at a time. Also, there is metadata, block sizes, color tables, and various other information available on a band by band basis. The following codes fetches a *GDALRasterBand* object from the dataset (numbered 1 through `GDALRasterBand::GetRasterCount()`) and displays a little information about it.

In C++:

```

GDALRasterBand *poBand;
int             nBlockXSize, nBlockYSize;
int             bGotMin, bGotMax;
double         adfMinMax[2];
poBand = poDataset->GetRasterBand( 1 );

```

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```

poBand->GetBlockSize( &nBlockXSize, &nBlockYSize );
printf( "Block=%dx%d Type=%s, ColorInterp=%s\n",
        nBlockXSize, nBlockYSize,
        GDALGetDataTypeName(poBand->GetRasterDataType()),
        GDALGetColorInterpretationName(
            poBand->GetColorInterpretation()) );
adfMinMax[0] = poBand->GetMinimum( &bGotMin );
adfMinMax[1] = poBand->GetMaximum( &bGotMax );
if( ! (bGotMin && bGotMax) )
    GDALComputeRasterMinMax((GDALRasterBandH)poBand, TRUE, adfMinMax);
printf( "Min=%.3fd, Max=%.3f\n", adfMinMax[0], adfMinMax[1] );
if( poBand->GetOverviewCount() > 0 )
    printf( "Band has %d overviews.\n", poBand->GetOverviewCount() );
if( poBand->GetColorTable() != NULL )
    printf( "Band has a color table with %d entries.\n",
        poBand->GetColorTable()->GetColorEntryCount() );

```

In C:

```

GDALRasterBandH hBand;
int             nBlockXSize, nBlockYSize;
int             bGotMin, bGotMax;
double          adfMinMax[2];
hBand = GDALGetRasterBand( hDataset, 1 );
GDALGetBlockSize( hBand, &nBlockXSize, &nBlockYSize );
printf( "Block=%dx%d Type=%s, ColorInterp=%s\n",
        nBlockXSize, nBlockYSize,
        GDALGetDataTypeName(GDALGetRasterDataType(hBand)),
        GDALGetColorInterpretationName(
            GDALGetRasterColorInterpretation(hBand)) );
adfMinMax[0] = GDALGetRasterMinimum( hBand, &bGotMin );
adfMinMax[1] = GDALGetRasterMaximum( hBand, &bGotMax );
if( ! (bGotMin && bGotMax) )
    GDALComputeRasterMinMax( hBand, TRUE, adfMinMax );
printf( "Min=%.3fd, Max=%.3f\n", adfMinMax[0], adfMinMax[1] );
if( GDALGetOverviewCount(hBand) > 0 )
    printf( "Band has %d overviews.\n", GDALGetOverviewCount(hBand));
if( GDALGetRasterColorTable( hBand ) != NULL )
    printf( "Band has a color table with %d entries.\n",
        GDALGetColorEntryCount(
            GDALGetRasterColorTable( hBand ) ) );

```

In Python:

```

band = dataset.GetRasterBand(1)
print("Band Type={}".format(gdal.GetDataTypeName(band.DataType)))

min = band.GetMinimum()
max = band.GetMaximum()
if not min or not max:
    (min,max) = band.ComputeRasterMinMax(True)
print("Min={:.3f}, Max={:.3f}".format(min,max))

```

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```

if band.GetOverviewCount() > 0:
    print("Band has {} overviews".format(band.GetOverviewCount()))

if band.GetRasterColorTable():
    print("Band has a color table with {} entries".format(band.GetRasterColorTable().
↳GetCount()))

```

#### 10.1.1.4 Reading Raster Data

There are a few ways to read raster data, but the most common is via the `GDALRasterBand::RasterIO()` method. This method will automatically take care of data type conversion, up/down sampling and windowing. The following code will read the first scanline of data into a similarly sized buffer, converting it to floating point as part of the operation.

In C++:

```

float *pafScanline;
int nXSize = poBand->GetXSize();
pafScanline = (float *) CPLMalloc(sizeof(float)*nXSize);
poBand->RasterIO( GF_Read, 0, 0, nXSize, 1,
                 pafScanline, nXSize, 1, GDT_Float32,
                 0, 0 );

```

The `pafScanline` buffer should be freed with `CPLFree()` when it is no longer used.

In C:

```

float *pafScanline;
int nXSize = GDALGetRasterBandXSize( hBand );
pafScanline = (float *) CPLMalloc(sizeof(float)*nXSize);
GDALRasterIO( hBand, GF_Read, 0, 0, nXSize, 1,
              pafScanline, nXSize, 1, GDT_Float32,
              0, 0 );

```

The `pafScanline` buffer should be freed with `CPLFree()` when it is no longer used.

In Python:

```

scanline = band.ReadRaster(xoff=0, yoff=0,
                           xsize=band.XSize, ysize=1,
                           buf_xsize=band.XSize, buf_ysize=1,
                           buf_type=gdal.GDT_Float32)

```

Note that the returned scanline is of type string, and contains `xsize*4` bytes of raw binary floating point data. This can be converted to Python values using the `struct` module from the standard library:

```

import struct
tuple_of_floats = struct.unpack('f' * b2.XSize, scanline)

```

The `RasterIO` call takes the following arguments.

```

CPLErr GDALRasterBand::RasterIO( GDALRWFlag eRWFlag,
                                  int nXOff, int nYOff, int nXSize, int nYSize,

```

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```
void * pData, int nBufXSize, int nBufYSize,
GDALDataType eBufType,
int nPixelSpace,
int nLineSpace )
```

Note that the same `RasterIO()` call is used to read, or write based on the setting of `eRWFlag` (either `GF_Read` or `GF_Write`). The `nXOff`, `nYOff`, `nXSize`, `nYSize` argument describe the window of raster data on disk to read (or write). It doesn't have to fall on tile boundaries though access may be more efficient if it does.

The `pData` is the memory buffer the data is read into, or written from. It's real type must be whatever is passed as `eBufType`, such as `GDT_Float32`, or `GDT_Byte`. The `RasterIO()` call will take care of converting between the buffer's data type and the data type of the band. Note that when converting floating point data to integer `RasterIO()` rounds down, and when converting source values outside the legal range of the output the nearest legal value is used. This implies, for instance, that 16bit data read into a `GDT_Byte` buffer will map all values greater than 255 to 255, the data is not scaled!

The `nBufXSize` and `nBufYSize` values describe the size of the buffer. When loading data at full resolution this would be the same as the window size. However, to load a reduced resolution overview this could be set to smaller than the window on disk. In this case the `RasterIO()` will utilize overviews to do the IO more efficiently if the overviews are suitable.

The `nPixelSpace`, and `nLineSpace` are normally zero indicating that default values should be used. However, they can be used to control access to the memory data buffer, allowing reading into a buffer containing other pixel interleaved data for instance.

#### 10.1.1.5 Closing the Dataset

Please keep in mind that `GDALRasterBand` objects are owned by their dataset, and they should never be destroyed with the C++ delete operator. `GDALDataset`'s can be closed by calling `GDALClose()` (it is NOT recommended to use the delete operator on a `GDALDataset` for Windows users because of known issues when allocating and freeing memory across module boundaries. See the relevant topic on the FAQ). Calling `GDALClose` will result in proper cleanup, and flushing of any pending writes. Forgetting to call `GDALClose` on a dataset opened in update mode in a popular format like `GTiff` will likely result in being unable to open it afterwards.

#### 10.1.1.6 Techniques for Creating Files

New files in GDAL supported formats may be created if the format driver supports creation. There are two general techniques for creating files, using `CreateCopy()` and `Create()`. The `CreateCopy` method involves calling the `CreateCopy()` method on the format driver, and passing in a source dataset that should be copied. The `Create` method involves calling the `Create()` method on the driver, and then explicitly writing all the metadata, and raster data with separate calls. All drivers that support creating new files support the `CreateCopy()` method, but only a few support the `Create()` method.

To determine if a particular format supports `Create` or `CreateCopy` it is possible to check the `DCAP_CREATE` and `DCAP_CREATECOPY` metadata on the format driver object. Ensure that `GDALAllRegister()` has been called before calling `GDALDriverManager::GetDriverByName()`. In this example we fetch a driver, and determine whether it supports `Create()` and/or `CreateCopy()`.

In C++:

```
#include "cpl_string.h"
...
const char *pszFormat = "GTiff";
```

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```

GDALDriver *poDriver;
char **papszMetadata;
poDriver = GetGDALDriverManager()->GetDriverByName(pszFormat);
if( poDriver == NULL )
    exit( 1 );
papszMetadata = poDriver->GetMetadata();
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATE, FALSE ) )
    printf( "Driver %s supports Create() method.\n", pszFormat );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATECOPY, FALSE ) )
    printf( "Driver %s supports CreateCopy() method.\n", pszFormat );

```

In C:

```

#include "cpl_string.h"
...
const char *pszFormat = "GTiff";
GDALDriverH hDriver = GDALGetDriverByName( pszFormat );
char **papszMetadata;
if( hDriver == NULL )
    exit( 1 );
papszMetadata = GDALGetMetadata( hDriver, NULL );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATE, FALSE ) )
    printf( "Driver %s supports Create() method.\n", pszFormat );
if( CSLFetchBoolean( papszMetadata, GDAL_DCAP_CREATECOPY, FALSE ) )
    printf( "Driver %s supports CreateCopy() method.\n", pszFormat );

```

In Python:

```

fileformat = "GTiff"
driver = gdal.GetDriverByName(fileformat)
metadata = driver.GetMetadata()
if metadata.get(gdal.DCAP_CREATE) == "YES":
    print("Driver {} supports Create() method.".format(fileformat))

if metadata.get(gdal.DCAP_CREATECOPY) == "YES":
    print("Driver {} supports CreateCopy() method.".format(fileformat))

```

Note that a number of drivers are read-only and won't support `Create()` or `CreateCopy()`.

### 10.1.1.7 Using `CreateCopy()`

The `GDALDriver::CreateCopy()` method can be used fairly simply as most information is collected from the source dataset. However, it includes options for passing format specific creation options, and for reporting progress to the user as a long dataset copy takes place. A simple copy from the a file named `pszSrcFilename`, to a new file named `pszDstFilename` using default options on a format whose driver was previously fetched might look like this:

In C++:

```

GDALDataset *poSrcDS =
(GDALDataset *) GDALOpen( pszSrcFilename, GA_ReadOnly );
GDALDataset *poDstDS;
poDstDS = poDriver->CreateCopy( pszDstFilename, poSrcDS, FALSE,

```

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```

                                NULL, NULL, NULL );
/* Once we're done, close properly the dataset */
if( poDstDS != NULL )
    GDALClose( (GDALDatasetH) poDstDS );
GDALClose( (GDALDatasetH) poSrcDS );

```

In C:

```

GDALDatasetH hSrcDS = GDALOpen( pszSrcFilename, GA_ReadOnly );
GDALDatasetH hDstDS;
hDstDS = GDALCreateCopy( hDriver, pszDstFilename, hSrcDS, FALSE,
                        NULL, NULL, NULL );
/* Once we're done, close properly the dataset */
if( hDstDS != NULL )
    GDALClose( hDstDS );
GDALClose(hSrcDS);

```

In Python:

```

src_ds = gdal.Open(src_filename)
dst_ds = driver.CreateCopy(dst_filename, src_ds, strict=0)
# Once we're done, close properly the dataset
dst_ds = None
src_ds = None

```

Note that the `CreateCopy()` method returns a writable dataset, and that it must be closed properly to complete writing and flushing the dataset to disk. In the Python case this occurs automatically when “`dst_ds`” goes out of scope. The `FALSE` (or 0) value used for the `bStrict` option just after the destination filename in the `CreateCopy()` call indicates that the `CreateCopy()` call should proceed without a fatal error even if the destination dataset cannot be created to exactly match the input dataset. This might be because the output format does not support the pixel datatype of the input dataset, or because the destination cannot support writing georeferencing for instance.

A more complex case might involve passing creation options, and using a predefined progress monitor like this:

In C++:

```

#include "cpl_string.h"
...
char **papszOptions = NULL;
papszOptions = CSLSetNameValue( papszOptions, "TILED", "YES" );
papszOptions = CSLSetNameValue( papszOptions, "COMPRESS", "PACKBITS" );
poDstDS = poDriver->CreateCopy( pszDstFilename, poSrcDS, FALSE,
                                papszOptions, GDALTermProgress, NULL );
/* Once we're done, close properly the dataset */
if( poDstDS != NULL )
    GDALClose( (GDALDatasetH) poDstDS );
CSLDestroy( papszOptions );

```

In C:

```

#include "cpl_string.h"
...
char **papszOptions = NULL;
papszOptions = CSLSetNameValue( papszOptions, "TILED", "YES" );

```

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```

papszOptions = CSLSetNameValue( papszOptions, "COMPRESS", "PACKBITS" );
hDstDS = GDALCreateCopy( hDriver, pszDstFilename, hSrcDS, FALSE,
                        papszOptions, GDALTermProgres, NULL );
/* Once we're done, close properly the dataset */
if( hDstDS != NULL )
    GDALClose( hDstDS );
CSLDestroy( papszOptions );

```

In Python:

```

src_ds = gdal.Open(src_filename)
dst_ds = driver.CreateCopy(dst_filename, src_ds, strict=0,
                          options=["TILED=YES", "COMPRESS=PACKBITS"])
# Once we're done, close properly the dataset
dst_ds = None
src_ds = None

```

### 10.1.1.8 Using Create()

For situations in which you are not just exporting an existing file to a new file, it is generally necessary to use the `GDALDriver::Create()` method (though some interesting options are possible through use of virtual files or in-memory files). The `Create()` method takes an options list much like `CreateCopy()`, but the image size, number of bands and band type must be provided explicitly.

In C++:

```

GDALDataset *poDstDS;
char **papszOptions = NULL;
poDstDS = poDriver->Create( pszDstFilename, 512, 512, 1, GDT_Byte,
                          papszOptions );

```

In C:

```

GDALDatasetH hDstDS;
char **papszOptions = NULL;
hDstDS = GDALCreate( hDriver, pszDstFilename, 512, 512, 1, GDT_Byte,
                    papszOptions );

```

In Python:

```

dst_ds = driver.Create(dst_filename, xsize=512, ysize=512,
                      bands=1, eType=gdal.GDT_Byte)

```

Once the dataset is successfully created, all appropriate metadata and raster data must be written to the file. What this is will vary according to usage, but a simple case with a projection, geotransform and raster data is covered here.

In C++:

```

double adfGeoTransform[6] = { 444720, 30, 0, 3751320, 0, -30 };
OGRSpatialReference oSRS;
char *pszSRS_WKT = NULL;
GDALRasterBand *poBand;
GByte abyRaster[512*512];

```

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```

poDstDS->SetGeoTransform( adfGeoTransform );
oSRS.SetUTM( 11, TRUE );
oSRS.SetWellKnownGeogCS( "NAD27" );
oSRS.exportToWkt( &pszSRS_WKT );
poDstDS->SetProjection( pszSRS_WKT );
CPLFree( pszSRS_WKT );
poBand = poDstDS->GetRasterBand(1);
poBand->RasterIO( GF_Write, 0, 0, 512, 512,
                  abyRaster, 512, 512, GDT_Byte, 0, 0 );
/* Once we're done, close properly the dataset */
GDALClose( (GDALDatasetH) poDstDS );

```

In C:

```

double adfGeoTransform[6] = { 444720, 30, 0, 3751320, 0, -30 };
OGRSpatialReferenceH hSRS;
char *pszSRS_WKT = NULL;
GDALRasterBandH hBand;
GByte abyRaster[512*512];
GDALSetGeoTransform( hDstDS, adfGeoTransform );
hSRS = OSRNewSpatialReference( NULL );
OSRSetUTM( hSRS, 11, TRUE );
OSRSetWellKnownGeogCS( hSRS, "NAD27" );
OSRExportToWkt( hSRS, &pszSRS_WKT );
OSRDestroySpatialReference( hSRS );
GDALSetProjection( hDstDS, pszSRS_WKT );
CPLFree( pszSRS_WKT );
hBand = GDALGetRasterBand( hDstDS, 1 );
GDALRasterIO( hBand, GF_Write, 0, 0, 512, 512,
              abyRaster, 512, 512, GDT_Byte, 0, 0 );
/* Once we're done, close properly the dataset */
GDALClose( hDstDS );

```

In Python:

```

from osgeo import osr
import numpy
dst_ds.SetGeoTransform([444720, 30, 0, 3751320, 0, -30])
srs = osr.SpatialReference()
srs.SetUTM(11, 1)
srs.SetWellKnownGeogCS("NAD27")
dst_ds.SetProjection(srs.ExportToWkt())
raster = numpy.zeros((512, 512), dtype=numpy.uint8)
dst_ds.GetRasterBand(1).WriteArray(raster)
# Once we're done, close properly the dataset
dst_ds = None

```



## 10.1.2 Raster driver implementation tutorial

### 10.1.2.1 Overall Approach

In general new formats are added to GDAL by implementing format specific drivers as subclasses of *GDALDataset*, and band accessors as subclasses of *GDALRasterBand*. As well, a *GDALDriver* instance is created for the format, and registered with the *GDALDriverManager*, to ensure that the system knows about the format.

This tutorial will start with implementing a simple read-only driver (based on the JDEM driver), and then proceed to utilizing the RawRasterBand helper class, implementing creatable and updatable formats, and some esoteric issues.

It is strongly advised that the *Raster Data Model* be reviewed and understood before attempting to implement a GDAL driver.

### 10.1.2.2 Implementing the Dataset

We will start showing minimal implementation of a read-only driver for the Japanese DEM format (*jdemdataset.cpp*). First we declare a format specific dataset class, *JDEMDataset* in this case.

```
class JDEMDataset final: public GDALPamDataset
{
    friend class JDEMRasterBand;

    VSILFILE          *m_fp = nullptr;
    GByte              m_abyHeader[HEADER_SIZE];
    OGRSpatialReference m_oSRS{};

public:
    JDEMDataset();
    ~JDEMDataset();

    static GDALDataset *Open( GDALOpenInfo * );
    static int Identify( GDALOpenInfo * );

    CPLErr GetGeoTransform( double * padfTransform ) override;
    const OGRSpatialReference* GetSpatialRef() const override;
};
```

In general we provide capabilities for a driver, by overriding the various virtual methods on the *GDALDataset* base class. However, the *Open()* method is special. This is not a virtual method on the base class, and we will need a freestanding function for this operation, so we declare it static. Implementing it as a method in the *JDEMDataset* class is convenient because we have privileged access to modify the contents of the database object.

The open method itself may look something like this:

```
GDALDataset *JDEMDataset::Open( GDALOpenInfo *poOpenInfo )
{
    // Confirm that the header is compatible with a JDEM dataset.
    if (!Identify(poOpenInfo))
        return nullptr;

    // Confirm the requested access is supported.
    if( poOpenInfo->eAccess == GA_Update )
    {
```

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```

        CPLError(CE_Failure, CPLE_NotSupported,
                  "The JDEM driver does not support update access to existing "
                  "datasets.");
        return nullptr;
    }

    // Check that the file pointer from GDALOpenInfo* is available.
    if( poOpenInfo->fpL == nullptr )
    {
        return nullptr;
    }

    // Create a corresponding GDALDataset.
    auto poDS = cpl::make_unique<JDEMDataset>();

    // Borrow the file pointer from GDALOpenInfo*.
    std::swap(poDS->m_fp, poOpenInfo->fpL);

    // Store the header (we have already checked it is at least HEADER_SIZE
    // byte large).
    memcpy(poDS->m_abyHeader, poOpenInfo->pabyHeader, HEADER_SIZE);

    const char *psHeader = reinterpret_cast<const char *>(poDS->m_abyHeader);
    poDS->nRasterXSize = JDEMGetField(psHeader + 23, 3);
    poDS->nRasterYSize = JDEMGetField(psHeader + 26, 3);
    if( !GDALCheckDatasetDimensions(poDS->nRasterXSize, poDS->nRasterYSize) )
    {
        return nullptr;
    }

    // Create band information objects.
    poDS->SetBand(1, new JDEMRasterBand(poDS.get(), 1));

    // Initialize any PAM information.
    poDS->SetDescription(poOpenInfo->pszFilename);
    poDS->TryLoadXML();

    // Check for overviews.
    poDS->oovManager.Initialize(poDS.get(), poOpenInfo->pszFilename);

    return poDS.release();
}

```

The first step in any database Open function is to verify that the file being passed is in fact of the type this driver is for. It is important to realize that each driver's Open function is called in turn till one succeeds. Drivers must quietly return nullptr if the passed file is not of their format. They should only produce an error if the file does appear to be of their supported format, but is for some reason unsupported or corrupt. The information on the file to be opened is passed in contained in a GDALOpenInfo object. The GDALOpenInfo includes the following public data members:

```

char      *pszFilename;
char**    papszOpenOptions;
GDALAccess eAccess; // GA_ReadOnly or GA_Update

```

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```

int          nOpenFlags;
int          bStatOK;
int          bIsDirectory;
VSILFILE     *fpL;
int          nHeaderBytes;
GByte        *pabyHeader;

```

The driver can inspect these to establish if the file is supported. If the *pszFilename* refers to an object in the file system, the *bStatOK* flag will be set to TRUE. As well, if the file was successfully opened, the first kilobyte or so is read in, and put in *pabyHeader*, with the exact size in *nHeaderBytes*.

In this typical testing example it is verified that the file was successfully opened, that we have at least enough header information to perform our test, and that various parts of the header are as expected for this format. In this case, there are no magic numbers for JDEM format so we check various date fields to ensure they have reasonable century values. If the test fails, we quietly return NULL indicating this file isn't of our supported format.

The identification is in fact delegated to a `Identify()` static function :

```

/*****
/*                               Identify()                               */
*****/
int JDEMDataset::Identify( GDALOpenInfo * poOpenInfo )
{
    if( poOpenInfo->nHeaderBytes < HEADER_SIZE )
        return FALSE;

    // Confirm that the header has what appears to be dates in the
    // expected locations.
    // Check if century values seem reasonable.
    const char *psHeader = reinterpret_cast<char *>(poOpenInfo->pabyHeader);
    if( (!STARTS_WITH_CI(psHeader + 11, "19") &&
        !STARTS_WITH_CI(psHeader + 11, "20")) ||
        (!STARTS_WITH_CI(psHeader + 15, "19") &&
        !STARTS_WITH_CI(psHeader + 15, "20")) ||
        (!STARTS_WITH_CI(psHeader + 19, "19") &&
        !STARTS_WITH_CI(psHeader + 19, "20")) )
    {
        return FALSE;
    }

    // Check the extent too. In particular, that we are in the first quadrant,
    // as this is only for Japan.
    const double dfLLLat = JDEMGetAngle(psHeader + 29);
    const double dfLLLong = JDEMGetAngle(psHeader + 36);
    const double dfURLat = JDEMGetAngle(psHeader + 43);
    const double dfURLong = JDEMGetAngle(psHeader + 50);
    if( dfLLLat > 90 || dfLLLat < 0 ||
        dfLLLong > 180 || dfLLLong < 0 ||
        dfURLat > 90 || dfURLat < 0 ||
        dfURLong > 180 || dfURLong < 0 ||
        dfLLLat > dfURLat ||
        dfLLLong > dfURLong )
    {

```

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```

        return FALSE;
    }

    return TRUE;
}

```

It is important to make the “is this my format” test as stringent as possible. In this particular case, we check that dates are in the 19th or 20th centry, but as this might also be too weak, we check that the geospatial extent is consistent, and valid for Japan. Once we are satisfied that the file is of our format, we can do any other tests that are necessary to validate the file is usable, and in particular that we can provide the level of access desired. Since the JDEM driver does not provide update support, error out in that case.

```

if( poOpenInfo->eAccess == GA_Update )
{
    CPLError(CE_Failure, CPLE_NotSupported,
        "The JDEM driver does not support update access to existing "
        "datasets.");
    return NULL;
}

```

Next we need to create an instance of the database class in which we will set various information of interest. We create it as a `std::unique_ptr<JDEMDataset>` with the `cpl::make_unique<>` utility (equivalent to `std::make_unique<>` available in C++14 and later), to make memory management easier in error code paths.

```

// Check that the file pointer from GDALOpenInfo* is available.
if( poOpenInfo->fpL == NULL )
{
    return NULL;
}
auto poDS = cpl::make_unique<JDEMDataset>();

// Borrow the file pointer from GDALOpenInfo*.
std::swap(poDS->m_fp, poOpenInfo->fpL);

```

At this point we “borrow” the file handle that was held by `GDALOpenInfo*` (we did make sure that `poDS->m_fp` is initialized to `nullptr` in the inline member definition). This file pointer uses the VSI\*L GDAL API to access files on disk. This virtualized POSIX-style API allows some special capabilities like supporting large files, in-memory files and zipped files.

Next the X and Y size are extracted from the header. The `nRasterXSize` and `nRasterYSize` are data fields inherited from the `GDALDataset` base class, and must be set by the `Open()` method.

```

// Store the header (we have already checked it is at least HEADER_SIZE
// byte large).
memcpy(poDS->m_abyHeader, poOpenInfo->pabyHeader, HEADER_SIZE);

const char *psHeader = reinterpret_cast<const char *>(poDS->m_abyHeader);
poDS->nRasterXSize = JDEMGetField(psHeader + 23, 3);
poDS->nRasterYSize = JDEMGetField(psHeader + 26, 3);
if( !GDALCheckDatasetDimensions(poDS->nRasterXSize, poDS->nRasterYSize) )
{
    return nullptr;
}

```

All the bands related to this dataset must be created and attached using the `SetBand()` method. We will explore the `JDEMRasterBand()` class shortly.

```
// Create band information objects.
poDS->SetBand(1, new JDEMRasterBand(poDS.get(), 1));
```

Finally we assign a name to the dataset object, and call the `GDALPamDataset TryLoadXML()` method which can initialize auxiliary information from an `.aux.xml` file if available. We also initialize for external overviews (in a `.ovr` side car file). For more details on these services review the `GDALPamDataset` and related classes.

```
// Initialize any PAM information.
poDS->SetDescription( poOpenInfo->pszFilename );
poDS->TryLoadXML();

// Check for overviews.
poDS->oovManager.Initialize(poDS.get(), poOpenInfo->pszFilename);

return poDS.release();
}
```

### 10.1.2.3 Implementing the RasterBand

Similar to the customized `JDEMDataset` class subclassed from `GDALDataset`, we also need to declare and implement a customized `JDEMRasterBand` derived from `GDALRasterBand` for access to the band(s) of the `JDEM` file. For `JDEMRasterBand` the declaration looks like this:

```
class JDEMRasterBand final: public GDALPamRasterBand
{
    friend class JDEMDataset;

    int          m_nRecordSize = 0;
    char         *m_pszRecord = nullptr;
    bool         m_bBufferAllocFailed = false;

public:
    JDEMRasterBand( JDEMDataset *, int );
    ~JDEMRasterBand();

    virtual CPLErr IReadBlock( int, int, void * ) override;
};
```

The constructor may have any signature, and is only called from the `Open()` method. Other virtual methods, such as `GDALRasterBand::IReadBlock()` must be exactly matched to the method signature in `gdal_priv.h`.

The constructor implementation looks like this:

```
JDEMRasterBand::JDEMRasterBand( JDEMDataset *poDSIn, int nBandIn ) :
    // Cannot overflow as nBlockXSize <= 999.
    m_nRecordSize(poDSIn->GetRasterXSize() * 5 + 9 + 2)
{
    poDS = poDSIn;
    nBand = nBandIn;
```

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```

eDataType = GDT_Float32;

nBlockXSize = poDS->GetRasterXSize();
nBlockYSize = 1;
}

```

The following data members are inherited from GDALRasterBand, and should generally be set in the band constructor.

**poDS**: Pointer to the parent GDALDataset.  
**nBand**: The band number within the dataset.  
**eDataType**: The data type of pixels in **this** band.  
**nBlockXSize**: The width of one block in **this** band.  
**nBlockYSize**: The height of one block in **this** band.

The full set of possible GDALDataType values are declared in gdal.h, and include GDT\_Byte, GDT\_UInt16, GDT\_Int16, and GDT\_Float32. The block size is used to establish a natural or efficient block size to access the data with. For tiled datasets this will be the size of a tile, while for most other datasets it will be one scanline, as in this case.

Next we see the implementation of the code that actually reads the image data, IReadBlock().

```

CPLerr JDEMRasterBand::IReadBlock( int /* nBlockXOff */,
                                   int nBlockYOff,
                                   void * pImage )

{
    JDEMDataset *poGDS = cpl::down_cast<JDEMDataset *>(poDS);

    if (m_pszRecord == nullptr)
    {
        if (m_bBufferAllocFailed)
            return CE_Failure;

        m_pszRecord = static_cast<char *>(VSI_MALLOC_VERBOSE(m_nRecordSize));
        if (m_pszRecord == nullptr)
        {
            m_bBufferAllocFailed = true;
            return CE_Failure;
        }
    }

    CPL_IGNORE_RET_VAL(
        VSIFSeekL(poGDS->m_fp, 1011 + m_nRecordSize * nBlockYOff, SEEK_SET));

    if( VSIFReadL(m_pszRecord, m_nRecordSize, 1, poGDS->m_fp) != 1 )
    {
        CPLError(CE_Failure, CPLE_AppDefined,
            "Cannot read scanline %d", nBlockYOff);
        return CE_Failure;
    }

    if( !EQUALN(reinterpret_cast<char *>(poGDS->m_abyHeader), m_pszRecord, 6) )
    {
        CPLError(CE_Failure, CPLE_AppDefined,

```

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```

        "JDEM Scanline corrupt. Perhaps file was not transferred "
        "in binary mode?");
    return CE_Failure;
}

if( JDEMGetField(m_pszRecord + 6, 3) != nBlockYOff + 1 )
{
    CPLError(CE_Failure, CPLE_AppDefined,
        "JDEM scanline out of order, JDEM driver does not "
        "currently support partial datasets.");
    return CE_Failure;
}

for( int i = 0; i < nBlockXSize; i++ )
    static_cast<float*>(pImage)[i] =
        JDEMGetField(m_pszRecord + 9 + 5 * i, 5) * 0.1f;

return CE_None;
}

```

Key items to note are:

- It is typical to cast the GDALRasterBand::poDS member to the derived type of the owning dataset. If your RasterBand class will need privileged access to the owning dataset object, ensure it is declared as a friend (omitted above for brevity).
- If an error occurs, report it with CPLError(), and return CE\_Failure. Otherwise return CE\_None.
- The pImage buffer should be filled with one block of data. The block is the size declared in nBlockXSize and nBlockYSize for the raster band. The type of the data within pImage should match the type declared in eDataType in the raster band object.
- The nBlockXOff and nBlockYOff are block offsets, so with 128x128 tiled datasets values of 1 and 1 would indicate the block going from (128,128) to (255,255) should be loaded.

#### 10.1.2.4 The Driver

While the JDEMDataset and JDEMRasterBand are now ready to use to read image data, it still isn't clear how the GDAL system knows about the new driver. This is accomplished via the *GDALDriverManager*. To register our format we implement a registration function. The declaration goes in gcore/gdal\_frmts.h: void CPL\_DLL GDALRegister\_JDEM(void);

The definition in the driver file is:

```

void GDALRegister_JDEM()
{
    if( !GDAL_CHECK_VERSION("JDEM") )
        return;

    if( GDALGetDriverByName("JDEM") != nullptr )
        return;

    GDALDriver *poDriver = new GDALDriver();
}

```

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```

poDriver->SetDescription("JDEM");
poDriver->SetMetadataItem(GDAL_DCAP_RASTER, "YES");
poDriver->SetMetadataItem(GDAL_DMD_LONGNAME, "Japanese DEM (.mem)");
poDriver->SetMetadataItem(GDAL_DMD_HELPTOPIC, "drivers/raster/jdem.html");
poDriver->SetMetadataItem(GDAL_DMD_EXTENSION, "mem");
poDriver->SetMetadataItem(GDAL_DCAP_VIRTUALIO, "YES");

poDriver->pfnOpen = JDEMDataset::Open;
poDriver->pfnIdentify = JDEMDataset::Identify;

GetGDALDriverManager()->RegisterDriver(poDriver);
}

```

Note the use of `GDAL_CHECK_VERSION` macro. This is an optional macro for drivers inside GDAL tree that don't depend on external libraries, but that can be very useful if you compile your driver as a plugin (that is to say, an out-of-tree driver). As the GDAL C++ ABI may, and will, change between GDAL releases (for example from GDAL 1.x to 1.y), it may be necessary to recompile your driver against the header files of the GDAL version with which you want to make it work. The `GDAL_CHECK_VERSION` macro will check that the GDAL version with which the driver was compiled and the version against which it is running are compatible.

The registration function will create an instance of a `GDALDriver` object when first called, and register it with the `GDALDriverManager`. The following fields can be set in the driver before registering it with the `GDALDriverManager`.

- The description is the short name for the format. This is a unique name for this format, often used to identity the driver in scripts and command line programs. Normally 3-5 characters in length, and matching the prefix of the format classes. (mandatory)
- `GDAL_DCAP_RASTER`: set to YES to indicate that this driver handles raster data. (mandatory)
- `GDAL_DMD_LONGNAME`: A longer descriptive name for the file format, but still no longer than 50-60 characters. (mandatory)
- `GDAL_DMD_HELPTOPIC`: The name of a help topic to display for this driver, if any. In this case JDEM format is contained within the various format web page held in `gdal/html`. (optional)
- `GDAL_DMD_EXTENSION`: The extension used for files of this type. If more than one pick the primary extension, or none at all. (optional)
- `GDAL_DMD_MIMETYPE`: The standard mime type for this file format, such as "image/png". (optional)
- `GDAL_DMD_CREATIONOPTIONLIST`: There is evolving work on mechanisms to describe creation options. See the geotiff driver for an example of this. (optional)
- `GDAL_DMD_CREATIONDATATYPES`: A list of space separated data types supported by this create when creating new datasets. If a `Create()` method exists, these will be will supported. If a `CreateCopy()` method exists, this will be a list of types that can be losslessly exported but it may include weaker data types than the type eventually written. For instance, a format with a `CreateCopy()` method, and that always writes Float32 might also list Byte, Int16, and UInt16 since they can losslessly translated to Float32. An example value might be "Byte Int16 UInt16". (required - if creation supported)
- `GDAL_DCAP_VIRTUALIO`: set to YES to indicate that this driver can deal with files opened with the VSI\*`L` GDAL API. Otherwise this metadata item should not be defined. (optional)
- `pfnOpen`: The function to call to try opening files of this format. (optional)
- `pfnIdentify`: The function to call to try identifying files of this format. A driver should return 1 if it recognizes the file as being of its format, 0 if it recognizes the file as being NOT of its format, or -1 if it cannot reach to a firm conclusion by just examining the header bytes. (optional)



- `pfnCreate`: The function to call to create new updatable datasets of this format. (optional)
- `pfnCreateCopy`: The function to call to create a new dataset of this format copied from another source, but not necessary updatable. (optional)
- `pfnDelete`: The function to call to delete a dataset of this format. (optional)
- `pfnUnloadDriver`: A function called only when the driver is destroyed. Could be used to cleanup data at the driver level. Rarely used. (optional)

### 10.1.2.5 Adding Driver to GDAL Tree

Note that the `GDALRegister_JDEM()` method must be called by the higher level program in order to have access to the JDEM driver. Normal practice when writing new drivers is to:

- Add a driver directory under `frmts`, with the directory name the same as the short name.
- Add a `CMakeLists.txt` in that directory modeled on those from other similar directories (i.e. the `jdem` directory).
- Reference the new driver in `frmts/CMakeLists.txt`, using the `gdal_optional_format()` or `gdal_dependent_format()` functions depending if it requires no external dependency or it has at least one.
- Add the module with the dataset, and rasterband implementation. Generally this is called `<short_name>dataset.cpp`, with all the GDAL specific code in one file, though that is not required.
- Add the registration entry point declaration (i.e. `GDALRegister_JDEM()`) to `gcore/gdal_frmts.h`.
- Add a call to the registration function to `frmts/gdalallregister.cpp`, protected by an appropriate `#ifdef`.

Once this is all done, it should be possible to rebuild GDAL, and have the new format available in all the utilities. The *gdalinfo* utility can be used to test that opening and reporting on the format is working, and the *gdal\_translate* utility can be used to test image reading.

### 10.1.2.6 Adding Georeferencing

Now we will take the example a step forward, adding georeferencing support. We add the following two virtual method overrides to `JDEMDataset`, taking care to exactly match the signature of the method on the `GDALDataset` base class.

```
CPLErr GetGeoTransform( double * padfTransform ) override;
const OGRSpatialReference* GetSpatialRef() const override;
```

The implementation of `GDALDataset::GetGeoTransform()` just copies the usual geotransform matrix into the supplied buffer. Note that `GDALDataset::GetGeoTransform()` may be called a lot, so it isn't generally wise to do a lot of computation in it. In many cases the `Open()` will collect the geotransform, and this method will just copy it over. Also note that the geotransform return is based on an anchor point at the top left corner of the top left pixel, not the center of pixel approach used in some packages.

```
CPLErr JDEMDataset::GetGeoTransform( double *padfTransform )
{
    const char *psHeader = reinterpret_cast<const char *>(m_abyHeader);

    const double dfLLLat = JDEMGetAngle(psHeader + 29);
    const double dfLLLong = JDEMGetAngle(psHeader + 36);
    const double dfURLat = JDEMGetAngle(psHeader + 43);
    const double dfURLong = JDEMGetAngle(psHeader + 50);

    padfTransform[0] = dfLLLong;
```

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```

    padfTransform[3] = dfURLat;
    padfTransform[1] = (dfURLong - dfLLLong) / GetRasterXSize();
    padfTransform[2] = 0.0;

    padfTransform[4] = 0.0;
    padfTransform[5] = -1 * (dfURLat - dfLLLat) / GetRasterYSize();

    return CE_None;
}

```

The `GDALDataset::GetSpatialRef()` method returns a pointer to an internal `OGRSpatialReference` object.

```

const OGRSpatialReference *JDEMDataset::GetSpatialRef() const
{
    return &m_oSRS;
}

```

In this case the coordinate system is fixed for all files of this format, and has been initialized in the `JDEMDataset` constructor. But in more complex cases, a definition may need to be composed on the fly, in which case it may be helpful to use the `OGRSpatialReference` class to help build the definition.

```

JDEMDataset::JDEMDataset()
{
    std::fill_n(m_abyHeader, CPL_ARRAYSIZE(m_abyHeader), static_cast<GByte>(0));
    m_oSRS.SetAxisMappingStrategy(OAMS_TRADITIONAL_GIS_ORDER);
    m_oSRS.ImportFromEPSG(4301); // Tokyo geographic CRS
}

```

This completes explanation of the features of the JDEM driver. The full source for `jdemdataset.cpp` can be reviewed as needed.

### 10.1.2.7 Overviews

GDAL allows file formats to make pre-built overviews available to applications via the `GDALRasterBand::GetOverview()` and related methods. However, implementing this is pretty involved, and goes beyond the scope of this document for now. The GeoTIFF driver (`gdal/frmts/geo/gtiff/geotiff.cpp`) and related source can be reviewed for an example of a file format implementing overview reporting and creation support.

Formats can also report that they have arbitrary overviews, by overriding the `GDALRasterBand::HasArbitraryOverviews()` method on the `GDALRasterBand`, returning `TRUE`. In this case the raster band object is expected to override the `GDALRasterBand::RasterIO()` method itself, to implement efficient access to imagery with resampling. This is also involved, and there are a lot of requirements for correct implementation of the `RasterIO()` method. An example of this can be found in the OGDI and ECW formats.

However, by far the most common approach to implementing overviews is to use the default support in GDAL for external overviews stored in TIFF files with the same name as the dataset, but the extension `.ovr` appended. In order to enable reading and creation of this style of overviews it is necessary for the `GDALDataset` to initialize the `oOvManager` object within itself. This is typically accomplished with a call like the following near the end of the `Open()` method (after the `PAM GDALDataset::TryLoadXML()`).

```

poDS->oOvManager.Initialize(poDS.get(), poOpenInfo->pszFilename);

```

This will enable default implementations for reading and creating overviews for the format. It is advised that this be enabled for all simple file system based formats unless there is a custom overview mechanism to be tied into.

### 10.1.2.8 File Creation

There are two approaches to file creation. The first method is called the `GDALDriver::CreateCopy()` method, and involves implementing a function that can write a file in the output format, pulling all imagery and other information needed from a source `GDALDataset`. The second method, the dynamic creation method, involves implementing a `Create` method to create the shell of the file, and then the application writes various information by calls to set methods.

The benefits of the first method are that all the information is available at the point the output file is being created. This can be especially important when implementing file formats using external libraries which require information like color maps, and georeferencing information at the point the file is created. The other advantage of this method is that the `CreateCopy()` method can read some kinds of information, such as min/max, scaling, description and GCPs for which there are no equivalent set methods.

The benefits of the second method are that applications can create an empty new file, and write results to it as they become available. A complete image of the desired data does not have to be available in advance.

For very important formats both methods may be implemented, otherwise do whichever is simpler, or provides the required capabilities.

#### CreateCopy

The `GDALDriver::CreateCopy()` method call is passed through directly, so that method should be consulted for details of arguments. However, some things to keep in mind are:

- If the `bStrict` flag is `FALSE` the driver should try to do something reasonable when it cannot exactly represent the source dataset, transforming data types on the fly, dropping georeferencing and so forth.
- Implementing progress reporting correctly is somewhat involved. The return result of the progress function needs always to be checked for cancellation, and progress should be reported at reasonable intervals. The `JPEGCreateCopy()` method demonstrates good handling of the progress function.
- Special creation options should be documented in the on-line help. If the options take the format "NAME=VALUE" the `papszOptions` list can be manipulated with `CPLFetchNameValue()` as demonstrated in the handling of the `QUALITY` and `PROGRESSIVE` flags for `JPEGCreateCopy()`.
- The returned `GDALDataset` handle can be in `ReadOnly` or `Update` mode. Return it in `Update` mode if practical, otherwise in `ReadOnly` mode is fine.

The full implementation of the `CreateCopy` function for JPEG (which is assigned to `pfnCreateCopy` in the `GDALDriver` object) is here. static `GDALDataset *`

```
JPEGCreateCopy( const char * pszFilename, GDALDataset *poSrcDS,
               int bStrict, char ** papszOptions,
               GDALProgressFunc pfnProgress, void * pProgressData )
{
    const int nBands = poSrcDS->GetRasterCount();
    const int nXSize = poSrcDS->GetRasterXSize();
    const int nYSize = poSrcDS->GetRasterYSize();
    // Some rudimentary checks
    if( nBands != 1 && nBands != 3 )
    {
        CPLError(CE_Failure, CPLE_NotSupported,
                 "JPEG driver doesn't support %d bands. Must be 1 (grey) "
                 "or 3 (RGB) bands.", nBands);
        return NULL;
    }
}
```

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```

if( poSrcDS->GetRasterBand(1)->GetRasterDataType() != GDT_Byte && bStrict )
{
    CPLError(CE_Failure, CPLE_NotSupported,
        "JPEG driver doesn't support data type %s. "
        "Only eight bit byte bands supported.",
        GDALGetDataTypeName(
            poSrcDS->GetRasterBand(1)->GetRasterDataType()));
    return NULL;
}

// What options has the user selected?
int nQuality = 75;
if( CSLFetchNameValue(papszOptions, "QUALITY") != NULL )
{
    nQuality = atoi(CSLFetchNameValue(papszOptions, "QUALITY"));
    if( nQuality < 10 || nQuality > 100 )
    {
        CPLError(CE_Failure, CPLE_IllegalArg,
            "QUALITY=%s is not a legal value in the range 10 - 100.",
            CSLFetchNameValue(papszOptions, "QUALITY"));
        return NULL;
    }
}

bool bProgressive = false;
if( CSLFetchNameValue(papszOptions, "PROGRESSIVE") != NULL )
{
    bProgressive = true;
}

// Create the dataset.
VSILFILE *fpImage = VSIFOpenL(pszFilename, "wb");
if( fpImage == NULL )
{
    CPLError(CE_Failure, CPLE_OpenFailed,
        "Unable to create jpeg file %s.",
        pszFilename);
    return NULL;
}

// Initialize JPG access to the file.
struct jpeg_compress_struct sCInfo;
struct jpeg_error_mgr sJErr;
sCInfo.err = jpeg_std_error(&sJErr);
jpeg_create_compress(&sCInfo);
jpeg_stdio_dest(&sCInfo, fpImage);
sCInfo.image_width = nXSize;
sCInfo.image_height = nYSize;
sCInfo.input_components = nBands;
if( nBands == 1 )
{

```

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```

        sCInfo.in_color_space = JCS_GRAYSCALE;
    }
    else
    {
        sCInfo.in_color_space = JCS_RGB;
    }
    jpeg_set_defaults(&sCInfo);
    jpeg_set_quality(&sCInfo, nQuality, TRUE);
    if( bProgressive )
        jpeg_simple_progression(&sCInfo);
    jpeg_start_compress(&sCInfo, TRUE);

    // Loop over image, copying image data.
    GByte *pabyScanline = static_cast<GByte *>(CPLMalloc(nBands * nXSize));
    for( int iLine = 0; iLine < nYSize; iLine++ )
    {
        for( int iBand = 0; iBand < nBands; iBand++ )
        {
            GDALRasterBand * poBand = poSrcDS->GetRasterBand(iBand + 1);
            const CPLErr eErr =
                poBand->RasterIO(GF_Read, 0, iLine, nXSize, 1,
                                pabyScanline + iBand, nXSize, 1, GDT_Byte,
                                nBands, nBands * nXSize);

            // TODO: Handle error.
        }
        JSAMPLE *ppSamples = pabyScanline;
        jpeg_write_scanlines(&sCInfo, &ppSamples, 1);
    }
    CPLFree(pabyScanline);
    jpeg_finish_compress(&sCInfo);
    jpeg_destroy_compress(&sCInfo);
    VSIFCloseL(fpImage);
    return static_cast<GDALDataset *>(GDALOpen(pszFilename, GA_ReadOnly));
}

```

## Dynamic Creation

In the case of dynamic creation, there is no source dataset. Instead the size, number of bands, and pixel data type of the desired file is provided but other information (such as georeferencing, and imagery data) would be supplied later via other method calls on the resulting GDALDataset.

The following sample implement PCI .aux labeled raw raster creation. It follows a common approach of creating a blank, but valid file using non-GDAL calls, and then calling GDALOpen(GA\_Update) at the end to return a writable file handle. This avoids having to duplicate the various setup actions in the Open() function.

```

GDALDataset *PAuxDataset::Create( const char * pszFilename,
                                   int nXSize, int nYSize, int nBands,
                                   GDALDataType eType,
                                   char ** /* papszParamList */ )
{
    // Verify input options.

```

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```

if( eType != GDT_Byte && eType != GDT_Float32 &&
    eType != GDT_UInt16 && eType != GDT_Int16 )
{
    CPLError(
        CE_Failure, CPLE_AppDefined,
        "Attempt to create PCI .Aux labeled dataset with an illegal "
        "data type (%s).",
        GDALGetDataTypeName(eType));
    return NULL;
}

// Try to create the file.
FILE *fp = VSIFOpen(pszFilename, "w");
if( fp == NULL )
{
    CPLError(CE_Failure, CPLE_OpenFailed,
        "Attempt to create file '%s' failed.",
        pszFilename);
    return NULL;
}

// Just write out a couple of bytes to establish the binary
// file, and then close it.
VSIFWrite("\0\0", 2, 1, fp);
VSIFClose(fp);

// Create the aux filename.
char *pszAuxFilename = static_cast<char *>(CPLMalloc(strlen(pszFilename) + 5));
strcpy(pszAuxFilename, pszFilename);
for( int i = strlen(pszAuxFilename) - 1; i > 0; i-- )
{
    if( pszAuxFilename[i] == '.' )
    {
        pszAuxFilename[i] = '\0';
        break;
    }
}
strcat(pszAuxFilename, ".aux");

// Open the file.
fp = VSIFOpen(pszAuxFilename, "wt");
if( fp == NULL )
{
    CPLError(CE_Failure, CPLE_OpenFailed,
        "Attempt to create file '%s' failed.",
        pszAuxFilename);
    return NULL;
}

// We need to write out the original filename but without any
// path components in the AuxiliaryTarget line. Do so now.
int iStart = strlen(pszFilename) - 1;

```

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```

while( iStart > 0 && pszFilename[iStart - 1] != '/' &&
      pszFilename[iStart - 1] != '\\' )
    iStart--;
VSIFPrintf(fp, "AuxiliaryTarget: %s\n", pszFilename + iStart);

// Write out the raw definition for the dataset as a whole.
VSIFPrintf(fp, "RawDefinition: %d %d %d\n",
           nXSize, nYSize, nBands);

// Write out a definition for each band. We always write band
// sequential files for now as these are pretty efficiently
// handled by GDAL.
int nImgOffset = 0;
for( int iBand = 0; iBand < nBands; iBand++ )
{
    const int nPixelOffset = GDALGetDataTypeSize(eType)/8;
    const int nLineOffset = nXSize * nPixelOffset;
    const char *pszTypeName = NULL;
    if( eType == GDT_Float32 )
        pszTypeName = "32R";
    else if( eType == GDT_Int16 )
        pszTypeName = "16S";
    else if( eType == GDT_UInt16 )
        pszTypeName = "16U";
    else
        pszTypeName = "8U";
    VSIFPrintf( fp, "ChanDefinition-%d: %s %d %d %d %s\n",
               iBand + 1, pszTypeName,
               nImgOffset, nPixelOffset, nLineOffset,
#ifdef CPL_LSB
               "Swapped"
#else
               "Unswapped"
#endif
               );
    nImgOffset += nYSize * nLineOffset;
}

// Cleanup.
VSIFClose(fp);
return static_cast<GDALDataset *>(GDALOpen(pszFilename, GA_Update));
}

```

File formats supporting dynamic creation, or even just update-in-place access also need to implement an `IWriteBlock()` method on the raster band class. It has semantics similar to `IReadBlock()`. As well, for various esoteric reasons, it is critical that a `FlushCache()` method be implemented in the raster band destructor. This is to ensure that any write cache blocks for the band be flushed out before the destructor is called.

### 10.1.2.9 RawDataset/RawRasterBand Helper Classes

Many file formats have the actual imagery data stored in a regular, binary, scanline oriented format. Rather than re-implement the access semantics for this for each formats, there are provided `RawDataset` and `RawRasterBand` classes declared in `gcore/` that can be utilized to implement efficient and convenient access.

In these cases the format specific band class may not be required, or if required it can be derived from `RawRasterBand`. The dataset class should be derived from `RawDataset`.

The `Open()` method for the dataset then instantiates raster bands passing all the layout information to the constructor. For instance, the PNM driver uses the following calls to create it's raster bands.

```
if( poOpenInfo->pabyHeader[1] == '5' )
{
    poDS->SetBand(
        1, new RawRasterBand(poDS, 1, poDS->fpImage,
                             iIn, 1, nWidth, GDT_Byte, TRUE));
}
else
{
    poDS->SetBand(
        1, new RawRasterBand(poDS, 1, poDS->fpImage,
                             iIn, 3, nWidth*3, GDT_Byte, TRUE));
    poDS->SetBand(
        2, new RawRasterBand(poDS, 2, poDS->fpImage,
                             iIn+1, 3, nWidth*3, GDT_Byte, TRUE));
    poDS->SetBand(
        3, new RawRasterBand(poDS, 3, poDS->fpImage,
                             iIn+2, 3, nWidth*3, GDT_Byte, TRUE));
}
```

The `RawRasterBand` takes the following arguments.

- `poDS`: The `GDALDataset` this band will be a child of. This dataset must be of a class derived from `RawRasterDataset`.
- `nBand`: The band it is on that dataset, 1 based.
- `fpRaw`: The `FILE *` handle to the file containing the raster data.
- `nImgOffset`: The byte offset to the first pixel of raster data for the first scanline.
- `nPixelOffset`: The byte offset from the start of one pixel to the start of the next within the scanline.
- `nLineOffset`: The byte offset from the start of one scanline to the start of the next.
- `eDataType`: The `GDALDataType` code for the type of the data on disk.
- `bNativeOrder`: `FALSE` if the data is not in the same endianness as the machine GDAL is running on. The data will be automatically byte swapped.

Simple file formats utilizing the Raw services are normally placed all within one file in the `gdal/frmts/raw` directory. There are numerous examples there of format implementation.



### 10.1.2.10 Metadata, and Other Exotic Extensions

There are various other items in the GDAL data model, for which virtual methods exist on the `GDALDataset` and `GDALRasterBand`. They include:

- **Metadata:** Name/value text values about a dataset or band. The `GDALMajorObject` (base class for `GDALRasterBand` and `GDALDataset`) has built-in support for holding metadata, so for read access it only needs to be set with calls to `SetMetadataItem()` during the `Open()`. The `SAR_CEOS` (`frmts/ceos2/sar_ceosdataset.cpp`) and `GeoTIFF` drivers are examples of drivers implementing readable metadata.
- **ColorTables:** `GDT_Byte` raster bands can have color tables associated with them. The `frmts/png/pngdataset.cpp` driver contains an example of a format that supports colortables.
- **ColorInterpretation:** The `PNG` driver contains an example of a driver that returns an indication of whether a band should be treated as a Red, Green, Blue, Alpha or Greyscale band.
- **GCPs:** `GDALDatasets` can have a set of ground control points associated with them (as opposed to an explicit affine transform returned by `GetGeotransform()`) relating the raster to georeferenced coordinates. The `MFF2` (`gdal/frmts/raw/hkvdataset.cpp`) format is a simple example of a format supporting GCPs.
- **NoDataValue:** Bands with known “nodata” values can implement the `GetNoDataValue()` method. See the `PAux` (`frmts/raw/pauxdataset.cpp`) for an example of this.
- **Category Names:** Classified images with names for each class can return them using the `GetCategoryNames()` method though no formats currently implement this.

## 10.1.3 GDAL Warp API tutorial (Reprojection, ...)

### 10.1.3.1 Overview

The GDAL Warp API (declared in `gdalwarper.h`) provides services for high performance image warping using application provided geometric transformation functions (`GDALTransformerFunc`), a variety of resampling kernels, and various masking options. Files much larger than can be held in memory can be warped.

This tutorial demonstrates how to implement an application using the Warp API. It assumes implementation in C++ as C and Python bindings are incomplete for the Warp API. It also assumes familiarity with the [Raster Data Model](#), and the general GDAL API.

Applications normally perform a warp by initializing a `GDALWarpOptions` structure with the options to be utilized, instantiating a `GDALWarpOperation` based on these options, and then invoking the `GDALWarpOperation::ChunkAndWarpImage()` method to perform the warp options internally using the `GDALWarpKernel` class.

### 10.1.3.2 A Simple Reprojection Case

First we will construct a relatively simple example for reprojecting an image, assuming an appropriate output file already exists, and with minimal error checking.

```
#include "gdalwarper.h"

int main()
{
    GDALDatasetH hSrcDS, hDstDS;

    // Open input and output files.
    GDALAllRegister();
```

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```

hSrcDS = GDALOpen( "in.tif", GA_ReadOnly );
hDstDS = GDALOpen( "out.tif", GA_Update );

// Setup warp options.
GDALWarpOptions *psWarpOptions = GDALCreateWarpOptions();
psWarpOptions->hSrcDS = hSrcDS;
psWarpOptions->hDstDS = hDstDS;
psWarpOptions->nBandCount = 1;
psWarpOptions->panSrcBands =
    (int *) CPLMalloc(sizeof(int) * psWarpOptions->nBandCount );
psWarpOptions->panSrcBands[0] = 1;
psWarpOptions->panDstBands =
    (int *) CPLMalloc(sizeof(int) * psWarpOptions->nBandCount );
psWarpOptions->panDstBands[0] = 1;
psWarpOptions->pfnProgress = GDALTermProgress;

// Establish reprojection transformer.
psWarpOptions->pTransformerArg =
    GDALCreateGenImgProjTransformer( hSrcDS,
                                     GDALGetProjectionRef(hSrcDS),
                                     hDstDS,
                                     GDALGetProjectionRef(hDstDS),
                                     FALSE, 0.0, 1 );
psWarpOptions->pfnTransformer = GDALGenImgProjTransform;

// Initialize and execute the warp operation.
GDALWarpOperation oOperation;
oOperation.Initialize( psWarpOptions );
oOperation.ChunkAndWarpImage( 0, 0,
                             GDALGetRasterXSize( hDstDS ),
                             GDALGetRasterYSize( hDstDS ) );
GDALDestroyGenImgProjTransformer( psWarpOptions->pTransformerArg );
GDALDestroyWarpOptions( psWarpOptions );
GDALClose( hDstDS );
GDALClose( hSrcDS );
return 0;
}

```

This example opens the existing input and output files (in.tif and out.tif). A *GDALWarpOptions* structure is allocated (*GDALCreateWarpOptions()* sets lots of sensible defaults for stuff, always use it for defaulting things), and the input and output file handles, and band lists are set. The panSrcBands and panDstBands lists are dynamically allocated here and will be free automatically by *GDALDestroyWarpOptions()*. The simple terminal output progress monitor (*GDALTermProgress*) is installed for reporting completion progress to the user.

*GDALCreateGenImgProjTransformer()* is used to initialize the reprojection transformation between the source and destination images. We assume that they already have reasonable bounds and coordinate systems set. Use of GCPs is disabled.

Once the options structure is ready, a *GDALWarpOperation* is instantiated using them, and the warp actually performed with *GDALWarpOperation::ChunkAndWarpImage()*. Then the transformer, warp options and datasets are cleaned up.

Normally error check would be needed after opening files, setting up the reprojection transformer (returns NULL on failure), and initializing the warp.

### 10.1.3.3 Other Warping Options

The `GDALWarpOptions` structures contains a number of items that can be set to control warping behavior. A few of particular interest are:

- `GDALWarpOptions::dfWarpMemoryLimit` - Set the maximum amount of memory to be used by the GDAL-WarpOperation when selecting a size of image chunk to operate on. The value is in bytes, and the default is likely to be conservative (small). Increasing the chunk size can help substantially in some situations but care should be taken to ensure that this size, plus the GDAL cache size plus the working set of GDAL, your application and the operating system are less than the size of RAM or else excessive swapping is likely to interfere with performance. On a system with 256MB of RAM, a value of at least 64MB (roughly 64000000 bytes) is reasonable. Note that this value does not include the memory used by GDAL for low level block caching.
- `GDALWarpOptions::eResampleAlg` - One of `GRA_NearestNeighbour` (the default, and fastest), `GRA_Bilinear` (2x2 bilinear resampling) or `GRA_Cubic`. The `GRA_NearestNeighbour` type should generally be used for thematic or color mapped images. The other resampling types may give better results for thematic images, especially when substantially changing resolution.
- `GDALWarpOptions::padfSrcNoDataReal` - This array (one entry per band being processed) may be setup with a “nodata” value for each band if you wish to avoid having pixels of some background value copied to the destination image.
- `GDALWarpOptions::papszWarpOptions` - This is a string list of NAME=VALUE options passed to the warper. See the `GDALWarpOptions::papszWarpOptions` docs for all options. Supported values include:
  - `INIT_DEST=[value]` or `INIT_DEST=NO_DATA`: This option forces the destination image to be initialized to the indicated value (for all bands) or indicates that it should be initialized to the `NO_DATA` value in `padfDstNoDataReal/padfDstNoDataImag`. If this value isn’t set the destination image will be read and the source warp overlaid on it.
  - `WRITE_FLUSH=YES/NO`: This option forces a flush to disk of data after each chunk is processed. In some cases this helps ensure a serial writing of the output data otherwise a block of data may be written to disk each time a block of data is read for the input buffer resulting in a lot of extra seeking around the disk, and reduced IO throughput. The default at this time is `NO`.

### 10.1.3.4 Creating the Output File

In the previous case an appropriate output file was already assumed to exist. Now we will go through a case where a new file with appropriate bounds in a new coordinate system is created. This operation doesn’t relate specifically to the warp API. It is just using the transformation API.

```
#include "gdalwarper.h"
#include "ogr_spatialref.h"
...
GDALDriverH hDriver;
GDALDataType eDT;
GDALDatasetH hDstDS;
GDALDatasetH hSrcDS;

// Open the source file.
hSrcDS = GDALOpen( "in.tif", GA_ReadOnly );
CPLAssert( hSrcDS != NULL );

// Create output with same datatype as first input band.
eDT = GDALGetRasterDataType(GDALGetRasterBand(hSrcDS,1));
```

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```

// Get output driver (GeoTIFF format)
hDriver = GDALGetDriverByName( "GTiff" );
CPLAssert( hDriver != NULL );

// Get Source coordinate system.
const char *pszSrcWKT, *pszDstWKT = NULL;
pszSrcWKT = GDALGetProjectionRef( hSrcDS );
CPLAssert( pszSrcWKT != NULL && strlen(pszSrcWKT) > 0 );

// Setup output coordinate system that is UTM 11 WGS84.
OGRSpatialReference oSRS;
oSRS.SetUTM( 11, TRUE );
oSRS.SetWellKnownGeogCS( "WGS84" );
oSRS.exportToWkt( &pszDstWKT );

// Create a transformer that maps from source pixel/line coordinates
// to destination georeferenced coordinates (not destination
// pixel line). We do that by omitting the destination dataset
// handle (setting it to NULL).
void *hTransformArg;
hTransformArg =
    GDALCreateGenImgProjTransformer( hSrcDS, pszSrcWKT, NULL, pszDstWKT,
                                     FALSE, 0, 1 );
CPLAssert( hTransformArg != NULL );

// Get approximate output georeferenced bounds and resolution for file.
double adfDstGeoTransform[6];
int nPixels=0, nLines=0;
CPLError eErr;
eErr = GDALSuggestedWarpOutput( hSrcDS,
                               GDALGenImgProjTransform, hTransformArg,
                               adfDstGeoTransform, &nPixels, &nLines );
CPLAssert( eErr == CE_None );
GDALDestroyGenImgProjTransformer( hTransformArg );

// Create the output file.
hDstDS = GDALCreate( hDriver, "out.tif", nPixels, nLines,
                    GDALGetRasterCount(hSrcDS), eDT, NULL );
CPLAssert( hDstDS != NULL );

// Write out the projection definition.
GDALSetProjection( hDstDS, pszDstWKT );
GDALSetGeoTransform( hDstDS, adfDstGeoTransform );

// Copy the color table, if required.
GDALColorTableH hCT;
hCT = GDALGetRasterColorTable( GDALGetRasterBand(hSrcDS,1) );
if( hCT != NULL )
    GDALSetRasterColorTable( GDALGetRasterBand(hDstDS,1), hCT );
... proceed with warp as before ...

```

Some notes on this logic:

- We need to create the transformer to output coordinates such that the output of the transformer is georeferenced, not pixel line coordinates since we use the transformer to map pixels around the source image into destination georeferenced coordinates.
- The `GDALSuggestedWarpOutput()` function will return an `adfDstGeoTransform`, `nPixels` and `nLines` that describes an output image size and georeferenced extents that should hold all pixels from the source image. The resolution is intended to be comparable to the source, but the output pixels are always square regardless of the shape of input pixels.
- The warper requires an output file in a format that can be “randomly” written to. This generally limits things to uncompressed formats that have an implementation of the `Create()` method (as opposed to `CreateCopy()`). To warp to compressed formats, or `CreateCopy()` style formats it is necessary to produce a full temporary copy of the image in a better behaved format, and then `CreateCopy()` it to the desired final format.
- The Warp API copies only pixels. All color maps, georeferencing and other metadata must be copied to the destination by the application.

### 10.1.3.5 Performance Optimization

There are a number of things that can be done to optimize the performance of the warp API:

- Increase the amount of memory available for the Warp API chunking so that larger chunks can be operated on at a time. This is the `GDALWarpOptions::dfWarpMemoryLimit` parameter. In theory the larger the chunk size operated on the more efficient the I/O strategy, and the more efficient the approximated transformation will be. However, the sum of the warp memory and the GDAL cache should be less than RAM size, likely around 2/3 of RAM size.
- Increase the amount of memory for GDAL caching. This is especially important when working with very large input and output images that are scanline oriented. If all the input or output scanlines have to be re-read for each chunk they intersect performance may degrade greatly. Use `GDALSetCacheMax()` to control the amount of memory available for caching within GDAL.
- Use an approximated transformation instead of exact reprojection for each pixel to be transformed. This code illustrates how an approximated transformation could be created based on a reprojection transformation, but with a given error threshold (`dfErrorThreshold` in output pixels).

```
hTransformArg =
    GDALCreateApproxTransformer( GDALGenImgProjTransform,
                                hGenImgProjArg, dfErrorThreshold );
pfnTransformer = GDALApproxTransform;
```

- When writing to a blank output file, use the `INIT_DEST` option in the `GDALWarpOptions::papszWarpOptions` to cause the output chunks to be initialized to a fixed value, instead of being read from the output. This can substantially reduce unnecessary IO work.
- Use tiled input and output formats. Tiled formats allow a given chunk of source and destination imagery to be accessed without having to touch a great deal of extra image data. Large scanline oriented files can result in a great deal of wasted extra IO.
- Process all bands in one call. This ensures the transformation calculations don’t have to be performed for each band.
- Use the `GDALWarpOperation::ChunkAndWarpMulti()` method instead of `GDALWarpOperation::ChunkAndWarpImage()`. It uses a separate thread for the IO and the actual image warp operation allowing more effective use of CPU and IO bandwidth. For this to work GDAL needs to have been built with multi-threading support (default on Win32, default on Unix, for previous versions -with-threads was required in configure).

- The resampling kernels vary in work required from nearest neighbour being least, then bilinear then cubic. Don't use a more complex resampling kernel than needed.
- Avoid use of esoteric masking options so that special simplified logic can be used for common special cases. For instance, nearest neighbour resampling with no masking on 8bit data is highly optimized compared to the general case.

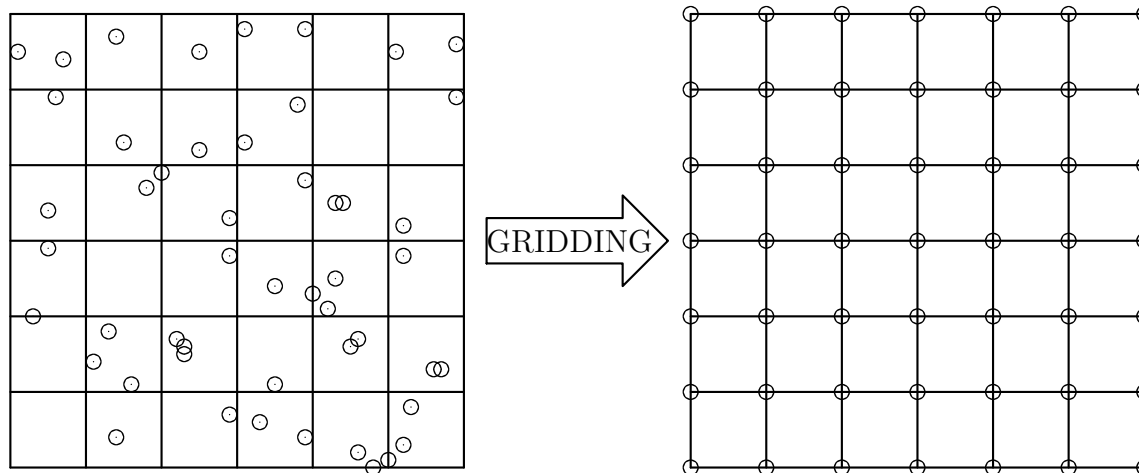
#### 10.1.3.6 Other Masking Options

The GDALWarpOptions include a bunch of esoteric masking capabilities, for validity masks, and density masks on input and output. Some of these are not yet implemented and others are implemented but poorly tested. Other than per-band validity masks it is advised that these features be used with caution at this time.

### 10.1.4 GDAL Grid Tutorial

#### 10.1.4.1 Introduction to Gridding

Gridding is a process of creating a regular grid (or call it a raster image) from the scattered data. Typically you have a set of arbitrary scattered over the region of survey measurements and you would like to convert them into the regular grid for further processing and combining with other grids.



This problem can be solved using data interpolation or approximation algorithms. But you are not limited by interpolation here. Sometimes you don't need to interpolate your data but rather compute some statistics or data metrics over the region. Statistics is valuable itself or could be used for better choosing the interpolation algorithm and parameters.

That is what GDAL Grid API is about. It helps you to interpolate your data (see [Interpolation of the Scattered Data](#)) or compute data metrics (see [Data Metrics Computation](#)).

There are two ways of using this interface. Programmatically it is available through the `GDALGridCreate()` C function; for end users there is a `gdal_grid` utility. The rest of this document discusses details on algorithms and their parameters implemented in GDAL Grid API.

### 10.1.4.2 Interpolation of the Scattered Data

#### Inverse Distance to a Power

The Inverse Distance to a Power gridding method is a weighted average interpolator. You should supply the input arrays with the scattered data values including coordinates of every data point and output grid geometry. The function will compute interpolated value for the given position in output grid.

For every grid node the resulting value  $Z$  will be calculated using formula:

$$Z = \frac{\sum_{i=1}^n \frac{Z_i}{r_i^p}}{\sum_{i=1}^n \frac{1}{r_i^p}}$$

where:

- $Z_i$  is a known value at point  $i$ ,
- $r_i$  is a distance from the grid node to point  $i$ ,
- $p$  is a weighting power,
- $n$  is a number of points in [Search Ellipse](#).

The smoothing parameter  $s$  is used as an additive term in the Euclidean distance calculation:

$$r_i = \sqrt{r_{ix}^2 + r_{iy}^2 + s^2}$$

where  $r_{ix}$  and  $r_{iy}$  are the horizontal and vertical distances between the grid node to point  $i$  respectively.

In this method the weighting factor  $w$  is

$$w = \frac{1}{r^p}$$

See `GDALGridInverseDistanceToAPowerOptions` for the list of `GDALGridCreate()` parameters and [invdist](#) for the list of `gdal_grid` options.

#### Moving Average

The Moving Average is a simple data averaging algorithm. It uses a moving window of elliptic form to search values and averages all data points within the window. [Search Ellipse](#) can be rotated by specified angle, the center of ellipse located at the grid node. Also the minimum number of data points to average can be set, if there are not enough points in window, the grid node considered empty and will be filled with specified NODATA value.

Mathematically it can be expressed with the formula:

$$Z = \frac{\sum_{i=1}^n Z_i}{n}$$

where:

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in search [Search Ellipse](#).

See `GDALGridMovingAverageOptions` for the list of `GDALGridCreate()` parameters and [average](#) for the list of `gdal_grid` options.

## Nearest Neighbor

The Nearest Neighbor method doesn't perform any interpolation or smoothing, it just takes the value of nearest point found in grid node search ellipse and returns it as a result. If there are no points found, the specified NODATA value will be returned.

See *GDALGridNearestNeighborOptions* for the list of *GDALGridCreate()* parameters and *nearest* for the list of *gdal\_grid* options.

### 10.1.4.3 Data Metrics Computation

All the metrics have the same set controlling options. See the *GDALGridDataMetricsOptions*.

## Minimum Data Value

Minimum value found in grid node *Search Ellipse*. If there are no points found, the specified NODATA value will be returned.

$$Z = \min(Z_1, Z_2, \dots, Z_n)$$

where:

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in *Search Ellipse*.

## Maximum Data Value

Maximum value found in grid node *Search Ellipse*. If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n)$$

where:

- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in *Search Ellipse*.

## Data Range

A difference between the minimum and maximum values found in grid *Search Ellipse*. If there are no points found, the specified NODATA value will be returned.

$$Z = \max(Z_1, Z_2, \dots, Z_n) - \min(Z_1, Z_2, \dots, Z_n)$$

where:

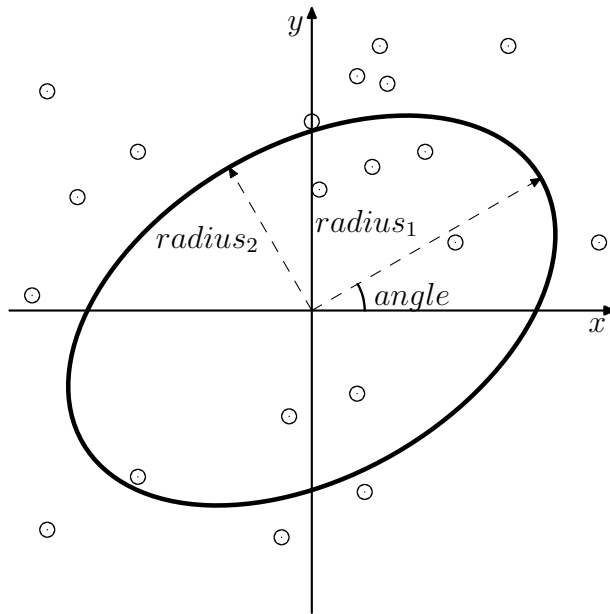
- $Z$  is a resulting value at the grid node,
- $Z_i$  is a known value at point  $i$ ,
- $n$  is a number of points in *Search Ellipse*.



#### 10.1.4.4 Search Ellipse

Search window in gridding algorithms specified in the form of rotated ellipse. It is described by the three parameters:

- $radius_1$  is the first radius ( $x$  axis if rotation angle is 0),
- $radius_2$  is the second radius ( $y$  axis if rotation angle is 0),
- $angle$  is a search ellipse rotation angle (rotated counter clockwise).



Only points located inside the search ellipse (including its border line) will be used for computation.

### 10.1.5 Geotransform Tutorial

#### 10.1.5.1 Introduction to Geotransforms:

A geotransform is an affine transformation from the image coordinate space (row, column), also known as (pixel, line) to the georeferenced coordinate space (projected or geographic coordinates).

A geotransform consists in a set of 6 coefficients:

GT(0) x-coordinate of the upper-left corner of the upper-left pixel.

GT(1) w-e pixel resolution / pixel width.

GT(2) row rotation (typically zero).

GT(3) y-coordinate of the upper-left corner of the upper-left pixel.

GT(4) column rotation (typically zero).

GT(5) n-s pixel resolution / pixel height (negative value for a north-up image).

### 10.1.5.2 Transformation from image coordinate space to georeferenced coordinate space:

```
X_geo = GT(0) + X_pixel * GT(1) + Y_line * GT(2)
Y_geo = GT(3) + X_pixel * GT(4) + Y_line * GT(5)
```

Note that the pixel/line coordinates in the above are from (0.0,0.0) at the top left corner of the top left pixel to (width\_in\_pixels,height\_in\_pixels) at the bottom right corner of the bottom right pixel. The pixel/line location of the center of the top left pixel would therefore be (0.5,0.5).

### 10.1.5.3 In case of north up images:

GT(2), GT(4) coefficients are zero.

GT(1), GT(5) is the pixel size.

GT(0), GT(3) position is the top left corner of the top left pixel of the raster.

## 10.2 Multidimensional raster

### 10.2.1 Multidimensional raster API tutorial

#### 10.2.1.1 Read the content of an array

In C++

```
#include "gdal_priv.h"
int main()
{
    GDALAllRegister();
    auto poDataset = std::unique_ptr<GDALDataset>(
        GDALDataset::Open( "in.nc", GDAL_OF_MULTIDIM_RASTER ));
    if( !poDataset )
    {
        exit(1);
    }
    auto poRootGroup = poDataset->GetRootGroup();
    if( !poRootGroup )
    {
        exit(1);
    }
    auto poVar = poRootGroup->OpenMDArray("temperature");
    if( !poVar )
    {
        exit(1);
    }
    size_t nValues = 1;
    std::vector<size_t> anCount;
    for( const auto poDim: poVar->GetDimensions() )
    {
        anCount.push_back(static_cast<size_t>(poDim->GetSize()));
        nValues *= anCount.back();
    }
}
```

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```

}
std::vector<double> values(nValues);
poVar->Read(std::vector<GUInt64>{0,0,0}.data(),
            anCount.data(),
            nullptr, /* step: defaults to 1,1,1 */
            nullptr, /* stride: default to row-major convention */
            GDALExtendedDataType::Create(GDT_Float64),
            &values[0]);

return 0;
}

```

## In C

```

#include "gdal.h"
#include "cpl_conv.h"
int main()
{
    GDALDatasetH hDS;
    GDALGroupH hGroup;
    GDALMDArrayH hVar;
    size_t nDimCount;
    GDALDimensionH* dims;
    size_t nValues;
    size_t i;
    size_t* panCount;
    GUInt64* panOffset;
    double* padfValues;
    GDALExtendedDataTypeH hDT;

    GDALAllRegister();
    hDS = GDALOpenEx( "in.nc", GDAL_OF_MULTIDIM_RASTER, NULL, NULL, NULL);
    if( !hDS )
    {
        exit(1);
    }
    hGroup = GDALDatasetGetRootGroup(hDS);
    GDALReleaseDataset(hDS);
    if( !hGroup )
    {
        exit(1);
    }
    hVar = GDALGroupOpenMDArray(hGroup, "temperature", NULL);
    GDALGroupRelease(hGroup);
    if( !hVar )
    {
        exit(1);
    }

    dims = GDALMDArrayGetDimensions(hVar, &nDimCount);
    panCount = (size_t*)CPLMalloc(nDimCount * sizeof(size_t));
}

```

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```

nValues = 1;
for( i = 0; i < nDimCount; i++ )
{
    panCount[i] = GDALDimensionGetSize(dims[i]);
    nValues *= panCount[i];
}
GDALReleaseDimensions(dims, nDimCount);
panOffset = (GUInt64*)CPLCalloc(nDimCount, sizeof(GUInt64));

padfValues = (double*)VSIMalloc2(nValues, sizeof(double));
if( !padfValues )
{
    GDALMDArrayRelease(hVar);
    CPLFree(panOffset);
    CPLFree(panCount);
    exit(1);
}
hDT = GDALExtendedDataTypeCreate(GDT_Float64);
GDALMDArrayRead(hVar,
                panOffset,
                panCount,
                NULL, /* step: defaults to 1,1,1 */
                NULL, /* stride: default to row-major convention */
                hDT,
                padfValues,
                NULL, /* array start. Omitted */
                0 /* array size in bytes. Omitted */);
GDALExtendedDataTypeRelease(hDT);
GDALMDArrayRelease(hVar);
CPLFree(panOffset);
CPLFree(panCount);
VSIFree(padfValues);

return 0;
}

```

## In Python

```

from osgeo import gdal
ds = gdal.OpenEx("in.nc", gdal.OF_MULTIDIM_RASTER)
rootGroup = ds.GetRootGroup()
var = rootGroup.OpenMDArray("temperature")
data = var.Read(buffer_datatype = gdal.ExtendedDataType.Create(gdal.GDT_Float64))

```

If NumPy is available:

```

from osgeo import gdal
ds = gdal.OpenEx("in.nc", gdal.OF_MULTIDIM_RASTER)
rootGroup = ds.GetRootGroup()
var = rootGroup.OpenMDArray("temperature")
data = var.ReadAsArray(buffer_datatype = gdal.ExtendedDataType.Create(gdal.GDT_Float64))

```

### 10.2.1.2 Other examples

Test scripts from the GDAL autotest suite

- <https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/gdrivers/memmultidim.py>
- [https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/gdrivers/netcdf\\_multidim.py](https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/gdrivers/netcdf_multidim.py)
- <https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/gdrivers/vrtmultidim.py>
- [https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/utilities/test\\_gdalmdiminfo\\_lib.py](https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/utilities/test_gdalmdiminfo_lib.py)
- [https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/utilities/test\\_gdalmdimtranslate\\_lib.py](https://raw.githubusercontent.com/OSGeo/gdal/master/autotest/utilities/test_gdalmdimtranslate_lib.py)

## 10.3 Vector

### 10.3.1 Vector API tutorial

This document is intended to document using the OGR C++ classes to read and write data from a file. It is strongly advised that the reader first review the *Vector Data Model* document describing the key classes and their roles in OGR.

It also includes code snippets for the corresponding functions in C and Python.

#### 10.3.1.1 Reading From OGR

For purposes of demonstrating reading with OGR, we will construct a small utility for dumping point layers from an OGR data source to stdout in comma-delimited format.

Initially it is necessary to register all the format drivers that are desired. This is normally accomplished by calling `GDALAllRegister()` which registers all format drivers built into GDAL/OGR.

In C++ :

```
#include "ogrsf_frmts.h"

int main()
{
    GDALAllRegister();
}
```

In C :

```
#include "gdal.h"

int main()
{
    GDALAllRegister();
}
```

Next we need to open the input OGR datasource. Datasources can be files, RDBMSes, directories full of files, or even remote web services depending on the driver being used. However, the datasource name is always a single string. In this case we are hardcoded to open a particular shapefile. The second argument (`GDAL_OF_VECTOR`) tells the `OGROpen()` method that we want a vector driver to be use and that don't require update access. On failure `NULL` is returned, and we report an error.

In C++ :

```
GDALDataset      *poDS;

poDS = (GDALDataset*) GDALOpenEx( "point.shp", GDAL_OF_VECTOR, NULL, NULL, NULL );
if( poDS == NULL )
{
    printf( "Open failed.\n" );
    exit( 1 );
}
```

In C :

```
GDALDatasetH hDS;

hDS = GDALOpenEx( "point.shp", GDAL_OF_VECTOR, NULL, NULL, NULL );
if( hDS == NULL )
{
    printf( "Open failed.\n" );
    exit( 1 );
}
```

A `GDALDataset` can potentially have many layers associated with it. The number of layers available can be queried with `GDALDataset::GetLayerCount()` and individual layers fetched by index using `GDALDataset::GetLayer()`. However, we will just fetch the layer by name.

In C++ :

```
OGRLayer *poLayer;

poLayer = poDS->GetLayerByName( "point" );
```

In C :

```
OGRLayerH hLayer;

hLayer = GDALDatasetGetLayerByName( hDS, "point" );
```

Now we want to start reading features from the layer. Before we start we could assign an attribute or spatial filter to the layer to restrict the set of feature we get back, but for now we are interested in getting all features.

With GDAL 2.3 and C++11:

```
for( auto& poFeature: poLayer )
{
```

With GDAL 2.3 and C:

```
OGR_FOR_EACH_FEATURE_BEGIN(hFeature, hLayer)
{
```

If using older GDAL versions, while it isn't strictly necessary in this circumstance since we are starting fresh with the layer, it is often wise to call `OGRLayer::ResetReading()` to ensure we are starting at the beginning of the layer. We iterate through all the features in the layer using `OGRLayer::GetNextFeature()`. It will return `NULL` when we run out of features.

With GDAL < 2.3 and C++ :

```
OGRFeature *poFeature;

poLayer->ResetReading();
while( (poFeature = poLayer->GetNextFeature()) != NULL )
{
```

With GDAL < 2.3 and C :

```
OGRFeatureH hFeature;

OGR_L_ResetReading(hLayer);
while( (hFeature = OGR_L_GetNextFeature(hLayer)) != NULL )
{
```

In order to dump all the attribute fields of the feature, it is helpful to get the *OGRFeatureDefn*. This is an object, associated with the layer, containing the definitions of all the fields. We loop over all the fields, and fetch and report the attributes based on their type.

With GDAL 2.3 and C++11:

```
for( auto&& oField: *poFeature )
{
    switch( oField.GetType() )
    {
        case OFTInteger:
            printf( "%d,", oField.GetInteger() );
            break;
        case OFTInteger64:
            printf( CPL_FRMT_GIB ", ", oField.GetInteger64() );
            break;
        case OFTReal:
            printf( "%.3f,", oField.GetDouble() );
            break;
        case OFTString:
            printf( "%s,", oField.GetString() );
            break;
        default:
            printf( "%s,", oField.GetAsString() );
            break;
    }
}
```

With GDAL < 2.3 and C++ :

```
OGRFeatureDefn *poFDefn = poLayer->GetLayerDefn();
for( int iField = 0; iField < poFDefn->GetFieldCount(); iField++ )
{
    OGRFieldDefn *poFieldDefn = poFDefn->GetFieldDefn( iField );

    switch( poFieldDefn->GetType() )
    {
        case OFTInteger:
            printf( "%d,", poFeature->GetFieldAsInteger( iField ) );
            break;
```

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```

        case OFTInteger64:
            printf( CPL_FRMT_GIB " ", poFeature->GetFieldAsInteger64( iField ) );
            break;
        case OFTReal:
            printf( "%.3f", poFeature->GetFieldAsDouble(iField) );
            break;
        case OFTString:
            printf( "%s", poFeature->GetFieldAsString(iField) );
            break;
        default:
            printf( "%s", poFeature->GetFieldAsString(iField) );
            break;
    }
}

```

In C :

```

OGRFeatureDefnH hFDefn = OGR_L_GetLayerDefn(hLayer);
int iField;

for( iField = 0; iField < OGR_FD_GetFieldCount(hFDefn); iField++ )
{
    OGRFieldDefnH hFieldDefn = OGR_FD_GetFieldDefn( hFDefn, iField );

    switch( OGR_Fld_GetType(hFieldDefn) )
    {
        case OFTInteger:
            printf( "%d", OGR_F_GetFieldAsInteger( hFeature, iField ) );
            break;
        case OFTInteger64:
            printf( CPL_FRMT_GIB " ", OGR_F_GetFieldAsInteger64( hFeature, iField ) );
            break;
        case OFTReal:
            printf( "%.3f", OGR_F_GetFieldAsDouble( hFeature, iField ) );
            break;
        case OFTString:
            printf( "%s", OGR_F_GetFieldAsString( hFeature, iField ) );
            break;
        default:
            printf( "%s", OGR_F_GetFieldAsString( hFeature, iField ) );
            break;
    }
}

```

There are a few more field types than those explicitly handled above, but a reasonable representation of them can be fetched with the *OGRFeature::GetFieldAsString()* method. In fact we could shorten the above by using *GetFieldAsString()* for all the types.

Next we want to extract the geometry from the feature, and write out the point geometry x and y. Geometries are returned as a generic *OGRGeometry* pointer. We then determine the specific geometry type, and if it is a point, we cast it to point and operate on it. If it is something else we write placeholders.

In C++ :



```

OGRGeometry *poGeometry;

poGeometry = poFeature->GetGeometryRef();
if( poGeometry != NULL
    && wkbFlatten(poGeometry->getGeometryType()) == wkbPoint )
{
    #if GDAL_VERSION_NUM >= GDAL_COMPUTE_VERSION(2,3,0)
        OGRPoint *poPoint = poGeometry->toPoint();
    #else
        OGRPoint *poPoint = (OGRPoint *) poGeometry;
    #endif

    printf( "%.3f,%3.f\n", poPoint->getX(), poPoint->getY() );
}
else
{
    printf( "no point geometry\n" );
}

```

In C :

```

OGRGeometryH hGeometry;

hGeometry = OGR_F_GetGeometryRef(hFeature);
if( hGeometry != NULL
    && wkbFlatten(OGR_G_GetGeometryType(hGeometry)) == wkbPoint )
{
    printf( "%.3f,%3.f\n", OGR_G_GetX(hGeometry, 0), OGR_G_GetY(hGeometry, 0) );
}
else
{
    printf( "no point geometry\n" );
}

```

The `wkbFlatten()` macro is used above to convert the type for a `wkbPoint25D` (a point with a z coordinate) into the base 2D geometry type code (`wkbPoint`). For each 2D geometry type there is a corresponding 2.5D type code. The 2D and 2.5D geometry cases are handled by the same C++ class, so our code will handle 2D or 3D cases properly.

Several geometry fields can be associated to a feature.

In C++ :

```

OGRGeometry *poGeometry;
int iGeomField;
int nGeomFieldCount;

nGeomFieldCount = poFeature->GetGeomFieldCount();
for(iGeomField = 0; iGeomField < nGeomFieldCount; iGeomField++)
{
    poGeometry = poFeature->GetGeomFieldRef(iGeomField);
    if( poGeometry != NULL
        && wkbFlatten(poGeometry->getGeometryType()) == wkbPoint )
    {
        #if GDAL_VERSION_NUM >= GDAL_COMPUTE_VERSION(2,3,0)

```

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```

        OGRPoint *poPoint = poGeometry->toPoint();
    #else
        OGRPoint *poPoint = (OGRPoint *) poGeometry;
    #endif

    printf( "%.3f,%3.f\n", poPoint->getX(), poPoint->getY() );
}
else
{
    printf( "no point geometry\n" );
}
}

```

In C :

```

OGRGeometryH hGeometry;
int iGeomField;
int nGeomFieldCount;

nGeomFieldCount = OGR_F_GetGeomFieldCount(hFeature);
for(iGeomField = 0; iGeomField < nGeomFieldCount; iGeomField ++ )
{
    hGeometry = OGR_F_GetGeomFieldRef(hFeature, iGeomField);
    if( hGeometry != NULL
        && wkbFlatten(OGR_G_GetGeometryType(hGeometry)) == wkbPoint )
    {
        printf( "%.3f,%3.f\n", OGR_G_GetX(hGeometry, 0),
                OGR_G_GetY(hGeometry, 0) );
    }
    else
    {
        printf( "no point geometry\n" );
    }
}
}

```

In Python:

```

nGeomFieldCount = feat.GetGeomFieldCount()
for iGeomField in range(nGeomFieldCount):
    geom = feat.GetGeomFieldRef(iGeomField)
    if geom is not None and geom.GetGeometryType() == ogr.wkbPoint:
        print "%.3f, %.3f" % ( geom.GetX(), geom.GetY() )
    else:
        print "no point geometry\n"

```

Note that *OGRFeature::GetGeometryRef()* and *OGRFeature::GetGeomFieldRef()* return a pointer to the internal geometry owned by the *OGRFeature*. There we don't actually delete the return geometry.

With GDAL 2.3 and C++11, the looping over features is simply terminated by a closing curly bracket.

```

}

```

With GDAL 2.3 and C, the looping over features is simply terminated by the following.

```

}
OGR_FOR_EACH_FEATURE_END(hFeature)

```

For GDAL < 2.3, as the `OGRLayer::GetNextFeature()` method returns a copy of the feature that is now owned by us. So at the end of use we must free the feature. We could just “delete” it, but this can cause problems in windows builds where the GDAL DLL has a different “heap” from the main program. To be on the safe side we use a GDAL function to delete the feature.

In C++ :

```

OGRFeature::DestroyFeature( poFeature );
}

```

In C :

```

OGR_F_Destroy( hFeature );
}

```

The `OGRLayer` returned by `GDALDataset::GetLayerByName()` is also a reference to an internal layer owned by the `GDALDataset` so we don’t need to delete it. But we do need to delete the datasource in order to close the input file. Once again we do this with a custom delete method to avoid special win32 heap issues.

In C/C++ :

```

GDALClose( poDS );
}

```

All together our program looks like this.

With GDAL 2.3 and C++11 :

```

#include "ogr_sfrmts.h"

int main()
{
    GDALAllRegister();

    GDALDatasetUniquePtr poDS(GDALDataset::Open( "point.shp", GDAL_OF_VECTOR));
    if( poDS == nullptr )
    {
        printf( "Open failed.\n" );
        exit( 1 );
    }

    for( const OGRLayer* poLayer: poDS->GetLayers() )
    {
        for( const auto& poFeature: *poLayer )
        {
            for( const auto& oField: *poFeature )
            {
                switch( oField.GetType() )
                {
                    case OFTInteger:
                        printf( "%d,", oField.GetInteger() );

```

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```

        break;
    case OFTInteger64:
        printf( CPL_FRMT_GIB " ", oField.GetInteger64() );
        break;
    case OFTReal:
        printf( "%.3f", oField.GetDouble() );
        break;
    case OFTString:
        printf( "%s", oField.GetString() );
        break;
    default:
        printf( "%s", oField.GetAsString() );
        break;
    }
}

const OGRGeometry *poGeometry = poFeature->GetGeometryRef();
if( poGeometry != nullptr
    && wkbFlatten(poGeometry->getGeometryType()) == wkbPoint )
{
    const OGRPoint *poPoint = poGeometry->toPoint();

    printf( "%.3f,%.3f\n", poPoint->getX(), poPoint->getY() );
}
else
{
    printf( "no point geometry\n" );
}
}
return 0;
}

```

In C++ :

```

#include "ogr_sfrmts.h"

int main()
{
    GDALAllRegister();

    GDALDataset *poDS = static_cast<GDALDataset*>(
        GDALOpenEx( "point.shp", GDAL_OF_VECTOR, NULL, NULL, NULL ));
    if( poDS == NULL )
    {
        printf( "Open failed.\n" );
        exit( 1 );
    }

    OGRLayer *poLayer = poDS->GetLayerByName( "point" );
    OGRFeatureDefn *poFDefn = poLayer->GetLayerDefn();

```

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```

poLayer->ResetReading();
OGRFeature *poFeature;
while( (poFeature = poLayer->GetNextFeature()) != NULL )
{
    for( int iField = 0; iField < poFDefn->GetFieldCount(); iField++ )
    {
        OGRFieldDefn *poFieldDefn = poFDefn->GetFieldDefn( iField );

        switch( poFieldDefn->GetType() )
        {
            case OFTInteger:
                printf( "%d,", poFeature->GetFieldAsInteger( iField ) );
                break;
            case OFTInteger64:
                printf( CPL_FRMT_GIB " ", poFeature->GetFieldAsInteger64( iField ) );
                break;
            case OFTReal:
                printf( "%.3f,", poFeature->GetFieldAsDouble(iField) );
                break;
            case OFTString:
                printf( "%s,", poFeature->GetFieldAsString(iField) );
                break;
            default:
                printf( "%s,", poFeature->GetFieldAsString(iField) );
                break;
        }
    }

    OGRGeometry *poGeometry = poFeature->GetGeometryRef();
    if( poGeometry != NULL
        && wkbFlatten(poGeometry->getGeometryType()) == wkbPoint )
    {
        OGRPoint *poPoint = (OGRPoint *) poGeometry;

        printf( "%.3f,%3.f\n", poPoint->getX(), poPoint->getY() );
    }
    else
    {
        printf( "no point geometry\n" );
    }
    OGRFeature::DestroyFeature( poFeature );
}

GDALClose( poDS );
}

```

In C :

```

#include "gdal.h"

int main()

```

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```

{
    GDALAllRegister();

    GDALDatasetH hDS;
    OGRLayerH hLayer;
    OGRFeatureH hFeature;
    OGRFeatureDefnH hFDefn;

    hDS = GDALOpenEx( "point.shp", GDAL_OF_VECTOR, NULL, NULL, NULL );
    if( hDS == NULL )
    {
        printf( "Open failed.\n" );
        exit( 1 );
    }

    hLayer = GDALDatasetGetLayerByName( hDS, "point" );
    hFDefn = OGR_L_GetLayerDefn(hLayer);

    OGR_L_ResetReading(hLayer);
    while( (hFeature = OGR_L_GetNextFeature(hLayer)) != NULL )
    {
        int iField;
        OGRGeometryH hGeometry;

        for( iField = 0; iField < OGR_FD_GetFieldCount(hFDefn); iField++ )
        {
            OGRFieldDefnH hFieldDefn = OGR_FD_GetFieldDefn( hFDefn, iField );

            switch( OGR_Fld_GetType(hFieldDefn) )
            {
                case OFTInteger:
                    printf( "%d,", OGR_F_GetFieldAsInteger( hFeature, iField ) );
                    break;
                case OFTInteger64:
                    printf( CPL_FRMT_GIB ", ", OGR_F_GetFieldAsInteger64( hFeature,
↪iField ) );
                    break;
                case OFTReal:
                    printf( "%.3f,", OGR_F_GetFieldAsDouble( hFeature, iField ) );
                    break;
                case OFTString:
                    printf( "%s,", OGR_F_GetFieldAsString( hFeature, iField ) );
                    break;
                default:
                    printf( "%s,", OGR_F_GetFieldAsString( hFeature, iField ) );
                    break;
            }
        }

        hGeometry = OGR_F_GetGeometryRef(hFeature);
        if( hGeometry != NULL

```

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```

        && wkbFlatten(OGR_G_GetGeometryType(hGeometry)) == wkbPoint )
    {
        printf( "%.3f,%.3f\n", OGR_G_GetX(hGeometry, 0), OGR_G_GetY(hGeometry, 0) );
    }
    else
    {
        printf( "no point geometry\n" );
    }

    OGR_F_Destroy( hFeature );
}

GDALClose( hDS );
}

```

In Python:

```

import sys
from osgeo import gdal

ds = gdal.OpenEx( "point.shp", gdal.OF_VECTOR )
if ds is None:
    print "Open failed.\n"
    sys.exit( 1 )

lyr = ds.GetLayerByName( "point" )

lyr.ResetReading()

for feat in lyr:

    feat_defn = lyr.GetLayerDefn()
    for i in range(feat_defn.GetFieldCount()):
        field_defn = feat_defn.GetFieldDefn(i)

        # Tests below can be simplified with just :
        # print feat.GetField(i)
        if field_defn.GetType() == ogr.OFTInteger or field_defn.GetType() == ogr.
↳OFTInteger64:
            print "%d" % feat.GetFieldAsInteger64(i)
        elif field_defn.GetType() == ogr.OFTReal:
            print "%.3f" % feat.GetFieldAsDouble(i)
        elif field_defn.GetType() == ogr.OFTString:
            print "%s" % feat.GetFieldAsString(i)
        else:
            print "%s" % feat.GetFieldAsString(i)

    geom = feat.GetGeometryRef()
    if geom is not None and geom.GetGeometryType() == ogr.wkbPoint:
        print "%.3f, %.3f" % ( geom.GetX(), geom.GetY() )
    else:
        print "no point geometry\n"

```

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```
ds = None
```

### 10.3.1.2 Reading From OGR using the Arrow C Stream data interface

New in version 3.6.

Instead of retrieving features one at a time, it is also possible to retrieve them by batches, with a column-oriented memory layout, using the `OGRLayer::GetArrowStream()` method. Note that this method is more difficult to use than the traditional `OGRLayer::GetNextFeature()` approach, and is only advised when compatibility with the [Apache Arrow C Stream interface](#) is needed, or when column-oriented consumption of layers is required.

Pending using an helper library, consumption of the Arrow C Stream interface requires reading of the following documents:

- [Arrow C Stream interface](#)
- [Arrow C data interface](#)
- [Arrow Columnar Format](#).

The Arrow C Stream interface interface consists of a set of C structures, `ArrowArrayStream`, that provides two main callbacks to get:

- a `ArrowSchema` with the `get_schema()` callback. A `ArrowSchema` describes a set of field descriptions (name, type, metadata). All OGR data types have a corresponding Arrow data type.
- a sequence of `ArrowArray` with the `get_next()` callback. A `ArrowArray` captures a set of values for a specific column/field in a subset of features. This is the equivalent of a [Series](#) in a Pandas `DataFrame`. This is a potentially hierarchical structure that can aggregate sub arrays, and in OGR usage, the main array will be a `StructArray` which is the collection of OGR attribute and geometry fields. The layout of buffers and children arrays per data type is detailed in the [Arrow Columnar Format](#).

If a layer consists of 4 features with 2 fields (one of integer type, one of floating-point type), the representation as a `ArrowArray` is *conceptually* the following one:

```
array.children[0].buffers[1] = { 1, 2, 3, 4 };
array.children[1].buffers[1] = { 1.2, 2.3, 3.4, 4.5 };
```

The content of a whole layer can be seen as a sequence of record batches, each record batches being an `ArrowArray` of a subset of features. Instead of iterating over individual features, one iterates over a batch of several features at once.

The `ArrowArrayStream`, `ArrowSchema`, `ArrowArray` structures are defined in a `ogr_recordbatch.h` public header file, directly derived from <https://github.com/apache/arrow/blob/master/cpp/src/arrow/c/abi.h> to get API/ABI compatibility with Apache Arrow C++. This header file must be explicitly included when the related array batch API is used.

The `GetArrowStream()` method has the following signature:

```
virtual bool OGRLayer::GetArrowStream(struct ArrowArrayStream* out_stream,
                                     CSLConstList papszOptions = nullptr);
```

It is also available in the C API as `OGR_L_GetArrowStream()`.

`out_stream` is a pointer to a `ArrowArrayStream` structure, that can be in a uninitialized state (the method will ignore any initial content).

On successful return, and when the stream interfaces is no longer needed, it must must be freed with `out_stream->release(out_stream)`.



There are extra precautions to take into account in a OGR context. Unless otherwise specified by a particular driver implementation, the `ArrowArrayStream` structure, and the `ArrowSchema` or `ArrowArray` objects its callbacks have returned, should no longer be used (except for potentially being released) after the `OGRLayer` from which it was initialized has been destroyed (typically at dataset closing). Furthermore, unless otherwise specified by a particular driver implementation, only one `ArrowArrayStream` can be active at a time on a given layer (that is the last active one must be explicitly released before a next one is asked). Changing filter state, ignored columns, modifying the schema or using `ResetReading()/GetNextFeature()` while using a `ArrowArrayStream` is strongly discouraged and may lead to unexpected results. As a rule of thumb, no `OGRLayer` methods that affect the state of a layer should be called on a layer, while an `ArrowArrayStream` on it is active.

The `papszOptions` that may be provided is a NULL terminated list of key=value strings, that may be driver specific.

`OGRLayer` has a base implementation of `GetArrowStream()` that is such:

- The `get_schema()` callback returns a schema whose top-level object returned is of type `Struct`, and whose children consist of the FID column, all OGR attribute fields and geometry fields to Arrow fields. The FID column may be omitted by providing the `INCLUDE_FID=NO` option.

When `get_schema()` returns 0, and the schema is no longer needed, it must be released with the following procedure, to take into account that it might have been released by other code, as documented in the Arrow C data interface:

```
if( out_schema->release )
    out_schema->release(out_schema)
```

- The `get_next()` callback retrieve the next record batch over the layer.

`out_array` is a pointer to a `ArrowArray` structure, that can be in a uninitialized state (the method will ignore any initial content).

The default implementation uses `GetNextFeature()` internally to retrieve batches of up to 65,536 features (configurable with the `MAX_FEATURES_IN_BATCH=num` option). The starting address of buffers allocated by the default implementation is aligned on 64-byte boundaries.

The default implementation outputs geometries as WKB in a binary field, whose corresponding entry in the schema is marked with the metadata item `ARROW:extension:name` set to `ogc.wkb`. Specialized implementations may output by default other formats (particularly the Arrow driver that can return geometries encoded according to the GeoArrow specification (using a list of coordinates). The `GEOMETRY_ENCODING=WKB` option can be passed to force the use of WKB (through the default implementation)

The method may take into account ignored fields set with `SetIgnoredFields()` (the default implementation does), and should take into account filters set with `SetSpatialFilter()` and `SetAttributeFilter()`. Note however that specialized implementations may fallback to the default (slower) implementation when filters are set.

Mixing calls to `GetNextFeature()` and `get_next()` is not recommended, as the behavior will be unspecified (but it should not crash).

When `get_next()` returns 0, and the array is no longer needed, it must be released with the following procedure, to take into account that it might have been released by other code, as documented in the Arrow C data interface:

```
if( out_array->release )
    out_array->release(out_array)
```

Drivers that have a specialized implementation advertise the new `OLCFastGetArrowStream` layer capability.

Using directly (as a producer or a consumer) a `ArrowArray` is admittedly not trivial, and requires good intimacy with the Arrow C data interface and columnar array specifications, to know, in which buffer of an array, data is to be read, which data type `void*` buffers should be cast to, how to use buffers that contain null/not\_null information, how to use offset buffers for data types of type `List`, etc. The study of the `gdal_array._RecordBatchAsNumpy()` method of the

SWIG Python bindings ([https://github.com/OSGeo/gdal/blob/master/swig/include/gdal\\_array.i](https://github.com/OSGeo/gdal/blob/master/swig/include/gdal_array.i)) can give a good hint of how to use an ArrowArray object, in conjunction with the associated ArrowSchema.

The below example illustrates how to read the content of a layer that consists of a integer field and a geometry field:

```
#include "gdal_priv.h"
#include "ogr_api.h"
#include "ogr_sfrmts.h"
#include "ogr_recordbatch.h"
#include <cassert>

int main(int argc, char* argv[])
{
    GDALAllRegister();
    GDALDataset* poDS = GDALDataset::Open(argv[1]);
    if( poDS == nullptr )
    {
        CPLError(CE_Failure, CPLE_AppDefined, "Open() failed\n");
        exit(1);
    }
    OGRLayer* poLayer = poDS->GetLayer(0);
    OGRLayerH hLayer = OGRLayer::ToHandle(poLayer);

    // Get the Arrow stream
    struct ArrowArrayStream stream;
    if( !OGR_L_GetArrowStream(hLayer, &stream, nullptr) )
    {
        CPLError(CE_Failure, CPLE_AppDefined, "OGR_L_GetArrowStream() failed\n");
        delete poDS;
        exit(1);
    }

    // Get the schema
    struct ArrowSchema schema;
    if( stream.get_schema(&stream, &schema) != 0 )
    {
        CPLError(CE_Failure, CPLE_AppDefined, "get_schema() failed\n");
        stream.release(&stream);
        delete poDS;
        exit(1);
    }

    // Check that the returned schema consists of one int64 field (for FID),
    // one int32 field and one binary/wkb field
    if( schema.n_children != 3 ||
        strcmp(schema.children[0]->format, "l") != 0 || // int64 -> FID
        strcmp(schema.children[1]->format, "i") != 0 || // int32
        strcmp(schema.children[2]->format, "z") != 0 ) // binary for WKB
    {
        CPLError(CE_Failure, CPLE_AppDefined,
            "Layer has not the expected schema required by this example.");
        schema.release(&schema);
        stream.release(&stream);
        delete poDS;
    }
}
```

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```

    exit(1);
}
schema.release(&schema);

// Iterate over batches
while( true )
{
    struct ArrowArray array;
    if( stream.get_next(&stream, &array) != 0 ||
        array.release == nullptr )
    {
        break;
    }

    assert(array.n_children == 3);

    // Cast the array->children[].buffers[] to the appropriate data types
    const auto int_child = array.children[1];
    assert(int_child->n_buffers == 2);
    const uint8_t* int_field_not_null = static_cast<const uint8_t*>(int_child->
↪ buffers[0]);
    const int32_t* int_field = static_cast<const int32_t*>(int_child->buffers[1]);

    const auto wkb_child = array.children[2];
    assert(wkb_child->n_buffers == 3);
    const uint8_t* wkb_field_not_null = static_cast<const uint8_t*>(wkb_child->
↪ buffers[0]);
    const int32_t* wkb_offset = static_cast<const int32_t*>(wkb_child->buffers[1]);
    const uint8_t* wkb_field = static_cast<const uint8_t*>(wkb_child->buffers[2]);

    // Lambda to check if a field is set for a given feature index
    const auto IsSet = [](const uint8_t* buffer_not_null, int i)
    {
        return buffer_not_null == nullptr || (buffer_not_null[i/8] >> (i%8)) != 0;
    };

    // Iterate through features of a batch
    for( long long i = 0; i < array.length; i++ )
    {
        if( IsSet(int_field_not_null, i) )
            printf("int_field[%lld] = %d\n", i, int_field[i]);
        else
            printf("int_field[%lld] = null\n", i);

        if( IsSet(wkb_field_not_null, i) )
        {
            const void* wkb = wkb_field + wkb_offset[i];
            const int32_t length = wkb_offset[i+1] - wkb_offset[i];
            char* wkt = nullptr;
            OGRGeometry* geom = nullptr;
            OGRGeometryFactory::createFromWkb(wkb, nullptr, &geom, length);
            if( geom )

```

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```

        {
            geom->exportToWkt(&wkt);
        }
        printf("wkb_field[%lld] = %s\n", i, wkt ? wkt : "invalid geometry");
        CPLFree(wkt);
        delete geom;
    }
    else
    {
        printf("wkb_field[%lld] = null\n", i);
    }
}

// Release memory taken by the batch
array.release(&array);
}

// Release stream and dataset
stream.release(&stream);
delete poDS;
return 0;
}

```

### 10.3.1.3 Writing To OGR

As an example of writing through OGR, we will do roughly the opposite of the above. A short program that reads comma separated values from input text will be written to a point shapefile via OGR.

As usual, we start by registering all the drivers, and then fetch the Shapefile driver as we will need it to create our output file.

In C++ :

```

#include "ogr_srf_frmts.h"

int main()
{
    const char *pszDriverName = "ESRI Shapefile";
    GDALDriver *poDriver;

    GDALAllRegister();

    poDriver = GetGDALDriverManager()->GetDriverByName(pszDriverName );
    if( poDriver == NULL )
    {
        printf( "%s driver not available.\n", pszDriverName );
        exit( 1 );
    }
}

```

In C :

```
#include "ogr_api.h"

int main()
{
    const char *pszDriverName = "ESRI Shapefile";
    GDALDriver *poDriver;

    GDALAllRegister();

    poDriver = (GDALDriver*) GDALGetDriverByName(pszDriverName );
    if( poDriver == NULL )
    {
        printf( "%s driver not available.\n", pszDriverName );
        exit( 1 );
    }
}
```

Next we create the datasource. The ESRI Shapefile driver allows us to create a directory full of shapefiles, or a single shapefile as a datasource. In this case we will explicitly create a single file by including the extension in the name. Other drivers behave differently. The second, third, fourth and fifth argument are related to raster dimensions (in case the driver has raster capabilities). The last argument to the call is a list of option values, but we will just be using defaults in this case. Details of the options supported are also format specific.

In C++ :

```
GDALDataset *poDS;

poDS = poDriver->Create( "point_out.shp", 0, 0, 0, GDT_Unknown, NULL );
if( poDS == NULL )
{
    printf( "Creation of output file failed.\n" );
    exit( 1 );
}
```

In C :

```
GDALDatasetH hDS;

hDS = GDALCreate( hDriver, "point_out.shp", 0, 0, 0, GDT_Unknown, NULL );
if( hDS == NULL )
{
    printf( "Creation of output file failed.\n" );
    exit( 1 );
}
```

Now we create the output layer. In this case since the datasource is a single file, we can only have one layer. We pass `wkbPoint` to specify the type of geometry supported by this layer. In this case we aren't passing any coordinate system information or other special layer creation options.

In C++ :

```
OGRLayer *poLayer;

poLayer = poDS->CreateLayer( "point_out", NULL, wkbPoint, NULL );
if( poLayer == NULL )
```

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```
{
    printf( "Layer creation failed.\n" );
    exit( 1 );
}
```

In C:

```
OGRLayerH hLayer;

hLayer = GDALDatasetCreateLayer( hDS, "point_out", NULL, wkbPoint, NULL );
if( hLayer == NULL )
{
    printf( "Layer creation failed.\n" );
    exit( 1 );
}
```

Now that the layer exists, we need to create any attribute fields that should appear on the layer. Fields must be added to the layer before any features are written. To create a field we initialize an *OGRField* object with the information about the field. In the case of Shapefiles, the field width and precision is significant in the creation of the output .dbf file, so we set it specifically, though generally the defaults are OK. For this example we will just have one attribute, a name string associated with the x,y point.

Note that the template *OGRField* we pass to *OGRLayer::CreateField()* is copied internally. We retain ownership of the object.

In C++:

```
OGRFieldDefn oField( "Name", OFTString );

oField.SetWidth(32);

if( poLayer->CreateField( &oField ) != OGRERR_NONE )
{
    printf( "Creating Name field failed.\n" );
    exit( 1 );
}
```

In C:

```
OGRFieldDefnH hFieldDefn;

hFieldDefn = OGR_Fld_Create( "Name", OFTString );

OGR_Fld_SetWidth( hFieldDefn, 32);

if( OGR_L_CreateField( hLayer, hFieldDefn, TRUE ) != OGRERR_NONE )
{
    printf( "Creating Name field failed.\n" );
    exit( 1 );
}

OGR_Fld_Destroy(hFieldDefn);
```

The following snippet loops reading lines of the form “x,y,name” from stdin, and parsing them.

In C++ and in C :

```
double x, y;
char szName[33];

while( !feof(stdin)
      && fscanf( stdin, "%lf,%lf,%32s", &x, &y, szName ) == 3 )
{
```

To write a feature to disk, we must create a local `OGRFeature`, set attributes and attach geometry before trying to write it to the layer. It is imperative that this feature be instantiated from the `OGRFeatureDefn` associated with the layer it will be written to.

In C++ :

```
OGRFeature *poFeature;

poFeature = OGRFeature::CreateFeature( poLayer->GetLayerDefn() );
poFeature->SetField( "Name", szName );
```

In C :

```
OGRFeatureH hFeature;

hFeature = OGR_F_Create( OGR_L_GetLayerDefn( hLayer ) );
OGR_F_SetFieldString( hFeature, OGR_F_GetFieldIndex(hFeature, "Name"), szName );
```

We create a local geometry object, and assign its copy (indirectly) to the feature. The `OGRFeature::SetGeometryDirectly()` differs from `OGRFeature::SetGeometry()` in that the direct method gives ownership of the geometry to the feature. This is generally more efficient as it avoids an extra deep object copy of the geometry.

In C++ :

```
OGRPoint pt;
pt.setX( x );
pt.setY( y );

poFeature->SetGeometry( &pt );
```

In C :

```
OGRGeometryH hPt;
hPt = OGR_G_CreateGeometry(wkbPoint);
OGR_G_SetPoint_2D(hPt, 0, x, y);

OGR_F_SetGeometry( hFeature, hPt );
OGR_G_DestroyGeometry(hPt);
```

Now we create a feature in the file. The `OGRLayer::CreateFeature()` does not take ownership of our feature so we clean it up when done with it.

In C++ :

```
if( poLayer->CreateFeature( poFeature ) != OGRERR_NONE )
{
```

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```

        printf( "Failed to create feature in shapefile.\n" );
        exit( 1 );
    }

    OGRFeature::DestroyFeature( poFeature );
}

```

In C :

```

    if( OGR_L_CreateFeature( hLayer, hFeature ) != OGRERR_NONE )
    {
        printf( "Failed to create feature in shapefile.\n" );
        exit( 1 );
    }

    OGR_F_Destroy( hFeature );
}

```

Finally we need to close down the datasource in order to ensure headers are written out in an orderly way and all resources are recovered.

In C/C++ :

```

    GDALClose( poDS );
}

```

The same program all in one block looks like this:

In C++ :

```

#include "ogr_sfrmts.h"

int main()
{
    const char *pszDriverName = "ESRI Shapefile";
    GDALDriver *poDriver;

    GDALAllRegister();

    poDriver = GetGDALDriverManager()->GetDriverByName(pszDriverName );
    if( poDriver == NULL )
    {
        printf( "%s driver not available.\n", pszDriverName );
        exit( 1 );
    }

    GDALDataset *poDS;

    poDS = poDriver->Create( "point_out.shp", 0, 0, 0, GDT_Unknown, NULL );
    if( poDS == NULL )
    {
        printf( "Creation of output file failed.\n" );
        exit( 1 );
    }
}

```

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```

OGRLayer *poLayer;

poLayer = poDS->CreateLayer( "point_out", NULL, wkbPoint, NULL );
if( poLayer == NULL )
{
    printf( "Layer creation failed.\n" );
    exit( 1 );
}

OGRFieldDefn oField( "Name", OFTString );

oField.SetWidth(32);

if( poLayer->CreateField( &oField ) != OGRERR_NONE )
{
    printf( "Creating Name field failed.\n" );
    exit( 1 );
}

double x, y;
char szName[33];

while( !feof(stdin)
    && fscanf( stdin, "%lf,%lf,%32s", &x, &y, szName ) == 3 )
{
    OGRFeature *poFeature;

    poFeature = OGRFeature::CreateFeature( poLayer->GetLayerDefn() );
    poFeature->SetField( "Name", szName );

    OGRPoint pt;

    pt.setX( x );
    pt.setY( y );

    poFeature->SetGeometry( &pt );

    if( poLayer->CreateFeature( poFeature ) != OGRERR_NONE )
    {
        printf( "Failed to create feature in shapefile.\n" );
        exit( 1 );
    }

    OGRFeature::DestroyFeature( poFeature );
}

GDALClose( poDS );
}

```

In C :

```

#include "gdal.h"

int main()
{
    const char *pszDriverName = "ESRI Shapefile";
    GDALDriverH hDriver;
    GDALDatasetH hDS;
    OGRLayerH hLayer;
    OGRFieldDefnH hFieldDefn;
    double x, y;
    char szName[33];

    GDALAllRegister();

    hDriver = GDALGetDriverByName( pszDriverName );
    if( hDriver == NULL )
    {
        printf( "%s driver not available.\n", pszDriverName );
        exit( 1 );
    }

    hDS = GDALCreate( hDriver, "point_out.shp", 0, 0, 0, GDT_Unknown, NULL );
    if( hDS == NULL )
    {
        printf( "Creation of output file failed.\n" );
        exit( 1 );
    }

    hLayer = GDALDatasetCreateLayer( hDS, "point_out", NULL, wkbPoint, NULL );
    if( hLayer == NULL )
    {
        printf( "Layer creation failed.\n" );
        exit( 1 );
    }

    hFieldDefn = OGR_Fld_Create( "Name", OFTString );

    OGR_Fld_SetWidth( hFieldDefn, 32);

    if( OGR_L_CreateField( hLayer, hFieldDefn, TRUE ) != OGRERR_NONE )
    {
        printf( "Creating Name field failed.\n" );
        exit( 1 );
    }

    OGR_Fld_Destroy(hFieldDefn);

    while( !feof(stdin)
        && fscanf( stdin, "%lf,%lf,%32s", &x, &y, szName ) == 3 )
    {
        OGRFeatureH hFeature;
        OGRGeometryH hPt;
    }

```

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```

    hFeature = OGR_F_Create( OGR_L_GetLayerDefn( hLayer ) );
    OGR_F_SetFieldString( hFeature, OGR_F_GetFieldIndex(hFeature, "Name"), szName );

    hPt = OGR_G_CreateGeometry(wkbPoint);
    OGR_G_SetPoint_2D(hPt, 0, x, y);

    OGR_F_SetGeometry( hFeature, hPt );
    OGR_G_DestroyGeometry(hPt);

    if( OGR_L_CreateFeature( hLayer, hFeature ) != OGRERR_NONE )
    {
        printf( "Failed to create feature in shapefile.\n" );
        exit( 1 );
    }

    OGR_F_Destroy( hFeature );
}

GDALClose( hDS );
}

```

In Python :

```

import sys
from osgeo import gdal
from osgeo import ogr
import string

driverName = "ESRI Shapefile"
drv = gdal.GetDriverByName( driverName )
if drv is None:
    print "%s driver not available.\n" % driverName
    sys.exit( 1 )

ds = drv.Create( "point_out.shp", 0, 0, 0, gdal.GDT_Unknown )
if ds is None:
    print "Creation of output file failed.\n"
    sys.exit( 1 )

lyr = ds.CreateLayer( "point_out", None, ogr.wkbPoint )
if lyr is None:
    print "Layer creation failed.\n"
    sys.exit( 1 )

field_defn = ogr.FieldDefn( "Name", ogr.OFTString )
field_defn.SetWidth( 32 )

if lyr.CreateField ( field_defn ) != 0:
    print "Creating Name field failed.\n"
    sys.exit( 1 )

# Expected format of user input: x y name

```

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```

linestring = raw_input()
linelist = string.split(linestring)

while len(linelist) == 3:
    x = float(linelist[0])
    y = float(linelist[1])
    name = linelist[2]

    feat = ogr.Feature( lyr.GetLayerDefn() )
    feat.SetField( "Name", name )

    pt = ogr.Geometry(ogr.wkbPoint)
    pt.SetPoint_2D(0, x, y)

    feat.SetGeometry(pt)

    if lyr.CreateFeature(feat) != 0:
        print "Failed to create feature in shapefile.\n"
        sys.exit( 1 )

    feat.Destroy()

    linestring = raw_input()
    linelist = string.split(linestring)

ds = None

```

Several geometry fields can be associated to a feature. This capability is just available for a few file formats, such as PostGIS.

To create such datasources, geometry fields must be first created. Spatial reference system objects can be associated to each geometry field.

In C++ :

```

OGRGeomFieldDefn oPointField( "PointField", wkbPoint );
OGRSpatialReference* poSRS = new OGRSpatialReference();
poSRS->importFromEPSG(4326);
oPointField.SetSpatialRef(poSRS);
poSRS->Release();

if( poLayer->CreateGeomField( &oPointField ) != OGRERR_NONE )
{
    printf( "Creating field PointField failed.\n" );
    exit( 1 );
}

OGRGeomFieldDefn oFieldPoint2( "PointField2", wkbPoint );
poSRS = new OGRSpatialReference();
poSRS->importFromEPSG(32631);
oPointField2.SetSpatialRef(poSRS);
poSRS->Release();

```

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```

if( poLayer->CreateGeomField( &oPointField2 ) != OGRERR_NONE )
{
    printf( "Creating field PointField2 failed.\n" );
    exit( 1 );
}

```

In C :

```

OGRGeomFieldDefnH hPointField;
OGRGeomFieldDefnH hPointField2;
OGRSpatialReferenceH hSRS;

hPointField = OGR_GFld_Create( "PointField", wkbPoint );
hSRS = OSRNewSpatialReference( NULL );
OSRImportFromEPSG(hSRS, 4326);
OGR_GFld_SetSpatialRef(hPointField, hSRS);
OSRRelease(hSRS);

if( OGR_L_CreateGeomField( hLayer, hPointField ) != OGRERR_NONE )
{
    printf( "Creating field PointField failed.\n" );
    exit( 1 );
}

OGR_GFld_Destroy( hPointField );

hPointField2 = OGR_GFld_Create( "PointField2", wkbPoint );
OSRImportFromEPSG(hSRS, 32631);
OGR_GFld_SetSpatialRef(hPointField2, hSRS);
OSRRelease(hSRS);

if( OGR_L_CreateGeomField( hLayer, hPointField2 ) != OGRERR_NONE )
{
    printf( "Creating field PointField2 failed.\n" );
    exit( 1 );
}

OGR_GFld_Destroy( hPointField2 );

```

To write a feature to disk, we must create a local OGRFeature, set attributes and attach geometries before trying to write it to the layer. It is imperative that this feature be instantiated from the OGRFeatureDefn associated with the layer it will be written to.

In C++ :

```

OGRFeature *poFeature;
OGRGeometry *poGeometry;
char* pszWKT;

poFeature = OGRFeature::CreateFeature( poLayer->GetLayerDefn() );

pszWKT = (char*) "POINT (2 49)";
OGRGeometryFactory::createFromWkt( &pszWKT, NULL, &poGeometry );

```

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```

poFeature->SetGeomFieldDirectly( "PointField", poGeometry );

pszWKT = (char*) "POINT (5000000 45000000)";
OGRGeometryFactory::createFromWkt( &pszWKT, NULL, &poGeometry );
poFeature->SetGeomFieldDirectly( "PointField2", poGeometry );

if( poLayer->CreateFeature( poFeature ) != OGRERR_NONE )
{
    printf( "Failed to create feature.\n" );
    exit( 1 );
}

OGRFeature::DestroyFeature( poFeature );

```

In C :

```

OGRFeatureH hFeature;
OGRGeometryH hGeometry;
char* pszWKT;

poFeature = OGR_F_Create( OGR_L_GetLayerDefn(hLayer) );

pszWKT = (char*) "POINT (2 49)";
OGR_G_CreateFromWkt( &pszWKT, NULL, &hGeometry );
OGR_F_SetGeomFieldDirectly( hFeature,
    OGR_F_GetGeomFieldIndex(hFeature, "PointField"), hGeometry );

pszWKT = (char*) "POINT (5000000 45000000)";
OGR_G_CreateFromWkt( &pszWKT, NULL, &hGeometry );
OGR_F_SetGeomFieldDirectly( hFeature,
    OGR_F_GetGeomFieldIndex(hFeature, "PointField2"), hGeometry );

if( OGR_L_CreateFeature( hFeature ) != OGRERR_NONE )
{
    printf( "Failed to create feature.\n" );
    exit( 1 );
}

OGR_F_Destroy( hFeature );

```

In Python :

```

feat = ogr.Feature( lyr.GetLayerDefn() )

feat.SetGeomFieldDirectly( "PointField",
    ogr.CreateGeometryFromWkt( "POINT (2 49)" ) )
feat.SetGeomFieldDirectly( "PointField2",
    ogr.CreateGeometryFromWkt( "POINT (5000000 45000000)" ) )

if lyr.CreateFeature( feat ) != 0:
    print( "Failed to create feature.\n" );
    sys.exit( 1 );

```

## 10.3.2 Vector driver implementation tutorial

### 10.3.2.1 Overall Approach

In general new formats are added to OGR by implementing format specific drivers with instantiating a *GDALDriver* and subclasses of *GDALDataset* and *OGRLayer*. The *GDALDriver* instance is registered with the *GDALDriverManager* at runtime.

Before following this tutorial to implement an OGR driver, please review the *Vector Data Model* document carefully.

The tutorial will be based on implementing a simple ascii point format.

### 10.3.2.2 Implementing GDALDriver

The format specific driver class is implemented as a instance of *GDALDriver*. One instance of the driver will normally be created, and registered with the *GDALDriverManager*. The instantiation of the driver is normally handled by a global C callable registration function, similar to the following placed in the same file as the driver class.

```
void RegisterOGRSPF()
{
    if( GDALGetDriverByName("SPF") != NULL )
        return;

    GDALDriver *poDriver = new GDALDriver();

    poDriver->SetDescription("SPF");
    poDriver->SetMetadataItem(GDAL_DCAP_VECTOR, "YES");
    poDriver->SetMetadataItem(GDAL_DMD_LONGNAME, "Long name for SPF driver");
    poDriver->SetMetadataItem(GDAL_DMD_EXTENSION, "spf");
    poDriver->SetMetadataItem(GDAL_DMD_HELPTOPIC, "drv_spf.html");

    poDriver->pfnOpen = OGRSPFDriverOpen;
    poDriver->pfnIdentify = OGRSPFDriverIdentify;
    poDriver->pfnCreate = OGRSPFDriverCreate;

    poDriver->SetMetadataItem(GDAL_DCAP_VIRTUALIO, "YES");

    GetGDALDriverManager()->RegisterDriver(poDriver);
}
```

The *GDALDriver::SetDescription()* sets the name of the driver. This name is specified on the commandline when creating datasources so it is generally good to keep it short and without any special characters or spaces.

*SetMetadataItem( GDAL\_DCAP\_VECTOR, "YES" )* is specified to indicate that the driver will handle vector data.

*SetMetadataItem( GDAL\_DCAP\_VIRTUALIO, "YES" )* is specified to indicate that the driver can deal with files opened with the VSI\*L GDAL API. Otherwise this metadata item should not be defined.

The driver declaration generally looks something like this for a format with read or read and update access (the *Open()* method) and creation support (the *Create()* method).

```
static GDALDataset* OGRSPFDriverOpen(GDALOpenInfo* poOpenInfo);
static int          OGRSPFDriverIdentify(GDALOpenInfo* poOpenInfo);
static GDALDataset* OGRSPFDriverCreate(const char* pszName, int nXSize, int nYSize,
                                       int nBands, GDALDataType eDT, char** papszOptions);
```

The `Open()` method is called by `GDALOpenEx()`. It should quietly return `NULL` if the passed filename is not of the format supported by the driver. If it is the target format, then a new `GDALDataset` object for the dataset should be returned.

It is common for the `Open()` method to be delegated to an `Open()` method on the actual format's `GDALDataset` class.

```
static GDALDataset *OGRSPFDriverOpen( GDALOpenInfo* poOpenInfo )
{
    if( !OGRSPFDriverIdentify(poOpenInfo) )
        return NULL;

    OGRSPFDataSource *poDS = new OGRSPFDataSource();
    if( !poDS->Open(poOpenInfo->pszFilename, poOpenInfo->eAccess == GA_Update) )
    {
        delete poDS;
        return NULL;
    }

    return poDS;
}
```

The `Identify()` method is implemented as such :

```
static int OGRSPFDriverIdentify( GDALOpenInfo* poOpenInfo )
{
    // Does this appear to be an .spf file?
    return EQUAL(CPLGetExtension(poOpenInfo->pszFilename), "spf");
}
```

Examples of the `Create()` method is left for the section on creation and update.

### 10.3.2.3 Basic Read Only Data Source

We will start implementing a minimal read-only datasource. No attempt is made to optimize operations, and default implementations of many methods inherited from `GDALDataset` are used.

The primary responsibility of the datasource is to manage the list of layers. In the case of the SPF format a datasource is a single file representing one layer so there is at most one layer. The “name” of a datasource should generally be the name passed to the `Open()` method.

The `Open()` method below is not overriding a base class method, but we have it to implement the open operation delegated by the driver class.

For this simple case we provide a stub `GDALDataset::TestCapability()` that returns `FALSE` for all extended capabilities. The `TestCapability()` method is pure virtual, so it does need to be implemented.

```
class OGRSPFDataSource : public GDALDataset
{
    OGRSPFLayer      **papoLayers;
    int               nLayers;

public:
    OGRSPFDataSource();
    ~OGRSPFDataSource();
```

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```

int          Open( const char *pszFilename, int bUpdate );

int          GetLayerCount() { return nLayers; }
OGRLayer     *GetLayer( int );

int          TestCapability( const char * ) { return FALSE; }
};

```

The constructor is a simple initializer to a default state. The Open() will take care of actually attaching it to a file. The destructor is responsible for orderly cleanup of layers.

```

OGRSPFDataSource::OGRSPFDataSource()
{
    papoLayers = NULL;
    nLayers = 0;
}

OGRSPFDataSource::~OGRSPFDataSource()
{
    for( int i = 0; i < nLayers; i++ )
        delete papoLayers[i];
    CPLFree(papoLayers);
}

```

The Open() method is the most important one on the datasource, though in this particular instance it passes most of its work off to the OGRSPFLayer constructor if it believes the file is of the desired format.

Note that Open() methods should try and determine that a file isn't of the identified format as efficiently as possible, since many drivers may be invoked with files of the wrong format before the correct driver is reached. In this particular Open() we just test the file extension but this is generally a poor way of identifying a file format. If available, checking "magic header values" or something similar is preferable.

In the case of the SPF format, update in place is not supported, so we always fail if bUpdate is FALSE.

```

int  OGRSPFDataSource::Open( const char *pszFilename, int bUpdate )
{
    if( bUpdate )
    {
        CPLError(CE_Failure, CPLE_OpenFailed,
            "Update access not supported by the SPF driver.");
        return FALSE;
    }

    // Create a corresponding layer.
    nLayers = 1;
    papoLayers = static_cast<OGRSPFLayer **>(CPLMalloc(sizeof(void *)));

    papoLayers[0] = new OGRSPFLayer(pszFilename);

    pszName = CPLStrdup(pszFilename);

    return TRUE;
}

```

A `GetLayer()` method also needs to be implemented. Since the layer list is created in the `Open()` this is just a lookup with some safety testing.

```
OGRLayer *OGRSPFDataSource::GetLayer( int iLayer )
{
    if( iLayer < 0 || iLayer >= nLayers )
        return NULL;

    return papoLayers[iLayer];
}
```

#### 10.3.2.4 Read Only Layer

The `OGRSPFLayer` implements layer semantics for an `.spf` file. It provides access to a set of feature objects in a consistent coordinate system with a particular set of attribute columns. Our class definition looks like this:

```
class OGRSPFLayer : public OGRLayer
{
    OGRFeatureDefn      *poFeatureDefn;
    FILE                *fp;
    int                  nNextFID;

public:
    OGRSPFLayer( const char *pszFilename );
    ~OGRSPFLayer();

    void                ResetReading();
    OGRFeature *        GetNextFeature();

    OGRFeatureDefn *    GetLayerDefn() { return poFeatureDefn; }

    int                  TestCapability( const char * ) { return FALSE; }
};
```

The layer constructor is responsible for initialization. The most important initialization is setting up the `OGRFeatureDefn` for the layer. This defines the list of fields and their types, the geometry type and the coordinate system for the layer. In the SPF format the set of fields is fixed - a single string field and we have no coordinate system info to set.

Pay particular attention to the reference counting of the `OGRFeatureDefn`. As `OGRFeature`'s for this layer will also take a reference to this definition, it is important that we also establish a reference on behalf of the layer itself.

```
OGRSPFLayer::OGRSPFLayer( const char *pszFilename )
{
    nNextFID = 0;

    poFeatureDefn = new OGRFeatureDefn(CPLGetBasename(pszFilename));
    SetDescription(poFeatureDefn->GetName());
    poFeatureDefn->Reference();
    poFeatureDefn->SetGeomType(wkbPoint);

    OGRFieldDefn oFieldTemplate("Name", OFTString);
```

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```

poFeatureDefn->AddFieldDefn(&oFieldTemplate);

fp = VSIFOpenL(pszFilename, "r");
if( fp == NULL )
    return;
}

```

Note that the destructor uses *OGRFeatureDefn::Release()* on the *OGRFeatureDefn*. This will destroy the feature definition if the reference count drops to zero, but if the application is still holding onto a feature from this layer, then that feature will hold a reference to the feature definition and it will not be destroyed here (which is good!).

```

OGRSPFLayer::~OGRSPFLayer()
{
    poFeatureDefn->Release();
    if( fp != NULL )
        VSIFCloseL(fp);
}

```

The *OGRLayer::GetNextFeature()* method is usually the work horse of *OGRLayer* implementations. It is responsible for reading the next feature according to the current spatial and attribute filters installed.

The *while()* loop is present to loop until we find a satisfactory feature. The first section of code is for parsing a single line of the SPF text file and establishing the x, y and name for the line.

```

OGRFeature *OGRSPFLayer::GetNextFeature()
{
    // Loop till we find a feature matching our requirements.
    while( true )
    {
        const char *pszLine = CPLReadLineL(fp);

        // Are we at end of file (out of features)?
        if( pszLine == NULL )
            return NULL;

        const double dfX = atof(pszLine);

        pszLine = strstr(pszLine, "|");
        if( pszLine == NULL )
            continue; // we should issue an error!
        else
            pszLine++;

        const double dfY = atof(pszLine);

        pszLine = strstr(pszLine, "|");

        const char *pszName = NULL;
        if( pszLine == NULL )
            continue; // we should issue an error!
        else
            pszName = pszLine + 1;
    }
}

```

The next section turns the x, y and name into a feature. Also note that we assign a linearly incremented feature id. In

our case we started at zero for the first feature, though some drivers start at 1.

```
OGRFeature *poFeature = new OGRFeature(poFeatureDefn);

poFeature->SetGeometryDirectly(new OGRPoint(dfX, dfY));
poFeature->SetField(0, pszName);
poFeature->SetFID(nNextFID++);
```

Next we check if the feature matches our current attribute or spatial filter if we have them. Methods on the OGRLayer base class support maintain filters in the OGRLayer member fields OGRLayer::m\_poFilterGeom (spatial filter) and OGRLayer::m\_poAttrQuery (attribute filter) so we can just use these values here if they are non-NULL. The following test is essentially “stock” and done the same in all formats. Some formats also do some spatial filtering ahead of time using a spatial index.

If the feature meets our criteria we return it. Otherwise we destroy it, and return to the top of the loop to fetch another to try.

```
    if( (m_poFilterGeom == NULL ||
        FilterGeometry(poFeature->GetGeometryRef())) &&
        (m_poAttrQuery == NULL ||
         m_poAttrQuery->Evaluate(poFeature)) )
        return poFeature;

    delete poFeature;
}
```

While in the middle of reading a feature set from a layer, or at any other time the application can call OGRLayer::ResetReading() which is intended to restart reading at the beginning of the feature set. We implement this by seeking back to the beginning of the file, and resetting our feature id counter.

```
void OGRSPFLayer::ResetReading()
{
    VSIFSeekL(fp, 0, SEEK_SET);
    nNextFID = 0;
}
```

In this implementation we do not provide a custom implementation for the GetFeature() method. This means an attempt to read a particular feature by its feature id will result in many calls to GetNextFeature() until the desired feature is found. However, in a sequential text format like spf there is little else we could do anyway.

There! We have completed a simple read-only feature file format driver.

### 10.3.3 Vector driver in Python implementation tutorial

New in version 3.1.

#### 10.3.3.1 Introduction

Since GDAL 3.1, the capability of writing read-only vector drivers in Python has been added. It is strongly advised to read the [Vector driver implementation tutorial](#) first, which will give the general principles of how a vector driver works.

This capability does not require the use of the GDAL/OGR SWIG Python bindings (but a vector Python driver may use them.)

Note: per project policies, this is considered as an “experimental” feature and the GDAL project will not accept such Python drivers to be included in the GDAL repository. Drivers aiming at inclusion in GDAL master should priorly be ported to C++. The rationale for this is that:

- the correctness of the Python code can mostly be checked at runtime, whereas C++ benefits from static analysis (at compile time, and other checkers).
- Python code is executed under the Python Global Interpreter Lock, which makes them not scale.
- Not all builds of GDAL have Python available.

#### 10.3.3.2 Linking mechanism to a Python interpreter

See [Linking mechanism to a Python interpreter](#)

#### 10.3.3.3 Driver location

Driver filenames must start with `gdal_` or `ogr_` and have the `.py` extension. They will be searched in the following directories:

- the directory pointed by the `GDAL_PYTHON_DRIVER_PATH` configuration option (there may be several paths separated by `:` on Unix or `;` on Windows)
- if not defined, the directory pointed by the `GDAL_DRIVER_PATH` configuration option.
- if not defined, in the directory (hardcoded at compilation time on Unix builds) where native plugins are located.

GDAL does not try to manage Python dependencies that are imported by the driver `.py` script. It is up to the user to make sure its current Python environment has all required dependencies installed.

#### 10.3.3.4 Import section

Drivers must have the following import section to load the base classes.

```
from gdal_python_driver import BaseDriver, BaseDataset, BaseLayer
```

The `gdal_python_driver` module is created dynamically by GDAL and is not present on the file system.

### 10.3.3.5 Metadata section

In the first 1000 lines of the .py file, a number of required and optional KEY=VALUE driver directives must be defined. They are parsed by C++ code, without using the Python interpreter, so it is vital to respect the following constraints:

- each declaration must be on a single line, and start with `# gdal: DRIVER_` (space character between sharp character and gdal, and between colon character and DRIVER\_)
- the value must be a literal value of type string (except for `# gdal: DRIVER_SUPPORTED_API_VERSION` which can accept an array of integers), without expressions, function calls, escape sequences, etc.
- strings may be single or double-quoted

The following directives must be declared:

- `# gdal: DRIVER_NAME = "some_name"`: the short name of the driver
- `# gdal: DRIVER_SUPPORTED_API_VERSION = [1]`: the API version(s) supported by the driver. Must include 1, which is the only currently supported version in GDAL 3.1
- `# gdal: DRIVER_DCAP_VECTOR = "YES"`: declares a vector driver
- `# gdal: DRIVER_DMD_LONGNAME = "a longer description of the driver"`

Additional directives:

- `# gdal: DRIVER_DMD_EXTENSIONS = "ext1 ext2"`: list of extension(s) recognized by the driver, without the dot, and separated by space
- `# gdal: DRIVER_DMD_HELPTOPIC = "url_to_hep_page"`
- `# gdal: DRIVER_DMD_OPENOPTIONLIST = xml_value` where `xml_value` is an `OptionOptionList` specification, like `"<OpenOptionList><Option name='OPT1' type='boolean' description='bla' default='NO'/></OpenOptionList>"`
- and all other metadata items found in `gdal.h` starting with `GDAL_DMD_` (resp. `GDAL_DCAP_`) by creating an item name which starts with `# gdal: DRIVER_` and the value of the `GDAL_DMD_` (resp. `GDAL_DCAP_`) metadata item. For example `#define GDAL_DMD_CONNECTION_PREFIX "DMD_CONNECTION_PREFIX"` becomes `# gdal: DRIVER_DMD_CONNECTION_PREFIX`

Example:

```
# gdal: DRIVER_NAME = "DUMMY"
# gdal: DRIVER_SUPPORTED_API_VERSION = [1]
# gdal: DRIVER_DCAP_VECTOR = "YES"
# gdal: DRIVER_DMD_LONGNAME = "my super plugin"
# gdal: DRIVER_DMD_EXTENSIONS = "foo bar"
# gdal: DRIVER_DMD_HELPTOPIC = "http://example.com/my_help.html"
```

### 10.3.3.6 Driver class

The entry point .py script must contains a single class that inherits from `gdal_python_driver.BaseDriver`.

That class must define the following methods:

**identify**(*self*, *filename*, *first\_bytes*, *open\_flags*, *open\_options*={})

#### Parameters

- **filename** (*str*) – File name, or more generally, connection string.

- **first\_bytes** (*binary*) – First bytes of the file (if it is a file). At least 1024 (if the file has at least 1024 bytes), or more if a native driver in the driver probe sequence has requested more previously.
- **open\_flags** (*int*) – Open flags. To be ignored for now.
- **open\_options** (*dict*) – Open options.

**Returns**

True if the file is recognized by the driver, False if not, or -1 if that cannot be known from the first bytes.

**open**(*self*, *filename*, *first\_bytes*, *open\_flags*, *open\_options*={})

**Parameters**

- **filename** (*str*) – File name, or more generally, connection string.
- **first\_bytes** (*binary*) – First bytes of the file (if it is a file). At least 1024 (if the file has at least 1024 bytes), or more if a native driver in the driver probe sequence has requested more previously.
- **open\_flags** (*int*) – Open flags. To be ignored for now.
- **open\_options** (*dict*) – Open options.

**Returns**

an object deriving from `gdal_python_driver.BaseDataset` or `None`

Example:

```
# Required: class deriving from BaseDriver
class Driver(BaseDriver):

    def identify(self, filename, first_bytes, open_flags, open_options={}):
        return filename == 'DUMMY:'

    # Required
    def open(self, filename, first_bytes, open_flags, open_options={}):
        if not self.identify(filename, first_bytes, open_flags):
            return None
        return Dataset(filename)
```

**10.3.3.7 Dataset class**

The `Driver.open()` method on success should return an object from a class that inherits from `gdal_python_driver.BaseDataset`.

## Layers

The role of this object is to store vector layers. There are two implementation options. If the number of layers is small or they are fast to construct, then the `__init__` method can define a `layers` attribute that is a sequence of objects from a class that inherits from `gdal_python_driver.BaseLayer`.

Example:

```
class Dataset(BaseDataset):  
  
    def __init__(self, filename):  
        self.layers = [Layer(filename)]
```

Otherwise, the following two methods should be defined:

**layer\_count**(*self*)

**Returns**

the number of layers

**layer**(*self*, *idx*)

**Parameters**

**idx** (*int*) – Index of the layer to return. Normally between 0 and `self.layer_count() - 1`, but calling code might pass any value. In case of invalid index, `None` should be returned.

**Returns**

an object deriving from `gdal_python_driver.BaseLayer` or `None`. The C++ code will take care of caching that object, and this method will only be called once for a given `idx` value.

Example:

```
class Dataset(BaseDataset):  
  
    def layer_count(self):  
        return 1  
  
    def layer(self, idx):  
        return [Layer(self.filename)] if idx == 0 else None
```

## Metadata

The dataset may define a `metadata` dictionary, in `__init__` of key: value of type string, for the default metadata domain. Alternatively, the following method may be implemented.

**metadata**(*self*, *domain*)

**Parameters**

**domain** (*str*) – metadata domain. Empty string for the default one

**Returns**

`None`, or a dictionary of key:value pairs of type string;



## Other methods

The following method may be optionally implemented:

### **close(*self*)**

Called at the destruction of the C++ peer GDALDataset object. Useful to close database connections for example.

### 10.3.3.8 Layer class

The Dataset object will instantiate one or several objects from a class that inherits from `gdal_python_driver.BaseLayer`.

## Metadata, and other definitions

The following attributes are required and must be defined at `__init__` time:

### **name**

Layer name, of type string. If not set, a `name` method must be defined.

### **fields**

Sequence of field definitions (may be empty). Each field is a dictionary with the following properties:

#### **name**

Required

#### **type**

A integer value of type `ogr.OFT_` (from the SWIG Python bindings), or one of the following string values: `String`, `Integer`, `Integer16`, `Integer64`, `Boolean`, `Real`, `Float`, `Binary`, `Date`, `Time`, `DateTime`

If that attribute is not set, a `fields` method must be defined and return such a sequence.

### **geometry\_fields**

Sequence of geometry field definitions (may be empty). Each field is a dictionary with the following properties:

#### **name**

Required. May be empty

#### **type**

Required. A integer value of type `ogr.wkb_` (from the SWIG Python bindings), or one of the following string values: `Unknown`, `Point`, `LineString`, `Polygon`, `MultiPoint`, `MultiLineString`, `MultiPolygon`, `GeometryCollections` or all other values returned by `OGRGeometryTypeToName()`

#### **srs**

The SRS attached to the geometry field as a string that can be ingested by `OGRSpatialReference::SetFromUserInput()`, such as a PROJ string, WKT string, or AUTHORITY:CODE.

If that attribute is not set, a `geometry_fields` method must be defined and return such a sequence.

The following attributes are optional:

### **fid\_name**

Feature ID column name, of type string. May be empty string. If not set, a `fid_name` method may be defined.

**metadata**

A dictionary of key: value strings, corresponding to metadata of the default metadata domain. Alternatively, a `metadata` method that accepts a domain argument may be defined.

**iterator\_honour\_attribute\_filter**

Can be set to True if the feature iterator takes into account the `attribute_filter` attribute that can be set on the layer.

**iterator\_honour\_spatial\_filter**

Can be set to True if the feature iterator takes into account the `spatial_filter` attribute that can be set on the layer.

**feature\_count\_honour\_attribute\_filter**

Can be set to True if the `feature_count` method takes into account the `attribute_filter` attribute that can be set on the layer.

**feature\_count\_honour\_spatial\_filter**

Can be set to True if the `feature_count` method takes into account the `spatial_filter` attribute that can be set on the layer.

## Feature iterator

The Layer class must implement the iterator interface, so typically with a `__iter__` method.

The iterator must return a dictionary with the feature content.

Two keys allowed in the returned dictionary are:

**id**

Strongly recommended. The value must be of type `int` to be recognized as a FID by GDAL

**type**

Required. The value must be the string “OGRFeature”

**fields**

Required. The value must be a dictionary whose keys are field names, or `None`

**geometry\_fields**

Required. the value must be a dictionary whose keys are geometry field names (possibly the empty string for unnamed geometry columns), or `None`. The value of each key must be a geometry encoded as WKT, or `None`.

**style**

Optional. The value must be a string conforming to the *Feature Style Specification*.

## Filtering

By default, any attribute or spatial filter set by the user of the OGR API will be evaluated by the generic C++ side of the driver, by iterating over all features of the layer.

If the `iterator_honour_attribute_filter` (resp. `iterator_honour_spatial_filter`) attribute of the layer object is set to True, the attribute filter (resp. spatial filter) must be honoured by the feature iterator method.

The attribute filter is set in the `attribute_filter` attribute of the layer object. It is a string conforming to *OGR SQL*. When the attribute filter is changed by the OGR API, the `attribute_filter_changed` optional method is called (see below paragraph about optional methods). An implementation of `attribute_filter_changed` may decide to

fallback on evaluation by the generic C++ side of the driver by calling the `SetAttributeFilter` method (see below passthrough example)

The geometry filter is set in the `spatial_filter` attribute of the layer object. It is a string encoding as ISO WKT. It is the responsibility of the user of the OGR API to express it in the CRS of the layer. When the attribute filter is changed by the OGR API, the `spatial_filter_changed` optional method is called (see below paragraph about optional methods). An implementation of `spatial_filter_changed` may decide to fallback on evaluation by the generic C++ side of the driver by calling the `SetSpatialFilter` method (see below passthrough example)

## Optional methods

The following methods may be optionally implemented:

**extent**(*self*, *force\_computation*)

### Returns

the list [xmin,ymin,xmax,ymax] with the spatial extent of the layer.

**feature\_count**(*self*, *force\_computation*)

### Returns

the number of features of the layer.

If `self.feature_count_honour_attribute_filter` or `self.feature_count_honour_spatial_filter` are set to `True`, the attribute filter and/or spatial filter must be honoured by this method.

**feature\_by\_id**(*self*, *fid*)

### Parameters

**fid** (*int*) – feature ID

### Returns

a feature object in one of the formats of the `__next__` method described above, or `None` if no object matches fid

**attribute\_filter\_changed**(*self*)

This method is called whenever `self.attribute_filter` has been changed. It is the opportunity for the driver to potentially change the value of `self.iterator_honour_attribute_filter` or `feature_count_honour_attribute_filter` attributes.

**spatial\_filter\_changed**(*self*)

This method is called whenever `self.spatial_filter` has been changed (its value is a geometry encoded in WKT) It is the opportunity for the driver to potentially change the value of `self.iterator_honour_spatial_filter` or `feature_count_honour_spatial_filter` attributes.

**test\_capability**(*self*, *cap*)

### Parameters

**string** (*cap*) – potential values are `BaseLayer.FastGetExtent`, `BaseLayer.FastSpatialFilter`, `BaseLayer.FastFeatureCount`, `BaseLayer.RandomRead`, `BaseLayer.StringsAsUTF8` or other strings supported by `OGRLayer::TestCapability()`

### Returns

`True` if the capability is supported, `False` otherwise.

### 10.3.3.9 Full example

The following example is a passthrough driver that forwards the calls to the SWIG Python GDAL API. It has no practical use, and is just intended to show case most possible uses of the API. A real-world driver will only use part of the API demonstrated. For example, the passthrough driver implements attribute and spatial filters in a completely dummy way, by calling back the C++ part of the driver. The `iterator_honour_attribute_filter` and `iterator_honour_spatial_filter` attributes, and the `attribute_filter_changed` and `spatial_filter_changed` method implementations, could have omitted with the same result.

The connection strings recognized by the drivers are “PASSTROUGH:connection\_string\_supported\_by\_non\_python\_drivers”. Note that the prefixing by the driver name is absolutely not a requirement, but something specific to this particular driver which is a bit artificial (without the prefix, the connection string would go directly to the native driver). The CityJSON driver mentioned in the *Other examples* paragraph does not need it.

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
# This code is in the public domain, so as to serve as a template for
# real-world plugins.
# or, at the choice of the licensee,
# Copyright 2019 Even Rouault
# SPDX-License-Identifier: MIT

# gdal: DRIVER_NAME = "PASSTROUGH"
# API version(s) supported. Must include 1 currently
# gdal: DRIVER_SUPPORTED_API_VERSION = [1]
# gdal: DRIVER_DCAP_VECTOR = "YES"
# gdal: DRIVER_DMD_LONGNAME = "Passthrough driver"
# gdal: DRIVER_DMD_CONNECTION_PREFIX = "PASSTROUGH:"

from osgeo import gdal, ogr

from gdal_python_driver import BaseDriver, BaseDataset, BaseLayer

class Layer(BaseLayer):

    def __init__(self, gdal_layer):
        self.gdal_layer = gdal_layer
        self.name = gdal_layer.GetName()
        self.fid_name = gdal_layer.GetFIDColumn()
        self.metadata = gdal_layer.GetMetadata_Dict()
        self.iterator_honour_attribute_filter = True
        self.iterator_honour_spatial_filter = True
        self.feature_count_honour_attribute_filter = True
        self.feature_count_honour_spatial_filter = True

    def fields(self):
        res = []
        layer_defn = self.gdal_layer.GetLayerDefn()
        for i in range(layer_defn.GetFieldCount()):
            ogr_field_def = layer_defn.GetFieldDefn(i)
            field_def = {"name": ogr_field_def.GetName(),
                        "type": ogr_field_def.GetType()}
            res.append(field_def)
```

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```

    return res

def geometry_fields(self):
    res = []
    layer_defn = self.gdal_layer.GetLayerDefn()
    for i in range(layer_defn.GetGeomFieldCount()):
        ogr_field_def = layer_defn.GetGeomFieldDefn(i)
        field_def = {"name": ogr_field_def.GetName(),
                     "type": ogr_field_def.GetType()}
        srs = ogr_field_def.GetSpatialRef()
        if srs:
            field_def["srs"] = srs.ExportToWkt()
        res.append(field_def)
    return res

def test_capability(self, cap):
    if cap in (BaseLayer.FastGetExtent, BaseLayer.StringsAsUTF8,
              BaseLayer.RandomRead, BaseLayer.FastFeatureCount):
        return self.gdal_layer.TestCapability(cap)
    return False

def extent(self, force_computation):
    # Impedance mismatch between SWIG GetExtent() and the Python
    # driver API
    minx, maxx, miny, maxy = self.gdal_layer.GetExtent(force_computation)
    return [minx, miny, maxx, maxy]

def feature_count(self, force_computation):
    # Dummy implementation: we call back the generic C++ implementation
    return self.gdal_layer.GetFeatureCount(True)

def attribute_filter_changed(self):
    # Dummy implementation: we call back the generic C++ implementation
    if self.attribute_filter:
        self.gdal_layer.SetAttributeFilter(str(self.attribute_filter))
    else:
        self.gdal_layer.SetAttributeFilter(None)

def spatial_filter_changed(self):
    # Dummy implementation: we call back the generic C++ implementation
    # the 'inf' test is just for a test_ogrsf oddity
    if self.spatial_filter and 'inf' not in self.spatial_filter:
        self.gdal_layer.SetSpatialFilter(
            ogr.CreateGeometryFromWkt(self.spatial_filter))
    else:
        self.gdal_layer.SetSpatialFilter(None)

def _translate_feature(self, ogr_f):
    fields = {}
    layer_defn = ogr_f.GetDefnRef()
    for i in range(ogr_f.GetFieldCount()):
        if ogr_f.IsFieldSet(i):

```

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```

        fields[layer_defn.GetFieldDefn(i).GetName()] = ogr_f.GetField(i)
    geom_fields = {}
    for i in range(ogr_f.GetGeomFieldCount()):
        g = ogr_f.GetGeomFieldRef(i)
        if g:
            geom_fields[layer_defn.GetGeomFieldDefn(
                i).GetName()] = g.ExportToIsoWkt()
    return {'id': ogr_f.GetFID(),
            'type': 'OGRFeature',
            'style': ogr_f.GetStyleString(),
            'fields': fields,
            'geometry_fields': geom_fields}

def __iter__(self):
    for f in self.gdal_layer:
        yield self._translate_feature(f)

def feature_by_id(self, fid):
    ogr_f = self.gdal_layer.GetFeature(fid)
    if not ogr_f:
        return None
    return self._translate_feature(ogr_f)

class Dataset(BaseDataset):

    def __init__(self, gdal_ds):
        self.gdal_ds = gdal_ds
        self.layers = [Layer(gdal_ds.GetLayer(idx))
                        for idx in range(gdal_ds.GetLayerCount())]
        self.metadata = gdal_ds.GetMetadata_Dict()

    def close(self):
        del self.gdal_ds
        self.gdal_ds = None

class Driver(BaseDriver):

    def _identify(self, filename):
        prefix = 'PASSTHROUGH:'
        if not filename.startswith(prefix):
            return None
        return gdal.OpenEx(filename[len(prefix):], gdal.OF_VECTOR)

    def identify(self, filename, first_bytes, open_flags, open_options={}):
        return self._identify(filename) is not None

    def open(self, filename, first_bytes, open_flags, open_options={}):
        gdal_ds = self._identify(filename)
        if not gdal_ds:
            return None
        return Dataset(gdal_ds)

```

### 10.3.3.10 Other examples

Other examples, including a CityJSON driver, may be found at <https://github.com/OSGeo/gdal/tree/master/examples/pydrivers>

## 10.4 Geographic Network Model

### 10.4.1 GNM API tutorial

This document is intended to describe using the GNM C++ classes to work with networks. It is advised to read the *Geographic Networks Data Model* before to understand the purpose and structure of GNM classes.

#### 10.4.1.1 Managing networks

In the first example we will create a small water network on the base of the set of spatial data (two shapefiles: pipes and wells which are situated at the GDAL source tree: autotest/gnm\data). The use of the common network format - GNMgdalNetwork class - will allow us to select one of the GDAL-supported vector formats for our network - ESRI Shapefile. After the creation we will build a topology and add some additional data: pumps layer, in order to manually edit network topology.

Initially we register GDAL drivers and create some options (string pairs), which will be passed as parameters during network creation. Here we create a network's name.

```
#include "gnm.h"
#include <vector>

int main ()
{
    GDALAllRegister();

    char **papszDSCO = NULL;
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_NAME, "my_pipes_network");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_SRS, "EPSG:4326");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_DESCR, "My pipes network");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_FORMAT, "ESRI Shapefile");
```

Some options are obligatory. The following parameters must be specified during the network creation: the path/name; format of network storage; spatial reference system (EPSG, WKT, etc.). The according dataset with the “network part” will be created and the resulting network will be returned.

```
GDALDriver *poDriver = GetGDALDriverManager()->GetDriverByName("GNMFile");
GNMGenericNetwork* poDS = (GNMGenericNetwork*) poDriver->Create( "..\\network_data", 0, 0,
↪ 0, 0, GDT_Unknown,
                                papszDSCO );
CSLDestroy(papszDSCO);
```

For now we have a void network consisted of only “system layers”. We need to populate it with “class layers” full of features, so we open a certain foreign dataset and copy layers from it to our network. Note, that we use GDALDataset:: methods for working with “class layers”, because *GNMNetwork* inherited from GDALDataset.

```

GDALDataset *poSrcDS = (GDALDataset*) GDALOpenEx("../in_data",
                                                GDAL_OF_VECTOR | GDAL_OF_READONLY, NULL, NULL, NULL );

OGRLayer *poSrcLayer1 = poSrcDS->GetLayerByName("pipes");
OGRLayer *poSrcLayer2 = poSrcDS->GetLayerByName("wells");

poDS->CopyLayer(poSrcLayer1, "pipes");
poDS->CopyLayer(poSrcLayer2, "wells");

GDALClose(poSrcDS);

```

After the successful copying we have the network full of features, but with no topology. The features were added and registered in the network but they are still not connected with each other. Now it is time to build the network topology. There are two ways of doing this in GNM: manually or automatically. In the most cases automatic building is more convenient, while manual is useful for small editings. Automatic building requires some parameters: we must specify which “class layers” will participate in topology building (we select our two layers), a snap tolerance, direct and inverse cost, direction, which is equal 0.00005 in our case. If the building will be successful the network’s graph will be filled with the according connections.

```

printf("\nBuilding network topology ...\n");
char **papszLayers = NULL;
for(int i = 0; i < poDS->GetLayerCount(); ++i)
{
    OGRLayer* poLayer = poDS->GetLayer(i);
    papszLayers = CSLAddString(papszLayers, poLayer->GetName() );
}

if(poGenericNetwork->ConnectPointsByLines(papszLayers, dfTolerance,
                                          dfDirCost, dfInvCost, eDir) != CE_None )
{
    printf("Building topology failed\n");
}
else
{
    printf("Topology has been built successfully\n");
}

```

At this point we have a ready network with topological and spatial data, which can be used now for different purposes (analysis, converting into different formats, etc). But sometimes it is necessary to modify some network’s data. For example we need to add additional features and attach them to our built topology (modify topology). We create a new “class layer” in the network and add one feature to it.

```

OGRLayer *poNewLayer = poDS->CreateLayer("pumps", , NULL, wkbPoint, NULL );
if( poNewLayer == NULL )
{
    printf( "Layer creation failed.\n" );
    exit( 1 );
}

OGRFieldDefn fieldDefn ("pressure",OFTReal);
if( poNewLayer->CreateField( &fieldDefn ) != OGRERR_NONE )
{
    printf( "Creating Name field failed.\n" );
}

```

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```

    exit( 1 );
}

OGRFeature *poFeature = OGRFeature::CreateFeature(poNewLayer->GetLayerDefn());
OGRPoint pt;
pt.setX(37.291466);
pt.setY(55.828351);
poFeature->SetGeometry(&pt);
if( poNewLayer->CreateFeature( poFeature ) != OGRERR_NONE )
{
    printf( "Failed to create feature.\n" );
    exit( 1 );
}

GNMGFID gfid = poFeature->GetFID();

OGRFeature::DestroyFeature( poFeature );

```

After the successful creation the feature will be registered in the network and we can connect it with others. There can be two possible ways to do this. In the first case we need a real feature which will be an edge in the connection, while in the second case we do not need such feature, and passing -1 into the *GNMGenericNetwork::ConnectFeatures()* method means that the special system edge will be created for this connection and added to the graph automatically. In our case we had added only one point feature and we have not got the line one to be an edge, so we will use the “virtual” connection. We pass the GFID of our point as the source, the GFID of one of the existed features as the target and -1 as the connector. Note that we also set the costs (direct and inverse) and the direction of our edge manually and these values will be written to the graph. When we used the automatic connection (which also uses *ConnectFeatures()* internally) such vales were set automatically according to the rule which we also set before.

```

if (poDS->ConnectFeatures(gfid ,63, -1, 5.0, 5.0, GNMDirection_SrcToTgt) != GNMError_
↪None)
{
    printf("Can not connect features\n");
}

```

After all we correctly close the network which frees the allocated resources.

```
GDALClose(poDS);
```

All in one block:

```

#include "gnm.h"
#include "gnm_priv.h"

int main ()
{
    GDALAllRegister();

    char **papszDSCO = NULL;
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_NAME, "my_pipes_network");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_SRS, "EPSG:4326");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_DESCR, "My pipes network");
    papszDSCO = CSLAddNameValue(papszDSCO, GNM_MD_FORMAT, "ESRI Shapefile");
}

```

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```

GDALDriver *poDriver = GetGDALDriverManager()->GetDriverByName("GNMFile");
GNMGenericNetwork* poDS = (GNMGenericNetwork*) poDriver->Create( "..\\network_data",
↪0, 0, 0, GDT_Unknown,
                                papszDSCO );

CSLDestroy(papszDSCO);
if (poDS == NULL)
{
    printf("Failed to create network\n");
    exit(1);
}

GDALDataset *poSrcDS = (GDALDataset*) GDALOpenEx("..\\in_data",GDAL_OF_VECTOR | GDAL_
↪OF_READONLY, NULL, NULL, NULL );
if(poSrcDS == NULL)
{
    printf("Can not open source dataset at\n");
    exit(1);
}

OGRLayer *poSrcLayer1 = poSrcDS->GetLayerByName("pipes");
OGRLayer *poSrcLayer2 = poSrcDS->GetLayerByName("wells");
if (poSrcLayer1 == NULL || poSrcLayer2 == NULL)
{
    printf("Can not process layers of source dataset\n");
    exit(1);
}

poDS->CopyLayer(poSrcLayer1, "pipes");
poDS->CopyLayer(poSrcLayer2, "wells");

GDALClose(poSrcDS);

printf("\nBuilding network topology ...\n");
char **papszLayers = NULL;
for(int i = 0; i < poDS->GetLayerCount(); ++i)
{
    OGRLayer* poLayer = poDS->GetLayer(i);
    papszLayers = CSLAddString(papszLayers, poLayer->GetName() );
}

if(poGenericNetwork->ConnectPointsByLines(papszLayers, dfTolerance,
                                          dfDirCost, dfInvCost, eDir) != CE_None )
{
    printf("Building topology failed\n");
    exit(1);
}
else
{
    printf("Topology has been built successfully\n");
}

```

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```

OGRLayer *poNewLayer = poDS->CreateLayer("pumps", , NULL, wkbPoint, NULL );
if( poNewLayer == NULL )
{
    printf( "Layer creation failed.\n" );
    exit( 1 );
}

OGRFieldDefn fieldDefn ("pressure",OFTReal);
if( poNewLayer->CreateField( &fieldDefn ) != OGRERR_NONE )
{
    printf( "Creating Name field failed.\n" );
    exit( 1 );
}

OGRFeature *poFeature = OGRFeature::CreateFeature(poNewLayer->GetLayerDefn());
OGRPoint pt;
pt.setX(37.291466);
pt.setY(55.828351);
poFeature->SetGeometry(&pt);
if( poNewLayer->CreateFeature( poFeature ) != OGRERR_NONE )
{
    printf( "Failed to create feature.\n" );
    exit( 1 );
}

GNMGFID gfid = poFeature->GetFID();

OGRFeature::DestroyFeature( poFeature );

if (poDS->ConnectFeatures(gfid ,63, -1, 5.0, 5.0, GNMDirection_SrcToTgt) != GNMError_
↪None)
{
    printf("Can not connect features\n");
}

GDALClose(poDS);
}

```

#### 10.4.1.2 Analysing networks

In the second example we will analyse the network which we have built in the first example. We will calculate the shortest path between two points via Dijkstra algorithm performing the feature blockings and saving the resulting path into the file.

Initially we open our network, passing the path to its Shapefile dataset.

```

#include "gnm.h"
#include "gnm_priv.h"

int main ()
{

```

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```

GDALAllRegister();

GNMGenericNetwork *poNet = (GNMGenericNetwork*) GDALOpenEx("../network_data",GDAL_
↳OF_GNM | GDAL_OF_UPDATE, NULL, NULL, NULL );
if(poSrcDS == NULL)
{
    printf("Can not open source dataset at\n");
    exit(1);
}

```

Before any calculations we open the dataset which will hold the layer with the resulting path.

```

GDALDataset *poResDS;
poResDS = (GDALDataset*) GDALOpenEx("../out_data",
                                     GDAL_OF_VECTOR | GDAL_OF_UPDATE,
                                     NULL, NULL, NULL);

if (poResDS == NULL)
{
    printf("Failed to open resulting dataset\n");
    exit(1);
}

```

Finally we use the Dijkstra shortest path method to calculations. This path will be found passing over the blocked feature and saved into internal memory OGRLayer, which we copy to the real dataset. Now it can be visualized by GIS.

```

OGRLayer *poResLayer = poNet->GetPath(64, 41, GATDijkstraShortestPath, NULL);
if (poResLayer == NULL)
{
    printf("Failed to save or calculate path\n");
}
else if (poResDS->CopyLayer(poResLayer, "shp_tutorial.shp") == NULL)
{
    printf("Failed to save path to the layer\n");
}
else
{
    printf("Path saved successfully\n");
}

GDALClose(poResDS);
poNet->ReleaseResultSet(poRout);
GDALClose(poNet);
}

```

All in one block:

```

#include "gnm.h"
#include "gnmstdanalysis.h"

int main ()
{
    GDALAllRegister();

```

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```

GNMGenericNetwork *poNet = (GNMGenericNetwork*) GDALOpenEx("../network_data",
                                                             GDAL_OF_GNM | GDAL_OF_UPDATE,
                                                             NULL, NULL, NULL );

if(poSrcDS == NULL)
{
    printf("Can not open source dataset at\n");
    exit(1);
}

GDALDataset *poResDS;
poResDS = (GDALDataset*) GDALOpenEx("../out_data",
                                     GDAL_OF_VECTOR | GDAL_OF_UPDATE,
                                     NULL, NULL, NULL);

if (poResDS == NULL)
{
    printf("Failed to open resulting dataset\n");
    exit(1);
}

poNet->ChangeBlockState(36, true);

OGRLayer *poResLayer = poNet->GetPath(64, 41, GATDijkstraShortestPath, NULL);
if (poResLayer == NULL)
{
    printf("Failed to save or calculate path\n");
}
else if (poResDS->CopyLayer(poResLayer, "shp_tutorial.shp") == NULL)
{
    printf("Failed to save path to the layer\n");
}
else
{
    printf("Path saved successfully\n");
}

GDALClose(poResDS);
poNet->ReleaseResultSet(poRout);
GDALClose(poNet);
}

```

## 10.5 Projections and Spatial Reference Systems tutorial (OSR - OGRSpatialReference)

### 10.5.1 OGR Coordinate Reference Systems and Coordinate Transformation tutorial

#### 10.5.1.1 OGC WKT Coordinate System Issues

This document is intended to discuss some issues that arise in attempting to use OpenGIS Well Known Text descriptions of coordinate systems. It discusses various vendor implementations and issues between the original “Simple Features”

specification (ie. [SF-SQL 99-049](#)) and the newer [Coordinate Transformation Services \(CT\)](#) specification (01-009) which defines an extended form of WKT.

## WKT Implementations

At this time I am aware of at least the following software packages that use some form of WKT internally, or for interchange of coordinate system descriptions:

- Oracle Spatial (WKT is used internally in MDSYS.WKT, loosely SFSQL based)
- ESRI - The Arc8 system's projection engine uses a roughly simple features compatible description for projections. I believe ESRI provided the WKT definition for the simple features spec.
- Cadcorp - Has the ability to read and write CT 1.0 style WKT. Cadcorp wrote the CT spec.
- OGR/GDAL - reads/writes WKT as its internal coordinate system description format. Attempts to support old and new forms as well as forms from ESRI.
- FME - Includes WKT read/write capabilities built on OGR.
- MapGuide - Uses WKT in the SDP data access API. Roughly SF compliant.
- PostGIS - Keeps WKT in the spatial\_ref\_sys table, but it is up to clients to translate to PROJ.4 format for actual use. I believe the spatial\_ref\_sys table is populated using OGR generated translations.

## Projection Parameters

The various specs do not list a set of projections, and the parameters associated with them. This leads to various selection of parameter names (and sometimes projection names) from different vendors. I have attempted to maintain a list of WKT bindings for different projections as part of my [GeoTIFF Projections List](#) registry. Please try to adhere to the projection names and parameters listed there. That list also tries to relate the projections to the GeoTIFF, EPSG and PROJ.4 formulations where possible.

The one case where it isn't followed by a vendor that I am aware of ESRI's definition of Lambert Conformal Conic. In EPSG there is a 1SP and a 2SP form of this. ESRI merges them, and just have different parameters depending on the type.

One other issue is that the CT specification does explicitly list parameters for the Transverse Mercator, LCC 1SP and LCC 2SP projections; however, it lists standard\_parallel1 and standard\_parallel2 as parameters for LCC 2SP which conflicts with the existing usage of standard\_parallel\_1 and standard\_parallel\_2 and conflicts with examples in the same CT spec. My position is that the table in section 10.x of the CT spec is in error and that the widely used form is correct. Note that the table in the CT spec conflicts with other examples in the same spec.

A third issue is the formulation for Albers. While I have used longitude\_of\_center and latitude\_of\_center ESRI uses Central\_meridian and latitude\_of\_origin.

ESRI:

```
PROJECTION["Albers"],
PARAMETER["False_Easting",10000000.0],
PARAMETER["False_Northing",0.0],
PARAMETER["Central_Meridian",-126.0],
PARAMETER["Standard_Parallel_1",50.0],
PARAMETER["Standard_Parallel_2",58.5],
PARAMETER["Latitude_Of_Origin",45.0],
```

OGR:

```
PROJECTION["Albers"],
PARAMETER["standard_parallel_1",50],
PARAMETER["standard_parallel_2",58.5],
PARAMETER["longitude_of_center",-126],
PARAMETER["latitude_of_center",45],
PARAMETER["false_easting",1000000],
PARAMETER["false_northing",0],
```

## Datum Names

In Simple Features style WKT, the name associated with a datum is the only way to identify the datum. In CT WKT the datum can also have a TOWGS84 parameter indicating its relationship to WGS84, and an AUTHORITY parameter relating it to EPSG or some other authority space. However, in SF WKT the name itself is the only key.

By convention OGR and Cadcorp have translated the datum names in a particular way from the EPSG database in order to produce comparable names. The rule is to convert all non alphanumeric characters to underscores, then to strip any leading, trailing or repeating underscores. This produces well behaved datum names like “Nouvelle\_Triangulation\_Francaise”.

However, other vendors have done different things. ESRI seems to follow a similar convention but prefixes all datum names with “D\_” as well, giving names like “D\_WGS\_1972”. Also they have lots of other differences for reasons that are not clear. For instance for what Cadcorp and OGR call “Nouvelle\_Triangulation\_Francaise”, they call it “D\_NTF”. Oracle appears to use the raw names without cleanup. So for NTF they use “NTF (Paris meridian)”.

The short result of this is that it is almost impossible to recognise and compare datums between different Simple Features implementations, though I have had some success in translating ESRI datum names to match Cadcorp/OGR conventions, with some special casing.

## Parameter Ordering

It is worthwhile keeping in mind that the BNF grammars for WKT in the SF specs, and the CT spec imply specific orders for most items. For instance the BNF for the PROJCS item in the CT spec is

```
<projected cs> =
  PROJCS["<name>", <geographic cs>, <projection>, {<parameter>,* <linear unit> {,<twin_
  ↪axes>}}{,<authority>}]
```

This clearly states that the PROJECTION keyword follows the GEOGCS, followed by the UNIT, AXIS and AUTHORITY items. Providing them out of order is technically a violation of the spec. On the other hand, WKT consumers are encouraged to be flexible on ordering.

## Units of PARAMETERS

The linear PARAMETER values in a PROJCS must be in terms of the linear units for that PROJCS. I think the only linear units are the false easting and northing type values. Thus, in common cases like a state plane zone in feet, the false easting and northing will also be in feet.

The angular PARAMETER values in a PROJCS must be in terms of the angular units of the GEOGCS. If the GEOGCS is in gradians, for instance, then all the projection angles must also be in gradians!

## Units of PRIMEM

What units should the prime meridian appear in?

- The CT 1.0 specification (7.3.14 PRIMEM) says *“The units of the must be inferred from the context. If the PRIMEM clause occurs inside a GEOGCS, then the longitude units will match those of the geographic coordinate system.”* Note: for a geocentric coordinate system, it says *“If the PRIMEM clause occurs inside a GEOCCS, then the units will be in degrees”*.
- The SF-SQL spec (99-049) does not attempt to address the issue of units of the prime meridian.
- Existing ESRI EPSG translation to WKT uses degrees for prime meridian, even when the GEOGCS is in gradians as shown in their translation of EPSG 4807:

```
GEOGCS["GCS_NTF_Paris",
  DATUM["D_NTF",
    SPHEROID["Clarke_1880_IGN",6378249.2,293.46602]],
  PRIMEM["Paris",2.337229166666667],
  UNIT["Grad",0.015707963267948967]]
```

- OGR implements the same interpretation as ESRI for its OGRSpatialReference class: the PRIMEM longitude is always in degrees. See [GDAL Ticket #4524](#)

```
GEOGCS["NTF (Paris)",
  DATUM["Nouvelle_Triangulation_Francaise_Paris",
    SPHEROID["Clarke 1880 (IGN)",6378249.2,293.4660212936269,
      AUTHORITY["EPSG","7011"]],
    TOWGS84[-168,-60,320,0,0,0,0],
    AUTHORITY["EPSG","6807"]],
  PRIMEM["Paris",2.33722917,
    AUTHORITY["EPSG","8903"]],
  UNIT["grad",0.01570796326794897,
    AUTHORITY["EPSG","9105"]],
  AUTHORITY["EPSG","4807"]]
```

- Cadcorp implements according to the CT 1.0 specification as shown in their translation of EPSG 4807:

```
GEOGCS["NTF (Paris)",
  DATUM["Nouvelle_Triangulation_Francaise",
    SPHEROID["Clarke 1880 (IGN)",6378249.2,293.466021293627,
      AUTHORITY["EPSG",7011]],
    TOWGS84[-168,-60,320,0,0,0,0],
    AUTHORITY["EPSG",6275]],
  PRIMEM["Paris",2.5969213,
    AUTHORITY["EPSG",8903]],
  UNIT["grad",0.015707963267949,
    AUTHORITY["EPSG",9105]],
  AXIS["Lat",NORTH],
  AXIS["Long",EAST],
  AUTHORITY["EPSG",4807]]
```

- Oracle Spatial 8.1.7 uses the following definition for what I assume is supposed to be EPSG 4807. Interestingly it does not bother with using gradians, and it appears that the prime meridian is expressed in radians with very low precision!



```
GEOGCS [ "Longitude / Latitude (NTF with Paris prime meridian)",
  DATUM [ "NTF (Paris meridian)",
    SPHEROID [ "Clarke 1880 (IGN)", 6378249.200000, 293.466021]],
  PRIMEM [ "", 0.000649 ],
  UNIT [ "Decimal Degree", 0.01745329251994330]]
```

## Sign of TOWGS84 Rotations

### Discussion

In EPSG there are two methods of defining the 7 parameter bursa wolf parameters, 9606 (position vector 7-parameter) and 9607 (coordinate frame rotation). The only difference is that the sign of the rotation coefficients is reversed between them.

I (Frank Warmerdam) had somehow convinced myself that the TOWGS84 values in WKT were supposed to be done using the sense in 9606 (position vector 7-parameter) and that if I read a 9607 I would need to switch the rotation signs before putting it into a TOWGS84 chunk in WKT.

However, I see in the WKT dump you (Martin from Cadcorp) sent me you are using the 9607 sense. For instance, this item appears to use 9607 values directly without switching the sign.

```
GEOGCS["DHDN",
  DATUM["Deutsche_Hauptdreiecksnetz",
    SPHEROID["Bessel 1841",6377397.155,299.1528128,AUTHORITY["EPSG","7004"]],
    TOWGS84[582,105,414,-1.04,-0.35,3.08,8.3],
    AUTHORITY["EPSG","6314"]],
  PRIMEM["Greenwich",0,AUTHORITY["EPSG","8901"]],
  UNIT["DMSH",0.0174532925199433,AUTHORITY["EPSG","9108"]],
  AXIS["Lat",NORTH],AXIS["Long",EAST],AUTHORITY["EPSG","4314"]]
```

I read over the TOWGS84[] clause in the 1.0 CT spec, and it just talks about them being the Bursa Wolf transformation parameters (on page 22, 7.3.18). I also scanned through to 12.3.15.2 and 12.3.27 and they are nonspecific as to the handedness of the TOWGS84 rotations.

I am seeking a clarification of whether TOWGS84 matches EPSG 9606 or EPSG 9607. Furthermore, I would like to see any future rev of the spec clarify this, referencing the EPSG method definitions.

Martin wrote back that he was uncertain on the correct signage and that the Adam had programmed the Cadcorp implementation empirically, according to what seemed to work for the test data available.

I am prepared to adhere to the Cadorp sign usage (as per EPSG 9607) if this can be clarified in the specification.

### Current state of OGR implementation

OGR imports from/exports to WKT assumes EPSG 9606 convention (position vector 7-parameter), as [proj.4](#) does.

When importing from EPSG parameters expressed with EPSG 9607, it does the appropriate conversion (negating the sign of the rotation terms).

## Longitudes Relative to PRIMEM?

Another related question is whether longitudinal projection parameters (ie. central meridian) are relative to the GEOGCS prime meridian or relative to greenwich. While the simplest approach is to treat all longitudes as relative to Greenwich, I somehow convinced myself at one point that the longitudes were intended to be relative to the prime meridian. However, a review of 7.3.11 (describing PARAMETER) in the CT 1.0 spec provides no support for this opinion, and an inspection of EPSG 25700 in Cadcorp also suggests that the central meridian is relative to greenwich, not the prime meridian.

```
PROJCS["Makassar (Jakarta) / NEIEZ",
  GEOGCS["Makassar (Jakarta)",
    DATUM["Makassar",
      SPHEROID["Bessel 1841",6377397.155,299.1528128,
        AUTHORITY["EPSG","7004"]],
      TOWGS84[0,0,0,0,0,0,0],
      AUTHORITY["EPSG","6257"]],
    PRIMEM["Jakarta",106.807719444444,
      AUTHORITY["EPSG","8908"]],
    UNIT["DMSH",0.0174532925199433,
      AUTHORITY["EPSG","9108"]],
    AXIS["Lat","NORTH"],
    AXIS["Long","EAST"],
    AUTHORITY["EPSG","4804"]],
  PROJECTION["Mercator_1SP",
    AUTHORITY["EPSG","9804"]],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",110],
  PARAMETER["scale_factor",0.997],
  PARAMETER["false_easting",3900000],
  PARAMETER["false_northing",900000],
  UNIT["metre",1,
    AUTHORITY["EPSG","9001"]],
  AXIS["X","EAST"],
  AXIS["Y","NORTH"],
  AUTHORITY["EPSG","25700"]]
```

Based on this, I am proceeding on the assumption that while parameters are in the units of the GEOGCS they are not relative the GEOGCS prime meridian.

## Numerical Precision in WKT

The specification does not address the precision to which values in WKT should be stored. Some implementations, such as Oracles apparently, use rather limited precision for parameters such as Scale Factor making it difficult to compare coordinate system descriptions or even to get comparable numerical results.

The best practice is to preserve the original precision as specified in the source database, such as EPSG where possible. Given that many systems do not track precision, at least it is advisable to produce values with the equivalent of the C “%.16g” format, maintaining 16 digits of precision, capturing most of the precision of a double precision IEEE floating point value.

## Other Notes

1. ESRI seems to use Equidistant\_Cylindrical for what I know as Equirectangular.

### History

- 2018: Even Rouault: make it clear that OGR implements EPSG 9606 convention for TOWGS84.
- 2018: Even Rouault: remove mention about CT 1.0 specification (7.3.14 PRIMEM) having an error, and explicitly mentions that OGR uses degrees for PRIMEM longitude.
- 2018: Even Rouault: add hyperlinks
- 2007 or before: Originally written by [Frank Warmerdam](#).

### 10.5.1.2 Introduction

The *OGRSpatialReference* and *OGRCoordinateTransformation* classes provide respectively services to represent coordinate reference systems (known as CRS or SRS, such as typically a projected CRS associating a map projection with a geodetic datums) and to transform between them. These services are loosely modeled on the OpenGIS Coordinate Transformations specification, and rely on the Well Known Text (WKT) format (in its various versions: OGC WKT 1, ESRI WKT, WKT2:2015 and WKT2:2018) for describing coordinate systems.

### 10.5.1.3 References and applicable standards

- [PROJ documentation](#): projection methods and coordinate operations
- [ISO:19111](#) and [WKT standards](#)
- [GeoTIFF Projections Transform List](#): understanding formulations of projections in WKT for GeoTIFF
- [EPSG Geodesy web page](#) is also a useful resource

### 10.5.1.4 Defining a Geographic Coordinate Reference System

CRS are encapsulated in the *OGRSpatialReference* class. There are a number of ways of initializing an *OGRSpatialReference* object to a valid coordinate reference system. There are two primary kinds of CRS. The first is geographic (positions are measured in long/lat) and the second is projected (such as UTM - positions are measured in meters or feet).

A Geographic CRS contains information on the datum (which implies a spheroid described by a semi-major axis, and inverse flattening), prime meridian (normally Greenwich), and an angular units type which is normally degrees. The following code initializes a geographic CRS on supplying all this information along with a user visible name for the geographic CRS.

```
OGRSpatialReference oSRS;

oSRS.SetGeogCS( "My geographic CRS",
               "World Geodetic System 1984",
               "My WGS84 Spheroid",
               SRS_WGS84_SEMIMAJOR, SRS_WGS84_INVFLATTENING,
               "Greenwich", 0.0,
               "degree", SRS_UA_DEGREE_CONV );
```

**Note:** The abbreviation CS in `OGRSpatialReference::SetGeogCS()` is not appropriate according to current geodesic terminology, and should be understood as CRS

---

Of these values, the names “My geographic CRS”, “My WGS84 Spheroid”, “Greenwich” and “degree” are not keys, but are used for display to the user. However, the datum name “World Geodetic System 1984” is used as a key to identify the datum, and should be set to a known value from the EPSG registry, so that appropriate datum transformations can be done during coordinate operations. The list of valid geodetic datum can be seen in the 3rd column of the [geodetic\\_datum.sql](#) file.

---

**Note:** In WKT 1, space characters in datum names are normally replaced by underscore. And WGS\_1984 is used as an alias of “World Geodetic System 1984”

---

The `OGRSpatialReference` has built in support for a few well known CRS, which include “NAD27”, “NAD83”, “WGS72” and “WGS84” which can be defined in a single call to `OGRSpatialReference::SetWellKnownGeogCS()`.

```
oSRS.SetWellKnownGeogCS( "WGS84" );
```

---

**Note:** The abbreviation CS in `SetWellKnownGeogCS()` is not appropriate according to current geodesic terminology, and should be understood as CRS

---

Furthermore, any geographic CRS in the EPSG database can be set by its GCS code number if the EPSG database is available.

```
oSRS.SetWellKnownGeogCS( "EPSG:4326" );
```

---

For serialization, and transmission of projection definitions to other packages, the OpenGIS Well Known Text format for coordinate systems is used. An `OGRSpatialReference` can be initialized from WKT, or converted back into WKT. As of GDAL 3.0, the default format for WKT export is still OGC WKT 1.

```
char *pszWKT = NULL;
oSRS.SetWellKnownGeogCS( "WGS84" );
oSRS.exportToWkt( &pszWKT );
printf( "%s\n", pszWKT );
CPLFree(pszWKT);
```

---

outputs:

```
GEOGCS["WGS 84",DATUM["WGS_1984",SPHEROID["WGS 84",6378137,298.257223563,
AUTHORITY["EPSG","7030"]],AUTHORITY["EPSG","6326"]],PRIMEM["Greenwich",0,
AUTHORITY["EPSG","8901"]],UNIT["degree",0.0174532925199433,
AUTHORITY["EPSG","9122"]],AXIS["Latitude",NORTH],AXIS["Longitude",EAST],
AUTHORITY["EPSG","4326"]]
```

---

or in more readable form:

```
GEOGCS["WGS 84",
  DATUM["WGS_1984",
    SPHEROID["WGS 84",6378137,298.257223563,
      AUTHORITY["EPSG","7030"]],
    AUTHORITY["EPSG","6326"]],
```

---

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```
PRIMEM["Greenwich",0,
    AUTHORITY["EPSG","8901"]],
UNIT["degree",0.0174532925199433,
    AUTHORITY["EPSG","9122"]],
AXIS["Latitude",NORTH],
AXIS["Longitude",EAST],
AUTHORITY["EPSG","4326"]]
```

Starting with GDAL 3.0, the `OGRSpatialReference::exportToWkt()` method accepts options,

```
char *pszWKT = nullptr;
oSRS.SetWellKnownGeogCS( "WGS84" );
const char* apszOptions[] = { "FORMAT=WKT2_2018", "MULTILINE=YES", nullptr };
oSRS.exportToWkt( &pszWKT, apszOptions );
printf( "%s\n", pszWKT );
CPLFree(pszWKT);
```

```
GEOGCRS["WGS 84",
    DATUM["World Geodetic System 1984",
        ELLIPSOID["WGS 84",6378137,298.257223563,
            LENGTHUNIT["metre",1]]],
    PRIMEM["Greenwich",0,
        ANGLEUNIT["degree",0.0174532925199433]],
    CS[ellipsoidal,2],
    AXIS["geodetic latitude (Lat)",north,
        ORDER[1],
        ANGLEUNIT["degree",0.0174532925199433]],
    AXIS["geodetic longitude (Lon)",east,
        ORDER[2],
        ANGLEUNIT["degree",0.0174532925199433]],
    ID["EPSG",4326]]
```

This method with options is available in C as the `OSRExportToWktEx()` function.

The `OGRSpatialReference::importFromWkt()` method can be used to set an `OGRSpatialReference` from a WKT CRS definition.

#### 10.5.1.5 CRS and axis order

One “detail” that has been omitted in previous sections is the topic of the order of coordinate axis in a CRS. A Geographic CRS is, according to ISO:19111 modeling, made of two main components: a geodetic datum and a [coordinate system](#). For 2D geographic CRS, the coordinate system axes are the longitude and the latitude, and the values along those axes are expressed generally in degree (ancient French-based CRS may use grad).

The order in which they are specified, that is latitude first, longitude second, or the reverse, is a constant matter of confusion and vary depending on conventions used by geodetic authorities, GIS user, file format and protocol specifications, etc. This is the source of various interoperability issues.

Before GDAL 3.0, the `OGRSpatialReference` class did not honour the axis order mandated by the authority defining a CRS and consequently stripped axis order information from the WKT string when the order was latitude first, longitude second. Coordinate transformations using the `OGRCoordinateTransformation` class also assumed that geographic coordinates passed or returned by the `Transform()` method of this class used the longitude, latitude order.

Starting with GDAL 3.0, the axis order mandated by the authority defining a CRS is by default honoured by the `OGRCoordinateTransformation` class, and always exported in WKT1. Consequently CRS created with the “EPSG:4326” or “WGS84” strings use the latitude first, longitude second axis order.

In order to help migration from code bases still using coordinates with the longitude, latitude order, it is possible to attach a metadata information to a `OGRSpatialReference` instance, to specify that for the purpose of coordinate transformations, the order of values effectively passed or returned, will be longitude, latitude. For that, the following must be called

```
oSRS.SetAxisMappingStrategy(OAMS_TRADITIONAL_GIS_ORDER);
```

The argument passed to `OGRSpatialReference::SetAxisMappingStrategy()` is the data axis to CRS axis mapping strategy.

- `OAMS_TRADITIONAL_GIS_ORDER` means that for geographic CRS with lat/long order, the data will still be long/lat ordered. Similarly for a projected CRS with northing/easting order, the data will still be easting/northing ordered.
- `OAMS_AUTHORITY_COMPLIANT` means that the data axis will be identical to the CRS axis. This is the default value when instantiating `OGRSpatialReference`.
- `OAMS_CUSTOM` means that the data axes are customly defined with `SetDataAxisToSRSAxisMapping()`.

What has been discussed in this section for the particular case of Geographic CRS also applies to Projected CRS. While most of them use Easting first, Northing second convention, some defined in the EPSG registry use the reverse convention.

Another way to keep using the Traditional GIS order for some specific well known CRS is to calling to `OGRSpatialReference::SetWellKnownGeogCS()` with “CRS27”, “CRS83” or “CRS84” instead of “NAD27”, “NAD83” and “WGS84” respectively.

```
oSRS.SetWellKnownGeogCS( "CRS84" );
```

#### 10.5.1.6 Defining a Projected CRS

A projected CRS (such as UTM, Lambert Conformal Conic, etc.) requires an underlying geographic CRS as well as a definition for the projection transform used to translate between linear positions (in meters or feet) and angular long/lat positions. The following code defines a UTM zone 17 projected CRS with an underlying geographic CRS (datum) of WGS84.

```
OGRSpatialReference oSRS;  
  
oSRS.SetProjCS( "UTM 17 (WGS84) in northern hemisphere." );  
oSRS.SetWellKnownGeogCS( "WGS84" );  
oSRS.SetUTM( 17, TRUE );
```

Calling `OGRSpatialReference::SetProjCS()` sets a user name for the projected CRS and establishes that the system is projected. The `OGRSpatialReference::SetWellKnownGeogCS()` associates a geographic coordinate system, and the `OGRSpatialReference::SetUTM()` call sets detailed projection transformation parameters. At this time the above order is important in order to create a valid definition, but in the future the object will automatically reorder the internal representation as needed to remain valid.

**Caution:** For now, be careful of the order of steps defining an `OGRSpatialReference`!

The above definition would give a WKT version that looks something like the following. Note that the UTM 17 was expanded into the details transverse mercator definition of the UTM zone.

```
PROJCS["UTM 17 (WGS84) in northern hemisphere.",
  GEOGCS["WGS 84",
    DATUM["WGS_1984",
      SPHEROID["WGS 84",6378137,298.257223563,
        AUTHORITY["EPSG",7030]],
      TOWGS84[0,0,0,0,0,0,0],
      AUTHORITY["EPSG",6326]],
    PRIMEM["Greenwich",0,AUTHORITY["EPSG",8901]],
    UNIT["DMSH",0.0174532925199433,AUTHORITY["EPSG",9108]],
    AXIS["Lat",NORTH],
    AXIS["Long",EAST],
    AUTHORITY["EPSG",4326]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",-81],
  PARAMETER["scale_factor",0.9996],
  PARAMETER["false_easting",500000],
  PARAMETER["false_northing",0]]
```

There are methods for many projection methods including *OGRSpatialReference::SetTM()* (Transverse Mercator), *OGRSpatialReference::SetLCC()* (Lambert Conformal Conic), and *OGRSpatialReference::SetMercator()*.

### 10.5.1.7 Querying Coordinate Reference System

Once an *OGRSpatialReference* has been established, various information about it can be queried. It can be established if it is a projected or geographic CRS using the *OGRSpatialReference::IsProjected()* and *OGRSpatialReference::IsGeographic()* methods. The *OGRSpatialReference::GetSemiMajor()*, *OGRSpatialReference::GetSemiMinor()* and *OGRSpatialReference::GetInvFlattening()* methods can be used to get information about the spheroid. The *OGRSpatialReference::GetAttrValue()* method can be used to get the PROJCS, GEOGCS, DATUM, SPHEROID, and PROJECTION names strings. The *OGRSpatialReference::GetProjParm()* method can be used to get the projection parameters. The *OGRSpatialReference::GetLinearUnits()* method can be used to fetch the linear units type, and translation to meters.

Note that the names of the projection method and parameters is the one of WKT 1.

The following code demonstrates use of *OGRSpatialReference::GetAttrValue()* to get the projection, and *OGRSpatialReference::GetProjParm()* to get projection parameters. The *GetAttrValue()* method searches for the first “value” node associated with the named entry in the WKT text representation. The #define'd constants for projection parameters (such as *SRS\_PP\_CENTRAL\_MERIDIAN*) should be used when fetching projection parameter with *GetProjParm()*. The code for the Set methods of the various projections in *ogrsatialreference.cpp* can be consulted to find which parameters apply to which projections.

```
const char *pszProjection = poSRS->GetAttrValue("PROJECTION");

if( pszProjection == NULL )
{
    if( poSRS->IsGeographic() )
        sprintf( szProj4+strlen(szProj4), "+proj=longlat " );
    else
        sprintf( szProj4+strlen(szProj4), "unknown " );
}
```

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```

}
else if( EQUAL(pszProjection,SRS_PT_CYLINDRICAL_EQUAL_AREA) )
{
    sprintf( szProj4+strlen(szProj4),
        "+proj=cea +lon_0=%.9f +lat_ts=%.9f +x_0=%.3f +y_0=%.3f ",
        poSRS->GetProjParm(SRS_PP_CENTRAL_MERIDIAN,0.0),
        poSRS->GetProjParm(SRS_PP_STANDARD_PARALLEL_1,0.0),
        poSRS->GetProjParm(SRS_PP_FALSE_EASTING,0.0),
        poSRS->GetProjParm(SRS_PP_FALSE_NORTHING,0.0) );
}
...

```

### 10.5.1.8 Coordinate Transformation

The *OGRCoordinateTransformation* class is used for translating positions between different CRS. New transformation objects are created using *OGRCreateCoordinateTransformation()*, and then the *OGRCoordinateTransformation::Transform()* method can be used to convert points between CRS.

```

OGRSpatialReference oSourceSRS, oTargetSRS;
OGRCoordinateTransformation *poCT;
double x, y;

oSourceSRS.importFromEPSG( atoi(papszArgv[i+1]) );
oTargetSRS.importFromEPSG( atoi(papszArgv[i+2]) );

poCT = OGRCreateCoordinateTransformation( &oSourceSRS,
                                          &oTargetSRS );

x = atof( papszArgv[i+3] );
y = atof( papszArgv[i+4] );

if( poCT == NULL || !poCT->Transform( 1, &x, &y ) )
    printf( "Transformation failed.\n" );
else
{
    printf( "(%f,%f) -> (%f,%f)\n",
        atof( papszArgv[i+3] ),
        atof( papszArgv[i+4] ),
        x, y );
}

```

There are a couple of points at which transformations can fail. First, *OGRCreateCoordinateTransformation()* may fail, generally because the internals recognize that no transformation between the indicated systems can be established, and will return a NULL pointer.

The *OGRCoordinateTransformation::Transform()* method itself can also fail. This may be as a delayed result of one of the above problems, or as a result of an operation being numerically undefined for one or more of the passed in points. The *Transform()* function will return TRUE on success, or FALSE if any of the points fail to transform. The point array is left in an indeterminate state on error.

Though not shown above, the coordinate transformation service can take 3D points, and will adjust elevations for elevation differences in spheroids, and datums. Elevations given on a geographic or projected CRS are assumed to be ellipsoidal heights. When using a compound CRS made of a horizontal CRS (geographic or projected) and a vertical CRS, elevations will be related to a vertical datum (mean sea level, gravity based, etc.).



Starting with GDAL 3.0, a time value (generally as a value in decimal years) can also be specified for time-dependent coordinate operations.

The following example shows how to conveniently create a long/lat coordinate system using the same geographic CRS as a projected coordinate system, and using that to transform between projected coordinates and long/lat. The returned coordinates will be in longitude, latitude order due to the call to `SetAxisMappingStrategy(OAMS_TRADITIONAL_GIS_ORDER)`

```
OGRSpatialReference    oUTM, *poLongLat;
OGRCoordinateTransformation *poTransform;

oUTM.SetProjCS("UTM 17 / WGS84");
oUTM.SetWellKnownGeogCS( "WGS84" );
oUTM.SetUTM( 17 );

poLongLat = oUTM.CloneGeogCS();
poLongLat->SetAxisMappingStrategy(OAMS_TRADITIONAL_GIS_ORDER);

poTransform = OGRCreateCoordinateTransformation( &oUTM, poLongLat );
if( poTransform == NULL )
{
    ...
}

...

if( !poTransform->Transform( nPoints, x, y, z ) )
...

```

### 10.5.1.9 Advanced Coordinate Transformation

`OGRCreateCoordinateTransformation()` under-the-hood may determine several candidate coordinate operations transforming from the source CRS to the target CRS. Those candidate coordinate operations each have their own area of use. When `Transform()` is invoked, it will determine the most appropriate coordinate operation based on the coordinates of the point to transform and area of use. For example, there are several dozens of possible coordinate operations for the NAD27 to WGS84 transformation.

If a bounding box of the area of interest into which coordinates to transform are located is known, it is possible to specify it to restrict the candidate coordinate operations to consider:

```
OGRCoordinateTransformationOptions options;
options.SetAreaOfInterest(-100,40,-99,41);
poTransform = OGRCreateCoordinateTransformation( &oNAD27, &oWGS84, options );

```

For cases where a particular coordinate operation must be used, it is possible to specify it as a PROJ string (single step operation or multiple step string starting with `+proj=pipeline`), a WKT2 string describing a `CoordinateOperation`, or a `urn:ogc:def:coordinateOperation:EPSG::XXXX` URN

```
OGRCoordinateTransformationOptions options;

// EPSG:8599, NAD27 to WGS 84 (46), 1.15 m, USA - Indiana
options.SetCoordinateOperation(
    "+proj=pipeline +step +proj=axisswap +order=2,1 "
    "+step +proj=unitconvert +xy_in=deg +xy_out=rad "

```

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```

"+step +proj=hgridshift +grids=conus "
"+step +proj=hgridshift +grids=inhpgn.gsb "
"+step +proj=unitconvert +xy_in=rad +xy_out=deg +step "
"+proj=axisswap +order=2,1", false );

// or
// options.SetCoordinateOperation(
//     "urn:ogc:def:coordinateOperation:EPSG::8599", false);

poTransform = OGRCreateCoordinateTransformation( &oNAD27, &oWGS84, options );

```

### 10.5.1.10 Alternate Interfaces

A C interface to the coordinate system services is defined in `ogr_srs_api.h`, and Python bindings are available via the `osr.py` module. Methods are close analogs of the C++ methods but C and Python bindings are missing for some C++ methods.

### C bindings

```

typedef void *OGRSpatialReferenceH;
typedef void *OGRCoordinateTransformationH;

OGRSpatialReferenceH OSRNewSpatialReference( const char * );
void OSRDestroySpatialReference( OGRSpatialReferenceH );

int OSRReference( OGRSpatialReferenceH );
int OSRDereference( OGRSpatialReferenceH );

void OSRSetAxisMappingStrategy( OGRSpatialReferenceH,
                                OSRAxisMappingStrategy );

OGRERR OSRImportFromEPSG( OGRSpatialReferenceH, int );
OGRERR OSRImportFromWkt( OGRSpatialReferenceH, char ** );
OGRERR OSRExportToWkt( OGRSpatialReferenceH, char ** );
OGRERR OSRExportToWktEx( OGRSpatialReferenceH, char **,
                          const char* const* ppszOptions );

OGRERR OSRSetAttrValue( OGRSpatialReferenceH hSRS, const char * pszNodePath,
                        const char * pszNewNodeValue );
const char *OSRGetAttrValue( OGRSpatialReferenceH hSRS,
                              const char * pszName, int iChild);

OGRERR OSRSetLinearUnits( OGRSpatialReferenceH, const char *, double );
double OSRGetLinearUnits( OGRSpatialReferenceH, char ** );

int OSRIsGeographic( OGRSpatialReferenceH );
int OSRIsProjected( OGRSpatialReferenceH );
int OSRIsSameGeogCS( OGRSpatialReferenceH, OGRSpatialReferenceH );
int OSRIsSame( OGRSpatialReferenceH, OGRSpatialReferenceH );

```

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```

OGRERR OSRSetProjCS( OGRSpatialReferenceH hSRS, const char * pszName );
OGRERR OSRSetWellKnownGeogCS( OGRSpatialReferenceH hSRS,
                               const char * pszName );

OGRERR OSRSetGeogCS( OGRSpatialReferenceH hSRS,
                    const char * pszGeogName,
                    const char * pszDatumName,
                    const char * pszEllipsoidName,
                    double dfSemiMajor, double dfInvFlattening,
                    const char * pszPMName,
                    double dfPMOffset,
                    const char * pszUnits,
                    double dfConvertToRadians );

double OSRGetSemiMajor( OGRSpatialReferenceH, OGRERR * );
double OSRGetSemiMinor( OGRSpatialReferenceH, OGRERR * );
double OSRGetInvFlattening( OGRSpatialReferenceH, OGRERR * );

OGRERR OSRSetAuthority( OGRSpatialReferenceH hSRS,
                       const char * pszTargetKey,
                       const char * pszAuthority,
                       int nCode );

OGRERR OSRSetProjParm( OGRSpatialReferenceH, const char *, double );
double OSRGetProjParm( OGRSpatialReferenceH hSRS,
                       const char * pszParamName,
                       double dfDefault,
                       OGRERR * );

OGRERR OSRSetUTM( OGRSpatialReferenceH hSRS, int nZone, int bNorth );
int OSRGetUTMZone( OGRSpatialReferenceH hSRS, int *pbNorth );

OGRCoordinateTransformationH
OCTNewCoordinateTransformation( OGRSpatialReferenceH hSourceSRS,
                               OGRSpatialReferenceH hTargetSRS );

void OCTDestroyCoordinateTransformation( OGRCoordinateTransformationH );

int OCTTransform( OGRCoordinateTransformationH hCT,
                 int nCount, double *x, double *y, double *z );

OGRCoordinateTransformationOptionsH OCTNewCoordinateTransformationOptions();

int OCTCoordinateTransformationOptionsSetOperation(
    OGRCoordinateTransformationOptionsH hOptions,
    const char* pszCO, int bReverseCO);

int OCTCoordinateTransformationOptionsSetAreaOfInterest(
    OGRCoordinateTransformationOptionsH hOptions,
    double dfWestLongitudeDeg,
    double dfSouthLatitudeDeg,
    double dfEastLongitudeDeg,

```

(continues on next page)

(continued from previous page)

```

    double dfNorthLatitudeDeg);

void OCTDestroyCoordinateTransformationOptions(OGRCoordinateTransformationOptionsH);

OGRCoordinateTransformationH
OCTNewCoordinateTransformationEx( OGRSpatialReferenceH hSourceSRS,
                                   OGRSpatialReferenceH hTargetSRS,
                                   OGRCoordinateTransformationOptionsH hOptions );

```

## Python bindings

```

class osr.SpatialReference
    def __init__(self, obj=None):
    def SetAxisMappingStrategy( self, strategy ):
    def ImportFromWkt( self, wkt ):
    def ExportToWkt(self, options = None):
    def ImportFromEPSG(self, code):
    def IsGeographic(self):
    def IsProjected(self):
    def GetAttrValue(self, name, child = 0):
    def SetAttrValue(self, name, value):
    def SetWellKnownGeogCS(self, name):
    def SetProjCS(self, name = "unnamed" ):
    def IsSameGeogCS(self, other):
    def IsSame(self, other):
    def SetLinearUnits(self, units_name, to_meters ):
    def SetUTM(self, zone, is_north = 1):

class CoordinateTransformation:
    def __init__(self, source, target):
    def TransformPoint(self, x, y, z = 0):
    def TransformPoints(self, points):

```

### 10.5.1.11 History and implementation considerations

Before GDAL 3.0, the `OGRSpatialReference` class was strongly tied to OGC WKT (WKT 1) format specified by [Coordinate Transformation Services \(CT\) specification \(01-009\)](#), and the way it was interpreted by GDAL, which various caveats detailed in the [OGC WKT Coordinate System Issues](#) page. The class mostly contained an in-memory tree-like representation of WKT 1 strings. The class used to directly implement import and export to OGC WKT 1, WKT-ESRI and PROJ.4 formats. Reprojection services were only available if GDAL had been build against the PROJ library.

Starting with GDAL 3.0, the `PROJ`  $\geq 6.0$  library has become a required dependency of GDAL. PROJ 6 has built-in support for OGC WKT 1, ESRI WKT, OGC WKT 2:2015 and OGC WKT 2:2018 representations. PROJ 6 also implements a C++ object class hierarchy of the ISO-19111 / OGC Abstract Topic 2 “Referencing by coordinate” standard. Consequently the `OGRSpatialReference` class has been modified to act mostly as a wrapper on top of PROJ PJ\* CRS objects, and tries to abstract away from the OGC WKT 1 representation as much as possible. However, for backward compatibility, some methods still expect arguments or return values that are specific of OGC WKT 1. The design of the `OGRSpatialReference` class is also still monolithic. Users wanting direct and fine grained access to CRS representations might want to directly use the PROJ 6 C or C++ API.

## COMMUNITY

GDAL's community interacts through *Mailing List*, *GitHub*, and *Chat*. Please feel welcome to ask questions and participate in all of the venues. The *Mailing List* communication channel is for general questions, development discussion, and feedback. The *GitHub* communication channel is for development activities, bug reports, and testing. The *Chat* room is for real-time chat activities such as meetings and interactive debugging sessions.

### 11.1 Code of Conduct

#### 11.1.1 Code of Conduct

This code of conduct governs how we behave in any GDAL forum or event and whenever we will be judged by our actions. We expect it to be honored by everyone who participates in the GDAL community formally or informally, or claims any affiliation with the project.

##### 11.1.1.1 Introduction

This code of conduct governs how we behave in any GDAL forum or event and whenever we will be judged by our actions. We expect it to be honored by everyone who participates in the GDAL community formally or informally, or claims any affiliation with the GDAL project.

It applies to in-person events (such as conferences and related social events), IRC, public and private mailing lists, the issue tracker, the wiki, blogs, Twitter, and any other forums which the community uses for communication and interactions.

This code is not exhaustive or complete. It serves to distill our common understanding of a collaborative, shared environment and goals. We expect it to be followed in spirit as much as in the letter, so that it can enrich all of us and the technical communities in which we participate.

##### 11.1.1.2 Diversity Statement

GDAL welcomes and encourages participation by everyone. We are committed to being a community that everyone feels good about joining, and we will always work to treat everyone well. No matter how you identify yourself or how others perceive you: we welcome you. Specific Guidelines

We strive to:

- Be open.

We invite anyone to participate in our community. We preferably use public methods of communication for project-related messages, unless discussing something sensitive. This applies to messages for help or project-related support, too; not only is a public support request much more likely to result in an answer to a question,

it also makes sure that any inadvertent mistakes made by people answering will be more easily detected and corrected.

- Be empathetic, welcoming, friendly, and patient.

We work together to resolve conflict, assume good intentions, and do our best to act in an empathetic fashion. We may all experience some frustration from time to time, but we do not allow frustration to turn into a personal attack. A community where people feel uncomfortable or threatened is not a productive one. Note that we have a multi-cultural, multi-lingual community and some of us are non-native speakers. We should be respectful when dealing with other community members as well as with people outside our community.

- Be collaborative.

Our work will be used by other people, and in turn we will depend on the work of others. When we make something for the benefit of GDAL, we are willing to explain to others how it works, so that they can build on the work to make it even better. Any decision we make will affect users and colleagues, and we take those consequences seriously when making decisions.

- Be inquisitive.

Nobody knows everything! Asking questions early avoids many problems later, so questions are encouraged, though they may be directed to the appropriate forum. Those who are asked should be responsive and helpful, within the context of our shared goal of improving GDAL.

- Be careful in the words that we choose.

Whether we are participating as professionals or volunteers, we value professionalism in all interactions, and take responsibility for our own speech. Be kind to others. Do not insult or put down other participants.

- Be concise.

Keep in mind that what you write once will be read by hundreds of persons. Writing a short email means people can understand the conversation as efficiently as possible. Short emails should always strive to be empathetic, welcoming, friendly and patient. When a long explanation is necessary, consider adding a summary.

Try to bring new ideas to a conversation so that each mail adds something unique to the thread, keeping in mind that the rest of the thread still contains the other messages with arguments that have already been made.

Try to stay on topic, especially in discussions that are already fairly large.

- Step down considerately.

Members of every project come and go. When somebody leaves or disengages from the project they should tell people they are leaving and take the proper steps to ensure that others can pick up where they left off. In doing so, they should remain respectful of those who continue to participate in the project and should not misrepresent the project's goals or achievements. Likewise, community members should respect any individual's choice to leave the project.

### 11.1.1.3 Anti-Harassment

Harassment and other exclusionary behavior are not acceptable. This includes, but is not limited to:

- Personal insults or discriminatory jokes and language, especially those using racist or sexist terms.
- Offensive comments, excessive or unnecessary profanity.
- Intimidation, violent threats or demands.
- Sustained disruption of sessions or events.
- Stalking, harassing photography or recording.
- Unwelcome physical contact or sexual attention.

- Repeated harassment of others. In general, if someone asks you to stop, then stop.
- Posting (or threatening to post) other people's personally identifying information ("doxing").
- Sharing private content, such as emails sent privately or non-publicly, or unlogged forums such as IRC channel history.
- Advocating for, or encouraging, any of the above behavior.

#### 11.1.1.4 Reporting Guidelines

If you believe someone is breaking this code of conduct, you may reply to them, and point to this code of conduct. Such messages may be in public or in private, whatever is most appropriate. Assume good faith; it is more likely that participants are unaware of their bad behavior than that they intentionally try to degrade the quality of the discussion. Should there be difficulties in dealing with the situation, you may report your concerns to event staff, a forum leader or the GDAL Board. Serious or persistent offenders may be expelled from the event or forum by event organizers or forum leaders.

To privately email the code of conduct committee leadership use [coc@osgeo.org](mailto:coc@osgeo.org).

#### 11.1.1.5 Credits

GDAL re-uses the [OSGeo Code of Conduct](#)

## 11.2 Mailing List

Developers and users of GDAL participate on the GDAL mailing list. It is OK to ask questions about how to use GDAL, how to integrate GDAL into your own software, and report issues that you might have.

<http://lists.osgeo.org/mailman/listinfo/gdal-dev>

## 11.3 GitHub

Visit <http://github.com/OSGeo/GDAL> to file issues you might be having with the software. GitHub is also where you can obtain a current development version of the software in the [git](#) revision control system. The GDAL project is eager to take contributions in all forms, and we welcome those who are willing to roll up their sleeves and start filing tickets, pushing code, generating builds, and answering questions.

## 11.4 Chat

You can find some GDAL developers in the IRC channel [#gdal](#) on [Libera.Chat](#). This mechanism is usually reserved for active meetings and other outreach with the community. The [Mailing List](#) and [GitHub](#) avenues are going to be more productive communication channels in most situations.

## 11.5 Social media

You can follow GDAL official news on Twitter: <https://twitter.com/GdalOrg>

## 11.6 Conference



FOSS4G 2022 is the leading annual conference for free and open source geospatial software. It will include presentations related to GDAL/OGR, and some of the GDAL/OGR development community will be attending. It is the event for those interested in GDAL/OGR, other FOSS geospatial technologies and the community around them. The conference will be held at Firenze, Italy from August 22th to August 28th 2022.

## 11.7 Governance and Community Participation

### 11.7.1 OSGeo Project Membership

Originally, GDAL has been lead by Frank Warmerdam, the original author of much of GDAL/OGR, though with contributions and input from a variety of people. As of February 2006 GDAL/OGR became a founding project of the [Open Source Geospatial Foundation \(OSGeo\)](#) and began a transition to a more community oriented governance model - in keeping with OSGeo expectations.

Membership as an OSGeo project provides assurances that a variety of best practices are being employed by the GDAL/OGR project, and that users and contributors can be assured of responsible project operation and continuity of the project. In particular:

- A consensus oriented Project Management Committee will be in charge of the project.
- Project source code and contributions will be vetted to ensure code is properly made available, protecting contributors and users of GDAL/OGR.
- Part of the systems infrastructure used by the project is provided by the foundation, with responsible backup and redundancy to minimize disruptions.



## 11.7.2 Project Steering Committee

As of April 2006 (following the GDAL/OGR 1.3.2 release) the project has been placed in the hands of a Project Steering Committee. This project steering committee operates under the rules of rfc-1, and is overall responsible for decisions related to the GDAL/OGR project. The current members are (@github username):

- Frank Warmerdam (@warmerdam)
- Daniel Morissette (@dmorissette)
- Howard Butler (@hobu)
- Tamas Szekeres (@szekeres)
- Even Rouault (chair) (@rouault)
- Jukka Rahkonen (@jratike80)
- Kurt Schwehr (@schwehr)
- Norman Barker (@normanb)
- Sean Gillies (@sgillies)
- Mateusz Łoskot (@mloskot)

Past members:

- Andrey Kiselev (@strezen) (retired in 2019)

Note that discussion of proposals to the PSC take place on gdal-dev, and input from all subscribers is welcome. A list of past RFC is available for review.

## 11.8 GDAL Service Providers

### 11.8.1 GDAL Service Providers

GDAL is developed and supported by a rich ecosystem of businesses and individuals around the world.

In this page we provide a list of service providers who can assist you in getting the best out of your GDAL investment. Their services can range from training and technical support to help you get started, all the way to specialized development and support services to advance the software and support your organization's mission-critical applications.

---

**Note:** This list is non-exhaustive, and there are quite likely other service providers in your region of the world who are not listed here. If you think your organization should be listed here, please submit a pull request to add it to this page.

---

---

**Note:** We take responsibility for the accuracy, reliability or completeness of the provided information for Core Contributors only.

---

### 11.8.1.1 Core Contributors

Core Contributor organizations have GDAL Committers and/or PSC members as part of their team and as such they are the closest to the core development of the software and are usually the best to go to for support.

They are close enough to the architecture to know what is possible, and to ensure that any improvement to be made to GDAL gets done in the right way and will be included in future releases of the software.

They wrote the software that you use, so you can trust them to help you get the most out of it.



[Spatialys](#) (France) is a company founded by Even Rouault that is dedicated to providing to its clients the best of its expertise around Open Source geospatial software - such as GDAL/OGR, PROJ, MapServer, and QGIS - and Open standards.

### 11.8.1.2 Contributors

The Contributors listed here usually have power users and experienced integrators as part of their team who are recognized in the GDAL community for their contributions to various aspects of the software over the years and are very well positioned to assist you with GDAL.

None listed yet.

### 11.8.1.3 Other Service Providers

The service providers in this category offer services around GDAL and related Open Source technologies.



[Faunalia](#) (Italy) is a company that operates since more than 15 years in the field of Geographic Information Systems (GIS) based on free and open source software (chiefly QGIS, PostGIS, and more). Our main customers are public administrations, private companies, associations. Faunalia has its main branch in Italy, and operates worldwide. Faunalia provides training services on GDAL.



[mundialis](#) (Germany) is specialized in the processing of massive geospatial and remote sensing data. Our services centered on the Open Source geospatial systems GRASS GIS, actinia and QGIS are incorporated into our process chains, projects and tailored solutions. We analyse satellite, aerial and drone imagery for land degradation and landuse change. We offer support and training for GRASS GIS and GDAL.

**See also:**

Search for GDAL service providers with the [OSGeo Service Providers](#)

#### **11.8.1.4 How to Add a Company**

The steps to add a company to the service providers list are outlined in the rfc-79 document.



## SPONSORS

GDAL is a truly collaborative effort, with many diverse organizations contributing resources to its success. The following organizations take an extra step, providing unrestricted funding every year to maintain and improve the health of the project:

- Gold level:



- Silver level:



- Bronze level:



- Supporter level:

Myles Sutherland

Kaplan Open Source Consulting

PIX4D

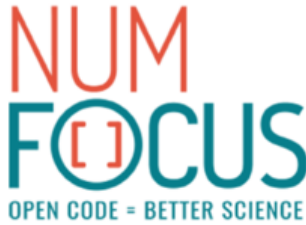
Regrid

Space Intelligence

Umbra

The GDAL Project is hosted by [OSGeo](#), and a fiscally sponsored project of [NumFOCUS](#), a nonprofit dedicated to supporting the open-source scientific computing community. If you like GDAL and want to support our mission, please consider making a [donation](#) to support our efforts.

NumFOCUS is 501(c)(3) non-profit charity in the United States; as such, donations to NumFOCUS are tax-deductible as allowed by law. As with any donation, you should consult with your personal tax adviser or the IRS about your particular tax situation.



## 12.1 Sponsoring

If your organization benefits from GDAL we recommend joining the group of sponsors above to “pay it forward” and ensure the project has the resources to stay healthy and grow. To learn about the benefits of becoming a sponsor at various levels start with the [Sustainable GDAL Sponsorship Prospectus](#). If you are interested, need help convincing your key decision-makers, or have any questions, don’t hesitate to contact [gdal-sponsors@osgeo.org](mailto:gdal-sponsors@osgeo.org).

## 12.2 Related resources

- [Sustainable GDAL Sponsorship Prospectus](#).
- [Sponsoring frequently asked questions \(FAQ\)](#).

### 12.2.1 Sponsoring FAQ

#### 12.2.1.1 Why does GDAL need sponsorship?

GDAL is the most central piece of [Critical Digital Infrastructure](#) in the geospatial world, serving as the primary building block for data management and processing in open source, commercial, and government geospatial software. But most of its resources have gone to the development of new features, while the maintenance burden has only increased with more functionality.

The purpose of sponsor funding is to provide substantial long-acting resources that give the project the ability to address software, testing, and project challenges that do not attract individual sponsorship attention. With a pool of resources that are not earmarked for features, it can attack usability, performance, and modernization challenges that benefit everyone. Sustained funding enables multi-year efforts that do not disrupt the existing GDAL user base, and it will provide the baseline resources to allow day-to-day maintenance operations to continue uninterrupted.

The larger funding levels enabled by sponsorship aim to help GDAL grow to a team of maintainers, as is typical in other leading open source projects. The past few years have seen only one maintainer, who has been stretched thin. The resources provided by this effort allow maintenance activities to continue *and* allow the project to support on-boarding additional developers to tackle various needs of the project that have been ignored due to lack of direct funding interest.

### 12.2.1.2 My organization wants to sponsor. How can we do that?

To learn about the benefits of becoming a sponsor at various levels start with the [Sustainable GDAL Sponsorship Prospectus](#). If you are interested, need help convincing your key decision-makers, or have any questions, don't hesitate to contact [gdal-sponsors@osgeo.org](mailto:gdal-sponsors@osgeo.org).

### 12.2.1.3 What is NumFOCUS and why is the project using that foundation rather than using OSGeo for this effort?

NumFOCUS is a US-based 501(c)(3) tax-exempt non-profit that is already managing funding for many individual software projects using this model such as Numpy, Jupyter, pandas, Julia, and SciPy. They have staff, policies, procedures, and infrastructure for managing the financial support of open source software projects with this funding model. Many organizations in the initial list of sponsors are already funding projects through NumFOCUS, and adding GDAL to the roster improves efficiency on their side.

OSGeo does not have staff and procedures to manage tracking workloads and payments. OSGeo also does not provide tax-exempt status for contributions. NumFOCUS has established relationships with a large number of the initial sponsors. These properties are why the GDAL PSC has chosen the NumFOCUS path for management of this effort.

### 12.2.1.4 So GDAL is a NumFOCUS project now?

Not exactly. GDAL will be a project within NumFOCUS under the “Grantor-Grantee Model”. OSGeo is still the primary foundational “home” of GDAL such as it is, but NumFOCUS is providing this financial vehicle and service to the project under the purview of its charter.

### 12.2.1.5 What is the project going to do with the money?

- The GDAL PSC will control the purse strings. Contributors seeking resources will submit a proposal to the PSC (RFC-style, but not public) describing the tasks and efforts they will seek to achieve. Any substantial efforts with external impacts will continue to be required to use the GDAL RFC process as described in [rfc-1](#).
- Developers will be able submit requests to the GDAL PSC for ‘maintenance work units’, which could encompass ticket i/o and related code improvements, CI grooming, mailing list gardening, and fuzzing response activities.
- A significant portion (25% per year if possible) of the resources will be targeted toward *growing* new active developers into the project. Examples of this include soliciting ticket and code contributors with funding if they show interest and aptitude, and providing resources to mentor and support junior developers who are working into roles in the project. These activities are extremely hard to do without financial support.
- Spot resources will be available to attack needs that have difficulty finding funded attention, such as API improvements in support of specific application niches and subsystem refreshes like build, tests, and CI. The GDAL PSC could fund significant RFCs that demonstrate need and agreement on an ad hoc basis.
- The GDAL PSC will delegate some resources to GDAL-related projects and dependencies – libtiff, libgeotiff, PROJ, shapelib, and the various language bindings and libraries. If more resources than the GDAL project itself can use are available for a particular year, the project will open them up to the wider community of related libraries and users to repurpose them.



#### **12.2.1.6 How can the resources be used?**

The funds cannot be used to benefit an individual contributor or be directed by a contributor through the non-profit organization. For example, a fictional Imagery Corp cannot fund NumFOCUS with explicit intent to have those resources used to fix bugs or add features that benefit Imagery Corp. Imagery Corp can still continue to solicit GDAL active contributors, or actively contribute the fixes themselves, to achieve their goals with the software.

#### **12.2.1.7 How is this going to impact GDAL software releases?**

A primary goal of this effort is to provide resources needed to allow the current GDAL maintainer to keep up the existing release schedule and cadence. Without these resources, the schedule was likely to have significantly stretched out to one or two maintenance releases per year.

#### **12.2.1.8 Can I use some of the funding to support fixing something?**

Quite possibly. The GDAL PSC will provide a proposal template where you will need to describe the issue(s), propose the approach and impacts of it, and state your cost to complete the effort.



## HOW TO CONTRIBUTE?

### 13.1 Developer Contributions to GDAL

Install all required development packages: GNU make, g++, ...

Build:

```
cd gdal
./autogen.sh
./configure [options]
make -j8 -s
cd apps; make -s test_ogrsf; cd ..
```

Run command line utilities (without installing):

```
. scripts/setdevenv.sh
gdalinfo --version
```

Run autotest suite:

```
cd ../autotest
pip install -r requirements.txt
pytest
```

#### 13.1.1 Git workflows with GDAL

This is not a git tutorial or reference manual by any means. This just collects a few best practice for git usage for GDAL development.

##### 13.1.1.1 Commit message

Indicate a component name (eg a driver name), a short description and when relevant, a reference to a issue (with ‘fixes #’ if it actually fixes it)

```
COMPONENT_NAME: fix bla bla (fixes #1234)
```

```
Details here...
```

### 13.1.1.2 Initiate your work repository

Fork [OSGeo/GDAL](#) from GitHub UI, and then

```
git clone https://github.com/OSGeo/gdal
cd gdal
git remote add my_user_name https://github.com/my_user_name/gdal.git
```

### 13.1.1.3 Updating your local master against upstream master

```
git checkout master
git fetch origin
# Be careful: this will loose all local changes you might have done now
git reset --hard origin/master
```

### 13.1.1.4 Working with a feature branch

```
git checkout master
(potentially update your local master against upstream, as described above)
git checkout -b my_new_feature_branch

# do work. For example:
git add my_new_file
git add my_modifid_message
git rm old_file
git commit -a

# you may need to resynchronize against master if you need some bugfix
# or new capability that has been added since you created your branch
git fetch origin
git rebase origin/master

# At end of your work, make sure history is reasonable by folding non
# significant commits into a consistent set
git rebase -i master (use 'fixup' for example to merge several commits together,
and 'reword' to modify commit messages)

# or alternatively, in case there is a big number of commits and marking
# all them as 'fixup' is tedious
git fetch origin
git rebase origin/master
git reset --soft origin/master
git commit -a -m "Put here the synthetic commit message"

# push your branch
git push my_user_name my_new_feature_branch
From GitHub UI, issue a pull request
```

If the pull request discussion or CI checks require changes, commit locally and push. To get a reasonable history, you may need to `git rebase -i master`, in which case you will have to force-push your branch with `git push -f my_user_name my_new_feature_branch`

### 13.1.1.5 Backporting bugfixes from master to a stable branch

```
git checkout master
With git log, identify the shalsum of the commit you want to backport
git checkout 2.2 (if you want to backport to 2.2)
git pull origin 2.2
(git checkout -b branch_name: if you intend to submit the backport as a pull request)
git cherry-pick the_sha1_sum
git push ...
```

If changes are needed, do them and `git commit -a --amend`

### 13.1.1.6 Things you should NOT do

(For anyone with push rights to [github.com/OSGeo/gdal](https://github.com/OSGeo/gdal)) Never modify a commit or the history of anything that has been committed to <https://github.com/OSGeo/gdal>

## 13.2 Sphinx RST Style guide

This page contains syntax rules, tips, and tricks for using Sphinx and reStructuredText. For more information, please see this [comprehensive guide to reStructuredText](#), as well as the [Sphinx reStructuredText Primer](#).

### 13.2.1 Basic markup

### 13.2.2 Basic markup

A reStructuredText document is written in plain text. Without the need for complex formatting, one can be composed simply, just like one would any plain text document. For basic formatting, see this table:

Format	Syntax	Output
Italics	<code>*italics*</code> (single asterisk)	<i>italics</i>
Bold	<code>**bold**</code> (double asterisk)	<b>bold</b>
Monospace	<code>``monospace``</code> (double back quote)	monospace

**Warning:** Use of basic markup is **not recommend!** Where possible use sphinx inline directives to logically mark commands, parameters, options, input, and files. By using directives consistently these items can be styled appropriately.

### 13.2.3 Lists

There are two types of lists, bulleted lists and numbered lists. A **bulleted list** looks like this:

- An item
- Another item
- Yet another item

This is accomplished with the following code:

```
* An item
* Another item
* Yet another item
```

A **numbered list** looks like this:

1. First item
2. Second item
3. Third item

This is accomplished with the following code:

```
#. First item
#. Second item
#. Third item
```

Note that numbers are automatically generated, making it easy to add/remove items.

### 13.2.4 List-tables

Bulleted lists can sometimes be cumbersome and hard to follow. When dealing with a long list of items, use list-tables. For example, to talk about a list of options, create a table that looks like this:

Shapes	Description
Square	Four sides of equal length, 90 degree angles
Rectangle	Four sides, 90 degree angles

This is done with the following code:

```
.. list-table::
   :widths: 20 80
   :header-rows: 1

   * - Shapes
     - Description
   * - Square
     - Four sides of equal length, 90 degree angles
   * - Rectangle
     - Four sides, 90 degree angles
```

### 13.2.5 Page labels

**Ensure every page has a label that matches the name of the file.** For example if the page is named `foo_bar.rst` then the page should have the label:

```
.. _foo_bar:
```

Other pages can then link to that page by using the following code:

```
:ref:`foo_bar`
```

### 13.2.6 Linking

Links to other pages should never be titled as “here”. Sphinx makes this easy by automatically inserting the title of the linked document.

#### Bad

More information about linking can be found [here](#).

#### Good

For more information, please see the section on [Linking](#).

To insert a link to an external website:

```
`Text of the link <http://example.com>`__
```

The resulting link would look like this: [Text of the link](#)

**Warning:** It is very easy to have two links with the same text resulting in the following error:

```
** (WARNING/2) Duplicate explicit target name:foo**
```

To avoid these warnings use of a double `__` generates an anonymous link.

### 13.2.7 Sections

Use sections to break up long pages and to help Sphinx generate tables of contents.

```
=====
Document title
=====
```

```
First level
-----
```

```
Second level
+++++
```

```
Third level
*****
```

```
Fourth level
~~~~~
```

### 13.2.8 Notes and warnings

When it is beneficial to have a section of text stand out from the main text, Sphinx has two such boxes, the note and the warning. They function identically, and only differ in their coloring. You should use notes and warnings sparingly, however, as adding emphasis to everything makes the emphasis less effective.

Here is an example of a note:

---

**Note:** This is a note.

---

This note is generated with the following code:

```
.. note:: This is a note.
```

Similarly, here is an example of a warning:

**Warning:** Beware of dragons.

This warning is generated by the following code:

```
.. warning:: Beware of dragons.
```

### 13.2.9 Images

Add images to your documentation when possible. Images, such as screenshots, are a very helpful way of making documentation understandable. When making screenshots, try to crop out unnecessary content (browser window, desktop, etc). Avoid scaling the images, as the Sphinx theme automatically resizes large images. It is also helpful to include a caption underneath the image.:

```
.. figure:: image.png
   :align: center

   *Caption*
```

In this example, the image file exists in the same directory as the source page. If this is not the case, you can insert path information in the above command. The root / is the directory of the `conf.py` file.:

```
.. figure:: ../images/gdalicon.png
```

### 13.2.10 External files

Text snippets, large blocks of downloadable code, and even zip files or other binary sources can all be included as part of the documentation.

To include link to sample file, use the `download` directive:

```
:download:`An external file <example.txt>`
```

The result of this code will generate a standard link to an `external file`

To include the contents of a file, use `literalinclude` directive:



Example of `:command:`gdalinfo`` use:

```
.. literalinclude:: example.txt
```

Example of **gdalinfo** use:

```
Driver: GTiff/GeoTIFF
Size is 512, 512
Coordinate System is:
PROJCS["NAD27 / UTM zone 11N",
  GEOGCS["NAD27",
    DATUM["North_American_Datum_1927",
      SPHEROID["Clarke 1866",6378206.4,294.978698213901]],
    PRIMEM["Greenwich",0],
    UNIT["degree",0.0174532925199433]],
  PROJECTION["Transverse_Mercator"],
  PARAMETER["latitude_of_origin",0],
  PARAMETER["central_meridian",-117],
  PARAMETER["scale_factor",0.9996],
  PARAMETER["false_easting",500000],
  PARAMETER["false_northing",0],
  UNIT["metre",1]]
Origin = (440720.000000,3751320.000000)
Pixel Size = (60.000000,-60.000000)
Corner Coordinates:
Upper Left  ( 440720.000, 3751320.000) (117d38'28.21"W, 33d54'8.47"N)
Lower Left  ( 440720.000, 3720600.000) (117d38'20.79"W, 33d37'31.04"N)
Upper Right ( 471440.000, 3751320.000) (117d18'32.07"W, 33d54'13.08"N)
Lower Right ( 471440.000, 3720600.000) (117d18'28.50"W, 33d37'35.61"N)
Center      ( 456080.000, 3735960.000) (117d28'27.39"W, 33d45'52.46"N)
Band 1 Block=512x16 Type=Byte, ColorInterp=Gray
```

The `literalinclude` directive has options for syntax highlighting, line numbers and extracting just a snippet:

Example of `:command:`gdalinfo`` use:

```
.. literalinclude:: example.txt
   :language: txt
   :linenos:
   :emphasize-lines: 2-6
   :start-after: Coordinate System is:
   :end-before: Origin =
```

### 13.2.11 Reference files and paths

Use the following syntax to reference files and paths:

```
:file:`myfile.txt`
```

This will output: `myfile.txt`.

You can reference paths in the same way:

```
:file:`path/to/myfile.txt`
```

This will output: `path/to/myfile.txt`.

For Windows paths, use double backslashes:

```
:file:`C:\\myfile.txt`
```

This will output: `C:\\myfile.txt`.

If you want to reference a non-specific path or file name:

```
:file:`{your/own/path/to}/myfile.txt`
```

This will output: `your/own/path/to/myfile.txt`

### 13.2.12 Reference code

To reference a class:

```
:cpp:class:`MyClass`
```

To reference a method or function:

```
:cpp:func:`MyClass::MyMethod`  
:cpp:func:`MyFunction`
```

### 13.2.13 Reference configuration options

To reference a configuration option, such as `GDAL_CACHEMAX`, use:

```
:decl_configoption:`OPTION_NAME`
```

### 13.2.14 Reference commands

Reference commands (such as `gdalinfo`) with the following syntax:

```
:program:`gdalinfo`
```

Use `option` directive for command line options:

```
.. option:: -json
```

Display the output **in json format**.

Use `describe` to document create parameters:

```
.. describe:: WORLDFILE=YES
```

Force the generation of an associated ESRI world file (**with** the extension `.wld`).



## BIBLIOGRAPHY

- [Wang2000] Generating Viewsheds without Using Sightlines. Wang, Jianjun, Robinson, Gary J., and White, Kevin. Photogrammetric Engineering and Remote Sensing. p81. [https://www.asprs.org/wp-content/uploads/pers/2000journal/january/2000\\_jan\\_87-90.pdf](https://www.asprs.org/wp-content/uploads/pers/2000journal/january/2000_jan_87-90.pdf)



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