Weighting map overlays

The command r.weight is easier to use than both r.combine and r.infer, but limited in scope. Simply, it allows you to "weight" different coverages and then add or multiply them together. Much like you would have done with the landslide analysis of week 4. I**highly recommend** that you read the "***suggested approach***" section of the manual page (type **`g.manual r.weight`**) before you use this program for your project. For now you may simply tag along.

This program runs within its own shell, so you won’t have access to other GRASS command once you’ve entered "r.weight" Make sure you know the spelling of map overlays before you start off.

To begin type:
`r.weight`

`Do you want graphics to go to the color monitor? (y/n) [n`]
answer yes

You should now have a prompt that says
`weight:`

At any time in this if you want the list of commands simply type **`help`**
or you may get help on a specific command by typing help <commandname>. Do that now for the choose command by typing
`help choose`
and read what it says

Let’s see if we can find out where the hawks live
"Choose" the dem and the slope map (do these one at a time)
`choose slope`
`choose dem`
It will give the range as ouput

Now we need to assign the values using "assign" but let’s get some hel
`help assign`

Hawks like high areas with steep slopes to nest on, so assing them as follows
```
assign dem 0 500 1
assign dem 501 750 5
assign dem 751-908 10
assign slope 1 25 1
assign slope 26 35 5
assign slope 35 58 10
```

By default, the weights will be added, if you want to multiply, issue the command mult
and by default it uses a greyscale color table (yuck) so type:
`color wave`
Now type
`execute`
It will ask you if you approve of several of its default conditions, ask you for a new map name, and then dump you into the category update file. **I strongly suggest that you use a title for this map AND that you save the weight process (see below) using a similar name. This allows you to retrace your steps.** Once your down with the categories (Don’t change them now, no point) hit escape (once or more times until you’re out).

The map should come up on you screen and you should save the analysis if you like it, or rerun it to improve it. This map will have to be reclassed based on the outcome of the addition or the multiplication.

When you’re done, go back the theTutorial Page

HELP: send e-mail to harbor