Legend

Description	Abbr.	Description	Example
Functionality is not available.	**GP**	Geoprocessing Environment.	MA = Not Available
Not necessary. Functionality has been deprecated.	**AC**	ArcCatalog	GP = Unnecessary
The Name is exactly the same.	**AM**	ArcMap	GP = Dendrogram
Functionality is the same but the name is different.	**MA**	Map Algebra	GP = Band Collection Statistics
Functionality is basically the same but there are tangible differences.	**TW**	Table Window	GP = Add Colormap (similar)

GRID Functions		
A		
ABS	calculates the absolute value of the input.	MA = Abs GP = Abs
ACOS	calculates the inverse cosine of the input.	MA = ACos GP = ACos
ACOSH	calculates the inverse hyperbolic cosine of the input.	MA = ACosH GP = ACosH
ADJUST	adjusts or rubber sheets a grid in either direction along the links from a separate link coverage.	MA = Not Available GP = Warp (comparable) ArcMap: Georeferencing Toolbar
AGGREGATE	generates a reduced resolution version of a grid where each output cell contains the MIN, MAX, MEAN, MEDIAN or SUM of the input cells that are encompassed by the extent of the output cell.	MA = Aggregate GP = Aggregate
ASCIIGRID	converts an ASCII file to a grid.	MA = ASCIIGrid GP = ASCII to Raster *(Conversion > To Raster toolset)*
ASIN	calculates the inverse sine of the input.	MA = ASin GP = ASin
ASINH	calculates the inverse hyperbolic sine of the input.	MA = ASinH GP = ASinH
ASPECT	identifies the direction of maximum rate of change in z value from each cell.	MA = Aspect GP = Aspect
ATAN	calculates the inverse tangent of the input.	MA = ATan GP = ATan
ATAN2	calculates the inverse tangent (based on y/x) of the input.	MA = ATan2 GP = ATan2
ATANH	calculates the inverse hyperbolic tangent of the input.	MA = ATanH GP = ATanH
B		
BASIN	creates a grid delineating all drainage basins within the analysis window.	MA = Basin GP = Basin
BLOCKMAJORITY	an aggregation function that partitions the input grid into blocks and finds the majority of the values for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMajority GP = Block Statistics (#, #, #, Majority)
BLOCKMAX	an aggregation function that partitions the input grid into blocks and finds the highest value for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMax GP = Block Statistics (#, #, #, Maximum)
BLOCKMEAN	an aggregation function that partitions the input grid into blocks and finds the mean value for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMean GP = Block Statistics (#, #, #, Mean)

BLOCKMEDIAN	an aggregation function that partitions the input grid into blocks and finds the median value for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMedian GP = Block Statistics (#, #, #, Median)
BLOCKMIN	an aggregation function that partitions the input grid into blocks and finds the smallest value for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMin GP = Block Statistics (#, #, #, Minimum)
BLOCKMINORITY	an aggregation function that partitions the input grid into blocks and finds the minority value for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockMinority GP = Block Statistics (#, #, #, Minority)
BLOCKRANGE	an aggregation function that partitions the input grid into blocks and finds the range of values for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockRange GP = Block Statistics (#, #, #, Range)
BLOCKSTD	an aggregation function that partitions the input grid into blocks and finds the standard deviation of values for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockSTD GP = Block Statistics (#, #, #, Std)
BLOCKSUM	an aggregation function that partitions the input grid into blocks and finds the sum of values for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockSum GP = Block Statistics (#, #, #, Sum)
BLOCKVARIETY	an aggregation function that partitions the input grid into blocks and finds the variety of the values (the number of different values) for the specified cells (defined by the neighborhood parameters) within the block and sends it to each cell location in the block on the output grid.	MA = BlockVariety GP = Block Statistics (#, #, #, Variety)
BOUNDARYCLEAN	smooths the boundary between zones by expanding and shrinking the boundary.	MA = BoundaryClean GP = Boundary Clean
C		
CEIL	returns the next highest whole value that is greater than or equal to the input values.	MA = Ceil GP = Round Up
CLASSPROB	creates a stack of probability layers for each class represented in the signature file.	MA = Classprob GP = Class Probability
CLASSSIG	creates an ASCII signature file that contains signatures of classes, defined as class samples in the input grid, in the input stack.	MA = ClassSig GP = Create Signatures
COLOR2BLUE	converts a grid and associated colormap into a grid representing the RGB blue components of the input.	MA = Color2Blue GP = Not Available
COLOR2GREEN	converts a grid and associated colormap into a grid representing the RGB green components of the input.	MA = Color2Green GP = Not Available
COLOR2HUE	converts a grid and associated colormap into a grid representing the HSV hue components of the input.	MA = Color2Hue GP = Not Available
COLOR2RED	converts a grid and associated colormap into a grid representing the RGB red components of the input.	MA = Color2Red GP = Not Available
COLOR2SAT	converts a grid and associated colormap into a grid representing the HSV saturation components of the input.	MA = Color2Sat GP = Not Available
COLOR2VAL	converts a grid and associated colormap into a grid representing the HSV value components of the input.	MA = Color2val GP = Not Available
COMBINE	combines multiple grids on a cell-by-cell basis, such that a unique output value is assigned to each unique combination of input values.	MA = Combine GP = Combine

CON	performs one or more conditional if/else evaluations.	MA = Con GP = Con
CONTOUR	generates contour lines from a grid.	MA = Contour GP = Contour
CORRIDOR	records for each cell location the sum of the accumulative costs for two input accumulative-cost grids.	MA = Corridor GP = Corridor
COS	calculates the cosine of the input.	MA = Cos GP = Cos
COSH	calculates the hyperbolic cosine of the input.	MA = CosH GP = CosH
COSTALLOCATION	identifies for each cell the zone of each source cell that could be reached with the least accumulative cost.	MA = CostAllocation GP = Cost Allocation
COSTBACKLINK	defines the neighbor that is the next cell on the least-accumulative-cost path from a cell to a set of source cells.	MA = CostBackLink GP = Cost Back Link
COSTDISTANCE	calculates for each cell the least-accumulative-cost distance over a cost surface to a source cell or a set of source cells.	MA = CostDistance GP = Cost Distance
COSTPATH	produces an output grid that records the least-cost path(s) from selected cell(s) in the input <fromcell_grid>, or from interactive selection on the display, to the closest source cell defined within the <accumcost_grid> in terms of cost distance.	MA = CostPath GP = Cost Path
CURVATURE	calculates the curvature of a surface at each cell center.	MA = Curvature GP = Curvature
D		
DARCYFLOW	calculates the groundwater volume balance residual for steady state flow in an aquifer and the seepage velocity for each cell using Darcy's Law.	MA = DarcyFlow GP = Darcy Flow
DEMGRID	converts a USGS DEM to a grid.	MA = DEMGrid GP = DEM to Raster *(Conversion > To Raster toolset)*
DTEDGRID	converts a US NIMA DTED file into a grid.	MA = DTEDGrid GP = Copy Raster *(Data Mgmnt > Raster toolset > Raster Dataset toolset)*
E		
EDITSIG	edits a signature file by merging, renumbering and deleting class signatures and creates a new signature file.	MA = Editsig GP = Edit Signatures
EQUALTO	evaluates, on a cell-by-cell basis, the number of times in an argument list that the input grid values are equal to the value specified by the first argument.	MA = Equal To GP = Equal To Frequency
EUCALLOCATION	calculates for each cell the zone of the closest source cell (in Euclidean distance).	MA = EucAllocation GP = Euclidean Allocation
EUCDIRECTION	calculates the direction in degrees that each cell center is from the cell center of the closest source. The output values are based on compass directions, with 0û being reserved for the source cells.	MA = EucDirection GP = Euclidean Direction
EUCDISTANCE	calculates for each cell the Euclidean distance to the closest source.	MA = Eucdistance GP = Euclidean Distance
EXP	calculates the basee exponential of the input.	MA = Exp GP = Exp
EXP10	calculates the base10 exponential of the input.	MA = Exp10 GP = Exp10
EXP2	calculates the base2 exponential of the input.	MA = Exp2 GP = Exp2
EXPAND	expands the selected zones by a specified number of cells.	MA = Expand GP = Expand
F		
FLIP	flips a grid along a horizontal axis.	MA = Flip

		GP = Flip *(Data Mgmnt > Proj & Transformations > Raster tools)*
FLOAT	converts integer values to floating-point values.	MA = Float GP = Float
FLOATGRID	converts a file of binary floating point numbers to a grid.	MA = FloatGrid GP = Float To Raster
FLOOR	returns the greatest integer value that is smaller than or equal to the input values.	MA = Floor GP = Round Down
FLOWACCUMULATION	creates a grid of accumulated flow to each cell, by accumulating the weight for all cells that flow into each downslope cell.	MA = FlowAccumulation GP = Flow Accumulation
FLOWDIRECTION	creates a grid of flow direction from each cell to its steepest downslope neighbor.	MA = FlowDirection GP = Flow Direction
FLOWLENGTH	calculates distance, or weighted distance along a flow path.	MA = FlowLength GP = Flow Length
FMOD	divides the values of the first input by the second input and returns the remainder on a cell-by-cell basis.	MA = FMod GP = Not Available
FOCALFLOW	determines the flow of the values in the input grid within each cell's immediate neighborhood.	MA = FocalFlow GP = Focal Flow
FOCALMAJORITY	for each cell location on an input grid, finds the 'majority' value (the value that appears most often) within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalMajority GP = Focal Statistics (#, #, #, Majority)
FOCALMAX	for each cell location on an input grid, finds the highest value within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalMax GP = Focal Statistics (#, #, #, MAXIMUM)
FOCALMEAN	for each cell location on an input grid, finds the mean of the values within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalMean GP = Focal Statistics (#, #, #, MEAN)
FOCALMEDIAN	for each cell location on an input grid, finds the median value within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalMedian GP = Focal Statistics (#, #, #, Median)
FOCALMIN	for each cell location on an input grid, finds the minimum value within a specified neighborhood, and sends it to the corresponding cell location on the output grid.	MA = FocalMin GP = Focal Statistics (#, #, #, Minimum)
FOCALMINORITY	for each cell location on an input grid, finds the minority value within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalMinority GP = Focal Statistics (#, #, #, MINORIITY)
FOCALRANGE	for each cell location on an input grid, finds the range of the values within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalRange GP = Focal Statistics (#, #, #, Range)
FOCALSTD	for each cell location on an input grid, finds the standard deviation of the values within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalStd GP = Focal Statistics (#, #, #, STD)
FOCALSUM	for each cell location on an input grid, adds the values within a specified neighborhood and sends the sum to the corresponding cell location on the output grid.	MA = FocalSum GP = Focal Statistics (#, #, #, Sum)
FOCALVARIETY	for each cell location on an input grid, determines the number of unique values (or the variety) within a specified neighborhood and sends it to the corresponding cell location on the output grid.	MA = FocalVariety GP = Focal Statistics (#, #, #, Variety)
G		
GREATERTHAN	evaluates, on a cell-by-cell basis, the number of times in an argument list that the input grid values are greater than the value specified by the first argument.	MA = GreaterThan GP = Greater Than Frequency
GRIDASCII	converts a grid to an ASCII file.	MA = GridASCII GP = Raster to ASCII

		(Conversion > From Raster toolset)
GRIDFLOAT	converts a grid to a file of binary floating point numbers.	MA = GridFloat GP = Raster to Float *(Conversion > From Raster toolset)*
GRIDLINE	converts a grid representing rasterized linear features to a line coverage.	MA = Not Available (use GridLineShape) GP = Raster to Polyline
GRIDLINESHAPE	converts a grid representing rasterized linear features to a line shape file.	MA = GridLineShape GP = Raster to Polyline *(Conversion > From Raster toolset)*
GRIDPOINTSHAPE	converts a grid representing rasterized point features to a point shape file.	MA = GridPoint GP = Raster to Point *(Conversion > From Raster toolset)*
GRIDPOINT	converts a grid representing rasterized point features to a point coverage.	MA = Not Available (use GridPointShape) GP = Raster to Point
GRIDPOLY	converts a grid to a polygon coverage.	MA = Not Available (use GridShape) GP = Raster to Polyline
GRIDSHAPE	converts a grid to a polygon (Type 5) shape file.	MA = GridShape GP = Raster to Polygon *(Conversion > From Raster toolset)*
H		
HILLSHADE	creates a shaded relief grid from a grid by considering the sun illumination angle and shadows.	MA = Hillshade GP = Hillshade
HSV2BLUE	converts three grids representing the hue, saturation, and value of an HSV color model to a blue grid for an RGB color model.	MA = HSV2Blue GP = Not Available
HSV2GREEN	converts three grids representing the hue, saturation, and value of an HSV color model to a green grid for an RGB color model.	MA = HSV2Green GP = Not Available
HSV2RED	converts three grids representing the hue, saturation, and value of an HSV color model to a red grid for an RGB color model.	MA = HSV2Red GP = Not Available
I		
IDW	performs an inverse distance weighted interpolation on a point data set.	MA = IDW GP = IDW
INT	converts input floating-point values to integer values through truncation.	MA = Int GP = Int
ISNULL	returns '1' if the input value is NODATA, and '0' if it is not.	MA = IsNull GP = Is Null
ISOCLUSTER	uses an isodata clustering algorithm to determine the characteristics of the natural groupings of cells in a multi-dimensional space, and stores the results in an ASCII signature file.	MA = IsoCluster GP = Iso Cluster
K		
KRIGING	interpolates a point data set into a surface using kriging.	MA = Kriging GP = Kriging
L		
LESSTHAN	evaluates, on a cell-by-cell basis, the number of times in an argument list that the input grid values are less than the value specified by the first argument.	MA = Lessthan GP = Less Than Frequency
LINEDENSITY	calculates density of lines in a neighborhood around each grid cell.	MA = LineDensity (#, #, #, Simple) GP = Line Density

		MA = LineDensity (#, #, #, Kernel) GP = Kernel Density
LINEDIRECTION	calculates direction of lines in a neighborhood around each grid cell.	MA = Not Available GP = Not Available
LINEDIST	calculates distance to lines in a neighborhood around each grid cell.	MA = Not Available GP = Not Available
LINEGRID	creates a grid from line features in a coverage.	MA = Not Available GP = Polyline To Raster *(Conversion > To Raster toolset)*
LINESTATS	calculates a chosen statistic on line attributes in a neighborhood around each grid cell.	MA = LineStats GP = Line Statistics
LN	calculates the natural logarithm (base e) of the input.	MA = Ln GP = Ln
LOG10	calculates the base10 logarithm of the input.	MA = Log10 GP = Log10
LOG2	calculates the base2 logarithm of the input.	MA = Log2 GP = Log2
LPOS	determines, on a cell-by-cell basis, the position of the input grid with the minimum value in the argument list.	MA = LPos GP = Lowest Position
M		
MAJORITY	uses multiple input grids to determine the 'majority' value (the value that appears most often) on a cell-by-cell basis.	MA = Majority GP =Cell Statistics (#, #, Majority)
MAJORITYFILTER	replaces cells in a grid based upon the majority of their contiguous neighboring cells.	MA = MajorityFilter GP = MajorityFilter
MAX	uses multiple input grids to determine the maximum value on a cell-by-cell basis.	MA = Max GP =Cell Statistics (#, #, Maximum)
MEAN	uses multiple input grids to determine the mean value on a cell-by-cell basis.	MA = Mean GP =Cell Statistics (#, #, Mean)
MED	uses multiple input grids to determine the median value on a cell-by-cell basis.	MA = Med GP =Cell Statistics (#, #, Median)
MERGE	merges multiple, possibly non-adjacent input grids into a single grid based upon order of input.	MA = Merge GP = Mosaic *(Data Mgmnt > Raster toolset > Raster Dataset toolset)*
MIN	uses multiple input grids to determine the minimum value on a cell-by-cell basis.	MA = Min GP =Cell Statistics (#, #, Minimum)
MINORITY	uses multiple input grids to determine the 'minority' value (the value that appears least often) on a cell-by-cell basis.	MA = Minority GP =Cell Statistics (#, #, Minority)
MIRROR	mirrors a grid along a vertical axis.	MA = Mirror GP = Mirror *(Data Mgmnt > Proj & Transformations > Raster tools)*
MLCLASSIFY	performs maximum likelihood classification on a stack and creates the classification grid.	MA = MLCLassify GP = Maximum Likelihood Classification
MOSAIC	merges multiple adjacent continuous grids and performs interpolation in the overlapping areas	MA = Mosaic GP = Mosaic *(Data Mgmnt > Raster toolset > Raster Dataset toolset)*
N		
NIBBLE	replaces areas in a grid corresponding to a mask, with the values of the nearest neighbors.	MA = Nibble GP = Nibble
NORMAL	creates a grid with randomly dispersed values of a normal distribution.	MA = Normal GP = Create Normal Raster
P		
PARTICLETRACK	calculates the path of a particle through a velocity field.	MA = ParticleTrack GP = Particle Track

PATHDISTANCE	calculates, for each cell, the least-accumulative-cost distance over a cost surface from a source cell or a set of source cells while accounting for surface distance and horizontal and vertical cost factors.	MA = PathDistance GP = Path Distance, Path Distance Allocation Path Distance Back Link
PICK	using the values of an input grid, determines which expression will be used, and uses it to compute the output values.	MA = Pick GP = Pick
POINTDENSITY	calculates density of points in a neighborhood around each grid cell.	MA = PointDensity (#, #, #, Simple) GP = Point Density MA = PointDensity (#, #, #, Kernel) GP = Kernel Density
POINTDIST	calculates distance to points in a neighborhood around each grid cell.	MA = Not Available GP = Not Available
POINTGRID	creates a grid from points in a coverage.	MA = Not Available GP = Point To Raster *(Conversion > To Raster toolset)*
POINTINTERP	interpolates a grid from a set of points.	MA = PointInterp GP = Not Available (try similar IDW)
POINTSTATS	calculates a chosen statistic on point attributes in a neighborhood around each grid cell.	MA = PointStats GP = Point Statistics
POLYGRID	creates a grid from polygons in a coverage.	MA = ShapeGrid GP = Polygon To Raster *(Conversion > To Raster toolset)*
POPULARITY	determines the value in an argument list that is at a certain level of popularity on a cell-by-cell basis within the analysis window. The particular level of popularity (the number of occurrences of each value) is specified by the first argument.	MA = Popularity GP = Popularity
POROUSPUFF	calculates the time-dependent, two-dimensional concentration distribution of a solute, introduced instantaneously at a discrete point into a vertically mixed aquifer.	MA = PorousPuff GP = Porous Puff
POW	calculates the nth power of the input.	MA = Pow GP = Power
PRINCOMP	generates a stack of layers being the principal components of the input stack	MA = Princomp GP = Principal Components
PROJECT	projects coordinates between two projections for a grid.	MA = Not Available GP = Project Raster *(Data Mgmnt > Proj & Transformations > Raster tools)*
PROJECTGRID	projects coordinates between two projections for a grid using a faster polynomial transformation.	MA = Not Available GP = Project Raster *(Data Mgmnt > Proj & Transformations > Raster tools)*
R		
RAND	generates a random number between '0' and '1'.	MA = Rand GP = Create Random Raster
RANGE	uses multiple input grids to determine the range of values on a cell-by-cell basis.	MA = Range GP =Cell Statistics (#, #, Range)
RANK	returns the value in the <n>th position in the rank order of the argument list, which is created using the specified multiple input grids, on a cell-by-cell basis.	MA = Rank GP = Rank
RECLASS	reclassifies (or changes) the value of the input cells using a remap table on a cell-by-cell basis.	MA = Reclass GP = Reclassify, Reclass by ASCII File, Reclass by Table

REGIONGROUP	records for each cell in the output the identity of the connected region to which it belongs. A unique number is assigned to each region.	MA = RegionGroup GP = Region Group
RESAMPLE	changes the cellsize of a grid.	MA = Resample GP = Resample *(Data Mgmnt > Raster toolset > Raster Processing tooset)* Note: The SEARCH option not available in GP tool.
RGB2HUE	converts three grids representing the red, green, and blue of an RGB color model to a hue grid for an HSV color model.	MA = RGB2Hue GP = Not Available
RGB2SAT	converts three grids representing the red, green, and blue of an RGB color model to a saturation grid for an HSV color model.	MA = RGB2Sat GP = Not Available
RGB2VAL	converts three grids representing the red, green, and blue of an RGB color model to a value grid for an HSV color model.	MA = RGB2Val GP = Not Available
ROTATE	rotates a grid around the lower left corner by a specified angle.	MA = Rotate GP = Rotate *(Data Mgmnt > Proj & Transformations > Raster tools)*
S		
SAMPLE	lists the values of a group of cells from one or more grids.	MA = Sample GP = Sample
SAMPLESIG	creates an ASCII signature file that contains a set of statistics defining zones specified in the input file.	MA = Not Available GP = Not Available
SCALAR	returns the result of a map algebra expression involving numbers as a numeric value that can be assigned to a scalar variable.	MA = Not applicable GP = Not applicable
SELECT	based on the evaluation of the <logical_expression>, selects cell values from the input grid on a cell-by-cell basis.	MA = Select GP = Extract by Attributes
SELECTBOX	selects cells from the input grid that are either inside or outside a specified box.	MA = SelectBox GP = Extract by Rectangle
SELECTCIRCLE	selects cells from the input grid that are either inside or outside a specified circle.	MA = SelectCircle GP = Extract by Circle
SELECTMASK	masks (or sets to NODATA) all cell locations in the first input grid that have been assigned NODATA in the second input grid.	MA = SelectMask GP = Extract by Mask
SELECTPOINT	selects cells from the input grid that are either inside or outside the boundary of the cell within which a selected point falls.	MA = SelectPoint GP = Extract by Points
SELECTPOLYGON	selects cells from the input grid that are either inside or outside a polygon.	MA = SelectPolygon GP = Extract by Polygon
SETNULL	returns NODATA if the evaluation of the input condition is 'TRUE'; if it '	MA = SetNull GP = Set Null
FALSE', returns the value specified by the second input argument.		
SHAPEGRID	converts a shape file to a grid.	MA = ShapeGrid GP = Feature to Raster *(Conversion > To Raster toolset)*
SHIFT	shifts the coordinates of a grid, and optionally changes the cell size.	MA = Shift GP = Shift *(Data Mgmnt > Proj & Transformations > Raster tools)*
SHRINK	shrinks the selected zones by a specified number of cells.	MA = Shrink GP = Shrink
SIN	calculates the sine of the input.	MA = Sin GP = Sin
SINH	calculates the hyperbolic sine of the input.	MA = SinH

		GP = SinH
SINK	creates a grid identifying all sinks, or areas of internal drainage.	MA = Sink GP = Sink
SLICE	'slices' (or changes) a range of values of the input cells by specified ranges, zones of equal area, or zones with equal intervals.	MA = Slice GP = Slice
SLOPE	identifies the rate of maximum change in z value from each cell.	MA = Slope GP = Slope
SNAPPOUR	snaps selected pour points to the cell of highest flow accumulation within a specified neighborhood.	MA = SnapPour GP = Snap Pour Point
SPLINE	performs a spline interpolation on a point data set resulting in a smoothed surface with the minimum curvature.	MA = Spline GP = Spline
SQR	calculates the square of the input.	MA = Sqr GP = Square
SQRT	calculates the square root of the input.	MA = Sqrt GP = Square Root
STD	uses multiple input grids to determine the standard deviation on a cell-by-cell basis.	MA = STD GP =Cell Statistics (#, #, STD)
STREAMLINE	converts a grid representing a raster linear network to a line coverage.	MA = StreamShape GP = Stream to Feature
STREAMLINK	assigns unique values to sections of a raster linear network between intersections.	MA = StreamLink GP = Stream Link
STREAMORDER	assigns a numeric order to segments of a grid representing branches of a linear network.	MA = StreamOrder GP = Stream Order
STREAMSHAPE	converts a grid representing a raster linear network to a shape file.	MA = StreamShape GP = Stream to Feature
SUM	calculates, on a cell by cell basis, the sum of a set of input grids	MA = Sum GP =Cell Statistics (#, #, Sum)
T		
TAN	calculates the tangent of the input.	MA = Tan GP = Tan
TANH	calculates the hyperbolic tangent of the input.	MA = TanH GP = TanH
TEST	uses a Boolean evaluation of the <logical_expression> to test the cell values from the input grid and to set the output to '1' or '0' on a cell-by-cell basis.	MA = Test GP = Test
THIN	thins rasterized linear features by reducing the number of pixels representing the width of the features.	MA = Thin GP = Thin
TREND	performs a trend interpolation on a point data set.	MA = Trend GP = Trend
U		
UPOS	determines, on a cell-by-cell basis, the position of the input grid with the maximum value in the argument list.	MA = UPos GP = Highest Position
V		
VARIETY	uses multiple input grids to determine the variety of the values (the number of unique values) on a cell-by-cell basis.	MA = Variety GP =Cell Statistics (#, #, Variety)
VISIBILITY	performs visibility analysis on a grid by determining how many observation points can be seen from each cell location of the input grid, or which cell locations can be seen by each observation point.	MA = Visibility GP = Viewshed, Observer Points
W		
WARP	rubber sheets a grid along a set of links using a polynomial transformation.	MA = Warp GP = Warp *(Data Mgmnt > Proj & Transformations > Raster tools)*
WATERSHED	determines the contributing area above a set of cells in a grid.	MA = Watershed GP = Watershed
Z		

ZONALAREA	calculates the area of each zone in the input grid.	MA = ZonalArea GP = Zonal Geometry (#, #, #, Area)
ZONALCENTROID	creates a grid with cells locating the geometric centers of each zone of an input grid.	MA = ZonalCentroid GP = Zonal Geometry (#, #, #, Ellipse)
ZONALFILL	fills zones using the minimum cell value from a weight grid, along the zone boundary.	MA = ZonalFill GP = Zonal Fill
ZONALGEOMETRY	records in an output INFO table the area, perimeter and thickness of the values of all cells in an input grid that belong to the same zone.	MA = ZonalGeometry GP = Zonal Geometry as Table
ZONALMAJORITY	records in each output cell the majority value (the value that appears most often) of all cells in the <value_grid> that belongs to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMajority GP = Zonal Statistics (#, #, #, Majority)
ZONALMAX	records in each output cell the maximum value of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMax GP = Zonal Statistics (#, #, #, Maximum)
ZONALMEAN	records in each output cell the mean of the values of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMean GP = Zonal Statistics (#, #, #, Mean)
ZONALMEDIAN	records in each output cell the median value of all cells in the <value_grid> that belongs to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMedian GP = Zonal Statistics (#, #, #, Median)
ZONALMIN	records in each output cell the minimum value of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMin GP = Zonal Statistics (#, #, #, Minimum)
ZONALMINORITY	records in each output cell the minority value of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalMajority GP = Zonal Statistics (#, #, #, Majority)
ZONALPERIMETER	calculates the perimeter of each zone in the input grid.	MA = ZonalPerimeter GP = Zonal Geometry (#, #, #, Perimeter)
ZONALRANGE	records in each output cell the range of values of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalRange GP = Zonal Statistics (#, #, #, Range)
ZONALSTATS	records in an output INFO table the minimum, maximum, range, sum, mean, standard deviation and variety of the values of all cells in the <value_grid> that belong to the same zone. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalStats GP = Zonal Statistics as Table
ZONALSTD	records in each output cell the standard deviation of the values of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalSTD GP = Zonal Statistics (#, #, #, STD)
ZONALSUM	records in each output cell the sum of the values of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	MA = ZonalSum GP = Zonal Statistics (#, #, #, Sum)
ZONALTHICKNESS	calculates for each zone on an input grid the deepest or thickest point within the zone from its surrounding cells.	MA = ZonaThickness GP = Zonal Geometry (#, #, #, Thickness)
ZONALVARIETY	records in each output cell the variety of values (the number	MA = ZonalVariety

	of unique values) of all cells in the <value_grid> that belong to the same zone as the output cell. Zones are identified by the values of the cells in the input <zone_grid>.	GP = Zonal Statistics (#, #, #, Variety)