

GTiff2Tiles.Benchmarks documentation

The following documentation is written for **1.5.0** release of application.

Requirements

- MapTiler Pro 0.5.3 or newer;
- Gdal2Tiles.py, converted to `.exe` and placed in directory `Gda12Tiles` near benchmarks binaries;

If you're using Windows 7 SP1, you can experience weird error with **GDAL** package. It's recommended to install [KB2533623](#) to fix it. You can read about this Windows update on [MSDN](#).

Dependencies

- GTiff2Tiles.Core;
- [CommandLineParser](#) – 2.7.82;

Usage

Short	Long	Description	Required?
-i	--input	Full path to input file	Yes
-o	--output	Full path to output directory	Yes
-t	--temp	Full path to temp directory	Yes
	--minz	Minimum cropped zoom	Yes
	--maxz	Maximum cropped zoom	Yes
	--threads	Threads count	No
	--version	Current version	
	--help	Message about console options	

Simple example looks like this: `./GTiff2Tiles.Benchmarks -i "D:/Examples/Input.tif" -o "D:/Examples/Output" -t "D:/Examples/Temp" --minz 8 --maxz 11 --threads 3`

Also take a look at `Start.ps1` **PowerShell** script for automating the work. Note, that running this script requires installed **PowerShell** or [PowerShell Core](#) for **Linux/OSX** systems.

Detailed options description

-i/--input is `string`, representing full path to input **GeoTIFF** file. Please, specify the path in double quotes (`"like this"`) if it contains spaces.

-o/--output is `string`, representing full path to directory, where tiles in will be created. Please, specify the path in double quotes (`"like this"`) if it contains spaces. **Directory should be empty.**

-t/--temp is `string`, representing full path to temporary directory. Please, specify the path in double quotes (`"like this"`) if it contains spaces. Inside will be created directory, which name is a **timestamp** in format `yyyyMMddHHmmssfff`.

--minz is `int` parameter, representing minimum zoom, which you want to crop.

--maxz is `int` parameter, representing maximum zoom, which you want to crop.

--threads is `int` parameter, representing threads count. By default (if not set) uses **5 threads**.