Table of Contents

Map

Open

Open a new Map.

geo-shell> **map open** --name earth

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		

geo-shell> **map open** --name earth
Map earth opened!

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

Close

Close a Map.

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

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		

geo-shell> **map open** --name earth
Map earth opened!

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

List

List open Maps.

geo-shell> **map list**

   No parameters

geo-shell> **map open** --name earth
Map earth opened!

geo-shell> **map open** --name us
Map us opened!

geo-shell> **map list**
earth
us

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

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

Add Layer

Add a Vector Layer.

geo-shell> **map add layer** --name world --layer countries

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
layer	The layer	true		
mapLayerName	The map layer name	false		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries

geo-shell> **layer style set** --name countries --style examples/countries.sld
Style /home/travis/build/jericks/geo-shell/examples/countries.sld set on countries

geo-shell> **layer open** --workspace naturalearth --layer ocean --name ocean
Opened Workspace naturalearth Layer ocean as ocean

geo-shell> **layer style set** --name ocean --style examples/ocean.sld
Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean

geo-shell> **map add layer** --name world --layer ocean
Added ocean layer to map world

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **map draw** --name world --file examples/map_add_layer.png
Done drawing /home/travis/build/jericks/geo-shell/examples/map_add_layer.png!

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

Add Raster

Add a Raster Layer.

geo-shell> **map add raster** --name world --raster earth

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
raster	The raster	true		
mapLayerName	The map layer name	false		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **map add raster** --name world --raster earth
Added earth layer to map world

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries
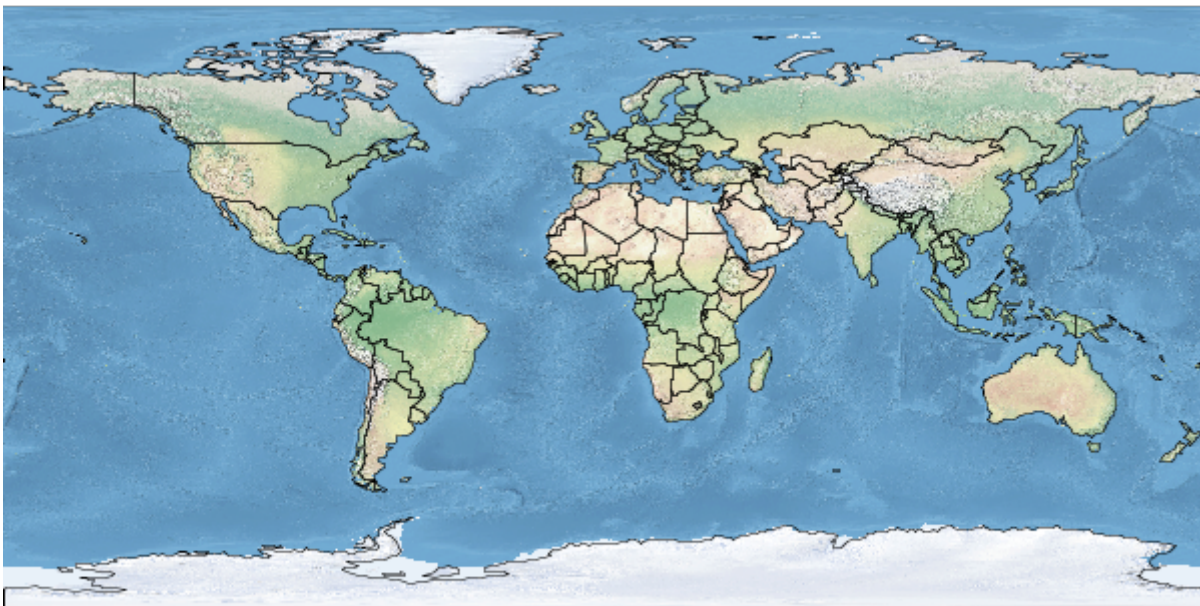
geo-shell> **style create** --params "stroke=black stroke-width=0.1" --file examples/outline.sld
Style   stroke=black   stroke-width=0.1   written   to   /home/travis/build/jericks/geo-shell/examples/outline.sld!

geo-shell> **layer style set** --name countries --style examples/outline.sld
Style /home/travis/build/jericks/geo-shell/examples/outline.sld set on countries

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **map draw** --name world --file examples/map_add_raster.png
Done drawing /home/travis/build/jericks/geo-shell/examples/map_add_raster.png!

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

Add Tile Layer

Add a Tile Layer.

geo-shell> **map add tile** --name world --tile tiles

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
tile	The tile	true		
mapLayerName	The map layer name	false		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **tile open** --name tiles --params src/test/resources/countries.mbtiles
Tile Layer tiles opened!

geo-shell> **map add tile** --name world --tile tiles
Added tiles layer to map world

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer places --name places
Opened Workspace naturalearth Layer places as places

geo-shell> **style vector default** --layer places --color #1E90FF --file examples/places.sld
Default Vector Style for places written to /home/travis/build/jericks/geo-shell/examples/places.sld!

geo-shell> **layer style set** --name places --style examples/places.sld
Style /home/travis/build/jericks/geo-shell/examples/places.sld set on places

geo-shell> **map add layer** --name world --layer places
Added places layer to map world

geo-shell> **map draw** --name world --width 400 --height 400 --file examples/map_add_tile.png
Done drawing /home/travis/build/jericks/geo-shell/examples/map_add_tile.png!

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

Remove Layer

Remove a Layer.

geo-shell> **map remove layer** --name world --layer countries

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
layer	The layer name	true		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **map add raster** --name world --raster earth
Added earth layer to map world

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries

geo-shell> **style create** --params "stroke=black stroke-width=0.1" --file examples/outline.sld
Style   stroke=black   stroke-width=0.1   written   to   /home/travis/build/jericks/geo-shell/examples/outline.sld!

geo-shell> **layer style set** --name countries --style examples/outline.sld
Style /home/travis/build/jericks/geo-shell/examples/outline.sld set on countries

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **map layers** --name world
earth
countries

geo-shell> **map remove layer** --name world --layer countries
Removed countries layer from map world

geo-shell> **map layers** --name world
earth

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

Reorder

Reorder a Layer in the Map.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
layer	The layer name	true		
order	The order parameters	true		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries

geo-shell> **style create** --params "stroke=black stroke-width=0.1" --file examples/outline.sld
Style   stroke=black   stroke-width=0.1   written   to   /home/travis/build/jericks/geo-shell/examples/outline.sld!

geo-shell> **layer style set** --name countries --style examples/outline.sld
Style /home/travis/build/jericks/geo-shell/examples/outline.sld set on countries

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **map add raster** --name world --raster earth
Added earth layer to map world

geo-shell> **map layers** --name world
countries
earth

geo-shell> **map reorder** --name world --layer countries --order 1
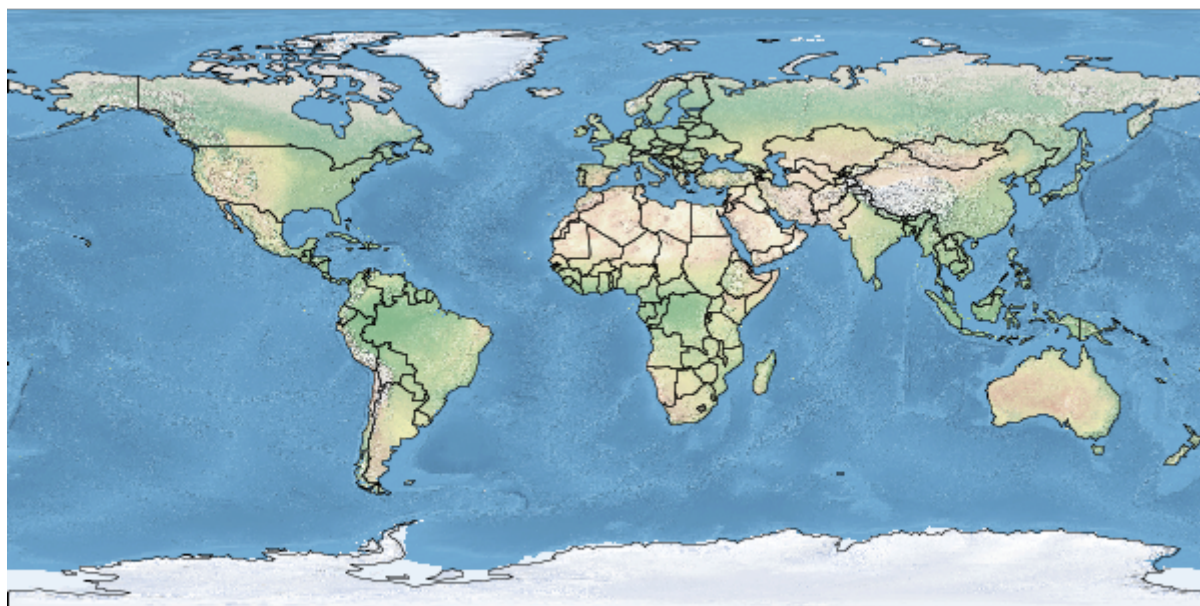Moved countries from 0 to 1

geo-shell> **map layers** --name world
earth
countries

geo-shell> **map draw** --name world --file examples/map_reorder.png
Done drawing /home/travis/build/jericks/geo-shell/examples/map_reorder.png!

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

Layers

List the Map's Layers.

geo-shell> **map layers** --name world

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **format open** --name earth --input src/test/resources/earth.tif
Format earth opened!

geo-shell> **raster open** --format earth --raster earth --name earth
Opened Format earth Raster earth as earth

geo-shell> **map add raster** --name world --raster earth
Added earth layer to map world

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries

geo-shell> **style create** --params "stroke=black stroke-width=0.1" --file examples/outline.sld
Style   stroke=black   stroke-width=0.1   written   to   /home/travis/build/jericks/geo-
shell/examples/outline.sld!

geo-shell> **layer style set** --name countries --style examples/outline.sld
Style /home/travis/build/jericks/geo-shell/examples/outline.sld set on countries

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **map layers** --name world
earth
countries

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

Draw

Draw a map.

geo-shell> **map draw** --name world --file examples/map_draw.png

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The map name	true		
bounds	The Bounds	false		
projection	The Projection	false		
width	The width	false	600	600
height	The height	false	400	400
type	The type	false	png	png
file	The file	false		
background-color	The background color	false		

geo-shell> **map open** --name world
Map world opened!

geo-shell> **workspace open** --name naturalearth --params examples/naturalearth.gpkg
Workspace naturalearth opened!

geo-shell> **layer open** --workspace naturalearth --layer countries --name countries
Opened Workspace naturalearth Layer countries as countries

geo-shell> **layer style set** --name countries --style examples/countries.sld
Style /home/travis/build/jericks/geo-shell/examples/countries.sld set on countries

geo-shell> **layer open** --workspace naturalearth --layer ocean --name ocean
Opened Workspace naturalearth Layer ocean as ocean

geo-shell> **layer style set** --name ocean --style examples/ocean.sld
Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean

geo-shell> **map add layer** --name world --layer ocean
Added ocean layer to map world

geo-shell> **map add layer** --name world --layer countries
Added countries layer to map world

geo-shell> **map draw** --name world --file examples/map_draw.png
Done drawing /home/travis/build/jericks/geo-shell/examples/map_draw.png!

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