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Tile

Open

Open a Tile Layer.

geo-shell> **tile open** --name countries --params src/test/resources/countries.mbtiles

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
params	The connection parameters	true		

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

geo-shell> **tile close** --name countries
Tile Layer countries closed!

Close

Close a Tile Layer.

geo-shell> **tile close** --name countries

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

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

geo-shell> **tile close** --name countries
Tile Layer countries closed!

List

List open Tile Layers.

geo-shell> **tile list**

> ⓘ   No parameters

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

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geo-shell> **tile list**
countries = MBTiles

geo-shell> **tile close** --name countries
Tile Layer countries closed!

Info

Get information about a Tile Layer.

geo-shell> **tile info** --name countries

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

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

geo-shell> **tile info** --name countries
countries
EPSG:3857
-2.0036395147881314E7,
-2.0037471205137067E7,2.0036395147881314E7,2.003747120513706E7,EPSG:3857
BOTTOM_LEFT
256,256
0,1,1,156412.0,156412.0
1,2,2,78206.0,78206.0
2,4,4,39103.0,39103.0
3,8,8,19551.5,19551.5
4,16,16,9775.75,9775.75
5,32,32,4887.875,4887.875
6,64,64,2443.9375,2443.9375
7,128,128,1221.96875,1221.96875
8,256,256,610.984375,610.984375
9,512,512,305.4921875,305.4921875
10,1024,1024,152.74609375,152.74609375
11,2048,2048,76.373046875,76.373046875
12,4096,4096,38.1865234375,38.1865234375
13,8192,8192,19.09326171875,19.09326171875
14,16384,16384,9.546630859375,9.546630859375
15,32768,32768,4.7733154296875,4.7733154296875
16,65536,65536,2.38665771484375,2.38665771484375
17,131072,131072,1.193328857421875,1.193328857421875
18,262144,262144,0.5966644287109375,0.5966644287109375
19,524288,524288,0.29833221435546875,0.29833221435546875

geo-shell> **tile close** --name countries

Tile Layer countries closed!

Delete

Delete tiles from a Tile Layer.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
tile	The tile z/x/y	false		
bounds	The bounds	false		
width	The width	false	400	400
height	The height	false	400	400
z	The zoom level	false	0	-1
minx	The min x or column	false		-1
miny	The min y or row	false		-1
maxx	The max x or column	false		-1
maxy	The max y or row	false		-1

Generate

Generate tiles for a Tile Layer.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
map	The map name	true		
start	The map name	true		
end	The map name	true		
bounds	The map name	false		
metatile	The metatile width,height	false		
missingOnly	The map name	false	false	false
verbose	The map name	false	false	false

Stitch Raster

Create a Raster from a Tile Layer.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
format	The raster format name	true		
raster	The raster name	true		
bounds	The bounds	false		
width	The raster width	false	400	400
height	The raster height	false	400	400
z	The zoom level	false	0	-1
minx	The min x or column	false		-1
miny	The min y or row	false		-1
maxx	The max x or column	false		-1
maxy	The max y or row	false		-1

Tiles

List tiles within a given bounds.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
bounds	The bounds	true		
z	The zoom level	true		

Vector Grid

Create a Vector Grid Layer from the pyramid of a Tile Layer.

geo-shell> **tile vector grid** --name countries --workspace layers --layer level3 --z 3

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The tile name	true		
workspace	The workspace name	true		
layer	The layer name	true		
bounds	The bounds	false		
width	The raster width	false	400	400
height	The raster height	false	400	400

z	The zoom level	false	0	-1
minx	The min x or column	false		-1
miny	The min y or row	false		-1
maxx	The max x or column	false		-1
maxy	The max y or row	false		-1

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

geo-shell> **workspace open** --name layers --params memory
Workspace layers opened!

geo-shell> **tile vector grid** --name countries --workspace layers --layer level3 --z 3
Done generating the vector grid level3 from countries!

geo-shell> **style vector default** --layer level3 --color #ffffff --opacity 0.25 --file examples/level3.sld
Default Vector Style for level3 written to /home/travis/build/jericks/geo-shell/examples/level3.sld!

geo-shell> **layer style set** --name level3 --style examples/level3.sld
Style /home/travis/build/jericks/geo-shell/examples/level3.sld set on level3

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 open** --name vectorGridMap
Map vectorGridMap opened!

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

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

geo-shell> **map add layer** --name vectorGridMap --layer level3
Added level3 layer to map vectorGridMap

geo-shell> **map draw** --name vectorGridMap --file examples/tile_vector_grid.png --projection EPSG:3857 --width 400 --height 400 --bounds -20026376.39,-20048966.10,20026376.39,20048966.10
Done drawing /home/travis/build/jericks/geo-shell/examples/tile_vector_grid.png!

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