

geo-shell

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Version 0.7-SNAPSHOT

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Introduction

geo-shell is an interactive shell for geospatial analysis.

geo-shell has modules for dealing with **vectors**, **rasters**, **tiles**, **maps**, and **styles**.

For **vector** layers, you can use **workspace** commands access layers of spatial data in datasets like shapefiles, geopackages, or postgis databases. With **layer** commands you can perform geoprocessing functions like calculating centroids or buffer features.

For **raster** layers, you can use **format** commands access individual rasters from geotifs or world images. With **raster** commands you can perform mosaic, raster algebra, or crop functions.

The **tile** commands let you create tile layers, get tiles, and get rasters from tiles.

The **style** commands let you create styles for vector layers and raster.

The **map** commands allow you to visualize vector, raster, and tile layers.

Workspace

Workspaces hold vector layers. A Workspace can be a GeoPackage database, a directory of Shapefiles, or a PostGIS database.

Basics

You can open, close, and list Workspaces. The earliest Workspace to open is an in memory Workspace.

Table 1. Open a Workspace

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

```
geo-shell> workspace open --name mem --params memory
Workspace mem opened!
```

You can open a Workspace with --params or connection parameters. You can give it a name with --name flag.

List open Workspaces

```
geo-shell> workspace list
mem = Memory
```

Listing open Workspaces give you the name and the type Workspace.

Table 2. Close a Workspace

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

```
geo-shell> workspace close --name mem
Workspace mem closed!
```

Once you close a Workspace by name it will no longer appear with the list command.

Layers

In this example, we will open a GeoPackage database filled with data from Natural Earth.

Open a Workspace

```
geo-shell> workspace open --name naturalearth --params src/test/resources/naturalearth.gpkg
Workspace naturalearth opened!
```

List open Workspaces

```
geo-shell> workspace layers --name naturalearth
countries
ocean
places
states
```

Close a Workspace

```
geo-shell> workspace close --name naturalearth
Workspace naturalearth closed!
```

Layer

Basics

Open

Open a Layer.

Name	Description	Mandatory	Specified Default	Unspecified Default
workspace	The Workspace name	true		
layer	The Layer name	true		
name	The name	false		

Close

Close a Layer.

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

List

List open Layers.

Geoprocessing

Random Points

Create a Layer with a number of randomly located points

```
geo-shell> layer random --output-workspace layers --output-name points --geometry -180,-90,180,90  
--number 100 --projection EPSG:4326
```

Name	Description	Mandatory	Specified Default	Unspecified Default
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		
number	The number of points	true		
geometry	The geometry or bounds in which to create the points	true		
projection	The projection	true		
id-field	The id field name	false	id	id
geometry-field	The geometry field name	false	the_geom	the_geom
grid	Whether to create points in a grid	false	false	false
constrained-to-circle	Whether points should be constrained to a circle	false	false	false
gutter-fraction	The size of gutter between cells	false	0	0

geo-shell> **workspace open** --name layers --params memory

Workspace layers opened!

geo-shell> **layer random** --output-workspace layers --output-name points --geometry -180,-90,180,90
--number 100 --projection EPSG:4326

Done!

geo-shell> **style vector default** --layer points --color #1E90FF --file examples/points.sld

Default Vector Style for points written to /home/travis/build/jericks/geo-shell/examples/points.sld!

geo-shell> **layer style set** --name points --style examples/points.sld

Style /home/travis/build/jericks/geo-shell/examples/points.sld set on points

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 randomMap

Map randomMap opened!

geo-shell> **map add layer** --name randomMap --layer ocean

Added ocean layer to map randomMap

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

Added countries layer to map randomMap

geo-shell> **map add layer** --name randomMap --layer points

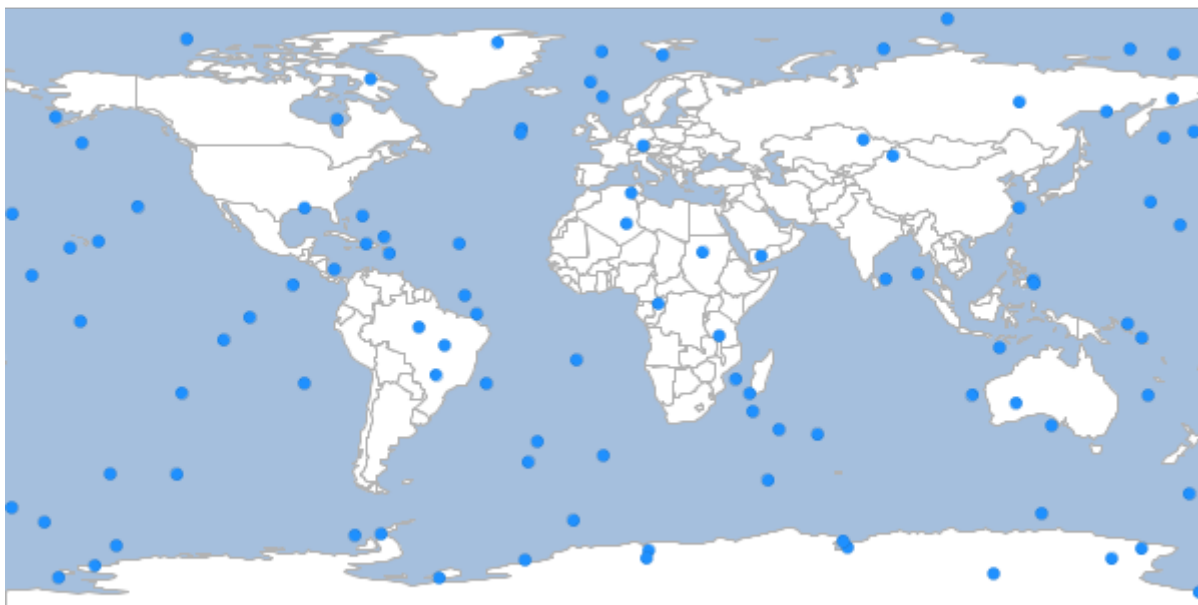
Added points layer to map randomMap

geo-shell> **map draw** --name randomMap --file examples/random_points.png

Done drawing /home/travis/build/jericks/geo-shell/examples/random_points.png!

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

Map randomMap closed!



Buffer

Buffer the input Layer to the output Layer.

```
geo-shell> layer buffer --input-name points --output-workspace layers --output-name buffers
--distance 10
```

Name	Description	Mandatory	Specified Default	Unspecified Default
input-name	The Layer name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		
distance	The buffer distance	true		

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

```
geo-shell> layer random --output-workspace layers --output-name points --geometry -180,-90,180,90
--number 100 --projection EPSG:4326
Done!
```

```
geo-shell> layer buffer --input-name points --output-workspace layers --output-name buffers
--distance 10
Done!
```

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

geo-shell> **style vector default** --layer buffers --color #1E90FF --opacity 0.25 --file examples/buffers.sld
Default Vector Style for buffers written to /home/travis/build/jericks/geo-shell/examples/buffers.sld!

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

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

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 map
Map map opened!

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

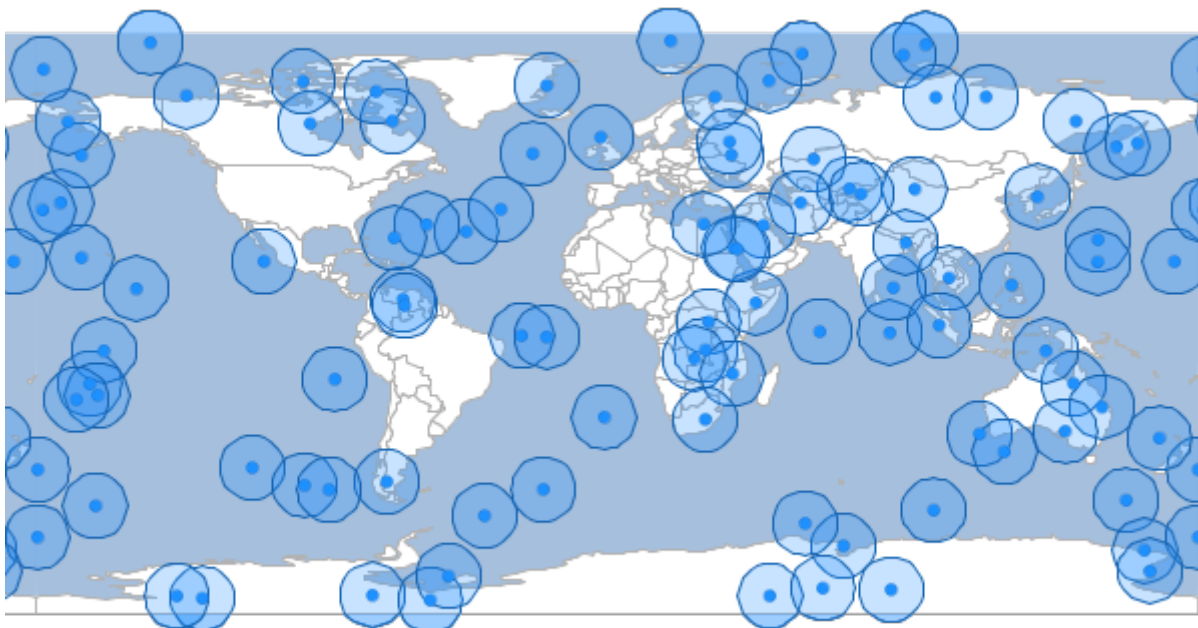
geo-shell> **map add layer** --name map --layer countries
Added countries layer to map map

geo-shell> **map add layer** --name map --layer buffers
Added buffers layer to map map

geo-shell> **map add layer** --name map --layer points
Added points layer to map map

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

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



Centroid

Calculate the centroids of the input Layer to the output Layer.

```
geo-shell> layer centroid --input-name countries --output-name centroids --output-workspace layers
```

Name	Description	Mandatory	Specified Default	Unspecified Default
input-name	The Layer name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		

```
geo-shell> workspace open --name layers --params memory
Workspace layers 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 centroid --input-name countries --output-name centroids --output-workspace layers
```

Done!

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

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

```
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 map
Map map opened!
```

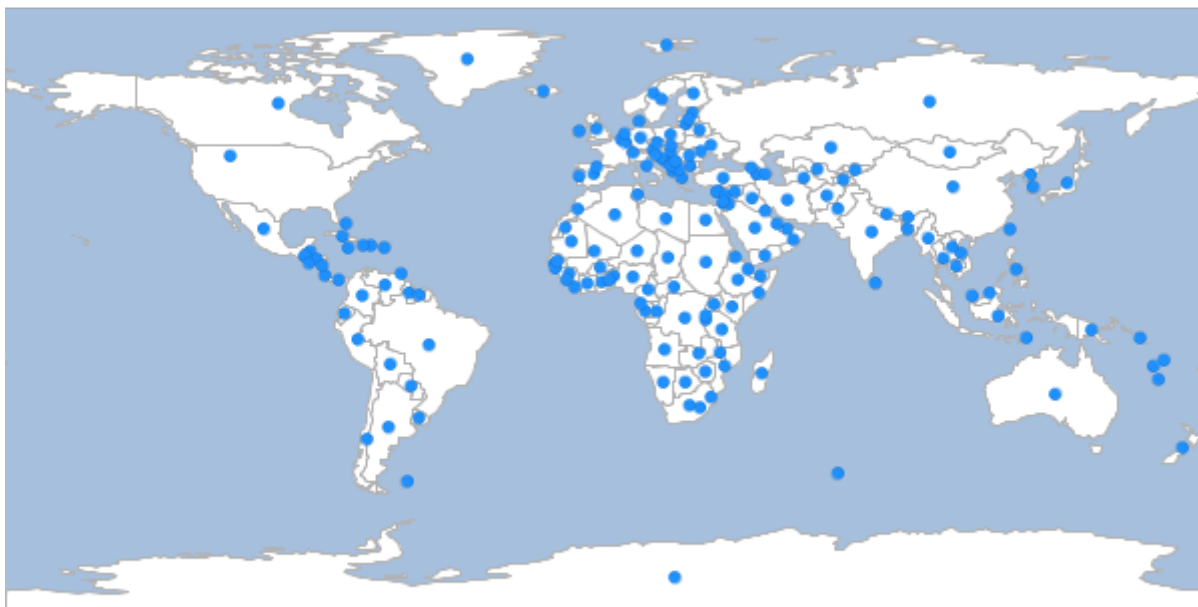
```
geo-shell> map add layer --name map --layer ocean
Added ocean layer to map map
```

```
geo-shell> map add layer --name map --layer countries
Added countries layer to map map
```

```
geo-shell> map add layer --name map --layer centroids
Added centroids layer to map map
```

```
geo-shell> map draw --name map --file examples/layer_centroid.png
Done drawing /home/travis/build/jericks/geo-shell/examples/layer_centroid.png!
```

```
geo-shell> map close --name map
Map map closed!
```



Interior Point

Calculate the interior points of the input Layer to the output Layer.

```
geo-shell> layer interiorpoint --input-name countries --output-name interiorpoints --output
-workspace layers
```

Name	Description	Mandatory	Specified Default	Unspecified Default
input-name	The Layer name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		

```
geo-shell> workspace open --name layers --params memory
Workspace layers 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 interiorpoint --input-name countries --output-name interiorpoints --output
-workspace layers
```

Done!

```
geo-shell> style vector default --layer interiorpoints --color #1E90FF --file
examples/interiorpoints.sld
```

Default Vector Style for interiorpoints written to /home/travis/build/jericks/geo-shell/examples/interiorpoints.sld!

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

```
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 map
Map map opened!
```

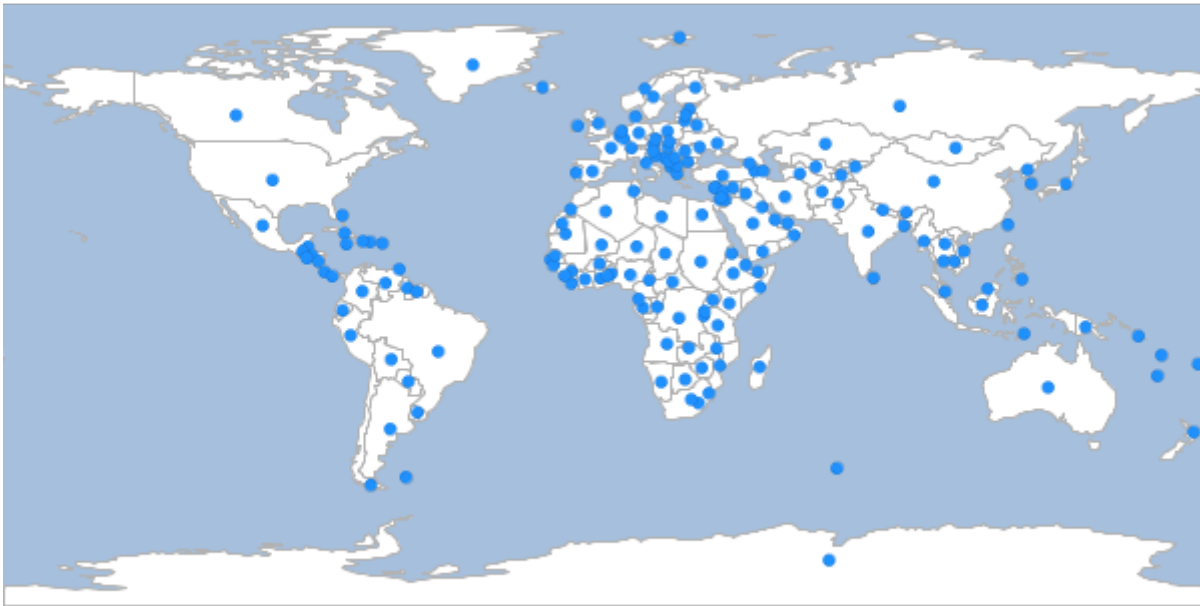
```
geo-shell> map add layer --name map --layer ocean
Added ocean layer to map map
```

```
geo-shell> map add layer --name map --layer countries
Added countries layer to map map
```

```
geo-shell> map add layer --name map --layer interiorpoints
Added interiorpoints layer to map map
```

```
geo-shell> map draw --name map --file examples/layer_interiorpoint.png
Done drawing /home/travis/build/jericks/geo-shell/examples/layer_interiorpoint.png!
```

```
geo-shell> map close --name map
Map map closed!
```



Extent

Calculate the extent of the input Layer and save it to the output Layer.

```
geo-shell> layer extent --input-name states --output-workspace layers --output-name usa
```

Name	Description	Mandatory	Specified Default	Unspecified Default
input-name	The Layer name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		
geometry-field	The geometry field name	false	the_geom	the_geom

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

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

```
geo-shell> layer style set --name states --style examples/states.sld
Unable to find Layer states
```

```
geo-shell> layer open --workspace naturalearth --layer states --name states
Opened Workspace naturalearth Layer states as states
```

geo-shell> **layer extent** --input-name states --output-workspace layers --output-name usa
Done!

geo-shell> **style vector default** --layer usa --color #1E90FF --opacity 0.25 --file examples/extent.sld
Default Vector Style for usa written to /home/travis/build/jericks/geo-shell/examples/extent.sld!

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

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 map
Map map opened!

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

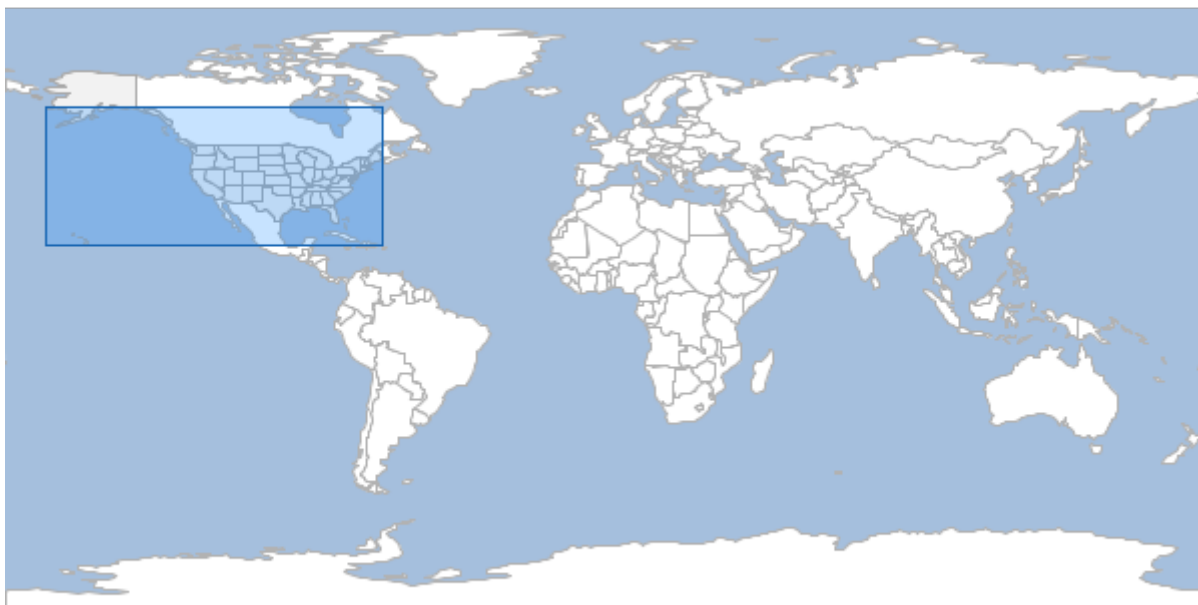
geo-shell> **map add layer** --name map --layer countries
Added countries layer to map map

geo-shell> **map add layer** --name map --layer states
Added states layer to map map

geo-shell> **map add layer** --name map --layer usa
Added usa layer to map map

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

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



Extents

Calculate the extents of each Feature in the input Layer and save them to the output Layer.

```
geo-shell> layer extents --input-name states --output-workspace layers --output-name state_extents
```

Name	Description	Mandatory	Specified Default	Unspecified Default
input-name	The Layer name	true		
output-workspace	The output Layer Workspace	true		
output-name	The output Layer name	true		

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

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

```
geo-shell> layer style set --name states --style examples/states.sld
Unable to find Layer states
```

```
geo-shell> layer open --workspace naturalearth --layer states --name states
Opened Workspace naturalearth Layer states as states
```

```
geo-shell> layer extents --input-name states --output-workspace layers --output-name state_extents
Done!
```

```
geo-shell> style vector default --layer state_extents --color #1E90FF --opacity 0.25 --file
examples/extent.sld
Default Vector Style for state_extents written to /home/travis/build/jericks/geo-
shell/examples/extent.sld!

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

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 map
Map map opened!

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

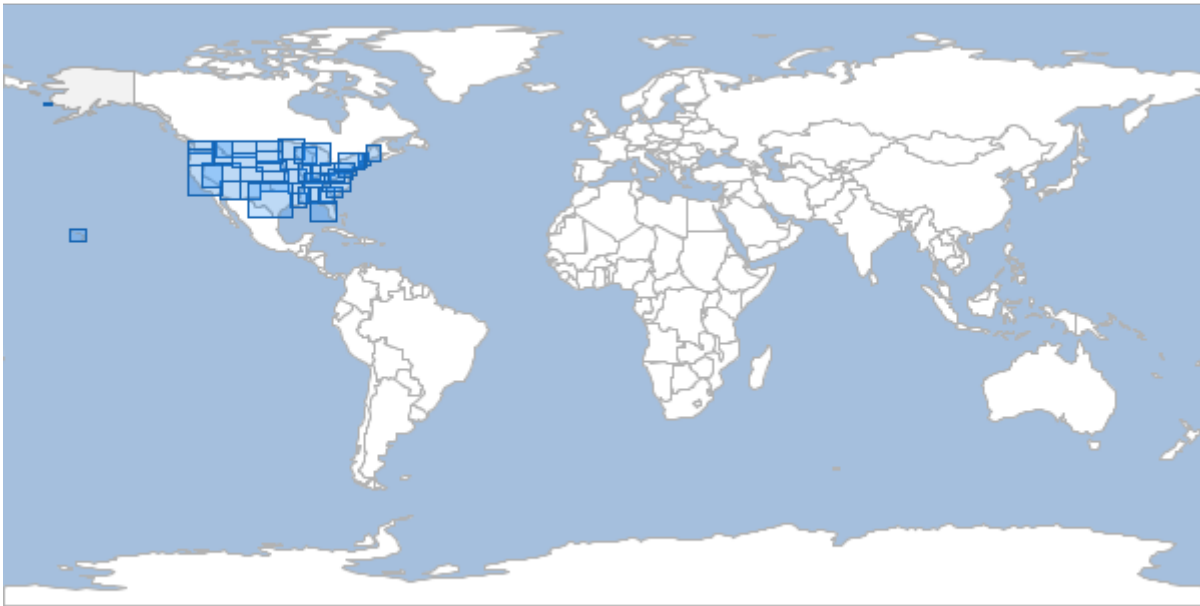
geo-shell> map add layer --name map --layer countries
Added countries layer to map map

geo-shell> map add layer --name map --layer states
Added states layer to map map

geo-shell> map add layer --name map --layer state_extents
Added state_extents layer to map map

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

geo-shell> map close --name map
Map map closed!
```

Graticule

Square

Create a square graticule.

```
geo-shell> layer graticule square --workspace layers --name squares --bounds -180,-90,180,90
--length 20
```

Name	Description	Mandatory	Specified Default	Unspecified Default
workspace	The Workspace name	true		
name	The new Layer name	true		
bounds	The bounds	true		
length	The length	true		
spacing	The spacing	false	-1	-1

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

```
geo-shell> layer graticule square --workspace layers --name squares --bounds -180,-90,180,90
--length 20
Created Square Graticule Layer squares!
```

```
geo-shell> style vector default --layer squares --color #1E90FF --opacity 0.30 --file
```

examples/squares.sld

Default Vector Style for squares written to /home/travis/build/jericks/geo-shell/examples/squares.sld!

geo-shell> **layer style set** --name squares --style examples/squares.sld

Style /home/travis/build/jericks/geo-shell/examples/squares.sld set on squares

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 graticule

Map graticule opened!

geo-shell> **map add layer** --name graticule --layer ocean

Added ocean layer to map graticule

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

Added countries layer to map graticule

geo-shell> **map add layer** --name graticule --layer squares

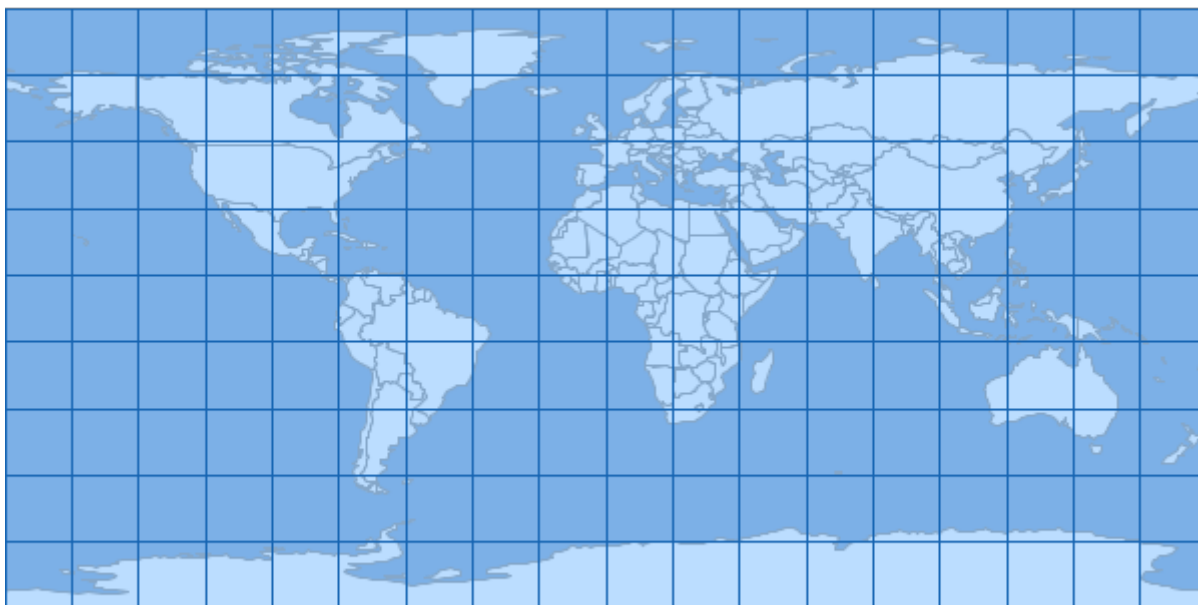
Added squares layer to map graticule

geo-shell> **map draw** --name graticule --file examples/square_graticules.png

Done drawing /home/travis/build/jericks/geo-shell/examples/square_graticules.png!

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

Map graticule closed!



Rectangle

Create a rectangle graticule.

```
geo-shell> layer graticule rectangle --workspace layers --name rectangles --bounds -180,-90,180,90
--width 20 --height 10
```

Name	Description	Mandatory	Specified Default	Unspecified Default
workspace	The Workspace name	true		
name	The new Layer name	true		
bounds	The bounds	true		
width	The width	true		
height	The height	true		
spacing	The spacing	false	-1	-1

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

```
geo-shell> layer graticule rectangle --workspace layers --name rectangles --bounds -180,-90,180,90
--width 20 --height 10
Created Rectangle Graticule Layer rectangles!
```

```
geo-shell> style vector default --layer rectangles --color #1E90FF --opacity 0.30 --file
examples/rectangles.sld
```

Default Vector Style for rectangles written to /home/travis/build/jericks/geo-shell/examples/rectangles.sld!

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

```
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 graticule  
Map graticule opened!
```

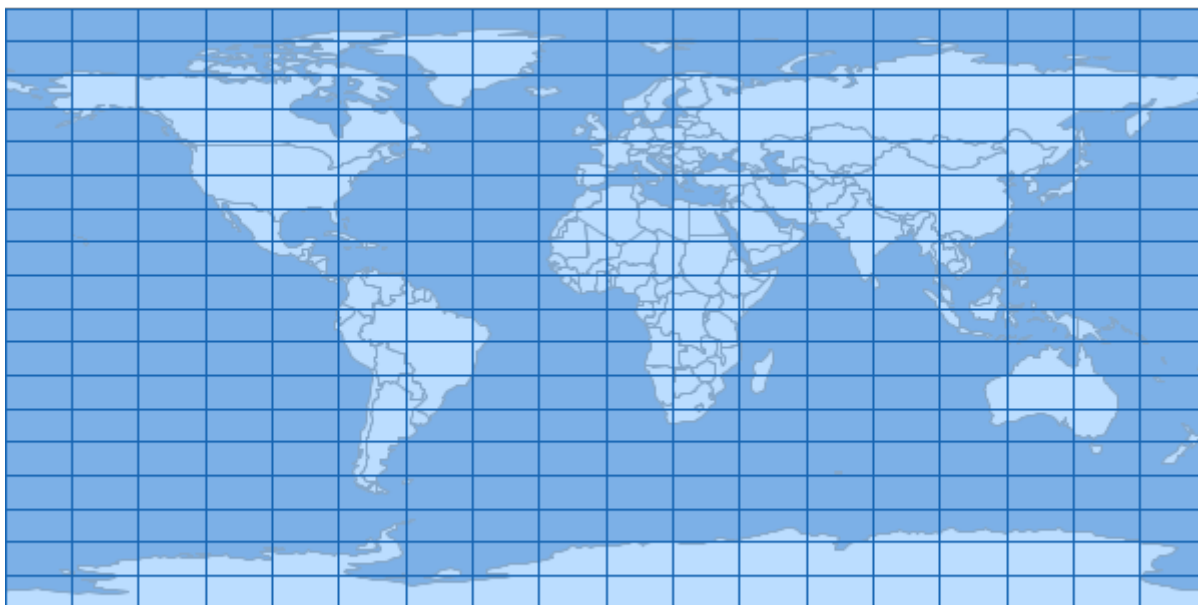
```
geo-shell> map add layer --name graticule --layer ocean  
Added ocean layer to map graticule
```

```
geo-shell> map add layer --name graticule --layer countries  
Added countries layer to map graticule
```

```
geo-shell> map add layer --name graticule --layer rectangles  
Added rectangles layer to map graticule
```

```
geo-shell> map draw --name graticule --file examples/rectangle_graticules.png  
Done drawing /home/travis/build/jericks/geo-shell/examples/rectangle_graticules.png!
```

```
geo-shell> map close --name graticule  
Map graticule closed!
```



Oval

Create a oval graticule.

```
geo-shell> layer graticule oval --workspace layers --name ovals --bounds -180,-90,180,90 --size 20
```

Name	Description	Mandatory	Specified Default	Unspecified Default
workspace	The Workspace name	true		
name	The new Layer name	true		
bounds	The bounds	true		
size	The size	true		

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

```
geo-shell> layer graticule oval --workspace layers --name ovals --bounds -180,-90,180,90 --size 20
Created Oval Graticule Layer ovals!
```

```
geo-shell> style vector default --layer ovals --color #1E90FF --opacity 0.30 --file examples/ovals.sld
Default Vector Style for ovals written to /home/travis/build/jericks/geo-shell/examples/ovals.sld!
```

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

```
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 graticule  
Map graticule opened!
```

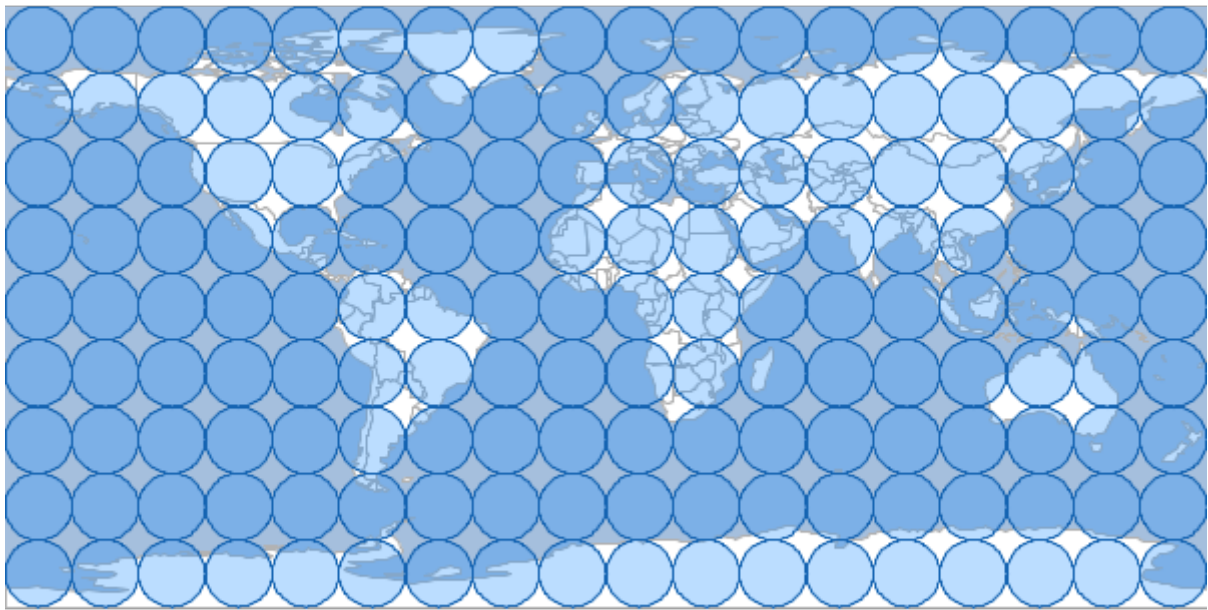
```
geo-shell> map add layer --name graticule --layer ocean  
Added ocean layer to map graticule
```

```
geo-shell> map add layer --name graticule --layer countries  
Added countries layer to map graticule
```

```
geo-shell> map add layer --name graticule --layer ovals  
Added ovals layer to map graticule
```

```
geo-shell> map draw --name graticule --file examples/oval_graticules.png  
Done drawing /home/travis/build/jericks/geo-shell/examples/oval_graticules.png!
```

```
geo-shell> map close --name graticule  
Map graticule closed!
```



Hexagon

Create a hexagon graticule.

```
geo-shell> layer graticule hexagon --workspace layers --name hexagons --bounds -180,-90,180,90
--length 10
```

Name	Description	Mandatory	Specified Default	Unspecified Default
workspace	The Workspace name	true		
name	The new Layer name	true		
bounds	The bounds	true		
length	The length	true		
spacing	The spacing	false	5	5
orientation	The orientation (flat or angled)	false	flat	flat

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

```
geo-shell> layer graticule hexagon --workspace layers --name hexagons --bounds -180,-90,180,90
--length 10
Created Hexagon Graticule Layer hexagons!
```

```
geo-shell> style vector default --layer hexagons --color #1E90FF --opacity 0.30 --file
```

examples/hexagons.sld

Default Vector Style for hexagons written to /home/travis/build/jericks/geo-shell/examples/hexagons.sld!

geo-shell> **layer style set** --name hexagons --style examples/hexagons.sld

Style /home/travis/build/jericks/geo-shell/examples/hexagons.sld set on hexagons

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 graticule

Map graticule opened!

geo-shell> **map add layer** --name graticule --layer ocean

Added ocean layer to map graticule

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

Added countries layer to map graticule

geo-shell> **map add layer** --name graticule --layer hexagons

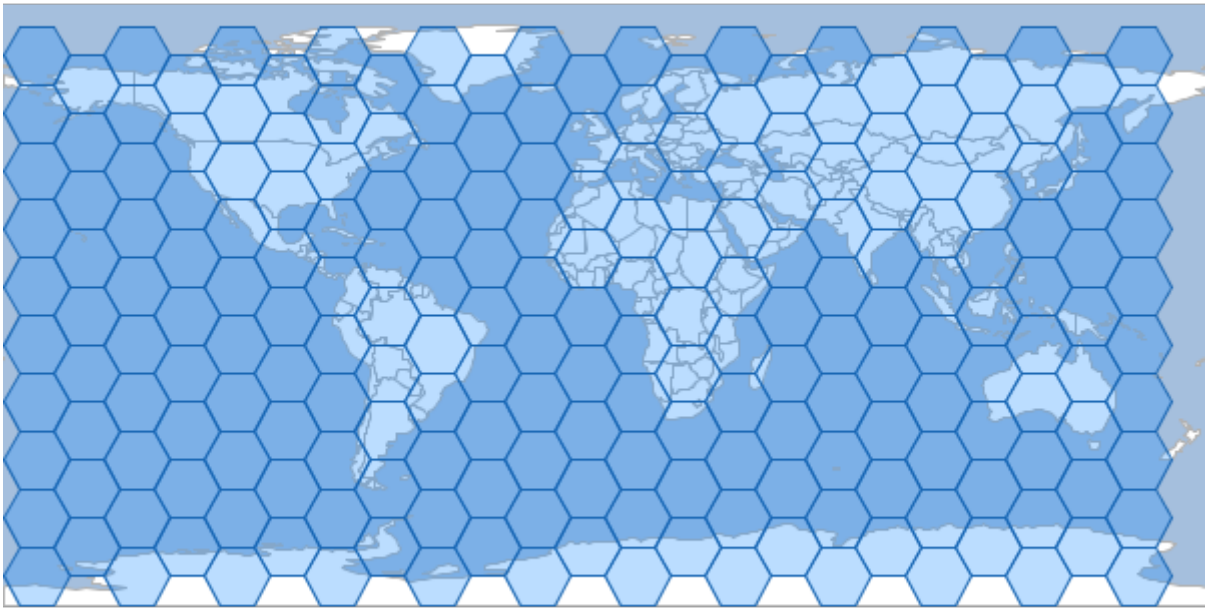
Added hexagons layer to map graticule

geo-shell> **map draw** --name graticule --file examples/hexagon_graticules.png

Done drawing /home/travis/build/jericks/geo-shell/examples/hexagon_graticules.png!

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

Map graticule closed!



Format

Open

Open a Raster Format.

Name	Description	Mandatory	Specified Default	Unspecified Default
name	The Format name	false		
input	The input string	true		

List

List open Raster Formats.

Close

Close a Raster Format.

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

Rasters

List the Rasters in a Format.

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

Raster

Tile

Style

Create

Create a simple style.

Name	Description	Mandatory	Specified Default	Unspecified Default
params	The style parameters	true		
file	The output file	true		

Vector Default

Create a default vector style.

Name	Description	Mandatory	Specified Default	Unspecified Default
layer	The Layer	true		
color	The color	false	#f2f2f2	#f2f2f2
opacity	The opacity	false	1.0	1.0
file	The output file	true		

Vector Gradient

Create a gradient vector style.

Name	Description	Mandatory	Specified Default	Unspecified Default
layer	The Layer	true		

field	The field	true		
number	The number of categories	true		
colors	The colors	true		
method	The classification method (Quantile or EqualInterval)	false	Quantile	Quantile
elsemode	The else mode (ignore, min, max)	false	ignore	ignore
file	The output file	true		

Vector Unique Values

Create a unique values vector style.

Name	Description	Mandatory	Specified Default	Unspecified Default
layer	The Layer	true		
field	The field	true		
colors	The colors	true		
file	The output file	true		

Vector Unique Values From Text File

Create a unique values vector style from a text file

Name	Description	Mandatory	Specified Default	Unspecified Default
field	The field name	true		
geometryType	The geometry type	true		
textFile	The input text file	true		
styleFile	The output sld or ysls file	true		

Raster Default

Create a default raster style.

Name	Description	Mandatory	Specified Default	Unspecified Default
raster	The Raster	true		
opacity	The opacity	false	1.0	1.0

file	The output file	true		
------	-----------------	------	--	--

Raster Color Map

Create a color map raster style.

Name	Description	Mandatory	Specified Default	Unspecified Default
raster	The Raster	true		
opacity	The opacity	false	1.0	1.0
values	The comma delimited list of values (key=value)	true		
type	The type (intervals, values, ramp)	false	ramp	ramp
extended	Whether to use extended colors or not	false	false	false
file	The output file	true		

Map

Open

Open a new Map.

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

Close

Close a Tile Layer.

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

List

List open Maps.

Add Layer

Add a Layer.

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

Add Raster

Add a Raster.

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

Add Tile

Add a Tile.

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

Remove Layer

Remove a Layer.

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

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		

Layers

List the Map's Layers.

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

Draw

Draw a map.

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		

Other

Unzip

Unzip a file

Name	Description	Mandatory	Specified Default	Unspecified Default
file	The zip file	true		
directory	The directory	true		

Open

Open a File.

Name	Description	Mandatory	Specified Default	Unspecified Default
file	The File	true		