

Table of Contents

Layer	1
Geoprocessing.....	1
Graticule.....	2

Layer

Geoprocessing

Random Points

```
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
```

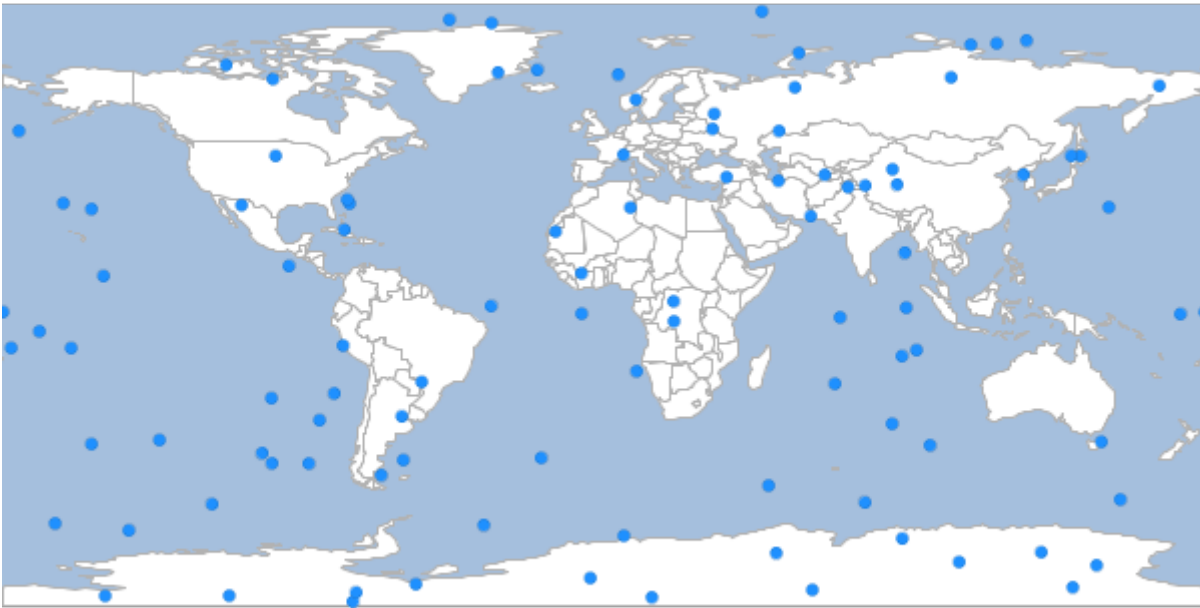
```
geo-shell> map add layer --name randomMap --layer countries  
Added countries layer to map randomMap
```

```
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!



Graticule

Square

```
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!
```

