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# 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

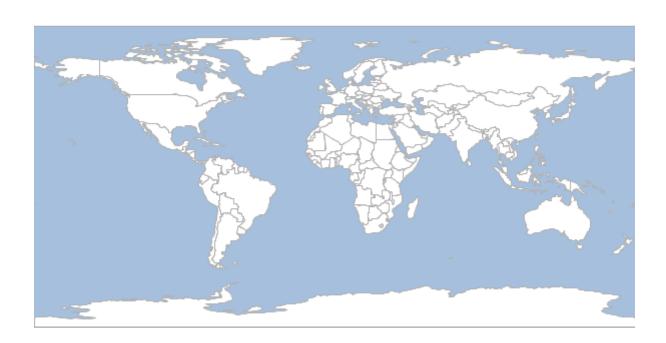
geo-shell> **layer open** --workspace naturalearth --layer ocean --name ocean Opened Workspace naturalearth Layer ocean as ocean

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!



### **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

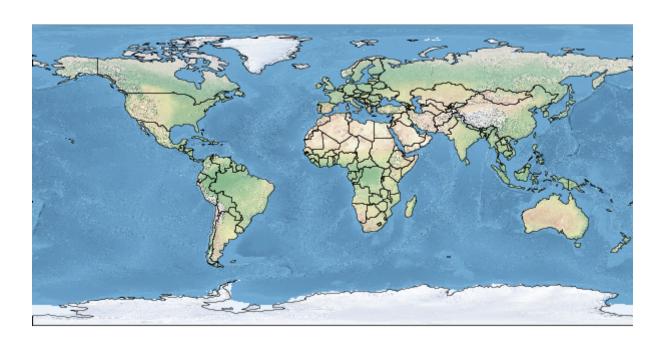
geo-shell> **style create** --params "stroke=black stroke-width=0.1" --file examples/outline.sld Style stroke=black stroke-width=0.1 written to /home/travis/build/jericks/geo-shell/examples/outline.sld!

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

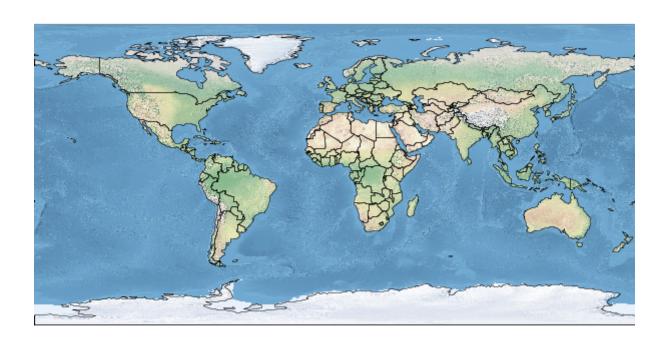
geo-shell> **map layers** --name world countries earth

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

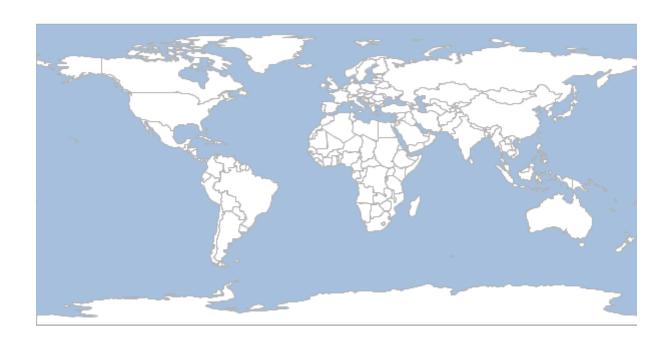
geo-shell> **layer style set** --name ocean --style examples/ocean.sld Style /home/travis/build/jericks/geo-shell/examples/ocean.sld set on ocean

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!



# **Display**

Display a map in a GUI.

geo-shell> map display --name world

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
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 /Users/jericks/Projects/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 /Users/jericks/Projects/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 display** --name world Dislaying...

