geo-shell

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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 eariest Workspace to open is an in memory Workspace.

Open a Workspace

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.

Close a Workspace

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

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!

