

# Table of Contents

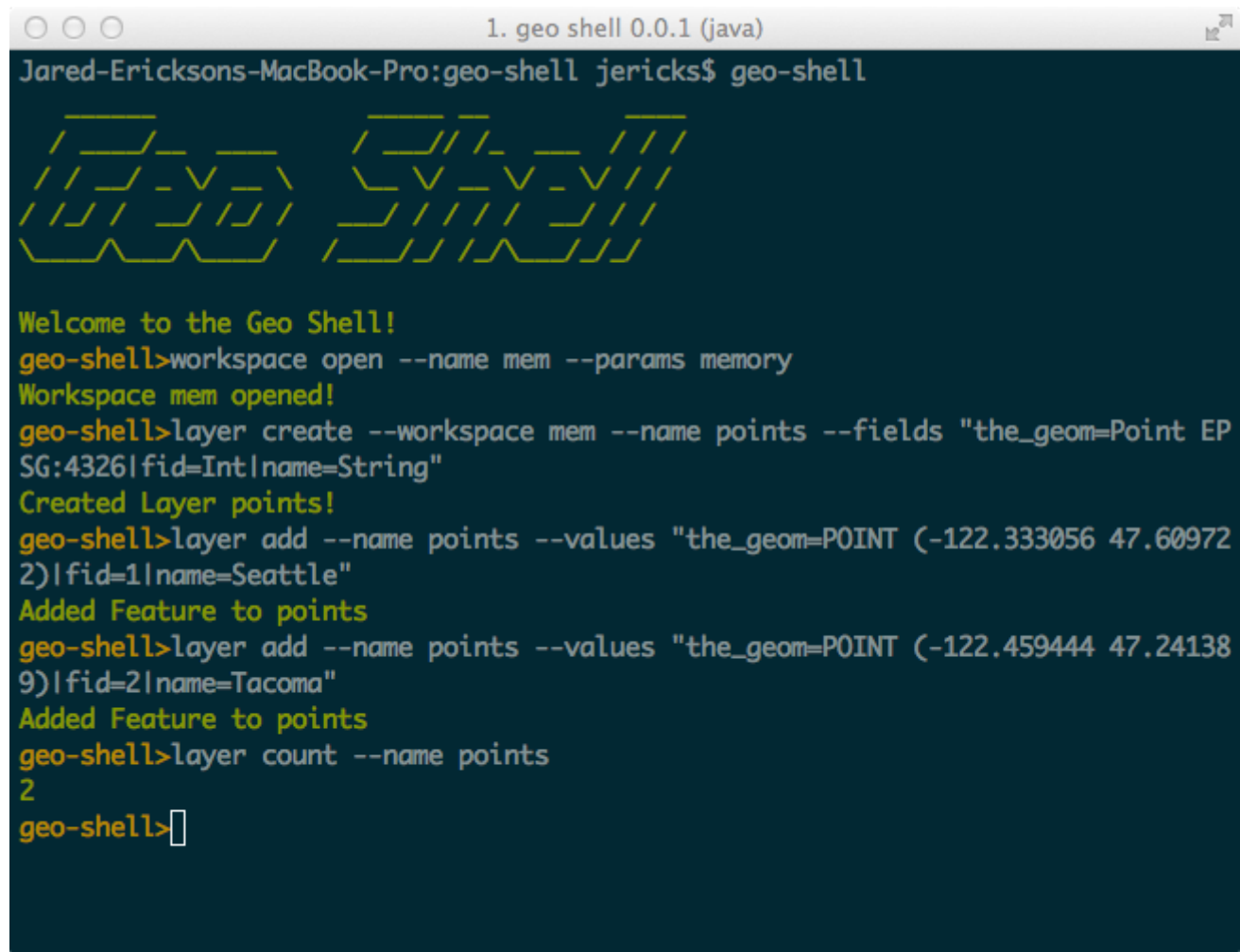
Introduction..... 1

    Modules ..... 1

    Use ..... 2

# Introduction

Geo Shell is an interactive shell for geospatial analysis.



```
1. geo shell 0.0.1 (java)
Jared-Ericksons-MacBook-Pro:geo-shell jericks$ geo-shell

Welcome to the Geo Shell!
geo-shell>workspace open --name mem --params memory
Workspace mem opened!
geo-shell>layer create --workspace mem --name points --fields "the_geom=Point EPSG:4326|fid=Int|name=String"
Created Layer points!
geo-shell>layer add --name points --values "the_geom=POINT (-122.333056 47.609722)|fid=1|name=Seattle"
Added Feature to points
geo-shell>layer add --name points --values "the_geom=POINT (-122.459444 47.241389)|fid=2|name=Tacoma"
Added Feature to points
geo-shell>layer count --name points
2
geo-shell>
```

## Modules

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.

# Use

You can use geo-shell interactively by typing **geo-shell** at the command line.

Or you can write scripts and then execute them from the command line by typing **geo-shell --cmdfile script.txt**

Or by using the **script --file script.txt** command within a geo-shell session.