# **Table of Contents**

| Co | Commands | 1 |
|----|----------|---|
| ]  | st       | 1 |
| 1  | rsion    | 2 |
| ]  | elp      | 2 |
| ]  | pe       | 3 |
| 9  | ell      | 4 |

## **Core Commands**

#### List

List all command names.

| Short Name | Long Name   | Description             |
|------------|-------------|-------------------------|
| -d         | description | Include the description |
|            | help        | Print the help message  |
|            | web-help    | Open help in a browser  |

```
geoc list
```

```
carto map
filter cql2xml
geometry convert
geometry dd2pt
geometry geohash bounds
geometry geohash decode
geometry geohash encode
geometry geohash neighbors
geometry greatcirclearc
geometry offset
...
```

List all commands names with a short description.

```
geoc list -d
```

```
carto map = Create a cartographic map
filter cql2xml = Convert a CQL statement to an OCG XML Filter
geometry convert = Convert a geometry from one format to another
geometry dd2pt = Convert a decimal degrees formatted string into a Point
geometry geohash bounds = Calculate the geohashes for the given bounds
geometry geohash decode = Decode a GeoHash to a Geometry.
geometry geohash encode = Encode a Geometry as a GeoHash
geometry geohash neighbors = Get a geohash's neighbors
geometry greatcirclearc = Create a great circle arc.
geometry offset = Create a Geometry offset from the input Geometry
...
```

#### Version

Get the current version.

| Short Name | Long Name | Description            |
|------------|-----------|------------------------|
|            | help      | Print the help message |
|            | web-help  | Open help in a browser |

geoc version

0.19.0-SNAPSHOT

### Help

You can get help from any subcommand.

geoc vector buffer --help

```
geoc vector buffer: Buffer the features of the input Layer and save them to the output
Layer
--help
                             : Print the help message (default: true)
--web-help
                             : Open help in a browser (default: false)
-c (--capstyle) VAL
                             : The cap style (default: round)
 -d (--distance) VAL
                             : The buffer distance
-i (--input-workspace) VAL : The input workspace
-l (--input-layer) VAL
                         : The input layer
-o (--output-workspace) VAL : The output workspace
 -q (--quadrantsegments) N : The number of quadrant segments (default: 8)
-r (--output-layer) VAL
                            : The output layer
-s (--singlesided)
                             : Whether buffer should be single sided or not
                               (default: false)
```

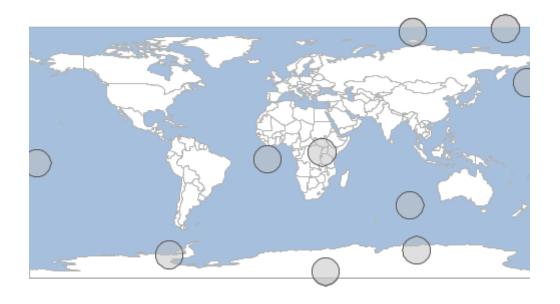
### **Pipe**

Combine multiple commands together with a pipe.

| Short Name | Long Name | Description               |
|------------|-----------|---------------------------|
| -c         | commands  | Commands separate by pipe |
|            | help      | Print the help message    |
|            | web-help  | Open help in a browser    |

```
geoc pipe -c vector randompoints -n 10 -g -180,-90,180,90 | vector buffer -d 10
```

```
"id:Integer", "the_geom:Polygon:EPSG:4326"
"0", "POLYGON ((1.3854287656213273 -5.022152411460894, 1.1932815696536316
-6.973055631622176, 0.6242240907341952 -8.848986735111792, -0.2998751113532201
-10.577854741656916, -1.5435034225131972 -12.09322022332637, -3.05886890418265
-13.336848534486347, -4.787736910727775 -14.260947736573762, -6.663668014217389
-14.830005215493198, -8.614571234378673 -15.022152411460894, -10.565474454539954
-14.830005215493198, -12.441405558029569 -14.260947736573762, -14.170273564574693
-13.336848534486348, -15.685639046244148 -12.09322022332637, -16.929267357404125
-10.577854741656916, -17.85336655949154 -8.848986735111794, -18.422424038410977
-6.97305563162218, \ -18.614571234378673 \ -5.022152411460895, \ -18.422424038410977
-3.0712491912996103, -17.85336655949154 -1.1953180878099974, -16.92926735740413
0.533549918735126, -15.68563904624415 2.0489154004045806, -14.170273564574694
3.2925437115645586, -12.441405558029576 4.21664291365197, -10.56547445453996
4.785700392571409, -8.614571234378674 4.977847588539106, -6.663668014217389
4.78570039257141, -4.787736910727773 4.216642913651972, -3.0588689041826544
3.2925437115645604, -1.543503422513199 2.0489154004045833, -0.2998751113532201
0.5335499187351278, 0.6242240907341916 -1.1953180878099898, 1.1932815696536299
-3.0712491912996067, 1.3854287656213273 -5.022152411460894))"
```



# Shell

Run commands in an interactive shell.

| Short Name | Long Name | Description            |
|------------|-----------|------------------------|
|            | help      | Print the help message |
|            | web-help  | Open help in a browser |

geoc shell



You can now type commands in the interactive shell.

If you hit the **tab** key you can get command line completion.

You can use the tab key again to cycle through the suggested values and hit the **return** key to select one.



In this example, we are looking for the vector contains command, so after typing vector c and hitting tab, we get a list of all vector commands that begin with the letter c.



Once we have found our command, the shell will also provide completion for options.

