# **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

0.20.0-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)
```

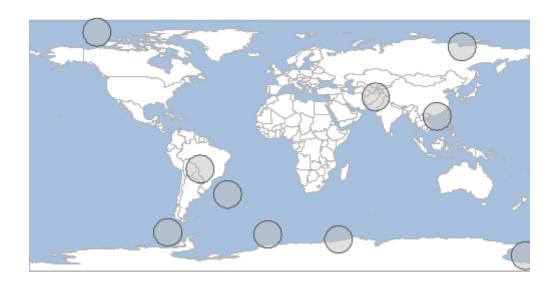
### **Pipe**

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 ((186.76628500179737 -79.37971056957868, 186.57413780582968
-81.33061378973996, 186.00508032691025 -83.20654489322958, 185.0809811248228
-84.9354128997747, 183.83735281366285 -86.45077838144415, 182.3219873319934
-87.69440669260413, 180.59311932544827 -88.61850589469154, 178.71718822195865
-89.18756337361098, 176.76628500179737 -89.37971056957868, 174.8153817816361
-89.18756337361098, 172.93945067814647 -88.61850589469154, 171.21058267160134
-87.69440669260413, 169.6952171899319 -86.45077838144415, 168.45158887877193
-84.9354128997747, 167.5274896766845 -83.20654489322958, 166.95843219776506
-81.33061378973996, 166.76628500179737 -79.37971056957868, 166.95843219776506
-77.4288073494174, 167.5274896766845 -75.55287624592778, 168.45158887877193
-73.82400823938266, 169.6952171899319 -72.3086427577132, 171.21058267160134
-71.06501444655322, 172.93945067814647 -70.14091524446582, 174.8153817816361
-69.57185776554637, 176.76628500179737 -69.37971056957868, 178.71718822195865
-69.57185776554637, 180.59311932544827 -70.14091524446582, 182.3219873319934
-71.06501444655322, 183.83735281366285 -72.3086427577132, 185.0809811248228
-73.82400823938265, 186.00508032691025 -75.55287624592778, 186.57413780582968
-77.42880734941738, 186.76628500179737 -79.37971056957868))"
```



# 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.

