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## **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

0.21.0

### 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)
```

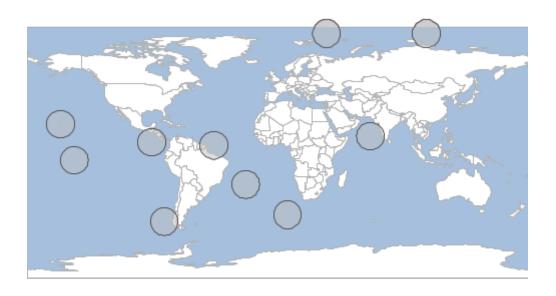
### **Pipe**

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 ((-12.82025490107631 -23.17392133318768, -13.012402097044006
-25.12482455334896, -13.581459575963443 -27.000755656838578, -14.505558778050858
-28.7296236633837, -15.749187089210835 -30.244989145053154, -17.264552570880287
-31.48861745621313, -18.99342057742541 -32.412716658300546, -20.869351680915027
-32.981774137219986, -22.82025490107631 -33.17392133318768, -24.771158121237594
-32.981774137219986, -26.647089224727207 -32.412716658300546, -28.37595723127233
-31.488617456213134, -29.891322712941786 -30.244989145053154, -31.134951024101763
-28.7296236633837, -32.05905022618918 -27.000755656838578, -32.62810770510862
-25.124824553348965, -32.82025490107631 -23.17392133318768, -32.62810770510862
-21.223018113026395, -32.05905022618918 -19.347087009536782, -31.134951024101767
-17.61821900299166, -29.891322712941786 -16.102853521322203, -28.37595723127233
-14.859225210162226, -26.647089224727214 -13.935126008074814, -24.771158121237598
-13.366068529155376, -22.820254901076314 -13.173921333187678, -20.869351680915027
-13.366068529155374, -18.99342057742541 -13.935126008074812, -17.26455257088029
-14.859225210162224, -15.749187089210837 -16.102853521322203, -14.505558778050858
-17.61821900299166, -13.581459575963446 -19.347087009536775, -13.012402097044008
-21.22301811302639, -12.82025490107631 -23.17392133318768))"
```



# 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.

