

Table of Contents

| | |
|---------------------|---|
| Core Commands | 1 |
| List | 1 |
| Version | 2 |
| Help | 2 |
| Pipe | 3 |
| Shell | 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 OGC 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)
```

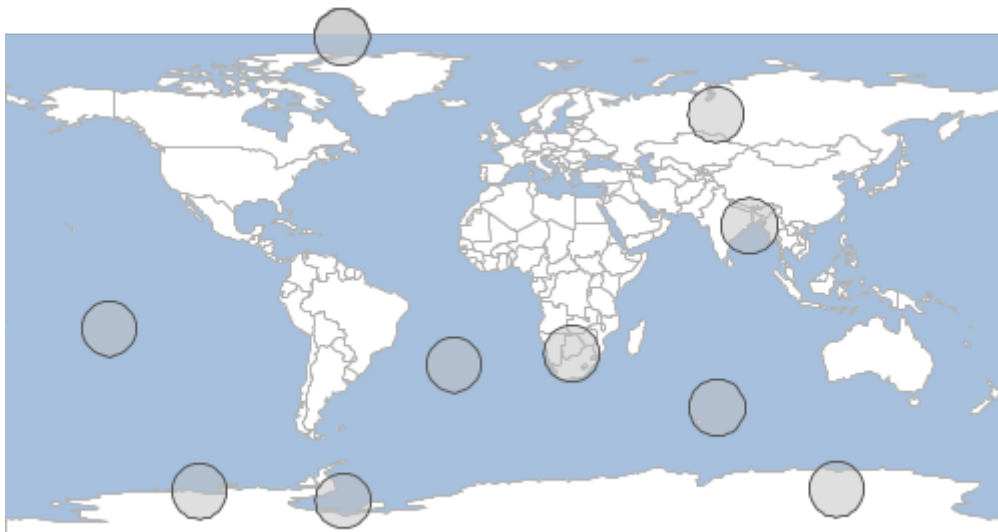
Pipe

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 ((-48.940605639660774 88.86919423917283, -49.132752835628466
86.91829101901155, -49.701810314547906 85.04235991552193, -50.62590951663532
83.3134919089768, -51.8695378277953 81.79812642730735, -53.384903309464754
80.55449811614737, -55.113771316009874 79.63039891405995, -56.989702419499494
79.06134143514052, -58.940605639660774 78.86919423917283, -60.89150885982205
79.06134143514052, -62.76743996331167 79.63039891405995, -64.49630796985679
80.55449811614737, -66.01167345152625 81.79812642730735, -67.25530176268623
83.3134919089768, -68.17940096477363 85.04235991552193, -68.74845844369308
86.91829101901155, -68.94060563966077 88.86919423917283, -68.74845844369308
90.82009745933411, -68.17940096477363 92.69602856282373, -67.25530176268623
94.42489656936885, -66.01167345152625 95.9402620510383, -64.4963079698568
97.18389036219828, -62.76743996331167 98.10798956428569, -60.89150885982206
98.67704704320514, -58.940605639660774 98.86919423917283, -56.989702419499494
98.67704704320514, -55.113771316009874 98.10798956428569, -53.384903309464754
97.18389036219828, -51.8695378277953 95.9402620510383, -50.62590951663532
94.42489656936885, -49.70181031454791 92.69602856282373, -49.13275283562847
90.82009745933412, -48.940605639660774 88.86919423917283)))"
...
```



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



```
jericks — java ◀ geoc shell — 80x24
~ — java ◀ geoc shell
Last login: Wed Oct 5 18:18:54 on ttys002
jericks@Jareds-MacBook-Pro-2 ~ % geoc shell

geoc

geoc> █
```

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.

```
jericks — java ◀ geoc shell — 80x24
~ — java ◀ geoc shell
Last login: Wed Oct 5 18:18:54 on ttys002
[jericks@Jareds-MacBook-Pro-2 ~ % geoc shell]

geoc shell

[geoc>
carto      geometry  map      proj      shell      tile      version
filter    list        pipe    raster   style     vector
```

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.



```
jericks — java ◀ geoc shell — 80x24
~ — java ◀ geoc shell
geoc> vector buffer -
--capstyle          --output-workspace  -i
--distance          --quadrantsegments  -l
--help              --singlesided      -o
--input-layer       --web-help          -q
--input-workspace   -c                  -r
--output-layer      -d                  -s
```