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# Tile Recipes

The Tile classes are in the [geoscript.layer](#) package.

## MBTiles

Create an MBTiles TileLayer from a File.

```
File file = new File("src/main/resources/tiles.mbtiles")
MBTiles mbtiles = new MBTiles(file)
```

Get the TileLayer's name.

```
String name = mbtiles.name
println name
```

```
countries
```

Get the TileLayer's Bounds.

```
Bounds bounds = mbtiles.bounds
println bounds
```

```
(-2.0036395147881314E7, -
2.0037471205137067E7, 2.0036395147881314E7, 2.003747120513706E7, EPSG:3857)
```

Get the TileLayer's Projection.

```
Projection proj = mbtiles.proj
println proj
```

```
EPSG:3857
```

Get the TileLayer's Pyramid.

```
Pyramid pyramid = mbtiles.pyramid
println pyramid
```

```
geoscript.layer.Pyramid(proj:EPSG:3857, bounds:(-2.0036395147881314E7,-  
2.0037471205137067E7,2.0036395147881314E7,2.003747120513706E7,EPSG:3857),  
origin:BOTTOM_LEFT, tileWidth:256, tileHeight:256)
```

Get a Tile from a TileLayer.

```
Tile tile = mbtiles.get(0,0,0)  
println tile
```

```
Tile(x:0, y:0, z:0)
```

