NAME

gvmap.sh – pipeline for running gvmap

SYNOPSIS

gvmap.sh [**–vV?**] [*options*] [**–o** *outfile*] [*files*]

DESCRIPTION

gvmap.sh takes as input a graph in DOT format, performs a layout, runs the output through gvmap and renders the output. At some point, it is hoped to integrate all of these tasks into gvmap.

OPTIONS

The following options are supported:

–a *k* The integer k specifies the average number of artificial points added along the bounding box of the labels. Such artificial points are added to avoid a country boundary cutting through the boundary box of the labels. Computing time is proportional to k; hence, for large graphs, a small value of k is suggested. If k = -1, a suitable value of k is automatically selected based on the graph size. By default k = -1.

–K *layout*
specifies which program should be use for the initial layout. By default, sfdp is run. Also by default, the layout is passed the flag –Goverlap=prism. This can be overridden using a –g flag.

–T *format*
specifies the final output format. This works the same way as the –T flag for any Graphviz layout program.

–N *attr=val*
specifies the setting of a default node attribute during the rendering phase. This works the same way as the –N flag for any Graphviz layout program.

–G *attr=val*
specifies the setting of a graph attribute during the rendering phase. This works the same way as the –G flag for any Graphviz layout program.

–E *attr=val*
specifies the setting of a default edge attribute during the rendering phase. This works the same way as the –E flag for any Graphviz layout program.

–n *attr=val*
specifies the setting of a default node attribute during the layout phase. This works the same way as the –N flag for any Graphviz layout program.

–g *attr=val*
specifies the setting of a graph attribute during the layout phase. This works the same way as the –G flag for any Graphviz layout program.

–e *attr=val*
specifies the setting of a default edge attribute during the layout phase. This works the same way as the –E flag for any Graphviz layout program.

–A *flag* specifies a flag to be passed to gvmap. For example, gvmap.sh –Ae –As3 causes gvmap –e –s3 to be run.

–v Set verbose mode.

–V Print version information and exit.

–? Print usage information and exit.

EXAMPLES

The following invocation creates a map with edges in semi-transparent light gray and nodes laid out using sfdp:

gvmap.sh −Ae −Ecolor=#55555522 −Tpng foo.gv > foo.png

It is equivalent to running the pipeline

sfdp −Goverlap=prism foo.gv | gvmap −e | neato −n2 −Ecolor=#55555522 −Tpng > foo.png

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SEE ALSO

gvmap(1), sfdp(1), neato(1), gvpr(1)

E. R. Gansner, Y. Hu, S. G. Kobourov, "GMap: Visualizing graphs and clusters as maps," Proc. Pacific Vis. 2010, pp. 201-208.