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.