

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 used 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.