## 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

## AUTHOR

Emden R. Gansner <erg@research.att.com>

## 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.