

**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
```

**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.