GRASS: "Vector" (v.*) Manipulation Commands

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v.alabel:
: allows bulk-labeling (area features) in a vector file. Run v.support before v.alabel.

v.apply.census:
: calculate/import demographics from Census STF1 files.

v.area:
: output GRASS area and perimeter information for a vector map.

v.autocorr:
: calculate spatial autocorrelations statistics for a vector file.

v.cadlabel:
: attaches labels to vector contour lines imported from DXF format files.

v.clean:
: clears "dead" (deleted, but not removed) lines in a vector file.

v.cutter:
: create a new, masked version of vector maps.

v.digit and v.digit2:
: menu-driven, highly interactive map development programs.

v.import:
: converts ASCII Digital Line Graph (DLG) files, binary DLG files, and ASCII vector files into binary vector files and creates the needed support files.

v.in.arc:
: converts data in ARC/INFO format to GRASS's vector format. *v.out.arc* does the reverse.

v.in.ascii:
: converts ASCII vector data into binary vector format. *v.out.ascii* does the reverse.

v.in.dlg:
: converts an ASCII USGS DLG-3 file to GRASS's vector format. *v.out.dlg* does the reverse.

v.in.dxf:
: converts DXF data to ASCII or to GRASS's binary vector format. *v.out.dxf* does the reverse.

v.in.tig.basic and *v.in.tig.lndmk:*
: create GRASS vector maps from TIGER files.

v.in.transects:
: import transect data to a GRASS vector map.

v.out.moss:
: converts GRASS site, line, or area data into MOSS import format.

v.patch:
: creates a new vector map layer by combining other layers.

v.proj:
: allows projection conversion of vector files.

v.prune:
: allows removal of extra points from a vector file.

v.reclass:
: creates a new map layer with category values that are user-specified reclassification of an existing

map layer.

v.spag:
: fix vector data that were not digitized in correct GRASS vector format.

v.stats:
: output information about a binary GRASS vector map.

v.support:
: creates GRASS support files from GRASS vector (binary) data.

v.to.rast:
: creates a GRASS raster map layer from a GRASS vector map layer.

v.to.sites:
: converts point data in a binary GRASS vector map layer into a GRASS site_lists file.

v.transform:
: transforms an ASCII vector map layer from one coordinate system into another coordinate system.

v.trim:
: trims small spurs and excessive nodes from a binary GRASS vector file.