

NAME

`gml2gv` – GML-DOT converter

SYNOPSIS

`gml2gv` [`-?v`] [`-gname`] [`-ooutfile`] [*files*]

DESCRIPTION

`gml2gv` converts a graph specified in the GML format to a graph in the GV (formerly DOT) format.

OPTIONS

The following options are supported:

`-v` Turns on verbose mode

`-?` Prints usage information and exits.

`-gname`

The string *gname* is used as the name of the generated graph. If multiple graphs are generated, subsequent graphs use the name *gname* appended with an integer.

`-ooutfile`

Prints output to the file *outfile*. If not given, `gml2gv` uses stdout.

OPERANDS

The following operand is supported:

files Names of files containing 1 or more graphs in GML. If no *files* operand is specified, the standard input will be used.

RETURN CODES

Return **0** if there were no problems during conversion; and non-zero if any error occurred.

LIMITATIONS

As both the graph and graphics models of GV and GML differ significantly, the conversion is at best approximate. In particular, it is not clear how multiedges are differentiated in GML, so multiedges are created in GV with no user-available key. Also, no attribute information is lost, in that any GML attributes that aren't converted to GV equivalents are retained as attributes in the output graph.

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SEE ALSO

`dot(1)`, `libcgraph(3)`