

---

# **geemap Documentation**

*Release 0.8.16*

**Qiusheng Wu**

**May 13, 2021**



---

## Contents:

---

<b>1</b>	<b>geemap</b>	<b>1</b>
1.1	Introduction . . . . .	2
1.2	Features . . . . .	3
1.3	Installation . . . . .	4
1.4	Usage . . . . .	5
1.5	Examples . . . . .	9
1.6	Dependencies . . . . .	11
1.7	Contributing . . . . .	12
1.8	References . . . . .	14
1.9	Credits . . . . .	14
<b>2</b>	<b>Installation</b>	<b>15</b>
2.1	Stable release . . . . .	15
2.2	From sources . . . . .	15
<b>3</b>	<b>Usage</b>	<b>17</b>
<b>4</b>	<b>Modules</b>	<b>19</b>
4.1	geemap package . . . . .	19
<b>5</b>	<b>Contributing</b>	<b>47</b>
5.1	Types of Contributions . . . . .	47
5.2	Get Started! . . . . .	48
5.3	Pull Request Guidelines . . . . .	49
5.4	Tips . . . . .	49
5.5	Deploying . . . . .	49
<b>6</b>	<b>Credits</b>	<b>51</b>
6.1	Development Lead . . . . .	51
6.2	Contributors . . . . .	51
<b>7</b>	<b>History</b>	<b>53</b>
7.1	0.7.0 (2020-05-22) . . . . .	53
7.2	0.6.0 (2020-04-05) . . . . .	53
7.3	0.5.0 (2020-03-24) . . . . .	53
7.4	0.4.0 (2020-03-19) . . . . .	53
7.5	0.3.0 (2020-03-18) . . . . .	53

7.6	0.2.0 (2020-03-17)	53
7.7	0.1.0 (2020-03-08)	53
<b>8</b>	<b>Indices and tables</b>	<b>55</b>
	<b>Index</b>	<b>57</b>

# CHAPTER 1

---

geemap

---

**A Python package for interactive mapping with Google Earth Engine, ipyleaflet, and ipywidgets.**

- GitHub repo: <https://github.com/giswqs/geemap>
- Documentation: <https://geemap.org>
- PyPI: <https://pypi.org/project/geemap/>
- Conda-forge: <https://anaconda.org/conda-forge/geemap>
- 360+ GEE notebook examples: <https://github.com/giswqs/earthengine-py-notebooks>
- GEE Tutorials on YouTube: <https://www.youtube.com/c/QiushengWu>
- Free software: MIT license

## **Contents**

- *Introduction*

- *Features*
- *Installation*
- *Usage*
- *Examples*
- *Dependencies*
- *Contributing*
- *References*
- *Credits*

## 1.1 Introduction

**geemap** is a Python package for interactive mapping with [Google Earth Engine](#) (GEE), which is a cloud computing platform with a [multi-petabyte catalog](#) of satellite imagery and geospatial datasets. During the past few years, GEE has become very popular in the geospatial community and it has empowered numerous environmental applications at local, regional, and global scales. GEE provides both JavaScript and Python APIs for making computational requests to the Earth Engine servers. Compared with the comprehensive [documentation](#) and interactive IDE (i.e., [GEE JavaScript Code Editor](#)) of the GEE JavaScript API, the GEE Python API has relatively little documentation and limited functionality for visualizing results interactively. The **geemap** Python package was created to fill this gap. It is built upon [ipyleaflet](#) and [ipywidgets](#), and enables users to analyze and visualize Earth Engine datasets interactively within a Jupyter-based environment.

**geemap** is intended for students and researchers, who would like to utilize the Python ecosystem of diverse libraries and tools to explore Google Earth Engine. It is also designed for existing GEE users who would like to transition from the GEE JavaScript API to Python API. The automated JavaScript-to-Python [conversion module](#) of the **geemap** package can greatly reduce the time needed to convert existing GEE JavaScripts to Python scripts and Jupyter notebooks.

For video tutorials and notebook examples, please visit <https://geemap.org/tutorials>. For complete documentation on geemap modules and methods, please visit <https://geemap.org/geemap>.

If you find geemap useful in your research, please consider citing the following papers to support my work. Thank you for your support.

- Wu, Q., (2020). geemap: A Python package for interactive mapping with Google Earth Engine. *The Journal of Open Source Software*, 5(51), 2305. <https://doi.org/10.21105/joss.02305>
- Wu, Q., Lane, C. R., Li, X., Zhao, K., Zhou, Y., Clinton, N., DeVries, B., Golden, H. E., & Lang, M. W. (2019). Integrating LiDAR data and multi-temporal aerial imagery to map wetland inundation dynamics using Google Earth Engine. *Remote Sensing of Environment*, 228, 1-13. <https://doi.org/10.1016/j.rse.2019.04.015> (pdf | source code)

Check out the geemap workshop I presented at the GeoPython Conference 2021. This workshop gives a comprehensive introduction to the key features of geemap.



## 1.2 Features

Below is a partial list of features available for the geemap package. Please check the [examples](#) page for notebook examples, GIF animations, and video tutorials.

- Convert Earth Engine JavaScripts to Python scripts and Jupyter notebooks.
- Display Earth Engine data layers for interactive mapping.
- Support Earth Engine JavaScript API-styled functions in Python, such as `Map.addLayer()`, `Map.setCenter()`, `Map.centerObject()`, `Map.setOptions()`.
- Create split-panel maps with Earth Engine data.
- Retrieve Earth Engine data interactively using the Inspector Tool.
- Interactive plotting of Earth Engine data by simply clicking on the map.
- Convert data format between GeoJSON and Earth Engine.
- Use drawing tools to interact with Earth Engine data.
- Use shapefiles with Earth Engine without having to upload data to one's GEE account.
- Export Earth Engine FeatureCollection to other formats (i.e., shp, csv, json, kml, kmz).
- Export Earth Engine Image and ImageCollection as GeoTIFF.

- Extract pixels from an Earth Engine Image into a 3D numpy array.
- Calculate zonal statistics by group.
- Add a customized legend for Earth Engine data.
- Convert Earth Engine JavaScripts to Python code directly within Jupyter notebook.
- Add animated text to GIF images generated from Earth Engine data.
- Add colorbar and images to GIF animations generated from Earth Engine data.
- Create Landsat timelapse animations with animated text using Earth Engine.
- Search places and datasets from Earth Engine Data Catalog.
- Use timeseries inspector to visualize landscape changes over time.
- Export Earth Engine maps as HTML files and PNG images.
- Search Earth Engine API documentation within Jupyter notebooks.
- Import Earth Engine assets from personal account.
- Publish interactive GEE maps directly within Jupyter notebook.
- Add local raster datasets (e.g., GeoTIFF) to the map.
- Perform image classification and accuracy assessment.
- Extract pixel values interactively and export as shapefile and csv.

### 1.3 Installation

To use **geemap**, you must first [sign up](#) for a [Google Earth Engine](#) account.

Google Earth Engine

[Datasets](#)

[FAQ](#)

[Timelapse](#)

[Case Studies](#)

[Platform](#)

[Blog](#)

[Sign Up](#)

**geemap** is available on [PyPI](#). To install **geemap**, run this command in your terminal:

```
pip install geemap
```

**geemap** is also available on [conda-forge](#). If you have [Anaconda](#) or [Miniconda](#) installed on your computer, you can create a conda Python environment to install geemap:

```
conda create -n gee python
conda activate gee
conda install mamba -c conda-forge
mamba install geemap -c conda-forge
```

Optionally, you can install [Jupyter notebook extensions](#), which can improve your productivity in the notebook environment. Some useful extensions include Table of Contents, Gist-it, Autopep8, Variable Inspector, etc. See this [post](#) for more information.

```
mamba install jupyter_contrib_nbextensions -c conda-forge
```

If you have installed **geemap** before and want to upgrade to the latest version, you can run the following command in your terminal:

```
pip install -U geemap
```



If you use conda, you can update geemap to the latest version by running the following command in your terminal:

```
mamba update -c conda-forge geemap
```

To install the development version from GitHub using [Git](#), run the following command in your terminal:

```
pip install git+https://github.com/giswqs/geemap
```

To install the development version from GitHub directly within Jupyter notebook without using Git, run the following code:

```
import geemap
geemap.update_package()
```

To use geemap in a Docker container, check out the following docker containers with geemap installed.

- [gee-community/ee-jupyter-contrib](#)
- [bkavlak/geemap](#)
- [giswqs/geemap](#)

To use geemap in a Docker container, check out [ee-jupyter-contrib](#) or [this page](#).

## 1.4 Usage

**Important note:** A key difference between [ipyleaflet](#) and [folium](#) is that ipyleaflet is built upon ipywidgets and allows bidirectional communication between the front-end and the backend enabling the use of the map to capture user input, while folium is meant for displaying static data only ([source](#)). Note that [Google Colab](#) currently does not support ipyleaflet ([source](#)). Therefore, if you are using geemap with Google Colab, you should use `import geemap.eefolium`. If you are using geemap with [binder](#) or a local Jupyter notebook server, you can use `import geemap`, which provides more functionalities for capturing user input (e.g., mouse-clicking and moving).

More GEE Tutorials are available on my [YouTube channel](#).

**Google Earth Engine Python Tutorials**

34 videos • 11,642 views • Updated 6 days ago

Introducing the geemap Python package for interactive mapping with Google Earth Engine and ipyleaflet. More information about the geemap package can be found at my GitHub repository:  
<https://github.com/giswqs/geemap>

Qiusheng Wu **SUBSCRIBE**

- 01 Introducing the geemap Python package for interactive mapping with Google Earth Engine (8:24)
- 02 Using basemaps in geemap and ipyleaflet for interactive mapping with Google Earth (12:14)
- 03 Introducing the Inspector tool for Earth Engine Python API (6:23)
- 04 Creating a split-panel map for visualizing Earth Engine data (8:20)
- 05 Using drawing tools to interact with Earth Engine data (7:19)
- 06 Creating an interactive map with a marker cluster (7:16)

To create an ipyleaflet-based interactive map:

```
import geemap
Map = geemap.Map(center=[40,-100], zoom=4)
Map
```

To create a folium-based interactive map:

```
import geemap.eefolium as geemap
Map = geemap.Map(center=[40,-100], zoom=4)
Map
```

To add an Earth Engine data layer to the Map:

```
Map.addLayer(ee_object, vis_params, name, shown, opacity)
```

To center the map view at a given coordinates with the given zoom level:

```
Map.setCenter(lon, lat, zoom)
```

To center the map view around an Earth Engine object:

```
Map.centerObject(ee_object, zoom)
```

To add LayerControl to a folium-based Map:

```
Map.addLayerControl()
```

To add a minimap (overview) to an ipyleaflet-based Map:

```
Map.add_minimap()
```

To add additional basemaps to the Map:

```
Map.add_basemap('Esri Ocean')
Map.add_basemap('Esri National Geographic')
```

To add an XYZ tile layer to the Map:

```
url = 'https://mt1.google.com/vt/lyrs=m&x={x}&y={y}&z={z}'
Map.add_tile_layer(url, name='Google Map', attribution='Google')
```

To add a WMS layer to the Map:

```
naip_url = 'https://services.nationalmap.gov/arcgis/services/USGSNAIPImagery/
↳ImageServer/WMServer?'
Map.add_wms_layer(url=naip_url, layers='0', name='NAIP Imagery', format='image/png',
↳shown=True)
```

To convert a shapefile to Earth Engine object and add it to the Map:

```
ee_object = geemap.shp_to_ee(shp_file_path)
Map.addLayer(ee_object, {}, 'Layer name')
```

To convert a GeoJSON file to Earth Engine object and add it to the Map:

```
ee_object = geemap.geojson_to_ee(geojson_file_path)
Map.addLayer(ee_object, {}, 'Layer name')
```

To download an ee.FeatureCollection as a shapefile:

```
geemap.ee_to_csv(ee_object, filename, selectors)
```

To export an ee.FeatureCollection to other formats, including shp, csv, json, kml, and kmz:

```
geemap.ee_export_vector(ee_object, filename, selectors)
```

To export an ee.Image as a GeoTIFF file:

```
geemap.ee_export_image(ee_object, filename, scale, crs, region, file_per_band)
```

To export an ee.ImageCollection as GeoTIFF files:

```
geemap.ee_export_image_collection(ee_object, output, scale, crs, region, file_per_
↳band)
```

To extract pixels from an ee.Image into a 3D numpy array:

```
geemap.ee_to_numpy(ee_object, bands, region, properties, default_value)
```

To import a 2D or 3D numpy array to an ee.Image using a given base coordinate reference system (crs) and transform between projected coordinates and the base:

```
geemap.numpy_to_ee(np_array, crs, transform, transformWkt, band_names)
```

To import one or more variables from a netCDF file with a regular grid in EPSG:4326 to an ee.Image:

```
geemap.netcdf_to_ee(nc_file, var_names, band_names, lon='lon', lat='lat')
```

To calculate zonal statistics:

```
geemap.zonal_statistics(in_value_raster, in_zone_vector, out_file_path, statistics_
↳type='MEAN')
```

To calculate zonal statistics by group:

```
geemap.zonal_statistics_by_group(in_value_raster, in_zone_vector, out_file_path,
↳statistics_type='SUM')
```

To create a split-panel Map:

```
Map.split_map(left_layer='HYBRID', right_layer='ESRI')
```

To add a marker cluster to the Map:

```
Map.marker_cluster()
feature_collection = ee.FeatureCollection(Map.ee_markers)
```

To add a customized legend to the Map:

```
legend_dict = {
    'one': (0, 0, 0),
    'two': (255, 255, 0),
    'three': (127, 0, 127)
}
Map.add_legend(legend_title='Legend', legend_dict=legend_dict, position='bottomright')
Map.add_legend(builtin_legend='NLCD')
```

To download a GIF from an Earth Engine ImageCollection:

```
geemap.download_ee_video(tempCol, videoArgs, saved_gif)
```

To add animated text to an existing GIF image:

```
geemap.add_text_to_gif(in_gif, out_gif, xy=('5%', '5%'), text_sequence=1984, font_
↳size=30, font_color='#0000ff', duration=100)
```

To create a colorbar for an Earth Engine image:

```
palette = ['blue', 'purple', 'cyan', 'green', 'yellow', 'red']
create_colorbar(width=250, height=30, palette=palette, vertical=False, add_labels=True,
↳ font_size=20, labels=[-40, 35])
```

To create a Landsat timelapse animation and add it to the Map:

```
Map.add_landsat_ts_gif(label='Place name', start_year=1985, bands=['NIR', 'Red',
↳ 'Green'], frames_per_second=5)
```

To convert all GEE JavaScripts in a folder recursively to Python scripts:

```
from geemap.conversion import *
js_to_python_dir(in_dir, out_dir)
```

To convert all GEE Python scripts in a folder recursively to Jupyter notebooks:

```
from geemap.conversion import *
template_file = get_nb_template()
py_to_ipynb_dir(in_dir, template_file, out_dir)
```

To execute all Jupyter notebooks in a folder recursively and save output cells:

```
from geemap.conversion import *
execute_notebook_dir(in_dir)
```

To search Earth Engine API documentation with Jupyter notebooks:

```
import geemap
geemap.ee_search()
```

To publish an interactive GEE map with Jupyter notebooks:

```
Map.publish(name, headline, visibility)
```

To add a local raster dataset to the map:

```
Map.add_raster(image, bands, colormap, layer_name)
```

To get image basic properties:

```
geemap.image_props(image).getInfo()
```

To get image descriptive statistics:

```
geemap.image_stats(image, region, scale)
```

To remove all user-drawn geometries:

```
geemap.remove_drawn_features()
```

To extract pixel values based on user-drawn geometries:

```
geemap.extract_values_to_points(out_shp)
```

To load a Cloud Optimized GeoTIFF as an ee.Image:

```
image = geemap.load_GeoTIFF(URL)
```

To load a list of Cloud Optimized GeoTIFFs as an ee.ImageCollection:

```
collection = geemap.load_GeoTIFFs(URLs)
```

## 1.5 Examples

The following examples require the geemap package, which can be installed using `pip install geemap`. Check the *Installation* section for more information. More examples can be found at another repo: [A collection of 300+ Jupyter Python notebook examples for using Google Earth Engine with interactive mapping.](#)

- *Converting GEE JavaScripts to Python scripts and Jupyter notebooks*
- *Interactive mapping using GEE Python API and geemap*

## 1.5.1 Converting GEE JavaScripts to Python scripts and Jupyter notebooks

Launch an interactive notebook with **Google Colab**. Keep in mind that the conversion might not always work perfectly. Additional manual changes might still be needed. `ui` and `chart` are not supported. The source code for this automated conversion module can be found at [conversion.py](#).

```
import os
from geemap.conversion import *

# Create a temporary working directory
work_dir = os.path.join(os.path.expanduser('~'), 'geemap')
# Get Earth Engine JavaScript examples. There are five examples in the geemap package.
↳ folder.
# Change js_dir to your own folder containing your Earth Engine JavaScripts, such as.
↳ js_dir = '/path/to/your/js/folder'
js_dir = get_js_examples(out_dir=work_dir)

# Convert all Earth Engine JavaScripts in a folder recursively to Python scripts.
js_to_python_dir(in_dir=js_dir, out_dir=js_dir, use_qgis=True)
print("Python scripts saved at: {}".format(js_dir))

# Convert all Earth Engine Python scripts in a folder recursively to Jupyter.
↳ notebooks.
nb_template = get_nb_template() # Get the notebook template from the package folder.
py_to_ipynb_dir(js_dir, nb_template)

# Execute all Jupyter notebooks in a folder recursively and save the output cells.
execute_notebook_dir(in_dir=js_dir)
```

## 1.5.2 Interactive mapping using GEE Python API and geemap

Launch an interactive notebook with **Google Colab**. Note that **Google Colab** currently does not support `ipyleaflet`. Therefore, you should use `import geemap.eefolium` instead of `import geemap`.

```
# Installs geemap package
import subprocess

try:
    import geemap
except ImportError:
    print('geemap package not installed. Installing ...')
    subprocess.check_call(["python", '-m', 'pip', 'install', 'geemap'])

# Checks whether this notebook is running on Google Colab
try:
    import google.colab
```

(continues on next page)

(continued from previous page)

```
        import geemap.eefolium as emap
except:
    import geemap as emap

# Authenticates and initializes Earth Engine
import ee

try:
    ee.Initialize()
except Exception as e:
    ee.Authenticate()
    ee.Initialize()

# Creates an interactive map
Map = emap.Map(center=[40,-100], zoom=4)

# Adds Earth Engine dataset
image = ee.Image('USGS/SRTMGL1_003')

# Sets visualization parameters.
vis_params = {
    'min': 0,
    'max': 4000,
    'palette': ['006633', 'E5FFCC', '662A00', 'D8D8D8', 'F5F5F5']}

# Prints the elevation of Mount Everest.
xy = ee.Geometry.Point([86.9250, 27.9881])
elev = image.sample(xy, 30).first().get('elevation').getInfo()
print('Mount Everest elevation (m):', elev)

# Adds Earth Engine layers to Map
Map.addLayer(image, vis_params, 'SRTM DEM', True, 0.5)
Map.addLayer(xy, {'color': 'red'}, 'Mount Everest')
Map.setCenter(100, 40, 4)
# Map.centerObject(xy, 13)

# Display the Map
Map.addLayerControl()
Map
```

## 1.6 Dependencies

- bqplot
- colour
- earthengine-api
- folium
- geeadd
- geocoder
- ipyfilechooser

- ipyleaflet
- ipynb-py-convert
- ipytree
- ipywidgets
- mss
- pillow
- pyshp
- xarray-leaflet

## 1.7 Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

You can contribute in many ways:

### 1.7.1 Report Bugs

Report bugs at <https://github.com/giswqs/geemap/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### 1.7.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” and “help wanted” is open to whoever wants to implement it.

### 1.7.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “enhancement” and “help wanted” is open to whoever wants to implement it.

### 1.7.4 Write Documentation

geemap could always use more documentation, whether as part of the official geemap docs, in docstrings, or even on the web in blog posts, articles, and such.



## 1.7.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/giswqs/geemap/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 1.7.6 Get Started!

Ready to contribute? Here's how to set up *geemap* for local development.

1. Fork the *geemap* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/geemap.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv geemap
$ cd geemap/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 geemap tests
$ python setup.py test or pytest
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 1.7.7 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.

2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 3.6, 3.7 and 3.8, and for PyPy. Check [https://travis-ci.com/giswqs/geemap/pull\\_requests](https://travis-ci.com/giswqs/geemap/pull_requests) and make sure that the tests pass for all supported Python versions.

### 1.7.8 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_geemap
```

### 1.7.9 Deploying

A reminder for the maintainers on how to deploy. Make sure all your changes are committed (including an entry in HISTORY.rst). Then run:

```
$ bump2version patch # possible: major / minor / patch
$ git push
$ git push --tags
```

Travis will then deploy to PyPI if tests pass.

## 1.8 References

To support my work, please consider citing the following articles:

- **Wu, Q.**, (2020). geemap: A Python package for interactive mapping with Google Earth Engine. *The Journal of Open Source Software*, 5(51), 2305. <https://doi.org/10.21105/joss.02305>
- **Wu, Q.**, Lane, C. R., Li, X., Zhao, K., Zhou, Y., Clinton, N., DeVries, B., Golden, H. E., & Lang, M. W. (2019). Integrating LiDAR data and multi-temporal aerial imagery to map wetland inundation dynamics using Google Earth Engine. *Remote Sensing of Environment*, 228, 1-13. <https://doi.org/10.1016/j.rse.2019.04.015> (pdf | source code)

## 1.9 Credits

This package was created with [Cookiecutter](#) and the [audreyr/cookiecutter-pypackage](#) project template.

## 2.1 Stable release

To install geemap, run this command in your terminal:

```
$ pip install geemap
```

This is the preferred method to install geemap, as it will always install the most recent stable release.

If you don't have `pip` installed, this [Python installation guide](#) can guide you through the process.

## 2.2 From sources

The sources for geemap can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
$ git clone git://github.com/giswqs/geemap
```

Or download the [tarball](#):

```
$ curl -OJL https://github.com/giswqs/geemap/tarball/master
```

Once you have a copy of the source, you can install it with:

```
$ python setup.py install
```



## CHAPTER 3

---

### Usage

---

To use geemap in a project:

```
import geemap
```



## 4.1 geemap package

### 4.1.1 Submodules

### 4.1.2 geemap.basemaps module

Module for basemaps. Each basemap is defined as item in the ee\_basemaps dictionary. For example, to access Google basemaps, use the following:

```
ee_basemaps['ROADMAP'], ee_basemaps['SATELLITE'], ee_basemaps['HYBRID'].
```

More WMS basemaps can be found at the following websites:

1. USGS National Map: <https://viewer.nationalmap.gov/services/>
2. MRLC NLCD Land Cover data: <https://viewer.nationalmap.gov/services/>
3. FWS NWI Wetlands data: <https://www.fws.gov/wetlands/Data/Web-Map-Services.html>

### 4.1.3 geemap.cli module

Console script for geemap.

### 4.1.4 geemap.conversion module

Module for converting Google Earth Engine (GEE) JavaScripts to Python scripts and Jupyter notebooks.

To convert a GEE JavaScript to Python script: `js_to_python(in_file out_file)`

To convert all GEE JavaScripts in a folder recursively to Python scripts: `js_to_python_dir(in_dir, out_dir)`

To convert a GEE Python script to Jupyter notebook: `py_to_ipynb(in_file, template_file, out_file)`

To convert all GEE Python scripts in a folder recursively to Jupyter notebooks: `py_to_ipynb_dir(in_dir, template_file, out_dir)`

To execute a Jupyter notebook and save output cells: `execute_notebook(in_file)`

To execute all Jupyter notebooks in a folder recursively: `execute_notebook_dir(in_dir)`

`geemap.conversion.check_map_functions(input_lines)`

Extracts Earth Engine map function

**Parameters** `input_lines` (*list*) – List of Earth Engine JavaScripts

**Returns** Output JavaScript with map function

**Return type** `list`

`geemap.conversion.convert_for_loop(line)`

Converts JavaScript for loop to Python for loop.

**Parameters** `line` (*str*) – Input JavaScript for loop

**Returns** Converted Python for loop.

**Return type** `str`

`geemap.conversion.create_new_cell(contents, replace=False)`

Create a new cell in Jupyter notebook based on the contents.

**Parameters** `contents` (*str*) – A string of Python code.

`geemap.conversion.download_gee_app(url, out_file=None)`

Downloads JavaScript source code from a GEE App

**Parameters**

- `url` (*str*) – The URL of the GEE App.
- `out_file` (*str, optional*) – The output file path for the downloaded JavaScript. Defaults to None.

`geemap.conversion.execute_notebook(in_file)`

Executes a Jupyter notebook and save output cells

**Parameters** `in_file` (*str*) – Input Jupyter notebook.

`geemap.conversion.execute_notebook_dir(in_dir)`

Executes all Jupyter notebooks in the given directory recursively and save output cells.

**Parameters** `in_dir` (*str*) – Input folder containing notebooks.

`geemap.conversion.find_matching_bracket(lines, start_line_index, start_char_index, matching_char='{')`

Finds the position of the matching closing bracket from a list of lines.

**Parameters**

- `lines` (*list*) – The input list of lines.
- `start_line_index` (*int*) – The line index where the starting bracket is located.
- `start_char_index` (*int*) – The position index of the starting bracket.
- `matching_char` (*str, optional*) – The starting bracket to search for. Defaults to '{'.

**Returns** The line index where the matching closing bracket is located. `matching_char_index` (*int*): The position index of the matching closing bracket.



**Return type** `matching_line_index` (int)

`geemap.conversion.format_params` (*line*, *sep*=':')

Formats keys in a dictionary and adds quotes to the keys. For example, `{min: 0, max: 10}` will result in `('min': 0, 'max': 10)`

**Parameters**

- **line** (*str*) – A string.
- **sep** (*str*, *optional*) – Separator. Defaults to `'.'`.

**Returns** A string with keys quoted

**Return type** `[str]`

`geemap.conversion.get_js_examples` (*out\_dir*=None)

Gets Earth Engine JavaScript examples from the geemap package.

**Parameters** **out\_dir** (*str*, *optional*) – The folder to copy the JavaScript examples to. Defaults to None.

**Returns** The folder containing the JavaScript examples.

**Return type** `str`

`geemap.conversion.get_nb_template` (*download\_latest*=False, *out\_file*=None)

Get the Earth Engine Jupyter notebook template.

**Parameters**

- **download\_latest** (*bool*, *optional*) – If True, downloads the latest notebook template from GitHub. Defaults to False.
- **out\_file** (*str*, *optional*) – Set the output file path of the notebook template. Defaults to None.

**Returns** The file path of the template.

**Return type** `str`

`geemap.conversion.js_snippet_to_py` (*in\_js\_snippet*, *add\_new\_cell*=True, *import\_ee*=True, *import\_geemap*=True, *show\_map*=True)

Converts an Earth Engine JavaScript snippet wrapped in triple quotes to Python directly on a Jupyter notebook.

**Parameters**

- **in\_js\_snippet** (*str*) – Earth Engine JavaScript within triple quotes.
- **add\_new\_cell** (*bool*, *optional*) – Whether add the converted Python to a new cell.
- **import\_ee** (*bool*, *optional*) – Whether to import ee. Defaults to True.
- **import\_geemap** (*bool*, *optional*) – Whether to import geemap. Defaults to True.
- **show\_map** (*bool*, *optional*) – Whether to show the map. Defaults to True.

**Returns** A list of Python script.

**Return type** `list`

`geemap.conversion.js_to_python` (*in\_file*, *out\_file*=None, *use\_qgis*=True, *github\_repo*=None)

Converts an Earth Engine JavaScript to Python script.

**Args:** **in\_file** (*str*): File path of the input JavaScript. **out\_file** (*str*, *optional*): File path of the output Python script. Defaults to None. **use\_qgis** (*bool*, *optional*): Whether to add `“from ee_plugin import Map`

” to the output script. Defaults to True.

github\_repo (str, optional): GitHub repo url. Defaults to None.

**Returns:** list: Python script

```
geemap.conversion.js_to_python_dir(in_dir, out_dir=None, use_qgis=True,
                                  github_repo=None)
```

Converts all Earth Engine JavaScripts in a folder recursively to Python scripts.

**Args:** in\_dir (str): The input folder containing Earth Engine JavaScripts. out\_dir (str, optional): The output folder containing Earth Engine Python scripts. Defaults to None. use\_qgis (bool, optional): Whether to add “from ee\_plugin import Map

” to the output script. Defaults to True. github\_repo (str, optional): GitHub repo url. Defaults to None.

```
geemap.conversion.py_to_ipynb(in_file, template_file, out_file=None, github_username=None,
                              github_repo=None)
```

Converts Earth Engine Python script to Jupyter notebook.

**Parameters**

- **in\_file** (str) – Input Earth Engine Python script.
- **template\_file** (str) – Input Jupyter notebook template.
- **out\_file** (str, optional) – Output Jupyter notebook.
- **github\_username** (str, optional) – GitHub username. Defaults to None.
- **github\_repo** (str, optional) – GitHub repo name. Defaults to None.

```
geemap.conversion.py_to_ipynb_dir(in_dir, template_file, out_dir=None,
                                  github_username=None, github_repo=None)
```

Converts Earth Engine Python scripts in a folder recursively to Jupyter notebooks.

**Parameters**

- **in\_dir** (str) – Input folder containing Earth Engine Python scripts.
- **template\_file** (str) – Input jupyter notebook template file.
- **str, optional** (out\_dir) – Output folder. Defaults to None.
- **github\_username** (str, optional) – GitHub username. Defaults to None.
- **github\_repo** (str, optional) – GitHub repo name. Defaults to None.

```
geemap.conversion.remove_qgis_import(in_file)
```

Removes ‘from ee\_plugin import Map’ from an Earth Engine Python script.

**Parameters** in\_file (str) – Input file path of the Python script.

**Returns** List of lines ‘from ee\_plugin import Map’ removed.

**Return type** list

```
geemap.conversion.template_footer(in_template)
```

Extracts footer from the notebook template.

**Parameters** in\_template (str) – Input notebook template file path.

**Returns** List of lines.

**Return type** list

`geemap.conversion.template_header` (*in\_template*)

Extracts header from the notebook template.

**Parameters** `in_template` (*str*) – Input notebook template file path.

**Returns** List of lines.

**Return type** list

`geemap.conversion.update_nb_header` (*in\_file*, *github\_username=None*, *github\_repo=None*)

Updates notebook header (binder and Google Colab URLs).

**Parameters**

- `in_file` (*str*) – The input Jupyter notebook.
- `github_username` (*str*, *optional*) – GitHub username. Defaults to None.
- `github_repo` (*str*, *optional*) – GitHub repo name. Defaults to None.

`geemap.conversion.update_nb_header_dir` (*in\_dir*, *github\_username=None*, *github\_repo=None*)

Updates header (binder and Google Colab URLs) of all notebooks in a folder .

**Parameters**

- `in_dir` (*str*) – The input directory containing Jupyter notebooks.
- `github_username` (*str*, *optional*) – GitHub username. Defaults to None.
- `github_repo` (*str*, *optional*) – GitHub repo name. Defaults to None.

`geemap.conversion.use_math` (*lines*)

Checks if an Earth Engine uses Math library

**Parameters** `lines` (*list*) – An Earth Engine JavaScript.

**Returns** Returns True if the script contains ‘Math.’. For example ‘Math.PI’, ‘Math.pow’

**Return type** [bool]

## 4.1.5 geemap.eefolium module

This module extends the folium Map class. It is designed to be used in Google Colab, as Google Colab currently does not support ipyleaflet.

**class** `geemap.eefolium.Map` (*\*\*kwargs*)

Bases: `folium.folium.Map`

The Map class inherits from `folium.Map`. By default, the Map will add Google Maps as the basemap. Set `add_google_map = False` to use `OpenStreetMap` as the basemap.

**Returns** folium map object.

**Return type** object

**addLayer** (*ee\_object*, *vis\_params={}*, *name='Layer untitled'*, *shown=True*, *opacity=1.0*, *\*\*kwargs*)

Adds a given EE object to the map as a layer.

**Parameters**

- `ee_object` (*Collection/Feature/Image/MapId*) – The object to add to the map.
- `vis_params` (*dict*, *optional*) – The visualization parameters. Defaults to {}.

- **name** (*str*, *optional*) – The name of the layer. Defaults to ‘Layer untitled’.
- **shown** (*bool*, *optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **opacity** (*float*, *optional*) – The layer’s opacity represented as a number between 0 and 1. Defaults to 1.

**addLayerControl()**

Adds layer control to the map.

```
add_COG_layer(url, name='Untitled', attribution='.', opacity=1.0, shown=True,
               titiler_endpoint='https://api.cogeo.xyz/', **kwargs)
```

Adds a COG TileLayer to the map.

**Parameters**

- **url** (*str*) – The URL of the COG tile layer.
- **name** (*str*, *optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str*, *optional*) – The attribution to use. Defaults to ‘.’.
- **opacity** (*float*, *optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool*, *optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **titiler\_endpoint** (*str*, *optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.

```
add_COG_mosaic(links, name='Untitled', attribution='.', opacity=1.0, shown=True,
                titiler_endpoint='https://api.cogeo.xyz/', username='anonymous',
                overwrite=False, show_footprints=False, verbose=True, **kwargs)
```

Add a virtual mosaic of COGs to the map.

**Parameters**

- **links** (*list*) – A list of links pointing to COGs.
- **name** (*str*, *optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str*, *optional*) – The attribution to use. Defaults to ‘.’.
- **opacity** (*float*, *optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool*, *optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **titiler\_endpoint** (*str*, *optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.
- **username** (*str*, *optional*) – The username to create mosaic using the titiler endpoint. Defaults to ‘anonymous’.
- **overwrite** (*bool*, *optional*) – Whether or not to replace existing layer with the same layer name. Defaults to False.
- **show\_footprints** (*bool*, *optional*) – Whether or not to show footprints of COGs. Defaults to False.
- **verbose** (*bool*, *optional*) – Whether or not to print descriptions. Defaults to True.

```
add_STAC_layer(url, bands=None, name='Untitled', attribution='.', opacity=1.0, shown=True,
                titiler_endpoint='https://api.cogeo.xyz/', **kwargs)
```

Adds a STAC TileLayer to the map.

**Parameters**

- **url** (*str*) – The URL of the COG tile layer.
- **name** (*str, optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution to use. Defaults to ‘.’.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **titiler\_endpoint** (*str, optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.

**add\_basemap** (*basemap='HYBRID'*)

Adds a basemap to the map.

**Parameters** **basemap** (*str, optional*) – Can be one of string from ee\_basemaps. Defaults to ‘HYBRID’.

**add\_colorbar** (*colors, vmin=0, vmax=1.0, index=None, caption="", categorical=False, step=None, \*\*kwargs*)

Add a colorbar to the map.

**Parameters**

- **colors** (*list*) – The set of colors to be used for interpolation. Colors can be provided in the form: \* tuples of RGBA ints between 0 and 255 (e.g: (255, 255, 0) or (255, 255, 0, 255)) \* tuples of RGBA floats between 0. and 1. (e.g: (1.,1.,0.) or (1., 1., 0., 1.)) \* HTML-like string (e.g: “#ffff00”) \* a color name or shortcut (e.g: “y” or “yellow”)
- **vmin** (*int, optional*) – The minimal value for the colormap. Values lower than vmin will be bound directly to colors[0].. Defaults to 0.
- **vmax** (*float, optional*) – The maximal value for the colormap. Values higher than vmax will be bound directly to colors[-1]. Defaults to 1.0.
- **index** (*list, optional*) – The values corresponding to each color. It has to be sorted, and have the same length as colors. If None, a regular grid between vmin and vmax is created.. Defaults to None.
- **caption** (*str, optional*) – The caption for the colormap. Defaults to “”.
- **categorical** (*bool, optional*) – Whether or not to create a categorical colormap. Defaults to False.
- **step** (*int, optional*) – The step to split the LinearColormap into a StepColormap. Defaults to None.

**add\_geojson** (*in\_geojson, layer\_name='Untitled', \*\*kwargs*)

Adds a GeoJSON file to the map.

**Parameters**

- **in\_geojson** (*str*) – The input file path to the GeoJSON.
- **layer\_name** (*str, optional*) – The layer name to be used. Defaults to “Untitled”.

**Raises** `FileNotFoundError` – The provided GeoJSON file could not be found.

**add\_kml** (*in\_kml, layer\_name='Untitled', \*\*kwargs*)

Adds a KML file to the map.

**Parameters**

- **in\_kml** (*str*) – The input file path to the KML.
- **layer\_name** (*str*, *optional*) – The layer name to be used. Defaults to “Untitled”.

**Raises** `FileNotFoundError` – The provided KML file could not be found.

**add\_layer** (*ee\_object*, *vis\_params*=`{}`, *name*='Layer untitled', *shown*=`True`, *opacity*=`1.0`, *\*\*kwargs*)

Adds a given EE object to the map as a layer.

#### Parameters

- **ee\_object** (*Collection*/*Feature*/*Image*/*MapId*) – The object to add to the map.
- **vis\_params** (*dict*, *optional*) – The visualization parameters. Defaults to `{}`.
- **name** (*str*, *optional*) – The name of the layer. Defaults to ‘Layer untitled’.
- **shown** (*bool*, *optional*) – A flag indicating whether the layer should be on by default. Defaults to `True`.
- **opacity** (*float*, *optional*) – The layer’s opacity represented as a number between 0 and 1. Defaults to 1.

**add\_layer\_control** ()

Adds layer control to the map.

**add\_legend** (*title*='Legend', *colors*=`None`, *labels*=`None`, *legend\_dict*=`None`, *builtin\_legend*=`None`, *opacity*=`1.0`, *\*\*kwargs*)

Adds a customized basemap to the map. Reference: <https://bit.ly/3oV6vnH>

#### Parameters

- **title** (*str*, *optional*) – Title of the legend. Defaults to ‘Legend’. Defaults to “Legend”.
- **colors** (*[type]*, *optional*) – A list of legend colors. Defaults to `None`.
- **labels** (*[type]*, *optional*) – A list of legend labels. Defaults to `None`.
- **legend\_dict** (*[type]*, *optional*) – A dictionary containing legend items as keys and color as values. If provided, `legend_keys` and `legend_colors` will be ignored. Defaults to `None`.
- **builtin\_legend** (*[type]*, *optional*) – Name of the builtin legend to add to the map. Defaults to `None`.
- **opacity** (*float*, *optional*) – The opacity of the legend. Defaults to 1.0.

**add\_shapefile** (*in\_shp*, *layer\_name*='Untitled', *\*\*kwargs*)

Adds a shapefile to the map. See <https://python-visualization.github.io/folium/modules.html#folium.features.GeoJson> for more info about setting style.

#### Parameters

- **in\_shp** (*str*) – The input file path to the shapefile.
- **layer\_name** (*str*, *optional*) – The layer name to be used. Defaults to “Untitled”.

**Raises** `FileNotFoundError` – The provided shapefile could not be found.

**add\_styled\_vector** (*ee\_object*, *column*, *palette*, *layer\_name*='Untitled', *\*\*kwargs*)

Adds a styled vector to the map.

#### Parameters

- **ee\_object** (*object*) – An `ee.FeatureCollection`.

- **column** (*str*) – The column name to use for styling.
- **palette** (*list | dict*) – The palette (e.g., list of colors or a dict containing label and color pairs) to use for styling.
- **layer\_name** (*str, optional*) – The name to be used for the new layer. Defaults to “Untitled”.

**add\_tile\_layer** (*tiles='OpenStreetMap', name='Untitled', attribution='.', overlay=True, control=True, shown=True, opacity=1.0, API\_key=None, \*\*kwargs*)  
Add a XYZ tile layer to the map.

#### Parameters

- **tiles** (*str*) – The URL of the XYZ tile service.
- **name** (*str, optional*) – The layer name to use on the layer control. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution of the data layer. Defaults to ‘.’.
- **overlay** (*str, optional*) – Allows overlay. Defaults to True.
- **control** (*str, optional*) – Adds the layer to the layer control. Defaults to True.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **opacity** (*float, optional*) – Sets the opacity for the layer.
- **API\_key** (*str, optional*) – API key for Cloudmade or Mapbox tiles. Defaults to True.

**add\_wms\_layer** (*url, layers, name=None, attribution="", overlay=True, control=True, shown=True, format='image/png', transparent=False, version='1.1.1', styles="", \*\*kwargs*)  
Add a WMS layer to the map.

#### Parameters

- **url** (*str*) – The URL of the WMS web service.
- **layers** (*str*) – Comma-separated list of WMS layers to show.
- **name** (*str, optional*) – The layer name to use on the layer control. Defaults to None.
- **attribution** (*str, optional*) – The attribution of the data layer. Defaults to ‘.’.
- **overlay** (*str, optional*) – Allows overlay. Defaults to True.
- **control** (*str, optional*) – Adds the layer to the layer control. Defaults to True.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **format** (*str, optional*) – WMS image format (use ‘image/png’ for layers with transparency). Defaults to ‘image/png’.
- **transparent** (*bool, optional*) – Whether the layer shall allow transparency. Defaults to False.
- **version** (*str, optional*) – Version of the WMS service to use. Defaults to “1.1.1”.
- **styles** (*str, optional*) – Comma-separated list of WMS styles. Defaults to “”.

**centerObject** (*ee\_object, zoom=10*)  
Centers the map view on a given object.

**Parameters**

- **ee\_object** (*Element/Geometry*) – An Earth Engine object to center on - a geometry, image or feature.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to 10.

**center\_object** (*ee\_object, zoom=10*)

Centers the map view on a given object.

**Parameters**

- **ee\_object** (*Element/Geometry*) – An Earth Engine object to center on - a geometry, image or feature.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to 10.

**publish** (*name='Folium Map', description='', source\_url='', visibility='PUBLIC', open=True, tags=None, \*\*kwargs*)

Publish the map to datapane.com

**Parameters**

- **name** (*str, optional*) – The document name - can include spaces, caps, symbols, etc., e.g. “Profit & Loss 2020”. Defaults to “Folium Map”.
- **description** (*str, optional*) – A high-level description for the document, this is displayed in searches and thumbnails. Defaults to “”.
- **source\_url** (*str, optional*) – A URL pointing to the source code for the document, e.g. a GitHub repo or a Colab notebook. Defaults to “”.
- **visibility** (*str, optional*) – Visibility of the map. It can be one of the following: PUBLIC, PRIVATE. Defaults to ‘PUBLIC’.
- **open** (*bool, optional*) – Whether to open the map. Defaults to True.
- **tags** (*bool, optional*) – A list of tags (as strings) used to categorise your document. Defaults to None.

**setCenter** (*lon, lat, zoom=10*)

Centers the map view at a given coordinates with the given zoom level.

**Parameters**

- **lon** (*float*) – The longitude of the center, in degrees.
- **lat** (*float*) – The latitude of the center, in degrees.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to 10.

**setControlVisibility** (*layerControl=True, fullscreenControl=True, latLngPopup=True*)

Sets the visibility of the controls on the map.

**Parameters**

- **layerControl** (*bool, optional*) – Whether to show the control that allows the user to toggle layers on/off. Defaults to True.
- **fullscreenControl** (*bool, optional*) – Whether to show the control that allows the user to make the map full-screen. Defaults to True.
- **latLngPopup** (*bool, optional*) – Whether to show the control that pops up the Lat/lon when the user clicks on the map. Defaults to True.

**setOptions** (*mapTypeId='HYBRID', styles={}, types=[]*)

Adds Google basemap to the map.



**Parameters**

- **mapTypeId** (*str, optional*) – A mapTypeId to set the basemap to. Can be one of “ROADMAP”, “SATELLITE”, “HYBRID” or “TERRAIN” to select one of the standard Google Maps API map types. Defaults to ‘HYBRID’.
- **styles** (*[type], optional*) – A dictionary of custom MapTypeStyle objects keyed with a name that will appear in the map’s Map Type Controls. Defaults to None.
- **types** (*[type], optional*) – A list of mapTypeIds to make available. If omitted, but opt\_styles is specified, appends all of the style keys to the standard Google Maps API map types.. Defaults to None.

**set\_center** (*lon, lat, zoom=10*)

Centers the map view at a given coordinates with the given zoom level.

**Parameters**

- **lon** (*float*) – The longitude of the center, in degrees.
- **lat** (*float*) – The latitude of the center, in degrees.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to 10.

**set\_control\_visibility** (*layerControl=True, fullscreenControl=True, latLngPopup=True*)

Sets the visibility of the controls on the map.

**Parameters**

- **layerControl** (*bool, optional*) – Whether to show the control that allows the user to toggle layers on/off. Defaults to True.
- **fullscreenControl** (*bool, optional*) – Whether to show the control that allows the user to make the map full-screen. Defaults to True.
- **latLngPopup** (*bool, optional*) – Whether to show the control that pops up the Lat/lon when the user clicks on the map. Defaults to True.

**set\_options** (*mapTypeId='HYBRID', styles={}, types=[]*)

Adds Google basemap to the map.

**Parameters**

- **mapTypeId** (*str, optional*) – A mapTypeId to set the basemap to. Can be one of “ROADMAP”, “SATELLITE”, “HYBRID” or “TERRAIN” to select one of the standard Google Maps API map types. Defaults to ‘HYBRID’.
- **styles** (*[type], optional*) – A dictionary of custom MapTypeStyle objects keyed with a name that will appear in the map’s Map Type Controls. Defaults to None.
- **types** (*[type], optional*) – A list of mapTypeIds to make available. If omitted, but opt\_styles is specified, appends all of the style keys to the standard Google Maps API map types.. Defaults to None.

`geemap.eefolium.delete_dp_report` (*name*)

Deletes a datapane report.

**Parameters** **name** (*str*) – Name of the report to delete.

`geemap.eefolium.delete_dp_reports` ()

Deletes all datapane reports.

## 4.1.6 geemap.geemap module

Main module for interactive mapping using Google Earth Engine Python API and ipyleaflet. Keep in mind that Earth Engine functions use both camel case and snake case, such as `setOptions()`, `setCenter()`, `centerObject()`, `addLayer()`. ipyleaflet functions use snake case, such as `add_tile_layer()`, `add_wms_layer()`, `add_minimap()`.

```
class geemap.geemap.Map (**kwargs)
```

Bases: `ipyleaflet.leaflet.Map`

The Map class inherits from `ipyleaflet.Map`. The arguments you can pass to the Map can be found at [https://ipyleaflet.readthedocs.io/en/latest/api\\_reference/map.html](https://ipyleaflet.readthedocs.io/en/latest/api_reference/map.html). By default, the Map will add Google Maps as the basemap. Set `add_google_map = False` to use `OpenStreetMap` as the basemap.

**Returns** ipyleaflet map object.

**Return type** object

```
addLayer (ee_object, vis_params={}, name=None, shown=True, opacity=1.0)
```

Adds a given EE object to the map as a layer.

### Parameters

- **ee\_object** (*Collection/Feature/Image/MapId*) – The object to add to the map.
- **vis\_params** (*dict, optional*) – The visualization parameters. Defaults to `{}`.
- **name** (*str, optional*) – The name of the layer. Defaults to ‘Layer N’.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to `True`.
- **opacity** (*float, optional*) – The layer’s opacity represented as a number between 0 and 1. Defaults to 1.

```
addLayerControl ()
```

Adds the layer control to the map.

```
add_COG_layer (url, name='Untitled', attribution="", opacity=1.0, shown=True,  
               titiler_endpoint='https://api.cogeo.xyz/', **kwargs)
```

Adds a COG `TileLayer` to the map.

### Parameters

- **url** (*str*) – The URL of the COG tile layer.
- **name** (*str, optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution to use. Defaults to ‘’.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to `True`.
- **titiler\_endpoint** (*str, optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.

```
add_COG_mosaic (links, name='Untitled', attribution="", opacity=1.0, shown=True,  
                titiler_endpoint='https://api.cogeo.xyz/', username='anonymous', over-  
                write=False, show_footprints=False, verbose=True, **kwargs)
```

Add a virtual mosaic of COGs to the map.

### Parameters

- **links** (*list*) – A list of links pointing to COGs.

- **name** (*str, optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution to use. Defaults to ‘’.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **titiler\_endpoint** (*str, optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.
- **username** (*str, optional*) – The username to create mosaic using the titiler endpoint. Defaults to ‘anonymous’.
- **overwrite** (*bool, optional*) – Whether or not to replace existing layer with the same layer name. Defaults to False.
- **show\_footprints** (*bool, optional*) – Whether or not to show footprints of COGs. Defaults to False.
- **verbose** (*bool, optional*) – Whether or not to print descriptions. Defaults to True.

```
add_STAC_layer(url, bands=None, name='Untitled', attribution="", opacity=1.0, shown=True,
               titiler_endpoint='https://api.cogeo.xyz/', **kwargs)
Adds a STAC TileLayer to the map.
```

#### Parameters

- **url** (*str*) – The URL of the COG tile layer.
- **name** (*str, optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution to use. Defaults to ‘’.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **titiler\_endpoint** (*str, optional*) – Titiler endpoint. Defaults to “<https://api.cogeo.xyz/>”.

```
add_basemap(basemap='HYBRID')
Adds a basemap to the map.
```

**Parameters basemap** (*str, optional*) – Can be one of string from ee\_basemaps. Defaults to ‘HYBRID’.

```
add_colorbar(vis_params=None, cmap='gray', discrete=False, label=None, orientation='horizontal',
              position='bottomright', transparent_bg=False, layer_name=None, **kwargs)
Add a matplotlib colorbar to the map
```

#### Parameters

- **vis\_params** (*dict*) – Visualization parameters as a dictionary. See [https://developers.google.com/earth-engine/guides/image\\_visualization](https://developers.google.com/earth-engine/guides/image_visualization) for options.
- **cmap** (*str, optional*) – Matplotlib colormap. Defaults to “gray”. See <https://matplotlib.org/3.3.4/tutorials/colors/colormaps.html#sphx-glr-tutorials-colors-colormaps-py> for options.
- **discrete** (*bool, optional*) – Whether to create a discrete colorbar. Defaults to False.

- **label** (*str, optional*) – Label for the colorbar. Defaults to None.
- **orientation** (*str, optional*) – Orientation of the colorbar, such as “vertical” and “horizontal”. Defaults to “horizontal”.
- **position** (*str, optional*) – Position of the colorbar on the map. It can be one of: topleft, topright, bottomleft, and bottomright. Defaults to “bottomright”.
- **transparent\_bg** (*bool, optional*) – Whether to use transparent background. Defaults to False.
- **layer\_name** (*str, optional*) – The layer name associated with the colorbar. Defaults to None.

#### Raises

- `TypeError` – If the `vis_params` is not a dictionary.
- `ValueError` – If the orientation is not either horizontal or vertical.
- `ValueError` – If the provided min value is not scalar type.
- `ValueError` – If the provided max value is not scalar type.
- `ValueError` – If the provided opacity value is not scalar type.
- `ValueError` – If `cmap` or `palette` is not provided.

**add\_colorbar\_branca** (*colors, vmin=0, vmax=1.0, index=None, caption="", categorical=False, step=None, height='45px', transparent\_bg=False, position='bottomright', layer\_name=None, \*\*kwargs*)

Add a branca colorbar to the map.

#### Parameters

- **colors** (*list*) – The set of colors to be used for interpolation. Colors can be provided in the form: \* tuples of RGBA ints between 0 and 255 (e.g: (255, 255, 0) or (255, 255, 0, 255)) \* tuples of RGBA floats between 0. and 1. (e.g: (1.,1.,0.) or (1., 1., 0., 1.)) \* HTML-like string (e.g: “#fff00”) \* a color name or shortcut (e.g: “y” or “yellow”)
- **vmin** (*int, optional*) – The minimal value for the colormap. Values lower than `vmin` will be bound directly to `colors[0]`.. Defaults to 0.
- **vmax** (*float, optional*) – The maximal value for the colormap. Values higher than `vmax` will be bound directly to `colors[-1]`. Defaults to 1.0.
- **index** (*list, optional*) – The values corresponding to each color. It has to be sorted, and have the same length as `colors`. If None, a regular grid between `vmin` and `vmax` is created.. Defaults to None.
- **caption** (*str, optional*) – The caption for the colormap. Defaults to “”.
- **categorical** (*bool, optional*) – Whether or not to create a categorical colormap. Defaults to False.
- **step** (*int, optional*) – The step to split the `LinearColormap` into a `StepColormap`. Defaults to None.
- **height** (*str, optional*) – The height of the colormap widget. Defaults to “45px”.
- **transparent\_bg** (*bool, optional*) – Whether to use transparent background for the colormap widget. Defaults to True.
- **position** (*str, optional*) – The position for the colormap widget. Defaults to “bottomright”.

- **layer\_name** (*str, optional*) – Layer name of the colorbar to be associated with. Defaults to None.

**add\_ee\_layer** (*ee\_object, vis\_params={}, name=None, shown=True, opacity=1.0*)

Adds a given EE object to the map as a layer.

#### Parameters

- **ee\_object** (*Collection/Feature/Image/MapId*) – The object to add to the map.
- **vis\_params** (*dict, optional*) – The visualization parameters. Defaults to {}.
- **name** (*str, optional*) – The name of the layer. Defaults to ‘Layer N’.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **opacity** (*float, optional*) – The layer’s opacity represented as a number between 0 and 1. Defaults to 1.

**add\_geojson** (*in\_geojson, layer\_name='Untitled', style={}, hover\_style={}, style\_callback=None, fill\_colors=['black'], info\_mode='on\_hover'*)

Adds a GeoJSON file to the map.

#### Parameters

- **in\_geojson** (*str | dict*) – The file path or http URL to the input GeoJSON or a dictionary containing the geojson.
- **layer\_name** (*str, optional*) – The layer name to be used.. Defaults to “Untitled”.
- **style** (*dict, optional*) – A dictionary specifying the style to be used. Defaults to {}.
- **hover\_style** (*dict, optional*) – Hover style dictionary. Defaults to {}.
- **style\_callback** (*function, optional*) – Styling function that is called for each feature, and should return the feature style. This styling function takes the feature as argument. Defaults to None.
- **fill\_colors** (*list, optional*) – The random colors to use for filling polygons. Defaults to [“black”].
- **info\_mode** (*str, optional*) – Displays the attributes by either `on_hover` or `on_click`. Any value other than “`on_hover`” or “`on_click`” will be treated as None. Defaults to “`on_hover`”.

**Raises** `FileNotFoundError` – The provided GeoJSON file could not be found.

**add\_kml** (*in\_kml, layer\_name='Untitled', style={}, hover\_style={}, style\_callback=None, fill\_colors=['black'], info\_mode='on\_hover'*)

Adds a GeoJSON file to the map.

#### Parameters

- **in\_kml** (*str*) – The input file path to the KML.
- **layer\_name** (*str, optional*) – The layer name to be used.. Defaults to “Untitled”.
- **style** (*dict, optional*) – A dictionary specifying the style to be used. Defaults to {}.
- **hover\_style** (*dict, optional*) – Hover style dictionary. Defaults to {}.

- **style\_callback** (*function, optional*) – Styling function that is called for each feature, and should return the feature style. This styling function takes the feature as argument. Defaults to None.
- **fill\_colors** (*list, optional*) – The random colors to use for filling polygons. Defaults to ["black"].
- **info\_mode** (*str, optional*) – Displays the attributes by either on\_hover or on\_click. Any value other than "on\_hover" or "on\_click" will be treated as None. Defaults to "on\_hover".

**Raises** FileNotFoundError – The provided KML file could not be found.

```
add_landsat_ts_gif (layer_name='Timelapse', roi=None, label=None, start_year=1984,
                    end_year=2019, start_date='06-10', end_date='09-20',
                    bands=['NIR', 'Red', 'Green'], vis_params=None, dimensions=768,
                    frames_per_second=10, font_size=30, font_color='white',
                    add_progress_bar=True, progress_bar_color='white',
                    progress_bar_height=5, out_gif=None, download=False,
                    apply_fmask=True, nd_bands=None, nd_threshold=0, nd_palette=['black',
                    'blue'])
```

Adds a Landsat timelapse to the map.

#### Parameters

- **layer\_name** (*str, optional*) – Layer name to show under the layer control. Defaults to 'Timelapse'.
- **roi** (*object, optional*) – Region of interest to create the timelapse. Defaults to None.
- **label** (*str, optional*) – A label to shown on the GIF, such as place name. Defaults to None.
- **start\_year** (*int, optional*) – Starting year for the timelapse. Defaults to 1984.
- **end\_year** (*int, optional*) – Ending year for the timelapse. Defaults to 2019.
- **start\_date** (*str, optional*) – Starting date (month-day) each year for filtering ImageCollection. Defaults to '06-10'.
- **end\_date** (*str, optional*) – Ending date (month-day) each year for filtering ImageCollection. Defaults to '09-20'.
- **bands** (*list, optional*) – Three bands selected from ['Blue', 'Green', 'Red', 'NIR', 'SWIR1', 'SWIR2', 'pixel\_qa']. Defaults to ['NIR', 'Red', 'Green'].
- **vis\_params** (*dict, optional*) – Visualization parameters. Defaults to None.
- **dimensions** (*int, optional*) – a number or pair of numbers in format WIDTHx-HEIGHT) Maximum dimensions of the thumbnail to render, in pixels. If only one number is passed, it is used as the maximum, and the other dimension is computed by proportional scaling. Defaults to 768.
- **frames\_per\_second** (*int, optional*) – Animation speed. Defaults to 10.
- **font\_size** (*int, optional*) – Font size of the animated text and label. Defaults to 30.
- **font\_color** (*str, optional*) – Font color of the animated text and label. Defaults to 'black'.
- **add\_progress\_bar** (*bool, optional*) – Whether to add a progress bar at the bottom of the GIF. Defaults to True.

- **progress\_bar\_color** (*str, optional*) – Color for the progress bar. Defaults to ‘white’.
- **progress\_bar\_height** (*int, optional*) – Height of the progress bar. Defaults to 5.
- **out\_gif** (*str, optional*) – File path to the output animated GIF. Defaults to None.
- **download** (*bool, optional*) – Whether to download the gif. Defaults to False.
- **apply\_fmask** (*bool, optional*) – Whether to apply Fmask (Function of mask) for automated clouds, cloud shadows, snow, and water masking.
- **nd\_bands** (*list, optional*) – A list of names specifying the bands to use, e.g., [‘Green’, ‘SWIR1’]. The normalized difference is computed as  $(\text{first} - \text{second}) / (\text{first} + \text{second})$ . Note that negative input values are forced to 0 so that the result is confined to the range (-1, 1).
- **nd\_threshold** (*float, optional*) – The threshold for extracting pixels from the normalized difference band.
- **nd\_palette** (*str, optional*) – The color palette to use for displaying the normalized difference band.

#### **add\_layer\_control** ()

Adds the layer control to the map.

**add\_legend** (*legend\_title='Legend', legend\_dict=None, legend\_keys=None, legend\_colors=None, position='bottomright', builtin\_legend=None, layer\_name=None, \*\*kwargs*)

Adds a customized basemap to the map.

#### **Parameters**

- **legend\_title** (*str, optional*) – Title of the legend. Defaults to ‘Legend’.
- **legend\_dict** (*dict, optional*) – A dictionary containing legend items as keys and color as values. If provided, legend\_keys and legend\_colors will be ignored. Defaults to None.
- **legend\_keys** (*list, optional*) – A list of legend keys. Defaults to None.
- **legend\_colors** (*list, optional*) – A list of legend colors. Defaults to None.
- **position** (*str, optional*) – Position of the legend. Defaults to ‘bottomright’.
- **builtin\_legend** (*str, optional*) – Name of the builtin legend to add to the map. Defaults to None.
- **layer\_name** (*str, optional*) – Layer name of the legend to be associated with. Defaults to None.

**add\_maker\_cluster** (*event='click', add\_marker=True*)

Captures user inputs and add markers to the map.

#### **Parameters**

- **event** (*str, optional*) – [description]. Defaults to ‘click’.
- **add\_marker** (*bool, optional*) – If True, add markers to the map. Defaults to True.

**Returns** a marker cluster.

**Return type** object

**add\_minimap** (*zoom=5, position='bottomright'*)

Adds a minimap (overview) to the ipyleaflet map.

**Parameters**

- **zoom** (*int, optional*) – Initial map zoom level. Defaults to 5.
- **position** (*str, optional*) – Position of the minimap. Defaults to “bottomright”.

**add\_raster** (*image, bands=None, layer\_name=None, colormap=None, x\_dim='x', y\_dim='y'*)

Adds a local raster dataset to the map.

**Parameters**

- **image** (*str*) – The image file path.
- **bands** (*int or list, optional*) – The image bands to use. It can be either a number (e.g., 1) or a list (e.g., [3, 2, 1]). Defaults to None.
- **layer\_name** (*str, optional*) – The layer name to use for the raster. Defaults to None.
- **colormap** (*str, optional*) – The name of the colormap to use for the raster, such as ‘gray’ and ‘terrain’. More can be found at <https://matplotlib.org/3.1.0/tutorials/colors/colormaps.html>. Defaults to None.
- **x\_dim** (*str, optional*) – The x dimension. Defaults to ‘x’.
- **y\_dim** (*str, optional*) – The y dimension. Defaults to ‘y’.

**add\_shapefile** (*in\_shp, layer\_name='Untitled', style={}, hover\_style={}, style\_callback=None, fill\_colors=['black'], info\_mode='on\_hover'*)

Adds a shapefile to the map.

**Parameters**

- **in\_shp** (*str*) – The input file path to the shapefile.
- **layer\_name** (*str, optional*) – The layer name to be used.. Defaults to “Untitled”.
- **style** (*dict, optional*) – A dictionary specifying the style to be used. Defaults to {}.
- **hover\_style** (*dict, optional*) – Hover style dictionary. Defaults to {}.
- **style\_callback** (*function, optional*) – Styling function that is called for each feature, and should return the feature style. This styling function takes the feature as argument. Defaults to None.
- **fill\_colors** (*list, optional*) – The random colors to use for filling polygons. Defaults to [“black”].
- **info\_mode** (*str, optional*) – Displays the attributes by either `on_hover` or `on_click`. Any value other than “on\_hover” or “on\_click” will be treated as None. Defaults to “on\_hover”.

**Raises** `FileNotFoundError` – The provided shapefile could not be found.

**add\_styled\_vector** (*ee\_object, column, palette, layer\_name='Untitled', \*\*kwargs*)

Adds a styled vector to the map.

**Parameters**

- **ee\_object** (*object*) – An `ee.FeatureCollection`.
- **column** (*str*) – The column name to use for styling.
- **palette** (*list | dict*) – The palette (e.g., list of colors or a dict containing label and color pairs) to use for styling.



- **layer\_name** (*str, optional*) – The name to be used for the new layer. Defaults to “Untitled”.

**add\_tile\_layer** (*url='https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png', name='Untitled', attribution=', opacity=1.0, shown=True, \*\*kwargs*)

Adds a TileLayer to the map.

#### Parameters

- **url** (*str, optional*) – The URL of the tile layer. Defaults to ‘https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png’.
- **name** (*str, optional*) – The layer name to use for the layer. Defaults to ‘Untitled’.
- **attribution** (*str, optional*) – The attribution to use. Defaults to “.”.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.

**add\_time\_slider** (*ee\_object, vis\_params={}, region=None, layer\_name='Time series', labels=None, time\_interval=1, position='bottomright', slider\_length='150px', date\_format='YYYY-MM-dd'*)

Adds a time slider to the map.

#### Parameters

- **ee\_object** (*ee.Image | ee.ImageCollection*) – The Image or ImageCollection to visualize.
- **vis\_params** (*dict, optional*) – Visualization parameters to use for visualizing image. Defaults to {}.
- **region** (*ee.Geometry | ee.FeatureCollection*) – The region to visualize.
- **layer\_name** (*str, optional*) – The layer name to be used. Defaults to “Time series”.
- **labels** (*list, optional*) – The list of labels to be used for the time series. Defaults to None.
- **time\_interval** (*int, optional*) – Time interval in seconds. Defaults to 1.
- **position** (*str, optional*) – Position to place the time slider, can be any of [‘topleft’, ‘topright’, ‘bottomleft’, ‘bottomright’]. Defaults to “bottomright”.
- **slider\_length** (*str, optional*) – Length of the time slider. Defaults to “150px”.
- **date\_format** (*str, optional*) – The date format to use. Defaults to ‘YYYY-MM-dd’.

**Raises** `TypeError` – If the `ee_object` is not `ee.Image` | `ee.ImageCollection`.

**add\_vector** (*filename, layer\_name='Untitled', to\_ee=False, bbox=None, mask=None, rows=None, style={}, hover\_style={}, style\_callback=None, fill\_colors=['black'], info\_mode='on\_hover', \*\*kwargs*)

Adds any geopandas-supported vector dataset to the map.

#### Parameters

- **filename** (*str*) – Either the absolute or relative path to the file or URL to be opened, or any object with a `read()` method (such as an open file or `StringIO`).
- **layer\_name** (*str, optional*) – The layer name to use. Defaults to “Untitled”.

- **to\_ee** (*bool, optional*) – Whether to convert the GeoJSON to ee.FeatureCollection. Defaults to False.
- **bbox** (*tuple | GeoDataFrame or GeoSeries | shapely Geometry, optional*) – Filter features by given bounding box, GeoSeries, GeoDataFrame or a shapely geometry. CRS mis-matches are resolved if given a GeoSeries or GeoDataFrame. Cannot be used with mask. Defaults to None.
- **mask** (*dict | GeoDataFrame or GeoSeries | shapely Geometry, optional*) – Filter for features that intersect with the given dict-like geojson geometry, GeoSeries, GeoDataFrame or shapely geometry. CRS mis-matches are resolved if given a GeoSeries or GeoDataFrame. Cannot be used with bbox. Defaults to None.
- **rows** (*int or slice, optional*) – Load in specific rows by passing an integer (first n rows) or a slice() object.. Defaults to None.
- **style** (*dict, optional*) – A dictionary specifying the style to be used. Defaults to {}.
- **hover\_style** (*dict, optional*) – Hover style dictionary. Defaults to {}.
- **style\_callback** (*function, optional*) – Styling function that is called for each feature, and should return the feature style. This styling function takes the feature as argument. Defaults to None.
- **fill\_colors** (*list, optional*) – The random colors to use for filling polygons. Defaults to ["black"].
- **info\_mode** (*str, optional*) – Displays the attributes by either on\_hover or on\_click. Any value other than "on\_hover" or "on\_click" will be treated as None. Defaults to "on\_hover".

**add\_wms\_layer** (*url, layers, name=None, attribution=", format='image/jpeg', transparent=False, opacity=1.0, shown=True, \*\*kwargs*)

Add a WMS layer to the map.

#### Parameters

- **url** (*str*) – The URL of the WMS web service.
- **layers** (*str*) – Comma-separated list of WMS layers to show.
- **name** (*str, optional*) – The layer name to use on the layer control. Defaults to None.
- **attribution** (*str, optional*) – The attribution of the data layer. Defaults to “.”.
- **format** (*str, optional*) – WMS image format (use ‘image/png’ for layers with transparency). Defaults to ‘image/jpeg’.
- **transparent** (*bool, optional*) – If True, the WMS service will return images with transparency. Defaults to False.
- **opacity** (*float, optional*) – The opacity of the layer. Defaults to 1.0.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.

**add\_xy\_data** (*in\_csv, x='longitude', y='latitude', label=None, layer\_name='Marker cluster', to\_ee=False*)

Adds points from a CSV file containing lat/lon information and display data on the map.

#### Parameters

- **in\_csv** (*str*) – The file path to the input CSV file.

- **x** (*str, optional*) – The name of the column containing longitude coordinates. Defaults to “longitude”.
- **y** (*str, optional*) – The name of the column containing latitude coordinates. Defaults to “latitude”.
- **label** (*str, optional*) – The name of the column containing label information to used for marker popup. Defaults to None.
- **layer\_name** (*str, optional*) – The layer name to use. Defaults to “Marker cluster”.
- **to\_ee** (*bool, optional*) – Whether to convert the csv to an ee.FeatureCollection.

#### Raises

- `FileNotFoundError` – The specified input csv does not exist.
- `ValueError` – The specified x column does not exist.
- `ValueError` – The specified y column does not exist.
- `ValueError` – The specified label column does not exist.

#### **basemap\_demo** ()

A demo for using geemap basemaps.

#### **centerObject** (*ee\_object, zoom=None*)

Centers the map view on a given object.

##### Parameters

- **ee\_object** (*Element | Geometry*) – An Earth Engine object to center on a geometry, image or feature.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to None.

#### **center\_object** (*ee\_object, zoom=None*)

Centers the map view on a given object.

##### Parameters

- **ee\_object** (*Element | Geometry*) – An Earth Engine object to center on a geometry, image or feature.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to None.

#### **create\_vis\_widget** (*layer\_dict*)

Create a GUI for changing layer visualization parameters interactively.

**Parameters** **layer\_dict** (*dict*) – A dict containing information about the layer. It is an element from `Map.ee_layer_dict`.

**Returns** An ipywidget.

**Return type** object

#### **draw\_layer\_on\_top** ()

Move user-drawn feature layer to the top of all layers.

#### **extract\_values\_to\_points** (*filename*)

Exports pixel values to a csv file based on user-drawn geometries.

**Parameters** **filename** (*str*) – The output file path to the csv file or shapefile.

#### **find\_layer** (*name*)

Finds layer by name

**Parameters** **name** (*str*) – Name of the layer to find.

**Returns** ipyleaflet layer object.

**Return type** object

**find\_layer\_index** (*name*)

Finds layer index by name

**Parameters** **name** (*str*) – Name of the layer to find.

**Returns** Index of the layer with the specified name

**Return type** int

**getScale** ()

Returns the approximate pixel scale of the current map view, in meters.

**Returns** Map resolution in meters.

**Return type** float

**get\_scale** ()

Returns the approximate pixel scale of the current map view, in meters.

**Returns** Map resolution in meters.

**Return type** float

**image\_overlay** (*url, bounds, name*)

Overlays an image from the Internet or locally on the map.

**Parameters**

- **url** (*str*) – http URL or local file path to the image.
- **bounds** (*tuple*) – bounding box of the image in the format of (lower\_left(lat, lon), upper\_right(lat, lon)), such as ((13, -130), (32, -100)).
- **name** (*str*) – name of the layer to show on the layer control.

**layer\_opacity** (*name, value=1.0*)

Changes layer opacity.

**Parameters**

- **name** (*str*) – The name of the layer to change opacity.
- **value** (*float, optional*) – The opacity value to set. Defaults to 1.0.

**marker\_cluster** ()

Adds a marker cluster to the map and returns a list of ee.Feature, which can be accessed using Map.ee\_marker\_cluster.

**Returns** a list of ee.Feature

**Return type** object

**plot** (*x, y, plot\_type=None, overlay=False, position='bottomright', min\_width=None, max\_width=None, min\_height=None, max\_height=None, \*\*kwargs*)

Creates a plot based on x-array and y-array data.

**Parameters**

- **x** (*numpy.ndarray or list*) – The x-coordinates of the plotted line.
- **y** (*numpy.ndarray or list*) – The y-coordinates of the plotted line.

- **plot\_type** (*str, optional*) – The plot type can be one of “None”, “bar”, “scatter” or “hist”. Defaults to None.
- **overlay** (*bool, optional*) – Whether to overlay plotted lines on the figure. Defaults to False.
- **position** (*str, optional*) – Position of the control, can be ‘bottomleft’, ‘bottomright’, ‘topleft’, or ‘topright’. Defaults to ‘bottomright’.
- **min\_width** (*int, optional*) – Min width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_width** (*int, optional*) – Max width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **min\_height** (*int, optional*) – Min height of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_height** (*int, optional*) – Max height of the widget (in pixels), if None it will respect the content size. Defaults to None.

**plot\_demo** (*iterations=20, plot\_type=None, overlay=False, position='bottomright', min\_width=None, max\_width=None, min\_height=None, max\_height=None, \*\*kwargs*)

A demo of interactive plotting using random pixel coordinates.

#### Parameters

- **iterations** (*int, optional*) – How many iterations to run for the demo. Defaults to 20.
- **plot\_type** (*str, optional*) – The plot type can be one of “None”, “bar”, “scatter” or “hist”. Defaults to None.
- **overlay** (*bool, optional*) – Whether to overlay plotted lines on the figure. Defaults to False.
- **position** (*str, optional*) – Position of the control, can be ‘bottomleft’, ‘bottomright’, ‘topleft’, or ‘topright’. Defaults to ‘bottomright’.
- **min\_width** (*int, optional*) – Min width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_width** (*int, optional*) – Max width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **min\_height** (*int, optional*) – Min height of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_height** (*int, optional*) – Max height of the widget (in pixels), if None it will respect the content size. Defaults to None.

**plot\_raster** (*ee\_object=None, sample\_scale=None, plot\_type=None, overlay=False, position='bottomright', min\_width=None, max\_width=None, min\_height=None, max\_height=None, \*\*kwargs*)

Interactive plotting of Earth Engine data by clicking on the map.

#### Parameters

- **ee\_object** (*object, optional*) – The ee.Image or ee.ImageCollection to sample. Defaults to None.
- **sample\_scale** (*float, optional*) – A nominal scale in meters of the projection to sample in. Defaults to None.

- **plot\_type** (*str, optional*) – The plot type can be one of “None”, “bar”, “scatter” or “hist”. Defaults to None.
- **overlay** (*bool, optional*) – Whether to overlay plotted lines on the figure. Defaults to False.
- **position** (*str, optional*) – Position of the control, can be ‘bottomleft’, ‘bottomright’, ‘topleft’, or ‘topright’. Defaults to ‘bottomright’.
- **min\_width** (*int, optional*) – Min width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_width** (*int, optional*) – Max width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **min\_height** (*int, optional*) – Min height of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_height** (*int, optional*) – Max height of the widget (in pixels), if None it will respect the content size. Defaults to None.

**remove\_colorbar** ()

Remove colorbar from the map.

**remove\_drawn\_features** ()

Removes user-drawn geometries from the map

**remove\_ee\_layer** (*name*)

Removes an Earth Engine layer.

**Parameters** **name** (*str*) – The name of the Earth Engine layer to remove.

**remove\_last\_drawn** ()

Removes user-drawn geometries from the map

**setCenter** (*lon, lat, zoom=None*)

Centers the map view at a given coordinates with the given zoom level.

**Parameters**

- **lon** (*float*) – The longitude of the center, in degrees.
- **lat** (*float*) – The latitude of the center, in degrees.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to None.

**setControlVisibility** (*layerControl=True, fullscreenControl=True, latLngPopup=True*)

Sets the visibility of the controls on the map.

**Parameters**

- **layerControl** (*bool, optional*) – Whether to show the control that allows the user to toggle layers on/off. Defaults to True.
- **fullscreenControl** (*bool, optional*) – Whether to show the control that allows the user to make the map full-screen. Defaults to True.
- **latLngPopup** (*bool, optional*) – Whether to show the control that pops up the Lat/Lon when the user clicks on the map. Defaults to True.

**setOptions** (*mapTypeId='HYBRID', styles=None, types=None*)

Adds Google basemap and controls to the ipyleaflet map.

**Parameters**

- **mapTypeId** (*str, optional*) – A mapTypeId to set the basemap to. Can be one of “ROADMAP”, “SATELLITE”, “HYBRID” or “TERRAIN” to select one of the standard Google Maps API map types. Defaults to ‘HYBRID’.
- **styles** (*object, optional*) – A dictionary of custom MapTypeStyle objects keyed with a name that will appear in the map’s Map Type Controls. Defaults to None.
- **types** (*list, optional*) – A list of mapTypeIds to make available. If omitted, but opt\_styles is specified, appends all of the style keys to the standard Google Maps API map types.. Defaults to None.

**set\_center** (*lon, lat, zoom=None*)

Centers the map view at a given coordinates with the given zoom level.

#### Parameters

- **lon** (*float*) – The longitude of the center, in degrees.
- **lat** (*float*) – The latitude of the center, in degrees.
- **zoom** (*int, optional*) – The zoom level, from 1 to 24. Defaults to None.

**set\_control\_visibility** (*layerControl=True, fullscreenControl=True, latLngPopup=True*)

Sets the visibility of the controls on the map.

#### Parameters

- **layerControl** (*bool, optional*) – Whether to show the control that allows the user to toggle layers on/off. Defaults to True.
- **fullscreenControl** (*bool, optional*) – Whether to show the control that allows the user to make the map full-screen. Defaults to True.
- **latLngPopup** (*bool, optional*) – Whether to show the control that pops up the Lat/lon when the user clicks on the map. Defaults to True.

**set\_options** (*mapTypeId='HYBRID', styles=None, types=None*)

Adds Google basemap and controls to the ipyleaflet map.

#### Parameters

- **mapTypeId** (*str, optional*) – A mapTypeId to set the basemap to. Can be one of “ROADMAP”, “SATELLITE”, “HYBRID” or “TERRAIN” to select one of the standard Google Maps API map types. Defaults to ‘HYBRID’.
- **styles** (*object, optional*) – A dictionary of custom MapTypeStyle objects keyed with a name that will appear in the map’s Map Type Controls. Defaults to None.
- **types** (*list, optional*) – A list of mapTypeIds to make available. If omitted, but opt\_styles is specified, appends all of the style keys to the standard Google Maps API map types.. Defaults to None.

**set\_plot\_options** (*add\_marker\_cluster=False, sample\_scale=None, plot\_type=None, overlay=False, position='bottomright', min\_width=None, max\_width=None, min\_height=None, max\_height=None, \*\*kwargs*)

Sets plotting options.

#### Parameters

- **add\_marker\_cluster** (*bool, optional*) – Whether to add a marker cluster. Defaults to False.
- **sample\_scale** (*float, optional*) – A nominal scale in meters of the projection to sample in . Defaults to None.

- **plot\_type** (*str, optional*) – The plot type can be one of “None”, “bar”, “scatter” or “hist”. Defaults to None.
- **overlay** (*bool, optional*) – Whether to overlay plotted lines on the figure. Defaults to False.
- **position** (*str, optional*) – Position of the control, can be ‘bottomleft’, ‘bottom-right’, ‘topleft’, or ‘topright’. Defaults to ‘bottomright’.
- **min\_width** (*int, optional*) – Min width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_width** (*int, optional*) – Max width of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **min\_height** (*int, optional*) – Min height of the widget (in pixels), if None it will respect the content size. Defaults to None.
- **max\_height** (*int, optional*) – Max height of the widget (in pixels), if None it will respect the content size. Defaults to None.

**split\_map** (*left\_layer='HYBRID', right\_layer='ESRI'*)

Adds split map.

#### Parameters

- **left\_layer** (*str, optional*) – The layer tile layer. Defaults to ‘HYBRID’.
- **right\_layer** (*str, optional*) – The right tile layer. Defaults to ‘ESRI’.

**to\_html** (*outfile, title='My Map', width='100%', height='880px', add\_layer\_control=True*)

Saves the map as a HTML file.

#### Parameters

- **outfile** (*str*) – The output file path to the HTML file.
- **title** (*str, optional*) – The title of the HTML file. Defaults to ‘My Map’.
- **width** (*str, optional*) – The width of the map in pixels or percentage. Defaults to ‘100%’.
- **height** (*str, optional*) – The height of the map in pixels. Defaults to ‘880px’.
- **add\_layer\_control** (*bool, optional*) – Whether to add the LayersControl. Defaults to True.

**to\_image** (*outfile=None, monitor=1*)

Saves the map as a PNG or JPG image.

#### Parameters

- **outfile** (*str, optional*) – The output file path to the image. Defaults to None.
- **monitor** (*int, optional*) – The monitor to take the screenshot. Defaults to 1.

**toolbar\_reset** ()

Reset the toolbar so that no tool is selected.

**ts\_inspector** (*left\_ts, right\_ts, left\_names, right\_names, left\_vis={}, right\_vis={}*)

Creates a split-panel map for inspecting timeseries images.

#### Parameters

- **left\_ts** (*object*) – An ee.ImageCollection to show on the left panel.
- **right\_ts** (*object*) – An ee.ImageCollection to show on the right panel.



- **left\_names** (*list*) – A list of names to show under the left dropdown.
- **right\_names** (*list*) – A list of names to show under the right dropdown.
- **left\_vis** (*dict, optional*) – Visualization parameters for the left layer. Defaults to {}.
- **right\_vis** (*dict, optional*) – Visualization parameters for the right layer. Defaults to {}.

**video\_overlay** (*url, bounds, name*)

Overlays a video from the Internet on the map.

#### Parameters

- **url** (*str*) – http URL of the video, such as “[https://www.mapbox.com/bites/00188/patricia\\_nasa.webm](https://www.mapbox.com/bites/00188/patricia_nasa.webm)”
- **bounds** (*tuple*) – bounding box of the video in the format of (lower\_left(lat, lon), upper\_right(lat, lon)), such as ((13, -130), (32, -100)).
- **name** (*str*) – name of the layer to show on the layer control.

**zoomToObject** (*ee\_object*)

Zoom to the full extent of an Earth Engine object.

**Parameters** **ee\_object** (*object*) – An Earth Engine object, such as Image, ImageCollection, Geometry, Feature, FeatureCollection.

**Raises** `Exception` – Error getting geometry.

**zoom\_to\_object** (*ee\_object*)

Zoom to the full extent of an Earth Engine object.

**Parameters** **ee\_object** (*object*) – An Earth Engine object, such as Image, ImageCollection, Geometry, Feature, FeatureCollection.

**Raises** `Exception` – Error getting geometry.

`geemap.geemap.ee_tile_layer` (*ee\_object, vis\_params={}, name='Layer untitled', shown=True, opacity=1.0*)

Converts and Earth Engine layer to ipyleaflet TileLayer.

#### Parameters

- **ee\_object** (*Collection|Feature|Image|MapId*) – The object to add to the map.
- **vis\_params** (*dict, optional*) – The visualization parameters. Defaults to {}.
- **name** (*str, optional*) – The name of the layer. Defaults to ‘Layer untitled’.
- **shown** (*bool, optional*) – A flag indicating whether the layer should be on by default. Defaults to True.
- **opacity** (*float, optional*) – The layer’s opacity represented as a number between 0 and 1. Defaults to 1.

`geemap.geemap.linked_maps` (*rows=2, cols=2, height='400px', ee\_objects=[], vis\_params=[], labels=[], label\_position='topright', \*\*kwargs*)

Create linked maps of Earth Engine data layers.

#### Parameters

- **rows** (*int, optional*) – The number of rows of maps to create. Defaults to 2.
- **cols** (*int, optional*) – The number of columns of maps to ceate. Defaults to 2.

- **height** (*str, optional*) – The height of each map in pixels. Defaults to “400px”.
- **ee\_objects** (*list, optional*) – The list of Earth Engine objects to use for each map. Defaults to [].
- **vis\_params** (*list, optional*) – The list of visualization parameters to use for each map. Defaults to [].
- **labels** (*list, optional*) – The list of labels to show on the map. Defaults to [].
- **label\_position** (*str, optional*) – The position of the label, can be [topleft, topright, bottomleft, bottomright]. Defaults to “topright”.

**Raises**

- `ValueError` – If the length of `ee_objects` is not equal to `rows*cols`.
- `ValueError` – If the length of `vis_params` is not equal to `rows*cols`.
- `ValueError` – If the length of `labels` is not equal to `rows*cols`.

**Returns** A `GridspecLayout` widget.

**Return type** `ipywidget`

## 4.1.7 geemap.legends module

Module of sample legends for some commonly used geospatial datasets.

`geemap.legends.ee_table_to_legend` (*in\_table, out\_file*)

Converts an Earth Engine color table to a dictionary

**Parameters**

- **in\_table** (*str*) – The input file path (\*.txt) to the Earth Engine color table.
- **out\_file** (*str*) – The output file path (\*.txt) to the legend dictionary.

## 4.1.8 Module contents

Top-level package for geemap.

`geemap.use_folium` ()

Whether to use the folium or ipyleaflet plotting backend.

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

## 5.1 Types of Contributions

### 5.1.1 Report Bugs

Report bugs at <https://github.com/giswqs/geemap/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### 5.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” and “help wanted” is open to whoever wants to implement it.

### 5.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “enhancement” and “help wanted” is open to whoever wants to implement it.

## 5.1.4 Write Documentation

geemap could always use more documentation, whether as part of the official geemap docs, in docstrings, or even on the web in blog posts, articles, and such.

## 5.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/giswqs/geemap/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 5.2 Get Started!

Ready to contribute? Here's how to set up *geemap* for local development.

1. Fork the *geemap* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/geemap.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv geemap
$ cd geemap/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 geemap tests
$ python setup.py test or pytest
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 5.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 3.6, 3.7 and 3.8, and for PyPy. Check [https://travis-ci.com/giswqs/geemap/pull\\_requests](https://travis-ci.com/giswqs/geemap/pull_requests) and make sure that the tests pass for all supported Python versions.

## 5.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_geemap
```

## 5.5 Deploying

A reminder for the maintainers on how to deploy. Make sure all your changes are committed (including an entry in HISTORY.rst). Then run:

```
$ bump2version patch # possible: major / minor / patch
$ git push
$ git push --tags
```

Travis will then deploy to PyPI if tests pass.



### 6.1 Development Lead

- Qiusheng Wu

### 6.2 Contributors

- Cesar Aybar
- Oliver Burdekin
- Diego Garcia Diaz
- Justin Braaten





## CHAPTER 7

---

### History

---

**7.1 0.7.0 (2020-05-22)**

**7.2 0.6.0 (2020-04-05)**

**7.3 0.5.0 (2020-03-24)**

**7.4 0.4.0 (2020-03-19)**

**7.5 0.3.0 (2020-03-18)**

**7.6 0.2.0 (2020-03-17)**

**7.7 0.1.0 (2020-03-08)**

- First release on PyPI.



## CHAPTER 8

---

### Indices and tables

---

- `genindex`
- `modindex`
- `search`



## A

add\_basemap() (*geemap.eefolium.Map method*), 25  
 add\_basemap() (*geemap.geemap.Map method*), 31  
 add\_COG\_layer() (*geemap.eefolium.Map method*), 24  
 add\_COG\_layer() (*geemap.geemap.Map method*), 30  
 add\_COG\_mosaic() (*geemap.eefolium.Map method*), 24  
 add\_COG\_mosaic() (*geemap.geemap.Map method*), 30  
 add\_colorbar() (*geemap.eefolium.Map method*), 25  
 add\_colorbar() (*geemap.geemap.Map method*), 31  
 add\_colorbar\_branca() (*geemap.geemap.Map method*), 32  
 add\_ee\_layer() (*geemap.geemap.Map method*), 33  
 add\_geojson() (*geemap.eefolium.Map method*), 25  
 add\_geojson() (*geemap.geemap.Map method*), 33  
 add\_kml() (*geemap.eefolium.Map method*), 25  
 add\_kml() (*geemap.geemap.Map method*), 33  
 add\_landsat\_ts\_gif() (*geemap.geemap.Map method*), 34  
 add\_layer() (*geemap.eefolium.Map method*), 26  
 add\_layer\_control() (*geemap.eefolium.Map method*), 26  
 add\_layer\_control() (*geemap.geemap.Map method*), 35  
 add\_legend() (*geemap.eefolium.Map method*), 26  
 add\_legend() (*geemap.geemap.Map method*), 35  
 add\_maker\_cluster() (*geemap.geemap.Map method*), 35  
 add\_minimap() (*geemap.geemap.Map method*), 35  
 add\_raster() (*geemap.geemap.Map method*), 36  
 add\_shapefile() (*geemap.eefolium.Map method*), 26  
 add\_shapefile() (*geemap.geemap.Map method*), 36  
 add\_STAC\_layer() (*geemap.eefolium.Map method*), 24

add\_STAC\_layer() (*geemap.geemap.Map method*), 31  
 add\_styled\_vector() (*geemap.eefolium.Map method*), 26  
 add\_styled\_vector() (*geemap.geemap.Map method*), 36  
 add\_tile\_layer() (*geemap.eefolium.Map method*), 27  
 add\_tile\_layer() (*geemap.geemap.Map method*), 37  
 add\_time\_slider() (*geemap.geemap.Map method*), 37  
 add\_vector() (*geemap.geemap.Map method*), 37  
 add\_wms\_layer() (*geemap.eefolium.Map method*), 27  
 add\_wms\_layer() (*geemap.geemap.Map method*), 38  
 add\_xy\_data() (*geemap.geemap.Map method*), 38  
 addLayer() (*geemap.eefolium.Map method*), 23  
 addLayer() (*geemap.geemap.Map method*), 30  
 addLayerControl() (*geemap.eefolium.Map method*), 24  
 addLayerControl() (*geemap.geemap.Map method*), 30

## B

basemap\_demo() (*geemap.geemap.Map method*), 39

## C

center\_object() (*geemap.eefolium.Map method*), 28  
 center\_object() (*geemap.geemap.Map method*), 39  
 centerObject() (*geemap.eefolium.Map method*), 27  
 centerObject() (*geemap.geemap.Map method*), 39  
 check\_map\_functions() (*in module geemap.conversion*), 20  
 convert\_for\_loop() (*in module geemap.conversion*), 20

`create_new_cell()` (in module *geemap.conversion*), 20  
`create_vis_widget()` (*geemap.geemap.Map* method), 39

## D

`delete_dp_report()` (in module *geemap.eefolium*), 29  
`delete_dp_reports()` (in module *geemap.eefolium*), 29  
`download_gee_app()` (in module *geemap.conversion*), 20  
`draw_layer_on_top()` (*geemap.geemap.Map* method), 39

## E

`ee_table_to_legend()` (in module *geemap.legends*), 46  
`ee_tile_layer()` (in module *geemap.geemap*), 45  
`execute_notebook()` (in module *geemap.conversion*), 20  
`execute_notebook_dir()` (in module *geemap.conversion*), 20  
`extract_values_to_points()` (*geemap.geemap.Map* method), 39

## F

`find_layer()` (*geemap.geemap.Map* method), 39  
`find_layer_index()` (*geemap.geemap.Map* method), 40  
`find_matching_bracket()` (in module *geemap.conversion*), 20  
`format_params()` (in module *geemap.conversion*), 21

## G

*geemap* (module), 46  
*geemap.basemaps* (module), 19  
*geemap.cli* (module), 19  
*geemap.conversion* (module), 19  
*geemap.eefolium* (module), 23  
*geemap.geemap* (module), 30  
*geemap.legends* (module), 46  
`get_js_examples()` (in module *geemap.conversion*), 21  
`get_nb_template()` (in module *geemap.conversion*), 21  
`get_scale()` (*geemap.geemap.Map* method), 40  
`getScale()` (*geemap.geemap.Map* method), 40

## I

`image_overlay()` (*geemap.geemap.Map* method), 40

## J

`js_snippet_to_py()` (in module *geemap.conversion*), 21  
`js_to_python()` (in module *geemap.conversion*), 21  
`js_to_python_dir()` (in module *geemap.conversion*), 22

## L

`layer_opacity()` (*geemap.geemap.Map* method), 40  
`linked_maps()` (in module *geemap.geemap*), 45

## M

*Map* (class in *geemap.eefolium*), 23  
*Map* (class in *geemap.geemap*), 30  
`marker_cluster()` (*geemap.geemap.Map* method), 40

## P

`plot()` (*geemap.geemap.Map* method), 40  
`plot_demo()` (*geemap.geemap.Map* method), 41  
`plot_raster()` (*geemap.geemap.Map* method), 41  
`publish()` (*geemap.eefolium.Map* method), 28  
`py_to_ipynb()` (in module *geemap.conversion*), 22  
`py_to_ipynb_dir()` (in module *geemap.conversion*), 22

## R

`remove_colorbar()` (*geemap.geemap.Map* method), 42  
`remove_drawn_features()` (*geemap.geemap.Map* method), 42  
`remove_ee_layer()` (*geemap.geemap.Map* method), 42  
`remove_last_drawn()` (*geemap.geemap.Map* method), 42  
`remove_qgis_import()` (in module *geemap.conversion*), 22

## S

`set_center()` (*geemap.eefolium.Map* method), 29  
`set_center()` (*geemap.geemap.Map* method), 43  
`set_control_visibility()` (*geemap.eefolium.Map* method), 29  
`set_control_visibility()` (*geemap.geemap.Map* method), 43  
`set_options()` (*geemap.eefolium.Map* method), 29  
`set_options()` (*geemap.geemap.Map* method), 43  
`set_plot_options()` (*geemap.geemap.Map* method), 43  
`setCenter()` (*geemap.eefolium.Map* method), 28  
`setCenter()` (*geemap.geemap.Map* method), 42

`setControlVisibility()` (*geemap.eefolium.Map method*), 28

`setControlVisibility()` (*geemap.geemap.Map method*), 42

`setOptions()` (*geemap.eefolium.Map method*), 28

`setOptions()` (*geemap.geemap.Map method*), 42

`split_map()` (*geemap.geemap.Map method*), 44

## T

`template_footer()` (in module *geemap.conversion*), 22

`template_header()` (in module *geemap.conversion*), 22

`to_html()` (*geemap.geemap.Map method*), 44

`to_image()` (*geemap.geemap.Map method*), 44

`toolbar_reset()` (*geemap.geemap.Map method*), 44

`ts_inspector()` (*geemap.geemap.Map method*), 44

## U

`update_nb_header()` (in module *geemap.conversion*), 23

`update_nb_header_dir()` (in module *geemap.conversion*), 23

`use_folium()` (in module *geemap*), 46

`use_math()` (in module *geemap.conversion*), 23

## V

`video_overlay()` (*geemap.geemap.Map method*), 45

## Z

`zoom_to_object()` (*geemap.geemap.Map method*), 45

`zoomToObject()` (*geemap.geemap.Map method*), 45