

Converting a shapefile to GeoJSON format

If you have a shapefile that you want to use in a DivePort 7.0 map, you must convert it to GeoJSON format. This can be accomplished by using a web client service such as Ogr. Go to <http://ogre.adc4gis.com/>, and follow the instructions to **Convert to GeoJSON**.

If you have several files to convert, you can perform a batch conversion using the ogr2ogr command line utility.

Instructions for the command line utility depend on your operating system.

Mac

1. If necessary, install Homebrew. At the terminal prompt, enter:

```
ruby -e "$(curl -fsSL  
https://raw.githubusercontent.com/Homebrew/install/master/install  
)"
```
2. At the terminal, enter **brew install gdal** to install GDAL (Geospatial Data Abstraction Library), which contains ogr2ogr.
3. Use the **cd** command to change to the directory that contains the shapefile that you want to convert.
4. Run **ogr2ogr -f GeoJSON -t_srs crs:84 <name>.geojson <name>.shp**
Where <name> is the name of your shapefile.
The information in the shapefile is converted to GeoJSON format.
5. Save the GeoJSON file in the
Solution/webdata/diveport/customizations/map-data folder.

When you create a map portlet in DivePort, your custom GeoJSON file appears in the **Geometry Source** list.

Windows

1. Download the most recent stable release of GDAL (Geospatial Data Abstraction Library) for your Windows OS from <http://www.gisinternals.com/release.php>. Be sure to download the **Compiled binaries in a single .zip package** option.
2. Unzip the file you just downloaded to a convenient location.
3. Navigate to the `\bin` folder in the unzipped file.
You will see some `.dll` files and several folders. Navigate to the `\gdal\apps` folder.
4. Copy the **ogr2ogr.exe** file to the `\bin` folder that contains the `.dll` files.
5. Open a command prompt and navigate to the `\bin` folder. At the command prompt, enter `cd <your gdal file path>\bin`
6. Run `ogr2ogr -f GeoJSON -t_srs crs:84 <path_name>.geojson <path_name>.shp`
Where `<path_name>` is the name of your shapefile including the full path.
7. Save the GeoJSON file in the `Solution/webdata/diveport/customizations/map-data` folder.

When you create a map portlet in DivePort, your custom GeoJSON file appears in the **Geometry Source** list.