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Getting Started

A quick guide to your new neogeodev account

neogeo.dev/mapdev · a terminal-first geographic information system

1 What is mapdev?

mapdev is a terminal-first geographic information system - everything flows from a single command line next to the map. You pan and zoom the map, capture coordinates, and turn them into points, lines, and polygons with a handful of keyboard shortcuts, then manage everything you've drawn through typed commands. If you've used a real terminal before, most of this will already feel familiar; if you haven't, this guide covers everything you need to get moving.

2 Creating your account

Go to <https://neogeo.dev/mapdev/>. After a short intro animation, you'll land at a command prompt. Accounts are created right there in the terminal - no separate signup page.

1	Type <code>signup</code> and press Enter.
2	Enter your email address when prompted.
3	Choose a password (8+ characters). It won't be shown as you type.
4	Choose a username (3-20 characters: letters, numbers, <code>_</code> or <code>-</code>). This becomes your prompt.

TIP Once your account is created, the prompt itself changes from `mapdev>` to `yourname>` - that's your confirmation it worked.

Logging back in later

Most of the time you won't need to - your session is remembered across visits automatically. If you're ever signed out (or on a new device/browser), type `login` and enter your email and password. Use `logout` to end your session on a shared or public computer.

3 The basics: map and terminal

The map sits on one side, the terminal on the other - drag the divider between them to resize either one. A small crosshair marks the exact center of the map - that center point is what gets captured and drawn, so everything starts with getting the crosshair

where you want it. The mouse is only ever used to pan/zoom the map and to move focus between the map and the terminal - every other action, including all data editing, is keyboard-driven by design.

Moving the map

- Drag with the mouse, or scroll to zoom, same as any online map.
- Or press `Ctrl+P` to enter pan mode - `W` / `A` / `S` / `D` pan the map (hold two at once for diagonals), `E` / `Q` zoom in/out, and `Esc` or `~` exits back to typing.

Capturing coordinates and drawing

Key	What it does
<code>Ctrl+C</code>	Capture the map's current center into a running list of coordinates.
<code>Shift+A</code>	Turn every captured coordinate into a point.
<code>Shift+S</code>	Turn the captured coordinates into a single line.
<code>Shift+D</code>	Turn the captured coordinates into a single polygon.
<code>Ctrl+X</code>	Clear the captured coordinates list without drawing anything.
<code>Space</code> ×2	Double-tap Space to snap the crosshair to the nearest thing already on the map, so a new vertex lines up exactly.

TIP Capture several coordinates with `Ctrl+C` before pressing `Shift+S` or `Shift+D` - a line or polygon needs more than one point to work with.

4 Viewing and editing your data

Type `table` to open a live, spreadsheet-style view of what you've drawn. It's entirely keyboard-driven, Excel-like: arrow keys move the focused cell, typing directly (or pressing Enter) edits it in place, and Shift/Ctrl+Up/Down select or deselect rows - the mouse isn't part of it at all. From there you can also add or remove columns, delete or calc across a selection, and more - type `table --help` once you're in for the full rundown of what's available.

5 Full terminal mode

Double-tap `~` (the same key that jumps focus back to the terminal) to hide the map entirely and let the terminal fill the whole window - double-tap it again to bring the split view back. It's built for working at a higher level: instead of watching results appear on a live map, every action logs its result as a static plot right there in the terminal, so the sequence of what you did and what it produced stays together in the scrollbar.

Since there's no crosshair to work from, raw digitizing (Ctrl+C and Shift+A/S/D) isn't available while it's on - but everything that works on data you've already got does: `buffer`, `intersect`, `erase`, `select-by-loc`, layer visibility toggles, deleting rows, and `import` all still run normally, each plotting its result instead of drawing on a map you can't see.

TIP Dragging a file onto the terminal pane (instead of the map pane) switches into full terminal mode automatically and plots the import - handy when you're already working at that level and don't need the live map at all.

6 Sending feedback

This is a beta - type `feedback` any time to tell us what's working, what's broken, or what you wish it did. It's a quick prompt, not a form: pick a category (bug, idea, or general), type what's on your mind, and you're done.

If you've been running commands, it'll also offer to attach your last 10 as context before sending - shown to you first, only sent if you say yes. That's often the fastest way to explain what led to a bug, without retyping the steps that got you there.

TIP Every submission is tied to your account so we can follow up if we need more detail - there's no anonymous option, same as the rest of mapdev.

7 Getting more help

mapdev is built to be self-documenting from inside the terminal itself:

- `help` - lists every available command, plus the full keybindings table.
- `<command> --help` - full details on any one command (for example, `table --help` or `buffer --help`).
- `about` - a short summary of how the whole app fits together.
- `home` - leave mapdev and go back to the main neogeo.dev site.

Both help and about work even before you've logged in, if you'd like to look around first.