

Visualization Quick Start Guide

Basic Controls:

- Left-button mouse dragging: Rotates the network
- Mouse Wheel or Two finger UP/DOWN (trackpad): Zoom In/Zoom Out
- Right-button mouse dragging: Pan the view
- Left-button mouse click: get info of a node

Start/Stop vertex positioning iterations

Color Property Selector

The screenshot shows a network visualization window titled "Wikipedia Brazil and Portugal". The main area displays a dense network graph with nodes colored in blue and orange, representing different categories. The interface includes a top toolbar with "Iterate", "Export Image", and "Colors" buttons. A right-hand sidebar contains a "Properties Inspectors" panel with various sliders and checkboxes for simulation parameters (Attraction, Repulsive, Gravity, Viscosity, Preferred Dist.), filtering (Filter by Property: Node Degree, Min/Max values), other properties (Iterations, Line Width, Weight Threshold), and view options (Show Nodes, Show Edges, Blend Lines, Shaders, Filter Nodes, Filter Edges, Simple Shapes, Dark Background, Opaque Nodes, Depth for edges, Show Gen. Info, Show Node Info, Show Cam. Info, Show Legends). A bottom toolbar includes a "Scale" slider and view mode buttons (Front, Top, Side). Annotations with red lines point to specific features: "Network Viewer" points to the main graph area, "Legend" points to a legend in the bottom-left corner showing blue for Brazil and orange for Portugal, "Control the size of nodes" points to the "Scale" slider, "Color Property Selector" points to the "Colors" button, and "Properties Inspectors" points to the right-hand sidebar.

Generate Network:

Network Type: Random Network

Vertices: 200 Degree: 6

Generate

Generate random networks

Network Info:

Random(200,0)

Nodes: 4199

Edges: 19458

Directed: YES

Vertex Weighted: NO

Edge Weighted: NO

Properties:

Filtered Neigh Category, Color, Position, Name, Neigh Category, Filtered Main Category, Main Category

Network info.

Change the parameters for the vertex positioning algorithm

Change the width of edges

Simulation: Default

Attraction: 0.001

Repulsive: 10

Gravity: 0.001

Viscosity: 0.05

Preferred Dist.: 0

Filter by Property: Node Degree

Min value: 0

Max value: 183

Other Properties:

Iterations: 1

Line Width: 1.5

Weight Threshold:

Min value: 0

Max value: 1

View Options:

Show Nodes Show Edges

Blend Lines Shaders

Filter Nodes Filter Edges

Simple Shapes Dark Background

Opaque Nodes Depth for edges

Show Gen. Info Show Node Info

Show Cam. Info Show Legends

Edges Alpha: 0.1499

Use edge weights as distance.

Generate Nodes Positions:

X Size: 50 Randomize

Y Size: 50 Normalize

Z Size: 50

Import positions from file...

Nodes List:

	Node	Degree
0	Antarctic Treaty...	0
1	Brazil	150
2	Geography of Bra...	24
3	Politics of Brazil	29
4	Economy of Brazil	31
5	Telecommunicati...	9
6	Transport in Brazil	3
7	Brazilian Armed F...	64
8	Foreign relations...	27
9	Basel Convention	2
10	Capoeira	13
11	Convention on Bi...	4
12	Convention on Lo...	1
13	CITES	2
14	Capetian dynasty	12
15	Crux	9
16	Comprehensive N...	2

Search Hide/Unhide

Export positions...

Displace nodes uniformly on the given space

Choose Z Size = 0 for 2D projections

Select vertices on a list

Change the colormap

Sort indexed properties

Limit the number of indexed items to show

Color Properties: Import property...

Color function: Exponential

Power coeff.: 2

Color map: Jet

Custom colors: [Blue] [Orange] [Green]

Invert color map

Indexed items properties:

Sort by property: Frequency

Ascending Descending

Average Total sum

Limit indexed items to:

8

Hide non indexed nodes

Legends:

Size: 1.0000