

# 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

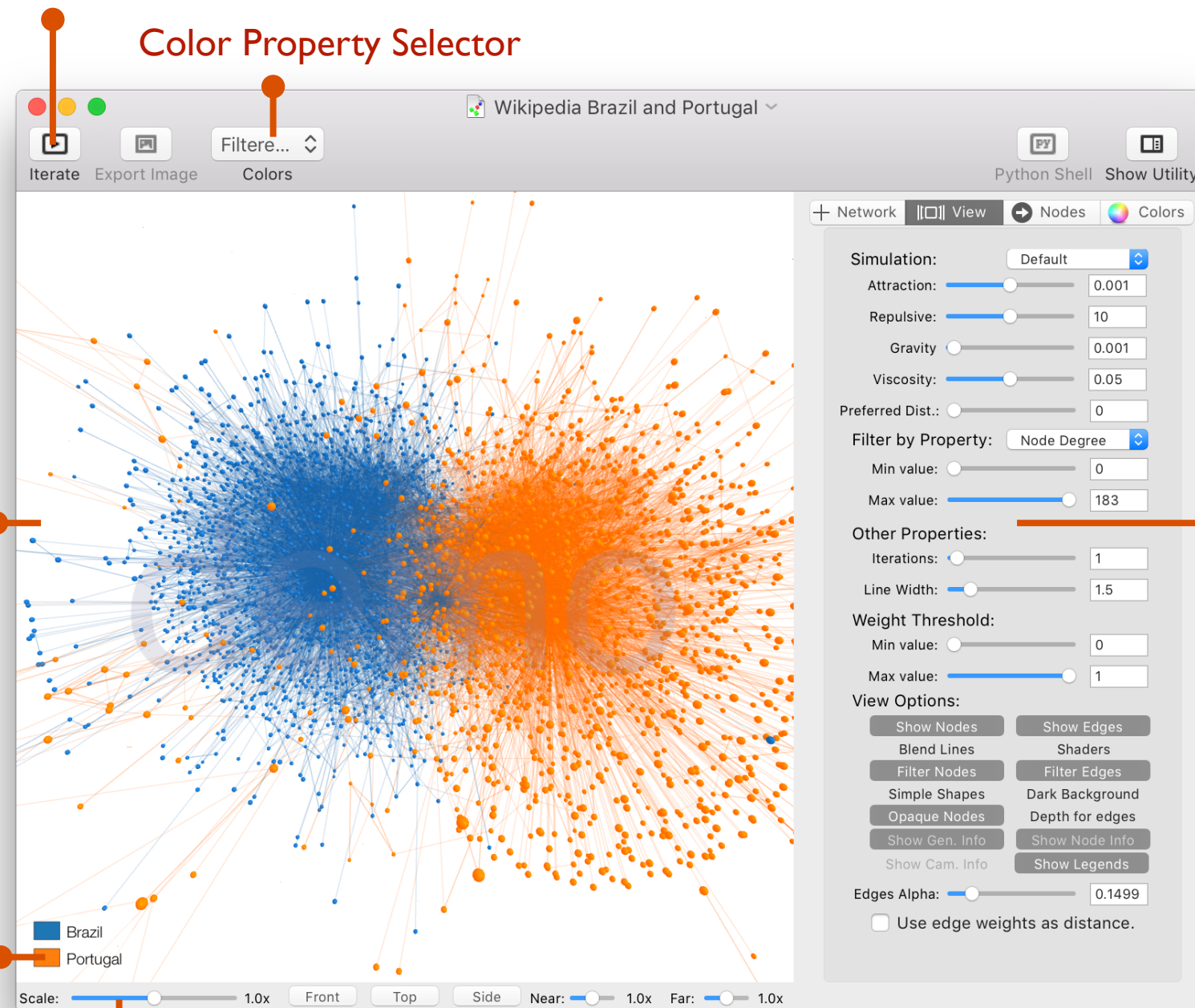
## Start/Stop vertex positioning iterations

## Color Property Selector

## Network Viewer

## Legend

## Control the size of nodes



## Properties Inspectors

### Generate Network:

Network Type: Random Network

Vertices: 200 Degree: 6

Generate

### 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

Generate random networks

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:  Randomize  
 Y Size:  Normalize  
 Z Size:

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: 🔵 🟠 🟢

☐ Invert color map

### Indexed items properties:

Sort by property: Frequency

☐ Ascending ☒ Descending

☐ Average ☒ Total sum

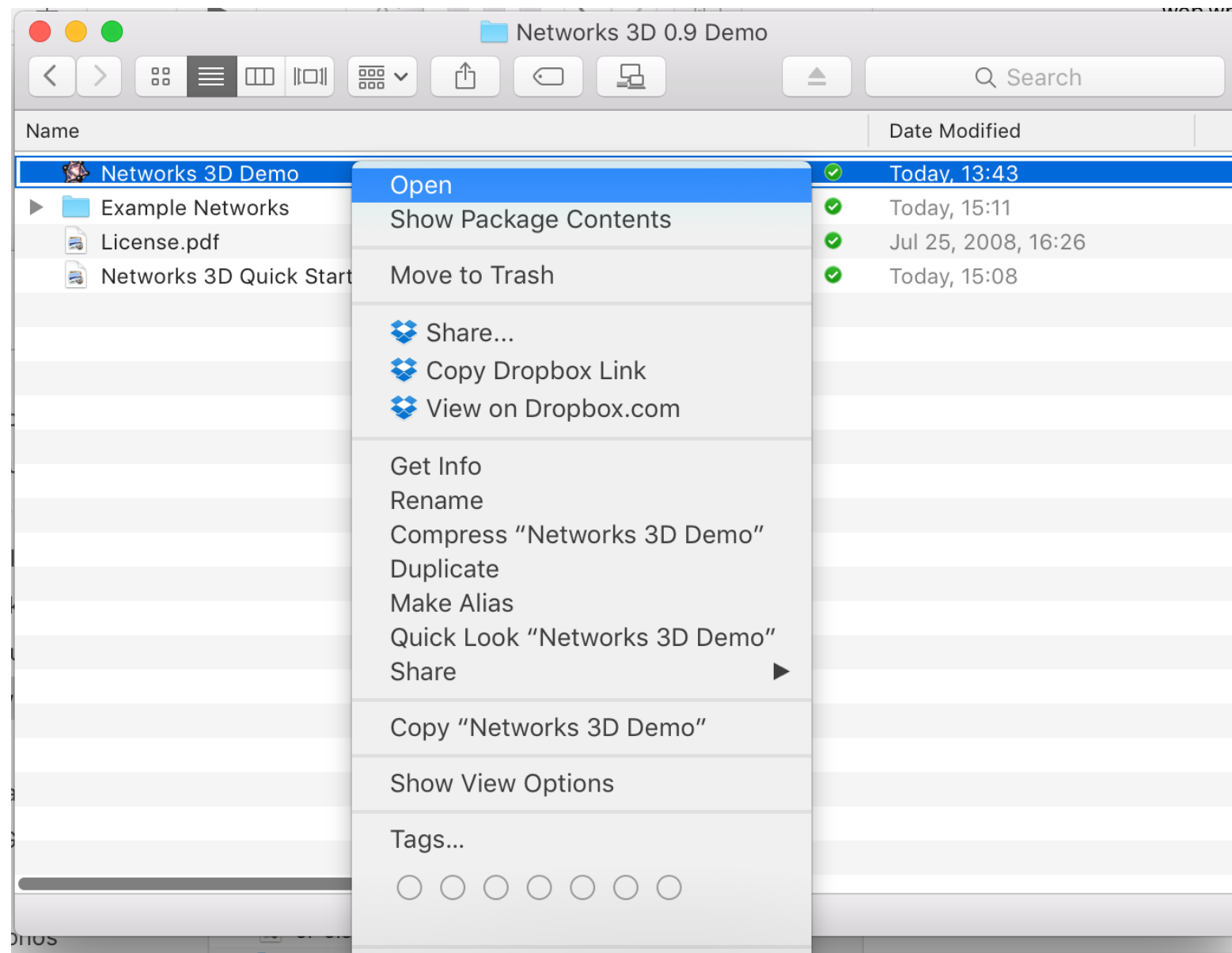
☒ Limit indexed items to:

8

☐ Hide non indexed nodes

### Legends:

Size: 1.0000



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