

# 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 of nodes and edges, with nodes colored in blue and orange. 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: "Color Property Selector" points to the "Colors" button; "Network Viewer" points to the main visualization area; "Legend" points to the legend at the bottom left; "Control the size of nodes" points to the "Scale" slider; and "Properties Inspectors" points to the right-hand sidebar.

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: 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

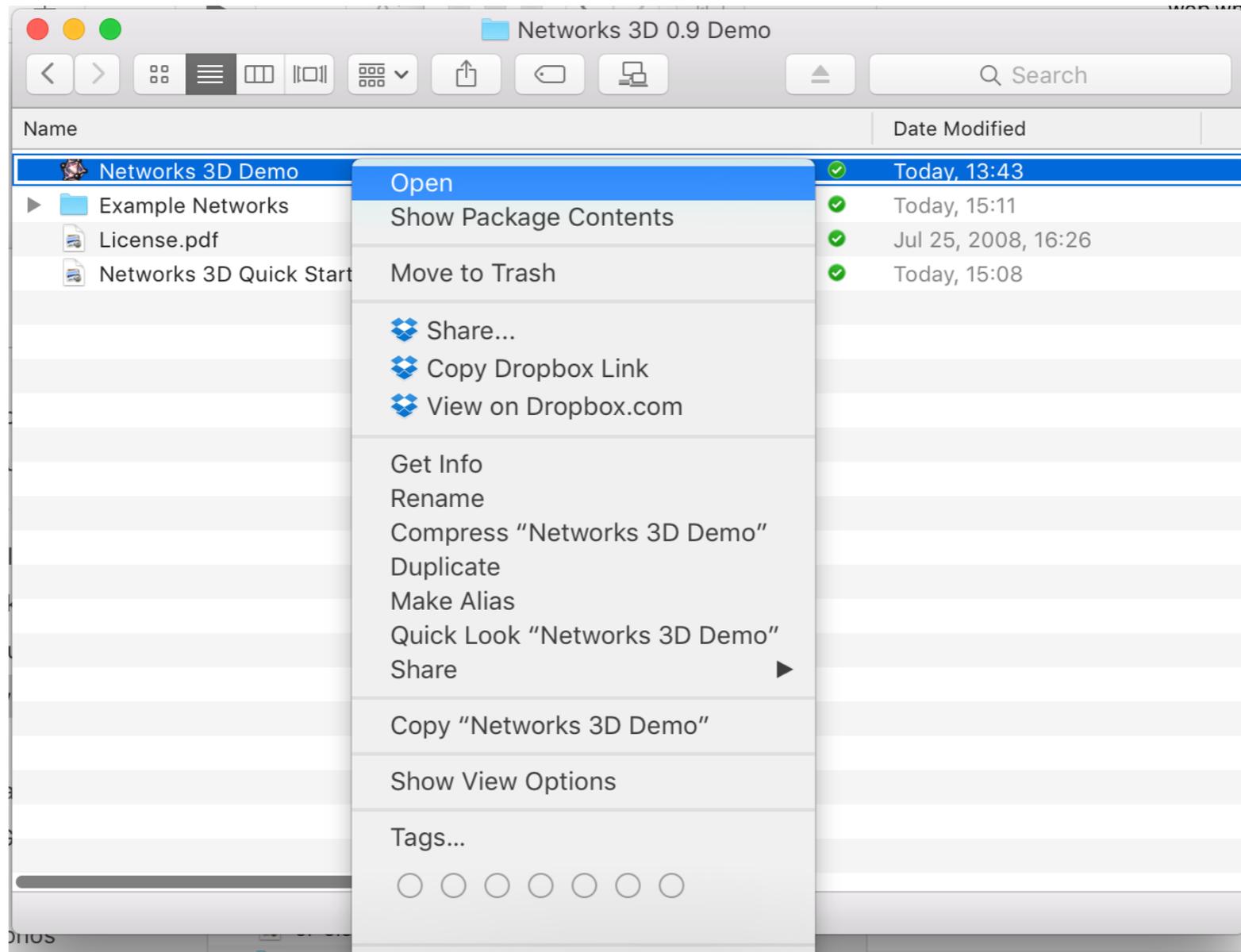
Limit indexed items to:

8

Hide non indexed nodes

Legends:

Size: 1.0000



This software is not yet signed, please use the *Open* contextual menu from Finder.