DynGraph User Manual

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Welcome to the user manual for DynGraph.

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Launch

Please refer to install.txt for the installation.
To launch the program, create a dynGraph *name1*
Then write in the command line *name1*.draw('*name2*'), where name2 is the name of another dynGraph (usually you want it to be name1 - but a typo can make you open another one). This will launch the program and load the graph *name2.*

Note that 'Test' and 'tmp' are not supported graph names since both are used differently by the program and will be overwritten.

Export/Import/Rename

In the menu you will find and import/export menu and rename under "edit". This will save your graph, the position of nodes and your custom colors.

To export a graph, you might want to rename it first. To do so simply click on "rename" and write the name you want. This will create a dynGraph in your workspace with the new name and the old data.
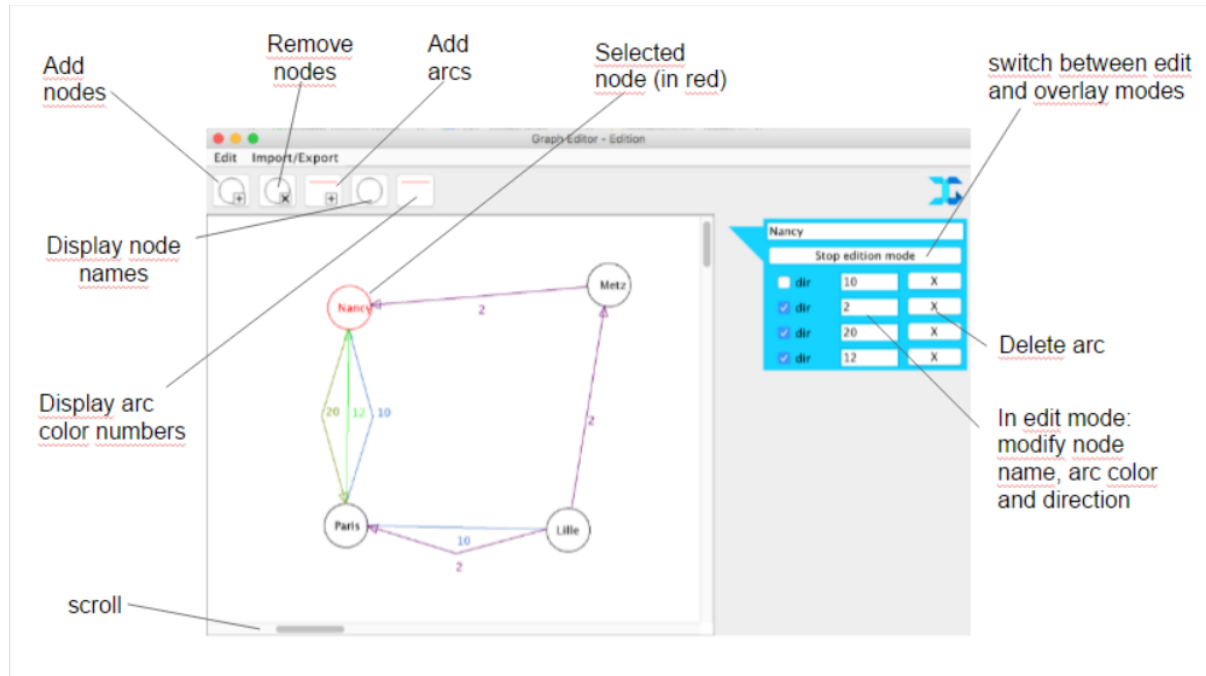
Then export it. This will create a *name*.csv file in your current folder, where name is the graphs' name.

To import a graph, select the folder where its' .csv file lies as the current folder. Then click on import and write the Graph's name.

EDIT GRAPH

Note: if clicking doesn't seem to work, try making sure you don't drag the mouse.

This is an image from the window:

MOVE NODE:
To move a node, click and drag it.

ADD NODE :
Toggle the add nodes button, then click where you want to create a node, then choose its' name. Names need not be unique.

DELETE NODE:
Toggle the delete nodes button then click on the nodes to remove them and any connected arc.

ADD ARC:
Toggle the add arc button. Then click on the head node and right-click on the tail node. You must specify whever it is directed or not (default : not) and the color.

DELETE ARC:
Click on a node to make connected arcs appear in a right-hand panel. Pass the mouse over them to color them in red. You can click on the cross near the arc to delete them.

EDIT NODE/ARC:
Select the node or a node connected to the arc. Then double click in the right-hand menu on the name of the node to switch to edit mode. This will toggle text fields : you can edit the name of the node, whether an arc is directed and it's color. You can return to overlay mode by clicking on the button.

EDIT COLOR:
Colors 0 through 7 have default values. Modifiying them is possible but won't be saved in your export file.
Also, do not create a red color since it is used by the application for overlays.
Click on "edit" in the menu, and select edit color. Then write the number of the color you wish to edit or create, and its' rgb values.

DISPLAY

DISPLAY NODE NAMES:
Toggle the button to toggle the display of node names. If they are not displayed, moving your mouse over a node display its' name under it.

DISPLAY ARC COLOR NUMBERS:
Toggle the button to toggle the display of arc color numbers.