

Kyn User Manual

Components

- Member
 - These represent members of the family tree
 - XX meaning female
 - XY meaning male
 - Grey meaning non-diseased
 - Green meaning diseases
- Links
 - These represent links between members
 - Will always be black lines
- Link Dots
 - These represent the relationship between two members
 - Red means descendant
 - Blue means Married
- Tree
 - These represent the entire family based on one trait
 - The Kyn GUI is based entirely on the ability to build trees
- Generation
 - This is the level of age within the family calculated using the number of generations of kids
 - Kyn is special in the fact that generations do not have to be aligned along a row
 - The only requirement for vertical positioning in Kyn is that children are lower than their parents

Controls

- Left mouse button:
 - Click on all menu buttons (including pop-up menus)
 - Click on a family member once to drag, once to drop
- Right mouse button
 - Open up pop-up menus by clicking on members and link dots
- Middle mouse button
 - Create a link between two members
- Scroll wheel
 - Zoom in and out
 - +Ctrl move all members horizontally
 - +Shift move all members vertically

Usage

- Creation of trees
 - Children must be connected by a descendant link to both their parents
 - Parents must be connected by a married link
 - Children must be lower than their parents
- Saving

- Hitting the save button will create a “.tree” file within the specified directory
 - It will not save gender or horizontal positioning due to limitations of the .tree file type
- Adding
 - Hitting the add button will add a new male non-carrier member to the tree in the upper left hand corner
- Calculate
 - This will generate a .tree file, and subsequently run the PedigreeAnalysis executable, which will output into a text file named chances
 - It will also read the contents of chances and output them to the search bar
- Search Bar
 - Search through a large category of genetic traits and diseases for information on how they are passed down