Circular

Version 1.0.0, by Giorgio Bianchini

Description: Computes the coordinates for a circular tree.

Module type: Coordinate

Module ID: `92aac276-3af7-4506-a263-7220e0df5797`

This module computes coordinates for the nodes of the tree in a "circular" style. The root node of the tree is placed at the center of the circle, and the tips are placed in rings whose diameter depends on the total distance from the root.

Parameters

Outer radius

Control type: Number spin box

Default value: 10

Range: [0, +∞)

This parameter determines the radius of the ring that contains the tips with the highest distance from the root node (and, thus, the total diameter of the tree).

Inner radius

Control type: Number spin box

Default value: 1

Range: [0, +∞)

This parameter determines the radius of the inner circle on which the root node is placed. If the radius is 0, the root node is placed exactly at the center of the tree; otherwise, it is placed on a ring with the specified radius.

Rotation

Control type: Slider

Default value: 0°

Range: [0°, 360°]

This parameter determines the orientation of the labels in the tree. Change this value to rotate all of the tips by the specified amount.

Fixed rotations

Control type: Buttons

Buttons:

- 0°
- 90°
- 180°
- 270°

These buttons can be used to set predefined values for the Rotation of the tree.

Apply

Control type: Button

This button applies the changes to the values of the other parameters and triggers a redraw of the tree.

Further information

Here is an example of a tree drawn using circular coordinates (and with the appropriate shape for the *Branches*):