

# Radial

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*Version 1.0.0, by Giorgio Bianchini*

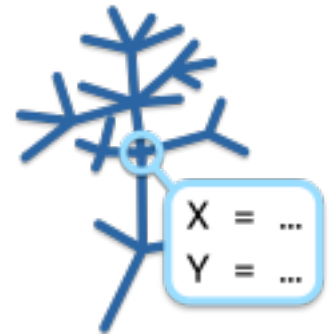
**Description:** Computes the coordinates for a radial tree.

**Module type:** Coordinate

**Module ID:** 95b61284-b870-48b9-b51c-3276f7d89df1

This module computes coordinates for the nodes of the tree in a "radial" style. The root node of the tree is placed at the center of the tree, and branches expand from it in a way that makes sure they do not intersect with each other.

For the default value of the parameters below, let  $n$  be the number of taxa (i.e. leaves) in the tree.



## Parameters

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### Width

**Control type:** Number spin box

**Default value:**  $14 \cdot n$

**Range:**  $[0, +\infty)$

This parameter determines the width of the area covered by the tree.

### Height

**Control type:** Number spin box

**Default value:**  $14 \cdot n$

**Range:**  $[0, +\infty)$

This parameter determines the height of the area covered by the tree.

### Start angle

**Control type:** Slider

**Default value:**  $0^\circ$

**Range:**  $[0^\circ, 360^\circ]$

This parameter determines the angle for the first split in the tree. Changing it has the effect

of rotating the tree.

## Sweep angle

**Control type:** Slider

**Default value:** 360°

**Range:** [ 1°, 360° ]

This parameter determines the angular size of the tree.

## Apply

**Control type:** Button

This button applies changes to the other parameter values and signals that the tree needs to be redrawn.

## Further information

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This code is based on the algorithm used by [FigTree](#), which is available under a GPLv2 licence [here](#).

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

