AGREE User Manual

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Contents

1 Getting started

1.1 Loading schema/STEP file

Load a schema from 'File'-'Load schema' or open an existing STEP file, 'File' - 'Import STEP'. AP-schemas are parsed in advance and thus faster to load.

1.2 Load saved file

AGREE files are saved with the file extension *.giz. Thus files created in Eurosteps Graphical Instance can be opened in AGREE.

1.3 Create entity instances

Entity instances are created by 'dragging-and-dropping' from the entities in the loaded schema.

2 Edit attributes

2.1 Strings/Integers/Doubles

To edit a value attribute, double-click on the attribute in the instance box and type a new value.

2.2 Aggregates of Strings/Integers/Doubles

Non-entity aggregates are typed in the instance boxes. Aggregates are grouped by parentheses and separated by commas. Eg: (3,4,5) or ((3,4,5),(6,7,8))

2.3 Entity/AEntity types

1. Click on the corresponding button in the instance box.

2. Drag existing instances ('Existing entities'-tab) from the left table to the right (green) to add the entity to the attribute and from the right to the left to remove it.
   New entities are created by dragging them from the entity tree in the 'New instances'-tab.

The shown existing instance matches can be filtered by choosing an entity class in the 'Filter'-tab. The instances can also be filtered by their (string) attribute values.

2.4   Enumeration/Boolean/Logical

1. Double-click on the attribute in the instance box.

2. Iterate through the options with the mouse scroll button or with the up/down keys.

3. Double-click to set the attribute.

Alternatively right-click on the instance box and choose 'Edit attribute' - [The attribute of choice] - [Select a value].

2.5   SELECT types

Non-entity select attributes are set like Enumerations 2.4, but when the select type has been chosen the select value is entered in a pop-up window.

3   Controls

3.1   Zoom

- Mouse-scroll in/out.
- CTRL+I / CTRL+O.

3.2   Change location on the canvas

Mouse scroll while pressed.
Key-arrows up/down/left/right.

3.3   Resize entity box

Double-click on the box. Hold down and drag the mouse.

3.4   Fit view

CTRL+F. Makes the instance diagram fit on the visible canvas.

3.5   Save

CTRL+S

3.6   Undo/Redo

CTRL+Z/CTRL+Y

4 Features on single instances

Right click on an instance to retrieve the options.

4.1 Implicit

Create instances that can have this instances as the value of an attribute. Places the parent instance above the original one and creates the connection.

4.2 Hide

Hide instances from the canvas, but keep it in the STEP file.

4.3 Draw relationship

If this instance can have an other instance on the canvas as the value of an attribute, the value can be set by using the 'Draw relationship' option and 'drawing' the line between them.

4.4 Color

Color - Active color sets the background color of the instance box to the color specified in the upper left color board. Color can also be changed by using the 'Fill' option from the color board and clicking on instances/shapes/the background area.

4.5 Delete

Delete instances from the STEP.

5 Features on groups of instances

Select a group of instances by clicking and dragging the mouse so that the desired instances are covered. Right click to show options.

5.1 Replicate

Creates a copy of the groups of instances (or one single instance). Relations between the instances are kept and attributes are set to the same values as in the template.

5.2 Align

To more easily achieve a homogeneous layout, different align options are provided. Instances can be aligned horizontally, vertically, centred or reshaped to have the same width and/or height.

5.3 Hide

Hide instances from the canvas, but keep them in the STEP file.

5.4 Delete

Delete instances from the STEP.