



PLOT_3DFIGURE(G, POSG, *D_FEATURES, *D_COLORS, *D_SIZE, *D_LEGEND, PATH, FNAME, *SCHEME, **WITH_EDGES)

* Optional : dictionaries with nodeids and values for hover information. Node colors. Node sizes, legend, scheme

** OPTIONAL ; BOOLEAN - TRUE / FALSE

EXPORT TABLE FOR VRNETZER

EXPORT TABLE FOR VRNETZ

EXPORT_TO_VR

art of TO_NB