

# Modop Vega tool (English Version)

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## Contacts

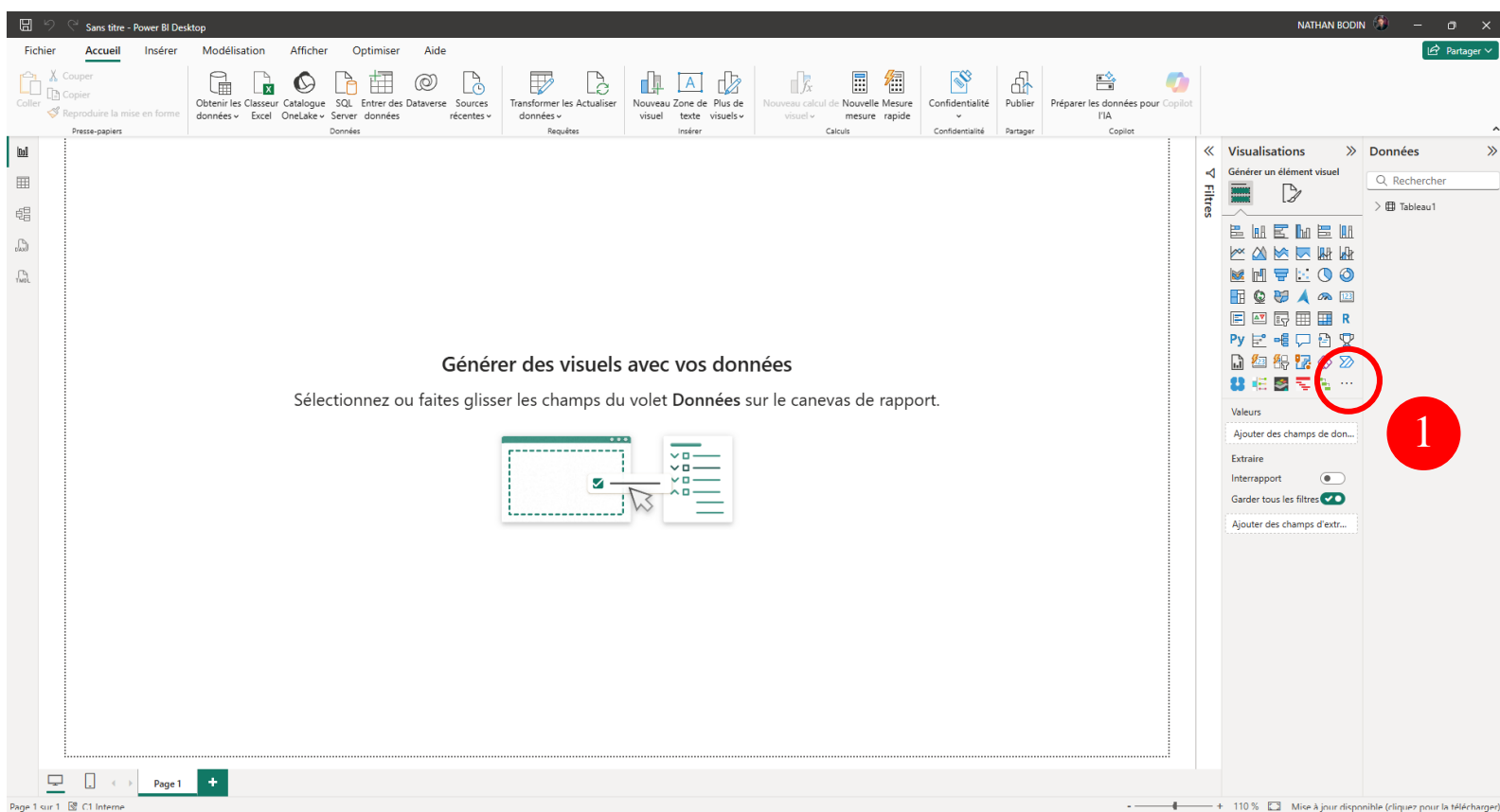
If you have any questions, you can contact me here :

Email : [nathanbodin01@gmail.com](mailto:nathanbodin01@gmail.com)

Linkedin : Nathan Bodin

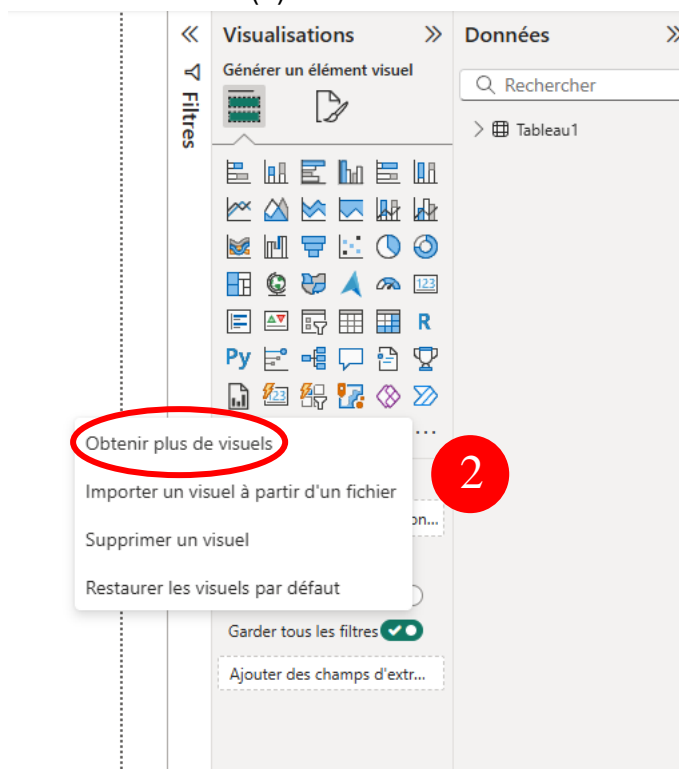
Instagram : @nathanbod1

# Importing the visual

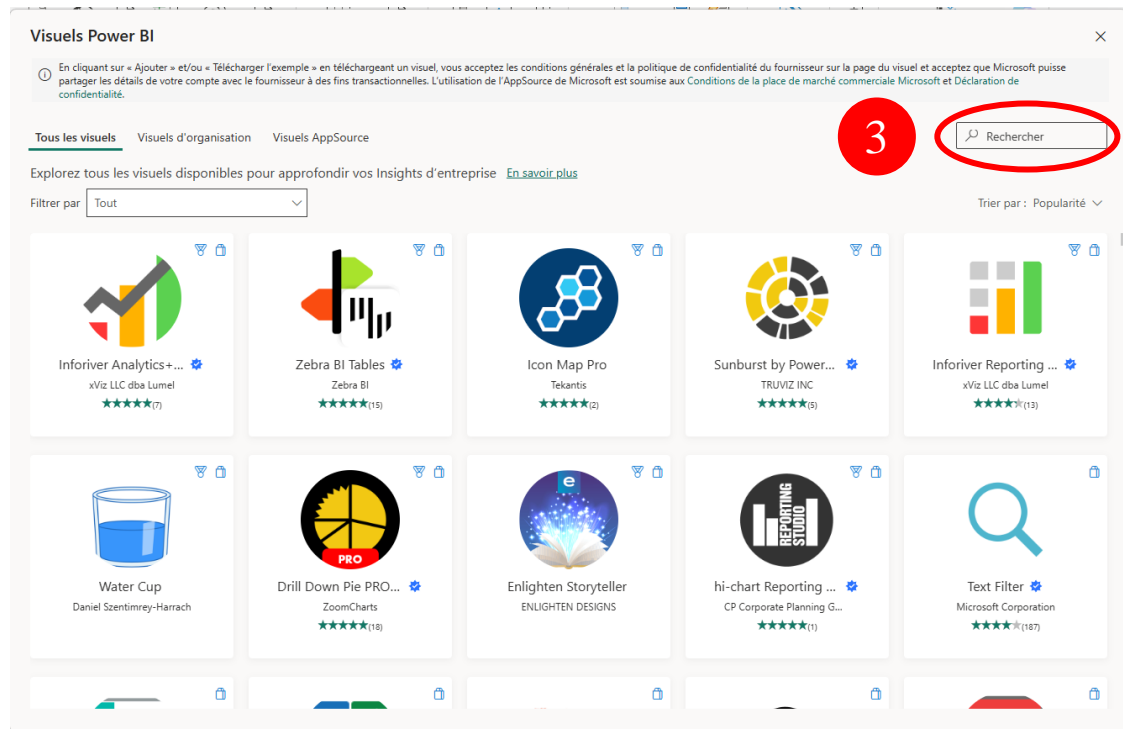


Here's what you see when you arrive at PowerBI.

- Click on the « ... » (1)

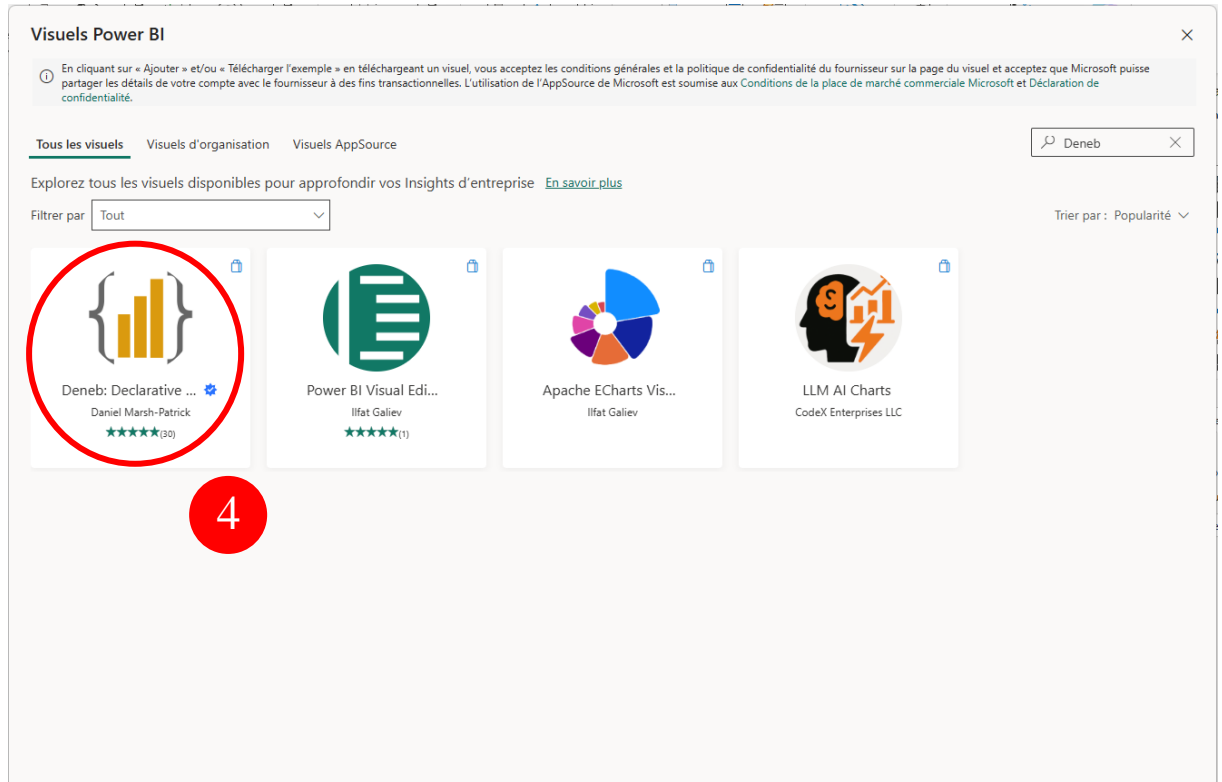


- Then click on « Obtenir plus de visuels » or « Get more visuals » (2)

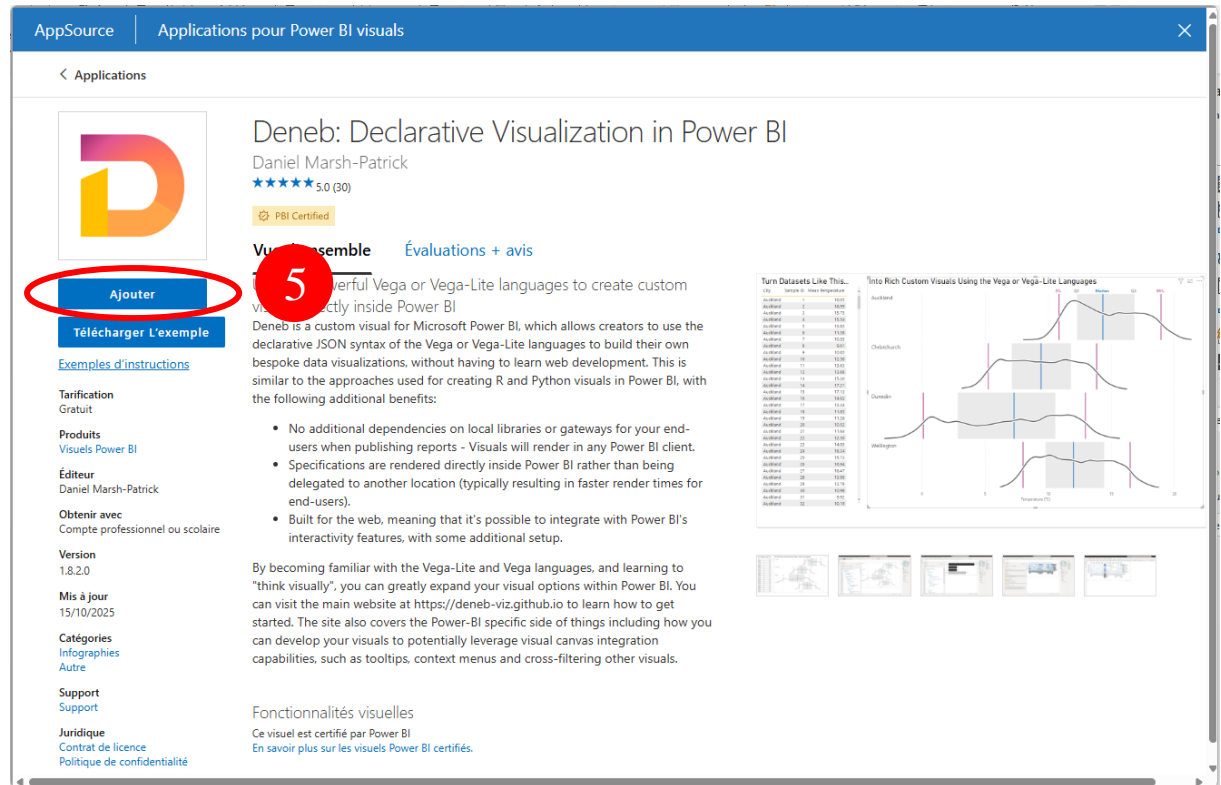


You have arrived at this page.

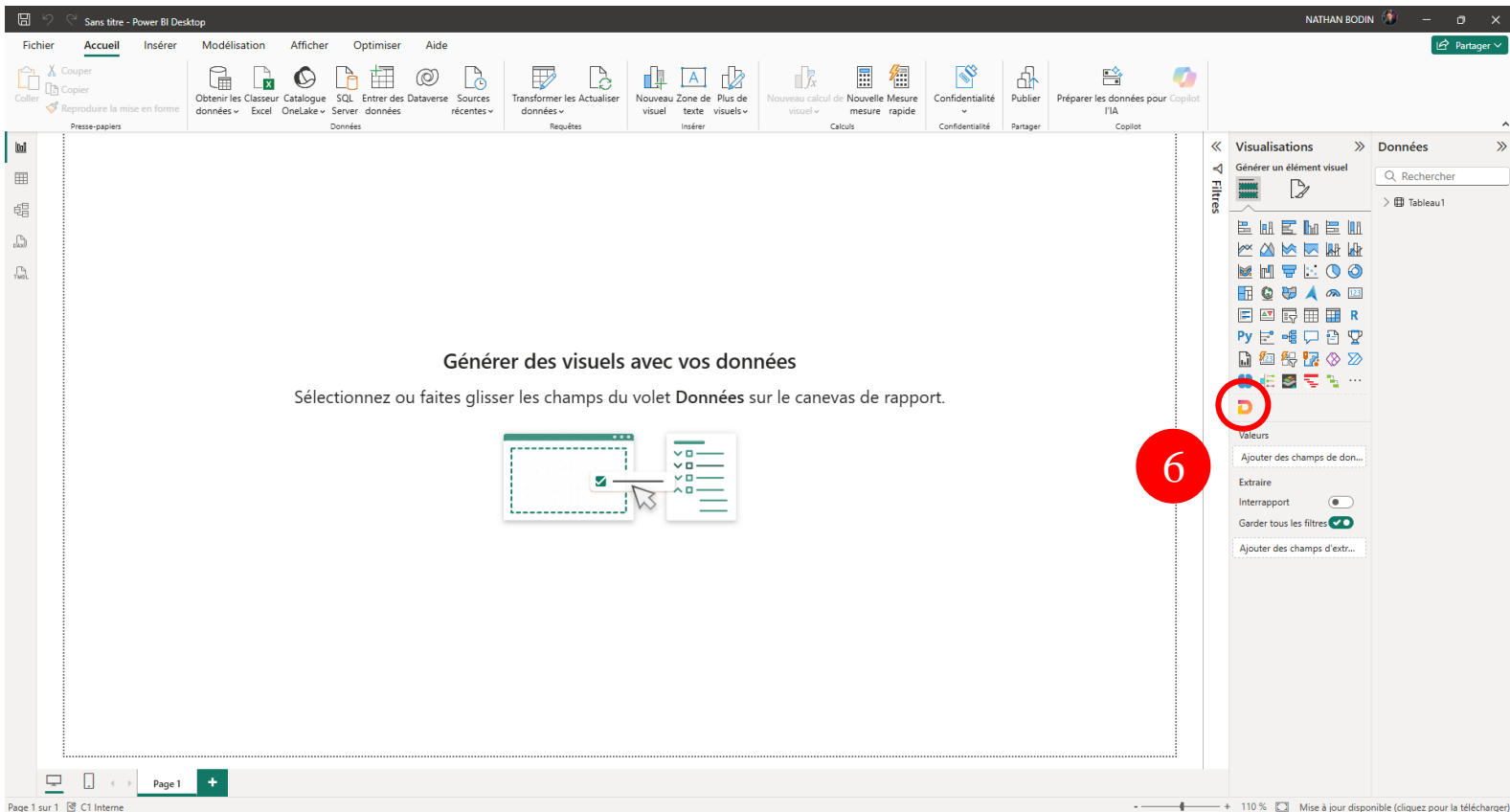
- In the search bar (3) type “Deneb” (this is the support for the solution).



- Then click on the image “Deneb: Declarative...” (4)

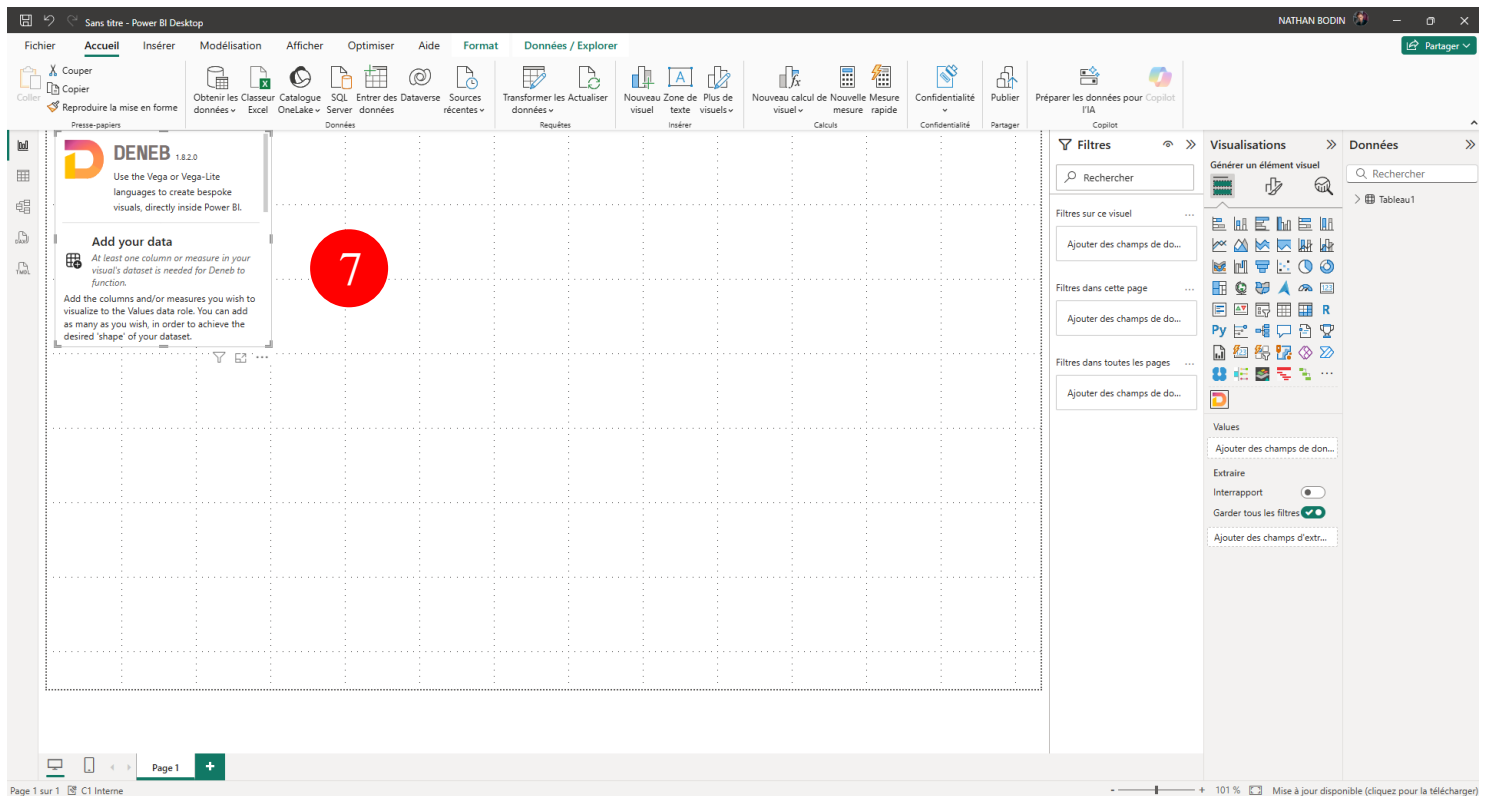


- Click on « Ajouter » or « Add » (5)



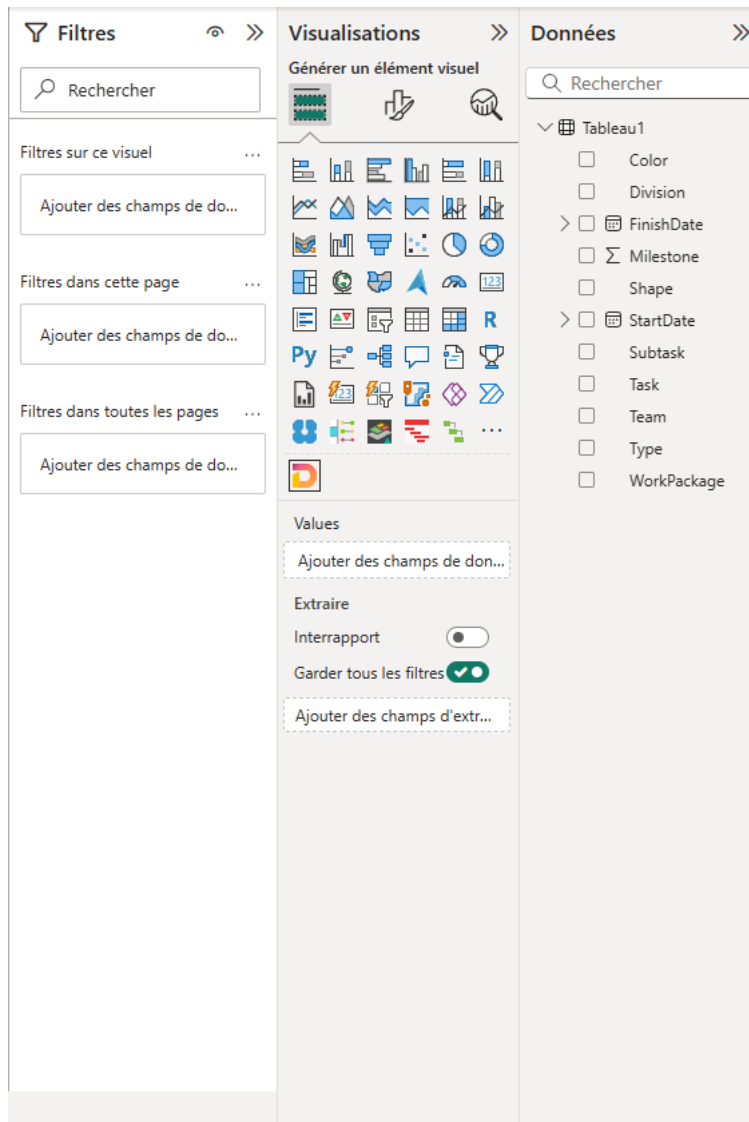
A new image has just appeared (6)

- Click on this new visual (6)

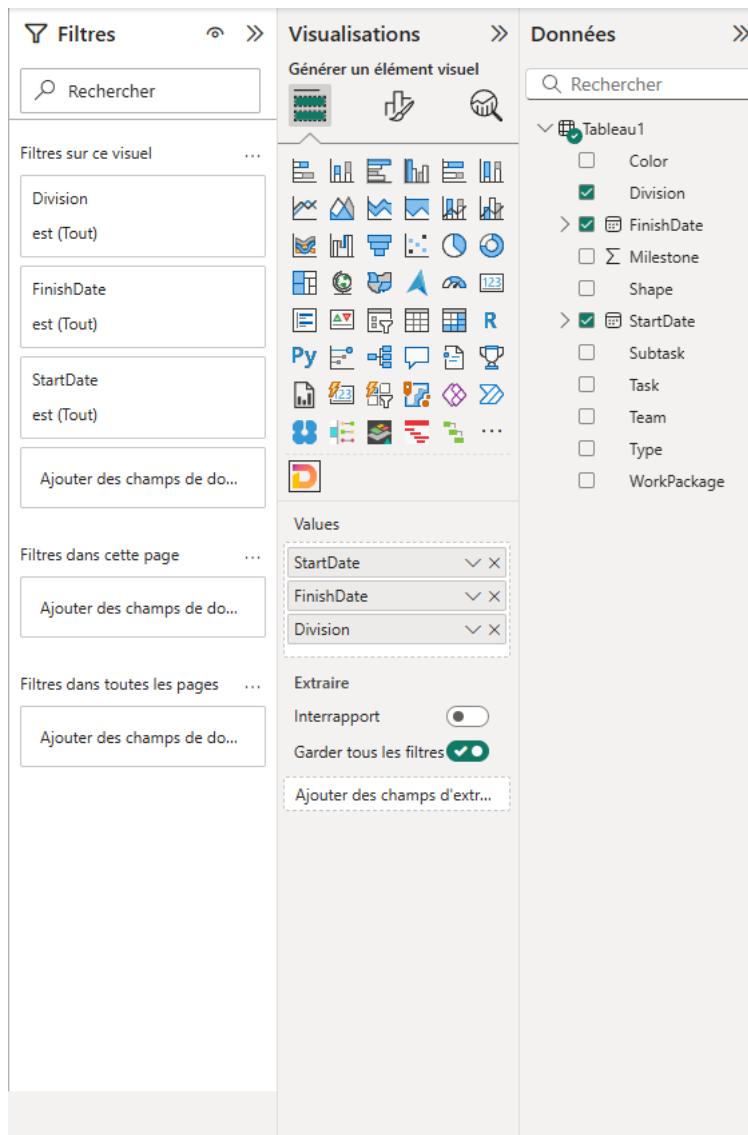


A new window has just appeared (7). You can enlarge it if you wish. You have just imported the Deneb visual which will support the visualization solution.

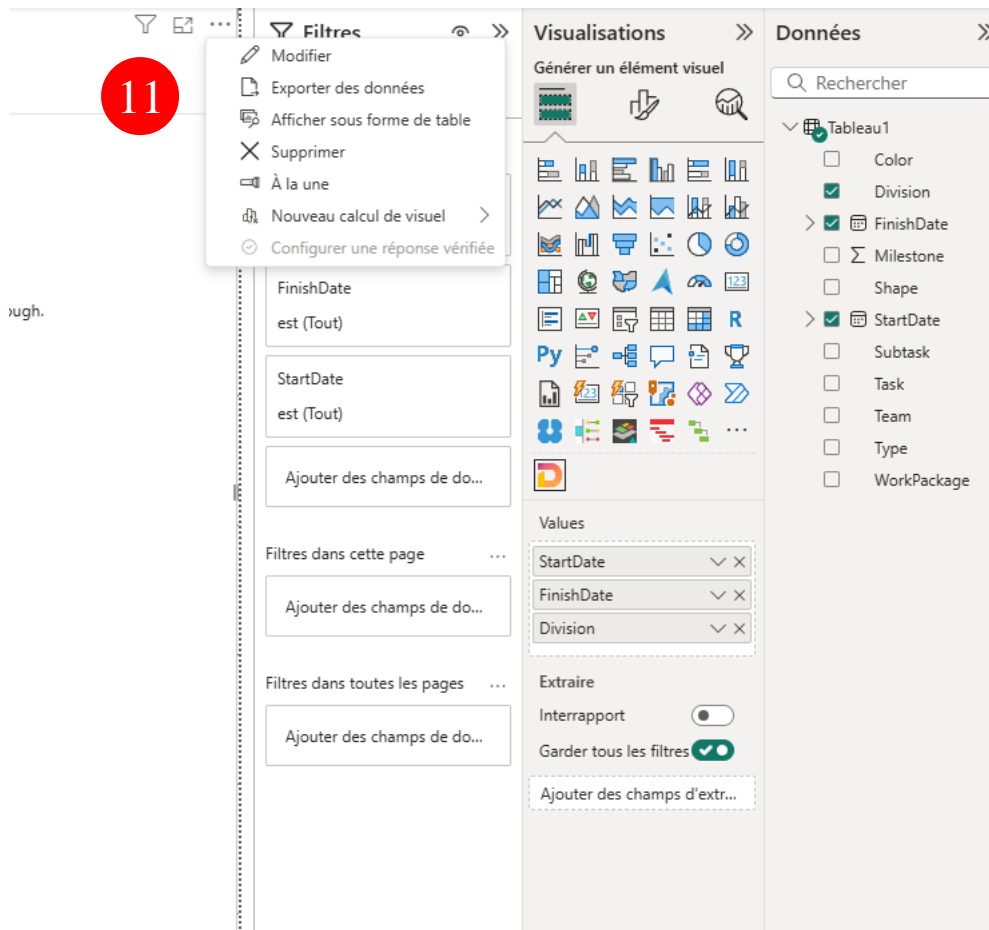
# Quick start



On the right side of Power BI you can see the columns of your data.



- Select the data you want to view. These column names will also appear in "Values"; if so, then everything is fine.



- Once you have selected your columns, click on the "..." (11) and then on "Edit" (11).

### Create or import new specification

A specification allows you to create a new design using either Vega or Vega-Lite. You can import an existing template, or create a new Vega-Lite or Vega specification.

**Create using...**

- ☐ Existing template
- ☐ Vega-Lite
- ☒ Vega

**Select your Vega template**

- ☒ [empty]
- ☐ [empty (with Power BI theming)]
- ☐ Simple bar chart
- ☐ Interactive bar chart

**[empty]** by Deneb

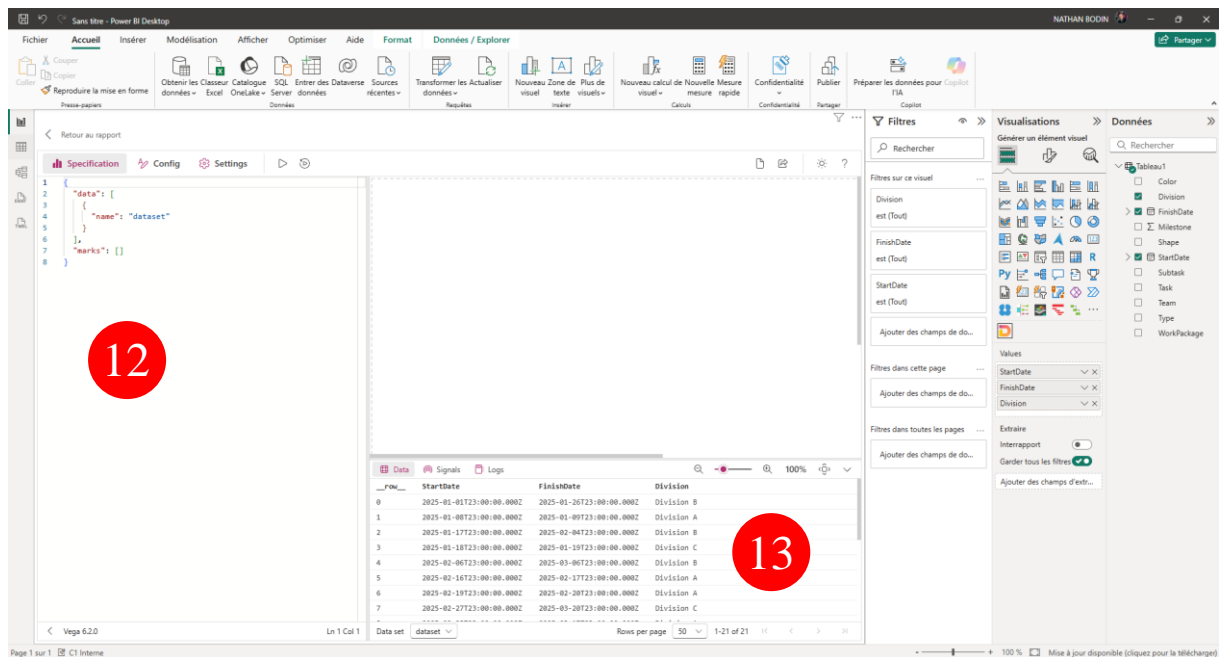
Bare-minimum Vega template, with data-binding pre-populated. Has no additional configuration for styling.

*There are no placeholders for this visual. Click the Create button to begin editing the resulting specification.*

Create Close

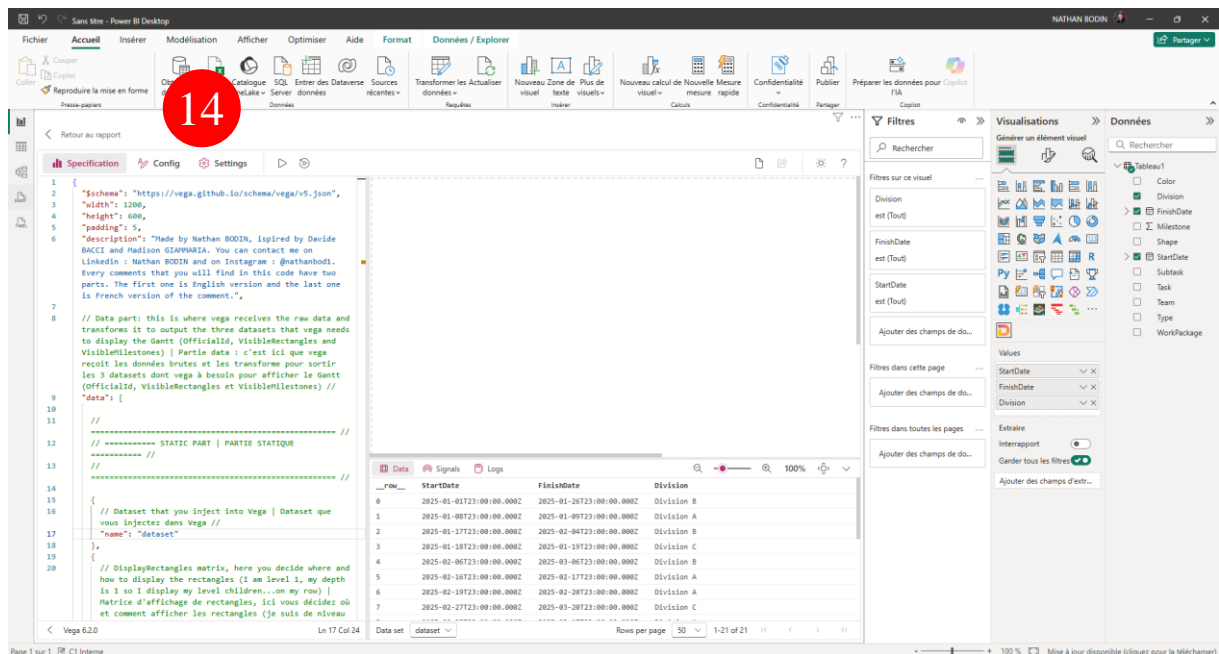


- A page will appear. Click on "Vega" then slightly below "Empty" then "create".



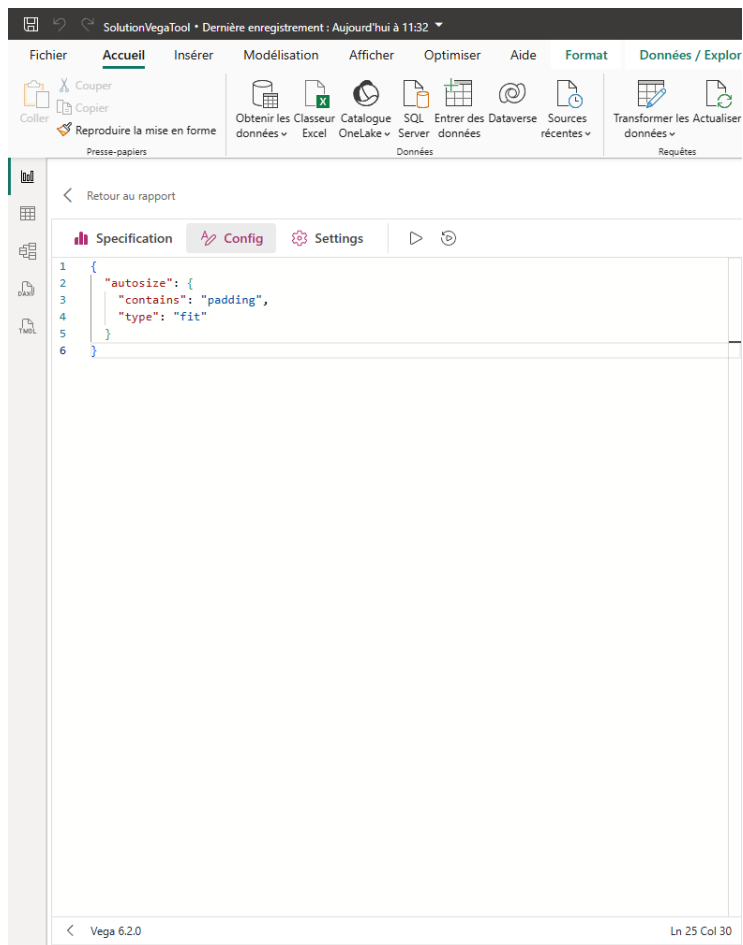
Once this is done, this window will open. On the left (12) you will find the code section, the data section (13) below the visual, and the visual section in the center.

- Delete the few lines of code in (12) and then copy and paste the solution code which is here : <https://github.com/npaatrhiasn/Gantt-on-steroids/blob/main/codeBI.json>

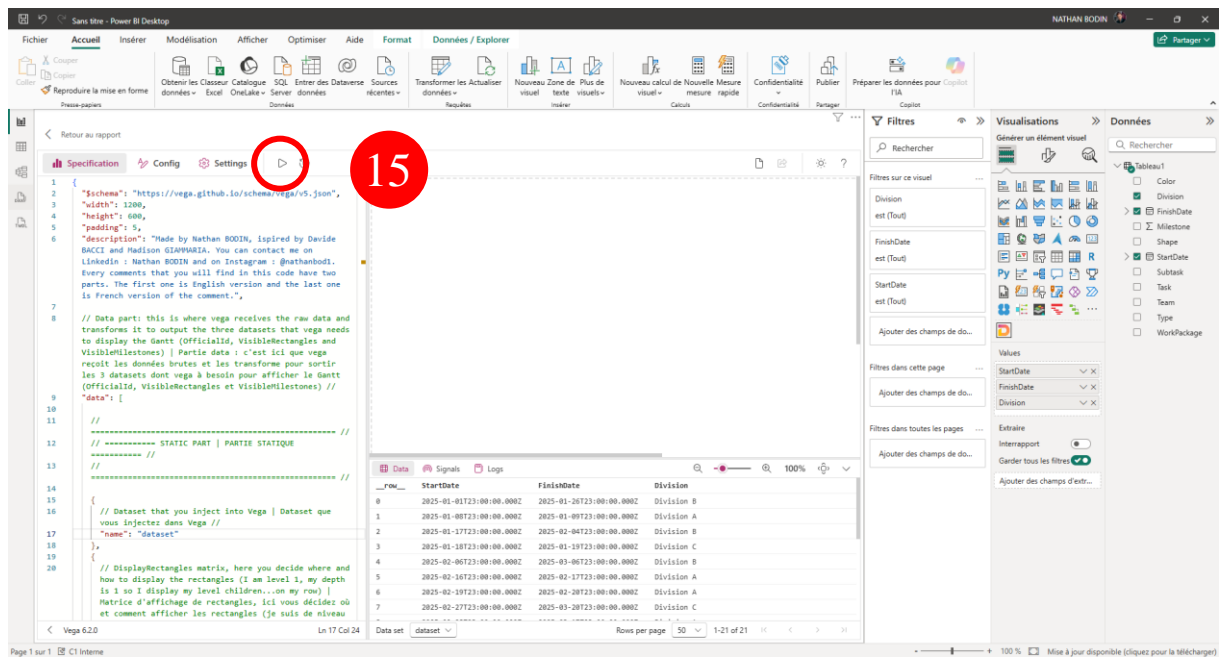


The code is now in the visual

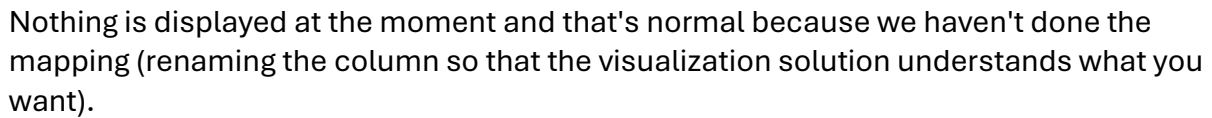
- Click on « Config » (14)

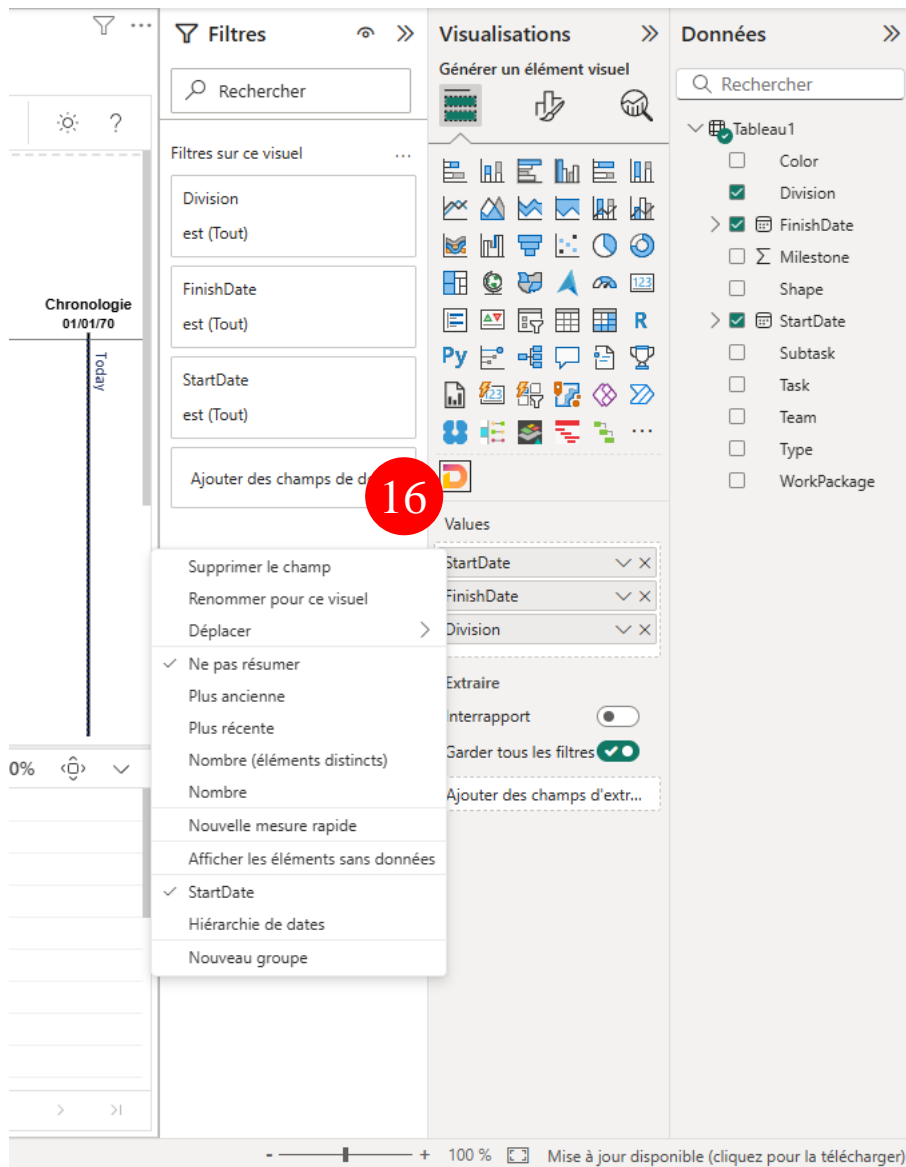


- Delete the code that is there



- Return to "Specification"
- Then press "run" (15)





To rename the columns:

- Right-click on one of your columns in the "Values" section (16)
- Then « Renommer pour ce visuel » or « rename for this visual » (16)
- Rename your start date column to "Start"
- Rename your end date column to "End"
- Rename your first content column to "Category"

Sans titre - Power BI Desktop

Fichier Accueil Insérer Modélisation Afficher Optimiser Aide Format Données / Explorer

Obtenir les données Excel Catalogue SQL Server Entrer des données Sources récentes Transformer les données Nouvelles zones de texte Plus de visuels Nouveau calcul de mesure Calculs Confidentialité Publier Préparer les données pour Copilot

Retour au rapport

Spécification Config Settings

```
16 // Dataset that you inject into Vega | Dataset que vous injectez dans Vega //
17 "name": "dataset"
18 },
19 // DisplayRectangles matrix, here you decide where and how to display the rectangles (I am
20 level 1, my depth is 1 so I display 1 children...on my row) | Matrice d'affichage de
21 // rectangles, ici vous décidez où et comment afficher les rectangles (je suis de niveau 1, ma
22 // profondeur est 1 alors j'affiche mes enfants de niveau...sur ma ligne) //
23 "name": "DisplayRectangles",
24 "values": [
25 {"Level": 1,"Depth 1": 1, "Depth 2": 1, "Depth 3": 1, "Depth 4": 1, "Depth 5": 1},
26 {"Level": 2,"Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
27 {"Level": 3,"Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
28 {"Level": 4,"Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
29 {"Level": 5,"Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
30 ]
31 // DisplayMilestones matrix, here you decide where and how to display the milestones (I am
32 level 1, my depth is 1 so I display my level children...on my row) | Matrice d'affichage de
33 // milestones, ici vous décidez où et comment afficher les milestones (je suis de niveau 1, ma
34 // profondeur est 1 alors j'affiche mes enfants de niveau...sur ma ligne) //
35 "name": "DisplayMilestones",
36 "values": [
37 {"Level": 1,"Depth 1": 1, "Depth 2": 1, "Depth 3": 1, "Depth 4": 1, "Depth 5": 1},
38 {"Level": 2,"Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
39 {"Level": 3,"Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
40 {"Level": 4,"Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
41 {"Level": 5,"Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
42 ]
43 // You can match your colors to your Legend | Vous pouvez associer vos couleurs à votre
44 // Legend //
45 "name": "Color",
46 "values": [
47 {"Legend": "Development", "Color": "#00008B"},
48 {"Legend": "Research", "Color": "#800020"}
49 ]
50 }
```

17

Title that you can change

You can change the subtitle if you change the parameter called 'SubTitle' in the code

Hierarchie

Chronologie

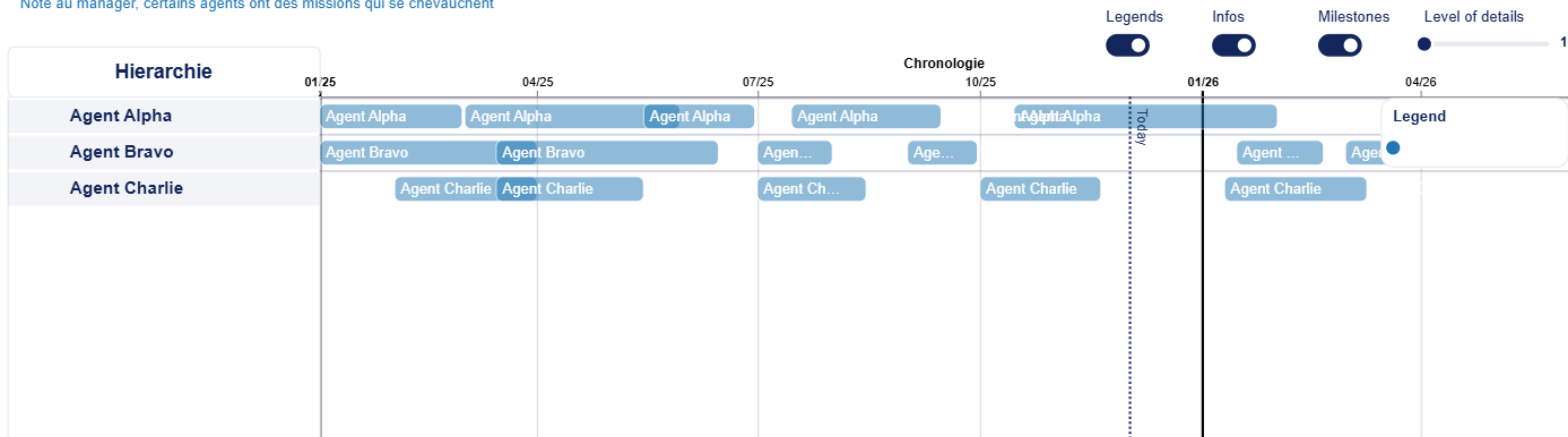
Id	Start	End	Category	SubcategoryFull
Division B	1735772400000	1746223200000	Division B	null
Division B_Team 2	1735772400000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP3	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Planning 3	1735772400000	1737932400000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Reporting 1	1741474800000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP2	1741647600000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1_Planning 3	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3_Validation 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 3	1737154800000	1741302000000	Division B	Division B_Team 3

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- Then, go into the code, go to line 21. Here is the matrix which is used to control the behavior of the rectangles (17).
- On line 23, after "Depth 1:" replace the number with 1
- Click on « run »

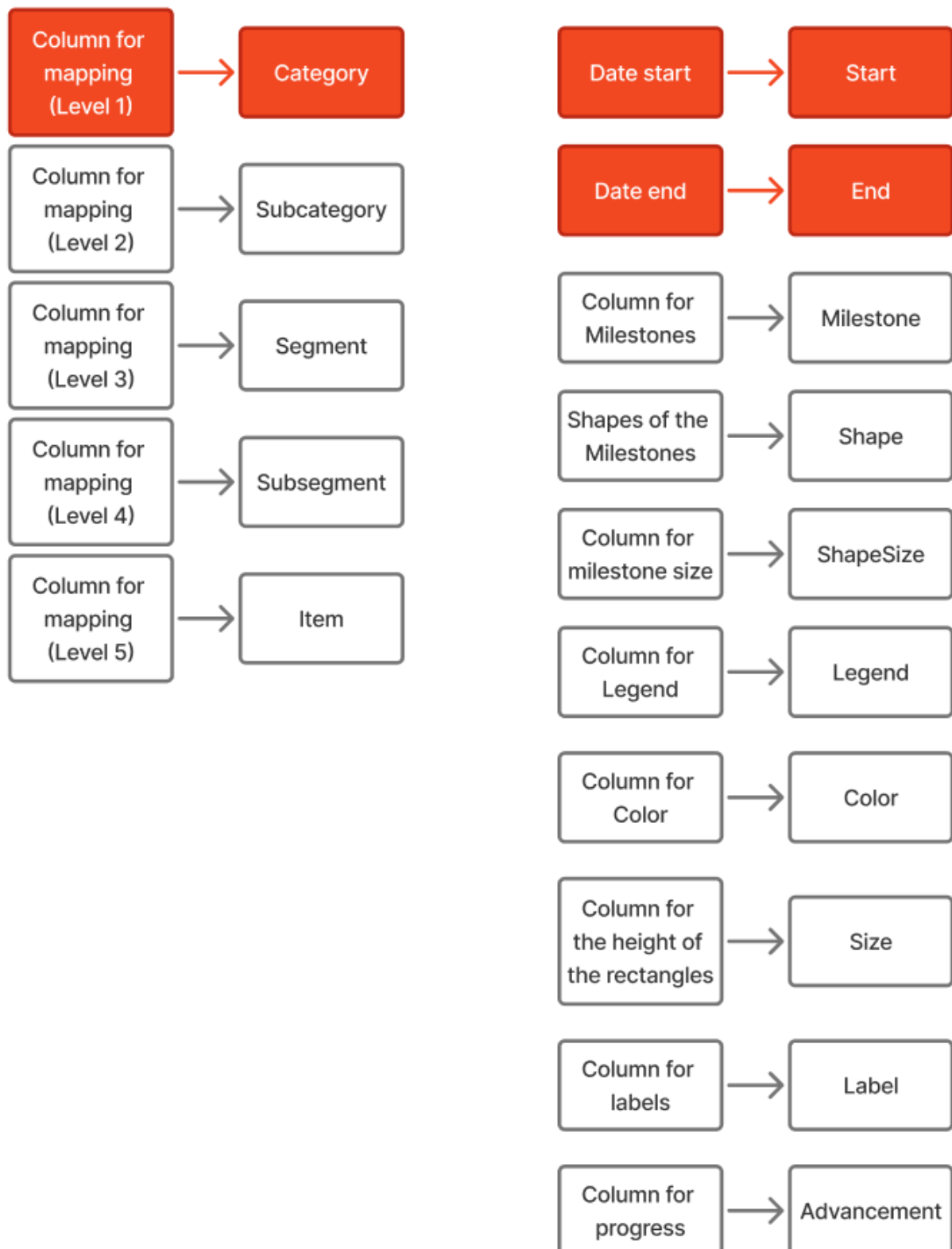
## Planning des agents

Note au manager, certains agents ont des missions qui se chevauchent



Here's what you should observe. (With your data, the visualization will not be the same as the one shown in the example).

## The allowed columns (and what they are used for)



[illegible]






## Hierarchy Columns (Required)



Category > Subcategory > Segment > Subsegment > Item.

## Date columns (Required)

### Milestones (Column "Milestone")

### The shape of the milestones (Column "Shape")

circle :   
square :   
cross :   
diamond :   
triangle-up :   
triangle-down : ...  
triangle-left : ...  
triangle-right : ...

wedge :   
arrow : 

You can also import your own shapes via an SVG path (you can build your shape and then retrieve the path here) : <https://yqnn.github.io/svg-path-editor/>). So you have an infinite number of possible forms.

## The size of the milestones (column "ShapeSize")

If you want to adjust the size of the milestones to perhaps indicate different levels of importance for each milestone, you can do so by entering a number in this column.

By default, the milestone shapes have a size of 500.

This can also be useful if you have created your own milestone and it is not the same size as the default milestones. This column also allows you to assign two different sizes to two milestones that have the same shape.

Otherwise, if you haven't entered a ShapeSize column, then the solution will look in the "Shape" table in the code to see if the name of your milestone's shape corresponds to a size:

```
49      {
50          // You can decide the size of your milestones according to their shape | Vous
           pouvez associer une taille à vos formes //
51          "name": "Shape",
52          "values": [
53              {"Shape": "diamond", "Size": "500"},
54              {"Shape": "square", "Size": "500"},
55              {"Shape": "circle", "Size": "500"},
56              {"Shape": "wedge", "Size": "500"},
57              {"Shape": "cross", "Size": "500"},
58              {"Shape": "arrow", "Size": "500"},
59              {"Shape": "triangle-up", "Size": "500"},
60              {"Shape": "triangle-down", "Size": "500"},
61              {"Shape": "triangle-left", "Size": "500"},
62              {"Shape": "triangle-right", "Size": "500"},
63              {"Shape": "M -0.05 -0.25 L -0.05 0.05 L -0.05 0.35 L 0 0.35 L 0 0.05 L 0.25 -0.1
               L 0 -0.25 L -0.05 -0.25", "Size": "5000"}
64          ]
65      },
```

Here is the Shape table. You can add a row to this table at any time to add your shape and associate a size with it. Like the last row:

```
{"Shape": "M -0.05 -0.25 L -0.05 0.05 L -0.05 0.35 L 0 0.35 L 0 0.05 L 0.25 -0.1 L 0 -0.25 L -0.05 -0.25", "Size": "5000"}
```

This is the SVG path for the flag. However, 500 (the default size) was too small for this shape, so I decided to set the size to 5000.

If this match doesn't exist in this table, then the default size of the marker in question will be 500.

Note that the solution will first look at your ShapeSize column; otherwise, it will look at the Shape table, and if that fails, it will use the default size (500).



## The Legend (column "Legend")

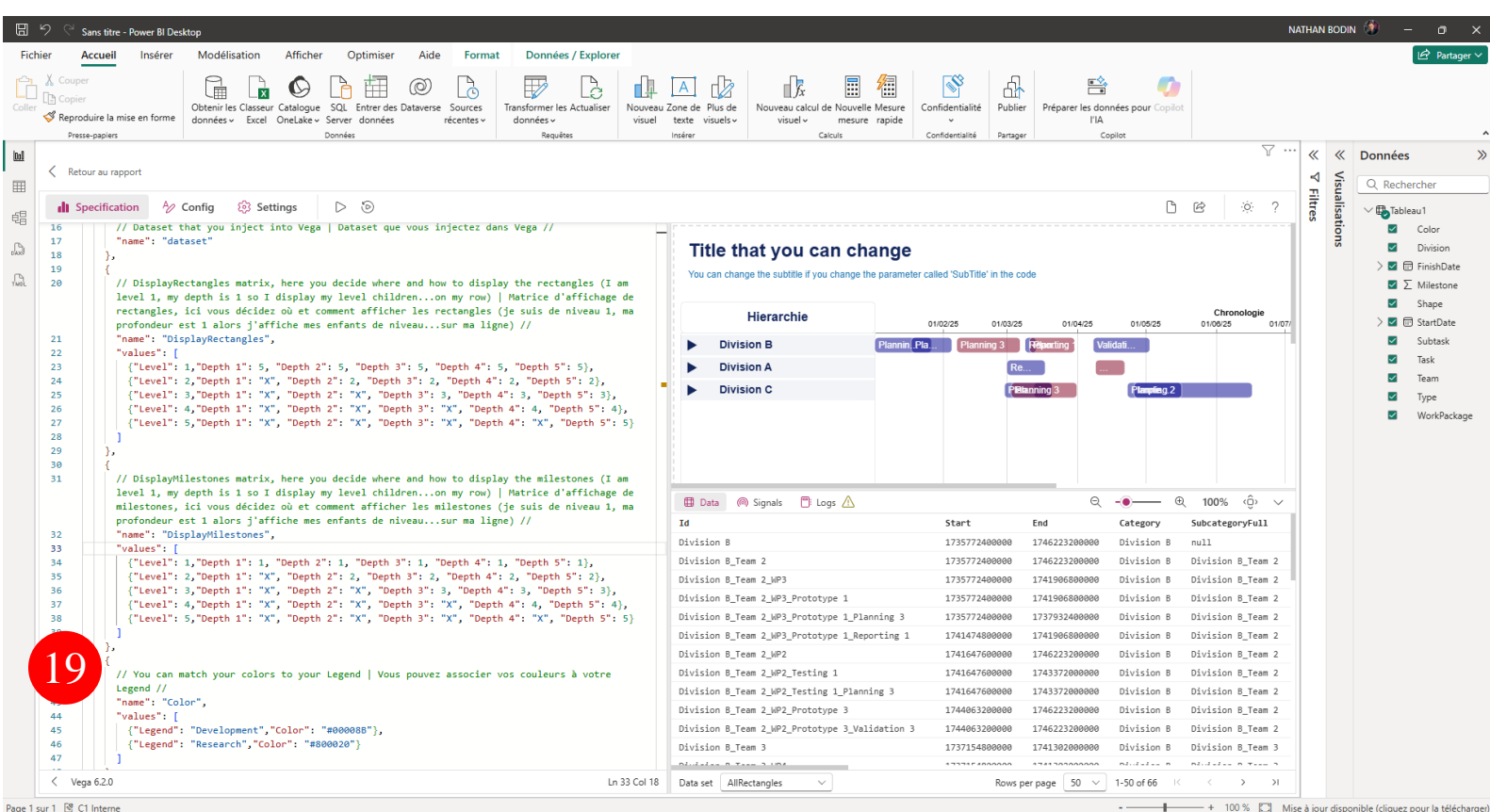
The Legend column is used to ensure that rows with the same legend are color-coded. This column can be used, for example, to visually differentiate between tasks that are in progress, overdue, or completed.

## The color (column "Color")

If you want to use your own colors, you can enter them in the Color column (in hexadecimal or English).

Alternatively, if you don't have a Color column, you can specify a color for a Legend in the code.

To assign a color to a legend:



The screenshot shows the Power BI Desktop interface with the Vega specification editor open. The editor displays a JSON specification for a visualization. A red circle with the number 19 highlights line 45 of the code, which defines a legend-color association. The code is as follows:

```
44 // You can match your colors to your Legend | Vous pouvez associer vos couleurs à votre
45 Legend //
46 "name": "Color",
47 "values": [
48   {"Legend": "Development", "Color": "#00008B"},
49   {"Legend": "Research", "Color": "#800020"}
50 ]
```

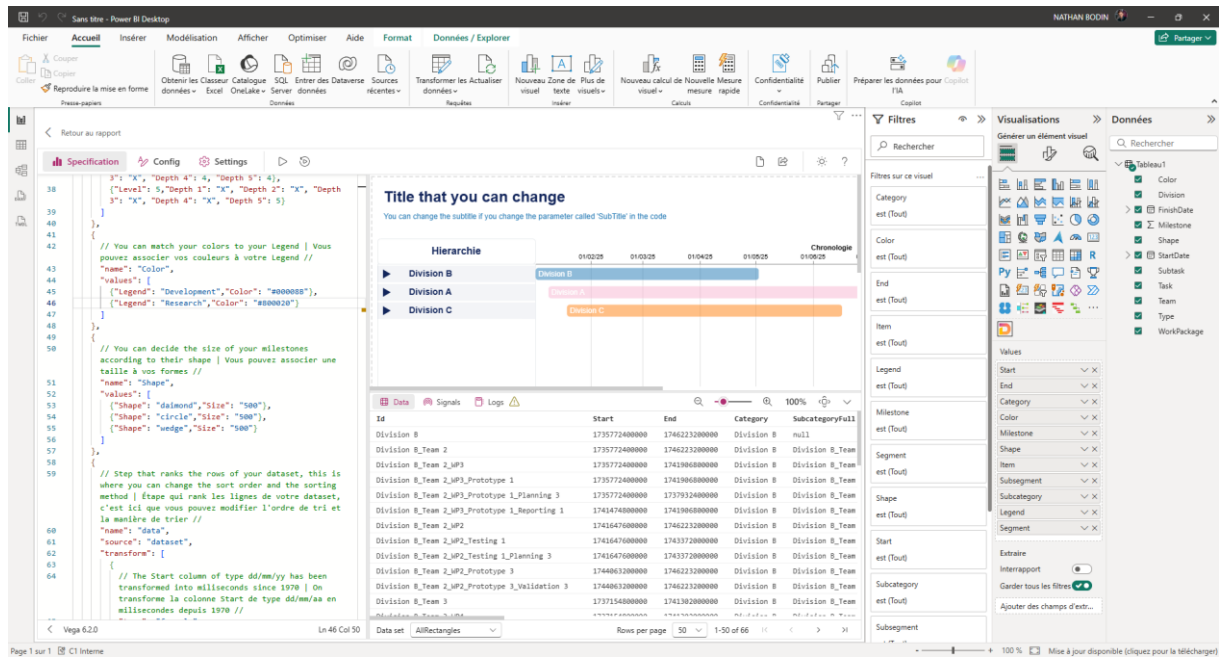
The visualization on the right shows a hierarchy of tasks with a timeline. The tasks are color-coded based on their Legend. The legend on the right side of the visualization shows the following items:

- Color
- Division
- FinishDate
- Milestone
- Shape
- StartDate
- Subtask
- Task
- Team
- Type
- WorkPackage

- Go to line 45 of the code. This is the table for associating a color with a Legend.
- You have those lines : `{ "Legend": "Development", "Color": "#00008B" }`,
- Replace "Development" with the Legend of your choice and "#00008B" with the color of your choice.
- You can duplicate these lines to have multiple associations.

Note that if you have included a "Color" column, it will take priority; otherwise, the program will check if you have created any Legend-Color associations in the "Color" table. If not, the program will choose the colors itself. All rows with the same Legend will have the same color.

Note that colors are applied to the rectangles at the bottom of the hierarchy. You cannot control the color of parent rows using the color column or color table.



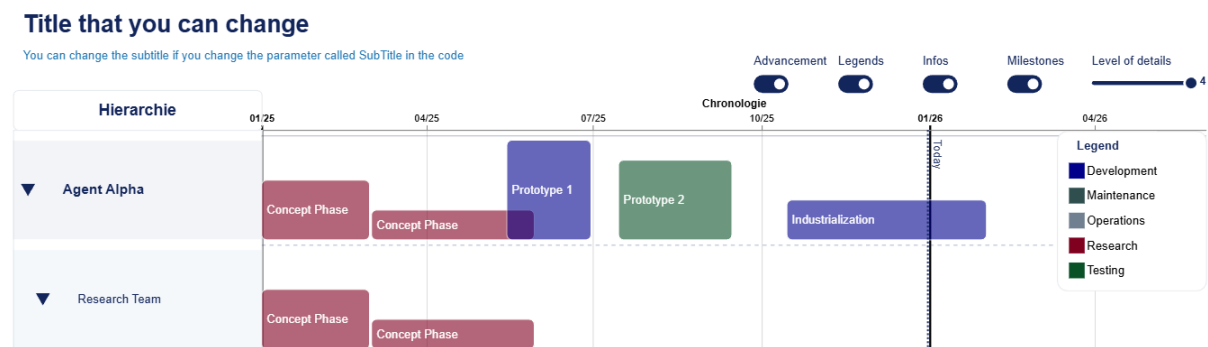
Here's the result if you've filled in all the columns. But it's not finished yet; to get the look you want, you need to configure it correctly.

## The height of the rectangles (Column "Size")

This column can be used, for example, to represent the workload of agents for a mission (this agent is at 70% on this mission, so their rectangle will be 70% of the maximum height of a rectangle).

This column is a color of decimal numbers from 0 (0% of the maximum height) to 1 (100% of the maximum height of the rectangle).

For example :



Note that in this case I advise you to increase the maximum height of a rectangle in the system parameters of the code (which we will see a little later in the MODOP) because by default the size of the rectangles is too small for such a representation.

## The labels in the rectangles (Column "Label")

By default, the solution will label the rectangle with its name (the one displayed in the hierarchy column to the left of the Gantt chart). However, if you want to add other information about the rectangles, simply add a Label column (containing the desired information for each rectangle).

This label will be placed at the lowest level of the hierarchy (similar to the color label).

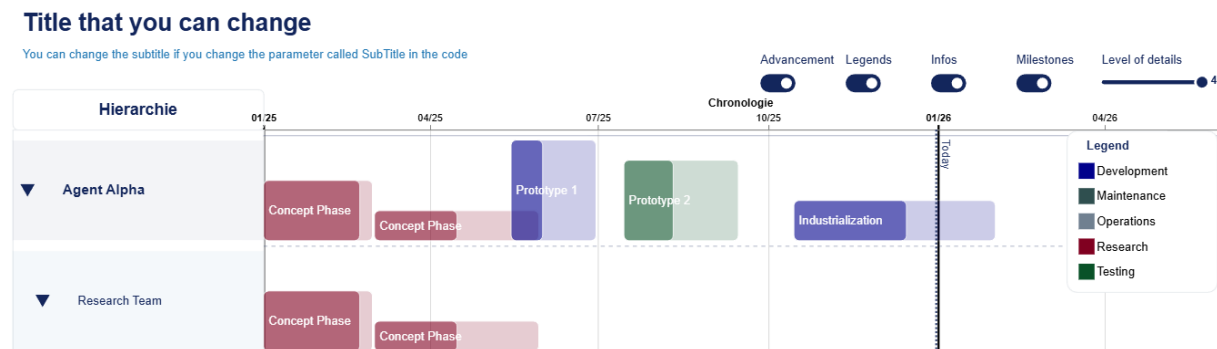
This column can, for example, be used to indicate an agent's workload on a mission (showing the rectangle height and the precise occupancy rate directly on the rectangle).

## Progress (Advancement column)

This column allows you to visualize, for example, the progress of a mission.

It is a column composed of decimal numbers from 0 to 1 (1 represents 100% completion).

Example:



(This example has been combined with the "Size" column, which allows you to adjust the height of the rectangles to show, for example, an agent's workload on a mission.)

A rectangle with a 50% completion rate will have the first 50% of its x-axis area darker. If a rectangle has a 100% completion rate, then its entire rectangle will be darker.

## Visual configuration

### The matrix (Superposition/Swiss) of rectangles

Y-axis: row level (1 = Category → 5 = Item) X-axis: visible branch depth (1 = only the category is visible → 5 = all levels up to the items)

Value A at the Y/X intersection: determines which levels should be displayed on each row

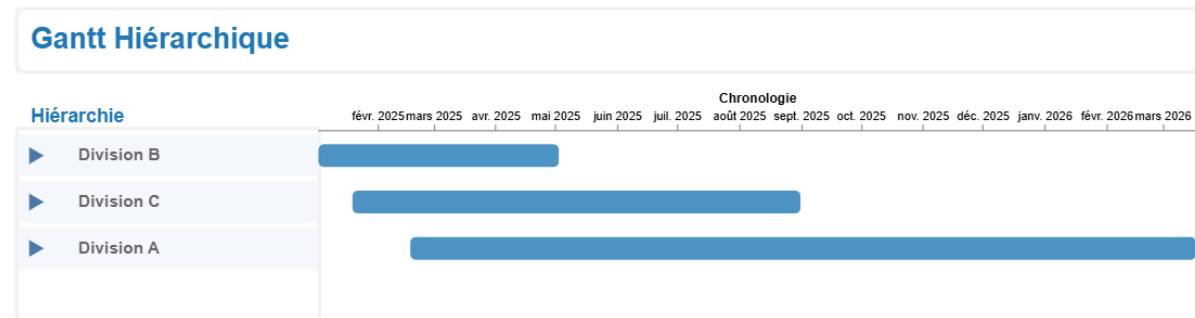
X = Quel est le sous niveau max affiché dans ma branche ?

Y = Je suis quel niveau ?

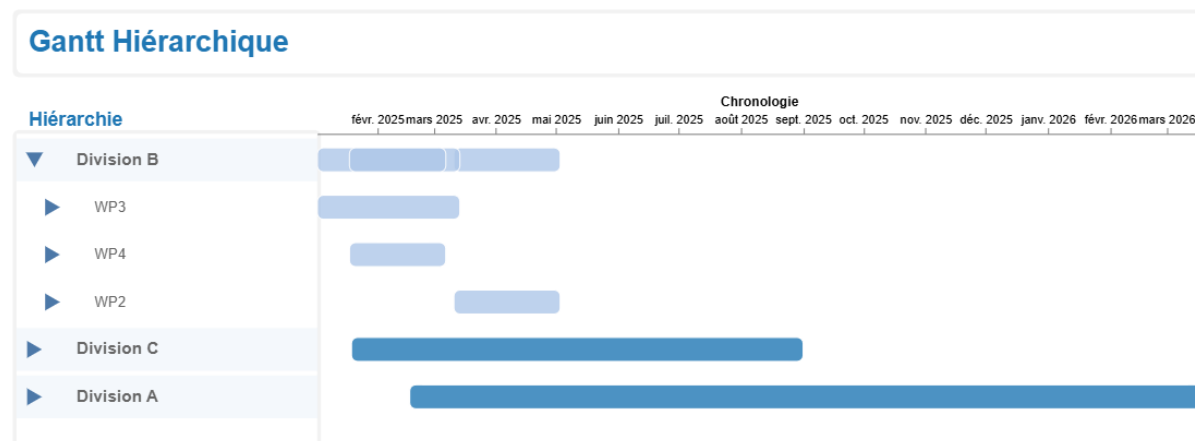
Level	Depth 1	Depth 2	Depth 3	Depth 4	Depth 5
Level 1	1	2	3	4	5
Level 2		2	3	4	5
Level 3			3	4	5
Level 4				4	5
Level 5					5

A = Quel est la superposition que je souhaite afficher ?

Example 1: Level 1 (Category), depth 1, A = 1 → display the Category itself:



Example 2: Level 1 (Category), depth 2, A = 2 → display the level 2 children on the Category row



In this example 2, we can clearly see that Division B is equal to the overlap of the light blue rectangles below.

Note: In the matrix, you can enter a value A greater than the depth. This means that a parent element can display its descendants (of a level x) on top of itself, even if these descendants are not yet displayed in their respective rows.

Be careful, if you enter values in the matrix greater than the number of levels you have (if you enter 5 when you only have 3 hierarchical levels), then nothing will be displayed.

The screenshot shows the Power BI Desktop interface with a Vega chart. The code editor on the left contains the following configuration:

```

16 // Dataset that you inject into Vega | Dataset que vous injectez dans Vega //
17 "name": "Dataset"
18 },
19 {
20 // DisplayRectangles matrix, here you decide where and how to display the rectangles (I am
21 level 1, my depth is 1 so I display my level children...on my row) | Matrice d'affichage de
22 rectangles, ici vous décidez où et comment afficher les rectangles (je suis de niveau 1, ma
23 profondeur est 1 alors j'affiche mes enfants de niveau...sur ma ligne) //
24 "name": "DisplayRectangles",
25 "values": [
26 {"Level": 1, "Depth 1": 1, "Depth 2": 1, "Depth 3": 1, "Depth 4": 1, "Depth 5": 1},
27 {"Level": 2, "Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
28 {"Level": 3, "Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
29 {"Level": 4, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
30 {"Level": 5, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
31 ],
32 },
33 {
34 // DisplayMilestones matrix, here you decide where and how to display the milestones (I am
35 level 1, my depth is 1 so I display my level children...on my row) | Matrice d'affichage de
36 milestones, ici vous décidez où et comment afficher les milestones (je suis de niveau 1, ma
37 profondeur est 1 alors j'affiche mes enfants de niveau...sur ma ligne) //
38 "name": "DisplayMilestones",
39 "values": [
40 {"Level": 1, "Depth 1": 1, "Depth 2": 1, "Depth 3": 1, "Depth 4": 1, "Depth 5": 1},
41 {"Level": 2, "Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
42 {"Level": 3, "Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
43 {"Level": 4, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
44 {"Level": 5, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
45 ],
46 },
47 {
48 // You can match your colors to your Legend | Vous pouvez associer vos couleurs à votre
49 Legend //
50 "name": "Color",
51 "values": [
52 {"Legend": "Development", "Color": "#00008B"},
53 {"Legend": "Research", "Color": "#800020"}
54 ],
55 },
56 ]

```

The chart displays a hierarchy of divisions (B, A, C) over time, with a data table below showing start and end dates for various tasks.

Id	Start	End	Category	SubcategoryFull
Division B	1735772400000	1746223200000	Division B	null
Division B_Team 2	1735772400000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP3	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Planning 3	1735772400000	1737932400000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Reporting 1	1741474800000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP2	1741647600000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1_Planning 3	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3_Validation 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 3	1737154800000	1741302000000	Division B	Division B_Team 3

- In "DisplayRectangles" (17) you can modify the values of this matrix. For example, on the level 1 row, you can decide that regardless of the Gantt chart's development, level 5 children will move to the level 1 row by placing 5s throughout the row. Then run "run".

# Setting up the Milestone Matrix

The screenshot shows the Power BI Desktop interface with the Vega editor open. The code editor on the left contains JSON data for two tables: 'DisplayRectangles' and 'DisplayMilestones'. The visualization on the right displays a Gantt chart titled 'Title that you can change'. The chart shows a hierarchy of tasks (Division B, Division A, Division C) and a timeline from 01/02/25 to 01/07/25. The 'DisplayMilestones' table is highlighted with a red circle and the number 18.

**DisplayRectangles Data:**

```

{
  "name": "dataset",
  "values": [
    {
      "Level": 1, "Depth 1": 5, "Depth 2": 5, "Depth 3": 5, "Depth 4": 5, "Depth 5": 5,
      {"Level": 2, "Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
      {"Level": 3, "Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
      {"Level": 4, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
      {"Level": 5, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
    ]
  ],
  "name": "DisplayMilestones",
  "values": [
    {
      "Level": 1, "Depth 1": 1, "Depth 2": 1, "Depth 3": 1, "Depth 4": 1, "Depth 5": 1,
      {"Level": 2, "Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2},
      {"Level": 3, "Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3},
      {"Level": 4, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4},
      {"Level": 5, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5}
    ]
  ],
  "name": "Color",
  "values": [
    {"Legend": "Development", "Color": "#00008B"},
    {"Legend": "Research", "Color": "#800020"}
  ]
}

```

**DisplayMilestones Data:**

Id	Start	End	Category	SubcategoryFull
Division B	1735772400000	1746223200000	Division B	null
Division B_Team 2	1735772400000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP3	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1	1735772400000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Planning 3	1735772400000	1737932400000	Division B	Division B_Team 2
Division B_Team 2_WP3_Prototype 1_Reporting 1	1741474800000	1741906800000	Division B	Division B_Team 2
Division B_Team 2_WP2	1741647600000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Testing 1_Planning 3	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_WP2_Prototype 3_Validation 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 3	1737154800000	1741302000000	Division B	Division B_Team 3

- In the "DisplayMilestones" table (18), you can modify the values of this matrix. Its operation is similar to the previous matrix, but this matrix manages the behavior of the Milestones. Therefore, the Milestones are independent of the rectangles.

# Setting the size of shapes

The screenshot shows the Power BI Desktop interface with the Vega editor open. A red circle with the number 20 highlights the 'Shape' table in the code editor. The interface includes a top menu bar, a left sidebar with 'Données' and 'Visualisations' panels, and a main workspace area with a chart titled 'Title that you can change' and a data table below it.

```
35 { "Level": 2, "Depth 1": "X", "Depth 2": 2, "Depth 3": 2, "Depth 4": 2, "Depth 5": 2 },
36 { "Level": 3, "Depth 1": "X", "Depth 2": "X", "Depth 3": 3, "Depth 4": 3, "Depth 5": 3 },
37 { "Level": 4, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": 4, "Depth 5": 4 },
38 { "Level": 5, "Depth 1": "X", "Depth 2": "X", "Depth 3": "X", "Depth 4": "X", "Depth 5": 5 }
39 ]
40 },
41 {
42 // You can match your colors to your Legend | Vous pouvez associer vos couleurs à votre
43 // Legend //
44 "name": "Color",
45 "values": [
46 { "Legend": "Development", "Color": "#000000" },
47 { "Legend": "Research", "Color": "#800020" }
48 ],
49 },
50 {
51 // You can decide the size of your milestones according to their shape | Vous pouvez associer
52 // une taille à vos formes //
53 "name": "Shape",
54 "values": [
55 { "Shape": "diamond", "Size": "500" },
56 { "Shape": "circle", "Size": "500" },
57 { "Shape": "wedge", "Size": "500" }
58 ],
59 {
60 // Step that ranks the rows of your dataset, this is where you can change the sort order and
61 // the sorting method | Étape qui rank les lignes de votre dataset, c'est ici que vous pouvez
62 // modifier l'ordre de tri et la manière de trier //
63 "name": "data",
64 "source": "dataset",
65 "transform": [
66 {
67 // The Start column of type dd/mm/yy has been transformed into milliseconds since 1970 |
68 // On transforme la colonne Start de type dd/mm/aa en millisecondes depuis 1970 //
69 "type": "formula",
70 "as": "Start",
71 "expr": "toDate(datum.Start) ? time(datum.Start) : time(timeParse(datum.Start, '%d/%m/%Y'))"
72 }
73 ]
74 }
75 }
```

**20**

**Title that you can change**  
You can change the subtitle if you change the parameter called 'SubTitle' in the code

**Hierarchie**

**Chronologie**

Id	Start	End	Category	SubcategoryFull
Division B	1735772400000	1746223200000	Division B	null
Division B_Team 2	1735772400000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_MP3	1735772400000	1741906000000	Division B	Division B_Team 2
Division B_Team 2_MP3_Prototype 1	1735772400000	1741906000000	Division B	Division B_Team 2
Division B_Team 2_MP3_Prototype 1_Planning 3	1735772400000	1737932400000	Division B	Division B_Team 2
Division B_Team 2_MP3_Prototype 1_Reporting 1	1741474800000	1741906000000	Division B	Division B_Team 2
Division B_Team 2_MP2	1741647600000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_MP2_Testing 1	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_MP2_Testing 1_Planning 3	1741647600000	1743372000000	Division B	Division B_Team 2
Division B_Team 2_MP2_Prototype 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 2_MP2_Prototype 3_Validation 3	1744063200000	1746223200000	Division B	Division B_Team 2
Division B_Team 3	1737154800000	1741302000000	Division B	Division B_Team 3

- In the "Shape" table (20) you can decide the size of each shape according to the nature of the shape. Otherwise, the default size is 500.

# Visual settings

The screenshot shows the Power BI Desktop interface with the Visual settings pane open. The 'Settings' tab is selected, and the code editor displays Vega 6.2.0 settings. A red circle highlights line 1015, which contains the 'SETTINGS | PARAMETRES' section. The right pane shows a Gantt chart visualization titled 'Title that you can change'.

**Settings Code (Line 1015):**

```
// ===== SETTINGS | PARAMETRES ===== //
```

**Visualization Title:** Title that you can change

**Visualization Subtitle:** You can change the subtitle if you change the parameter called 'SubTitle' in the code

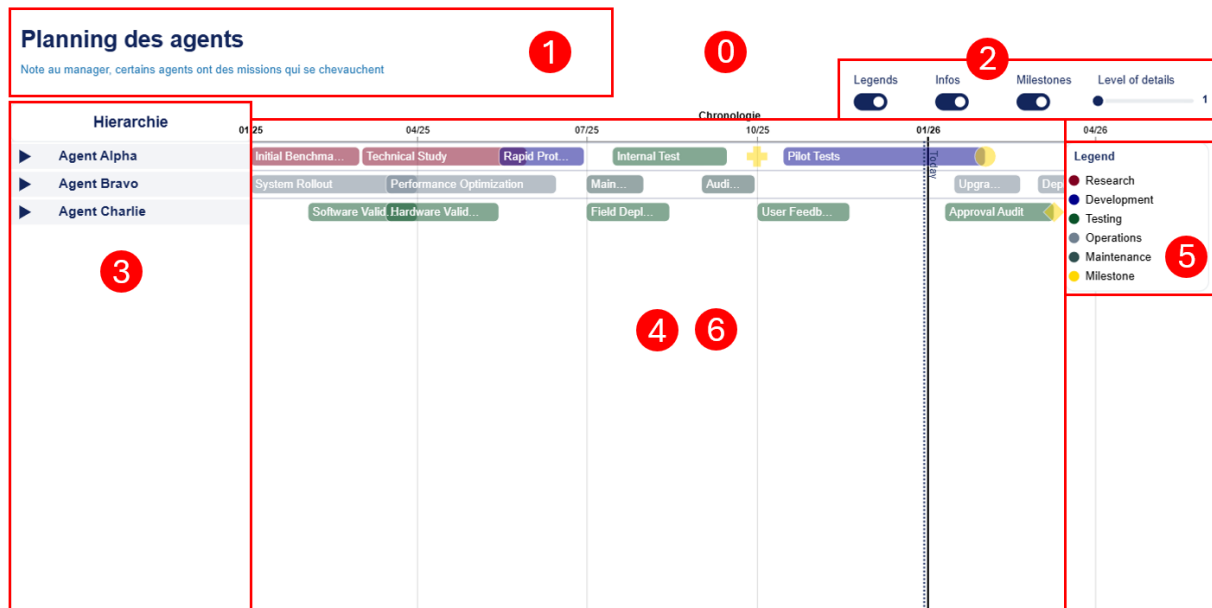
**Visualization Data:**

Id	Start	End	Category	SubcategoryFull
Division B	1735772400000	1746223200000	Division B	null
Division 8_Team 2	1735772400000	1746223200000	Division B	Division 8_Team 2
Division 8_Team 2_MP3	1735772400000	1741906800000	Division B	Division 8_Team 2
Division 8_Team 2_MP3_Prototype 1	1735772400000	1741906800000	Division B	Division 8_Team 2
Division 8_Team 2_MP3_Prototype 1_Planning 3	1735772400000	1737932400000	Division B	Division 8_Team 2
Division 8_Team 2_MP3_Prototype 1_Reporting 1	1741474800000	1741906800000	Division B	Division 8_Team 2
Division 8_Team 2_MP2	1741647600000	1746223200000	Division B	Division 8_Team 2
Division 8_Team 2_MP2_Testing 1	1741647600000	1743372000000	Division B	Division 8_Team 2
Division 8_Team 2_MP2_Testing 1_Planning 3	1741647600000	1743372000000	Division B	Division 8_Team 2
Division 8_Team 2_MP2_Prototype 3	1744063200000	1746223200000	Division B	Division 8_Team 2
Division 8_Team 2_MP2_Prototype 3_Validation 3	1744063200000	1746223200000	Division B	Division 8_Team 2
Division 8_Team 3	1737154800000	1741302000000	Division B	Division 8_Team 3

- You can modify pretty much anything you want. To do this, go to the code and scroll down to line 1150 where you will see "SETTINGS" (21). You can change any value of these parameters.

This settings area is divided into several parts. Each part manages a specific area of the visualization. Here are these areas:





0. « General Settings »
1. « Header Settings »
2. « Controls Settings »
3. « TaskColumn Settings »
4. « Gantt Settings » (excluding info bubbles)
5. « Legend Settings »
6. « Tooltip Settings » (or "Info bubbles" excluding Gantt)

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