this directory should have the code needed to run the current version of the parallel Wizard, wizParallel0.html

the files boundcopy.js and gencommands.js aren’t really used, but they are referenced in the main wizParallel file, so you’d get errors without. wizParallel itself doesn’t do much in this version: all the action is really in layoutQuestions. All the drawing and click handling is there, towards the end, towards the end of the file.

The actual SVG element is in wizParallel, though, at the very bottom. For reasons left over from some code I copied to get started, there is a probably unnecessary <g> element in there, to which everything else is attached. Here’s the html:

<svg height="350" width="900">

<g id="firstGroup">

</g>

</svg>

The experiments you can try would consist of applying a fisheye transformation to the <svg>, or to the <g>, whatever works, and then see if the click handling still works. As you saw in the demo, if you click on one of the words the system should display that word in the console. If all is well, that will continue to work even if the display is distorted by the fisheye.

A further experiment would be to put the fisheye distortion under control of the cursor, so that the region near the cursor is shown in normal or large size, while things farther away are shrunk down. Of course we’d still want to be able click things with mouse pointer and have that work.