iVoLVER
Cheat Sheet

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The Interface

- Infinite canvas

Somewhat like sketching, but with some automation

- zoomable (mouse wheel or menu buttons)
- objects can be dragged, dropped and connected
**Values and Data Types**

Dragged from the right toolbar. Six different types:

- Number
- Text
- Color
- Date & Time
- Duration
- Shape

Double clicking on a value allows edition:

- Number: 100
- Text: Some text
- Color: rgb(112,112,112)
- Date & Time: 09/Feb/2016, 16:08:01
- Duration: 61.02 minutes
- Shape: Circle
Drag them from the right toolbar and drop them on the canvas.

There are several types (squares, rectangles, circles, ellipses).

Double clicking on a mark expands it and exposes its properties. Different marks have different properties:
Connections

They exist between two objects that store a value. Indicate the information flow between elements.

CREATION:

1. press and hold until the value blinks. Then drag to create the connection.

2. release the new connection at the destination object.

DISCONNECTING:

Disconnect by crossing a connection while the disconnection mode is active.

All connections in the canvas can be hidden (e.g., to avoid clutter) or shown again with the hide/show connectors button:
SVG Datasets

1. Loading: Click this icon of the main menu and find the file you want to load.
2. The dataset will be shown in the canvas as a draggable table:

<table>
<thead>
<tr>
<th>Person</th>
<th>Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emily</td>
<td>45</td>
</tr>
<tr>
<td>John</td>
<td>31</td>
</tr>
<tr>
<td>Charles</td>
<td>38</td>
</tr>
<tr>
<td>Claire</td>
<td>51</td>
</tr>
<tr>
<td>Samantha</td>
<td>65</td>
</tr>
</tbody>
</table>

3. The elements that compose this table are can be output as values or used to modify marks’ properties:

4. Be careful with big numbers
Positioners

They define a reference system around which marks can be positioned. Drag them from right toolbar:

You can associated mark to a positioner by creating a link between them. Press and hold, wait until the positioner blinks and then drag the new connection to your mark:

Double clicking the positioner will expand it and you will have access to the position properties of its associated marks:
Alignment

1. Click this icon to activate the mark selection mode.

2. Click and drag the mouse to select your marks.

3. Release the mouse. Your selection will appear highlighted:

4. Double-clicking a selection will show some alignment options:

5. Click an option to align the objects you selected:
Canvas and System-wide Operations

**Zoom**
- **Zoom in**
- **Zoom out**

**Clear**

**Delete object**

**Clone** `mark(s)`

**Canvas modes**
- **Disconnection**
- **Panning**
- **Marks selection**
- Menu also available when double clicking on a blank area of the canvas

**Expand/Compress**
- **Expand**
- **Compress**

**Saving your work**

- **Save project**
- **Open project**

**XML file**