

# Lago - Readme

## 1. Hands on

- ◆ double click on Start.bat
- ◆ use the keys , , ,  to select a datasets
- ◆ move the mouse with pressed left mouse button to pan
- ◆ use the mouse wheel for semantic zoom /  
the pressed wheel for geometric zoom

The program requires at least OpenGL 3.3 and was build for Windows 7. Microsoft Visual C++ 2010 Redistributable Package has to be installed (get it from the web). If OpenGL 3.3 is not available on your machine a driver update may help if the hardware supports the required operations (DirectX11 desktop graphic cards should work).

## 2. More Options

- ◆ using the remote GUI

go to the "more options" folder and double click on "start the remote GUI". If you have a proper java installation the GUI starts. A dialog should come up that asks for Network access. This right is needed to communicate with the main window therefore grant it. Its best to start the GUI before the main window if you did it the other way around go to the main window and press  to establish the connection.

- ◆ loading own datasets

to load own datasets either use the remote gui and select a node and (potentially) an edge file. Or go to the folder "//Lago//Lago//Lago" and open the ini file. You can now enter the path of an node and edge file. Start the main window and press  to visualize it.

node file format:

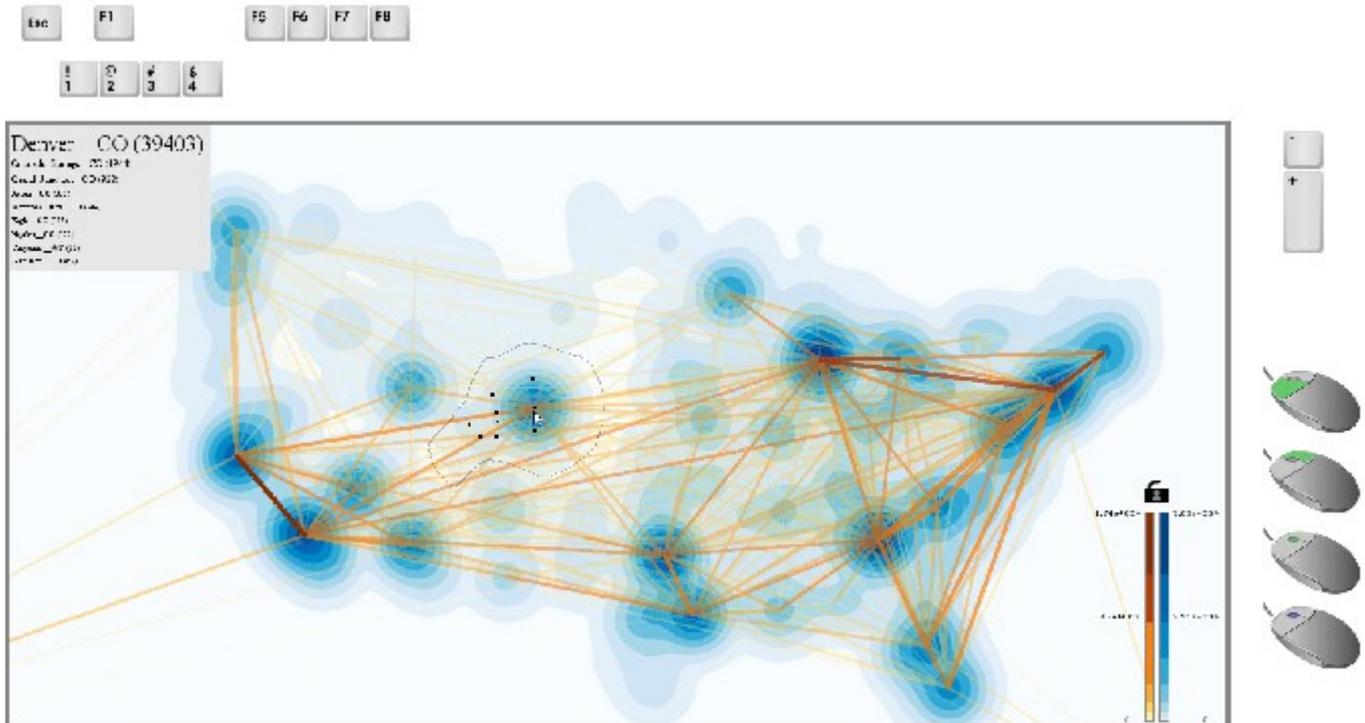
X,Y  
14,0  
13,2

edge file format

N1,N2  
0,1

The defined graph contains one edge that connects two nodes with positons (14,0) and (13,2). Note that loaded files get cached at "//Lago//Lago//Lago//\_DataDump".

## 3.Commands



- Esc** quit the program
- F1** connect to the remote gui
- F5** display the visualization
- F6** display the DensityField
- F7** display the EvaluationField
- F8** display the LineField
- !**  
**1** load start dataset
- @**  
**2** load an artificial hierarchy dataset
- #**  
**3** load one more hierarchy dataset
- \$**  
**4** load the dataset from the ini file



increase the bandwidth



decrease the bandwidth



- \* press => panning
- \* click => label interaction



- \* click => select labels



- \* scroll => semantic zoom



- \* press & scroll => geometric zoom

## 4. Licenses

The software is provided as demo application for our publication. The authors cannot guarantee that the software will function correctly and the usage of the software is at your own risk. Code of the following third parties has been used to generate the binary files:

boost	<a href="http://www.boost.org/">http://www.boost.org/</a>
exec-stream	<a href="http://libexecstream.sourceforge.net/">http://libexecstream.sourceforge.net/</a>
freetype	<a href="http://freetype.org">http://freetype.org</a>

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glew	<a href="http://glew.sourceforge.net/">http://glew.sourceforge.net/</a>
glfw	<a href="http://www.glfw.org/">http://www.glfw.org/</a>
glm	<a href="http://glm.g-truc.net/">http://glm.g-truc.net/</a>

The according licences can be found in the licenses folder „//Licenses“. Thanks (-: