

USER MANUAL

1. System Requirements

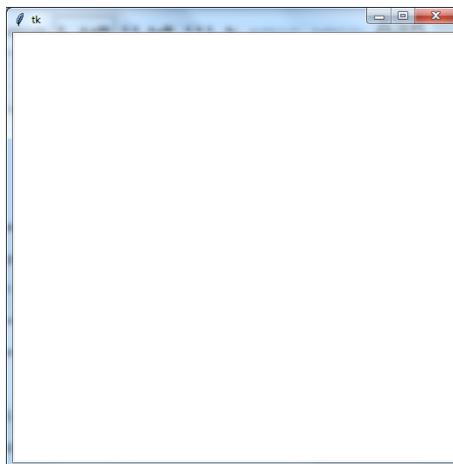
- Operating System : Windows 7 or higher
- Free Space : 20 MB
- Media : CD/DVD-ROM

2. Run the Application loaded in the disk

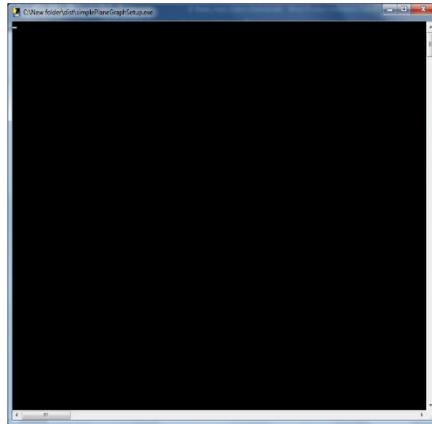
- Load the disk into your computer
- Open the CD/DVD drive explorer
- Open the folder named 'dist',
- Run the executable program 'simplePlaneGraphSetup.exe'.

3. Using the Application

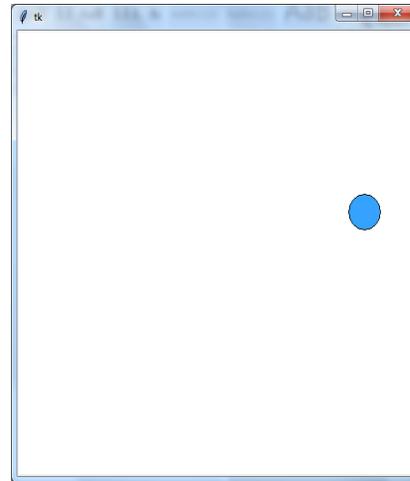
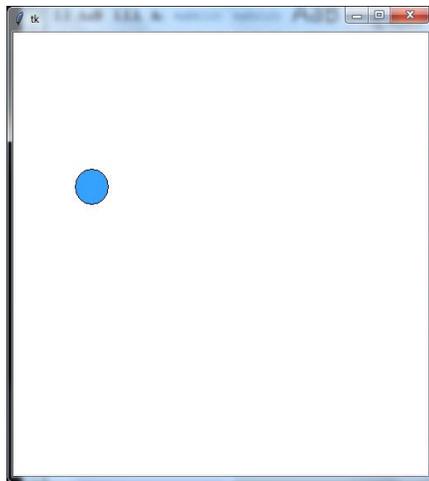
- After running the executable program, there will be two windows come up to your screen
- One of the windows is the blank white canvas, as the place to create vertices and their accompanying edges for drawing graphs.



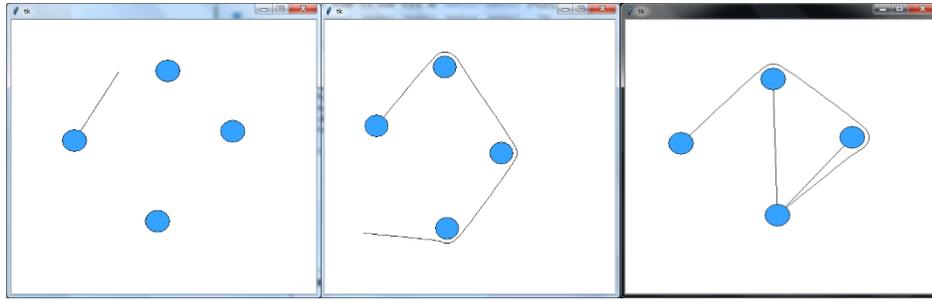
- The other window will keep track of the edges connecting two distinct vertices, representing each of their canvas id number in the form of ('edge': 'start vertex', 'end vertex'). This is used by the program as prevention mechanism of any multi-edge or self-loop in drawing the graph.



- Click and hold the left mouse button inside the canvas to create and drag a vertex, then, release the button to release the vertex in place.



- Click and hold the right mouse button while on top of a vertex to create and drag an edge. While dragging the edge you can bend or unbend it around other vertices, if the end tip is close enough to another vertex it will latch and fixed on that vertex. Release the mouse while the edge is not fixed on any other vertex to cancel the edge.



- Click and hold the middle mouse button while on top of a vertex to choose and move a vertex along with its incident edges

