

Sliver

Multivariate Data Visualization Software

v2.1.0

<http://www.sliversoftware.com>



USER'S MANUAL

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Sliver Version Recent Change Log

Version 2.1.0 (released April 21, 2019)

- Sphere and Hemisphere wireframe plots in Google Earth now support axis tilt and azimuth like the other shapes.
- Adds the new menu function **Brushes→Brush by RGB Variables** to color brush lines using variables read from the input file for R, G and B values in either a range from 0.0 to 1.0 or a range from 0 to 255. This can be used to programmatically assign brush colors when the data file is created.
- Adds the new menu function **Plots→New Google Earth Heat Map** to plot tiles by center and N/S and E/W side lengths in Google Earth with the color they are brushed in Sliver. This creates a “heat map” of colored geo-referenced values in Google Earth. The opacity can also be varied to support heat maps that use the same color throughout but simply change the opacity for different values. The heat map can also be optimized by merging neighboring tiles of the same color and opacity to dramatically reduce the number of tiles.
- Adds the new menu function **Plots→New Google Earth Shapes Plot→Collada 3D Models** to plot 3D models in Google Earth. The heading, roll and tilt of the model, as well as its x-scale, y-scale and z-scale factors, can be entered as fixed values or assigned to variables. The relative model file path can be entered to use a single model for all the data rows, or a column name can be entered to extract individual file path strings from each row of the input data file. Timestamps are also supported for each model. Only Collada (.dae) files are supported by Google Earth, and they must only use a triangular mesh and reference a texture file with a relative path as described in Appendix H. Plotting models is a way of creating a virtual scene in Google Earth related to your data. Examples of a Collada model for a flat sign displaying an image are located in the *Models* subfolder of Sliver along with sample KML files generated by Sliver.
- Adds the new menu function **Plots→New Google Earth Track Plot** to plot a track in Google Earth. Track plots allow a single 3D model or 2D icon with timestamps to be dynamically moved to different positions at different times rather than plotting thousands of the models, say, in different locations to show movement in time in Google Earth. The Google Earth time slider can be used to play the movement, but a more versatile player can be created by highlighting the track name in the left panel of Google Earth and clicking on the “folder” icon to the lower right of that pane to create a Google Earth Tour. This brings up a new player control in Google Earth that will follow the 3D model or icon as it travels through time based on settings under the Touring tab under the **Google Earth Tools→Options** menu as described in the next bullet item. The positions are also smoothly interpolated in a tour. The tour can be recorded as a movie in the free Google Earth Pro. Plotting a track and creating a tour to follow them is a way of dynamically moving through a virtual scene in Google Earth related to your data. Other tracks and shapes plotted in Google Earth using the same timestamps will also appear at their appointed times, so a complete, dynamic scene can be created.
- Adds the new menu function **Plots→Modify Google Earth Tour File** to modify the parameters of a tour once it is created in Google Earth. Once a tour is created as described above, clicking the floppy disk icon in the tour player control saves the tour with its own name in the left pane. Right-clicking on that tour name and selecting “Save Place As...” brings up a file browser to save the tour, where “Kml” must be selected as the file type rather than the default “Kmlz”. This is the file that can be edited with new parameters using this Sliver menu function and then double-clicked to run again.

When a tour is created in Google Earth its parameters are taken from the Touring tab under the **Google Earth Tools→Options** menu. The options include the camera tilt angle and range and the speed of the tour, but not the heading since the camera follows the model. The tour file can be modified here in several ways, including the camera range, camera tilt angle and the horizontal field of view spanned by the Google Earth window. The camera heading can be offset from the existing headings or aligned with a secondary set of coordinate variables in the dataset currently loaded into Sliver to keep both the model/icon and the secondary coordinates generally visible during the tour. There is also an option to dynamically adjust the camera tilt as needed to always keep the secondary coordinates within the window. Finally, there is an option to set a time interval before the current time in which to display objects, thereby only showing the most recent ones as the tour proceeds instead of the ones from all previous times.

- Adds the **DataTools→Extract Rows by Multi-Column Value Ranges** menu function that is also included in the new standalone DataTools v1.6. This extracts rows based on ANDing or ORing selected ranges of values in one or more columns. Also updates the **DataTools→Merge KML Files** menu function to include more universal KML references that may be required.
- Adds the ability to set the starting Google Earth timestamp value at a time to the nearest second on the selected day rather than just from midnight on that day.
- Updates the Sliver Data Player to directly use the system time in milliseconds to provide more accurate timing of rows per second to keep any external programs in sync throughout the play.
- For convenience when assigning a selection to a new color brush, the color chooser window now always displays an unused color from the Sliver Rainbow palette as the default when adding a brush, or white if all these are used. A different color can be selected as usual.
- Adds two pastel and bold “optimal” palettes supporting up to 16 colors that are derived from the *i want hue* website (<http://tools.medialab.sciences-po.fr/iwanthue/>), named *optimal_pastels* and *optimal_bolds*.
- Incorporates various fixes and user interface improvements. Also, export of 2D scatterplots now support older versions of Matlab.

Version 1.9 (released November 25, 2018)

- Adds the new menu function **Axis→Select Axis by Name** to select an axis from a list of variable names. This is a more useful alternative when there are many overlapping axis names than performing an Alt-Click on the name under the axis or pressing digits 1-9 on the keyboard.
- Adds the new menu function **Axis→Delete Multiple Axes** to delete multiple axes chosen from a list of variable names. This provides an alternative to selecting and deleting individual axes one at a time. There is an option in the variable selection window to pre-select all axes having a single variable value, which are often the uninteresting ones that one would like to remove.
- The menu function **Analysis→Export 2D Scatterplot to Matlab** has been updated:
 - An ability to set the font size of the y-axis labels has been added for cases where long variable names overlap in stacked plots.
 - Subplots that share a common x-axis can now be overlaid as well as stacked in any mixture. The plot type (points only, line only, or both points and lines) and the color of lines can be changed between any subplots
 - There is a new option to save the current plot configuration of single, stacked and/or overlaid plots to a file before the Finish button is pressed, and an option to read a configuration from a plot configuration file.
- Adds an option in the **Brushes→Raise Brush to Front** window to dim all other brushes when a brush is selected to highlight it. All brushes return to their original brightness when the window is exited.
- Adds the menu functions **Plots→New Google Earth Shapes Plot→Sphere/Hemisphere Wireframes** for adding gridded spheres or hemispheres to Google Earth based on parameters such as center

latitude/longitude/altitude and radius in the dataset. The radius and altitude can be set in the window, removing the requirements for these variables. Grid resolution, number of segments drawn along the circles, and linewidth and opacity are also configurable in the window. The color matches the brush color of the data line.

- Adds the menu functions **Plots→New Google Earth Shapes Plot→Sphere/Hemisphere Solids** for adding solid spheres or hemispheres with selectable transparency to Google Earth based on parameters such as center latitude/longitude/altitude and radius in the dataset. The radius and altitude can be set in the window, removing the requirements for these variables. When a hemisphere is selected, the axis azimuth and tilt/roll angle can be set by data variable or set in the window. The color is not based on the brush color of the data line, but rather is selected from a pull-down list corresponding to the 16 colors of the default Sliver rainbow range brush plus black and white. Scaling factors for x, y and z axes can be entered to create ellipsoids.
- Incorporates various fixes and user interface improvements.

Version 1.8.5 (released October 7, 2018)

- Adds the option to add marks for up to 3 standard deviations from the mean for visible lines that intersect the selected axes when the menu option **Analysis→Show/Hide Histograms and Means** is selected. The marks are green for $\pm 1\sigma$, yellow for $\pm 2\sigma$ and red for $\pm 3\sigma$ when present along an axis.
- Adds the menu function **Analysis→Brush Axis by Standard Deviation** to range brush an axis by standard deviation (green to $\pm 1\sigma$, then yellow to $\pm 2\sigma$, then red to $\pm 3\sigma$, then blue beyond $\pm 3\sigma$).
- Extends the menu function **Brushes→Raise Brush to Front** to apply to scatterplots as well as the PC Plot.
- Adds the new menu function **Datatools→List Columns by Column Number** introduced in DataTools 1.5 to list the column number of every column name in the input file, either sorted alphabetically by column name or in numerical order. This is useful when columns need to be selected by column number, such as when plotting data in Matlab. The existing menu function **DataTools→Add Column of Calculated Values** now displays a list of column numbers for each column name for reference when the input file is selected, since the calculation formula refers to columns by number. In addition, the formula can now be saved to a text file or read in from a text file.
- Incorporates minor user interface improvements (changes to the axis color now also apply to histogram and mean markings, the location of the text for the number of selected lines is now consistent when the window is resized, etc.).

Version 1.8 (released August 20, 2018)

- Adds the menu function **Axis→Auto-Set Axis Ranges** to automatically set all axis ranges to span the current selection or a chosen color brush.
- Adds the menu function **Selections→Select a Brush** to assign a chosen color brush as the current selection.
- Adds the menu function **Selections→Shift Selection by Number of Rows** to shift the currently selected lines by an entered number of rows. This is useful when it is suspected that an event in earlier rows (such as an event earlier in time) resulted in the current selected lines.
- Adds the menu function **Brushes→Raise Brush to Front** to select a color brush to raise to the front on the display for viewing. This window remains up so that different brushes can be brought to the front to view or so that the order of the displayed brushes can be arranged.
- Does not draw a Google Earth Connection between geo-coordinates less than a foot apart. A divide-by-zero error occurred if the coordinates for each end were identical.
- Adds the new DataTools menu function introduced in DataTools 1.4.5:
 - Count Occurrences of Column Values

- Corrects potential errors in the Brush Statistics window.

Version 1.7.5 (released July 16, 2018)

- Incorporates new and updated DataTools menu functions of DataTools 1.4:
 - Convert between tab-delimited TXT and comma-separated CSV files
 - Split a data file into multiple files based on the value or string in a column
 - Replace a string or substring in any column(s) with another string or delete it
 - List rows with an entered column value, or the rows with a value nearest that column value
 - Fixes the function to remove commas from strings in a data file

Version 1.7 (released June 25, 2018)

- Adds support for plotting a variety of 2D and 3D shapes in Google Earth based on parameters in input data files, with many configurable options. These include triangles, quadrilaterals, circles and polygons, and cones and pyramids. These shapes can be used to show physical or theoretical constraints on data plotted in Google Earth. Sample data files for these are provided in the SampleData subfolder of the Sliver directory.
- Adds support for stacked subplots when exporting 2D plots to Matlab®, in the same way that stacked subplots are supported for Sliver 2D plots.
- Adds a DataTools menu function to sort the columns in an input file either algorithmically by name (ASCII or dictionary sorting in either increasing or decreasing order) or by a list of names in a text file (one name per line). Also adds a function to interpolate all row values to fixed intervals of a selected column to aid in syncing data measured asynchronously, where this function supports time intervals as well as value intervals--for example, interpolating rows to intervals of a time variable ranging from 08:40:00 to 10:20:30 in increments of ten seconds (:10).
- Adds the option in Count-Based Animation to show only the current point in 2D plots, with or without a label, rather than highlighting the current point among the other points. Also, hidden lines and points (those with a color brush that has been hidden) are not shown now.
- Duplicates the **Axis→Reset to Full Axes Ranges** option as **Analysis→Reset to Original Axes Centers** to make clear that this function is how the centers as well as the ranges of the axes are reset.
- Accepts negative time values in the input file such as -02:31:22.
- Incorporates various user interface improvements and behind-the-scenes error checking mechanisms.

Version 1.6.5 (released February 16, 2018)

- Adds the capability to stack multiple subplots within a single 2D scatterplot window. To add a stacked plot simply select the **Add Stacked Subplot** button rather than **Finish** after selecting variables for a plot. For Cartesian plots the stacked subplots are arranged vertically and share the same x-axis variable. For polar plots the stacked subplots are arranged as concentric plots sharing the same theta-variable. Stacked subplots can be any mix of plots with fixed-sized points or with points sized per another variable (bubble charts). Cartesian and polar plots cannot be mixed in one plot window.
- Adds a colored outline to any scatterplot points that are larger than a pixel size defined in **Options→Plot Settings**. The default size threshold is 10 pixels since the outline tends to wash out the fill colors of smaller points. The outline color can be defined in **Options→Color Scheme**, with a default of light gray. The outline not only makes the plots look nicer but it distinguishes points that overlap.
- Updates the PDF export to support both fixed and variable-sized stacked scatterplots. The option to set the fixed point width in **Options→PostScript/PDF Export Settings** has been removed and the point size is

now read from each plot itself. The option for hollow vs. filled points has also been removed and this property is now derived directly from the current state of each plot.

- Updates the Grand Tour, which under certain circumstances ran at an uncontrolled speed under newer versions of Java.
- Minor bug fixes and various user interface improvements.

Version 1.6.1 (released December 27, 2017)

- Minor bug fixes and improvements.

Version 1.6 (released December 2, 2017)

- Scatterplots are now restored from a session file as well as the PC Plot, although any horizontal compression or expansion of axes in the main PC Plot is removed. The PC Plot is restored as the bottom window, with the scatterplots restored on top in the stacking order of their display when the session was saved.
- Adds the capability to save dashboard templates based on the current layout of plots in the session, and then to read new data files into a dashboard template, automatically creating all plots in the same sizes and locations along with their brushing rules, ranges, point sizes, etc. This is very convenient for quickly populating a dashboard view with the contents of different data files. The new menu functions **File→Create Dashboard from Session** and **File→Read File into Dashboard – every <n> lines** provide this feature.
- Adds command line support for launching Sliver from a command window or from a script.
 - *<Sliver executable path> <data file path>* to open a data file
 - *<Sliver executable path> <session file path>* to open a previously saved session file
 - Optional parameters can be added at the end of the line. All options are available when reading in a data file, but only *-deleteall* can be included in a session file command line.
 - *-dashboard <dashboard file path>* to read the data file into a previously saved dashboard template. The input data must consist of at least as many variables as in the saved dashboard file. Dashboard plots are plotted based on variable order rather than name, so the data file should retain the same variable order as when the dashboard was created.
 - *-vars <variable selection file path>* to only read in variables listed in a file. The format is one variable name per line (in any order), corresponding to the format of variable files saved within variable selection windows in Sliver.
 - *-every n* to read every *n*th line of the data file
 - *-deleteall* to delete all previous Sliver instances
- Adds an Analysis menu function to export 2D scatterplots to Matlab® in addition to 3D scatterplots. Both now support options for plotting points, lines or both, with selectable point size, line width and line color.
- The existing option to not draw a path between points more than a selectable distance apart in Google Earth is expanded to include the option to draw a dashed vertical arc.
- Adds a Plots→Reset PC Plot Margins menu option in case resizing and/or zooming causes misalignments or off-screen text.
- Adds a new method of selecting an axis. Currently this is done by clicking on an axis name while pressing ALT key. This can now also be performed by pressing a digit key 1-9 to select one of the first 9 axes, counting from the left. Pressing *n* shifts the selection to the *next* axis to the right and pressing N shifts the selection to the next axis to the left, with wraparound. This is particularly convenient when a large number of axes makes it difficult to click on the desired axis name, or just to reduce mouse operations.

- Adds Boolean combination options (Replace, OR, AND and XOR) to apply with any existing selection when using the menu function **Selections→Enter Selection Range for an Axis**. These combinations now exist for both swiping a selection and entering a selection range along an axis.
- Pressing a key when selecting variables to read from a file will jump to the next variable name starting with that letter or number, wrapping around as needed.
- Adds a default 2D scatterplot window size to the Plot Settings.
- Adds additional range brush palettes to choose from, including a full 2-color to 16-color Univ_Tennessee palette set and a number of 5-color and 10-color palettes identified with “-5” or “-10” at the end of the palette name. A new Appendix G provides color swaths of built-in color palettes.
- Various minor updates. Note that the Enter Range for Axes and Reset to Full Axes Ranges functions are now located under the Axis menu rather than the Analysis menu.

1. Introduction

Sliver is a software application for data visualization and analysis using methods of modern exploratory data analysis and data mining (*software*). It incorporates parallel coordinate plots, 2D and 3D scatterplots, and Google Earth path plots, all fully linked through user-defined color brushing and data animation. These highly visual displays reveal correlations, patterns, trends and anomalies in multi-dimensional (multivariate) systems, and these in turn can significantly aid in the diagnostic analysis of sensitivities and error sources in a system.

Data can be input from a comma-separated value (CSV) file or a tab-delimited text (TXT) file in either decimal/time or hexadecimal format with a header row for variable (column) names. The decimal/time format includes data in hh:mm:ss, mm:ss and :ss formats as well as decimal values. Decimation (reading every n th row) is supported, and a set of data tools is provided to manipulate the data before being input.

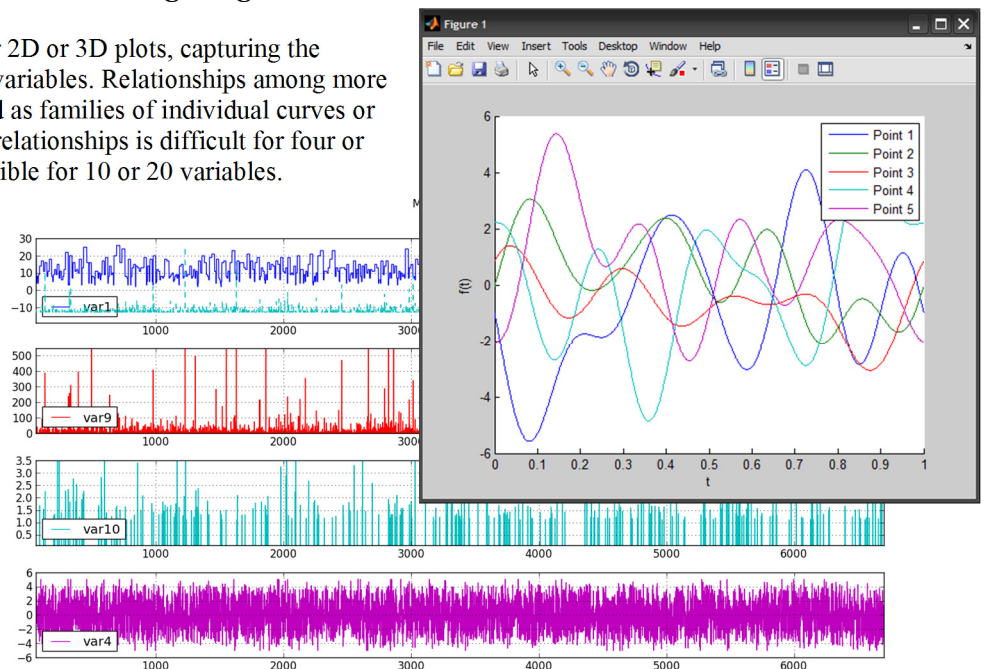
Sliver is packaged as a set of files contained in a single zipped file. There is no installation required—simply extract the files into a local folder on a Windows PC and double-click to launch the *Sliver_v1.8.exe* file.

A Companion Tool to Traditional Plotting Programs

Traditional plotting programs offer 2D or 3D plots, capturing the dependencies among two or three variables. Relationships among more than three variables are represented as families of individual curves or sets of plots. Understanding these relationships is difficult for four or five variables and probably impossible for 10 or 20 variables.

Consider the plots on the right of several variables vs. the data sample (or with time if data is measured linearly with time). When an event of interest occurs, these plots can be zoomed in to show the corresponding values of the variables at that time, and this may or may not be sufficient to identify the cause of an event.

However, it is difficult with this type of software to



1. Correlate several variables against time across wide time spans with many plotted values and transitions. This is important, for example, in verifying that the conditions that cause the event *only* occur at the times of the problems.
2. Correlate variables against other variables independent of time. At best, two or three variables can be plotted against each other in a scatterplot.
3. Visually identify anomalous system behavior. This capability would be useful in identifying undiagnosed software bugs that have not yet been observed in the system.
4. Study occurrences not tied to time tags (such as times in video) that require searching for multivariate conditions.

The suite of tools provided by Sliver assists in these types of analyses.

2. Data Visualizations in Sliver (a brief tutorial)

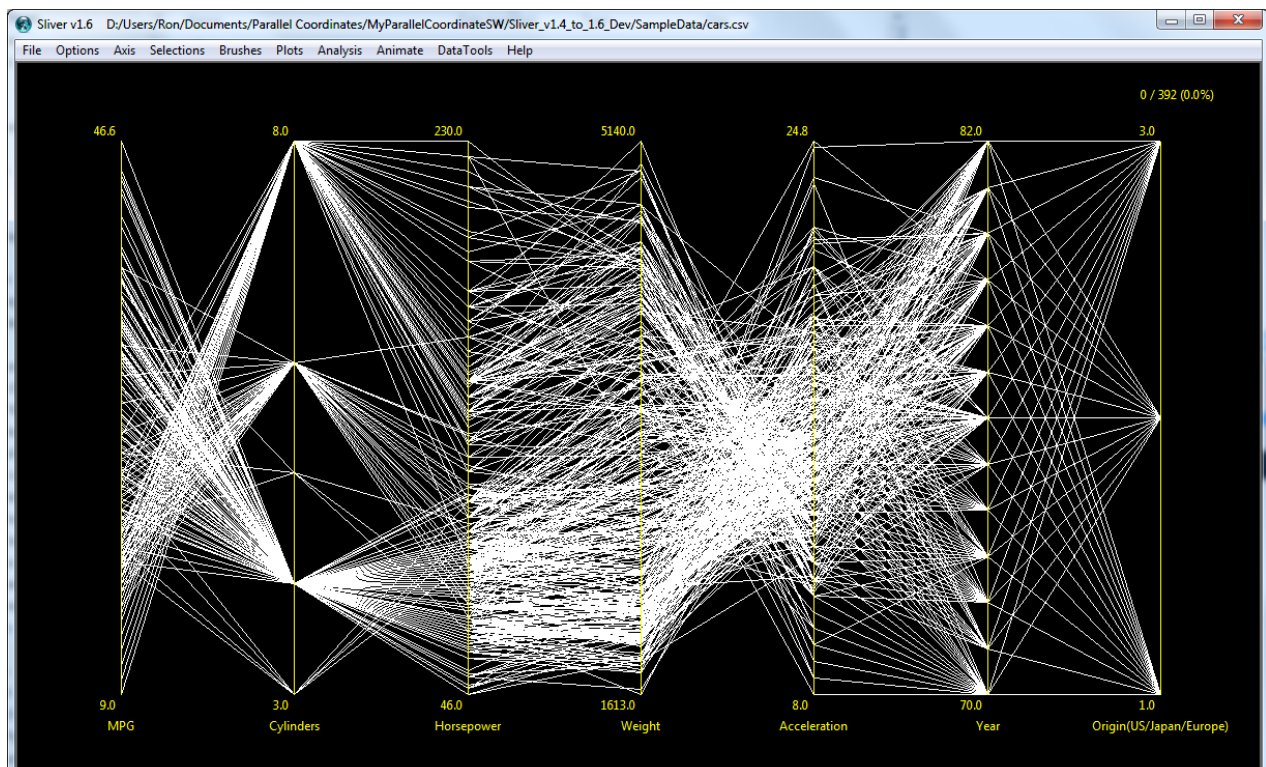
Sliver offers several forms of data presentation, all connected statically by color brushing of data ranges of interest and dynamically by animation of the data set. **Select the File→Read File→All Variables menu option and open the *cars.csv* dataset included in the Sample Data folder to follow along with this brief tutorial.**

We will first describe the types of displays available, with minimal attention to how they are launched and configured. In Section 4 we will cover the settings, menu options and hotkey assignments available for exercising the plots.

Parallel Coordinate Plot (PC Plot)

In Sliver all input data is first plotted as a parallel coordinate plot, or **PC Plot**, with all other displays created as offshoots of this main data display. The parallel coordinate plot window can be resized, zoomed and panned.

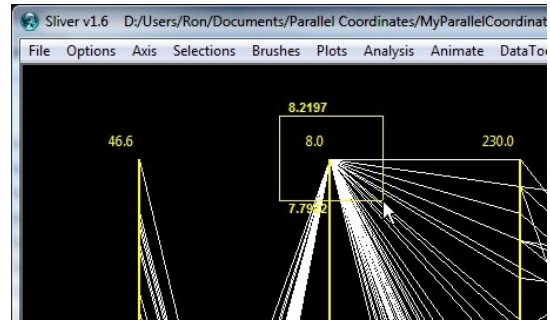
In a parallel coordinate plot, the axes of values for the variables lie parallel to each other, typically running vertically and with a linear mapping from the minimum to maximum value of each variable. Each instance of measurement of the variables (i.e., each row of the input data file) is represented by a segmented line, or polyline, that passes through the corresponding value on each variable axis. Below is a standard example shown in Sliver of data for 392 car models introduced between 1970 and 1982 (the *cars.csv* dataset). Each of the variables (MPG, Cylinders, Horsepower, Weight, Acceleration (really seconds to 60 mph), Year, and Origin (US/Japan/Europe)) is assigned to an axis with values running linearly from its minimum to maximum values.



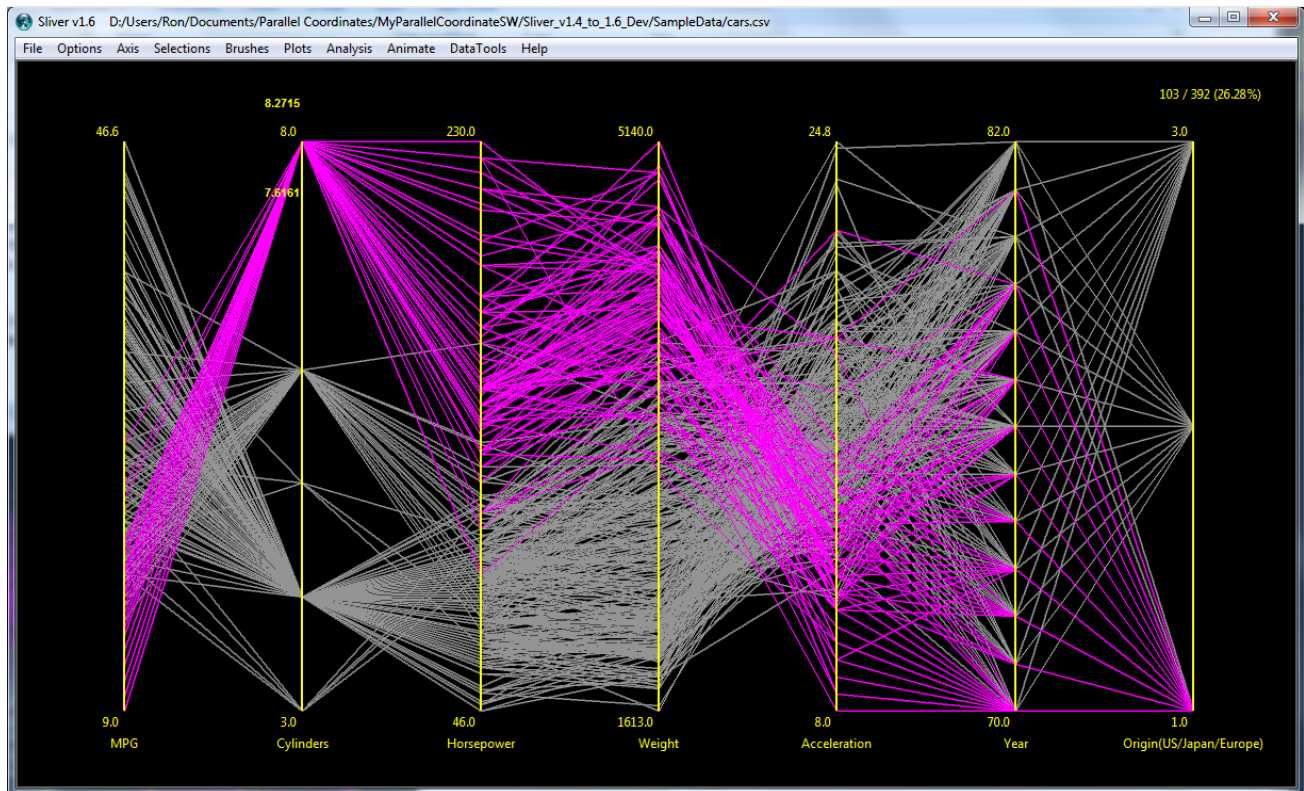
What can we tell right away? We can see that there were 3, 4, 5, 6 and 8 cylinder models introduced that generally had an inverse (criss-cross) relationship with MPG values ranging from 9.0 to 46.6 mpg, a correlation between number of cylinders and horsepower (although the 3-cylinder models did surprisingly well) and between horsepower

and weight (with that one anomalous line angling downward), and a strongly inverse relationship between weight and time to 60 mph (the variable Acceleration).

To deduce more we need to isolate data. For example, we can color all the data related to 8-cylinder models by swiping the mouse to create a rectangle surrounding those lines, as shown on the right. Sliver then selects and colors those lines with the selection color (light purple by default) as shown below. Note that after the first swipe the lines change from white to a light gray color. We can also modify the selection by swiping other lines and combining them with AND (with the shift key pressed), OR (with the ctrl key pressed) or XOR (with both keys pressed) operations. (**NOTE:** if swiping is slow to react, try toggling the ALT key). Progressive coloring of the selection while swiping rather than coloring it only after the swipe is completed is available in the **Options→Plot Settings** menu option. This operation reveals correlations while a selection is being swiped, but it is too slow to act for very large data files.



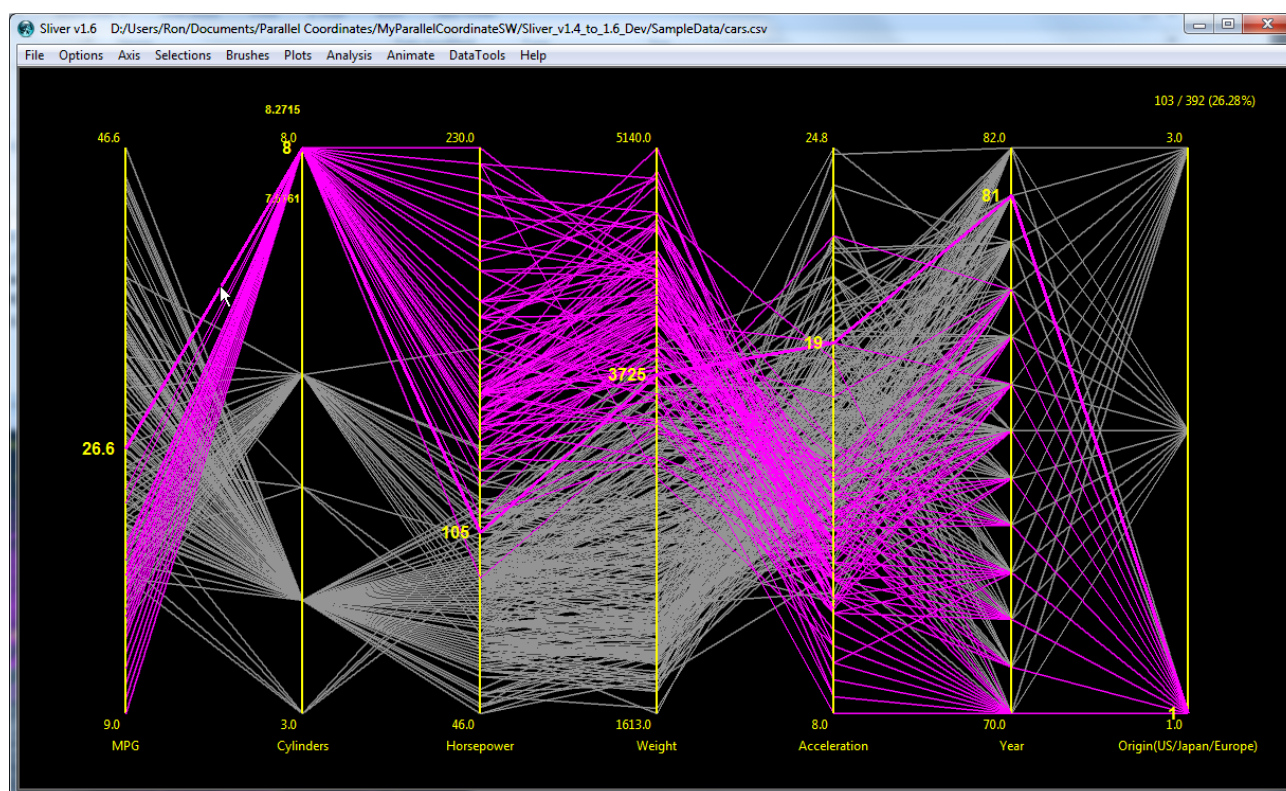
The small range values at the upper and lower ends of the selection box in the small display in the upper right are shown by default, but can be turned off using the **Options→Plot Settings** menu option. They can be very useful for showing ranges while swiping.



We now can see that all the 8-cylinder models were made in the US, with none made in 1980 and 1982 and only one made in 1981. The ranges of the variables in the selection can also be seen.

For more detail we can turn on a menu option to highlight the variable row values when the mouse hovers over a line (**Plots→Display Values on Mouse-Over→Without String Mapping**). An example is shown below, where the values for the 8-cylinder car with the best MPG are displayed. We can see that this 1981 model had the second-lowest horsepower (105 HP) and second-worst acceleration (19 seconds to 60 mph). Repeat the menu selection or press ESC once or twice to no longer show axis values when the mouse hovers over a line.

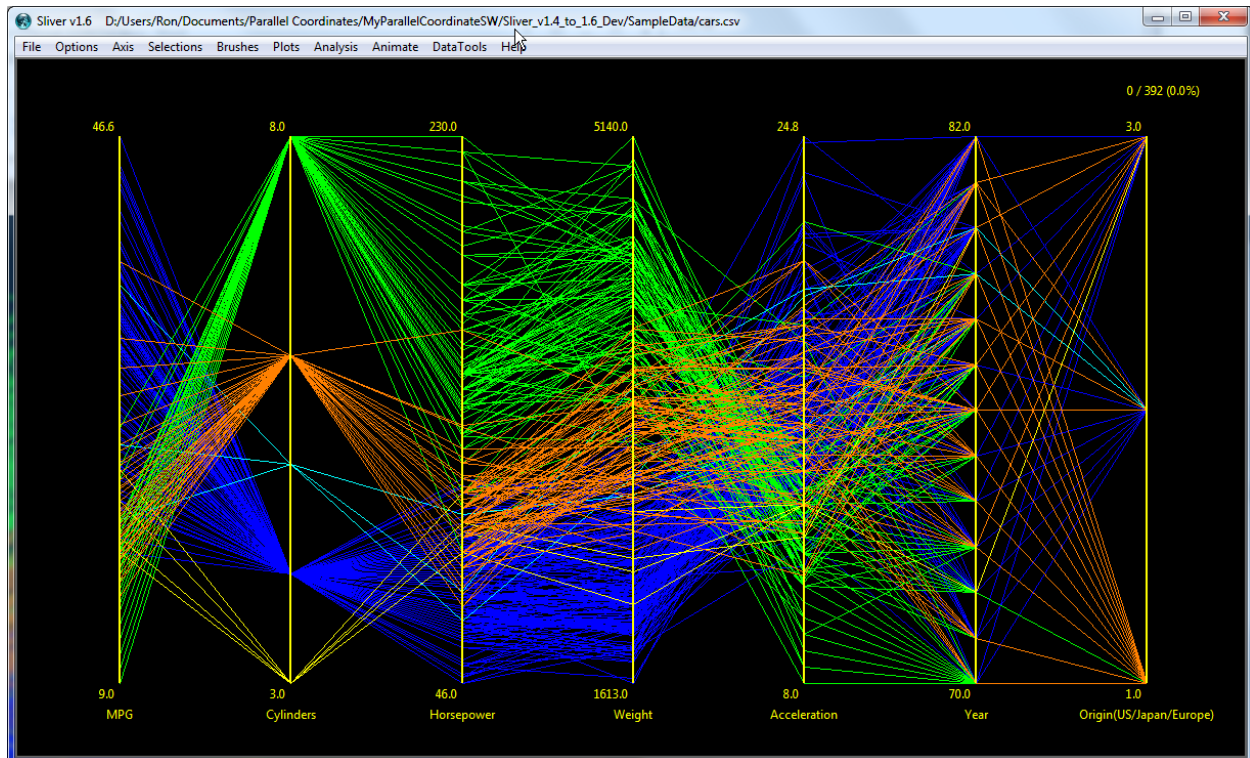
Sliver does not support strings, only numbers. However, the DataTools menu provides a function to replace strings in variables with unique numbers in a file to allow it to be read into Sliver (**DataTools→Replace Strings with Numbers**). This function also creates a text file listing the mapping between strings and assigned numbers. If the path to this string mapping file is entered in the **Options→Plot Settings** window, or the path to any file created in this format (see Appendix E), the menu option **Plots→Display Values on Mouse-Over→With String Mapping** can be selected. Any row numbers matched to a variable string will then display that string rather than the numerical value for that variable in the main PC Plot window.



This demonstrates a fundamental philosophy of Sliver: The visualizations provide a qualitative view of the data, but the actual data is immediately accessible as well. We have seen that axis values appear by default while swiping and remain visible afterward to show the swipe range. Here the variable values for any line are easily displayed on mouse-over. The same is true in other plots such as scatterplots and Google Earth plots, as well as in the data animation modes. We will soon see that histograms and means can also be displayed for any axis, and statistics for the lines of each color brush is available. This close pairing of the data underlying the visualizations is a powerful feature of Sliver.

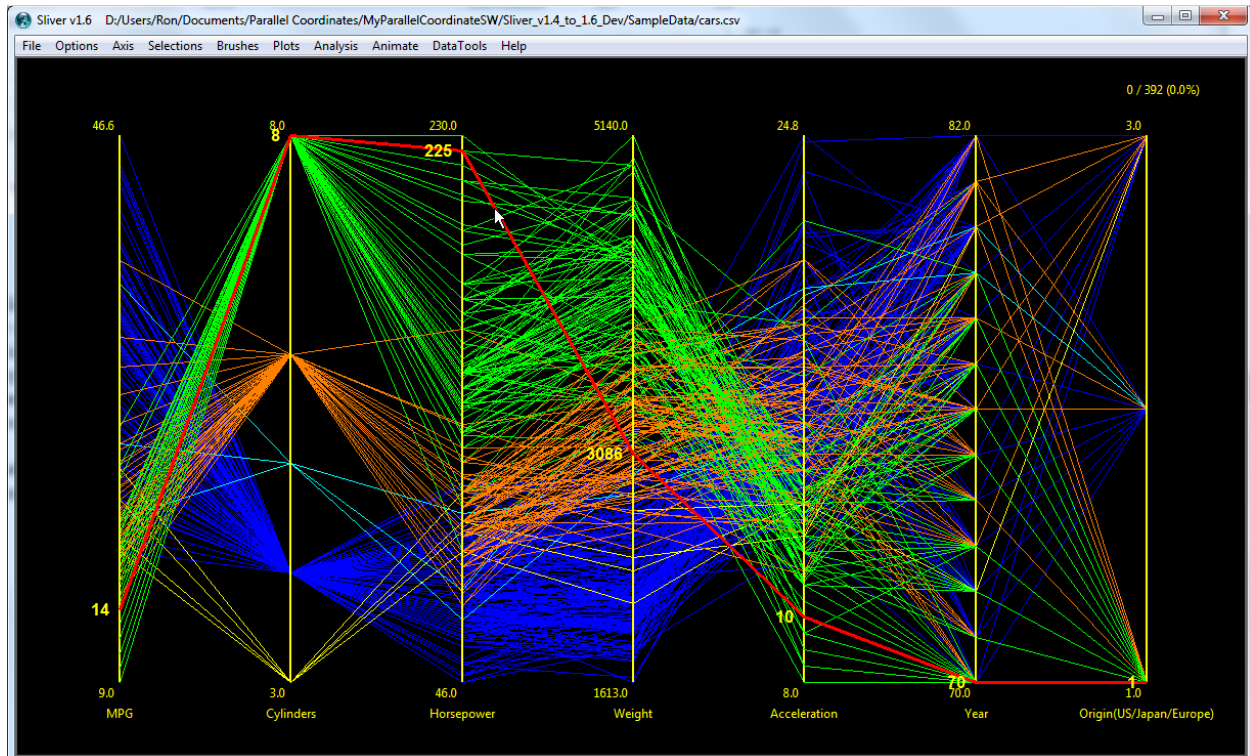
We can assign the selection to a more permanent color “brush” with the **Brushes→Assign Selection to New Brush** menu option—here we choose a particular shade of green. And we can color other selections, here selecting each cylinder number and color brushing them independently by calling the same menu option after each selection as seen below.

For convenience, when assigning a selection to a new brush the default color will be one that has not been selected before from the default Sliver rainbow palette, or white if all 16 colors of that palette exist already. This allows fast color assignments, particularly when the *Ctrl-B* hotkey is used as an alternative to clicking on the menu item. As always, though, a different color brush from the default can be selected.



We can study other aspects of the data by selecting and coloring different sets of lines. In fact, let's look at the anomalous line we saw in the overall plot before, the diagonal line running from near the top of the Horsepower axis to the middle of the Weight axis.

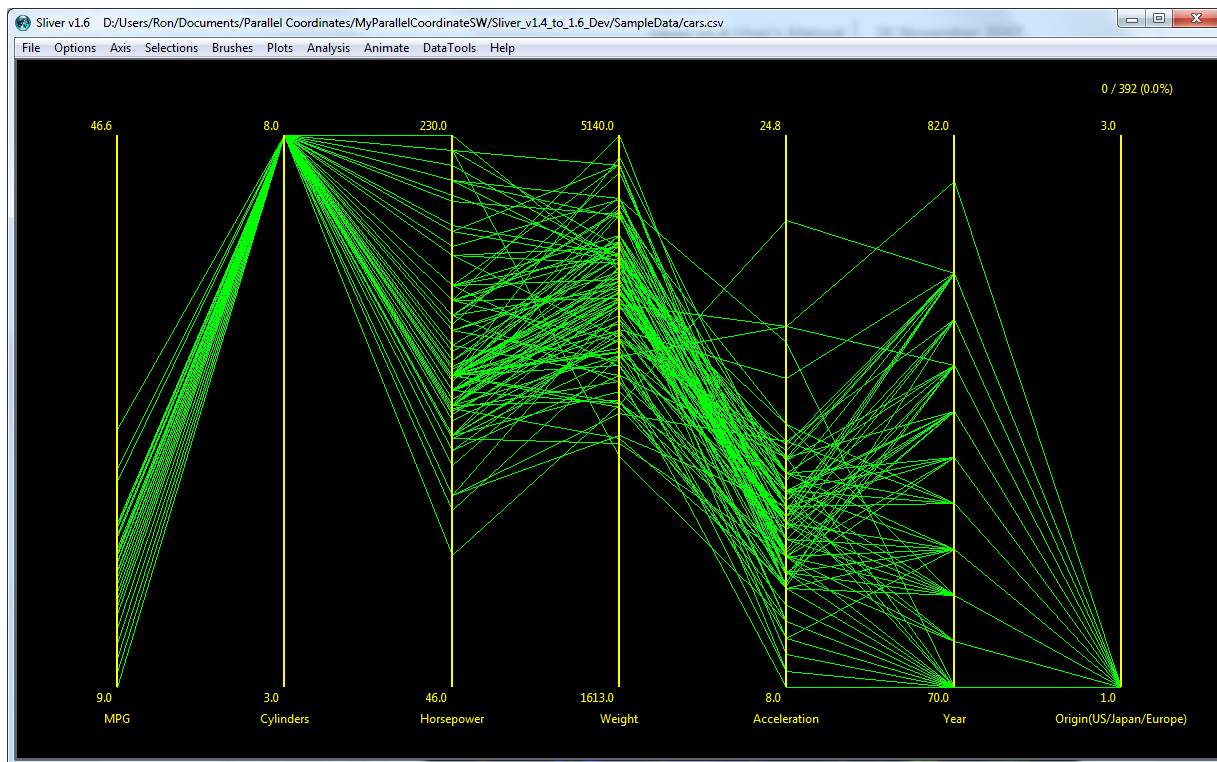
We swipe that line to highlight it as a selection (note that we can swipe across a line between axes) and we again turn on the **Plots→Display Values on Mouse-Over→Without String Mapping** menu option to show the values at each axis. We have the display below, where we see a 225 HP car from 1970 with a radically low weight of 3086 lbs. and consequently a 10 second to 60 mph rating, but it comes in at a disappointing 14 MPG. This type of anomaly, often noticed on the fly, can identify unsuspected software errors or other anomalous behavior in a system.



We can also easily choose our own ranges along an axis in which to apply colors. After selecting an axis, choosing the **Selections→Enter Selection Range for an Axis** menu option will pop up a window to enter minimum and maximum values. Lines that pass through this range on the axis are then automatically selected in a chosen combination with any existing selection (Replace, OR, AND, or XOR). The selected lines can be color brushed with the **Brushes→Assign Selection to New Brush** or the **Brushes→Add Selection to Existing Brush** menu option, and more sets of lines can be colored by selecting different ranges and color brushing them as desired.

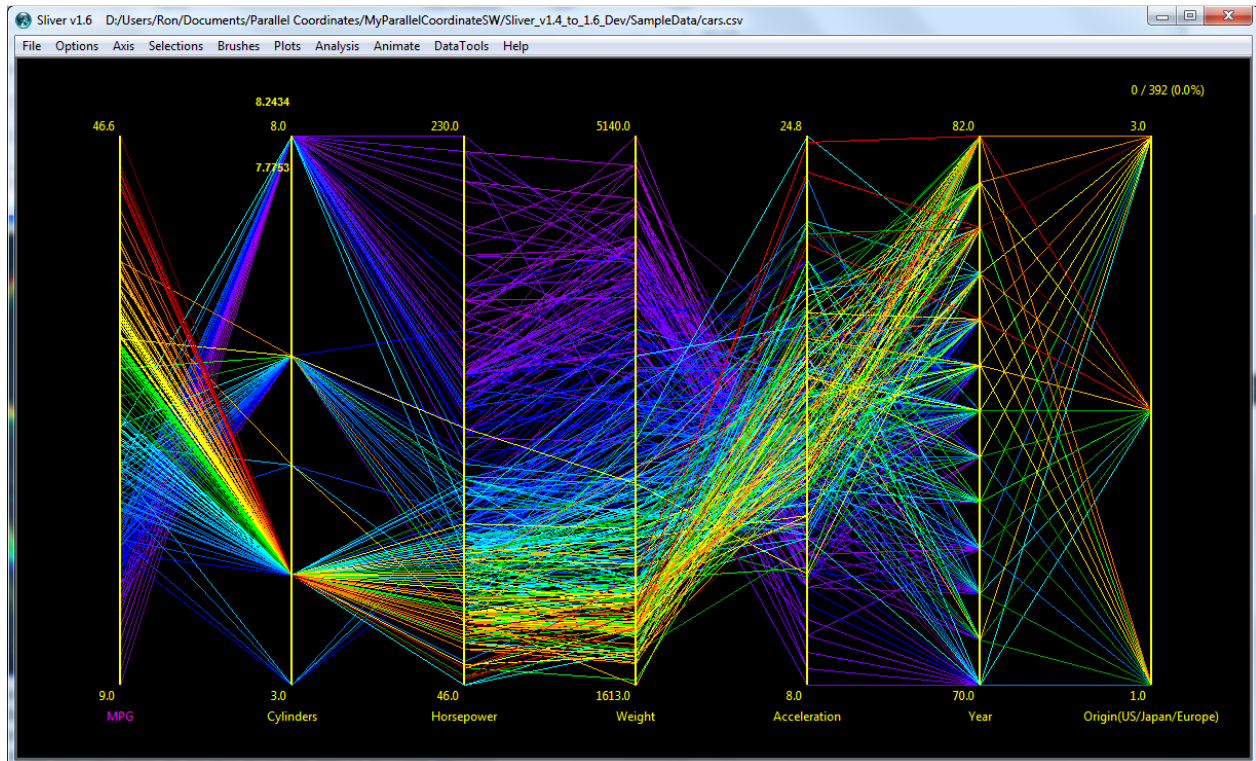
Other menu options for selecting lines are **Selections→Select All Visible Lines** (also invoked with **Ctrl-A**), **Selections→Select All Unbrushed Lines**, **Selections→Toggle Selection for Visible Lines** and **Selections→Select a Brush**.

We can deduce more of the relationships, but the overlapping lines are a problem. This is called *overplotting*, and there are ways to reduce this effect. For example, we can choose to hide any color with the **Brushes→Show/Hide/Recolor Brushes** menu option, and here we hide all color brushes except the green one, as shown on the right. We can then select and color subsets of these lines. This selection and trimming of data is very important in isolating data of interest for study. The menu function **Brushes→Raise Brush to Front** allows a chosen color brush to raise to the front on the display for viewing. This window remains up so that different brushes can be brought to the front to view in sequence or so that the order of the displayed brushes can be arranged. There is also an option in the brush selection window to dim lines of other brushes to highlight the raised brush.

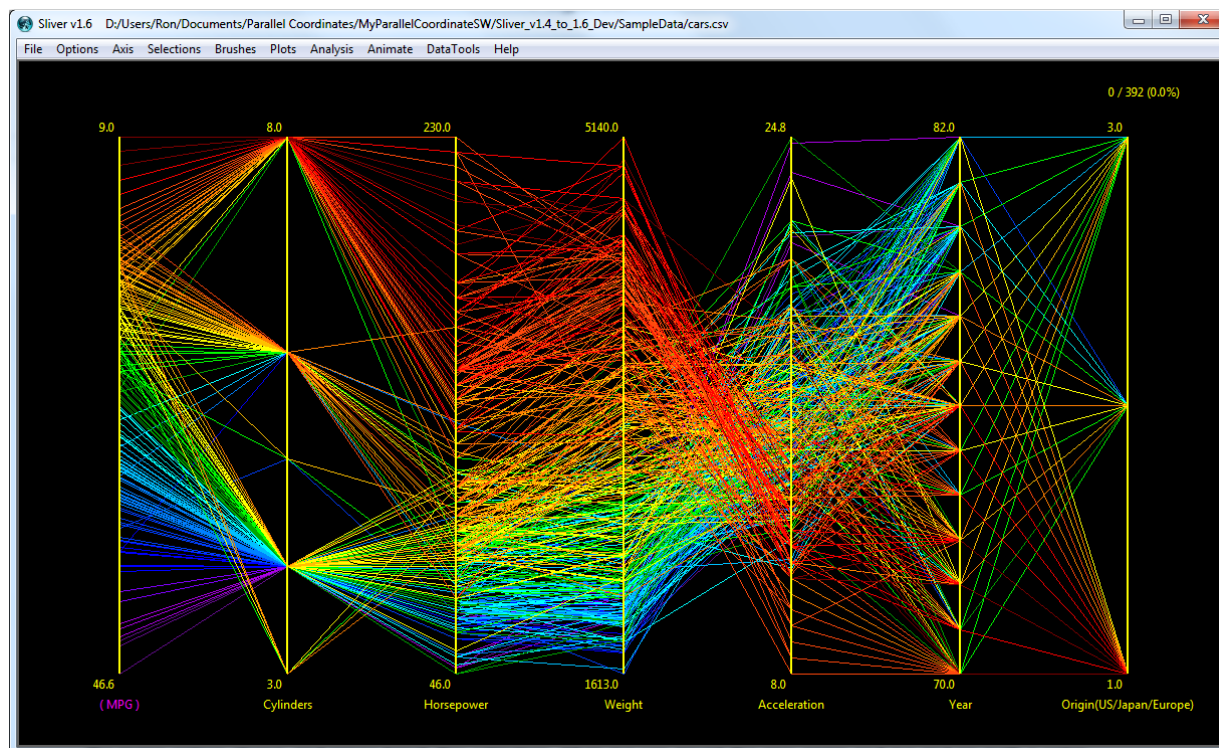


Often one variable or a combination of variables represents a measurement of error, so we might select and color-code the ranges of error. There is a menu option to **range brush** an entire axis or just a selected set of lines along an axis through a set number of up to 16 spectral colors. The default is 16 colors, but this can be changed with the **Options→Plot Settings** menu option. The color palette can also be selected with this menu option, with the built-in *Sliver_rainbow* palette seen here as the default.

Let's say we want to range brush the entire MPG axis. First we make sure we have not selected any lines, or the range brush will span only those lines—we can do that by swiping anywhere in the display where there is no line. Then we can select the MPG axis by pressing the Alt key and clicking on the axis name, which colors the selected name. An alternative is to press the digit 1 to select the first axis. Pressing **n** shifts the selection one axis to the right, and pressing **N** shifts one axis to the left. A third alternative, useful when there are many axes with overlapping axis names, is to use the **Axis→Select Axis by Name** menu function to select an axis from a list of variable names. Once the axis is selected, we can press the **r** key or select the **Axis→Range Brush Axis or Selection** menu option to automatically range brush the entire axis, again by default in a spectrum color from dark purple to red upward in 16 colors using the *Sliver_rainbow* palette, as shown below.



However, say we want the worst MPG to be the red end, and that's at the bottom of the axis right now, so we first invert the axis by pressing the **i** key (or using the **Axis→Invert Axis** menu option) after the axis is selected. The axis is inverted and parentheses are added around the axis name to denote that it has a high-to-low orientation. We then perform the range brush operation and we end up with the display below. The dark purple lines are drawn first so they lie underneath the more red colors, but we can see correlations here. We can invert the axis again if we wish and the red end will lie at the bottom of the axis.



Selecting an axis and range brushing it removes all other brushes and makes all lines visible, applying the range colors to all lines that have not been shifted off the ends of the axis (see page 20 on shifting lines up and down). However, if any lines are selected, then only the selected, visible lines are range brushed, and the colors span the selection rather than the entire axis. Unselected lines retain their visibility and their color brushes, so to range brush lines along an axis while leaving hidden lines invisible, simply select all the visible lines and then range brush the axis. If any range brush color matches a color of an unselected line the brushes are simply merged.

Another convenient use of range brushing selections rather than an entire axis is when, say, we want the value of zero on an axis to be blue but positive and negative extremes to be red. To do this, we can select the range from zero to the positive extreme (either by swiping or, to get exactly zero at the low end by using the **Selections→Enter Selection Range for an Axis** menu option). We range brush this selection. Then we invert the axis with the **Axis→Invert Axis** menu option, select the range from zero to the negative extreme (now at the top) by swiping or using the menu option above, and range brush this selection. Then we can invert the axis again and we end up with a color of blue at the value of zero stretching to red at both extremes.

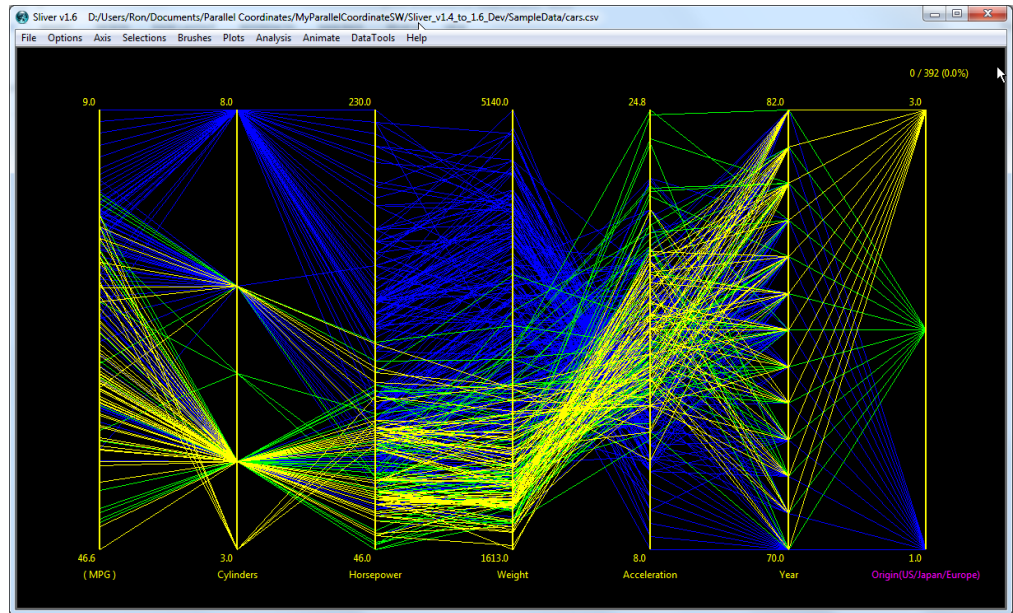
Perhaps we want to color the data according to the major groupings of values of a variable.

One situation that could benefit from this is a categorical variable, or in other words, a variable that has discrete values. Range brushing may not uniquely color the different values with different colors, so there is a **gap brush** option that will color lines on an axis based on the largest separations between them. Here we choose the Origin axis by clicking on the axis

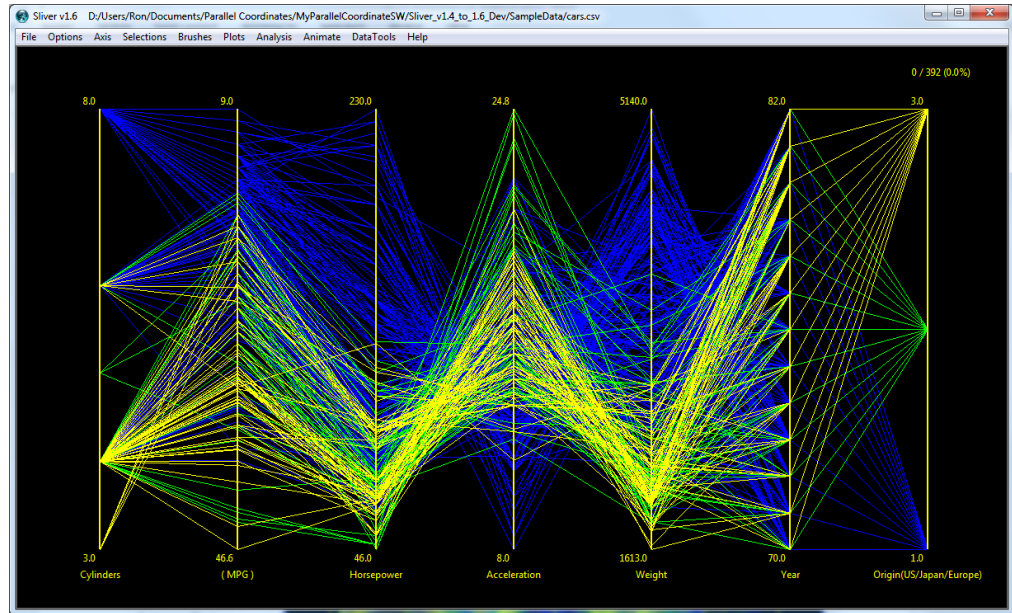
name while pressing the Alt key (or by pressing the 7 key to select the seventh axis from the left or by using the **Axis→Select Axis by Name** menu function), and then we select the **Axis→Gap Brush Axis** option, ending up with the display here. Up to 20 colors, based on gap sizes, can be applied using the up/down arrow keys to increase/decrease the colors (try it on a different axis). Here we could have individually selected and colored the lines for the three values, but the automatic option is much faster, and there are times when an axes has gaps that are not discrete but are significant. (We could have gap-brushed another categorical axis, the Year axis, but the data is not well-correlated to the year and a cluttered display results.)

There is also a menu function **Brushes→Brush by RGB Variables** to brush lines using variables read from the input file for R, G and B values in either a range from 0.0 to 1.0 or a range from 0 to 255. This can be used to programmatically assign brush colors in the data file itself, and can be much faster for an initial brushing of the lines, particularly with larger numbers of colors.

We can also re-order the axes to show more relationships between the variables. In this case, the relationship between the horsepower and weight, other than the anomalous case we observed, does not tell us much, and the relationship between horsepower and acceleration would be clearer if they were next to one another. Also, categorical variables squeeze polylines through just a few points, so it can mask relationships among other axes. For this reason, it's usually best to move categorical axes to the ends.

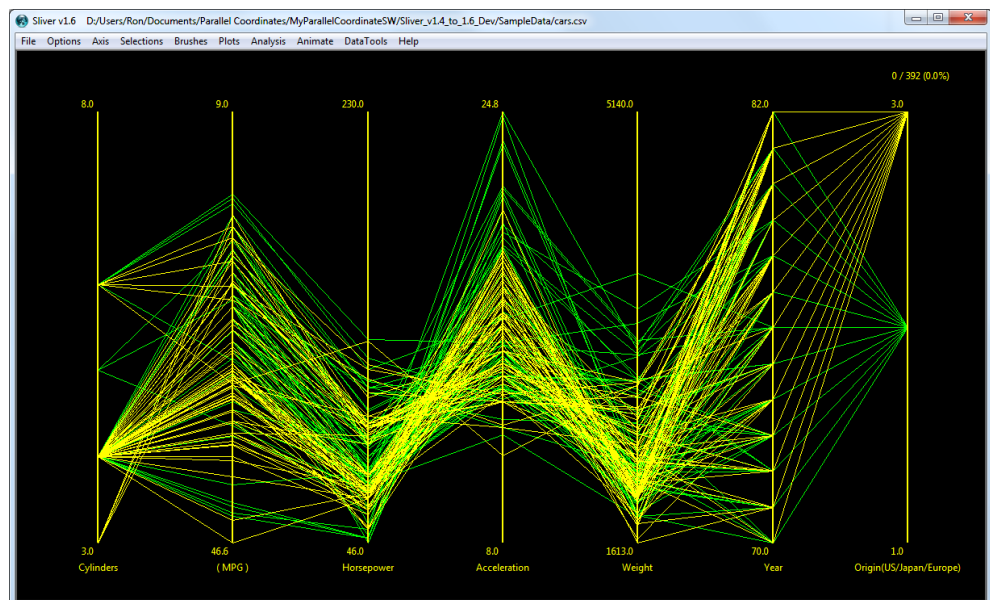


We can move an axis by selecting it (pressing Alt and clicking the name, etc.) and either pressing the *m* key or selecting the **Axis→Move Axis** menu option. Drag the arrow to the space between other axes or at the end where you want the axis to move. Moving the Acceleration axis next to the Horsepower axis reveals a strong inverse correlation between the two variables. Moving the Cylinders axis to the left end of the display reveals a strong correlation between mileage and horsepower independent of the number of cylinders, which was not very apparent before. The resulting display is shown on the right. Note that the number of re-orderings to get all the variables as neighbors of the others is surprisingly small: the integer value of $(n+1)/2$ for *n* axes.



We can delete an axis by selecting it (pressing Alt and clicking the name, etc.) and either pressing the *x* key or selecting the **Axis→Delete Axis** menu option. We can also use the **Axis→Delete Multiple Axes** menu function to delete multiple axes chosen from a list of variable names, with the option to pre-select all axes that have only a single value (usually the uninteresting ones).

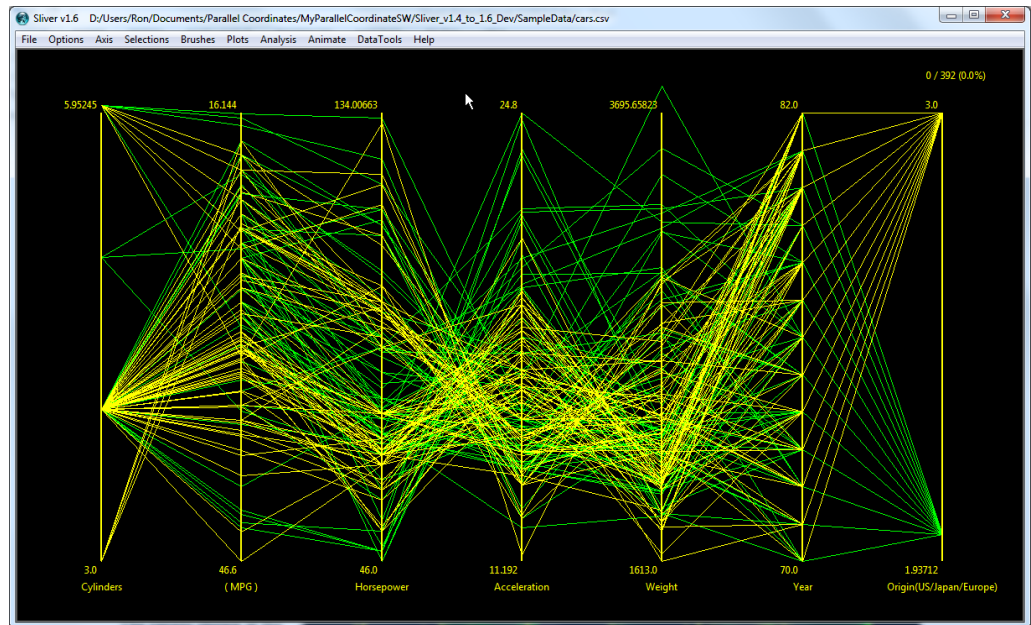
Now say we are only interested in studying the cars made in Japan and Europe, so we hide the blue brush using the **Brushes→Show/Hide/Recolor Brushes** menu option, yielding the display on the right. It would be easier to glean behaviors if the visible lines were spread across the full spans of the axes. There are four ways to spread the lines vertically, either by saving and reloading the visible set of data to automatically change the ranges, or by shifting the lines in the display along the axes, or by selecting the **Axis→Enter Range for Axes** menu option (not shown in these screenshots), or by selecting the menu function **Axis→Auto-Set Axis Ranges** to automatically set all axis ranges to span the current selection or a chosen color brush.



The first method can be done by selecting the **File→Save Visible** menu option to save the visible subset of the data. Opening that file will automatically re-scale the axes to the ranges of the saved data. However, this is not a very interactive way to visualize subsets of the data.

The second method is to retain all the data but shift the ranges of the axes to spread the visible lines along the axes of interest. We can select any axis and use the **Axis** menu options or arrow keys to shift the lines at this axis up and down from either the top or the bottom of the axis (Up/Down arrow for shifting up/down at the top, Left/Right for shifting up/down at the bottom). The ranges shown at the ends of the axes are automatically updated.

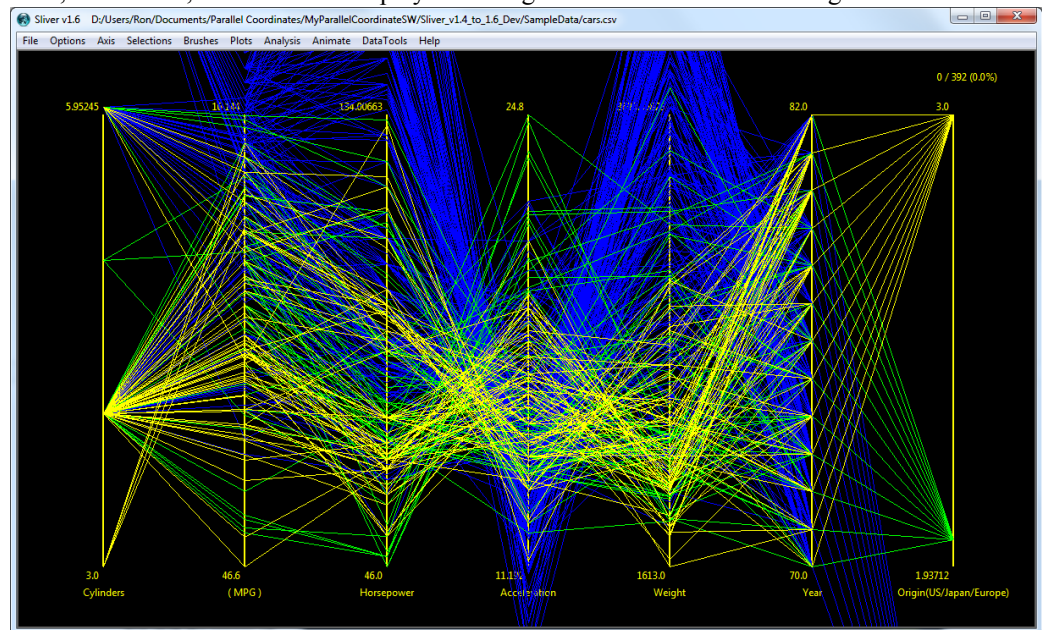
The steps are discrete, so it's likely we can't get the lines to extend exactly to the end of the axes, but if we do this for all the axes we can end up with the display on the right.



The hidden lines are still there, but shifted, as seen in the display on the right where the blue brush is again made visible through the **Brushes→**

Show/Hide/Recolor
Brushes menu option.

The blue lines could have been visible while the shifting was occurring. Shifting of lines can also mitigate a situation where a few extreme data values for a variable compresses the remainder of the data at the other end of its axis. Scatterplots also display any shifts when they are created, but later shifts are not dynamically updated—you have to create a new scatterplot to reflect any new shifting. In all cases, exports of the plots display any shifting that has been applied.

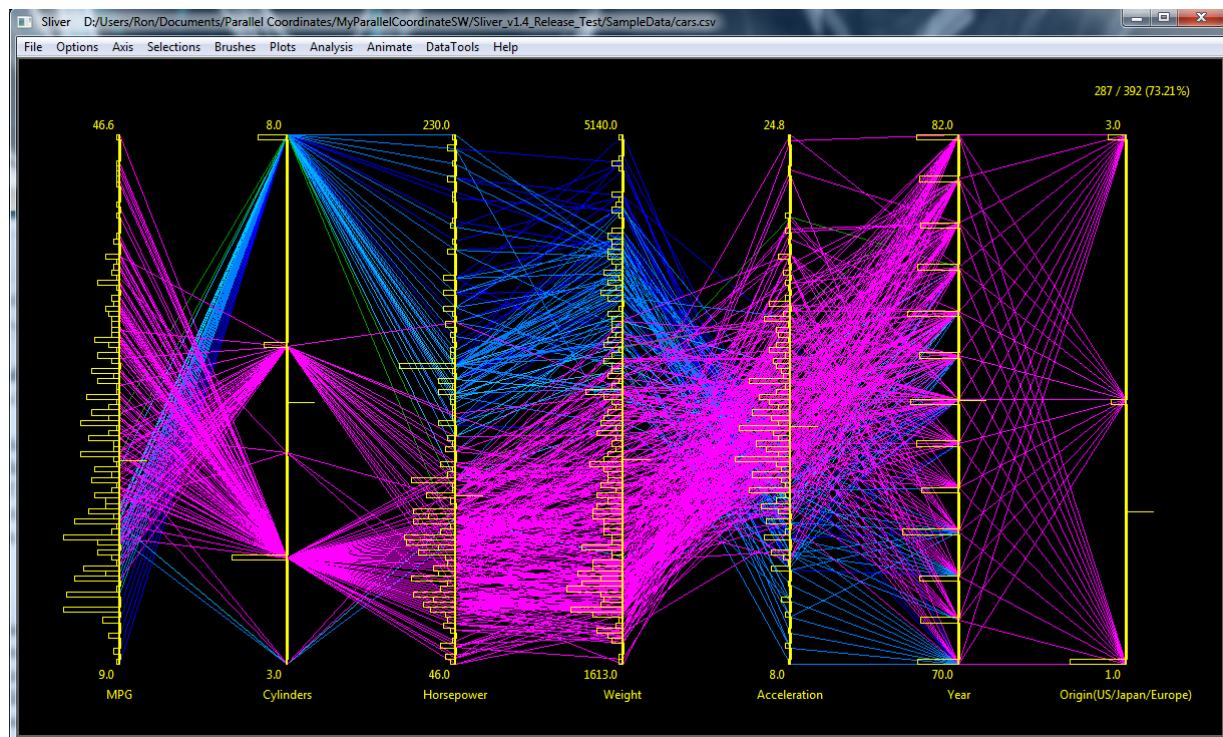


The third method of shifting axis ranges is to invoke the **Axis→Enter Range for Axes** menu option, which pops up a window to select the axes to shift and then a window to manually enter the range values for these axes. Other menu functions relevant to setting axis ranges are **Analysis→Center Axes on Means**, **Analysis→Center Axes on a**

Selected Line (useful, for example, for comparing the performance of other runners across splits with a particular runner like you!) and **Analysis→Reset to Full Axes Ranges**.

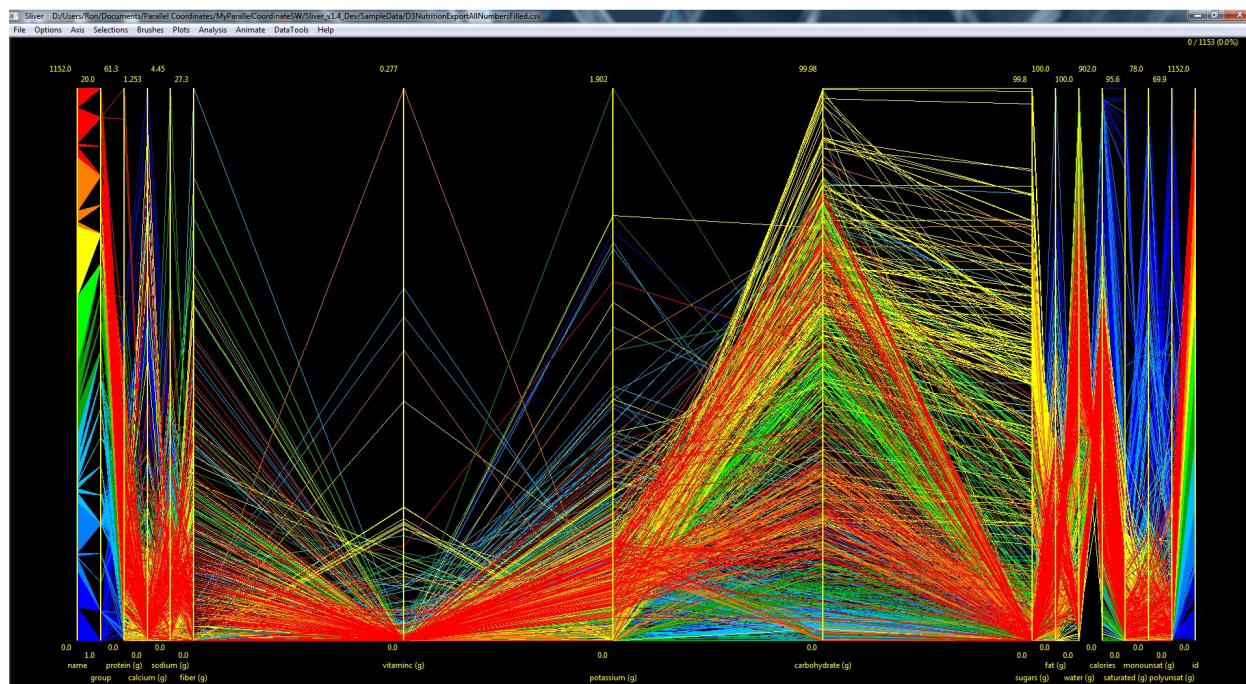
Lastly, the fourth method of shifting axis ranges is to invoke the menu function **Axis→Auto-Set Axis Ranges→to Span Current Selection** or **Axis→Auto-Set Axis Ranges→to Span a Color Brush** to automatically set all axis ranges to span the current selection or a color brush chosen in a pop-up window.

The Analysis menu provides other functions related to selections and display. The **Analysis→Show/Hide Histograms and Means** draws a user-selectable number of histogram bins along the left side of each selected axis, where the height of each bin is proportional to the number of lines intersecting the axis within the span of that bin. The mean of each axis is marked by a horizontal line on the right side of the axis. This is demonstrated in the figure below, where some lines have been swiped to better show the yellow markings. This is very useful for interpreting the clusters of data in the PC Plot. Only visible lines that intersect an axis are considered, so shifting lines off an axis removes them from calculations of the histograms and means. However, **Analysis→Center Axes on Means** resets the axes ranges so that all visible lines lie along them before centering on their means. Finally, **Analysis→Brush Statistics** shows the statistics for any selected lines and for each existing brush.



For easier viewing of PC Plot windows consisting of many variables, Sliver offers the options to vertically stagger the names and range values to avoid overlapping, and to horizontally compress or expand the spacing between two selected axes. Each are reversible, so different groups of axes can be spread out to help analyze their relationships.

The figure below shows a PC Plot in which the names and range values been staggered vertically via the **Axis→Stagger/Unstagger Names** menu option and the axes spread out between the fiber and sugars axes via the **Axis→Compress/Spread Axes** menu option. Moving axes of interest together as neighbors first will increase the benefits of horizontal spreading the axes. This spreading will also be reflected in the Transparent PC Plot Window that we will discuss shortly.



And so it goes for the PC Plot window, and we have not yet come to the other types of brush-linked plots. Correlations and clustering in the data become visually apparent by re-ordering, selecting, color-brushing and hiding combinatorial sets of data. In this way we can winnow down to the data of interest, say to data that corresponds to high levels or error or to high performance. We can also save just the selected data or just the visible data to a new CSV or TXT file, and then reload the file in order to reset the ranges of the axes to the new minimum and maximum values for greater separation of those polylines or manually shift or enter new ranges. Also, note that selections can be made in any scatterplot windows that are created (as described later), and often it is easier to identify and select points of interest in these plots than lines in the main PC Plot window. All selections and color-brushing are automatically propagated among the PC Plot and all scatterplots.

The data set used for this example is small at 392 rows (the numbers of selected and total polylines are shown in the upper right of the display). Sliver easily handles up 100,000 rows of data of, say, 16 variables with reasonable processing delays. It can be used with larger data sets with somewhat longer delays—in fact it has been used to plot up to 500,000 rows of data with a little patience and limited interactivity. One tip for larger files is to choose to click corner points and Enter rather than swiping in order to select lines. This option is set in the **Options→Plot Settings** menu option—in this case the display does not need to continuously update as you swipe with the mouse. Also, with larger data sets the lines soon become an indiscriminate mass, so range-brushing of colors and hiding of polylines are critical in reducing the display to one with visual distinctions.

The PC Plot window can be maximized by pressing the rectangle in the upper right corner of the window, or stretched by dragging the corners of the window. It can also be zoomed in or out at any point by pressing Ctrl while rolling the mouse wheel or by pressing the + and – keys (no need to press Shift). In any case the mouse must be moved back into the window in order to resize the plot to the new dimensions of the window. If zoomed, panning is then accomplished by clicking the scrollbars along the side and bottom, or by using the left/right/up/down arrow keys. However, if histograms and means are drawn when a zoom is performed, the scrollbars are not added to the window and you will have to zoom out and in with the mouse in different locations to move around or simply use the arrow keys.

For a convenient listing of command keys that are available for different functions in Sliver, select the **Help→Tips** menu option. This User's Manual is also available under the **Help→Users Manual** menu option. More detailed information on Sliver operation, including the windows that appear when menu functions are selected, is found in Section 4 *Sliver Detailed Operations* of this manual.

But first continue on to view and try out more Sliver data visualizations.

Parallel Coordinate Plot with Transparency

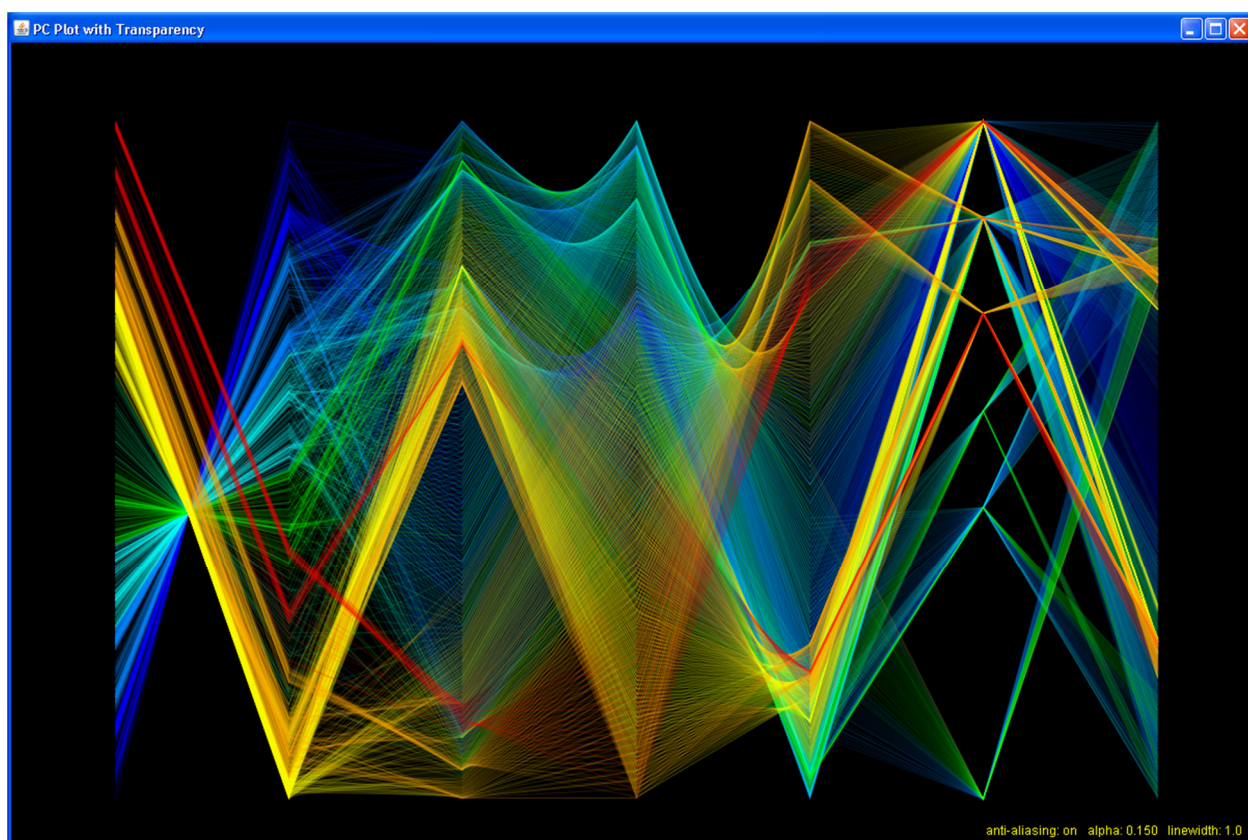
As described above, one method of interpreting the mass *overplotting* of lines in the parallel coordinate plot for large data sets is to use range brushing to color code the data and then using the other visualizations described below. Another method is to hide selected groups of lines by color brushing them and using a menu option to hide those brush colors. Also the axes can be re-scaled to spread out the lines either by shifting the lines off the ends of a selected axis using the arrow keys, or by shifting or manually setting the range of a selected axis using the Axis menu functions, or by exporting the visible lines to a new data file and loading that file.

Applying a level of pixel transparency, also called *alpha blending*, also gives an overall sense of the clustering in the data, i.e., the main arteries of the lines. The resulting plot is reminiscent of an X-ray, revealing inner structures. The colors of the lines also add when overlapping, which helps distinguish the structure even more.

Sliver does not support alpha blending in the main, interactive PC Plot window due to practical limitations on CPU processing time. However, Sliver provides two means of viewing the parallel coordinate plot with transparency. First, a separate window of fixed size can be plotted from the Plots menu to view the PC Plot with adjustable transparency. Second, the PC Plot and any scatterplots can be exported to PostScript and then converted to PDF using Acrobat Distiller—there are many settings available in Sliver for this case, and the resulting PDF can be panned and zoomed as well.

Transparent PC Plot Window

A transparent plot can be created in a separate window as shown below by selecting the **Plots→New Transparent PC Plot** menu option. This viewing window does not dynamically update when brushing or other changes are performed on the main PC Plot, so the menu option has to be invoked again to show these changes. Mouse selections and other functions are not enabled in this window. It can also be slow to draw for larger datasets. The size of the window is set in the **Options→Plot Settings** menu option.



The following functions are available in this window:

1. The degree of opacity (the alpha value) can be changed by pressing numbers 0 through 9 on the keyboard, corresponding to alpha values of 0.01, 0.02, 0.05, 0.10, 0.15, 0.20, 0.25, 0.3, 0.4 and 0.5. Lower alpha values correspond to greater transparency. The UP/DOWN arrows on the keyboard fine-tune the alpha value between these major increments. The current alpha value is shown along the bottom right (the example below has an alpha value of 0.15).
2. The width of the lines can be decreased/increased with the LEFT/RIGHT keyboard arrows. The current linewidth value is shown along the bottom right.
3. Anti-aliasing of the lines can be turned ON or OFF by toggling the lowercase or uppercase "A" key. This can improve the sharpness of the lines and the quality of the overall image, and it is beneficial when a screen capture is made for presenting the plot. The example here has anti-aliasing turned on, as indicated in the lower right. Note that this very significantly slows display updates for new alpha values or linewidths, particularly for larger data files, and should normally be turned off for faster performance!
4. A Help display of these functions toggles on and off in the upper right corner of the display when the lowercase or uppercase "H" key is pressed.

When color brushing or other changes are made in the main PC Plot window, a new Transparent PC Plot can be created from the Plots menu. This terminates the current transparent window if it exists and creates a new one with the updated changes. The current values of alpha, linewidth and anti-aliasing are saved between plots and sessions, and are automatically applied to the new plot.

This brings us to the **Analysis→K-Means Clustering** menu option, which provides automatic brushing of clusters in the data using the k-means algorithm. Choosing this menu option pops up a window for selecting which variables to include when identifying clusters. It also allows the number k of clusters in which to partition the data, as well as the number of those clusters to brush in rainbow colors. The most significant clusters are brushed up to the total specified. The cluster having the most data points is brushed in red and the cluster with the least data points (of the number of clusters to be brushed) in blue. There is also an option to automatically update or launch the Transparent PC Window described above. This provides a means of viewing the identified clusters in the transparent view to verify that the selected number k of clusters and the number of clusters to color brush through the data is optimal, at which point the process can be repeated with different values. This clustering function requires that the free R statistical software be installed on the PC, with the path to its *RScript.exe* file populated in the **Options→Analysis Settings** menu option.

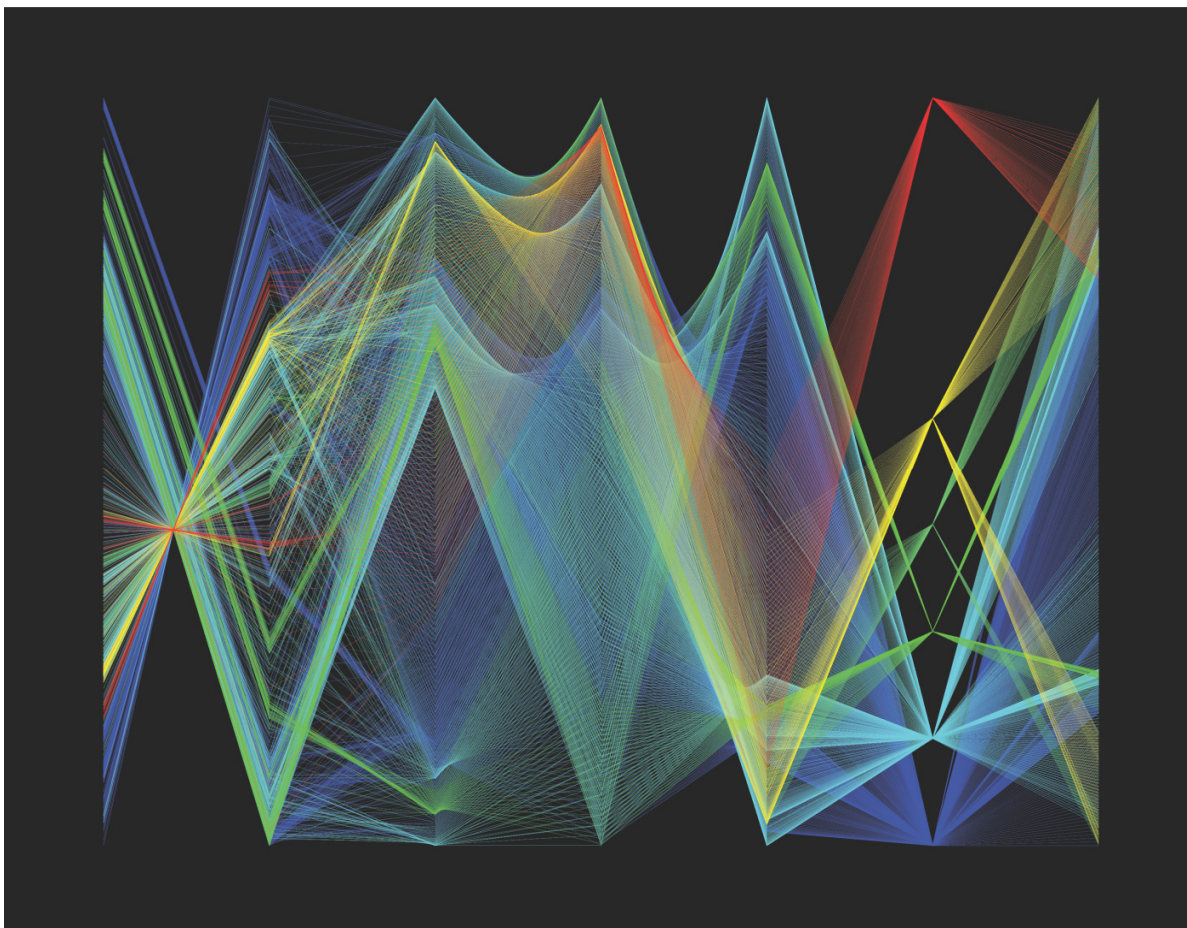
Export to PostScript and PDF

As a second option, Sliver provides a **File→Export Plots to PostScript/PDF** menu function that creates a Postscript file of the PC Plot and any single or stacked scatterplots with a selectable (configurable) transparency, line width and paper size. The **Options→PostScript/PDF Export Settings** menu option configures the settings. The Adobe Acrobat Distiller application can convert this to a PDF file, and if the path to Distiller is entered into the settings the conversion will automatically occur and the PDF file will be launched for immediate viewing.

Note that there is a one-time settings change in Adobe Acrobat that must be performed to enable export with transparency. This update procedure is described on page 83.

An example of a Postscript output that was automatically converted to PDF is shown below. This plot does not appear as vivid as the screenshot of the previous transparent PC Plot window, but this depends on the alpha value and the blending mode that is selected in the PS/PDF settings. **Also, choose *Leave Color Unchanged in the Adobe Distiller* menu function of Settings→Edit Adobe PDF Settings→Color→Color Management Polices for the blackest backgrounds and boldest colors.** In this case the options for including the axes and text in the output were not selected in the PS/PDF export settings, and therefore these are not shown. Acrobat automatically displays anti-aliased plots, and provides zooming, panning and much faster rendering than in the previous display window.

In general, exporting plots (including scatterplots) to PDF instead of taking screenshots is an excellent way of obtaining vector-drawn, presentation-quality graphics whether transparency is chosen or not. Because of the large number of intersections and the extensive flattening process required, printing the PDF typically requires saving it first as, say, a 600dpi PNG file.



PC Plot Matrix (PCM)

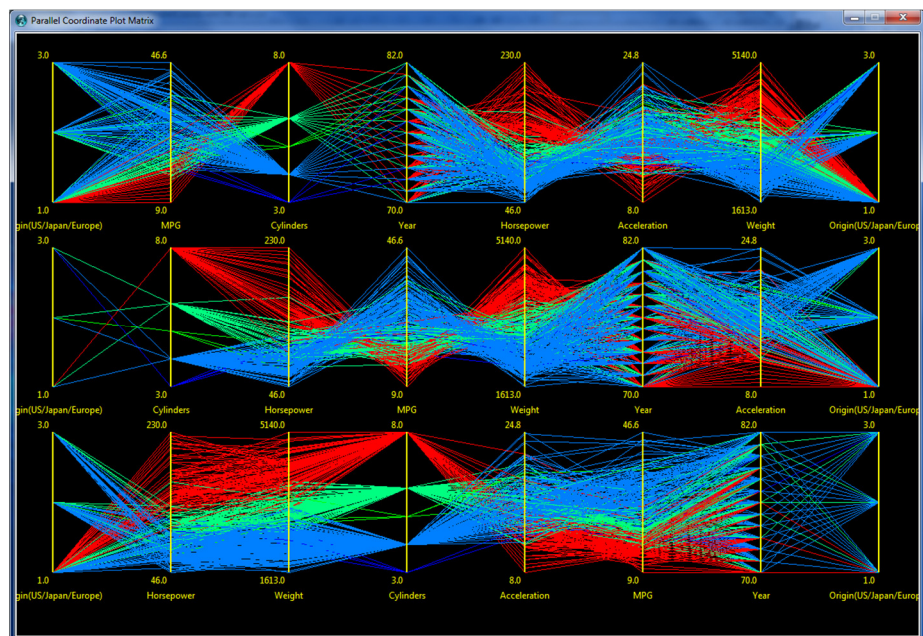
The PC Plot can only show relationships between neighboring axes. Axes can be moved to different locations to provide different orderings, but a convenient way to visualize pair-wise relationships between all variables is to create a parallel coordinates matrix, or PCM. This is similar to a scatterplot matrix, in which 2D scatterplots of all variable pairs are displayed in a matrix. Here PC plots between every pair of axes are shown. In addition, the individual plots are placed within a minimum number of rows in such a way that a continuous PC plot also occurs across all the axes in each row. Use the **Plots→New PC Plot Matrix** menu option to create this window. The size of the window can be configured using the **Options→Plot Settings** menu option, limited to just less than the size of the display.

The existing zoom methods for all windows (Ctrl plus mouse scroll or the + and – keys) works for the PC Plot Matrix as well. Again, the Alt key zooms horizontally while the Shift key zooms vertically. **Zooming may be slow for large datasets given the number of lines involved, but the zoom level is remembered between invocations.**

Shown below is an example for the *cars.csv* dataset. Each row represents a PC Plot across all the variables, while a neighboring pair of axes for any two variables can be found somewhere in the three rows. This provides a quick look at all the relationships in the data, and may spur you to re-arrange axes in the main PC Plot. This window is passive; selecting, brushing or hiding brushed lines cannot be initiated in this window, but any such changes in the main PC Plot are automatically applied to the PCM window. Any changes to the color scheme settings of the PC Plot window also propagate immediately to the PCM window. Axes deleted in the main PC Plot will be deleted in the PCM when the PCM is created again. Axes inverted in the PC Plot, however, will not appear inverted in the PCM. The window size is set by an option in the plot settings.

For an even number N of variables, there will be $N/2$ rows with an axis for each variable placed in each row. For an odd N , as in this case, there will be $(N-1)/2$ rows, but the axis for the last variable will be repeated at the beginning of each row in order to show all the variables neighbored pair-wise in this number of rows.

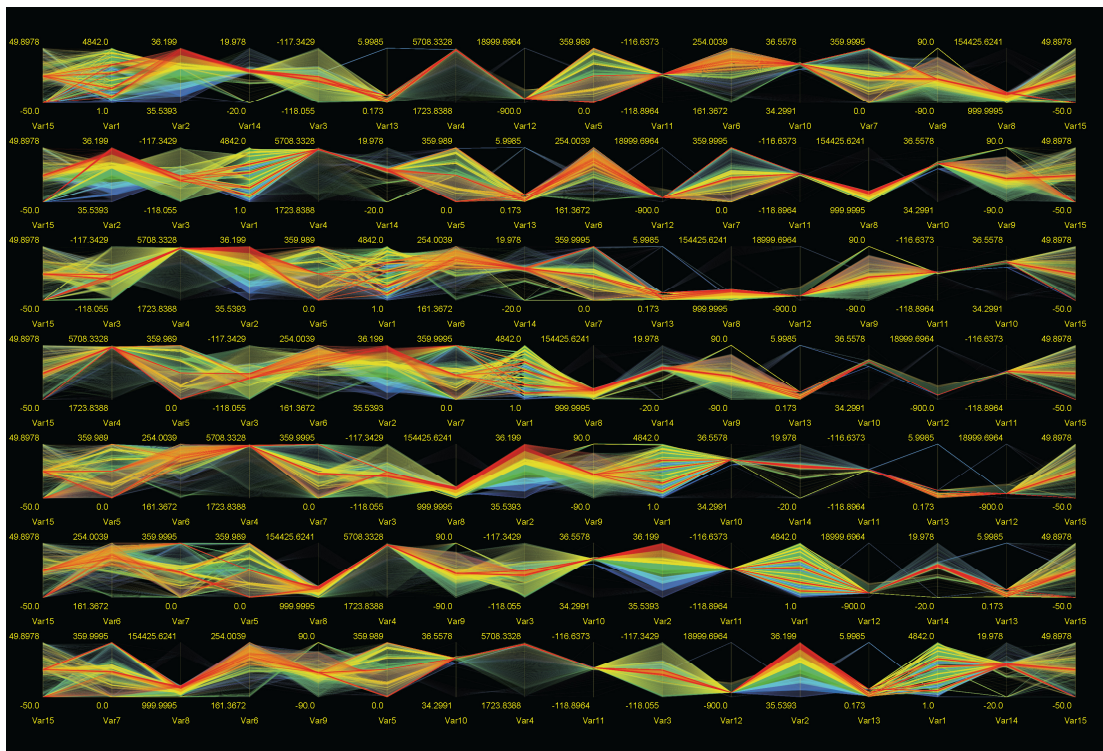
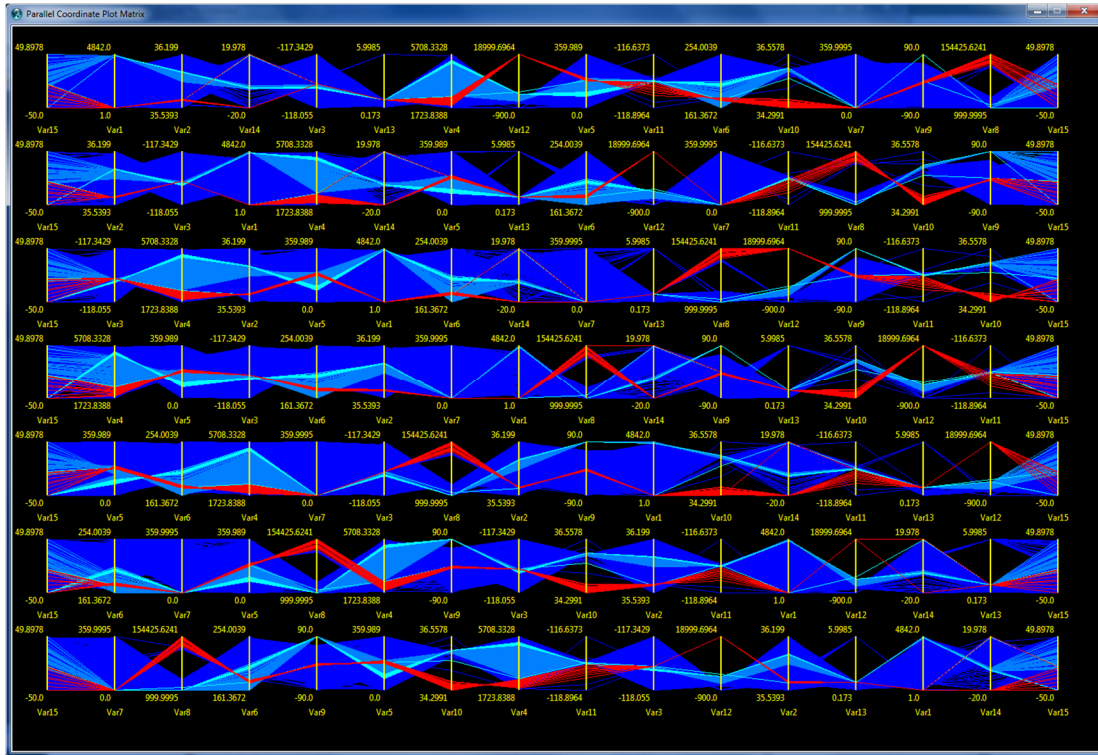
The PCM window may seem cluttered, but in fact interesting and useful relationships can be seen even when there are, say, 10 rows of plots across 20 variables. But there are ways to reduce clutter:



1. Different selections and brushings can be applied in the main PC Plot, and lines of any brush color can also be hidden, as mentioned above. Selected lines appear on top in the selection color.
2. The plot can be zoomed and panned to reveal more details.
3. The PCM can be exported to PostScript and PDF just like the PC Plot in the previous section. A separate alpha (opacity) value for the PCM can be entered in the **Options→PostScript/PDF Export Settings** menu

option, and the export obeys the general settings for showing axes and text (although this is one case where including the text is very useful).

Two more PCM displays are shown below. The second has been exported to PS/PDF with 0.05 opacity.



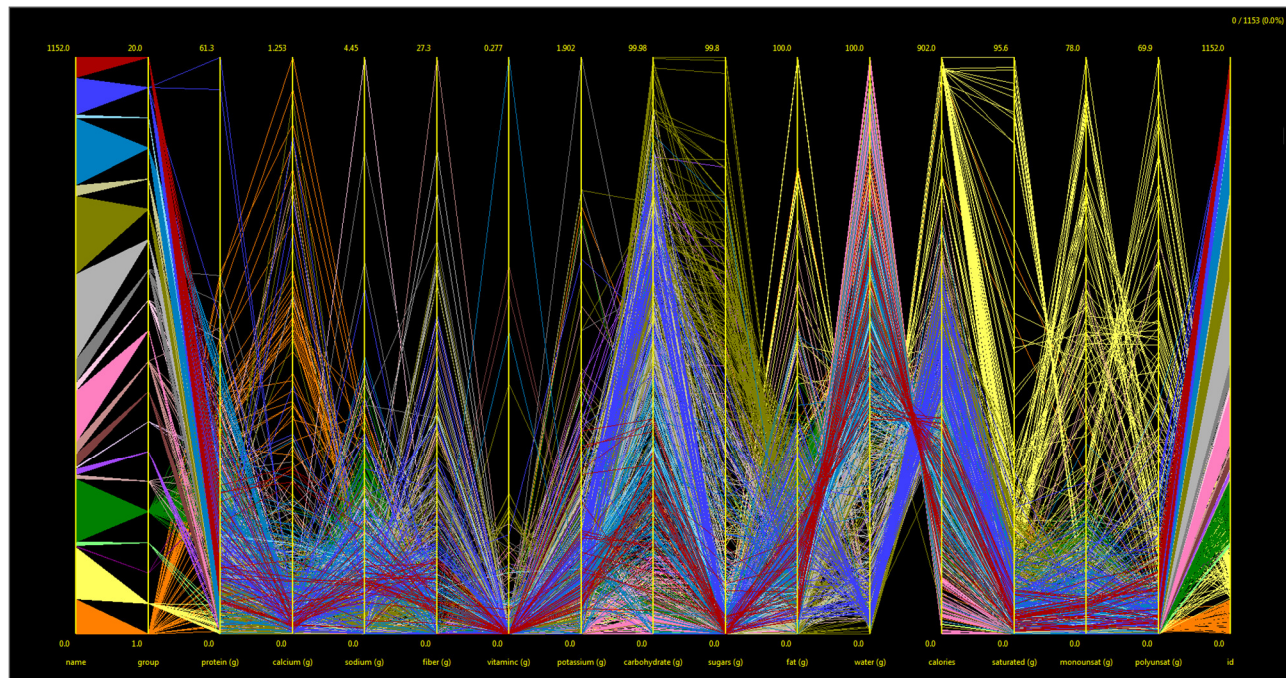
2D Scatterplots

Scatterplots are often described as the most effective visual display of data relationships between two variables. In Sliver the user can create multiple 2D scatterplots of the data. These scatterplots represent cross-sections of the data set and are used in conjunction with the parallel coordinate plot to better locate data clusters and outliers, and to identify structural (functional) relationships between the variables. 2D scatterplots can also be exported to Matlab® using the **Analysis→Export 2D Scatterplot to Matlab** menu function as described in a later section.

Sliver creates 2D scatterplots of any two selected variables in either Cartesian (x,y) or polar (r,θ) coordinates using the **Plots→New 2D Scatterplot** menu option. When polar coordinates are chosen, the angle can be in either degrees or radians and can increase counterclockwise from the x-axis or, as in azimuths in navigational data, clockwise from North (the y-axis). After the two variables are selected for the coordinate system, click on the **Finish** button to create the scatterplot. We will see in the next section that additional scatterplots can be stacked in one scatterplot window, sharing a common x-variable or Cartesian plots or theta variable for polar plots.

The axes of the scatterplots range from minimum to maximum values just as the axes of the PC Plot. The initial size of a scatterplot is set in the **Options→Plot Settings** menu function. As in the PC Plot, each scatterplot window can be resized, zoomed and panned. A traditional plot of values vs. time can be created by selecting time (or data row number) as the variable for the x-axis and stretching the scatterplot window into a wide, narrow strip.

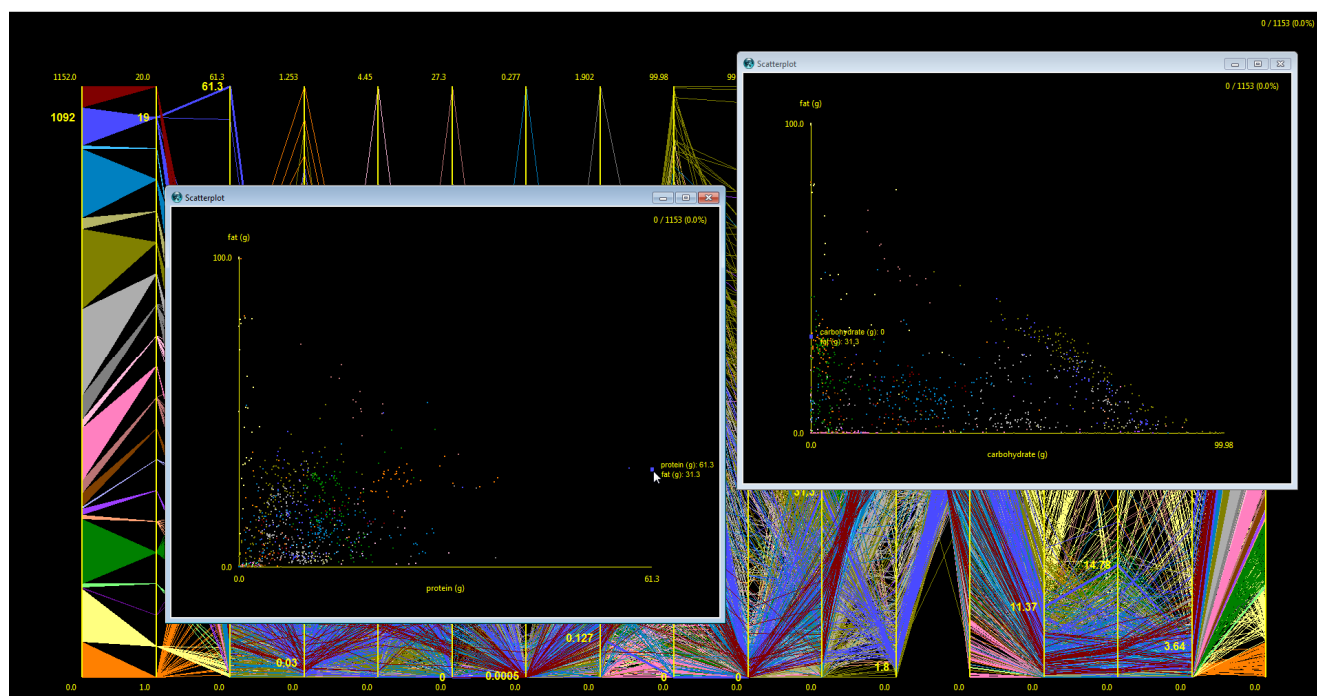
Below is a parallel coordinate plot in Sliver of the nutrition content per 100g of 1153 foods (left axis) grouped into 20 food colored groups (second axis from left, from which the colors have been brushed using gap brushing as described earlier). This dataset is included as *D3NutritionExportAllNumbersFilled.csv* file in the *Sample Data* folder in the Sliver distribution. There are 14 variables representing protein, calcium, sodium, fiber, vitamin C, potassium, carbohydrates, sugars, fat, water, calories, saturated fats, monounsaturated fats, and polyunsaturated fats.



To analyze particular variable relationships, we can create scatterplots. Below are two such plots, one for fat vs. protein and one for fat vs. carbohydrates. The data in these plots share their colors with the brushed colors in the parallel coordinate plot. In fact, data can be swiped for selection and colored in any one of these three plots and the

colors are automatically propagated to the other plots, and this is what is meant by *fully-linked* plots. Actually these 2D scatterplots are really 3D plots considering the use of color as a function of one or more other variables.

The colored food groups are well-clustered in the scatterplots. There are two outliers in the first scatterplot that are intriguing. We can turn on the option again to show axis values when the mouse is hovered using the **Plots→Display Values on Mouse-Over→Without String Mapping** menu option. This function works on scatterplots as well as the PC Plot. Placing the mouse over the rightmost outlier in the left scatterplot below highlights (increases the size of) that dot, and the data values appear in that plot as well as the other two plots. We see that this food has an amazing 61.3g of protein and 31.3g of fat per 100g! The rightmost plot shows that it has zero carbohydrates, and all the values are shown on the PC Plot. What can this food be? The leftmost axis of the PC Plot identifies the food as #1092 of the 1152 foods, and checking this against the original data assignment reveals it to be barbecue-flavored pork rinds. The other outlier is plain pork rinds.

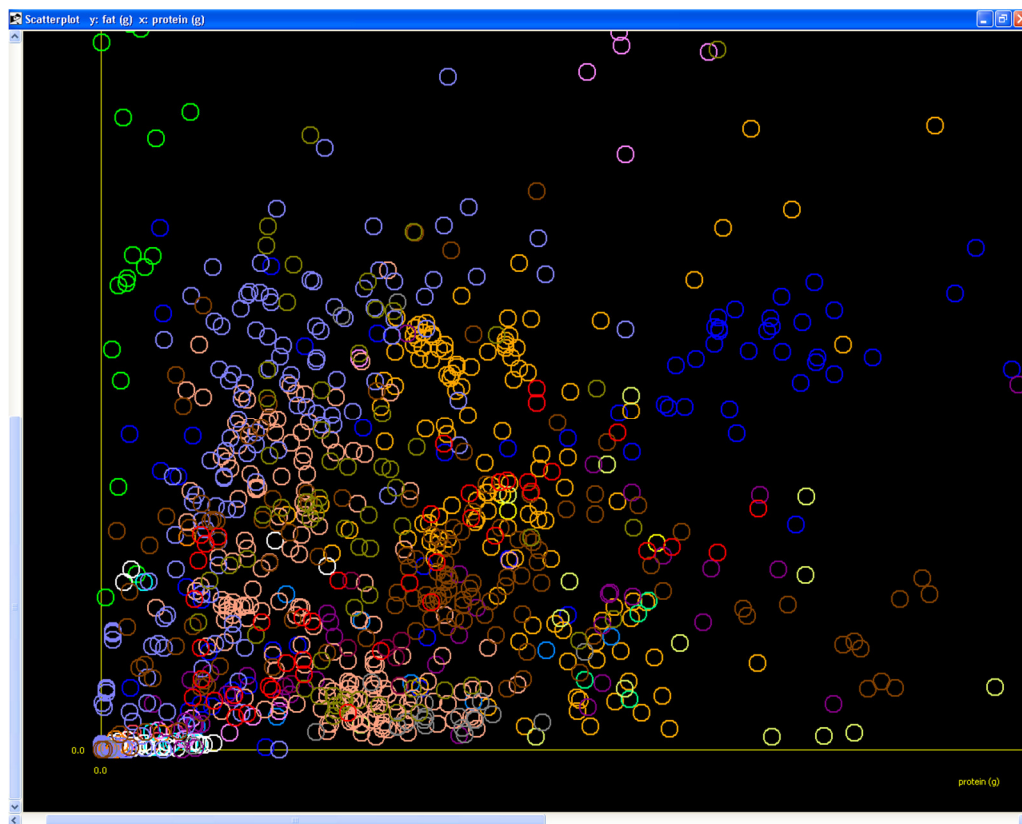


There are a number of scatterplot settings that can be applied. For example, the plotted points here can easily be seen on a monitor, but are very difficult to see in print. Using the **Options→Plot Settings** menu option, the dot size can be set to a different value, for example, and the plot can alternatively use hollow circles rather than dots. Hollow circles are useful for revealing hidden points and the density of clusters.

When the point size is set to 1 pixel in the **Options→Plot Settings** menu option, the points cannot be resized later without making a new scatterplot. **However, if the point size in the settings is 2 or more (and the initial default is 2), then the points can be resized by pressing the letter “b” and “l” keys (for bigger and littler). They can also be toggled between hollow and filled by pressing the “o” key.**

Colored outlines are added to all scatterplot points that are larger than a pixel size defined in **Options→Plot Settings**. The default size threshold is 10 pixels since the outline tends to wash out the fill colors of smaller points. The outline color can be defined in **Options→Color Scheme**, with a default of light gray. The outline not only makes the plots look nicer but distinguishes points that overlap.

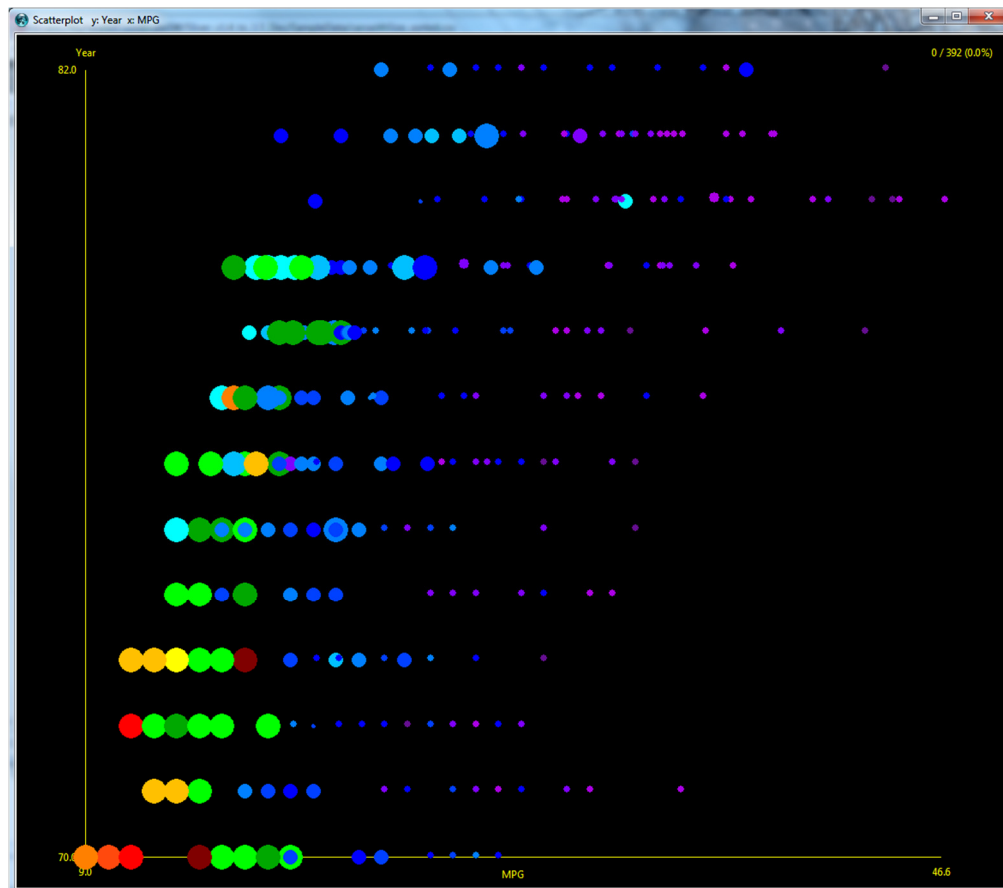
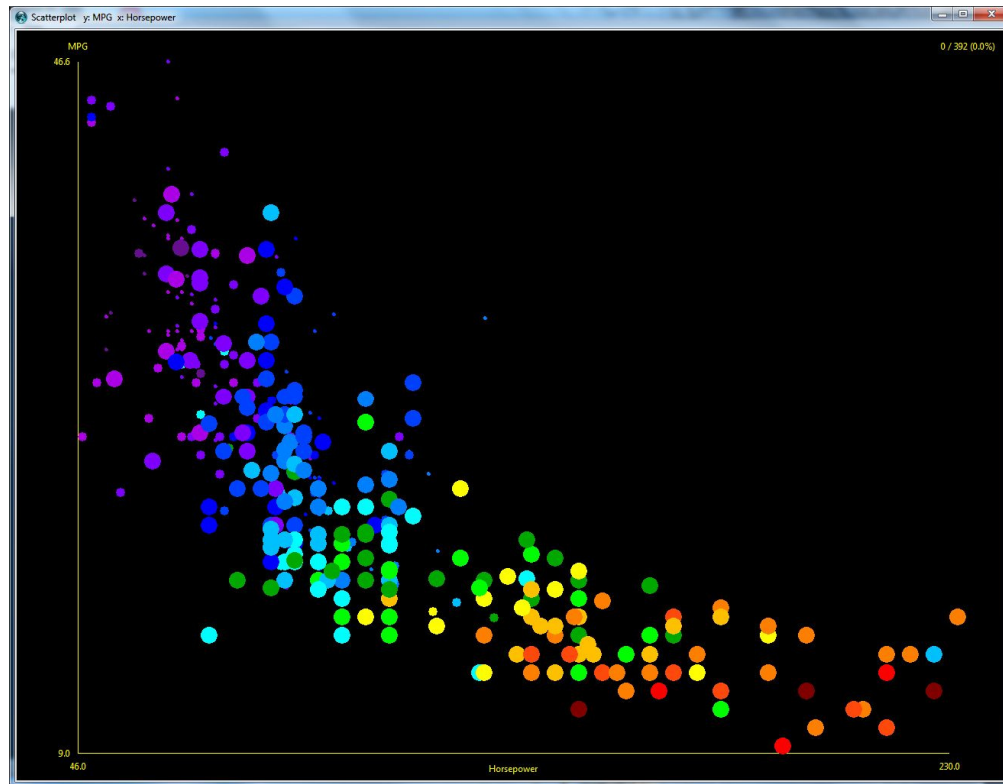
An example of a plot with hollow points of a large point size is shown below, zoomed into a section of the fat vs. protein scatterplot. Note that extreme zooming will accentuate any original single-pixel rounding offsets, so better results may be achieved by setting the axis ranges to their desired values before creating the plot rather than zooming in afterwards. However, zooming generally works very well.



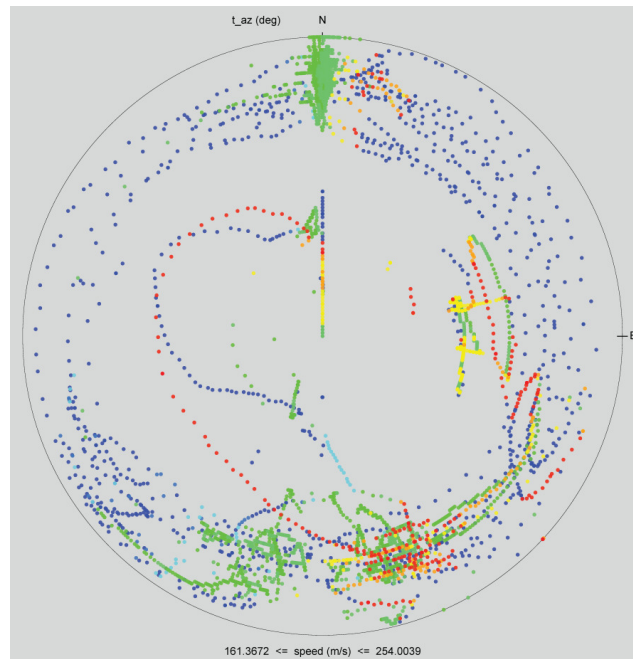
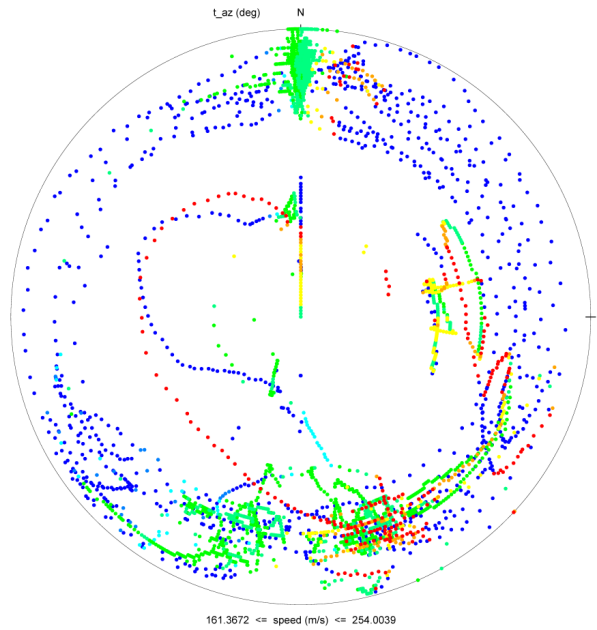
There is also an option to select another variable to define the size of each point, including a scale factor. In addition to the x-variable, y-variable and color there is now a fourth dimension of size incorporated into these “2D” scatterplots. These types of plots with variable point sizes are called *bubble charts*. The smaller points are drawn on top of larger points for visibility, and even greater visibility is achieved by exporting the plot to PDF with transparency as described earlier.

Below are two examples of a bubble chart for the *cars.csv* dataset. In the first plot a new variable was created having a large value for cars made in the US, a middling value for cars made in Japan, and a small value for cars made in Europe, based on the Origin(US/Japan/Europe) variable in that dataset. When this 2D scatterplot was created, a box was checked to include a size variable and this new variable was selected with some scale factor. The figure plots MPG vs. Horsepower, and is range brushed for Weight and sized for the Origin of the cars (the high-horsepower cars in this dataset were all made in the US).

In the second plot below, the MPG variable was plotted against the Year, showing a general trend toward higher MPG as time went on. The Horsepower variable was range brushed from lowest to highest in the PC Plot, revealing some interesting outliers in the scatterplot. The Cylinders variable was chosen for the size of the points, along with a scale factor, showing that in later years there were cars with high cylinder counts but good mileage. Just as in 2D scatterplots of fixed point size, these variable size points can be selected by swiping, and the **Plots→Display Values on Mouse-Over** menu options will display values on mouse-over in any plot.

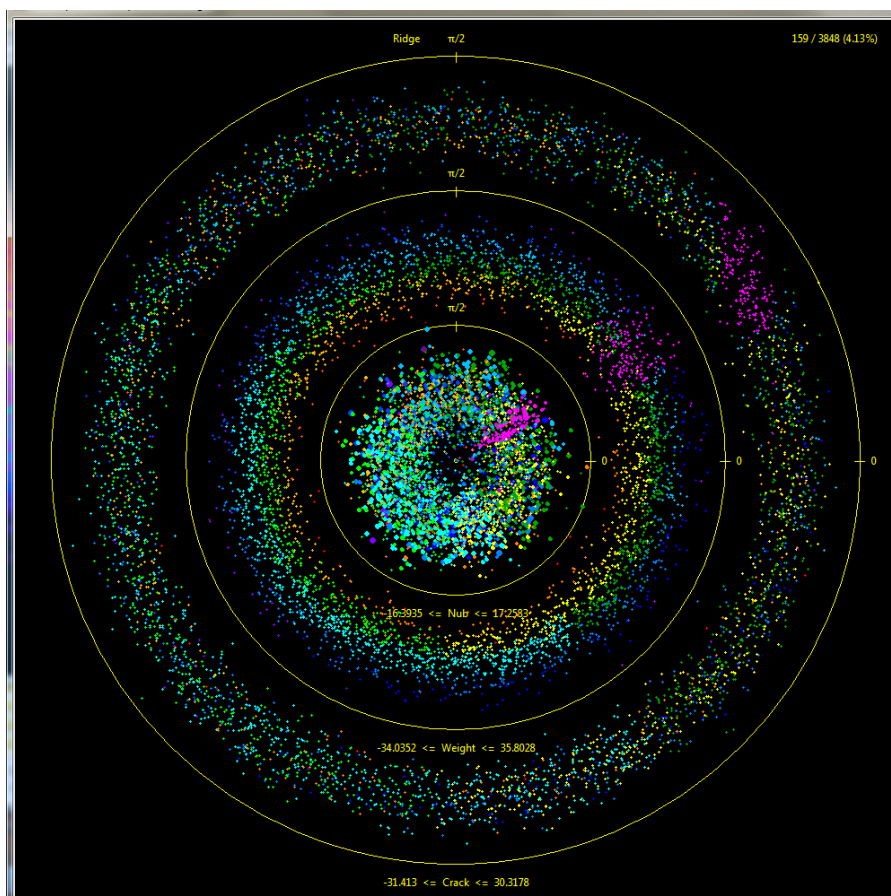
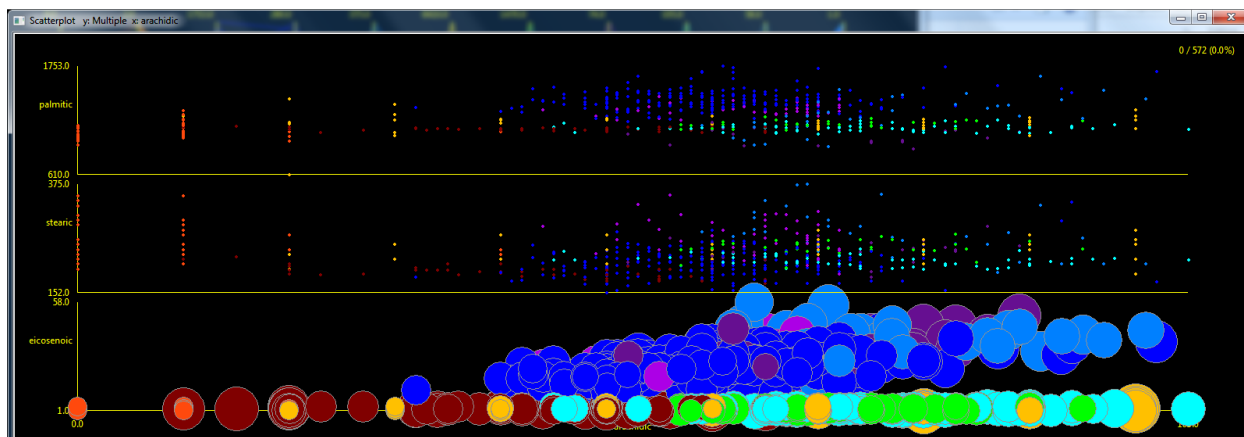


Note that the Sliver color scheme is completely configurable with the **Options→Color Scheme** menu option. The above plots have absolutely brilliant colors on a monitor, but for print purposes a light background or solid dots may be preferable. The figures below show a polar scatterplot with two different backgrounds that were exported to PDF without transparency to provide a vector-drawn graphic of presentation and document quality.



Stacked 2D Scatterplots

Multiple scatterplots can be stacked in one scatterplot window by selecting the **Add Stacked Subplot** button rather than the **Finish** button after selecting the axis variables for the current plot or subplot in the 2D Scatterplot window. For Cartesian plots the stacked subplots are arranged vertically and share the same x-axis variable. For polar plots the stacked subplots are arranged as concentric plots sharing the same theta-variable. Stacked subplots can be any mix of plots with fixed-sized points or with points sized per another variable (bubble charts). Cartesian and polar plots cannot be mixed in one plot window. Below are two examples of these. The first Cartesian stacked plot shows the outlines added to points larger than the default of 10 pixels in diameter (here the default light gray color), which greatly helps to distinguish them when they overlap. The second polar stacked plot shows selected points in purple.



Exporting 2D Scatterplots to Matlab

Sliver can export 2D scatterplots to Matlab as well if the program is installed and a license is available. This is accomplished via the menu function **Analysis→Export 2D Scatterplot to Matlab**. The interactive controls and myriad of settings of Matlab can then be applied to the plot as desired, and the plot can be saved as a Matlab figure or in any image format such as JPG or PNG if desired.

The window that appears provides options to specify

- The plot type — points only, colored according to the Sliver plots; lines only between points; and both points and lines
- The size of the scatterplot points if plotted, and whether they are filled or hollow
- The width of the line if plotted, and its color
- The font size of the y-axis labels, to avoid overlapping for long variable names
- The space between any stacked subplots as a percent of the subplot height (0 means the subplots have no space between them, but then the y-axis min/max values overlap)

Subplots that share a common x-axis can be overlaid as well as stacked in any mixture by selecting the Add Overlaid Subplot or Add Stacked Subplot rather than the Finish button. The common x-axis variable is fixed when choosing subplot y-axis variables. The plot type and the color of lines can be changed between any subplots.

The current plot configuration of single, stacked and/or overlaid plots can be saved to a file before the Finish button is pressed, and there is an option to read a configuration from a plot configuration file. The plot configuration is saved by variable name, so when generating the same plot configuration for a different dataset the variables can be in a different axis order.

3D Scatterplots

Sliver can either use Google Earth to display 3D scatterplots or export its data to Matlab® for its interactive 3D scatterplot function.

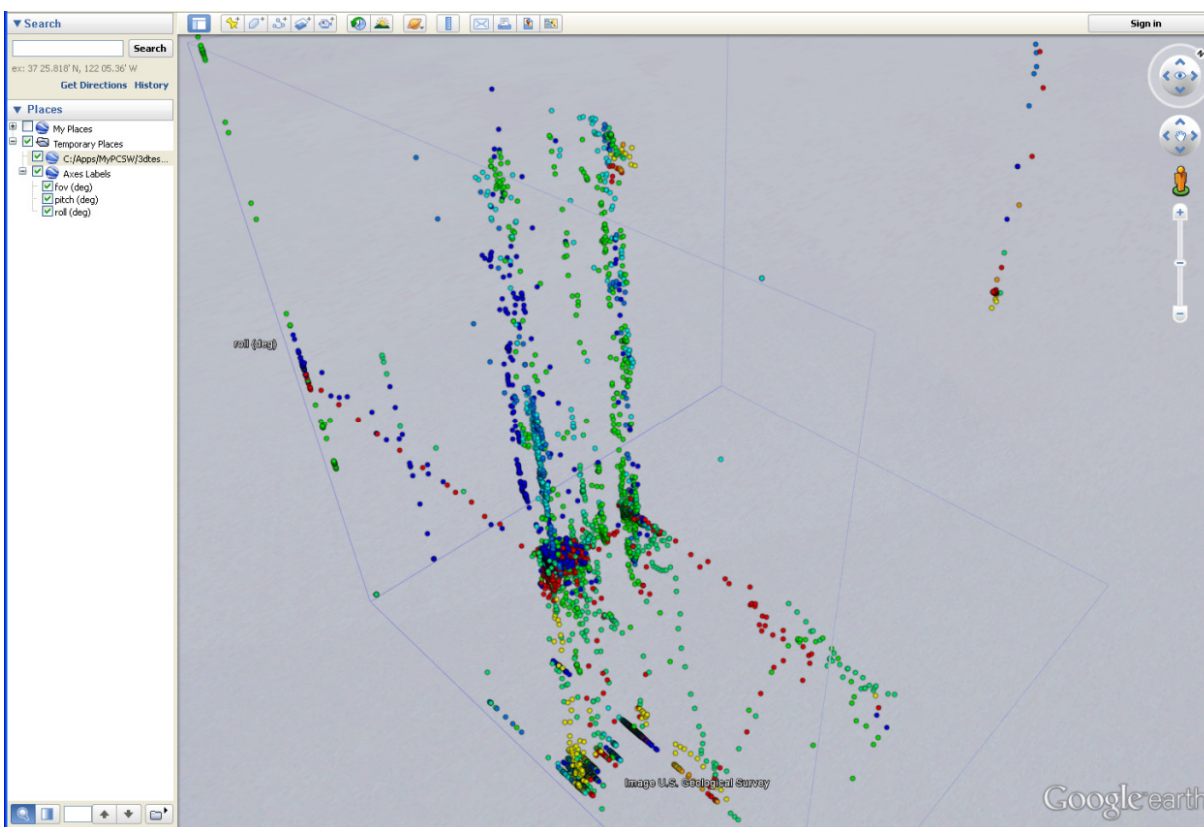
Google Earth provides extremely fast rendering of icons in a 3D setting, and it supports transparency levels that are useful when viewing many thousands of points in space. (However, Google Earth may not display a scatterplot of more than a few tens of thousands of points.) Mouse controls easily rotate, zoom and pan the view to look for structure, and the zoom control in the upper right provides precise zoom control. Spherical points of configurable size and transparency are positioned in a cubical volume of 0.1 nautical mile per side positioned above a white, remote part of Antarctica. Axes. Axes labels are drawn as well. Again, the color brushing based on one or more variables confers a 4D characteristic to the 3D scatterplot.

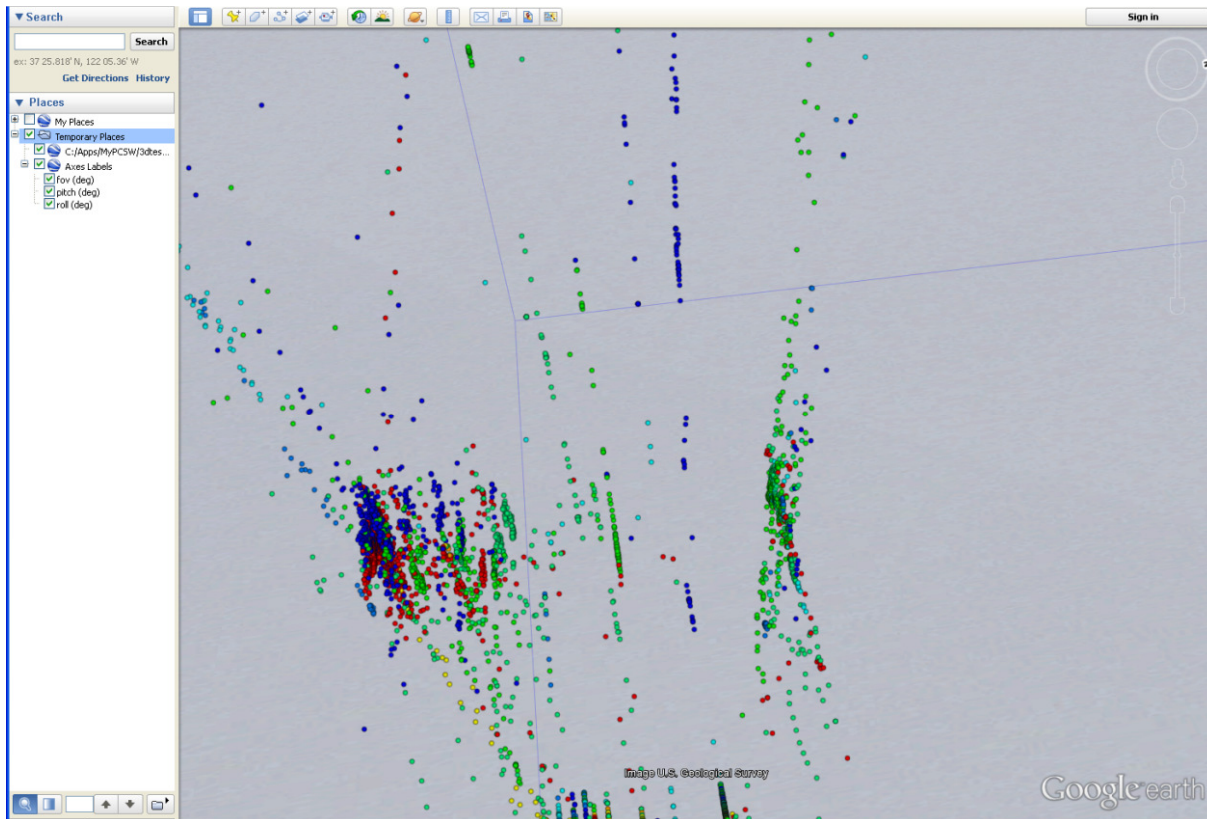
The **Plots→New 3D Scatterplot** menu option is used to create these. Three variables are selected, one for each axis for a Cartesian plot. All linear variable axes are scaled from minimum value to maximum value to expand to the bounding box. Angular variables wrap a full 0 to 360°. All the spherical points are colored according to the current color brushing of the other plots. A Google Earth KML file is generated, and if the path to the Google Earth executable is provided in the settings the file is automatically launched in Google Earth. Color brush changes in the other plots do not automatically update the Google Earth 3D scatterplot, but a new KML file is easily generated using the same menu option that can have the same or different filename. If it is saved with the same name, Google Earth automatically asks to redraw the existing plot. Once created and saved, these KML files are available to be directly loaded into Google Earth at any time, individually or in combinations. Axis labels are separate KML placemarks and can be unchecked in Google Earth to remove them if they obscure any detail.

NOTE: When moving or sending a KML file that displays spheres such as a 3D scatterplot, you must include the *dot.png* file that was added to the directory of the KML file! This PNG file provides the graphic for the spheres, and if it is missing Google Earth will complain or replace it with another shape.

Also, you can zip a KML file into a KMZ file (which needs to end in .kmz) with a size approximately 1/10 of the original KML file. You can include the *dot.png* file in this zip file. This zipped KMZ file will open correctly in Google Earth, which unzips the contents before displaying the plot. A KMZ file is a very convenient way to decrease the size of emailed Google Earth plots as well as to include needed graphic files.

Below is an example of a 3D Cartesian scatterplot generated by Sliver. The 3D aspect is not appreciated without interactively manipulating the plot by rotating, zooming and panning, so a second view is also provided here to help give a sense of what can be visualized with such a plot. Note that the point sizes are defined in units of pixels, so when zooming in the points conveniently spread apart—you are not simply zooming in closer to a fixed cluster.

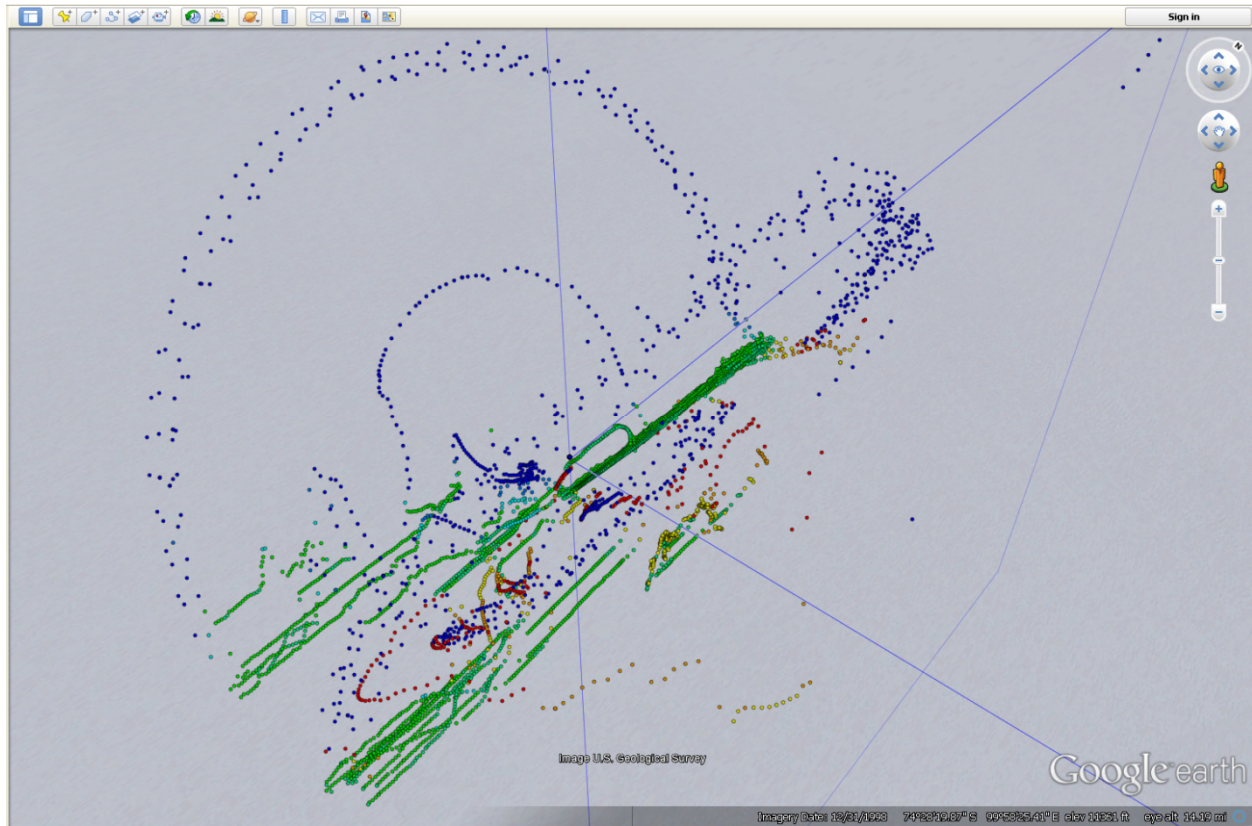




In addition to Cartesian coordinates, Sliver supports Google Earth 3D plots of data in spherical and cylindrical coordinate systems, with angles specified in either degrees or radians, selectable in the same window where the variables to plot are selected. The user can also choose whether math-based or navigation-based conventions are used. The math convention for spherical coordinates (r , θ , ϕ) has θ increasing counterclockwise from the x-axis and ϕ down from the z-axis, while in navigation the azimuth θ increases CW from North and the elevation ϕ is relative to the horizon (the x-y plane). The North and East axes in navigation mode point to North and East in Google Earth, respectively.

NOTE: To help visualize relationships, the 3D scatterplots are scaled to fit the data in a given volume. The x, y and z axes of a plot in Cartesian coordinates are scaled so the minimum and maximum values of each variable span a single, cubical volume outlined by the coordinate planes. The angles in spherical and cylindrical plots can span a full 0 to 360° (or 0 to 2π if radian units are selected), so these plots fill a 2x2 cubical volume. Two outlines of the 2x2 cube are drawn for reference. The minimum radius in spherical coordinates lies at the origin and the maximum radius lies at some point on a sphere touching the 2x2 cube. The minimum and maximum values of z in cylindrical coordinates span the 2x2 cube vertically, with the minimum at the very bottom.

Below is a spherical plot color-brushed in concert with other plots. You can tell a great deal about a system by studying 3D data plots such as this.



As another application, a 3D scatterplot of a hiking, biking, or aircraft path given by latitude, longitude and altitude values provides an extremely clear visualization (scaled in each dimension to fit the cubical volume). This can be clearer than a standard Google Earth path plot because of the lack of a cluttered background.

In addition to plotting 3D scatterplots in Google Earth, Sliver can export data to plot as a 3D scatterplot in Matlab. Choosing the **Analysis→Export 3D Scatterplot to Matlab** menu option pops up a window to choose the three variables for x, y and z in a Cartesian coordinate system, along with the size of the points. If Matlab is installed on the PC and the path to the *matlab.exe* file is populated in the **Options→Analysis Settings** menu option, the 3D scatterplot will appear in a Matlab figure with the color brushing that was applied in Sliver. The interactive controls and myriad of settings of Matlab can then be applied to the plot as desired, and the plot can be saved as a Matlab figure or in any image format such as JPG or PNG if desired.

Google Earth Heat Maps

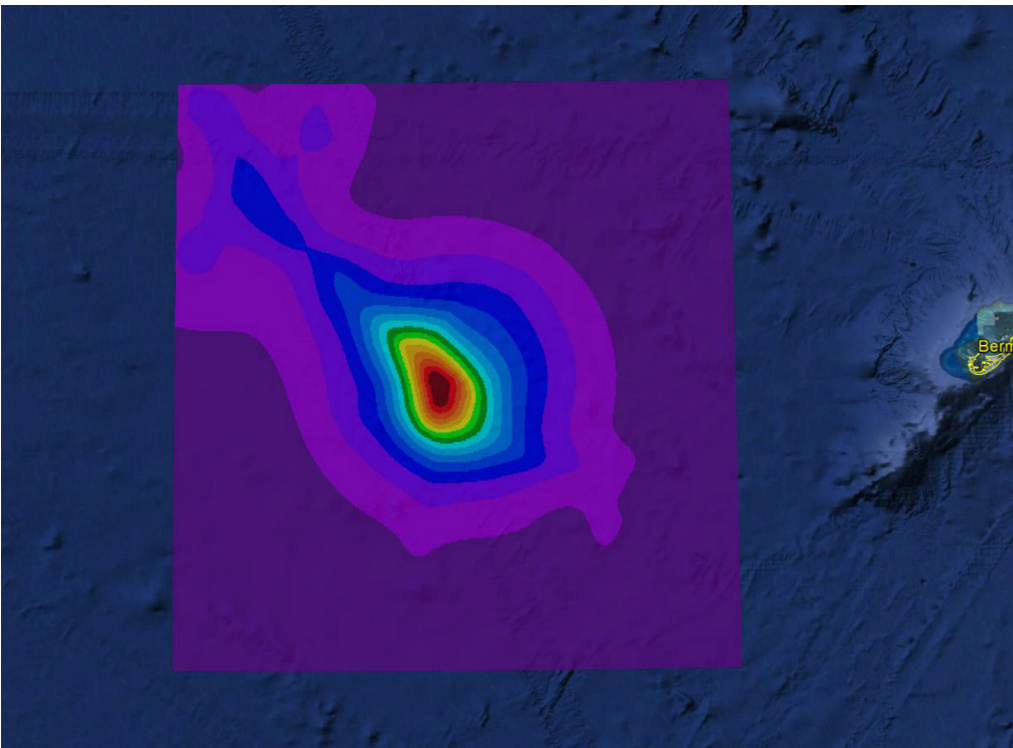
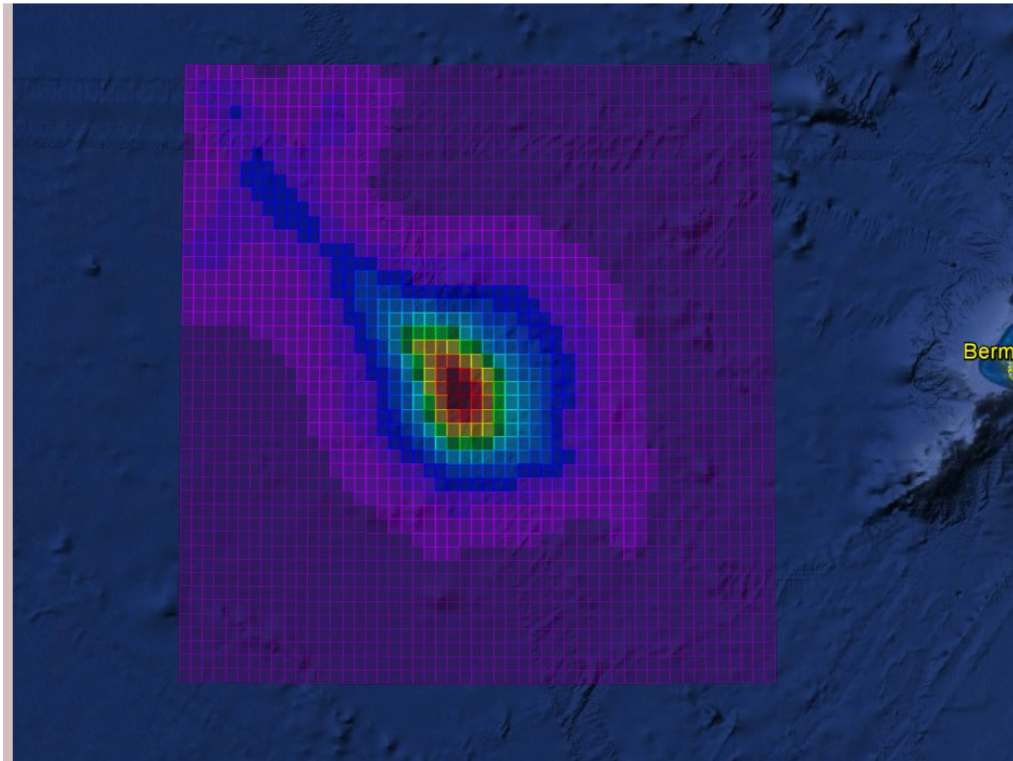
The **Plots→New Google Earth Heat Map** menu option is used to plot square tiles in Google Earth with the color they are brushed in Sliver. This creates a “heat map” of colored geo-referenced values in Google Earth. Unlike plotting quadrilateral shapes that require coordinates for each corner (as described later), the heat map tiles are defined by their center latitude, longitude and altitude plus their North/South and East/West side lengths in degrees (and are always horizontal unless they are clamped to the ground that has a varying elevation). Their side lengths can be entered as a fixed value, or they can be assigned to a variable in the data to have tiles of varying sizes. The opacity can also be either entered as a fixed value or assigned to a variable—this supports heat maps that use the same color throughout but simply change the opacity for different values. Edge lines of a selected thickness and opacity can be added if desired. The tiles can also be extruded to the ground from their altitudes to provide 3D bar charts, or they can be simply overlaid on the ground.

The **Options→Google Earth Settings** menu option in Sliver provides settings for units (degrees vs. radians, feet vs. meters) and the altitude reference (sea level, surface of the Earth, clamp to ground, etc.). There are also settings to apply multipliers and offsets to the latitude, longitude and altitude values.

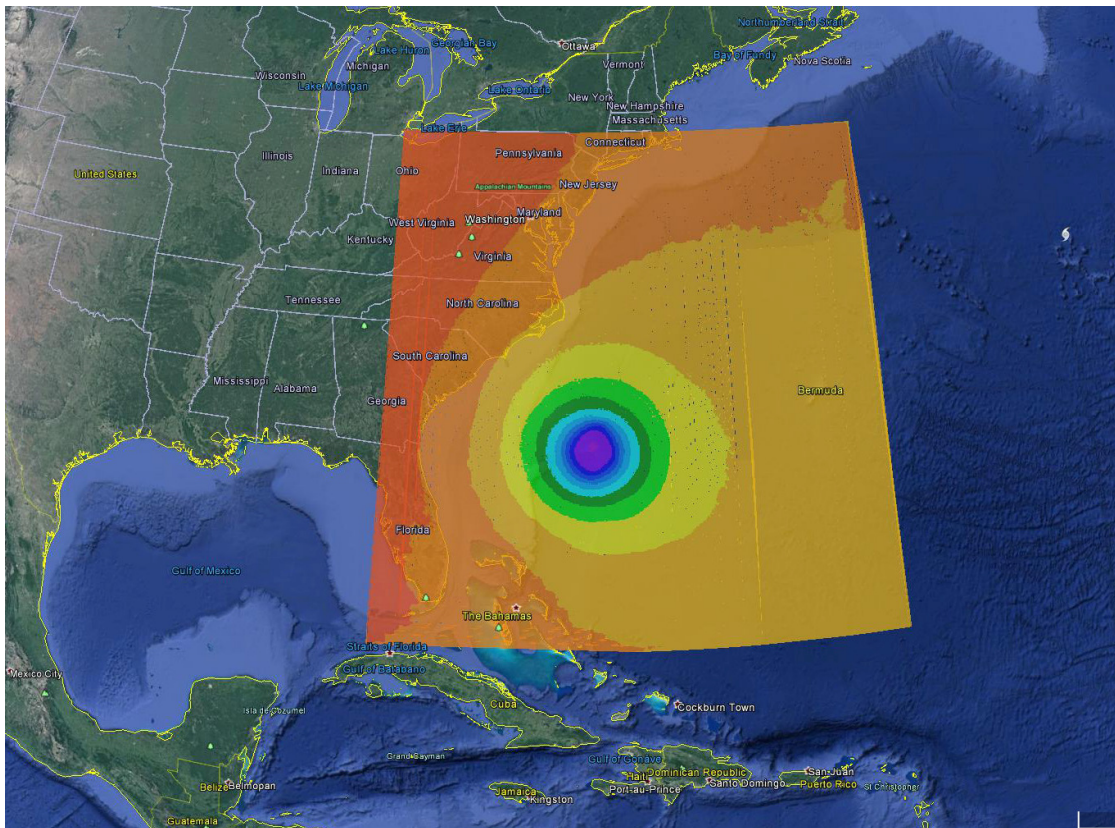
When creating a Google Earth Heat Map, an option is provided to add a pop-up window displaying the values of the selected variables for any tile when the tile is clicked. An options is also provided to add a single timestamp to the overall heat map to show changes between different heat maps over time. This option is discussed later in a separate section on Google Earth timestamps.

Below is a 50x50 tile heat map laid on the ocean in Google Earth with edge lines. The range brush was applied to a variable using the default Sliver Rainbow palette in 16 colors to show magnitudes of the variable from dark purple to dark red. This heat map consists of 2500 tiles, but heat maps of 200x200 pixels for a total of 40,000 tiles, for example, are easily supported by Google Earth.

However, there is also an option to create an optimized heat map, that is, one in which the number of tiles is reduced by merging neighboring tiles of the same color and opacity into one tile. This can greatly reduce the number of tiles drawn by Google Earth, dramatically increasing both the performance and resolution. The second screenshot below is a 500x500 tile heat map that would normally have 250,000 tiles but which has been reduced by optimization to only 2900 tiles! Here the edge lines were not selected for display, as they would be so close together that they would obscure the map, and the opacity has been increased compared to the first figure. Optimizing a heat map can take some time, but after it is created the KML file will be much smaller and load much faster into Google Earth.



This is one of a sequence of heat maps assigned to unique timestamp intervals. This allowed the movement of the hurricane to be animated in Google Earth using the time slider.

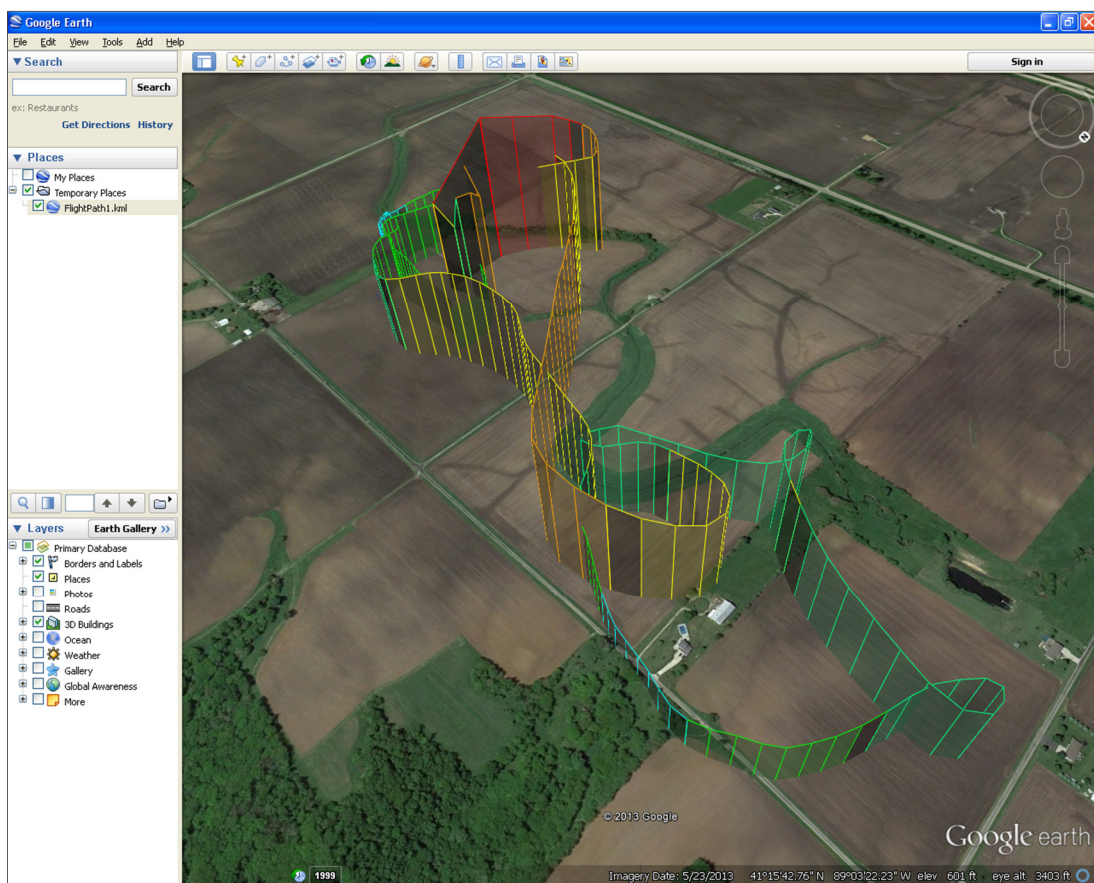


Google Earth Path Plots

Google Earth is also used to plot path data from variables representing latitude, longitude and altitude. The **Options→Google Earth Settings** menu option in Sliver provides settings for units (degrees vs. radians, feet vs. meters) and the altitude reference (sea level, surface of the Earth, clamp to ground, etc.). Since the path is composed of connected data points, the path segments are colored according to the color brushing of the other plots. This is extremely useful, for example, in identifying the points along a path where particular conditions occur.

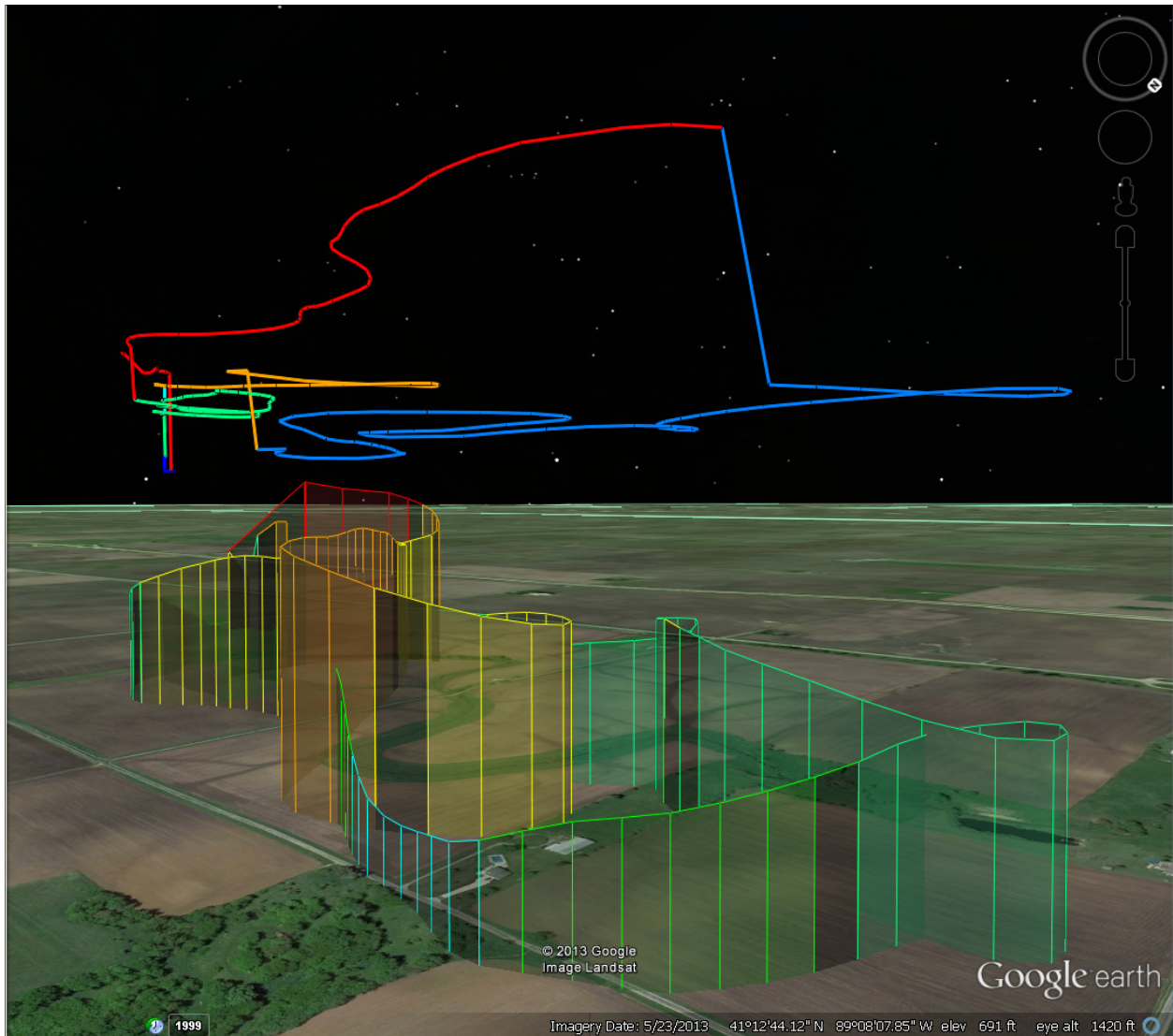
These plots can be helpful in visualizing and analyzing data for runners, bikers, hikers and so forth, particularly when data such as speed, pulse rate and such is available for study. Garmin Connect, RunKeeper and Strava, for example, offer CSV downloads of running and biking data uploaded from GPS devices. The **Plots→New Google Earth Path Plot** menu option is used to create the plot. Variables are selected for the three coordinates, and an option is presented to only plot every nth row of data. This is important because transparency of supports decreases with more points. The inclusion of supports to the ground, along with the path width and opacity, are configurable. There is also an option to not connect geographic points farther apart than an entered distance, or to connect them with a dashed vertical arc. Otherwise, plotting a set of segments would add straight lines between them, but by entering a minimum separation distance to form a connection these segments can be isolated. Note that to show a single disconnected point, the option for supports must be enabled in the Google Earth Settings.

With supports turned on and full opacity in the settings, a KML file for a plot such as the one below is created and automatically launched in Google Earth if the path to the executable is entered in the Google Earth settings. The mouse can be used to zoom, rotate and pan the view as desired. The flight path below would be smoother but there was a very limited number of flight coordinates in this sample dataset obtained online.



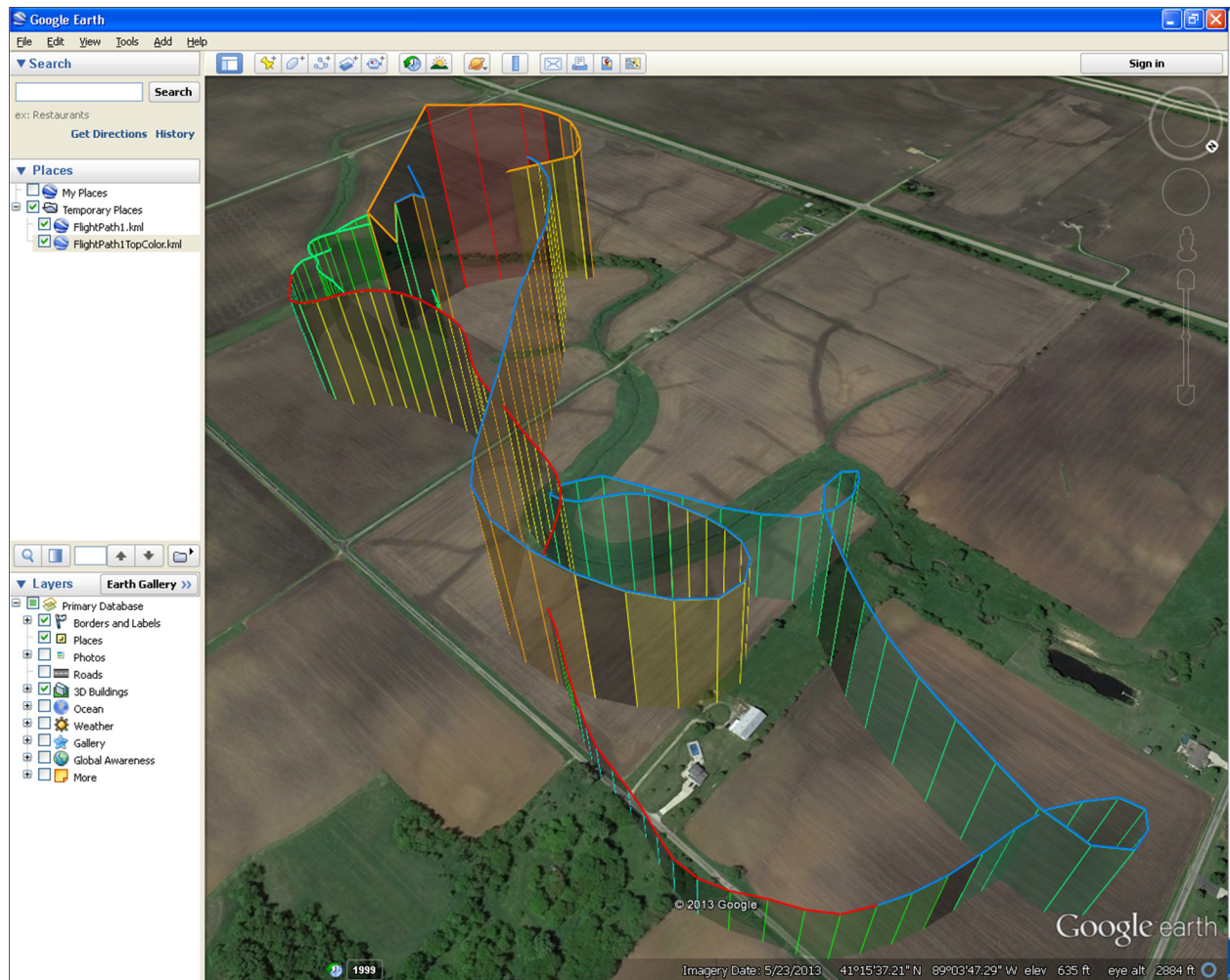
There are also settings in the **Options→Google Earth Settings** menu to apply multipliers and offsets to the latitude, longitude and altitude values. One application of this is to plot a new variable as the altitude, with an altitude offset and multiplier sufficient to plot the curve directly above the flight path, and plotted without supports. This shows values of another variable, and possibly another color brushing, above the first path.

For example, by selecting the same latitude and longitude variables as before but choosing a different variable as the altitude, we can generate a plot of this variable at any point along the flight path and save the KML file with a different filename. This gets added to Google Earth by Sliver. This new plot lies directly above the existing path. It is much easier to visualize this by using mouse controls to pan and zoom, but one view is provided below.

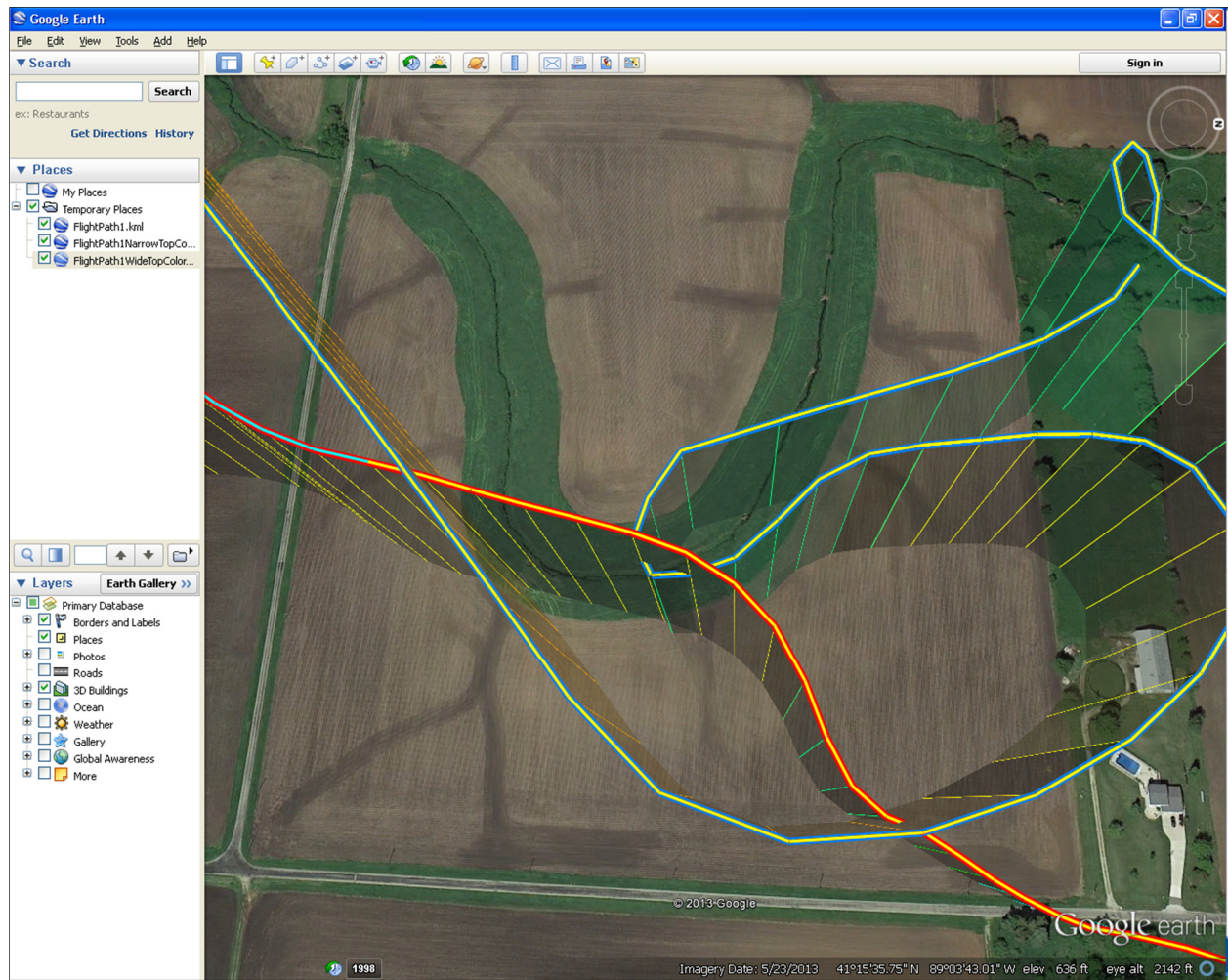


To overlay an additional path using the same geo-coordinates after performing a different color brushing possibly related to a different variable, a new Google Earth plot can be created in the same way as the first one and saved to a different KML file. Although the paths will exactly overlap when both KML files are displayed, there is a shimmering effect in the supports that will reveal two or three sets of colors as Google Earth is zoomed and rotated. Also, we can create multiple versions of the same path in separate KML files and simply toggle them off and on in the left pane of Google Earth, allowing us to see differences in the path colorations as the paths appear and disappear.

Another way of visually overlaying data along a path is to create a thin path with supports that is colored (in the PC Plot) according to certain variable conditions, and then create a second path colored for a different set of conditions and placed with a small altitude offset entered in the Google Earth settings. Then the supports show one variable dependency while the path along the top shows a different dependency, as shown below.

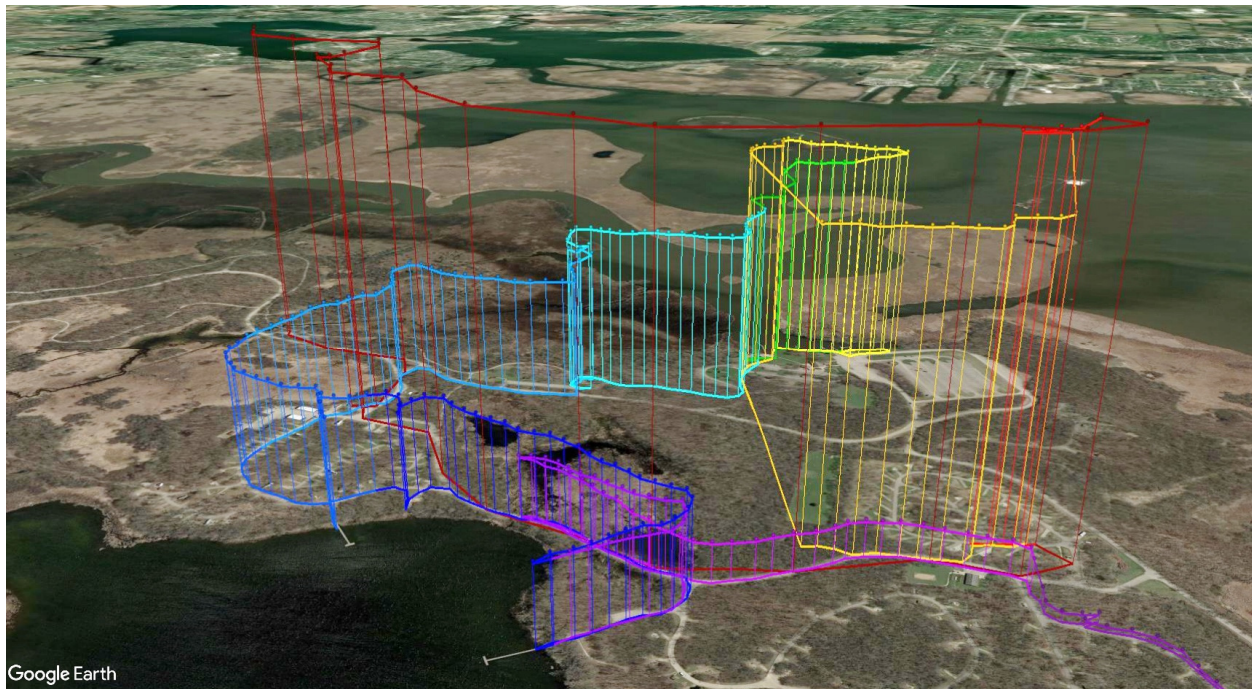


Or we can create a ribbon-like path along the top whose innermost colors reveal values under certain variable conditions and whose outer colors reveal other conditions. The top path width in the figure above is re-plotted after the path width is set wider, say 12 pixels. Then the path width setting is changed to, say, 4 pixels and the altitude offset is increased by 10 meters, a new variable or combination of variable is color brushed, and the flight path below is produced that shows one color dependency in the supports and two color dependencies in the path along the top. Widths can be adjusted to provide easily readable colors depending on characteristics of the flight path.



For a path that lies along the ground, it can be useful to plot time as the altitude variable, with an appropriate offset and multiplier assigned to the altitude in the Google Earth settings. Here the negative of the time in seconds would be the altitude offset in the Google Earth settings so that the altitude would be zero at the initial time, or alternatively the time variable can be offset by the initial value before the CSV file is created and an altitude offset of zero applied. The altitude reference setting should be set to *Surface of the Earth*, and the altitude multiplier set to a value that provides a reasonable height for the overall path plot when multiplied by the overall time in seconds.

In the end, this provides a visual display of the time at each point along a path, such as in the birdwatching walk shown below. The location and time of day information was recorded on a smartphone app (Maps 3D PRO®) during the walk, then exported and emailed as a GPX (.gpx) file to a computer, and finally opened directly in Excel (it can read GPX files) and saved as a CSV file that was read into Sliver. The time axis was range brushed in the PC Plot with the default Sliver rainbow brush, so the walk starts at the purple end of the spectrum (the low end) and proceeds to the red, upper end. Path supports were enabled and a separate KML for the path clamped to the ground was also created as a visual aid. Slower paces and complete stops are displayed as points where the path rises sharply, since the time increases with little or no latitude/longitude movement, and in this case the pauses and stops mark places where interesting birds were found. Other variables such as EXIF metadata information in photos taken along the way could be added and used for color brushing. A similar KML file for another person with the same altitude offset and multiplier will show encounters and near-encounters by intersecting or nearly intersecting paths.



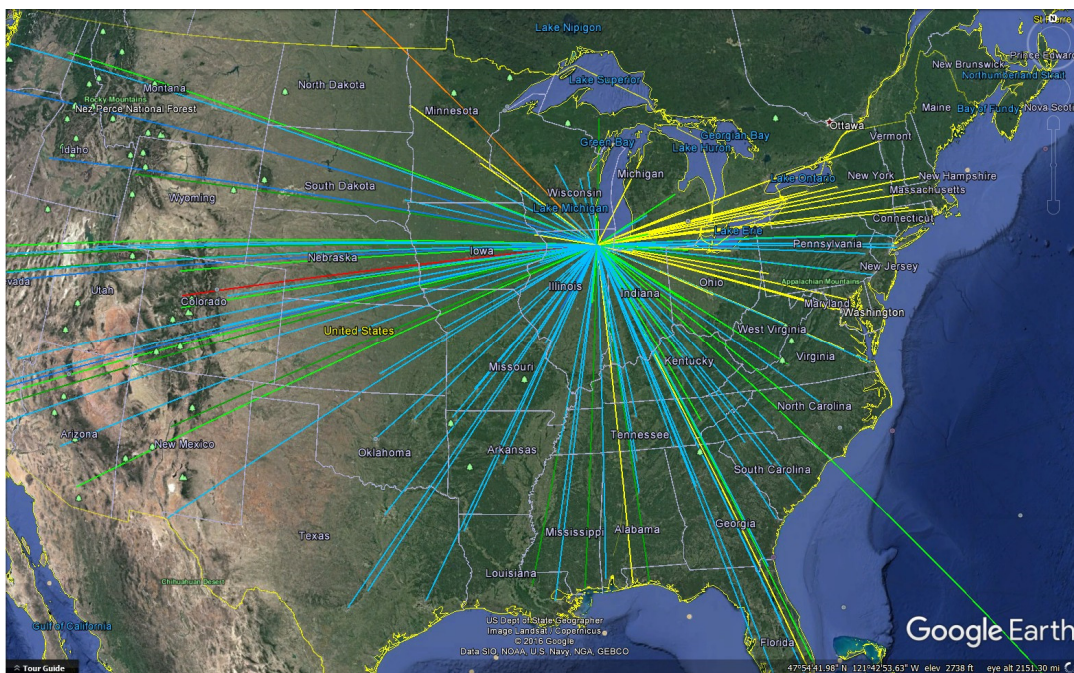
When creating a Google Earth Path Plot, options are provided to add timestamps, pop-ups and labels. These require spheres added along the top of the path to serve as clickable points such as those on the path in the figure above. Since the options are common to all Google Earth plots, they are discussed later in a separate section.

A separate KML file is created every time a Google Earth plot is created, so they are always available to be loaded into that program outside of Sliver and can be mixed and matched as desired. There is also a **DataTools→Merge KML Files** menu option to combine multiple KML files generated by Sliver into a single KML file. You can also zip a KML file into a KMZ file (which needs to have a suffix of .kmz) to decrease its size by about a factor of 10.

Google Earth Connection Plots

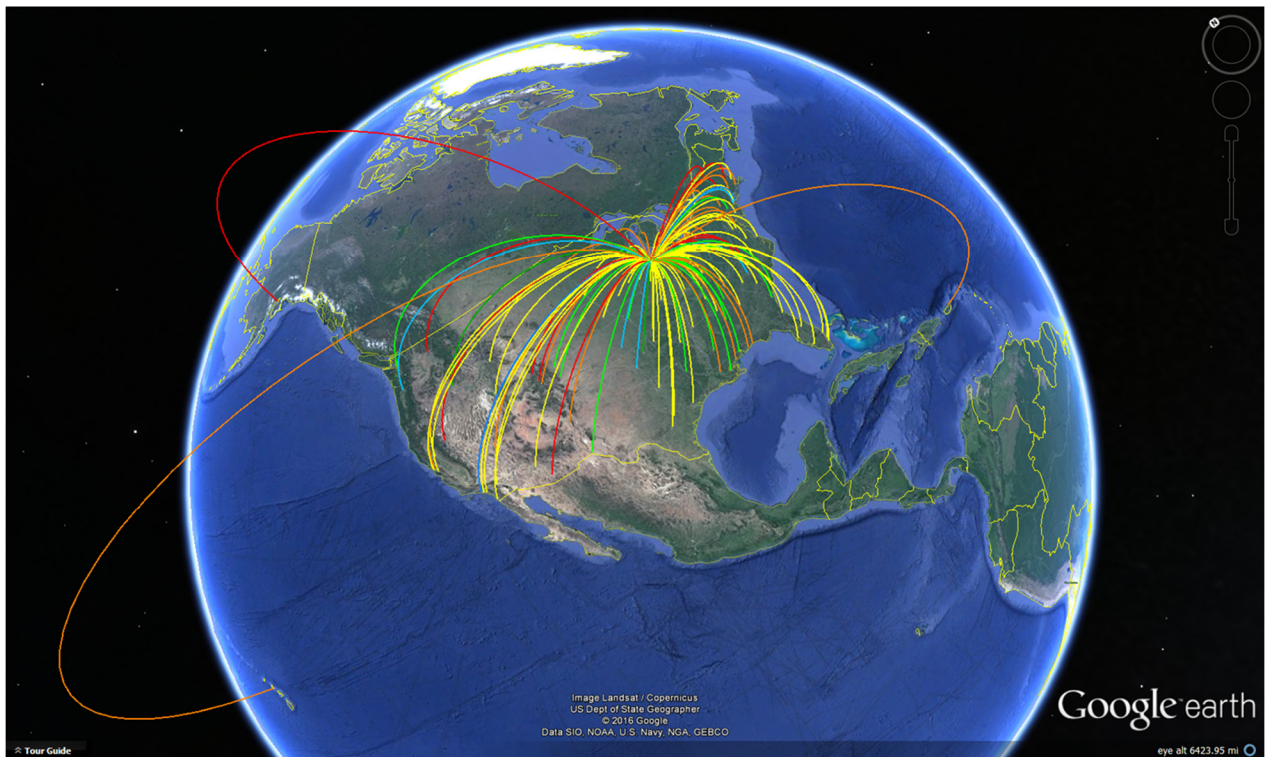
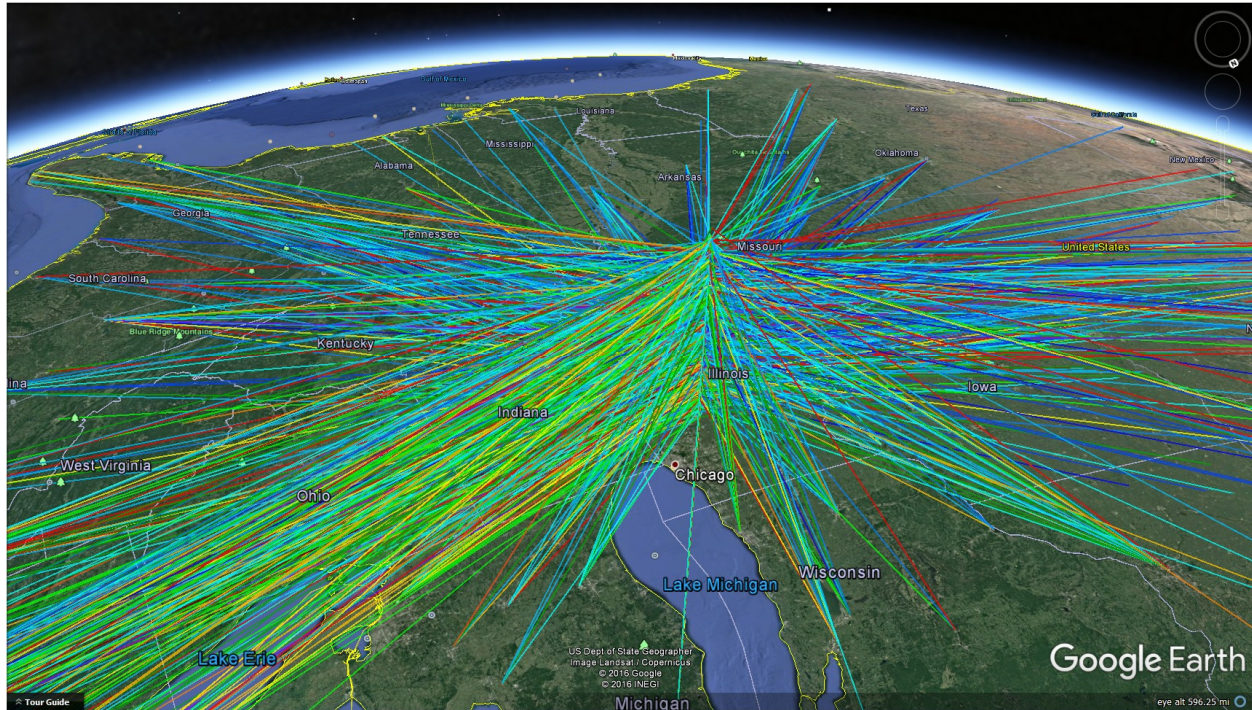
The menu option **Plots→New Google Earth Connections Plot** creates a KML file that plots lines between a selected pair of geo-coordinate variable sets (lat/lon/alt for point 1 and lat/lon/alt for point 2) in each row of data, colored with the brush for that row. Plotting every nth row is also possible. Connections are not drawn between points less than a foot apart to avoid divide-by-zero errors.

There is an option to assume the endpoints of the connection lie on the ground. Otherwise, lines connected between distant points can pass through the Earth if the altitude reference is not set to *Clamp to Ground* in the Google Earth Settings. This also means that the altitude variable does not have to be selected, which is necessary when only ground coordinates are available. This ground connection lies on the surface of the Earth along the great circle path between the points. An example showing US-bound outgoing flights from the Chicago O'Hare Airport on January 15, 2008, color-coded for arrival delay, is shown below. Note that you can create multiple connection plots to complete grids of lines for rectangular areas, and the **DataTools→Merge KML Files** menu option can be used to combine them into a single KML file.



The file of data for this plot is found in the *SampleData* folder, although you will want to select only variables with numerical values such as Origin Lat/Lon, Destination Lat/Lon, Arrival Delay, etc. There are 972 flights in this plot, but many connections overlap because many cities have multiple flights from O'Hare in a single day. One option is to not assume the connections lie on the ground and use another variable, such as departure time during the day, as the altitude, with an appropriate multiplier in the Google Earth settings so that the altitude changes are visible. The first plot below is such a connections plot where the altitude at the O'Hare position is the departure time multiplied by such a factor. This reveals the various flights better, and can be explored using Google Earth controls to see if later flights to a city, say, are delayed more than earlier flights. Settings for the plotted lines (units, width, opacity, supports and their opacity, etc.) are configured in the Google Earth Connections Plot window.

You can draw vertical parabolic arcs between two connections lying on the ground rather than a line. The heights of the arc for different distances (the ratio of the distance between the points and the height) is user-selectable. This arc lies above the great circle path between the points. Again, the width, opacity, supports, etc., for the arcs are configurable, where here you will probably prefer the supports to be disabled. The second plot below is of the same data as previously but with a slightly different color-coding. Flights overlap in this plot.



As before, this KML file can be added to any other KML files displayed in Google Earth.

When creating Google Earth Connections plots, options are provided to add timestamps and pop-ups (but not labels) as discussed in a separate section.

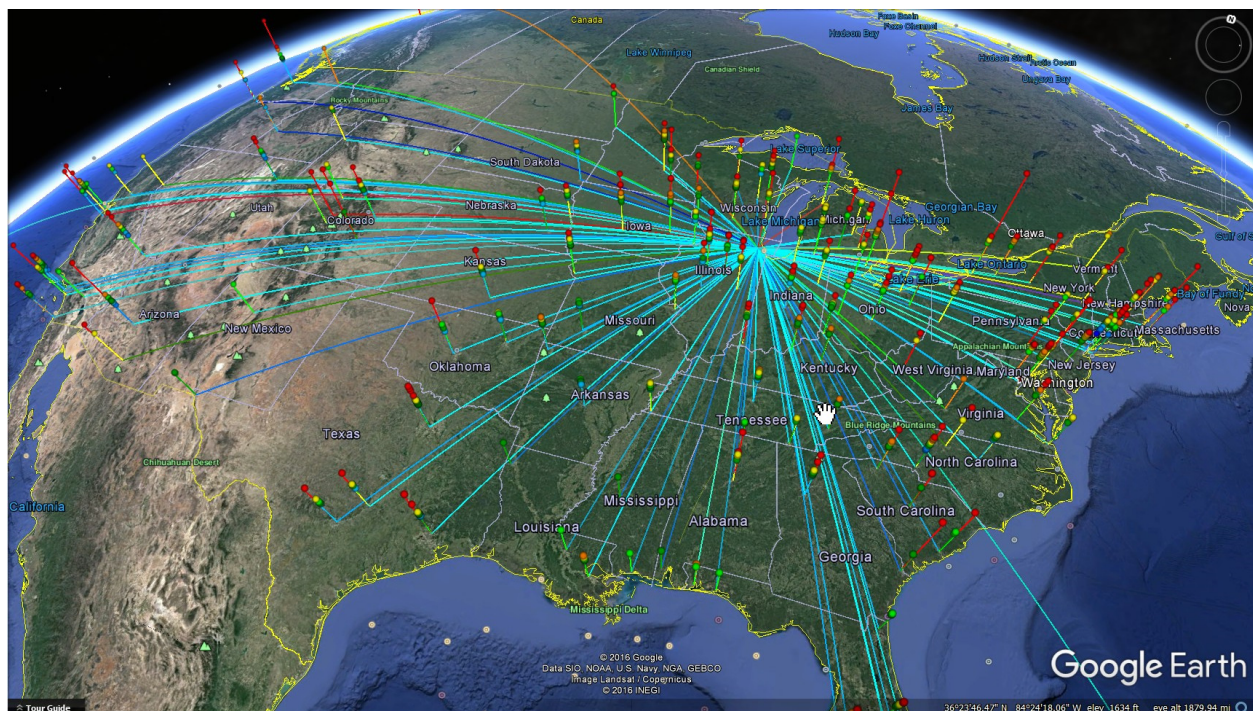
Google Earth Pillar Plots

The menu option **Plots→New Google Earth Pillar Plot** plots vertical rods at geographical points on the surface of the Earth. This is very nice for marking individual points, even densely spaced points, with Sliver color-brushing and either a fixed height or variable heights. The width and opacity of the pillars is user-selectable in the pillar plot window. The height above the ground of the pillars can either be a third variable or be set as a fixed value entered in the window. There is also an option to place a sphere on top of each pillar of that color and a configurable size and opacity. These vertical rods with or without spheres are a finer alternative to the large pins and markers that Google provides by default.

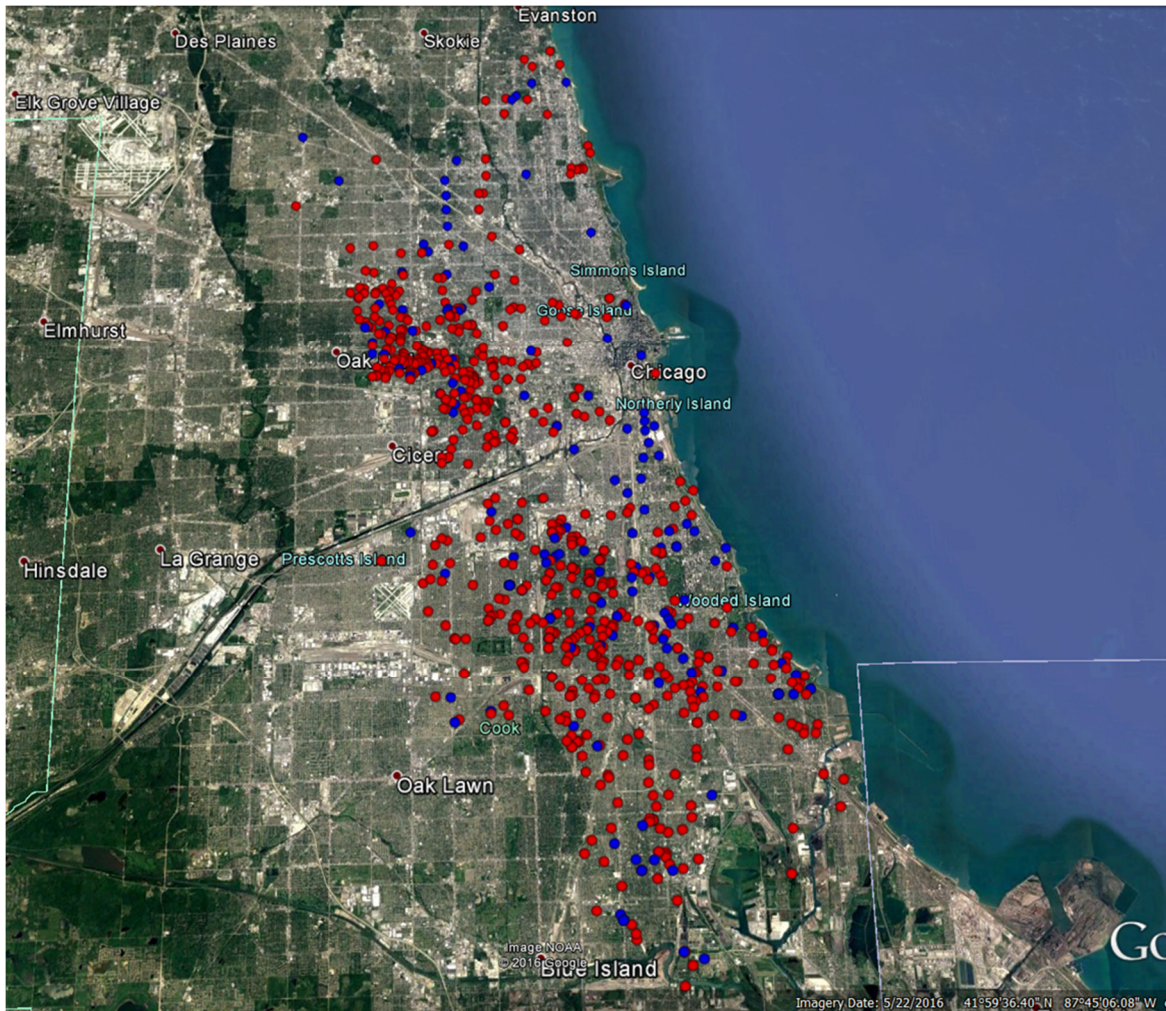
NOTE: If spheres are added to the pillars, any move of the KML file must also include the *dot.png* file added to the directory of the KML file when it was created, as it provides the graphic for the spheres. If it is missing Google Earth will complain or replace it with another shape.

Also, you can zip a KML file into a KMZ file (which needs to end in .kmz) with a size approximately 1/10 of the original KML file. You can include the *dot.png* file in this zip file. This zipped KMZ file will open correctly in Google Earth, which unzips the contents before displaying the plot. A KMZ file is a very convenient way to decrease the size of emailed Google Earth plots as well as to include needed graphic files.

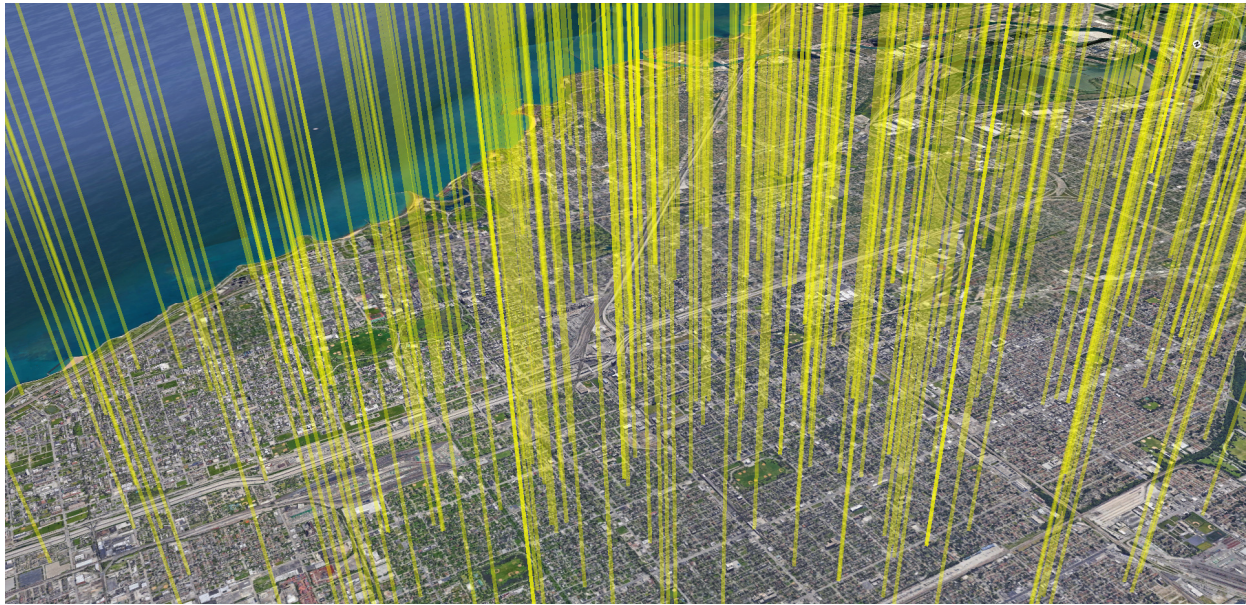
For example, to show the flight delays in the previous section, it is possible to add pillars at the destination coordinates with a height proportional to the flight delay. Where there are multiple flights to a destination, adding spheres to the tops of the multiple pillars will separate the delay information in a color-coded stack of spheres. Below is a Google Earth plot of the ground-based connections KML file from the previous section along with a new KML file of a pillar plot with latitudes and longitudes of each destination and a height that is a multiple of the arrival delay (the Google Earth Settings for altitude multiplier and offset are applied to the height in a pillar plot unless a fixed height is selected). Range brushing was first performed on the arrival delay axis, so the higher, red spheres represent flights with the longer delays. Setting a lower sphere opacity would better show overlapping spheres—however, the height could have been assigned to a different variable, such as the number of times a sphere color occurs for a destination, and then each colored sphere would sit at the height for the count of that color. Individual KML files can be turned on or off in Google Earth in the left side panel, and in fact displaying only the pillars makes a more readable graphic if the paths are not important.



Below is a pillar plot of Chicago homicide locations in 2016 through Christmas, where the data is brushed blue for the incidents where an arrest was made. This plot was made by choosing in the Pillar Plot window a fixed pillar height of zero and choosing to add a sphere on top of each pillar of size 2 and maximum opacity of 16.

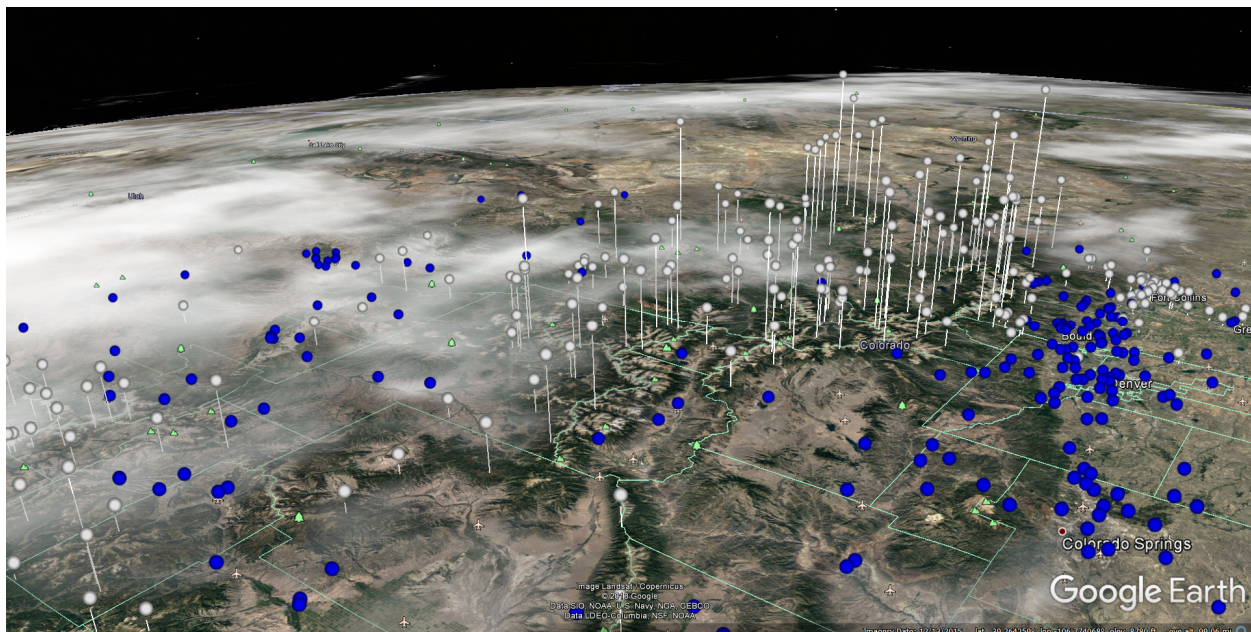


Here is another pillar plot of the same data, where all the lines in the PC Plot were brushed yellow. In the Pillar Plot window here, the pillar width was increased and the opacity of the pillars decreased. The pillar height was again selected to be fixed rather than a variable value, but the height was set very high. The option to add spheres to the tops of the pillars was not chosen, but that would not make a difference since Google Earth was zoomed in enough that the tops of the pillars are not visible. Given the nature of the crimes, the ascending translucent pillars are evocative, I think, of the loss that these communities faced.



Again, the **DataTools→Merge KML Files** menu option can be used to combine multiple KML plots into a single KML file for convenience, and timestamps, pop-ups and labels are supported as described in a later section.

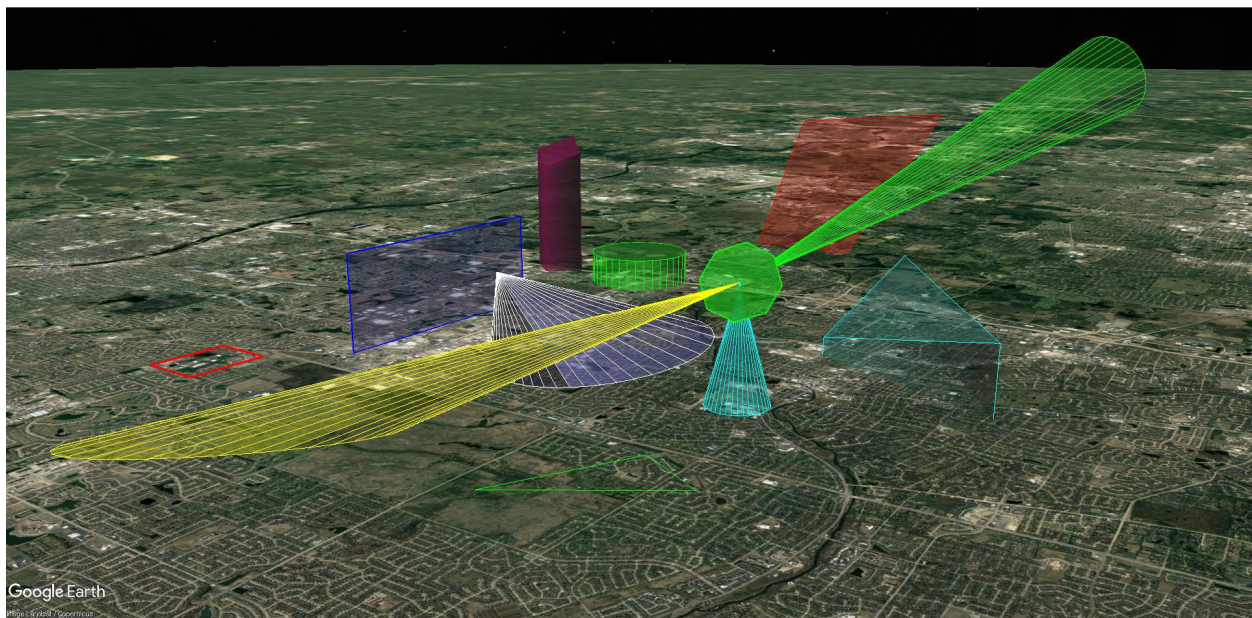
Below is a pillar plot of snow depth reported at stations in Colorado on January 1, 2018. Lack of snow at a station is shown as blue, while snow is shown as white pillars whose height is proportional to the depth in inches.



Google Earth Shape Plots

The menu option **Plots→New Google Earth Shapes Plot** creates KML files for plotting a variety of 2D and 3D shapes in Google Earth. These shapes are based on geo-coordinate and geometric parameters in input data files. Many configurable options are available. The supported shapes include triangles, quadrilaterals, circles and polygons, cones and pyramids, sphere and hemisphere wireframes, sphere and hemisphere solids and Collada 3D models. These shapes can be used to show objects or physical or theoretical constraints on data plotted in Google Earth. Sample data files for these are provided in the *SampleData* subfolder, and the details on options available in the plot windows are described in Section 4 *Sliver Detailed Operations* of this manual.

Examples of some of the shapes that can be plotted in Google Earth are shown below. This display consists of separate KML files for each shape type. Examples of the sphere and hemisphere shapes are provided in those sections.



The following options are provided:

1. **Plots→New Google Earth Shapes Plot→Triangles:** Triangles are defined by variables for the latitude, longitude and altitude of the three corners. There are options to color fill the triangle with a selected opacity, to show or not show edge lines of selected widths and opacity, to extrude the triangle to the ground for buildings and structures, to lay the triangle on the ground (no altitude variables), to select variables to show in a pop-up window when the shape is clicked, and to add a timestamp for displaying within a time range on the Google Earth time slider.

In the screenshot above there is a green triangle with no fill laid on the ground and a tilted cyan triangle with a fill of low opacity and edges of high opacity and extruded to the ground. The input data can be found in the *Triangle.csv* file in the *SampleData* subfolder.

2. **Plots→New Google Earth Shapes Plot→Quadrilaterals:** Quadrilaterals are defined by variables for the latitude, longitude and altitude of the four corners. These four corners do not have to lie within a plane, as the quadrilateral will bend at opposite corners to meet the four corners. Quadrilaterals offer the same options as triangles.

In the screenshot above there is a red quadrilateral with no fill laid on the ground, a large tilted red triangle in the back right with a fill of low opacity and edges of high opacity but not extruded to the ground, and a vertical blue wall of low opacity with two of the corners placed on the Earth's surface below the other two. The input data can be found in the *Quadrilaterals.csv* file in the *SampleData* subfolder.

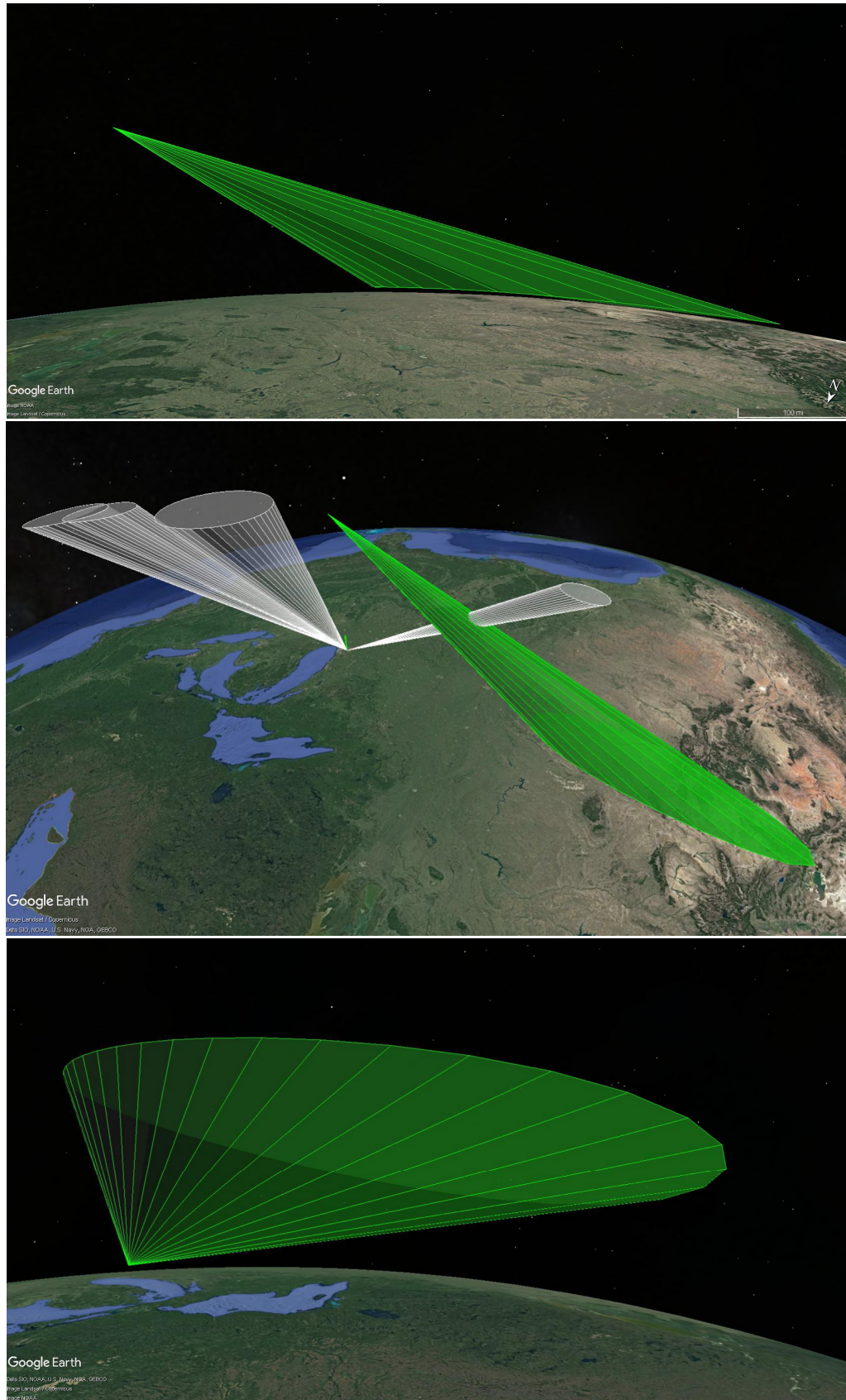
3. **Plots→New Google Earth Shapes Plot→Circles / Equilateral Polygons:** Circles and polygons are defined by variables for the latitude, longitude and altitude of the center, plus variables for the azimuth angle (east of North) and tilt-down angle of the axis through the center. The number of sides is selectable, where 3 produces an equilateral triangle, 4 produces a square, and so forth, with a maximum of 60 sides that approximates a circle extremely well. As with the previous shapes there are also options to color fill the shape with a selected opacity, to show or not show edge lines of selected widths and opacity, to extrude the shape to the ground for buildings and structures, to lay the shape on the ground (no altitude variable), to select variables to show in a pop-up window when the shape is clicked, and to add a timestamp for displaying within a time range on the Google Earth time slider. There are also options to enter fixed values for the center altitude, the radius, the axis azimuth and the axis tilt-down angle, each of which removes the need for that variable. Extruding a circle or polygon to the ground can provide a cylindrical pillar plot.

In the screenshot above there is a tilted green octagon placed at the points of cones, a horizontal green circle extruded to the ground, and a high, tilted dark red square also extruded to the ground. The input data can be found in the *Circles.csv* file in the *SampleData* subfolder.

4. **Plots→New Google Earth Shapes Plot→Cones / Pyramids:** Cones and pyramids are defined by variables for the latitude, longitude and altitude of the pointed tip and the center of the base, plus a variable for the cone angle in the units selected in the Google Earth settings (degrees or radians). The number of sides is selectable, where 3 produces a triangular pyramid, 4 produces a four-sided pyramid or tetrahedron, and so forth, with a maximum of 60 sides that approximates a rounded cone extremely well. As with the previous shapes there are also options to color fill the shape with a selected opacity, to show or not show edge lines of selected widths and opacity, to select variables to show in a pop-up window when the shape is clicked, and to add a timestamp for displaying within a time range on the Google Earth time slider. There are also options to enter a fixed value for the cone angle that removes the need for that variable, and to only show the base of the cone/pyramid (not the sides). Finally, there is an option to extend the cones to a specified altitude above or below the Earth, and any cone with a base oriented in that up/down direction will be extended to that altitude.

In the screenshot above there is a green cone pointing to the upper right, a cyan cone pointing straight down, and a yellow cone and a white cone pointing downward that have been extended to an altitude that matches the ground elevation at this location. In cases of irregular terrain where a fixed, entered altitude of the base would not follow the terrain, the entered altitude can be set to an altitude well below the ground; in this case the exact intersection of the cone with the terrain will be seen, although the base will not be drawn since it lies below the ground. The input data can be found in the *Cones.csv* file in the *SampleData* subfolder.

Extended cones assume a spherical Earth and will wrap around the Earth to follow the entered altitude. Cones can be drawn in Google Earth from points in orbits given a sufficient altitude of the point. Below are screenshots of extended cones showing the support for a spherical Earth.



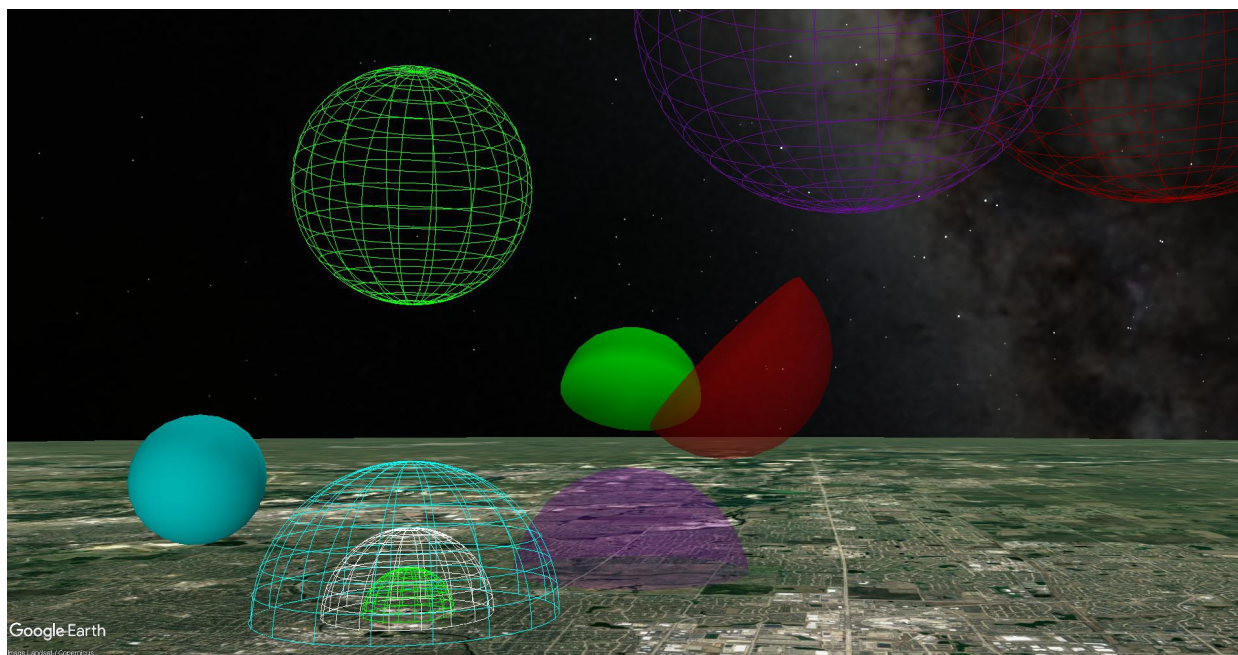
5. **Plots→New Google Earth Shapes Plot→Sphere/Hemisphere Wireframes:** Sphere and Hemisphere Wireframes are defined by variables for the latitude, longitude and altitude of the center, plus variables for the radius, axis azimuth and axis tilt-down angle. There are options to enter a fixed value for the altitude, radius, axis azimuth and axis tilt-down angle that remove the need for those variables. The result is a 3D figure in Google Earth that resembles a globe or the top or bottom hemisphere of a globe as shown in the screenshot below. The degree spacing of the lines is selectable, and the number of segments to draw for each line is also selectable (the higher the number the smoother the curves). There are also options to define the color and opacity of the lines, to select variables to show in a pop-up window when the shape is clicked, and to add a timestamp for displaying within a time range on the Google Earth time slider.

6. **Plots→New Google Earth Shapes Plot→Sphere/Hemisphere Solids:** Sphere and Hemisphere Solids are defined by variables for the latitude, longitude and altitude of the center, plus variables for the radius, axis azimuth and axis tilt-down angle. There are options to enter a fixed value for the altitude, radius, axis azimuth and axis tilt-down angle that removes the need for those variables (the axis azimuth and tilt-down angle are only relevant for a hemisphere). The result is a 3D figure in Google Earth that resembles a globe or the top or bottom hemisphere of a globe as shown in the screenshot below. There are also options to define the opacity of the shape and to add a timestamp for displaying within a time range on the Google Earth time slider. Scaling factors for x, y and z axes can also be entered in the plot window in order to create ellipsoids.

Because the solids are based on Collada models that require texture files, all solids in a single plot are the same color, and separate plots are required to create solids of different colors. The color is not based on the brush color of the data line, but rather is selected from a pull-down list corresponding to the 16 colors of the default Sliver Rainbow range brush plus black and white.

A plot of sphere or hemisphere solids creates a set of three files based on the selected filename of the KML file. For example, if the filename *sphere1.kml* is selected for the output, the created files will be named *sphere1.kml*, *sphere1.dae* and *sphere1_XXXX.jpg*, where XXXX is a random 4-digit integer. Launching the KML file will plot the shapes based on the two other files (the Collada DAE model file and the texture JPG file). Therefore, these three files must be located in the same folder to operate together, and if one is moved to another location then all three files must be moved together. Alternatively, the three files can be zipped together into a single file using any zip utility such as WinZip, and given a name that ends in .kmz. Google Earth recognizes KMZ files and uses the contents as if they are individual files. (The reason that the random 4-digit number is added to the end of the texture filename is that Google Earth caches these texture files and they must be renamed in order for the cached texture to be refreshed.)

Examples of sphere/hemisphere wireframes and sphere/hemisphere solids are shown in the screenshot below. Since either spheres or hemispheres can be selected for a plot, and since each color of a solid requires a separate plot, multiple KML files were created and loaded into Google Earth. To explore these wireframes and solids, the *Circles.csv* file in the *SampleData* subfolder can be read in and that circle data utilized to create these 3D shapes.



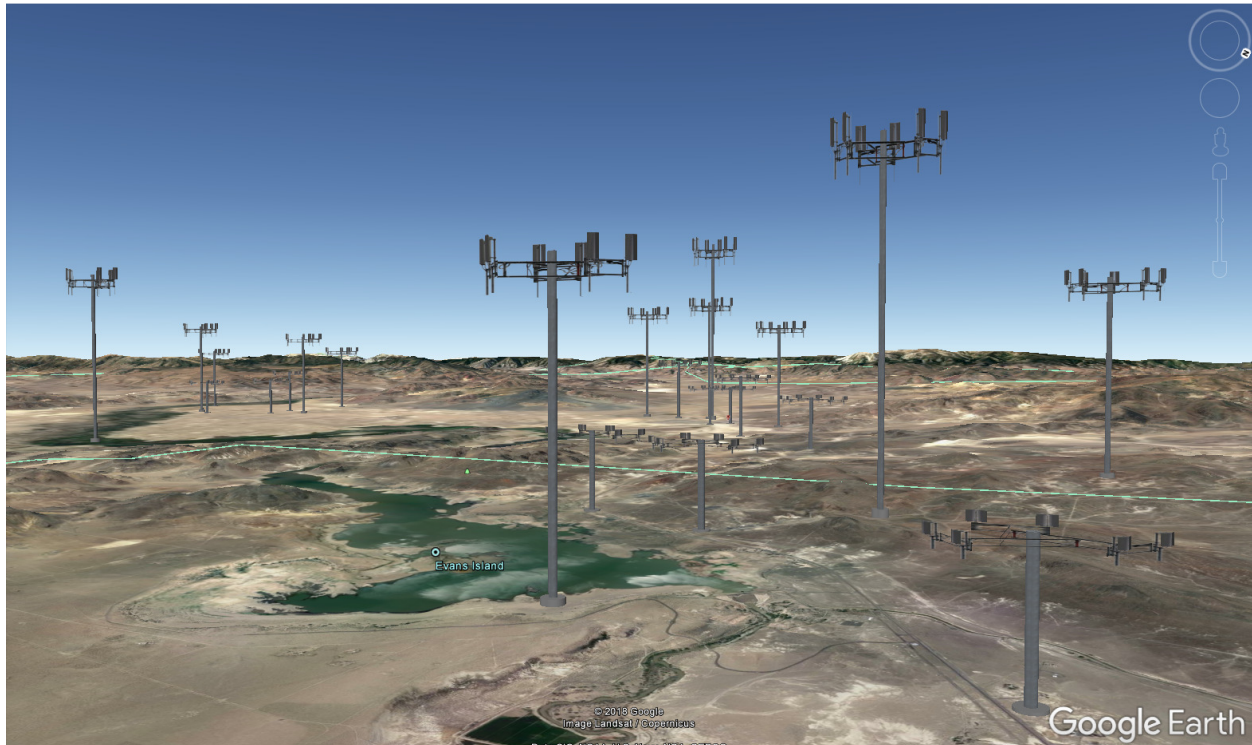
7. **Plots→New Google Earth Shapes Plot→Collada 3D Models:** Collada 3D models in Google Earth can be plotted using variable values for latitude/longitude/altitude. The heading, roll and tilt of the model can be entered as fixed values or assigned to variables. Similarly, the x-scale, y-scale and z-scale factors of the model can be entered as fixed values or assigned to variables. The model file path can be entered to use a single model for all the data rows, or a column name can be entered to extract an individual file path string from each row of the input data file. Timestamps are also supported for each model. Plotting models is an element of creating a virtual scene in Google Earth related to your data.

Refer to Appendix H for tips on Collada 3D model files if Google Earth reports an error when the model is plotted as a shape. Once a Collada model is compatible with Google Earth, the results can be stunning. As mentioned above, either one model path can be entered into the Sliver window, or a column name can be entered and the model path for each row of the input data file will be used. Therefore, multiple models can be plotted using a single input file. Note that the path to the model entered in Sliver must be relative to the folder where the KML file is stored.

Once the KML file is generated by Sliver, it is possible to create a zip file of the KML file, the Collada .dae file(s) and any texture files referenced in the Collada files. Assuming the texture file paths in the .dae file are relative ones, the .zip file suffix can be renamed to .kmz, and this KMZ file can be moved to different folders or computers and double-clicked to display your model(s) in Google Earth.

Below is a sample plot of models in Google Earth. Here a single model path is entered in the plot details window, so the same cell tower model is placed at every location of a LTE cell tower around Silver Springs, Nevada. It would have been possible to have a variety of models if there were a column in the input CSV file with the model path for each row (this column of strings cannot be read into Sliver as it is not numerical, but Sliver can read the paths from the file if the column name is given). The latitude and longitude values in the CSV file were extracted from publicly available listings of cell tower locations, and the Google Earth settings for altitude were set to “Clamp To Ground”. Fixed values for the x-scale and y-scale factors were entered in the plot window, but the z-scale factor was a variable in the CSV file that was

calculated to be proportional to the range of the cell tower, so the higher cell towers have proportionally longer ranges.



Google Earth Timestamps, Pop-ups and Labels

When creating Google Earth plots, options are shown to add timestamps, pop-ups and labels. These provide interactivity to the plots and to associate data with locations in the plots. All information is embedded in the generated KML file, so Sliver does not have to run in order to provide the user with an interactive Google Earth experience. Detailed information on selecting these options is provided in Section 4 *Sliver Detailed Operations*.

Timestamps

A timestamp is a value added to every plotted point that specifies a time of day. When timestamps are present in a KML file opened in Google Earth, a small player control panel automatically appears in the upper left corner of the Google Earth window, with endpoint times spanning all timestamps in the file (or multiple files if more than one is opened). Sliding the main cursor across the time scale shows the plot components at the time corresponding to their timestamp. The player also includes a second cursor to set an interval of time relative to the main cursor, and this can be adjusted to only show plot elements within the span of time between the two cursors, perhaps only one element at a time. The player controls can be used to animate the plot, only showing plot elements as the slider is manually positioned or automatically played. The automatic animation speed, which may be too fast at its default setting, can be adjusted by clicking on the wrench icon in the player control panel. A zoom button in the player controls will reduce the range of the slider and also slow down the play.

Variable timestamps can be applied to Path, Connection, Pillar and Shape plots. Track plots always have timestamps, as they are designed to show movement of a model or icon in time along a path. The timestamps of each row of data can be chosen to be the row number as seconds since an entered date and time (where the row number simply provides a timespan), or chose to be the values of any variable as seconds. If a variable time-formatted in

hh:mm:ss is selected, it is converted to seconds so the player will then show the associated time. The timestamps will roll over into new days if the number of seconds is large enough. Note that the *Convert Date/Time to Numeric* function in the DataTools menu will convert all kinds of date and time formats to either seconds since midnight (for time intervals or times of day) or to decimal days since the start of the first date in the file.

A heat map is treated as a single, overall plot, and if the timestamp option is chosen the window to assign the timestamp will simply consist of selectable start and end times.

The timestamp feature is useful to provide animation in Google Earth without running Sliver at all. It is useful to show events in the order that they happen, or to reduce clutter in complicated plots by only showing a particular range of the plot at a time. It is also possible to create one plot without timestamps and then create another one with timestamps and a short interval in order to animate motion along a visible route.

Popups

In Connection, Pillar and Shape plots other than the Solids, and whenever spheres are added to a Path plot, a window provides an option to display the corresponding row values of selected variables in a pop-up when an element is left-clicked in Google Earth (these are also called *balloons*). In a Path plot the spheres on top of any supports must be clicked, but Pillar spheres and bases as well as Connection and Shape lines can be clicked. The variables names and values are displayed in tabular form in the pop-up. This is a great way to see the data at any point in the Google Earth displays.

It may happen that a pop-up pointer may be a bit offset from the selected point, or that a scrollbar appears in a truncated pop-up. In either case, zooming in or out by one notch (one roll of the mouse) will correct this.

Labels

Whenever spheres are added to a Pillar or Path plot (not supported in a Connections or Shape plot), the window above will also provide an option to display the corresponding row values of any selected variables in a label when a mouse-over of a sphere is performed. These are displayed as a single row of values separated by commas, without the variable names. This is very useful for fast analysis or in finding the location of a particular value in a plot.

Displaying Strings in Pop-ups

It is possible to display a mapped string rather than a numerical value for selected variables in pop-ups. This uses a string mapping file whose path is entered in the Plot Settings, the same file used when selecting the **Plots→Display Values on Mouse-Over→With String Mapping** menu option described earlier. If enabled, values for each variable are compared to a list of matching numbers and strings for that variable in the file, and if a match occurs the string is displayed instead of the number. This file has the format of the output string mapping file of the *Replace Strings with Numbers* function of the DataTools menu, although the string mapping file can also be created by hand (see Appendix E for the format).

Below is the same Google Earth Pillar Plot as earlier that has timestamps, pop-ups and labels applied. The plot shows Chicago homicides in 2016 through Christmas. The data provided by the city includes strings, so the *Replace Strings with Numbers* function in the DataTools menu was used first to map any strings to unique numbers in those variables. The string mapping file that was created as part of this function was then entered in the **Options→Plot Settings** window, and the option to map numbers to strings was checked off when creating the plot. The date field was converted to seconds since the first event in the file using the *Convert Date/Time to Numeric* function in the DataTools menu and saved to a new variable, and this variable was selected to provide the timestamp in seconds. The start date for the timestamp is an entry in the window for the timestamp, and was set to 1/1/2016.

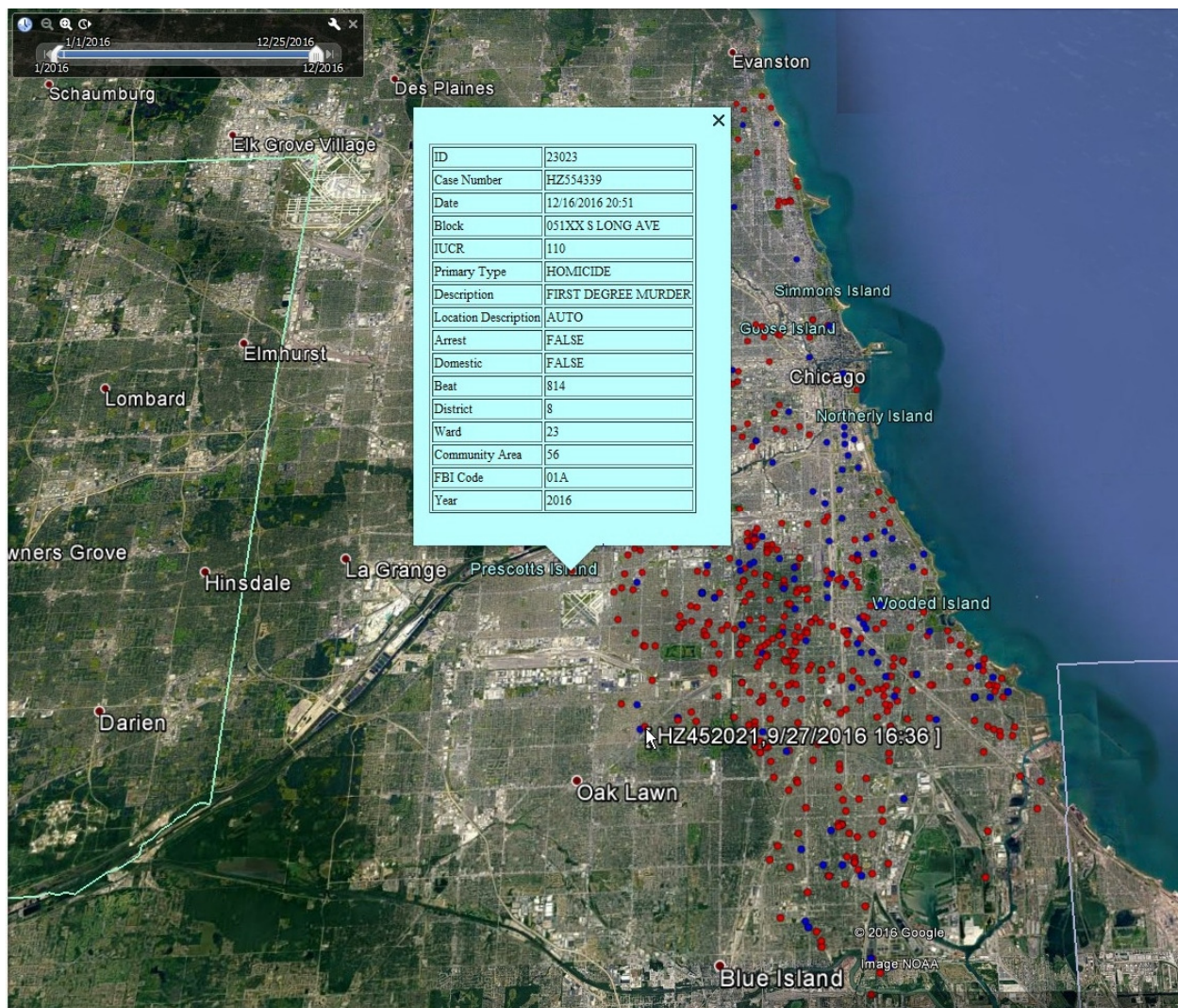
All three features are seen in this screenshot. The timestamp player is shown in the upper left corner, and it can be seen that the date converted to seconds provides the full range from 1/1/2016 to 1/25/2016. The cursors span the entire range, so all points are shown. The left cursor can be slid to the right to close the interval of visibility. The

Play button is the rightmost tiny button at the top, with buttons to zoom in and out of a play range to the left of it. The animation speed can be adjusted by clicking on the wrench icon in the upper right.

Left-clicking on a point brings up the cyan pop-up with the values for that point for all variables that were selected (the latitude, longitude, and date converted to seconds were not selected for this display). The string mapping filename was entered into the Plot Settings and the box was checked to map numbers to any corresponding strings for the displayed variables, so variable values were mapped back to their original strings.

The mouse cursor in the lower right is hovering over another point, which then shows a label next to it. Labels span only one line and show only values, not variable names. Here only the Case Number and Date were selected to be included in the label. The size of the label can be adjusted in **Tools→Options→3D View** in Google Earth.

NOTE: Anyone with this KML file is able to fully operate these controls and displays—there is no need to have Sliver. However, the *dot.png* file added to the directory of the KML file must be moved along with any moves of the KML file, as it provides the graphic for the spheres.



[illegible]

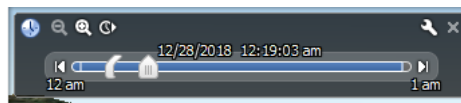
Google Earth Track Plots

The menu option **Plots→New Google Earth Track Plot** creates a KML files for plotting a track in Google Earth based on geo-coordinate and other parameters in the input data file. Many configurable options are available. Details on options available in the plot window are described in Section 4 *Sliver Detailed Operations* of this manual.

Track plots allow a single 3D model or icon with timestamps to be dynamically placed at different positions at different times rather than plotting thousands of the models, say, in different locations to show movement in time in Google Earth. Refer to Appendix H for tips on Collada 3D model files if Google Earth reports an error when the model is plotted in a track.

Variable values are assigned for latitude/longitude/altitude. The heading, roll and tilt of the model can be assigned to variables, or Google Earth can be allowed to interpolate them from the track. The x-scale, y-scale and z-scale factors of the model can be set (only the x-scale factor is used for icons). An icon can be selected or a model file path can be entered. Again, only Collada (.dae) files are supported by Google Earth as described earlier in this manual. Although often the model will follow a path separately plotted in Google Earth, there is an option to plot a trailing line for the track and in this situation a window will appear to pop up selected variable values along the track. Timestamps, which may be selected as simply the data row number in seconds or as a variable in seconds since an entered time, are always assigned for tracks.

The Google Earth time slider in the upper left of the Google Earth can be used to play the track, showing the movement of the model or icon with time.



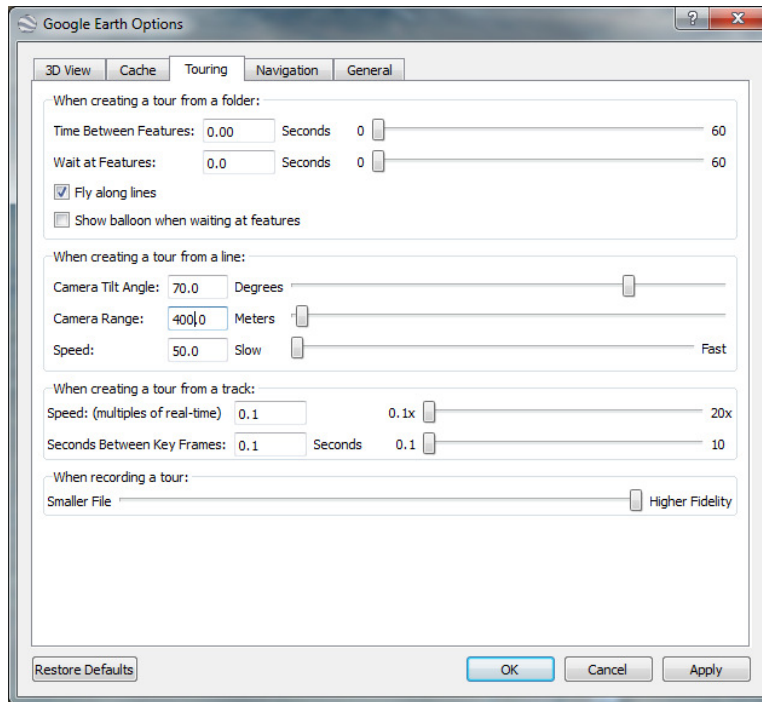
The clock icon along the top of this player will play continuously. However, this player often runs too fast. The wrench icon in the upper left corner will pull up a settings window where the speed can be slowed, but sometimes it is necessary to click on the magnifying glass with the “+” in it once or twice to zoom into a region of the timespan of the player in order to play slower.

It is generally recommended to create a Google Earth Tour from the track. This produces a more versatile player that follows the track and can be run much slower than the time slider, plus the positions of the model or icon are interpolated for smooth transitions. This is described in the next section.

Creating a Tour from a Google Earth Track Plot

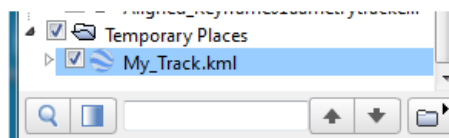
Plotting a track and creating a tour to follow them is a way of dynamically moving through a virtual scene in Google Earth related to your data. Other tracks and shapes plotted in Google Earth using the same timestamps will also appear at their appointed times, so a complete, dynamic scene can be created.

The positions are smoothly interpolated in a tour. The parameters of the tour are derived from the settings in the Touring tab under the **Google Earth Tools→Options** menu:



The options available are the camera tilt angle (0-90 degrees from vertical) and range (10-5000 meters) as it follows the model or icon, and the speed of the tour. When created from a track, which always has timestamps for every position, the speed as a multiple of real-time can be selected. This is a good reason to select a timestamp in Sliver that is the row number in seconds. The number of seconds between key frames (the interpolation points) should be set to the minimum of 0.1 seconds for smoothest motion. The camera follows the model or icon, so the heading is interpolated from the track and is not setttable. If the settings are not ideal when the tour is created, exit the player window, change the parameters, and create a new tour.

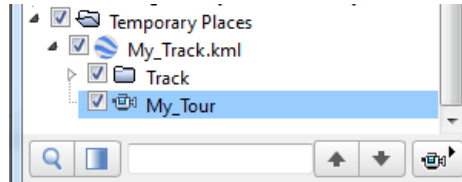
To create a tour from a track, highlight the track name in the left panel of Google Earth and left-click on the “folder with arrow” icon to the lower right of that pane as shown below.



This brings up a new player control in the lower left corner of Google Earth. Clicking the Play button will cause the view to follow the 3D model or icon as it travels through time. The play can be sped up by clicking on the >> button one or more times, and reversed by clicking on the << button.



Left-click on the floppy disk icon in the player window above to create a tour using these parameters with the name you specify (*My_Tour* here):



Note that the “folder” icon changes to a movie camera when the tour name is highlighted. Clicking on this camera or double-clicking on the *My_tour* name will initiate the tour as before. The tour can be recorded as a movie in the free Google Earth Pro.

Right-clicking on the top-level track name (*My_Track.kml*) and selecting “Save Place As...” brings up a file browser window. Select “Kmlz” as the file type and save it as a file. This file can then always be double-clicked to launch again in Google Earth and show the tour including the model or icon.

To save just the Tour file, which is necessary in order to edit it in the next section, right-click on the tour name (*My_Tour* here) and select “Save Place As...”, which brings up a file browser window. Select “Kml” rather than the default “Kmlz” as the file type and save it as a file.

Creating a Video of a Google Earth Tour

Note that a tour can be recorded as a high-definition movie in the free Google Earth Pro version of Google Earth. To do this, first select a video quality at the top of the Google Earth settings window shown above. Make sure the tour is NOT running by exiting the tour player if it is displayed. However, make sure the track and all other desired elements are loaded into Google Earth and selected. Then select the Google Earth **Tools→MovieMaker** menu function. Choose the option to record from a saved file, and browse and select the tour file saved as described in the previous paragraph (not the track file). The 1280x720 (HD) resolution selection is very nice. The Frames Per Second (FPS) should be set to 30 for smooth rendering, and for compression the WMV9 – High Quality Video (16mbps) option provides excellent results. Choose a file to save the video to, and under the Advanced button choose “Record to WMV format”. Then click on the “Create Movie” button to start the process of recording. This is a slow process, with each frame rendered one at a time, but it produces a high-quality video. If this is too slow, the options can be changed for lower quality. The WMV format plays very well in the Window Media Player.

Modifying a Google Earth Tour

The menu option **Plots→Modify Google Earth Tour File** is a powerful means of modifying the parameters of a tour once it is created in Google Earth. After a Google Earth tour is generated from a track and saved as a KML file as described in the previous section, this tour file that can be edited with new parameters using this Sliver menu function and then double-clicked to launch again in Google Earth.

To reiterate, after a track is created in Sliver the track name is highlighted in the left Google Earth pane and the “folder” icon at the bottom of the pane is clicked to bring up the tour player controls. The floppy disk in that player window is clicked to save the tour to an entered name again in the left pane. Right-clicking on that tour name and selecting “Save Place As...” brings up a file browser window. The file type has to be changed to “Kml” rather than the default “Kmlz” before saving the tour to a file.

A saved tour file can be modified in several ways in this Sliver function, including parameters that are not provided in the Google Earth options. First, the existing camera tilt angle and range (which is now unlimited) can be changed. The Field of View (FOV) spanned by the Google Earth window (60 degrees by default) can be changed to a different value to show a wider or narrower view. NOTE: If changed, the new FOV will remain in effect until either a newly-edited tour file is run or Google Earth is restarted.

Recall that the camera heading was not a setting in the Google Earth options because the camera follows the model or icon, except for when it cuts corners as the model turns. However, here the camera heading can be changed to offset the existing interpolated headings by a certain number of degrees (say, 90 degrees to view the model or icon generally from the side). Alternatively, it can be set to always align the heading along a line from the model/icon to a secondary set of coordinate variables in the dataset currently loaded into Sliver. In this way both the model/icon and the secondary coordinates are generally visible in the tour depending on the selected camera range and tilt angle.

In the latter case where the heading is aligned, it is still possible for the secondary target to move vertically off the Google Earth window for certain tilt angles and ranges. There is an option here to dynamically adjust the camera tilt as needed to keep the secondary coordinates within an entered FOV in the window (for the default Google Earth FOV of 60 degrees, a value of 20 degrees always keeps the coordinates within view). In this way both the model/icon and the secondary coordinates are always visible during the tour.

Finally, the tour created in Google Earth by default always spans a time starting at the beginning of the tour up to the current timestamp of the player, so everything is displayed since the start of the tour including all other plotted shapes, pillars, connections and paths with timestamps matching the tour. However, there is an option in this new Sliver function to set a time interval before the current time in which to display objects, thereby only showing the most recent ones as the tour proceeds.

Once the tour file is edited, double-clicking on that file will bring it up in Google Earth and start playing it. If the track and any other Google Earth plots (heat maps, shapes, pillars, connections or paths) are loaded in Google Earth, the result will be a tour through a virtual scene based on your data, controlled via the tour player and recordable by the means described in the last section.

Although not supported in Sliver, it is also possible to manually insert a wait at a point in the tour for a number of seconds or to pause the play from within the tour file itself. To wait 10 seconds at a point in the tour, for example, open the tour KML file in a text editor, find the coordinates in the file where you wish to wait, and enter the following text after the end of the FlyTo section (or in other words, between the `</gx:FlyTo>` ending tag and the `<gx:FlyTo>` starting tag of the next move) where you want to wait. The tour automatically resumes after the wait time.

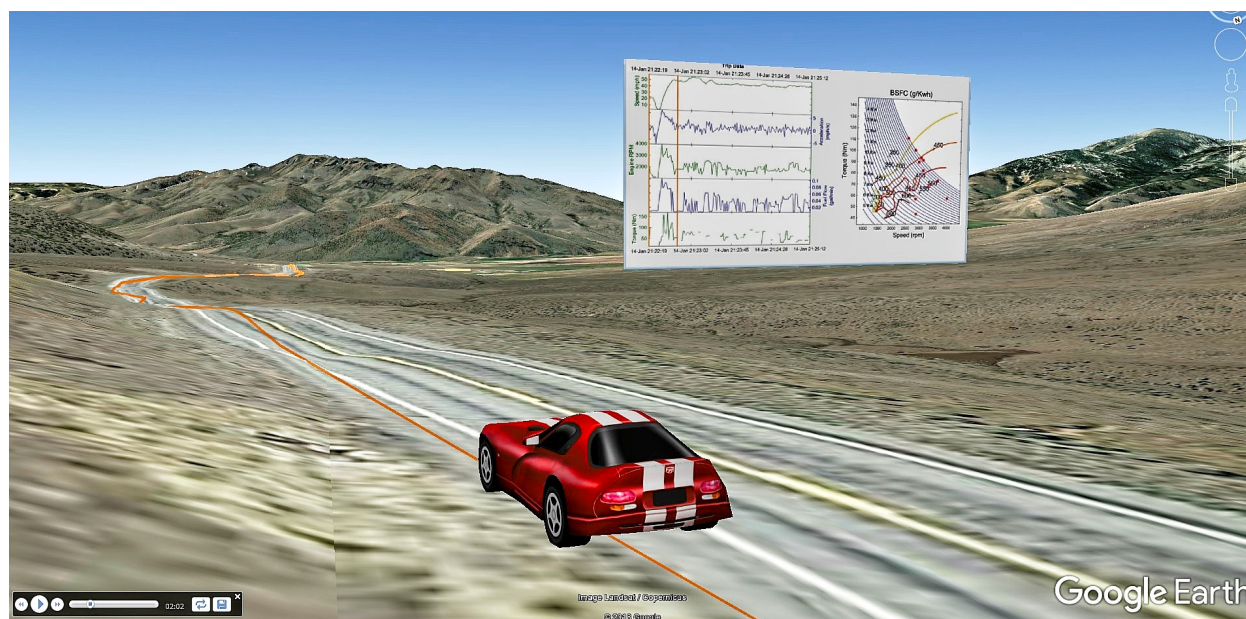
```
<gx:Wait>  
  <gx:duration>10</gx:duration>  
</gx:Wait>
```

To pause at any point, which acts as if the Pause button on the tour player were pressed, enter the text below after a FlyTo section ends as described above. After the tour is paused, the mouse controls can be used to move around the Google Earth display to show different zooms and angles. Clicking on the Play button of the tour player resumes the tour at the angle and zoom it would have had without the pause.

```
<gx:TourControl>  
  <gx:playMode>pause</gx:playMode>  
</gx:TourControl>
```

Below is a screenshot from a tour comprising a track with a Collada 3D model of a Dodge Viper GTS, a path plotted along the ground, and a Collada 3D model of a sign loads a texture file that is a JPG image of a plots related to that point along the track. The tour player is shown in the lower left corner.

The Collada .dae file for the sign is located in the *Models* subfolder of Sliver along with a README file. The Collada file can be edited to reference any JPG or PNG (which supports transparency!) file that you wish, and will scale the image to fit onto the scaled sign. The location and orientation of the sign can be entered as data into a CSV file that is read into Sliver, and the **Plots→New Google Earth Shapes Plot→Collada 3D Models** menu function can be used to scale and place the sign with or without a timestamp. Again, this is just a sample, and multiple models and other plots can be placed in a scene. The menu function has an option to read the model name from each line of the data file so that multiple unique signs can be created from one CSV file into one KML file.



Animation

Sliver provides three modes of animation (motion graphics) for visualizing data:

1. **Grand Tour** – the capability to rotate n -dimensional data in n -space and project the result onto the 2-dimensional plane of the computer monitor. This dynamic mashing of data can provide visual identification of clusters of points, outliers, nonlinear relationships, and low-dimensional substructures that may not be apparent in individual two-variable or three-variable scatterplots. Color brushing is again fully synced with the other plots. This functionality is similar to that of the CrystalVision and GGobi data visualization tools listed in Appendix A. References describing the use of the Grand Tour are included in Appendix B.
2. **Count-Based Animation** – the capability to “play” the rows of data and animate the plots, including animating Google Earth plots and possibly syncing the played data with an external software application. This real-time correlation is particularly useful when analyzing associated information that cannot be stored as numerical data, such as video of a marathon runner or video of machinery in operation where status can only be detected visually. Here an external application can be synced through a simple file interface and all Sliver plots, including any Google Earth plots, will follow the application, allowing visual or other information to be matched with the data at that time.

A preset selection is provided in the animation menu for playing data with the Sliver Data Player. However, any set of parameters can be entered to interact with other software or instrumentation as described in the Count-Based Animation section below.

3. **Real-Time Data** – the capability to gather and display data as it is written to a data file by an external script or instrumentation. This is useful when monitoring of data is desired over a period of time. The animation can be stopped for data analysis using Sliver functions; when restarted, it continues at the point in the data file where it left off.

The Grand Tour

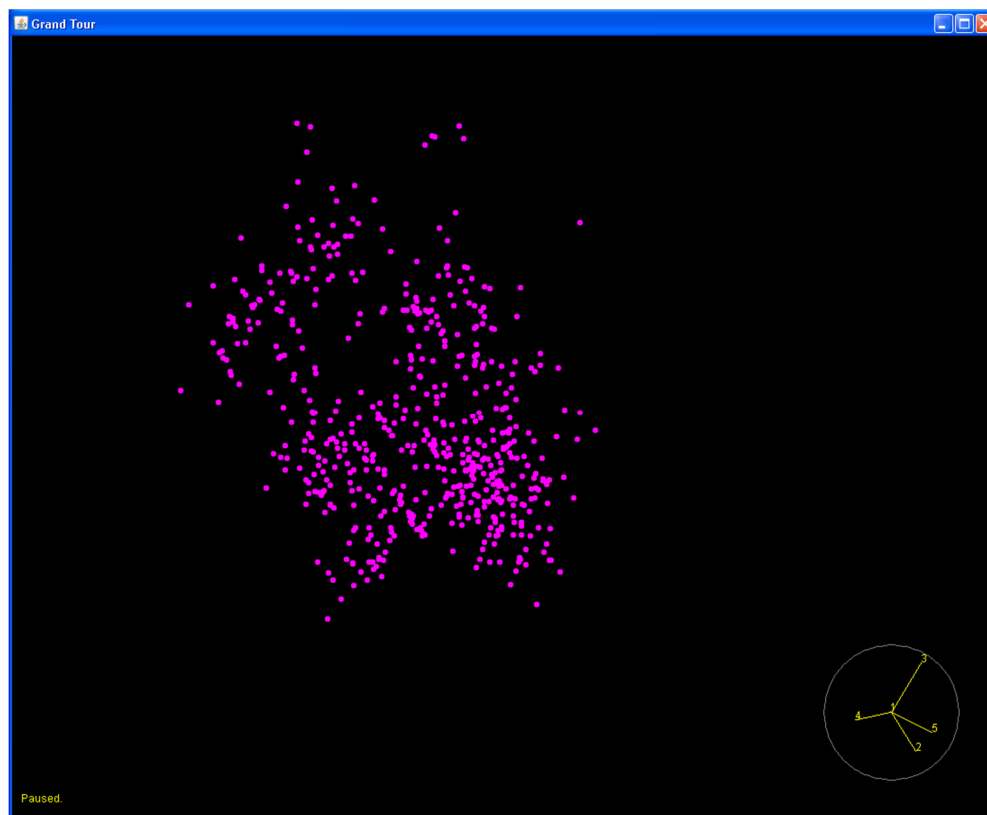
Between $n = 3$ and $n = 9$ variables can be assigned to n dimensions in the Grand Tour animation when the **Animate→Grand Tour** menu option is invoked. The n orthogonal axes rotate randomly in the Grand Tour window at a speed and direction controlled by the user. The scatterplot points shown on the display are the 2D projections of the locations of the points in n -space. In effect, the functions along each axis become orthogonal, linear combinations of all the variables. The dynamic behavior of these points, e.g., clusters of points moving as a group or structured along an axes, reveal data correlations. The animation can be paused for selecting individual or groups of points by brushing, and brushings among the Grand Tour window and other plots are fully synced.

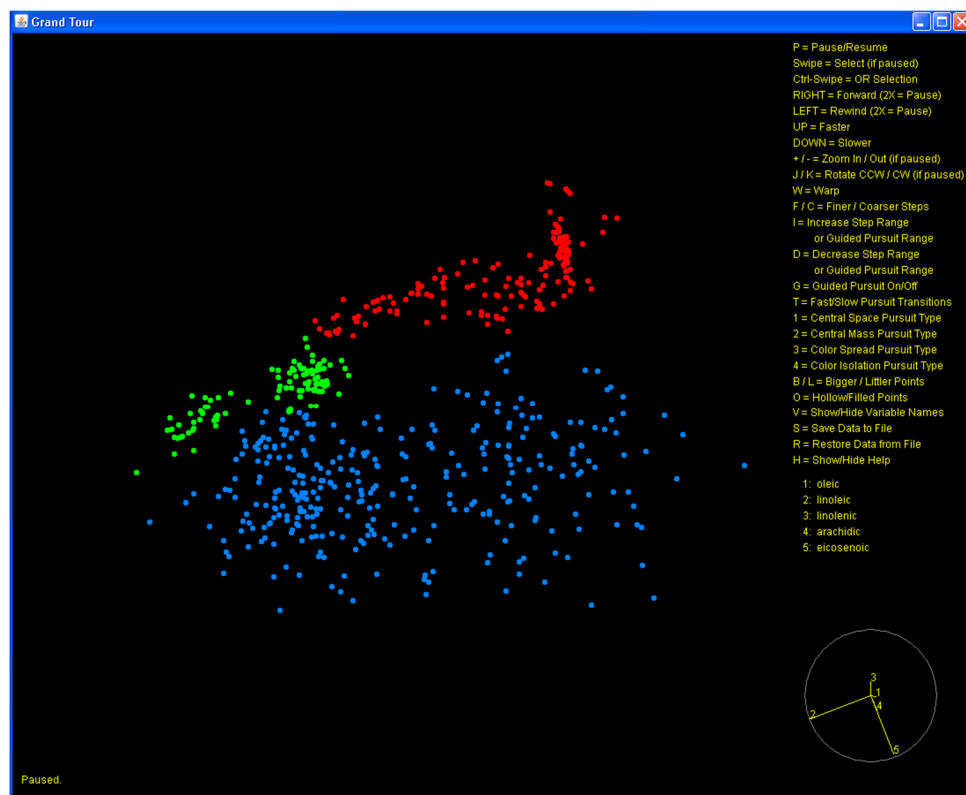
Two sample views of the same data in the Grand Tour window are provided below. The point size was increased for better viewing here, but resolutions down to 1x1 pixels as well as zooming are available for larger data sets. Three clusters of data were observed to follow closely in their movement as the plot rotated in 5-dimensional space. The animation was paused and the mouse was used to swipe one of these groups. This selection was automatically propagated to the PC Plot and other 2D scatterplots. The main PC Plot Brush menu was used to assign the selection to a color brush, which propagated back to the Grand Tour display. This was repeated for the other two groups, resulting in the second image below. This second window also displays Help information on the various mouse and keypress operations available in the Grand Tour.

The circular display in the lower right shows the relative contributions (projections) of each axis onto the plane of the display. This is very useful to appreciate the effects of the variables on the distributions of points. In the first image variable 3 (shown as the variable linolenic in the text in the second image) provides the greatest contribution in the upper right direction, while variable 1 (oleic) has virtually no effect on that distribution. In the second image it can be seen that variables 2 and 5 (linoleic and eicosenoic) are the most significant contributors to the separated distribution, with eicosenoic providing the separation of the blue group from the others and linoleic instrumental in

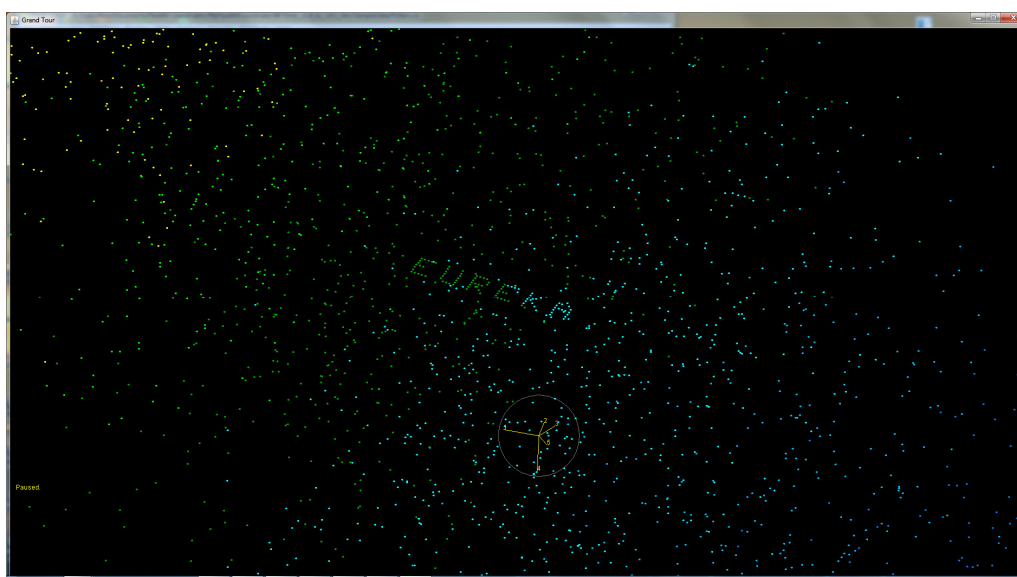
separating the green from the red groupings. This is useful in assigning color brush filters in the main PC Plot. The overall transformation (rotation) matrix can be saved to a file for more quantitative analysis if needed.

As seen in the Help text in the second image, automated pursuits (in a non-directed, random walk manner) are also provided that optimize the central space (to help separate point groups), central mass, separation of colors, or separation of the color that can be most isolated. This is discussed in greater detail in a later section.





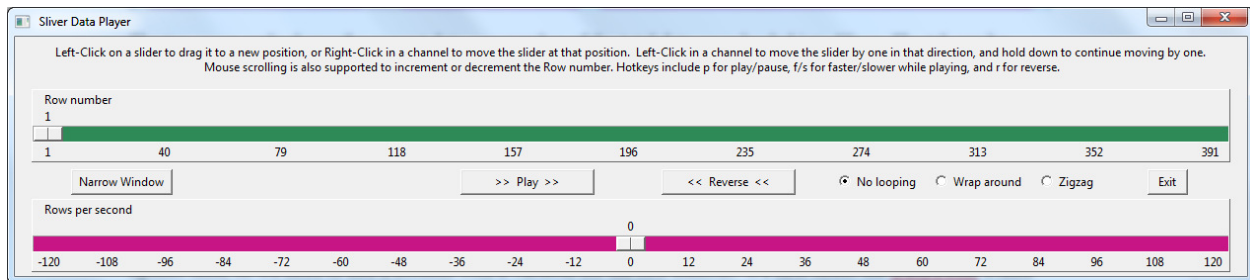
As another example of the use of the Grand Tour animation, open the *Pollen.csv* file in the *SampleData* subfolder (**File→Read File – every 1 line(s) as decimal or time**). This dataset consists of 3848 samples of pollen with 5 variables for different characteristics plus a Number variable running from 1 to 3848. Range brush or color the PC Plot as you wish and invoke the **Animate→Grand Tour** menu option. Select the 5 variables other than Number and start the Grand Tour. If you zoom into the center of the animation (press **p** to pause and then press **+** to zoom in, and use the **x** key to move the plot to the right to center it), you will see the word EUREKA rotating as points in the 5-dimensional space. These points were artificially added to the dataset as an exercise in data exploration.



Count-Based Animation

Animation with the Sliver Data Player

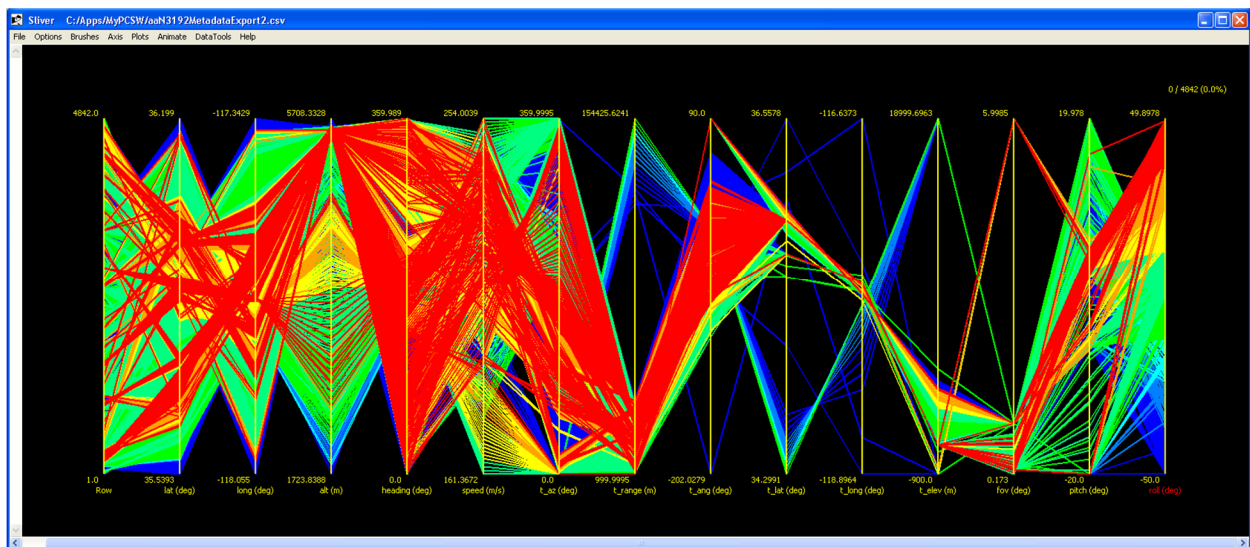
Sliver has a built-in player for data animation that sequences rows in the data file and animates the plots and optionally syncs to an external program. When this animation mode is invoked with the **Animate→Count-Based Animation** menu option, the player interface appears:



The top green scale shows the current data row number of the total data rows loaded into Sliver. The tab can be dragged to the right to any row value, or the green bar can be left-clicked to advance the row, or the green bar can be right-clicked to immediately jump to a row. The bottom red row provides the rows per second to play, either forwards or backwards, and the Play/Pause button starts and stops the player. The maximum rows per second to set in this interface is entered in the first Count-Based Animation window. Looping or zigzagging of the data is selected with the radiobuttons in the right center of the player window. There is an option for narrow vs. full window to save screen space by removing the labels. It also supports mouse scrolling for incrementing and decrementing the row number as well as **f/s** hotkeys for faster/slower when playing and **p** hotkey to play/pause and **r** hotkey for reverse.

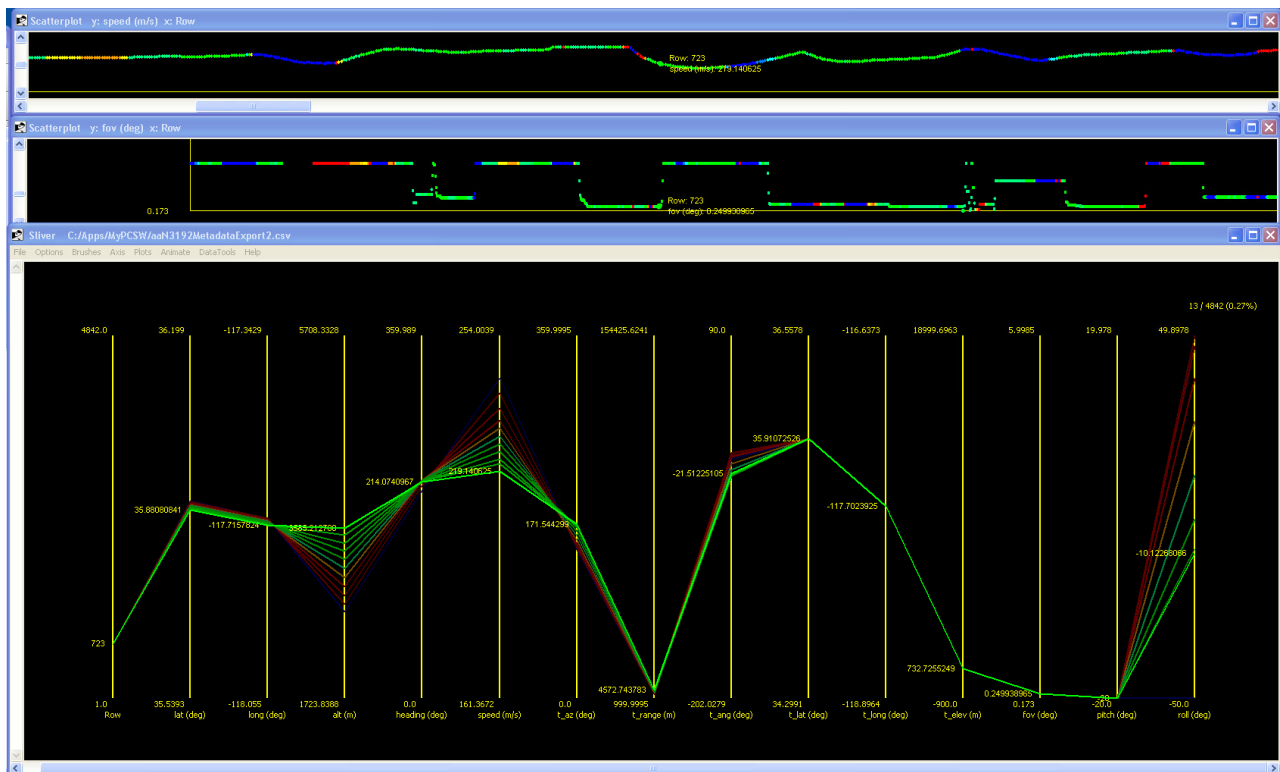
Let's begin an animation. The data file consists of small airplane data. We want to show scatterplots of variables against time, so we need to add a column with a variable for the row number. We first select the **DataTools→Add Column for Row Count** menu option described later in this manual to add the *Row* variable as the first column.

Then the data file is loaded into Sliver, producing the parallel coordinate plot with *Row* as the leftmost axis. The rightmost axis is selected with an Alt-Click, shown as the red name below. Then the range brush option is invoked to automatically color the lines from minimum to maximum values on that axis with 8 colors ranging from blue to red. The corners of the plot are then dragged to resize the plot to fill the width of the display.



Now two scatterplots are created using a menu function, plotting two variables vs. *Row*. Since the rows represent samples in time, these plots show these variables over time. The plots are resized to thin strips and placed above the parallel coordinate plot. They are then zoomed and panned horizontally and vertically (in different amounts) to best view the individual curves.

At this point the Sliver Data Player is invoked with the **Animate→Count-Based Animation** menu option, where we accept the defaults (or click on the Sliver Data Player preset which reloads the defaults) and do not check the option to animate Google Earth. The animation is then started. The PC Plot is reduced to a bright line representing the values in the current data row. A configurable number of trailing fading lines show previous lines to highlight variables that are rapidly changing. All the lines are shown in their colors from range brushing the full PC Plot. The two scatterplots highlight their data points for the current value of time (row number). They display their axis values if configured to do so in the window that appears when the animation is launched, and the plots roll along to maintain the current position in the center of the window unless they are very near the start or end. The sliders can be moved with the mouse to view the curves at past and future times, and when released the animation continues.



Let's stop the animation with **Animate→Stop Animation**. All plots return to their previous state. Now we create a Google Earth path plot using the Lat, Long and Alt variables. Then we again select **Animate→Count-Based Animation** and choose to also animate Google Earth and select the aircraft icon and the option to animate a line to a secondary set of coordinates (but not to color that line per another variable). The animation is restarted, and now the Google Earth path plot is also animated. Here the animation shows an aircraft at the current location on the flight path pointed to its heading, although this could be the path of a hiker, runner, cyclist, boat, car, etc. An optional line from the main icon to a second set of selected coordinates (t_lat , t_long and t_elev), is displayed in this example. In the case of a runner, for example, this line could extend vertically to a plot of, say, heart rate or pace placed above the runner's path as described earlier or to another competing runner.



The Animate window provides another option to color this line according to the value of a different variable (white if zero, range brushed from blue to red over its range otherwise).

NOTE: If Google Earth stops updating during the animation, wait a few seconds for it to restart or right-click on the “Position” label in the left pane of Google Earth and select **Refresh**. Plotting less points in Google Earth reduces the chances that it will stop updating.

There is also an option in the Animate window to move the Google Earth camera view to follow the main icon. The range, tilt angle and relative heading of the camera from the icon as it moves can be specified. If the option to draw a line from the icon to a secondary set of coordinates is enabled, the relative heading can also be switched in sign to always be opposite that line for better viewing of it, or the heading can always be along that line.

Other external software applications can run in sync as described in the next section. All variable values are then shown visually and numerically on the Sliver plots and optionally in Google Earth as the animation is directed by the other application.

Two or more instances of Sliver can run in a common Count-Based Animation. A single Sliver DataPlayer window will serve to control all instances (creating a new player in any instance will replace the one in the previous instance), so it is possible, for example, to animate multiple paths in Google Earth simultaneously with their own icons. The animation is based on row number, so you will want to make sure the data used in all Sliver instances starts at the same time of day, for example, and have the same data rate. Note that the same data file can be read into multiple Sliver instances and different variables selected for the animation.

Count-Based Animation with Other Software Applications or Instrumentation

The animation of the data is based simply on whatever number is currently in the last row of a user-named text file. Syncing the data from an external program only requires a script to be written that continuously appends numbers to the end of the file based on the time of day or some other characteristic of the external program. Conversely, animating an external program can be done using the internal Sliver Data Player interface, which itself writes current row numbers to the end of a text file. The conversion of this number to the current data row is user-defined in the animation settings, including the data row offset, a multiplier to apply, the file to read the number from, and the script to launch. The file containing the count numbers is deleted between Sliver sessions to limit its size.

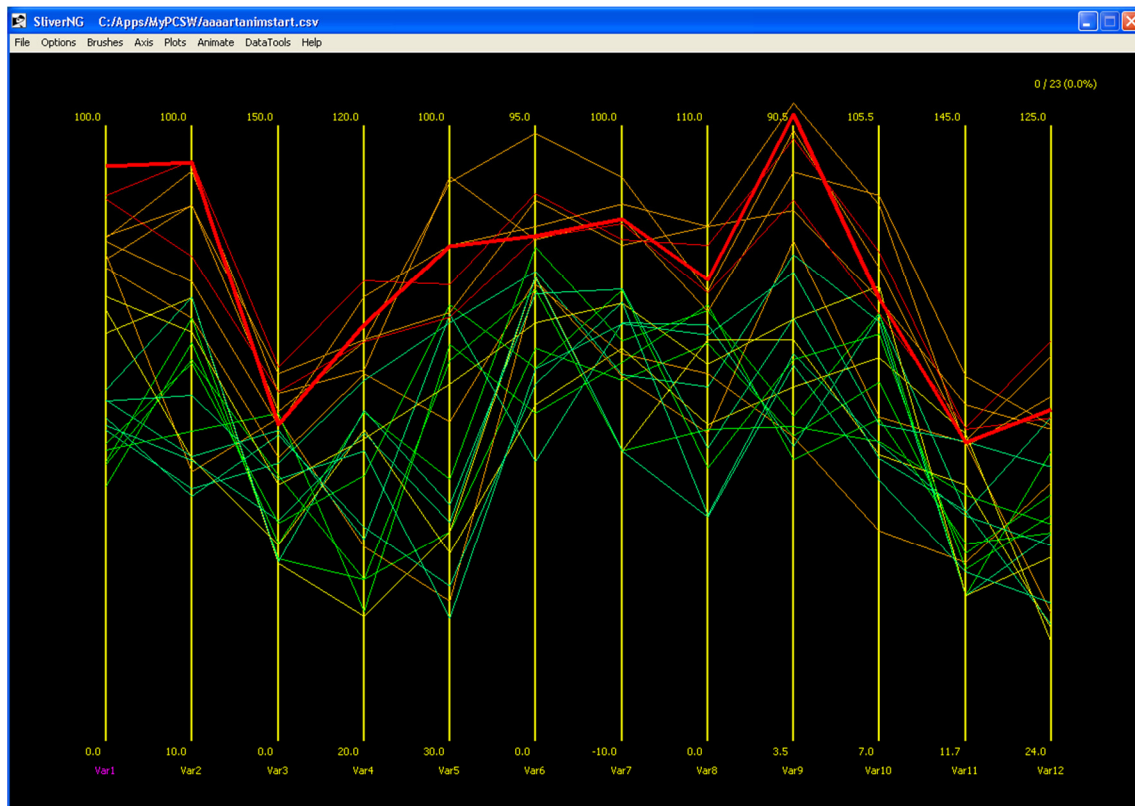
Real-Time Data Animation

Sliver also provides real-time input and display of data in the PC Plot and 2D scatterplots. This is useful for instrumentation and monitoring operations. There is an option to display all the data or only retain the most recent n data entries (to limit clutter), and to either restore all the undisplayed data or delete it when the animation is stopped.

The interface is very simple. A file is created that has three rows, the first being the header row with the variable names and the other two rows consisting of the maximum and minimum expected values for the variables. This file is then loaded into Sliver as an ordinary data file, producing a PC Plot with scaled axes and lines across the top and bottom of the scales (maximums and minimums) corresponding to the two rows of data. The real-time data animation mode is entered through the **Animate→Real-Time Data Animation** menu option. After specifying the options listed in the previous paragraph, Sliver deletes the data from the two input rows and continuously monitors the same data file. Whenever an external script appends a new data line to the file, the PC Plot and all 2D scatterplots are populated with the data.

The real-time animation is exited through the **Animate→Stop Animation** menu option, and if the option to restore undisplayed data was selected all data lines are shown. At this point all functions of Sliver are available to act on the data. Restarting this animation will continue data collection at the point in the input data file where it left off—if data was written while the animation was stopped the display will very quickly update as it inputs all the new lines and catches up with the current data. A message appears whenever the display lags the input data.

Range brushing of an axis can be performed before the real-time animate mode is entered. The two data lines (maximums and minimums) that were initially entered are then colored, a good indication that the range brushing is set. Thereafter, input data is assigned to the appropriate brush color, and the PC Plot lines and 2D scatterplot points are drawn accordingly. This color brushing is useful to quickly detecting extreme data as it occurs.

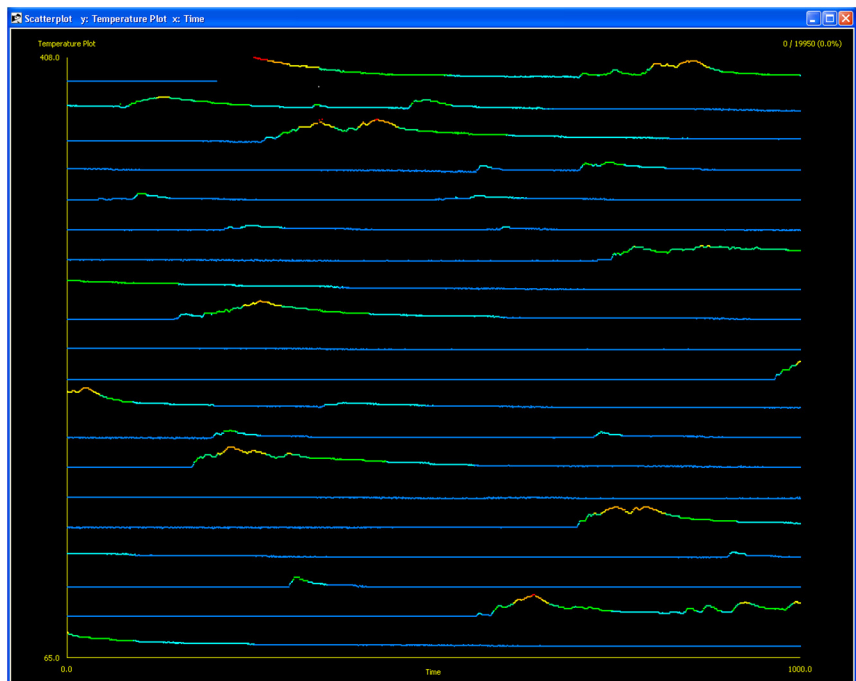
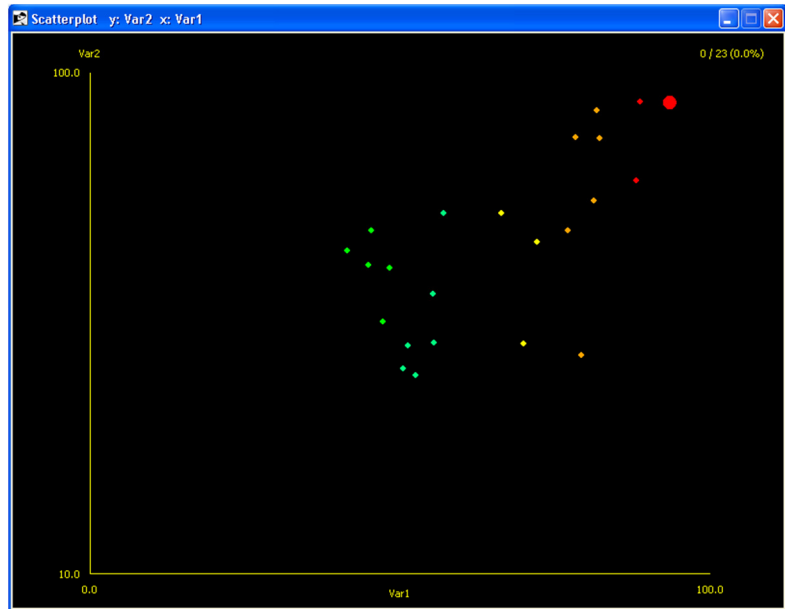


The number of data points that can be input is limited only by the computer memory, but a million lines is quite reasonable.

However, in this case all the data should not be restored when stopped, as Sliver cannot effectively operate on that many data rows. Retaining the last 100,000 data points is very reasonable, where perhaps 5X more points is feasible if filtering the data is performed as one of the first operations. (Because of the slow interaction for very large datasets, it is best when filtering these to choose the setting in the Options→Plot Settings menu option to click on corners of a selection rectangle rather than swiping the selected points with the mouse.)

Another example of real-time data recording is shown below. An Arduino microcontroller was used to collect temperature data from a temperature sensor connected to an analog input pin. It then processed the data and provided three data values per sample separated by commas: an x-value as the sample number mod 1000, a y-value scaled to fit 20 rows of plots of the temperature, and the actual temperature value itself in degrees Fahrenheit. Sliver was put into real-time data recording mode, where the first line of a CSV file held the variable names Time and Temperature and the next two lines were populated with min/max values of x (0 and 1000) and y (65 and 65+3+20*17 where each plot has a range of 17 degrees between 68 and 75 except for an offset of 3 at the very bottom). The actual temperature variable was range-brushed in the PC Plot. Then the maximum number of displayed points was set to 19950 to support overwriting on wrap-around, and a 2D scatterplot was created to plot the incoming values.

A Python script monitored the serial port and appended each line to the end of the CSV file. The Arduino wrapped the plot back to the top after 20,000 samples, where the 50-point disconnect can be seen. When stopped the data was available for immediate analysis as well as later analysis by loading the CSV file.



When a large number of input data points are retained in the plots, the display can lag the data. In this event, a warning message is displayed along the top of the main PC Plot window indicating that the display is lagging the input. Since the main PC Plot was not used here, that window was minimized, leaving only the scatterplot window visible. The PC Plot is not updated while minimized, so this allowed the data rate to increase. Whenever the PC Plot is un-minimized, it is automatically updated with the latest data.

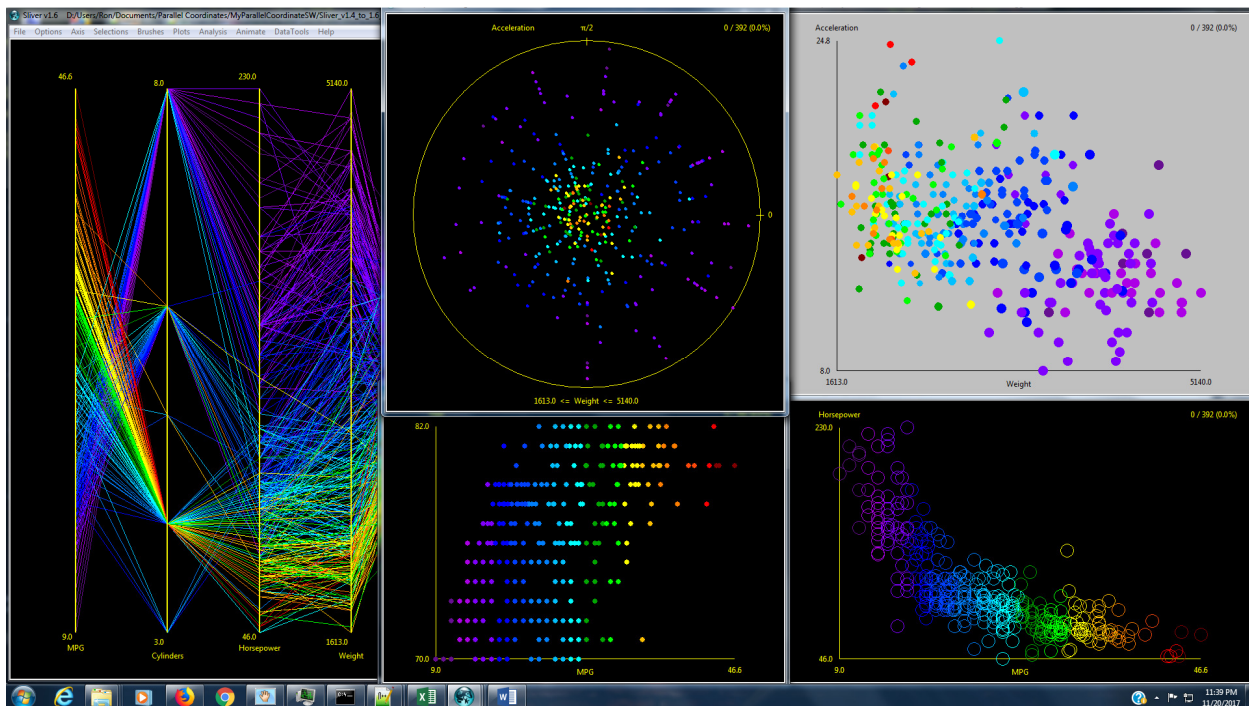
Contact me if you would like the Arduino and Python code for this example.

3. Saving Sessions and Dashboards

Once a dataset has been edited in Sliver, the main PC Plot and any 2D scatterplots that have been created in the session can be saved to a session file and restored at any later time. This is accomplished using the **File→Save Session** and **File→Restore Session** menu options. The ranges, color brushing, color schemes (which can be unique if the color scheme is changed after 2D scatterplots are created), window placements and sizes, and all kinds of information about the current state of the plots are stored and restored. The only attribute that is not saved is any horizontal compression or expansion of the PC Plot axes (they are equally-spaced when restored). For a large number of data sets this can replace many swipes and button clicks, and this allows a previously configured set of plots to be instantly recreated for a specific dataset. The plots appear are recreated in their current stacking order on the screen, except that the PC Plot will always be the rearmost.

A dashboard template stores the same plot information as a session file but is intended as a configuration of plots that can be created for any dataset. Therefore, the dashboard file does not store the actual dataset of the current session, just the characteristics of all the plots. The **File→Create Dashboard from Session** menu option is used to create a dashboard from the current configuration of plots. The **File→Read File into Dashboard** menu option will first prompt for the dashboard file and then for the dataset to be loaded into that dashboard. The dashboard file references variables by index, that is, the axis number from the left starting at 1. Therefore, the variables do not have to have the same names in a new dataset, but of course the ranges and color brushing are based on the axis number so generally we want the variables in the same columns of the data file.

Below is an example of a set of plots on the Windows desktop that were created from a dashboard saved from another session. These can span two or more monitors if desired. The upper right plot has a different color scheme for its background, axes and text because it was created when the PC Plot had that particular color scheme defined (via the **Options→Color Scheme** menu function). While the colors of the actual points are dynamically linked to the PC Plot if a plot is unlocked, the scatterplot color schemes are matched only when created and are not linked to the PC Plot after that.



The color brushing rules need to be assigned when the dashboard is created, as another dataset will probably have values that do not exist in the dataset that was used to create the dashboard. When the dashboard is created, a window will ask how the existing plots should be colored. For the main PC Plot, there are options to

- not color brush it at all,
- range brush it according to a selected palette and number of colors, or
- brush up to 10 specific ranges with specific colors.

If range brushing is selected, the variable number (the axis number from the left starting at 1) to use for range brushing is selected at the top. If brushing specific ranges, the range values with a unique color are entered in a row and the gray button at the end of the row is clicked to select the color for that range. Gaps in the ranges are uncolored.

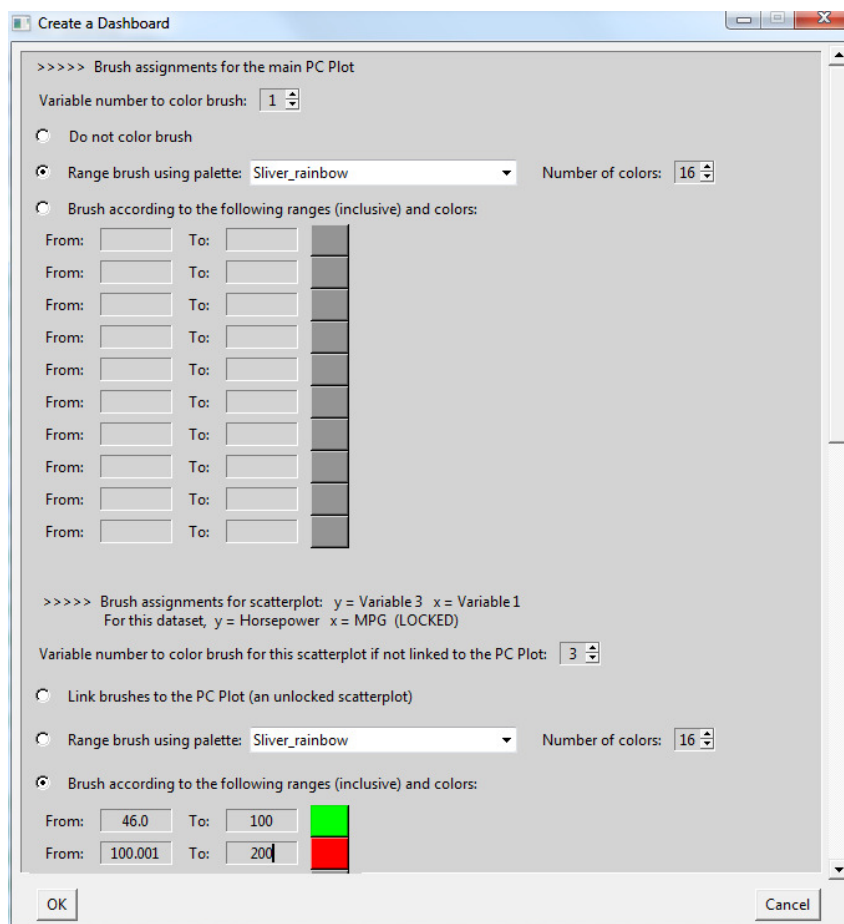
The color brushing rules are then entered for each existing 2D scatterplot. The variable (axis) numbers for the plot are shown along with their current variable names (the names are not stored). The scatterplot can be

- colored according to the PC Plot,
- range brushed with a selected palette and number of colors, or
- brushed for up to 10 specific ranges (not available for stacked subplots since they have unique ranges)

Again, if range brushing is selected, the variable (axis) number to apply the range brushing to is selected for the plot at the top of its section in the window. Any scatterplot whose color brushing is not linked to the PC Plot will be locked when the plots are recreated for a new dataset so they do not automatically link to it (the lock can be toggled off with the “k” key).

Again, just to be clear, a session file contains all the information to restore the plot configuration for a *specific* dataset that is also stored in the session file. A dashboard file contains only the plot configurations, so reading a file into a dashboard requires selecting both the dashboard file and the data file. The data file must contain at least as many variables as the session had when the dashboard was saved (additional variables after those are fine), and these variables will normally be in the same order since the plot ranges, etc., are based on the variable (or axis) number counted from the leftmost axis.

The exact contents of the session and dashboard files are listed in Appendix C and Appendix D. Sometimes it is easier to directly edit one of these files in a text editor after it is created, or to programmatically create it.



4 . Sliver Detailed Operations

This section describes the means of creating and manipulating the data visualizations shown in the previous section. Sliver provides command-line support for opening data files from a command window or from a script, but most people will simply double-click the Sliver executable file and click on the menu function to open a data file. This section describes the use of the command line, the use of the mouse and keyboard, and the use of all the menu options provided in Sliver.

Note that selecting a set of lines is not the same as brushing a set of lines. Selections are given a selection color, but selections are temporary and are immediately replaced when a new selection is made unless an OR, AND or XOR Boolean operator is specified. Selections are used to quickly investigate correlations of data within a plot and across plots. The number of selected lines out of the total is provided in the upper right of the main window.

A selection can be saved (assigned) to a brush, however. The brush can be given any color, and these brushes are more permanent than selections. Brushes can be assigned, hidden, re-shown, re-colored and unbrushed again via the Brush menu. Selecting and then brushing lines that are already brushed will re-assign those lines to the new brush.

Selections and brushes are automatically updated across all plots except Google Earth plots and scatterplots that have been locked (by pressing the “k” key). Google Earth plots require manual updates through creation of a new plot—in this case the new plot should be saved with the same filename.

Note: Certain functions such as inverting, deleting, moving, shifting and compressing an axis after the PC Plot has been zoomed (not simply resized) will first redraw the PC Plot to its original layout.

Launching Sliver via the Command Line

Sliver can be opened from a command line entered in a command window or executed from a user program or script. Of course, just entering the path to the Sliver executable path will simply open the program. Entering a path to a data file or a previously-saved session file will load that file. The filename can be followed by one or more options. In the case of a session file, the only option that can be included is *-deleteall*, which closes all open Sliver windows and instances first. In the case of a data file, the option *-dashboard* can be used to open the data file using a previously-saved dashboard file for the configuration of plots. The option *-vars* can be used to only input variables listed in another file, one per line. The option *-every* can be used to only input every *n*th line, which also sets the internal decimation setting to that value. These are listed below.

Note that the path to the Sliver executable must be included when calling Sliver unless the command window prompt is already at the Sliver directory. Even if the path is listed in the %PATH% environmental variable and therefore Sliver will be found from any directory, the path must be included so that Sliver can internally change its directory to the correct one. Below are more details on the command line usage:

- *<Sliver executable path> <data file path>* to open a data file
- *<Sliver executable path> <session file path>* to open a previously saved session file
- Optional parameters can be added at the end of the line. All options are available when reading in a data file, but only *-deleteall* can be included in a session file command line.
 - *-dashboard <dashboard file path>* to read the data file into a previously saved dashboard template. The input data must consist of at least as many variables as in the saved dashboard file. Dashboard plots are plotted based on variable order rather than name, so the data file should retain the same variable order as when the dashboard was created.
 - *-vars <variable selection file path>* to only read in variables listed in a file. The format is one variable name per line (in any order), corresponding to the format of variable files saved within variable selection windows in Sliver.
 - *-every n* to read every *n*th line of the data file
 - *-deleteall* to delete all previous Sliver instances

Mouse and Keyboard Controls

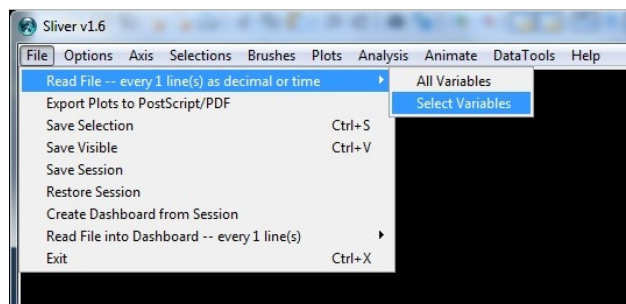
The mouse and keyboard are used for manipulating the visualizations after they are created by the menu functions.

- Use the mouse to either swipe across lines to select them (and color them the selection color) or to click the two corners of a selection box, depending on an option set in the Plot Settings. For large files, choose the setting to click for the selection rectangle corners instead of swiping, and press Enter to select or ESC to cancel. Pressing Ctrl-A selects all visible lines.
- Press Ctrl while selecting to OR a new selection with an existing one.
- Press Shift while selecting to AND a new selection with an existing one.
- Press Ctrl-Shift while selecting to XOR a new selection with an existing one.
- Press Alt while clicking on an axis name to select the axis, which will color the name with the selection color. Alternatively, press a digit key 1-9 to select that axis starting from the left, and then n to shift the selection to the right or N to shift the selection to the left. Then invoke the Axis menu or press the i, x, m, r or g key to invert, delete, move, range brush, gap brush or shift lines along the axis. In a gap brush, the Up/Down arrow keys are used to increase or decrease the number of gaps and colors. Note that inverting, deleting, moving and shifting an axis on a zoomed plot will cause the PC Plot to revert to its original size.
- To shift lines along a selected axis, press the Up/Down arrows to shift them up/down at the top, and press the Right/Left arrows to shift them up/down from the bottom, or use the Axis menu functions.
- Drag the corners or edges of a plot to resize it, or click on the box in the upper corner of the window to min/max it. Note that you have to move the mouse back into that window in order for the resizing to occur.
- Press Ctrl and roll the mouse scroll wheel, or press the = and – keys, to zoom a plot in and out.
- Press Ctrl-Alt and roll the mouse scroll wheel, or Alt plus the = or – keys, to zoom a plot horizontally.
- Press Ctrl-Shift and roll the mouse scroll wheel, or Shift plus the = or – keys, to zoom a plot vertically.
- Press S to resize plotted points to Plot Setting size after zooming to remove distortion or at any time to update the point size to a new setting. This will generally be automatically performed. If the point size setting was greater than 1 when the scatterplot was created, you can also press B or L for bigger or littler points, and the letter O to toggle between filled and hollow circles.
- Press K to lock (remain in the current state) or unlock a scatterplot window.
- Use the Up/Down/Left/Right arrow keys to pan a zoomed plot.
- Press H in the Grand Tour or Transparent PC Plot window to see additional mouse and key assignments.

Menus

There are 10 main menu headings in the main Sliver window: File, Options, Axis, Selections, Brushes, Axis, Analysis, Animate, DataTools and Help. These menus are discussed in this section.

File Menu

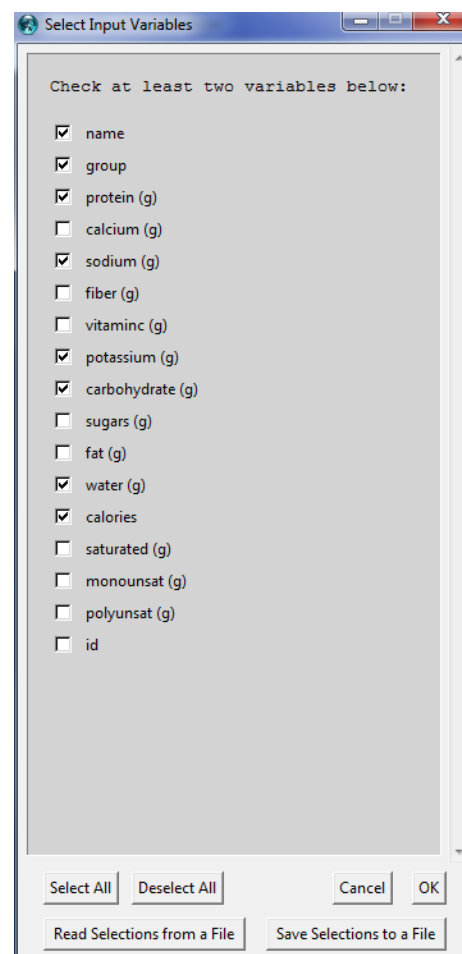


The File menu provides the means to load CSV or TXT files into Sliver and to save the data for currently selected or visible lines to the same type of file. It also allows the export of visible lines to a Postscript/PDF file for viewing in an alpha-blended mode, and saving or restoring of the session.

Read File — Loads a CSV or TXT file into Sliver and creates the parallel coordinate plot in the main window. Options for decimating the input (reading in every n th line) and choosing a hexadecimal data format are provided in the **Options→Plot Settings** menu function, and their current values are echoed in this menu text for convenience. The decimal/time format includes any mix of decimal numbers and time data in hh:mm:ss, mm:ss or :ss format, where the seconds can be a decimal value. The time value can be negative. **Also, any variable with the string (*sec-time*) anywhere in its name will automatically be interpreted as having units of seconds and will be transformed into the hh:mm:ss time format in Sliver.** If the Select Variables option is clicked, a window is presented to check off the desired input variables as shown in the figure on the right. For long lists, pressing a key will jump to the next variable starting with that letter or number. For convenience, the current selections can be saved to a file from this window, and these selections can be re-loaded when inputting a new file or using functions in the DataTools menu.

Export Plots to PostScript/PDF — Exports the PC Plot, PCM and/or scatterplots (including stacked scatterplots or scatterplots with point sizes based on a third variable, or bubble charts) to a Postscript file. This produces an alpha-blended version (one with transparency) that reveals inner structure of the overplotted lines. It also provides presentation-quality vector graphics of the plots. If the path to Adobe Distiller executable file is input in the PS/PDF Settings, the Postscript file will be automatically converted to PDF and launched for viewing.

Save Selection — Saves the data rows (polylines) that are currently selected into a new data file. Lines are selected by mouse swipes (or by clicking on corners of a selection rectangle and hitting Enter if configured in the Plot Settings), and they appear in the color configured as *Selected Line Color* in the Color Scheme. This is a convenient way of quickly filter the data in the data file. Loading the saved file also



rescales the axes to fit just the selected data, spreading out the scales to cover only the necessary range. There is an option to save all the variables in the original input file even if they were not all input when the file was read, enabling Sliver to filter a file based only on selected input variables.

Save Visible — Saves all data rows (polylines) that are currently visible into a new data file. Lines are hidden by assigning them to one or more brushes and then hiding those brushes through the Brush menu. There is an option to save all the variables in the original input file even if they were not all input when the file was read, enabling Sliver to filter a file based only on selected input variables.

Save Session — Saves the data and current states of the PC Plot and scatterplots to a user-named file that can be restored at a later time.

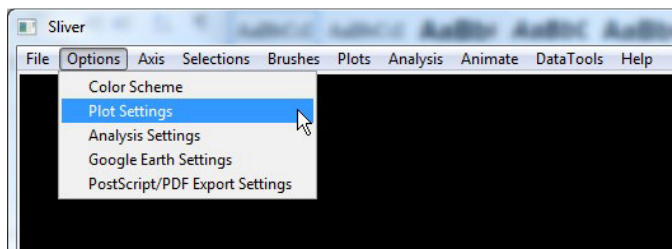
Restore Session — Restores the data and current states of the PC Plot and scatterplots from a saved session file. However, any horizontal compression or expansion of axes in the main PC Plot is removed. The PC Plot is restored as the bottom window, with the scatterplots restored on top in the order of their display when the session was saved.

Create Dashboard from Session — Saves a dashboard template based on the current plot configurations that can be used to create the same plot layouts for a different data file. A window will ask for the color brushing rules for each plot as described in Section 3 *Saving Sessions and Dashboards*.

Read File into Dashboard — Applies the plot configurations of a previously saved dashboard to the dataset contained in a new data file. The dashboard file is selected first, followed by the data file. The data file must have at least as many variables as when the dashboard was saved (more variables is fine). Since the plot ranges, etc., are based on the variable number (the axis number from the leftmost axis, starting at 1), these variables will normally be in the same order as when the dashboard was created. Again, see Section 3 *Saving Sessions and Dashboards* for more information.

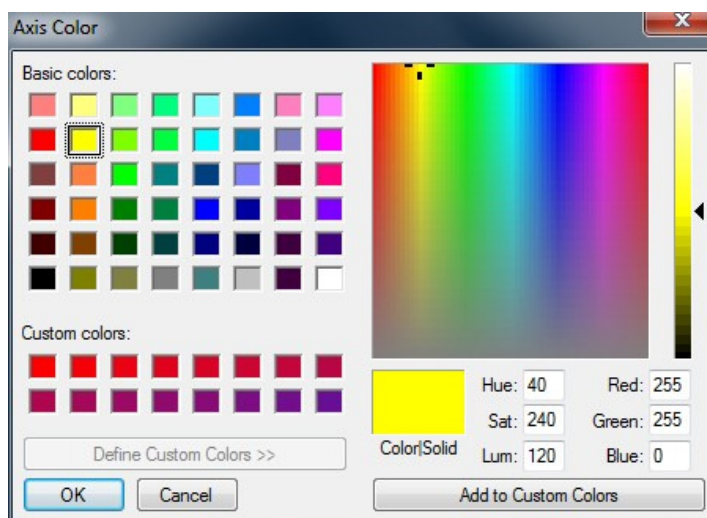
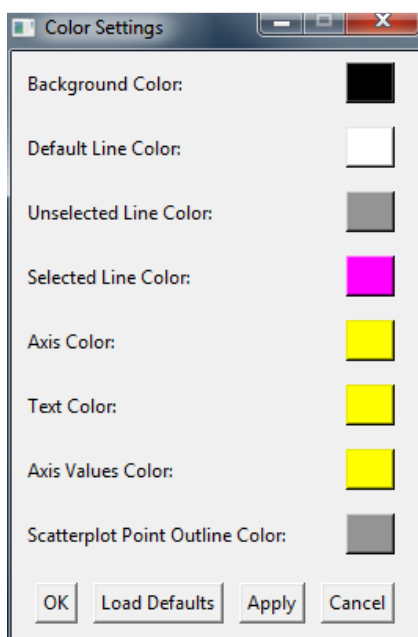
Exit — Exits Sliver. The “X” in the upper right of the main window works equally well.

Options Menu



The Options menu provides pop-up windows to change Sliver settings for display colors, scatterplots, Google Earth plots, and exports to Postscript/PDF. Note that all settings are saved between sessions and restored when Sliver NG is relaunched.

Color Scheme — Provides a window to customize the color scheme of Sliver. Clicking on the assigned color in the main window brings up a Color Chooser window to change it.



Plot Settings — Provides a window to customize the various types of plots.

A very important option at the top is the decimation of the file when read in (reading every *n*th line), by default 1 here. This setting is echoed in the **File→Read File** menu option for convenient reference when loading files. Increase this number for better performance when reading in large files, say over 100,000 rows for a handful of variables or over 50,000 rows for 20 variables.

There is a checkbox to click two corner points of a selection box rather than swiping, which is convenient for very large files for which swiping is slow. Another checkbox enables progressive coloring of the selection while swiping rather than coloring it only after the swipe is completed, but this operation will be very slow for large data files.

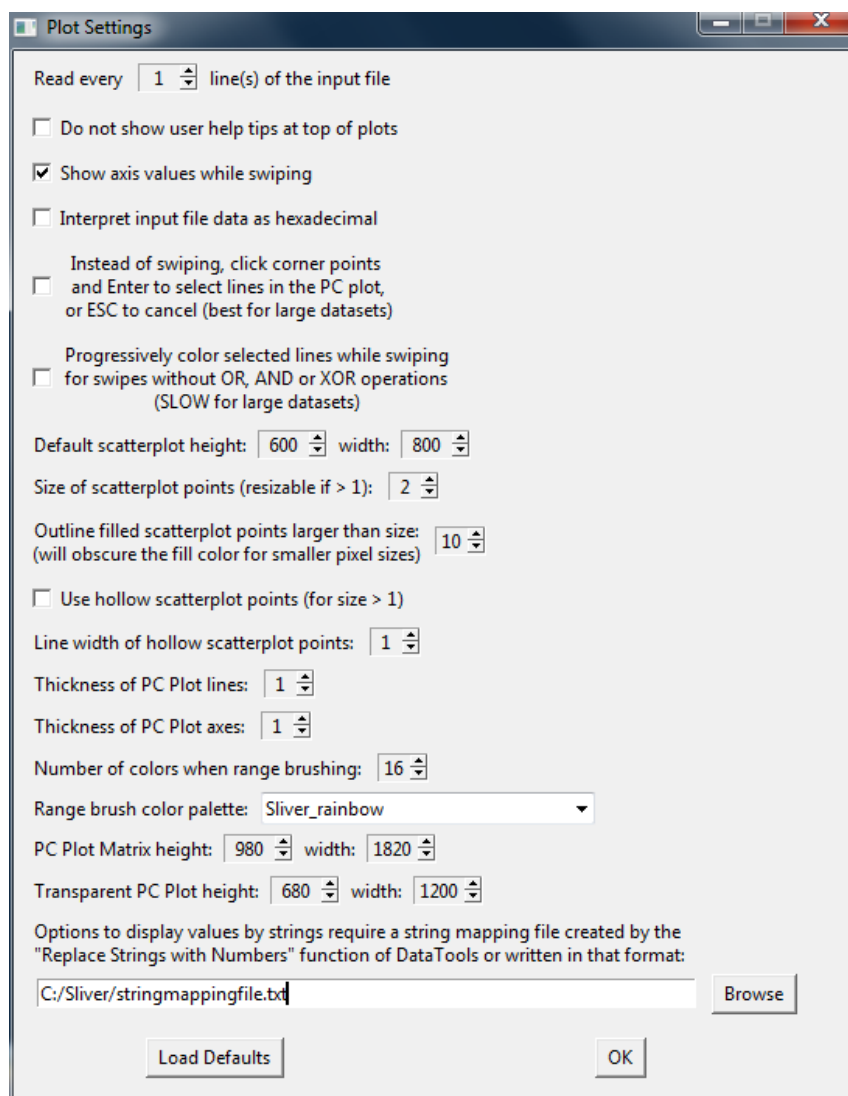
The sizes of the PC Plot Matrix and Transparent PC plot can be adjusted to best fit your desires and monitor size.

The initial size of scatterplots is set in this window, as well as the point sizes and whether they are hollow or filled. Note that scatterplot points cannot be resized using lowercase or uppercase “B” (bigger) or “L” (littler) keyboard keys, or toggled between hollow and filled using the lowercase or uppercase “O” key, unless the size of the scatterplot points is greater than 1 when the plot is created. The default size is 2 pixels, which allows the use of these keys to adjust the pixels.

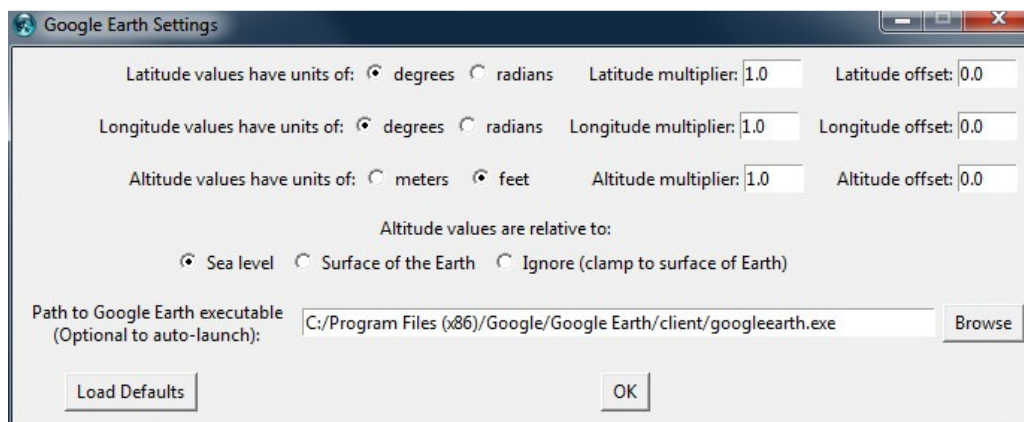
The default thicknesses of the PC Plot lines and axes are 1 pixel, but these values can be changed in this window.

The number of colors to use when range brushing an axis or a selection is selected here, as well as the color palette to use. There are many palettes to choose from, with *Sliver_rainbow* as the default. See Appendix F for instructions on adding your own custom color palettes.

There is also a field at the bottom to browse and enter the path to a file to map variable values to strings when the **Plots→Display Values on Mouse-Over→With String Mapping** menu function is selected or when the string mapping option is selected for values in Google Earth pop-ups.



Google Earth Settings — Provides a window to provide general Google Earth settings as shown below.



Postscript/PDF Export Settings — Provides a window to customize the export of the parallel coordinate plot to Postscript and PDF with alpha-blending (transparency). These settings are very useful in optimizing the output for the two main reasons for exporting to PS and PDF:

1. To obtain an “X-ray” view of the major line clusters (correlations) by assigning opacities to the lines of the PC plot, which are often obscured by the overplotting from even moderately-sized data sets. (The other action to take in this case is to range brush or gap brush an axis to color brush sets of lines, with the option to hide one or more brushes.) Setting an opacity value less than one for the scatterplot points also helps in seeing overlaid points.
2. To obtain presentation-quality printouts and graphics. For large datasets, there may not be sufficient memory for Adobe Acrobat to flatten the file to send it to a printer, and in this case it can be saved in Acrobat as a high-resolution (say, 600 dpi) PNG file, which can then be sent to the printer.

NOTE: ONE-TIME REQUIRED SETUP FOR PDF EXPORT:

The paper size and AllowTransparency option must be set in the Adobe PDF Settings. To do this, open Adobe Distiller (*acrodist.exe* in the Acrobat bin directory) and choose an option for Default Settings (Press Quality or High Quality Print is recommended). Then select the Distiller menu option **Settings → Edit Adobe PDF Settings**. In the main window (the *General* window), change the Default Paper Size to match the paper size selected in the Sliver Postscript/PDF Export Settings (in Landscape mode)—for example, for the “8.5x11 letter” setting in the screenshot shown below the Width would be set to 11.0 and the Height to 8.5 with Units of “Inches” (note that the default is the opposite). Then select the *Fonts* window and either leave the *Embed all fonts* option checked and set the *When embedding fails* option to *Ignore* or *Warn and continue* or simply uncheck the *Embed all fonts* option—otherwise, there may be an error message that the Helvetica font can’t be found. For the blackest backgrounds and boldest colors you should also select the *Color* window and choose the *Leave Color Unchanged* option under *Color Management Policies*.

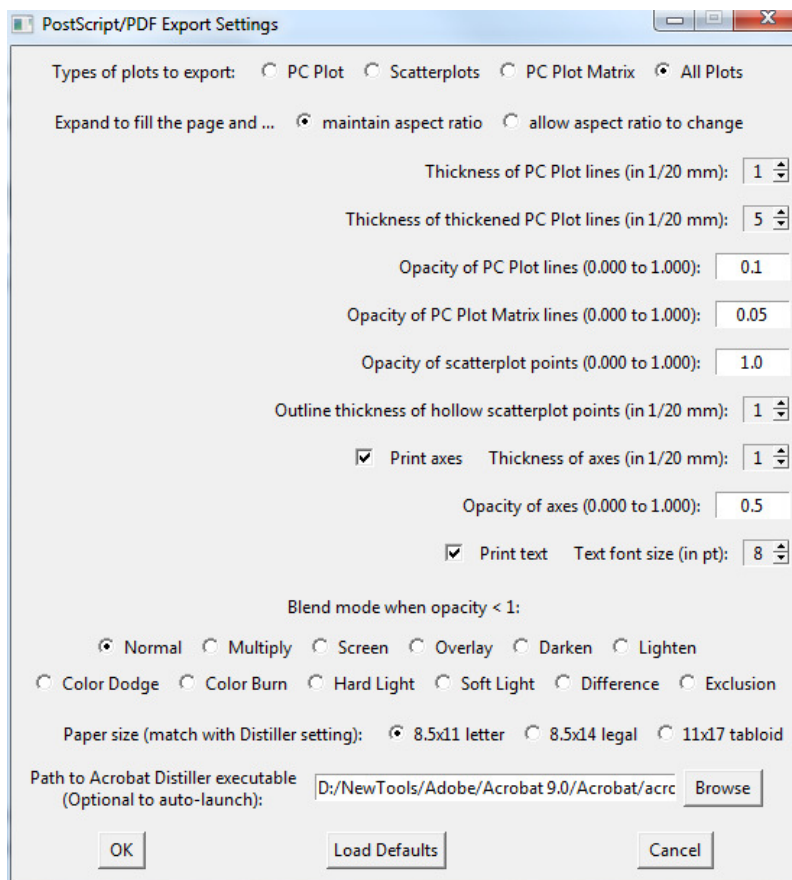
Then click on the “Save As...” button, give your options file a new name and remember the folder where Distiller will save it, and then click Save. Then go to that folder, open the new options file, find the line with the phrase “AllowTransparency” near the top, and change the value from “false” to “true” and save the file. This is the settings file that should always be selected by default in Distiller.

In lieu of Acrobat Distiller, it is possible to open the PostScript file with the free GSView for Windows software. GSView provides vector-drawn displays and printing but does not provide the transparency (the opacity will always be 1.0). However, this is highly preferable to screenshots when presentation-quality plot images are desired.

Working our way down the settings list, we first have the option to export just the PC Plot, just the (2D only) scatterplots, just the PCM, or all of them. The plots appear on separate pages in the PDF. Both fixed and variable-sized single or stacked scatterplots will be exported when the scatterplots are included.

There is also an option to either maintain the aspect ratio of the current window, which may have been resized, or to expand the plots in both directions to fill the page. In either case, the entire page background is colored with the current background color of the plot.

The line settings for PS/PDF export are independent of the plot settings in Sliver due to the different characteristics of a monitor display. Here we can also set the thickness and opacity of the PC plot and the PCM lines. The scatterplot opacities and outline thickness of hollow points can also be set. However, the scatterplot point sizes and whether the points are hollow or filled are determined automatically from the current states of the individual scatterplots.



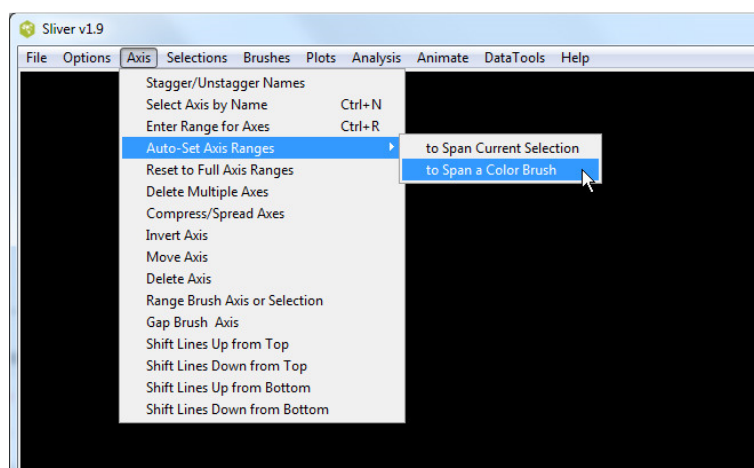
There is a choice to print or not print the axes, and their thickness and opacities if they are printed. There is also a choice to print or not print the text (axes names, etc.), and a setting for the font size.

There are 12 modes of alpha-blending available in Adobe Acrobat for the entered opacities. The Normal blend mode works quite well, but with different backgrounds or desired effects it may be beneficial to try out the different modes. These are the short descriptions of the modes listed in Adobe document PDF 32000-1:2008 (Document Management—Portable document format—Part 1: PDF 1.7), reproduced on the right.

The paper size (in Landscape) of the PostScript output is also selectable. As mentioned above, the page size setting in Adobe Distiller should be set to the same value and in Landscape mode or the output will not be centered on the page. If the path to the Adobe Distiller executable (*acrodist.exe*) is populated, the PostScript file will be automatically converted to PDF.

Name	Result
Normal	$B(c_b, c_s) = c_s$ NOTE Selects the source colour, ignoring the backdrop.
Multiply	$B(c_b, c_s) = c_b \times c_s$ NOTE 1 Multiplies the backdrop and source colour values. NOTE 2 The result colour is always at least as dark as either of the two constituent colours. Multiplying any colour with black produces black; multiplying with white leaves the original colour unchanged. Painting successive overlapping objects with a colour other than black or white produces progressively darker colours.
Screen	$B(c_b, c_s) = 1 - [(1 - c_b) \times (1 - c_s)]$ $= c_b + c_s - (c_b \times c_s)$ NOTE 3 Multiplies the complements of the backdrop and source colour values, then complements the result. NOTE 4 The result colour is always at least as light as either of the two constituent colours. Screening any colour with white produces white; screening with black leaves the original colour unchanged. The effect is similar to projecting multiple photographic slides simultaneously onto a single screen.
Overlay	$B(c_b, c_s) = \text{HardLight}(c_s, c_b)$ NOTE 5 Multiplies or screens the colours, depending on the backdrop colour value. Source colours overlay the backdrop while preserving its highlights and shadows. The backdrop colour is not replaced but is mixed with the source colour to reflect the lightness or darkness of the backdrop.
Darken	$B(c_b, c_s) = \min(c_b, c_s)$ NOTE 6 Selects the darker of the backdrop and source colours. NOTE 7 The backdrop is replaced with the source where the source is darker; otherwise, it is left unchanged.
Lighten	$B(c_b, c_s) = \max(c_b, c_s)$ NOTE 8 Selects the lighter of the backdrop and source colours. NOTE 9 The backdrop is replaced with the source where the source is lighter; otherwise, it is left unchanged.
ColorDodge	Brightens the backdrop color to reflect the source color. Painting with black produces no changes. $B(c_b, c_s) = \begin{cases} 0, & c_b = 0 \\ 1, & c_b \geq (1 - c_s) \\ (c_b / (1 - c_s)), & \text{otherwise} \end{cases}$
ColorBurn	Darkens the backdrop color to reflect the source color. Painting with white produces no change. $B(c_b, c_s) = \begin{cases} 1, & c_b = 1 \\ 0, & (1 - c_b) \geq c_s \\ 1 - ((1 - c_b) / c_s), & \text{otherwise} \end{cases}$
HardLight	$B(c_b, c_s) = \begin{cases} \text{Multiply}(c_b, 2 \times c_s) & \text{if } c_s \leq 0.5 \\ \text{Screen}(c_b, 2 \times c_s - 1) & \text{if } c_s > 0.5 \end{cases}$ NOTE 12 Multiplies or screens the colours, depending on the source colour
SoftLight	$B(c_b, c_s) = \begin{cases} c_b - (1 - 2 \times c_s) \times c_b \times (1 - c_b) & \text{if } c_s \leq 0.5 \\ c_b + (2 \times c_s - 1) \times (D(c_b) - c_b) & \text{if } c_s > 0.5 \end{cases}$ where $D(x) = \begin{cases} ((16 \times x - 12) \times x + 4) \times x & \text{if } x \leq 0.25 \\ \sqrt{x} & \text{if } x > 0.25 \end{cases}$ NOTE 13 Darkens or lightens the colours, depending on the source colour value. The effect is similar to shining a diffused spotlight on the backdrop.
Difference	$B(c_b, c_s) = c_b - c_s $ NOTE 14 Subtracts the darker of the two constituent colours from the lighter colour. NOTE 15 Painting with white inverts the backdrop colour; painting with black produces no change.
Exclusion	$B(c_b, c_s) = c_b + c_s - 2 \times c_b \times c_s$ NOTE 16 Produces an effect similar to that of the Difference mode but lower in contrast. Painting with white inverts the backdrop colour; painting with black produces no change.

Axis Menu



The Axis menu offers the ability to shift up or down (stagger) every other axis name and range values to better view overlapping names when many axes exist. It provides functions to enter ranges of one or more axes that are different from the default maximum and minimum of the data that was read, and to reset to these default ranges. It also provides a function to compress or spread a set of axes horizontally for easier viewing of axes of interest.

This menu also offers operations on a single axis after the axis has been selected by pressing Alt while clicking on the variable name located under the axis. This action colors the name and produces helpful text along the top that lists keystrokes for inverting (*x*), moving (*m*), deleting (*x*), range brushing (*r*), gap brushing (*g*) or shifting (arrow keys) the axis. Parentheses around an axis name indicates that the axis has been inverted. The Invert, Move, Delete and Shift axis functions will also cause the PC Plot to revert to its original layout if it has been zoomed. An alternative to using a hotkey to perform an axis function is to use the menu functions under this Axis menu.

Stagger/Unstagger Names — Shift up or down (stagger) every other axis name and range views to better view overlapping names when many axes exist.

Select Axis by Name — Allows an axis to be selected from a list of names. This is an alternative to pressing Alt and left clicking on an axis name, or pressing 1-9 on the keyboard to select that axis from the left with the option of pressing **n** to shift to the axis on the right or **N** to shift to the axis on the left. This menu option is particularly helpful when there are so many axes that the axis names overlap and are hard to read.

Enter Range for Axes — Allows axes to be chosen and then pops up a window to allow a minimum value and a maximum value of a range to be entered. The ranges of the chosen axes will be updated to this set of values. This is very useful when a consistent range is best across axes, as in split times for races where comparisons with previous splits is important.

Auto-Set Axis Ranges — Automatically sets all axis ranges to span the current selection or a chosen color brush.

Reset to Full Axes Ranges — Returns the centers and ranges of chosen axes to their original values that span the range of values for that axis. This provides the same function as **Analysis→Reset to Original Axes Centers**.

Delete Multiple Axes — Allows multiple axes to be chosen to delete in one operation. There is also an option to pre-select all axes having a single value, which are usually the uninteresting ones.

Compress/Spread Axes — Expand or compress the horizontal interval between two selected axes, with the compression factor selectable as well.

Invert Axis — Inverts the axis and places parentheses around the name. Inverted axes are shown non-inverted in the PCM.

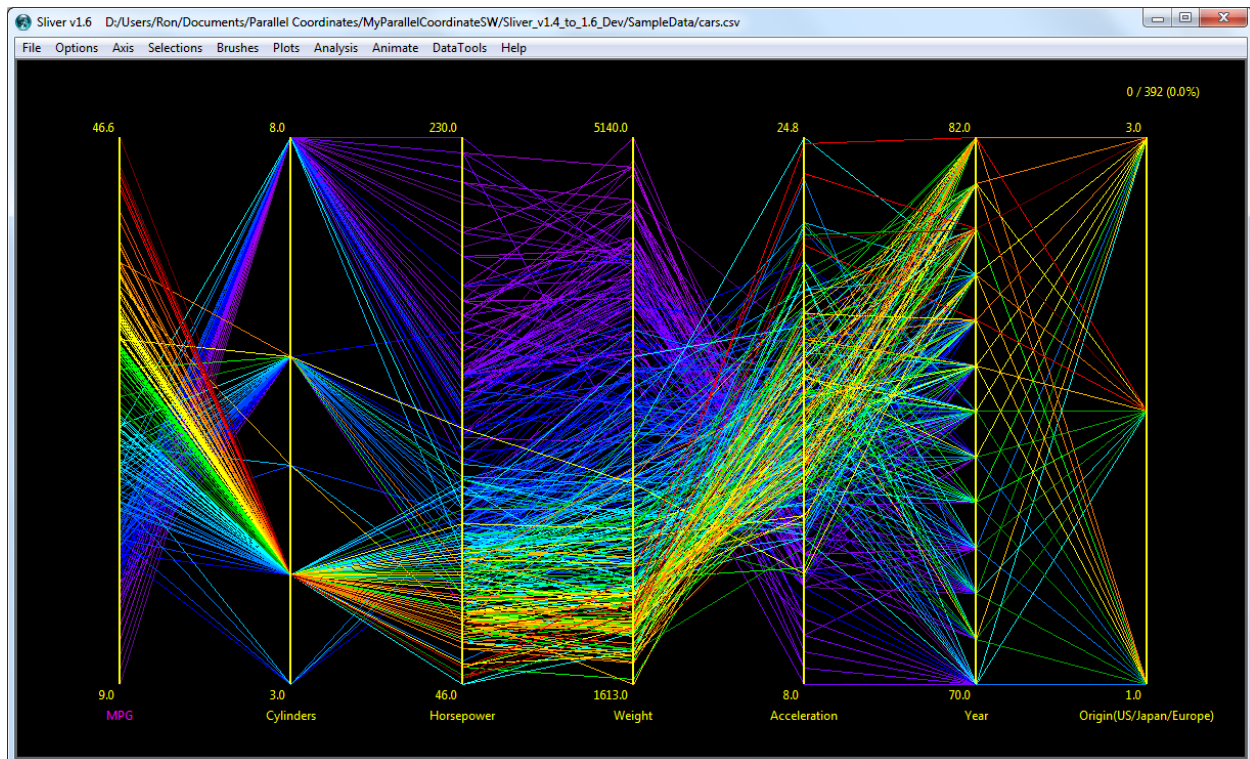
Move Axis — Initiates a move of the axis. An arrow is drawn from the axis name. To move the axis, drag the arrow to a new location to the left or right of another axis and release the mouse. Pressing ESC cancels the move.

Delete Axis — Deletes the axis and all scatterplots that use this variable. The remaining axes are redistributed to take up the same overall space. Deleted axes are removed from the PCM the next time it is created.

Range Brush Axis or Selection — Clears all existing brushes and assigns new color brushes to any selected lines in different ranges of the axis according to a palette selected in the **Options→Plot Settings** menu function. This allows a set of lines to be selected based on ranges of one variable while range-brushing those lines according to values of a different variable. If there are no lines selected, all lines along the axis are brushed. The number of ranges to split the axis into is defined in the Plot Settings, with a maximum of 16 colors, with a default of 16. To make the top end (often interpreted as high error) occur at the lower values, first invert the axis, range brush it, and invert it again.

Range brushing just a selection of lines retains the color brushing of lines that are not part of the selection, and any brush that is hidden is not range-brushed and remains hidden. Range brushing an entire selected axis removes all existing brushes and assigns the lines on the axis to new color brushes based on the selected range palette. Lines that have been shifted off the axis are unbrushed (uncolored) when range brushing an entire axis, but are brushed if they are included in a range brush selection.

The image below shows the PC Plot after the MPG axis has been range brushed using the default *Sliver_rainbow* palette.



Gap Brush Axis — Clears all existing brushes and assigns new color brushes to all lines (selected or not) based on the largest gaps in the values along the axis. This is more useful than range brushing when coloring different values of a categorical variable (i.e., one with discrete values). The groups of lines between the 10 largest gaps are initially

brushed with 10 different colors. The UP/DOWN arrows can then be used to change the gap sizes to increase or decrease the number of colors from 2 up to 20 colors. Pressing ENTER exits this adjustment phase.

Line Shifting Operations:

The shifting operations described below can be used to spread lines along a selected axis to zoom into specific lines of interest. This is particularly useful when extreme data has caused other lines of interest to be compressed at the opposite end of an axis. Shifting the lines is an alternative to saving only the lines of interest to a file through the **File→Save Selected** or **File→Save Visible** menu function and reloading the saved file. **The arrow hotkeys can be used instead of these menu functions.**

NOTE: Re-select the axis if the arrow cycles through menus instead of shifting the lines.

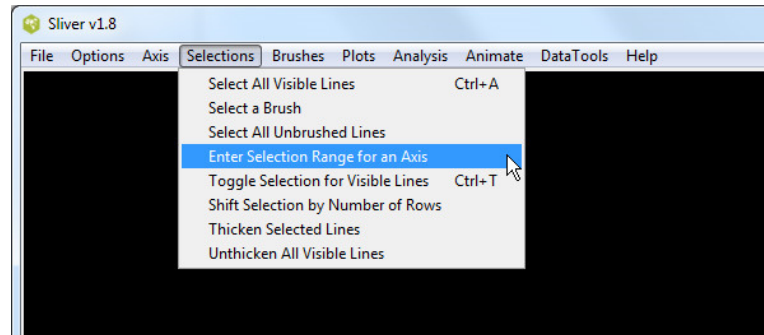
Shift Lines Up from Top — Reduces the axis top range to shift the lines at the selected axis upwards at the top. The UP arrow can also be used after the axis is selected.

Shift Lines Down from Top — Increases the axis top range to shift the lines at the selected axis downwards at the top. The DOWN arrow can also be used after the axis is selected.

Shift Lines Up from Bottom — Reduces the axis bottom range to shift the lines at the selected axis upwards at the bottom. The RIGHT arrow can also be used after the axis is selected.

Shift Lines Down from Bottom — Increases the axis bottom range to shift the lines at the selected axis downwards at the bottom. The Left arrow can also be used after the axis is selected.

Selections Menu



The Selections menu provides functions to select lines other than swiping them with the mouse, and to thicken any lines that have been selected.

Select All Visible Lines — Selects all visible lines, a faster alternative to swiping across all lines on the screen.

Select a Brush — Assigns a chosen color brush as the current selection.

Select All Unbrushed Lines — Selects all visible line that have not been assigned to a brush. This is often useful to select all uninteresting lines that have not already been brushed, and then assign these newly selected lines to a new brush and hide that brush to remove the lines from the visible display to better show the other lines.

Enter Selection Range for an Axis — Pops up a window to allow a minimum value and a maximum value to be entered once an axis has been selected with an Alt-Click on the axis name. All lines lying on or between these values will be automatically selected in a chosen combination with any other selected lines (Replace, OR, AND or XOR). This is a far more convenient way of selecting a particular line or range of lines compared to zooming in and

finding those lines using the **Plots→Display Values on Mouse-Over** menu option. By repeatedly using this window, different sets of lines can be selected and each assigned to a brush in order to create custom range-brushed colors. For time-formatted axes having range values such as 04:12:53, enter the values for the range in seconds.

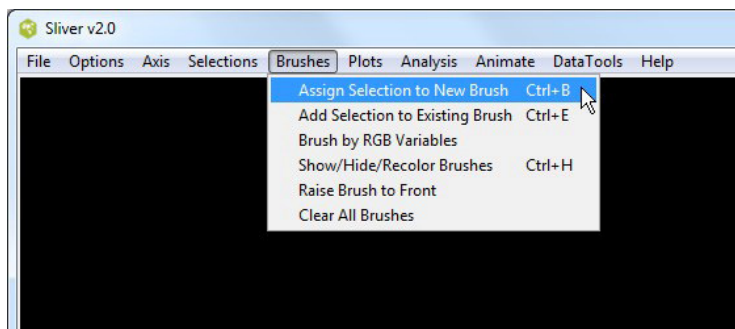
Toggle Selection for Visible Lines — Performs a NOT operation on the current selection, toggling it to the currently unselected, visible lines. This complements the OR, AND and XOR selection functions from keyboard commands.

Shift Selection by Number of Rows — Pops up a window to shift the currently selected lines by an entered positive or negative number of rows in the data file. This is useful when it is suspected that an event in earlier rows (such as an event earlier in time) resulted in the current selected lines. The shift can be from the original selection or an additional shift to a previously shifted selection, and the original or shifted selection can be chosen when exiting the window.

Thicken Selected Lines — Increases the line widths of the selected lines by one pixel. This menu option can be repeated to thicken the selected lines further. This is useful to highlight particular lines of interest and for comparing other lines to particular lines. When exported to PostScript/PDF, the thickened lines remain thickened and opaque, and are drawn on top of the other lines.

Unthicken All Visible Lines — Reverts the linewidths of all visible lines to the value entered in the **Options→Plot Settings** window.

Brushes Menu

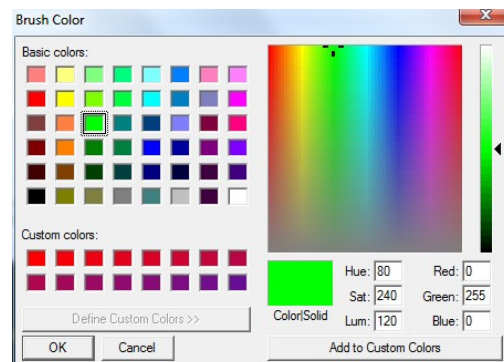


The Brushes menu provides operations on selections made with the mouse, including assigning the current selection to a color brush and giving the ability to hide, show, re-color or remove one or more brushes.

Assign Selection to New Brush — Assigns the currently selected lines (the current selection) to a new colored brush. No two brushes can have the same color. Note the Ctrl-B hotkey.

Add Selection to Existing Brush — Adds the currently selected lines (the current selection) to an existing colored brush selected in a window. Note the Ctrl-E hotkey.

Brush by RGB Variables — Allows selection of variables in the data for R, G and B values to brush each line in a selectable color range from 0.0 to 1.0 or from 0 to 255. This is a convenient way to brush lines programmatically, particularly for a large number of colors.



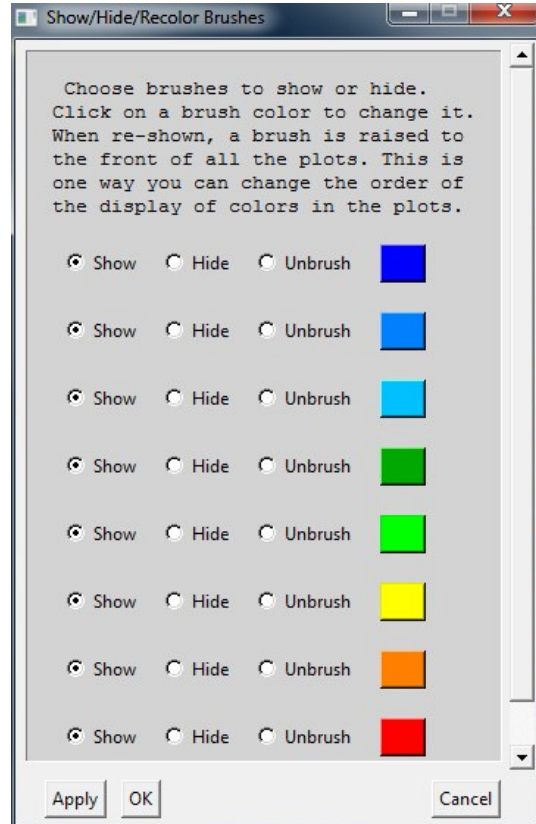
Show/Hide/Re-Color Brushes — Provides the ability make the lines in a brush visible or hidden. This is useful when brushing and removing uninteresting sets of lines to better view the ones of interest. Also, re-showing hidden brushes brings them to the front, so hiding and showing brushes provides a means of re-ordering the brushes in the plots. Note the Ctrl-H hotkey.

The Unbrush selection removes the brush and returns all the lines in that brush to an unselected color.

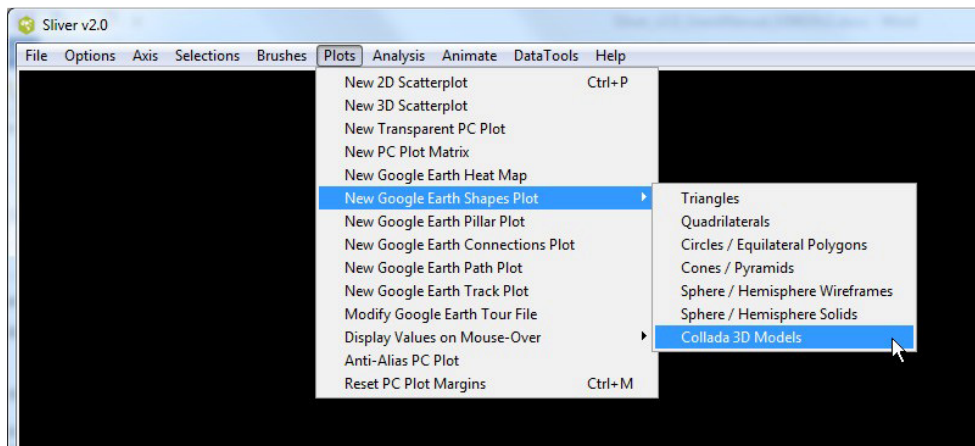
Clicking on color rectangle of a brush brings up a Color Chooser window to select a new color to assign to the lines of that brush.

Raise Brush to Front — Displays the existing color brushes to choose one to raise to the front on the display for viewing. This window remains up so that different brushes can be brought to the front to view or so that the order of the displayed brushes can be arranged. There is an option to check that will dim all other brushes in order to highlight the raised brush; they are reverted to their original brightness when the window is exited or the option unchecked.

Clear All Brushes — Deletes all brushes and returns all lines to the unselected state.



Plots Menu



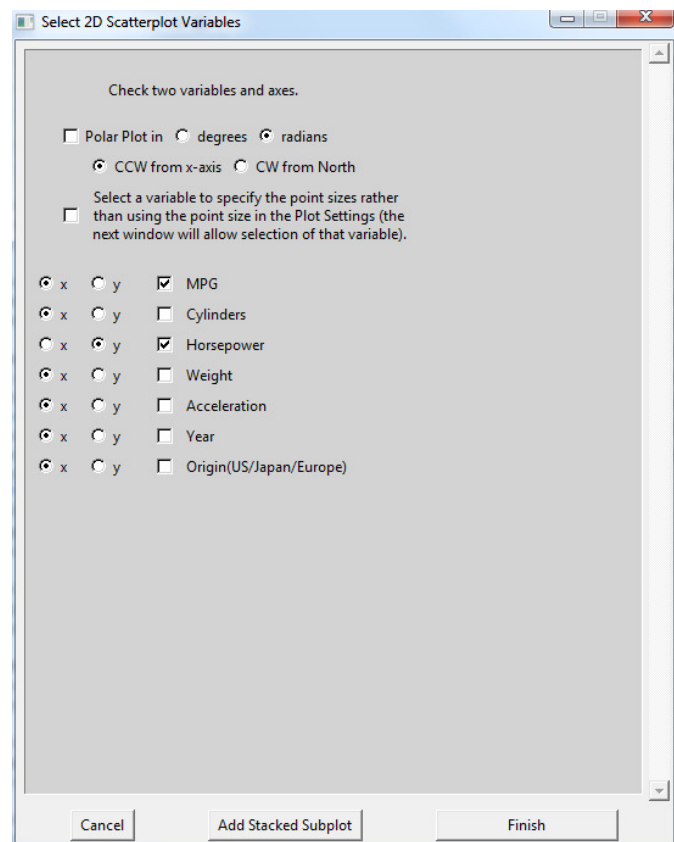
The Plots menu is the means of creating new scatterplots, 3D scatterplots and Google Earth heat map, shapes, pillar, path, connection and track plots based on settings under the Options menu. It also invokes the display of values along each axis when the mouse is hovered over a line (with or without mapping values to a string mapping file), which is not the default action. Finally, there are options to temporarily anti-alias the PC Plot for cleaner screen capture, where any other action removes this effect, and to reset the size of the original PC Plot margins without resetting its size in case zooming and/or panning cause misalignments or off-screen text.

The Plots menu functions are described below, but not necessarily in the order they appear in the menu to provide more clarity in the discussion.

New 2D Scatterplot — Creates a new 2D scatterplot with x and y axis variables selected in a pop-up window as shown on the right. Note that two variables need to be checked off, with one assigned as x and the other assigned to y, in order for the plot to be created. There is no limit to the number of scatterplots, and they can be created and deleted at will. If a polar plot is chosen, the axis names change to r and theta.

For fixed size points, after the x and y variables are selected and assigned to their respective coordinate, the Finish button will create the 2D scatterplot.

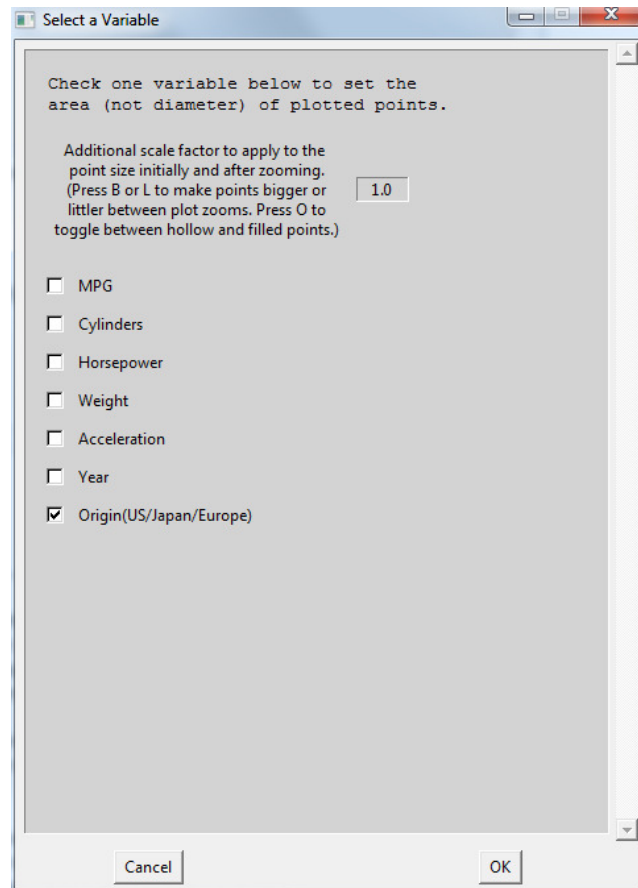
However, it is possible to stack multiple 2D scatterplots, either Cartesian or polar, and clicking the Add Stacked Subplot button will bring up a new window to select a new y variable (the x variable remains the same) for Cartesian plots or a new theta variable (the r variable remains the same) for polar plots. Stacked subplots can be any mix of plots with fixed-sized points or with points sized per another variable (bubble charts). Cartesian and polar plots cannot be mixed in one plot window.



The settings for the plot (point sizes, hollow or not) are taken from the **Options→Plot Settings** menu option by default. However, there is a checkbox in this window to size the areas of the points according to values of a variable instead, either a third variable or one of the two selected ones. Checking this box will change the Finish button to Select Point Size Variable, and clicking on that will bring up a new pop-up window, as shown on the right. The selected variable specifies the area of the point corresponding to each row of the data. There is also a field to apply a scaling factor to that variable to adjust its effect without having to edit the original data file. Clicking OK returns to the page above to either select Finish or Add Stacked Subplot.

Once a variable is selected for sizing points, this variable cannot be changed for individual subplots of the current plot that also choose to use it, so later windows will have this variable fixed. However, different scale factors can be applied to these subplots.

Different scatterplots can be created with different settings. If the size of the points is changed in the Plot Settings after the plot is created, click on a scatterplot to make it the active window and press the “s” key, which re-sizes the points in just that plot according to the new size setting. Pressing the “s” key also removes distortions in the points due to zooming different amounts in the horizontal and vertical directions, although this should be done automatically.

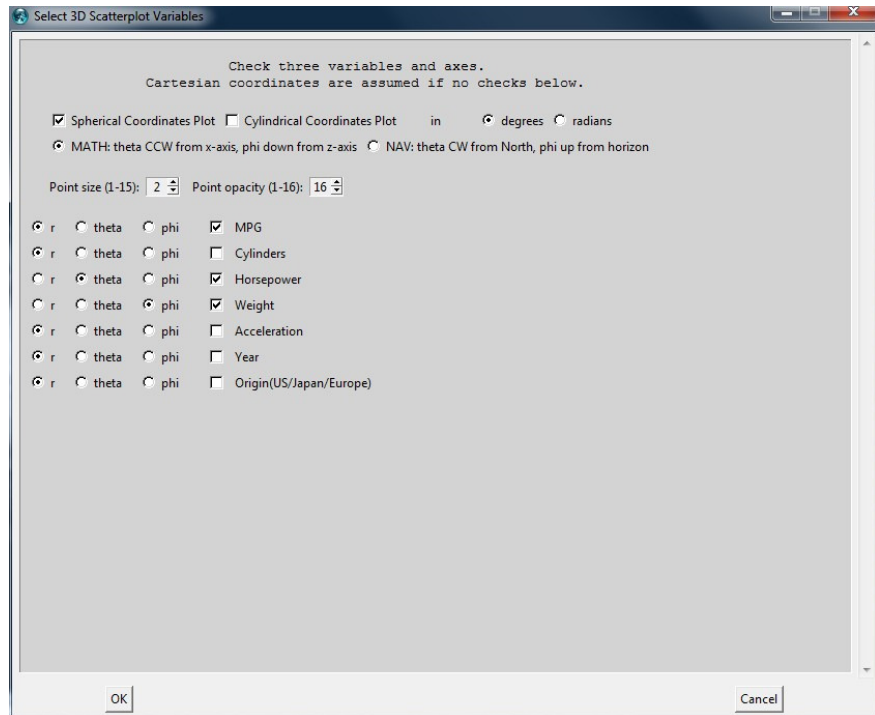


If the point size in the Plot Settings was greater than 1 when the plot was created, or if variable point size is selected, pressing lowercase or uppercase B or L will make the points bigger or littler and pressing the lowercase or uppercase letter O will toggle between filled and hollow points. The default point size is 2, allowing these hotkeys to change the point size and shape.

Selections made in any scatterplot are propagated to the PC Plot and all other scatterplots. Selections in scatterplots are always made by swiping an area with the mouse—the option to click corner points of a rectangle only applies to the PC Plot because it is slower to respond to swipes for large files than a scatterplot.

Pressing “k” locks the currently active scatterplot from any changes even when the PC Plot is changed. This is useful in comparing a scatterplot against another scatterplot after color brushing, hiding of lines, or other changes are done. Pressing “k” again unlocks the scatterplot, which then updates to the latest configuration except for background and axis colors.

New 3D Scatterplot — Creates a new 3D scatterplot in Google Earth. Here three variables must be checked off in the pop-up window, one allocated to each coordinate. Cartesian coordinates (x,y,z) are assumed unless spherical or cylindrical coordinates are checked. In the latter two cases, there is a choice between math-based or navigation-based conventions (otherwise there are two default choices named N/A). The math convention for spherical coordinates (r, θ, ϕ) has θ increasing counterclockwise from the x-axis and ϕ down from the z-axis, while for navigation the azimuth θ increases CW from North and the elevation ϕ is relative to the horizon (the x-y plane). The North and East axes in navigation mode point to North and East in Google Earth, respectively.



Options are provided to input the (fixed) size and opacity of the points in the 3D scatterplot. The path to auto-launch Google Earth to display the 3D scatterplot is taken from the Google Earth settings under the Options menu.

Like Google Earth path plots, 3D scatterplots are saved in KML files that are selected or named by you. Once these files are created, they can be opened in Google Earth (or double-clicked to launch them in Google Earth), independent of Sliver. Therefore, a set of KML files can be created and later opened in Google Earth as needed, or combined into a single KML file with the **DataTools→Merge KML Files** menu option. **Note that when moving or sending the KML file, the dot.png file created in the original directory with the KML file must also be moved with the KML file, as it is the graphic used to create the spheres.**

New Transparent PC Plot — Creates a new window containing the PC Plot with no axes or text but with an alpha value (opacity) applied as described earlier. Hotkeys can change the alpha value (0-9 corresponds to 0.01, 0.02, 0.05, 0.10, 0.15, 0.20, 0.25, 0.3, 0.4 and 0.5, with UP/DOWN arrows to fine-tune the value), changing the linewidths (LEFT/RIGHT arrows), toggling anti-aliasing (the “A” key) and displaying help (the “H” key). Creating a new plot destroys the older plot, but settings are preserved and applied to the new plot.

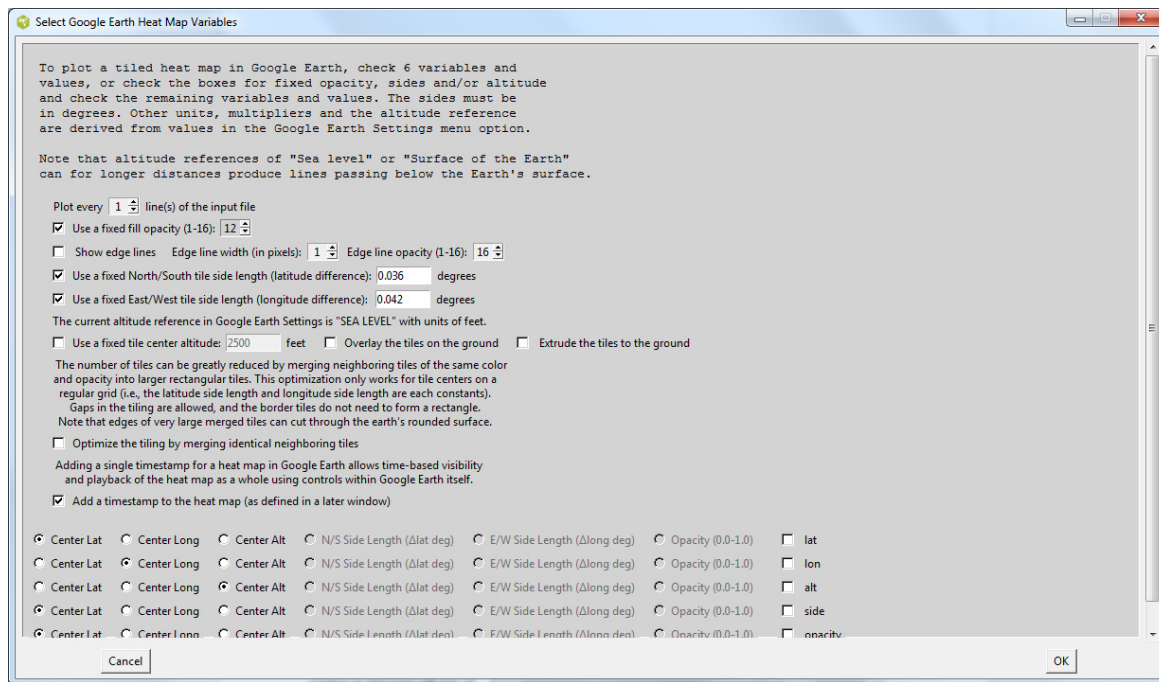
The size of the Transparent PC Plot window can be set in the **Options→Plot Settings** menu option.

Note that when anti-aliasing is on the response to changes in the alpha value will be considerably slower. Larger data can make the anti-aliasing function so slow it is essentially inoperable.

New PC Plot Matrix — Creates a new window containing the PC Plot Matrix (PCM). If the PCM window exists, it will be deleted and a new window created. This is sometimes necessary to remove an axis that is deleted in the main PC Plot.

The size of the PC Plot Matrix window is set in the **Options→Plot Settings** menu option. The window cannot be resized once it is created, but it can be zoomed and panned.

New Google Earth Heat Map — Creates a new heat map in Google Earth. The rectangular tiles do not need to have the same side lengths and do not need to be contiguous. The window to assign options is shown below.



There is a setting at the top of the window to plot every nth row of the file, each of which has variables associated with an individual tile.

There are also options for entering a fixed opacity for all tiles instead of assigning a variable in each row for each tile. When this option is checked, the selection of an input variable for a tile opacity is disabled. An option to show edge lines is also available.

The North/South tile length and East/West tile length can be chosen as fixed values. If either of these are unchecked, the side length must be assigned to a variable at the bottom of the window.

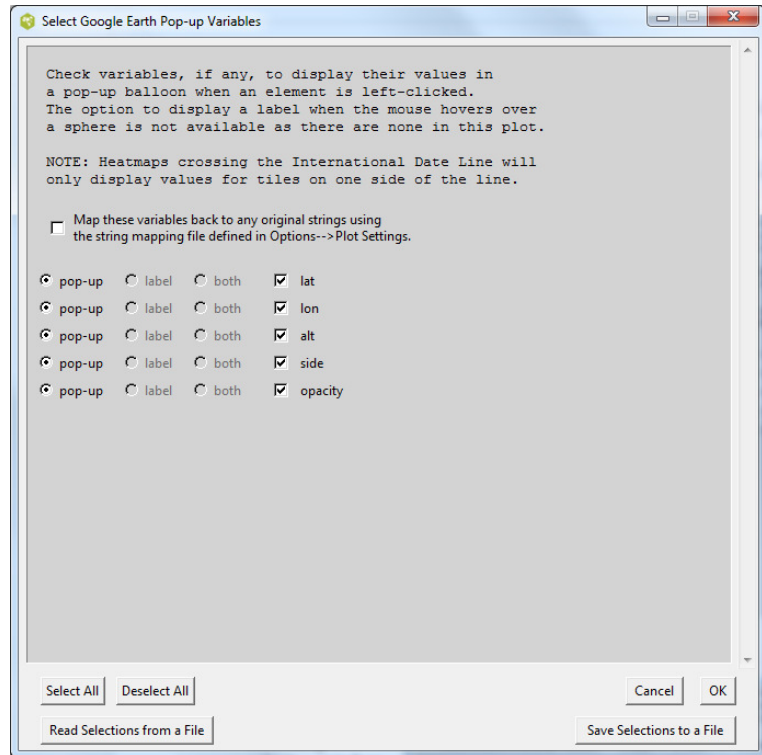
There is also an option to enter a fixed altitude rather than assigning a variable. An option for overlaying the tiles on the ground will override the altitude reference in the **Options**→**Google Earth Settings** menu option. The units of the fixed altitude are taken from the units selected in the Google Earth Settings. Offsets and multipliers for the latitude and longitudes are also taken from the Google Earth Settings, and the associated multiplier and offset for the altitude is applied to the altitude here if a fixed altitude is not selected. Finally, there is an option to extrude the tiles down to the surface of the earth if they are not overlaid on the ground.

The next option is to optimize the heat map by merging neighboring tiles of the same color and opacity into larger tiles. The tiles have to have the same length of North/South sides and the same length of East/West sides, but these can be different lengths. The tiles do not have to be contiguous, so there can be holes in the heat map, and they do not have to form a rectangular outline. Optimization can result in a huge decrease in the number of tiles that Google Earth draws, and it allows much finer resolution of the heat map since many more tiles can be represented. As shown earlier in this manual, a 500x500 heat map consisting of 250,000 tiles may be reduced by a factor of 100 in the number of tiles populated in the KML file, making this resolution feasible for Google Earth to render. However, in cases where merged tiles span large distances on the Earth's surface, the centers may lie below the rounded surface, requiring an increase in the altitudes.

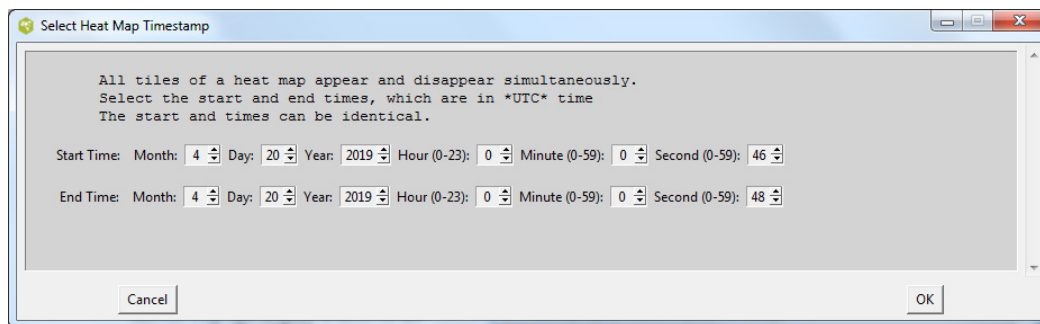
Finally, there is an option to add a timestamp in Google Earth for the heat map as a whole. As described earlier, timestamps produce a player control panel in Google Earth that will span the timestamps and allow time-based selection of heat maps.

If the option for optimizing the heat map is NOT chosen, variables can be selected to be displayed in Google Earth either in a pop-up (balloon) when left-clicked. The window for selecting pop-up variables appears after OK is selected in the options window above if optimization is not shown. Pop-ups display a table of the variable names and values.

The window to select pop-up variables, if any, is shown on the right. The options for labels are disabled because they are not available for heat maps. If the top box is checked, the variables in pop-ups can also be replaced with strings for any values that have a string assigned to them in a string mapping file entered in the Plot Settings. The format of this file is that produced in a string mapping file when running the *Replace Strings with Numbers* function of DataTools. It can also be manually created in the format given in Appendix E.



Next, the timestamp selection window if that option was checked off in the original window. This window is shown below. The timestamp is applied to the entire heat map, not individual tiles, so there is no option to assign a variable to the time but simply fields to assign a starting and ending time for visibility of the heat map in Google Earth. By selecting consecutive time intervals for different heat maps, the visible heat maps can show changes over time.



The timestamp is applied as seconds since the time on a date entered at the top of this window, set to the current day by default. This date can be changed to match an actual date of the data, and this is more important if the variable selected for the times in seconds is an actual time of day. Otherwise it is a convenient starting point for some kind of timestamp. This also applies to the end time.

Detailed information and examples of these latter options can be found in the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels*. Again, heat maps are unique in that they are assigned a single time interval.

New Google Earth Pillar Plot

— Creates a new pillar plot in Google Earth. If the height above ground of the pillars is the value of a variable, then three sets of variables and coordinates must be checked off. If a fixed height is chosen, only two sets (latitude and longitude) need to be checked off.

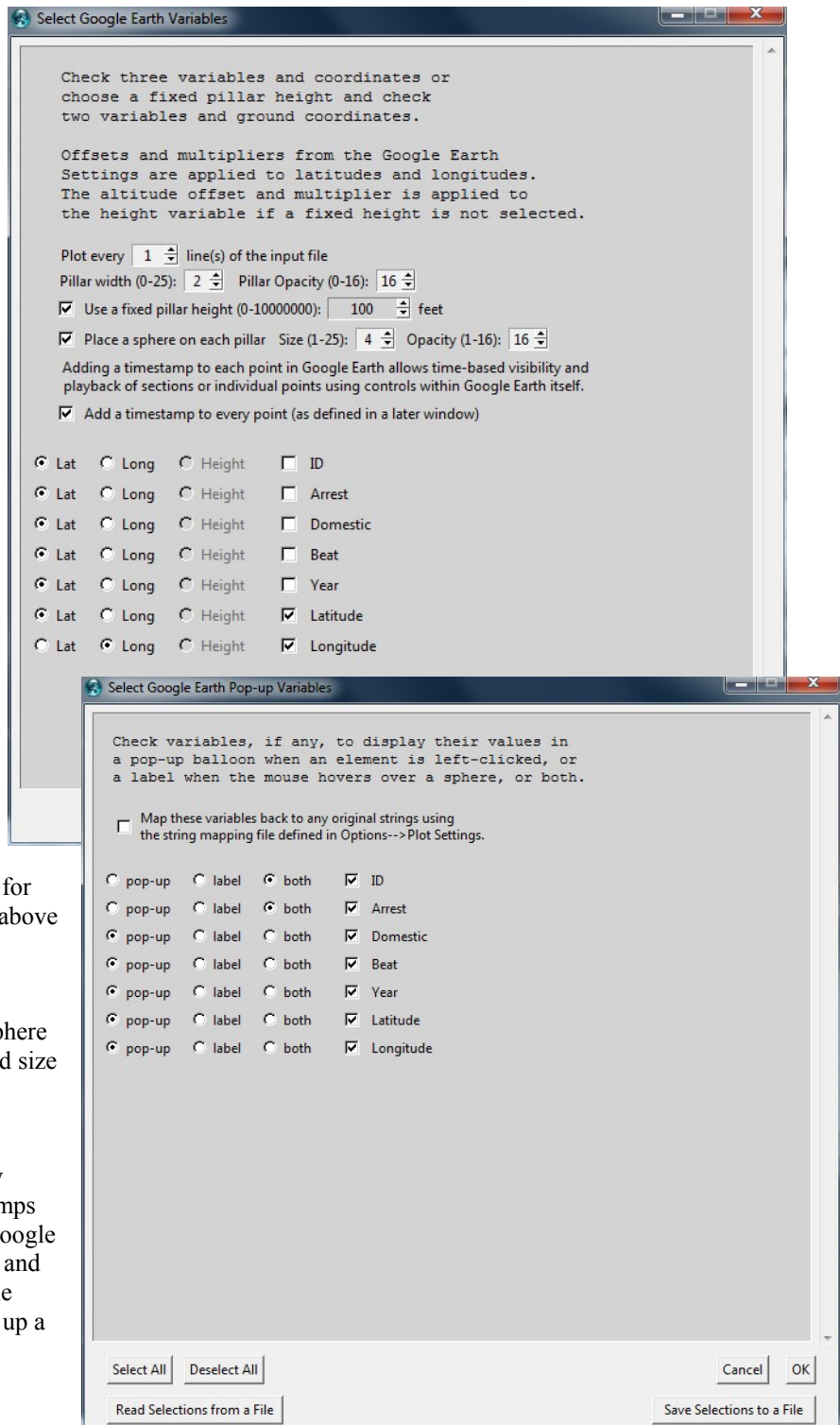
There is a setting in the pop-up window to plot every nth row of the file—a lower number of plotted rows (a higher n) provides better transparency.

There are also options for the width of the pillar and its opacity, as well as the option for a fixed height and a field for entering the height in the units selected in the **Options→Google Earth Settings** menu option. The units of the fixed height are taken from the units selected in the Google Earth Settings. Offsets and multipliers for the latitude and longitudes are also taken from the Google Earth Settings, and the associated multiplier and offset for the altitude is applied to the height above ground here if a fixed height is not selected.

There is also an option to place a sphere on top of each pillar with a specified size and opacity.

Finally, there is an option to add a timestamp in Google Earth to every point. As described earlier, timestamps produce a player control panel in Google Earth that will span the timestamps and allow time-based selection of visible points. Choosing this option brings up a new pop-up window when OK is clicked, as shown on the right.

Variables can be selected to be displayed in Google Earth either in a pop-up (balloon) when left-clicked, or in a one-line label on mouse-over, or both. Pop-ups appear when either a pillar or a sphere is clicked, while labels require a mouse-over of a sphere and the option only appears if spheres were added to the tops of the pillars. Pop-ups display a table of the variable names and values, while labels display only the comma-separated values on a single line.



If the top box is checked, the variables in pop-ups and labels can also be replaced with strings for any values that have a string assigned to them in a string mapping file entered in the Plot Settings. The format of this file is that produced in a string mapping file when running the *Replace Strings with Numbers* function of DataTools. It can also be manually created in the format given in Appendix E.

Clicking OK in the pop-up/label selection window brings up the timestamp selection window if that option was checked off in the original window. This window is shown on the right.

The timestamp is applied as seconds since the time on a date entered at the top of this window, set to the current day by default. This date can be changed to match an actual date of the data, and this is more important if the variable selected for the times in seconds is an actual time of day. Otherwise it is a convenient starting point for some kind of timestamp.

Select Google Earth Timestamp Variable

Select the date fields and select one option for populating hh:mm:ss in *UTC*. Variable values are assumed to be in seconds since the entered time of day on the date below unless the variable was originally input in an hh:mm:ss format.

Time of 00:00:00 timestamp: Month: 3 Day: 22 Year: 2017 Hour (0-23): 0 Minute (0-59): 0 Second (0-59): 0

- ☒ Use the data row number (as seconds)
- ☐ ID (as seconds)
- ☐ Arrest (as seconds)
- ☐ Domestic (as seconds)
- ☐ Beat (as seconds)
- ☐ Year (as seconds)
- ☐ Latitude (as seconds)
- ☐ Longitude (as seconds)

Cancel OK

The first selection is to simply use the data row number as the number of seconds. This provides a convenient form of a time interval, one second per line, over which to operate with the player control panel in Google Earth. Alternatively, another variable can be selected to provide the offset in seconds from the date above. A time-formatted variable in hh:mm:ss will be interpreted correctly as a timestamp.

Detailed information and examples of these options can be found in the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels*.

New Google Earth Path Plot

Creates a new path plot in Google Earth. Here three variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude in Google Earth. As seen earlier, it can be useful to use a non-geographic variable as the altitude to plot a variable along a flight path.

There is a setting in the pop-up window to plot every n th row of the file—a lower number of plotted rows (a higher n) provides better transparency. As a general rule of thumb, a few thousand points at most along a path is generally sufficient.

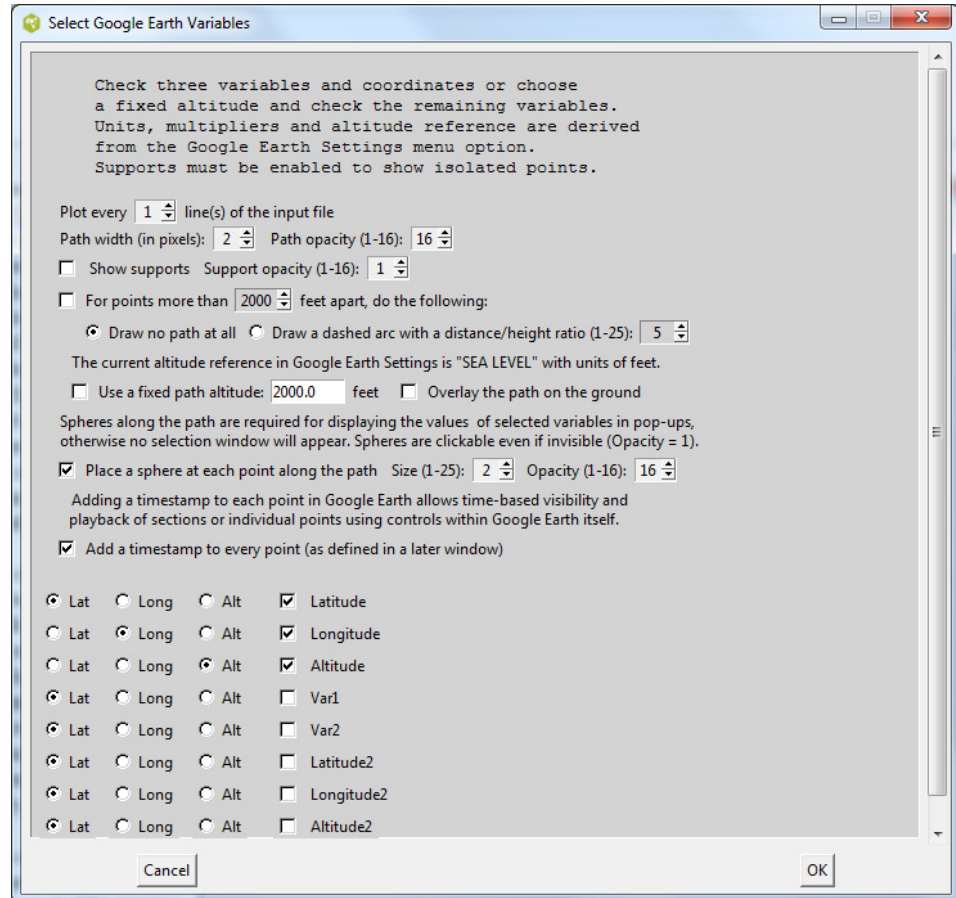
There is an option to not draw a path between points separated by more than an entered distance. This prevents a flight path between segments from having a connecting line between them, which is important if they are widely separated or unrelated. Also, connected path segments of a single color act as a group when timestamps are added to the path plot—the entire colored segment has a single timestamp. To enable individual points along the path to have separate timestamps, check this box and enter zero in the field so no points are connected along the path. This requires that supports be drawn, however, in order to see individual points. There is also an option to draw dashed vertical arcs with a selectable height to distance ratio between points separated by more than the entered distance.

The path width and opacity, and the option to show supports down to the ground and their opacity, are entered in this window. Settings for the units of the variables, multipliers and offsets for each variable, the reference for the altitude, and an optional path to auto-launch Google Earth to display the path are taken from the **Options→Google Earth Settings** menu option.

There is also an option to enter a fixed altitude rather than assigning a variable. An option for overlaying the path on the ground will override the altitude reference in the **Options→Google Earth Settings** menu option. The units of the fixed altitude are taken from the units selected in the Google Earth Settings. Offsets and multipliers for the latitude and longitudes are also taken from the Google Earth Settings, and the associated multiplier and offset for the altitude is applied to the altitude here if a fixed altitude is not selected.

Spheres can be added to the points along the path, sitting on the supports if they are enabled. However, their opacity can be set to one so they are not visible. **Spheres are important because pop-ups and labels require them as clickable or mouse-over points—the supports will not work in this regard.**

As in other Google Earth plots, there is an option to insert timestamps for the path elements.



After clicking OK, a window appears to select variables for pop-ups and labels if spheres are enabled. Another window for choosing the variable or row number for the timestamps appears if timestamps are enabled. These windows are identical to those for Google Earth Pillar Plots—please refer to that section for details on the window entries and to the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels* for detailed information and examples of their operation.

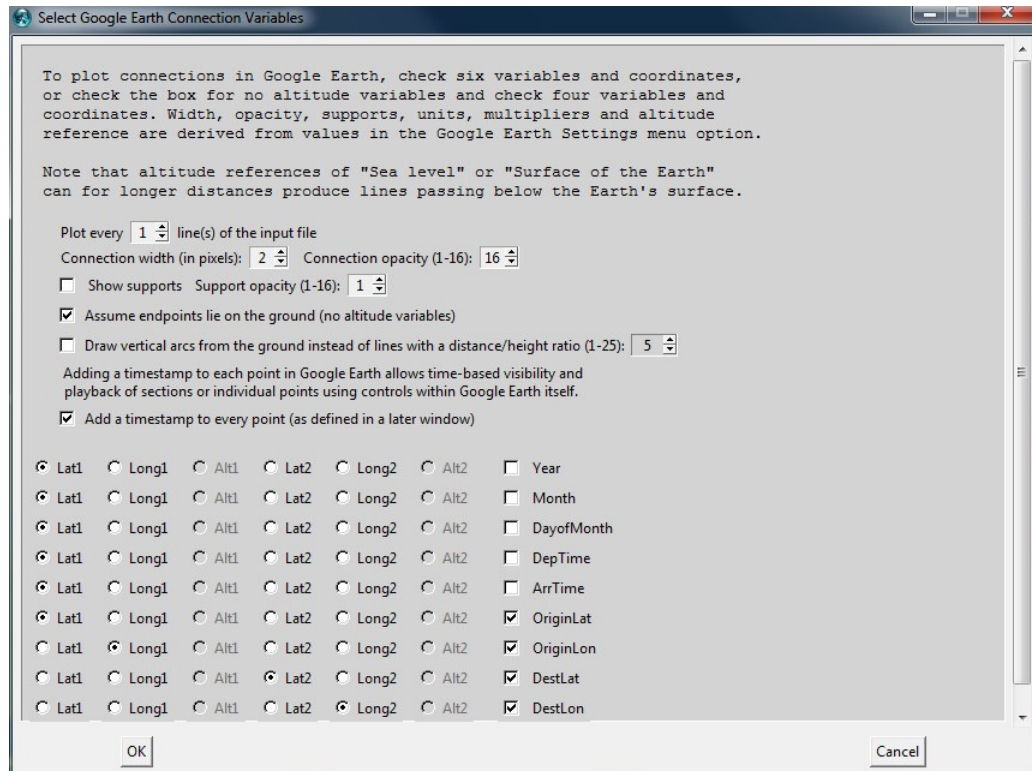
Again, the KML file is named by you, and these KML files can be opened in Google Earth independent of Sliver. Also, these files remain by default in the Temporary Places listing in Google Earth, and can be independently hidden or displayed by checking or unchecking them in that listing. This allows multiple plots created in Sliver to be displayed at the same time, allowing the kind of compound displays seen earlier in this manual. The **DataTools→Merge KML Files** menu option provides a means of combining multiple KML files into a single KML file for convenience. Waypoints and other data can be entered manually within Google Earth and displayed as well. Remember to include the *dot.png* file in the KML directory if the KML file is moved or sent.

New Google Earth Connections Plot —

Creates a new connections plot in Google Earth. Here by default six variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the first point and the latitude, longitude and altitude of the second point. Again, there is an option to plot every nth row.

This will plot a line (a connection) in Google Earth between the pair of points in each plotted row. The

width and opacity of the connections, and the option to show supports down to the ground and their opacity are entered here. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option just as for a Google Earth Path Plot.



There is an option to assume that the endpoints lie on the ground, and checking this option grays out the altitude radiobuttons, therefore requiring only four variables to be checked off. This is very useful if ground coordinates are all that are available. The lines will lie on the ground along the great circle between the two positions. If that box is checked, as in the figure here, a second option to draw vertical parabolic arcs between the ground positions rather than the lines is enabled. The ratio of arc height to distance (actually the inverse distance to height ratio) can be entered. The arc will lie over the great circle between the two points on the surface of the Earth.

As in the Google Earth Pillar Plot and Google Earth Path Plot, there is an option to insert timestamps for the path elements.

After clicking OK, a window appears to select variables for pop-ups, which will appear when a connection is left-clicked. **Labels are not enabled** because connections do not respond to mouse-overs and spheres are not an option for connection plots. Another window for choosing the variable or row number for the timestamps appears if timestamps are enabled. This windows are identical to those for Google Earth Pillar Plots—please refer to that section for details on the window entries and to the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels* for detailed information and examples of their operation.

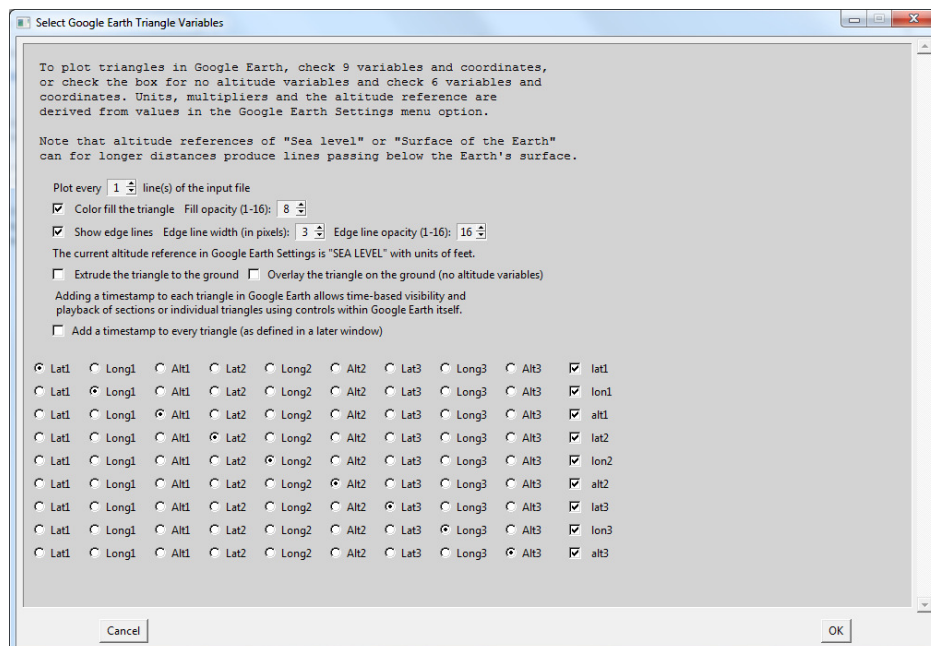
New Google Earth Shapes Plot→Triangles

— Creates a new triangle shape plot in Google Earth. Here by default 9 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of three corners. Again, there is an option to plot every nth row.

This will plot a triangle in Google Earth between the three points from each row in the data file. The triangle can be filled with the color brush associated with that row in the PC Plot. There are options to show or not show edge

lines of selected widths and opacity, to extrude the triangle to the ground for buildings and structures, to lay the triangle on the ground (having no altitude variables so only 6 variables are required), and to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. A sample input data file for triangles (*Triangles.csv*) can be found in the SampleData subfolder of the Sliver installation.

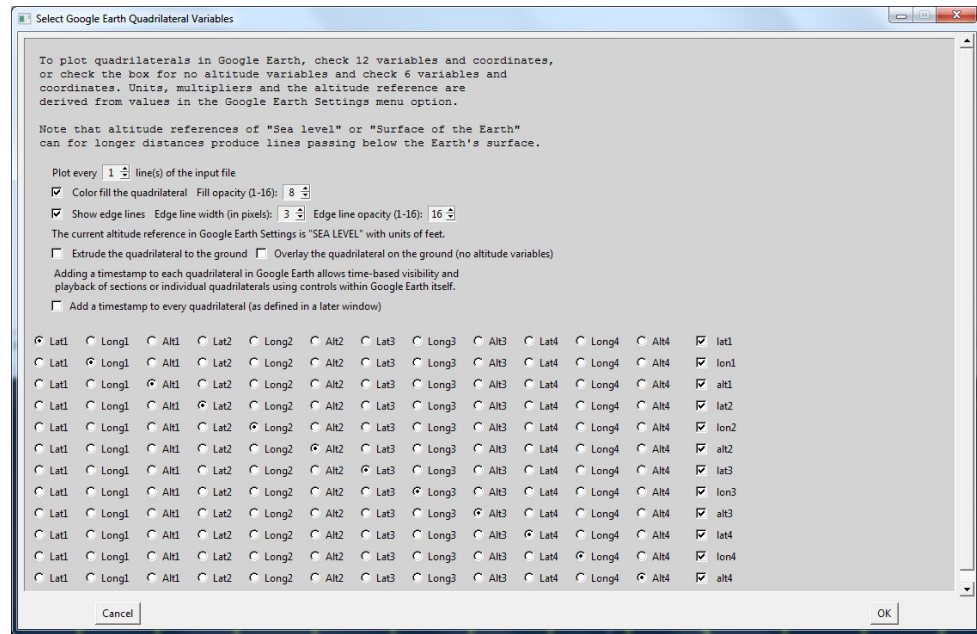
After clicking OK, a window appears to select variables for pop-ups, which will appear when a connection is left-clicked. **Labels are not enabled** because triangles do not respond to mouse-overs and spheres are not an option for triangle plots. Another window for choosing the variable or row number for the timestamps appears if timestamps are enabled. This windows are identical to those for Google Earth Pillar Plots—please refer to that section for details on the window entries and to the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels* for detailed information and examples of their operation.



New Google Earth Shapes

Plot→Quadrilaterals

— Creates a new quadrilateral shape plot in Google Earth. Here by default 12 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the four corners. The four corners do not have to lie in a plane, as the shape will bend along a diagonal to meet the four corners if needed. Again, there is an option to plot every nth row.

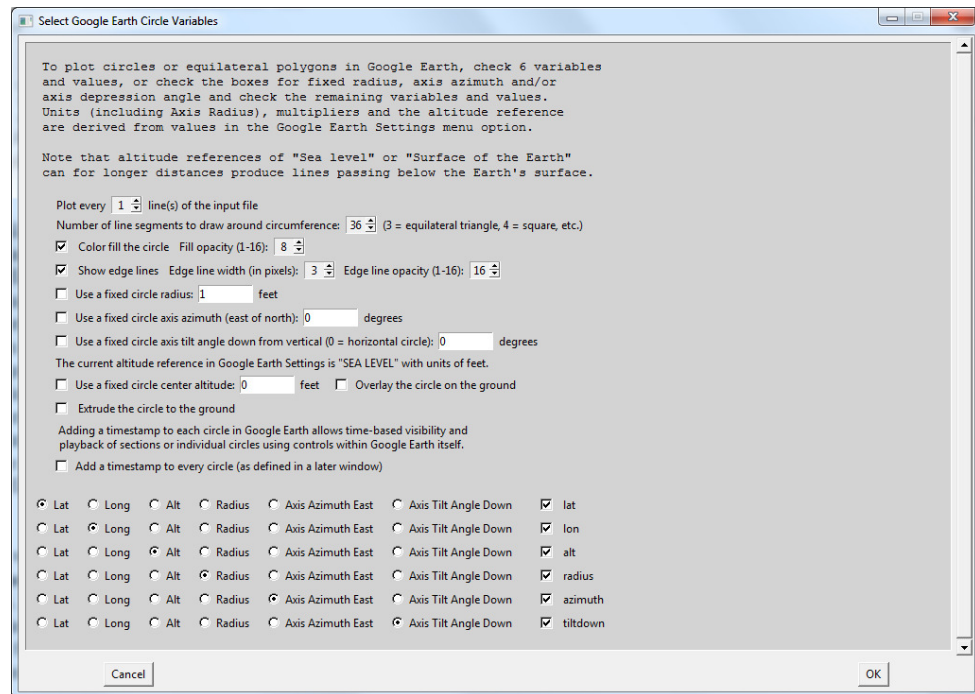


This will plot a quadrilateral in Google Earth between the four points from each row in the data file. The triangle can be filled with the color brush associated with that row in the PC Plot. There are options to show or not show edge lines of selected widths and opacity, to extrude the quadrilateral to the ground for buildings and structures, to lay the quadrilateral on the ground (having no altitude variables so only 9 variables are required), and to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. A sample input data file for quadrilaterals (*Quadrilaterals.csv*) can be found in the SampleData subfolder of the Sliver installation.

After clicking OK, a window appears to select variables for pop-ups, which will appear when a connection is left-clicked. **Labels are not enabled** because quadrilaterals do not respond to mouse-overs and spheres are not an option for quadrilateral plots. Another window for choosing the variable or row number for the timestamps appears if timestamps are enabled. This windows are identical to those for Google Earth Pillar Plots—please refer to that section for details on the window entries and to the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels* for detailed information and examples of their operation.

New Google Earth Shapes Plot→Circles / Equilateral Polygons

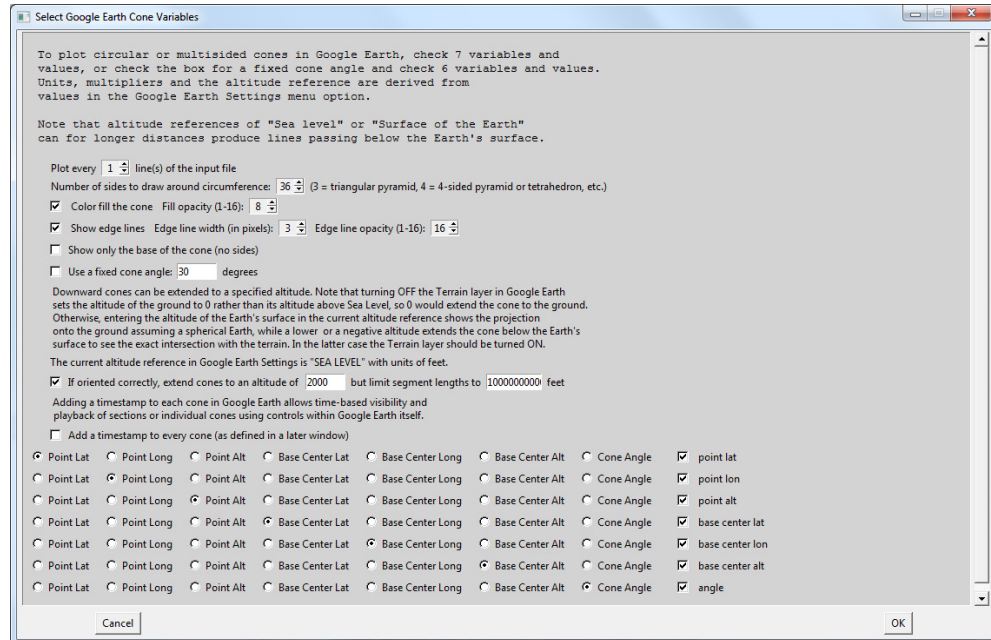
— Creates a new circle or equilateral polygon shape plot in Google Earth. Here by default 6 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the center, the radius, the azimuth of the axis east of north, and the angle that the axis is tilted downward (0 for the axis pointing directly upward, a horizontal polygon). Again, there is an option to plot every nth row.



This will plot an equilateral polygon in Google Earth from each row in the data file. The number of sides is configurable, from 3 for a triangle to 4 for a square up to 60 that is an excellent approximation to a circle. The shape by default is called a circle in the window. Note that the number of sides directly increases the number of points plotted in Google Earth, which is a consideration when there are many of these. The polygon can be filled with the color brush associated with that row in the PC Plot. There are options to show or not show edge lines of selected widths and opacity, to use a fixed circle radius, axis azimuth, axis tilt down angle and altitude (eliminating the need for those variables), to lay the polygon on the ground (again needing no altitude variable), to extrude the polygon to the ground for buildings and structures, and to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. A sample input data file for circles (*Circles.csv*) can be found in the SampleData subfolder of the Sliver installation.

New Google Earth Shapes Plot→Cones / Pyramids —

Creates a new cone shape plot in Google Earth. Here by default 7 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the tip point of the cone and the center of the base, and the full angle of the cone from the tip point. Again, there is an option to plot every nth row.



This will plot a cone in Google Earth from each row in the data file. The number of sides is configurable, from 3 for a triangular pyramid to 4 for a tetrahedron up to 60 that is an excellent approximation to a smooth cone. Note that the number of sides directly increases the number of points plotted in Google Earth, which is a consideration when there are many of these. The cone can be filled with the color brush associated with that row in the PC Plot. There are options to show or not show edge lines of selected widths and opacity, to only show the base and not the sides, and to use a fixed cone (eliminating the need for that variable).

There is also an option to extend the cone to a fixed altitude of the center of the base if the cone is oriented so the base lies in that up/down orientation to that altitude. The lengths of the sides can be limited in this case to avoid issues when a particular edge of the cone that is extended downward does not intersect the Earth. Extended cones follow a spherical Earth model. It can be useful to extend cones to an altitude matching the surface of the Earth, which will show the base at that altitude. However, for an uneven terrain it may be more helpful to extend the cone to an altitude below the ground level, which will not show the base but which will show the exact intersection of the cone with the ground when the Terrain layer is turned on in Google Earth.

Finally, there is an option to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. A sample input data file for quadrilaterals (*Cones.csv*) can be found in the SampleData subfolder of the Sliver installation.

After clicking OK, a window appears to select variables for pop-ups, which will appear when a connection is left-clicked. **Labels are not enabled** because circles/polygons do not respond to mouse-overs and spheres are not an option for these plots. Another window for choosing the variable or row number for the timestamps appears if timestamps are enabled. This windows are identical to those for Google Earth Pillar Plots—please refer to that section for details on the window entries and to the section in this manual titled *Google Earth Timestamps, Pop-ups and Labels* for detailed information and examples of their operation.

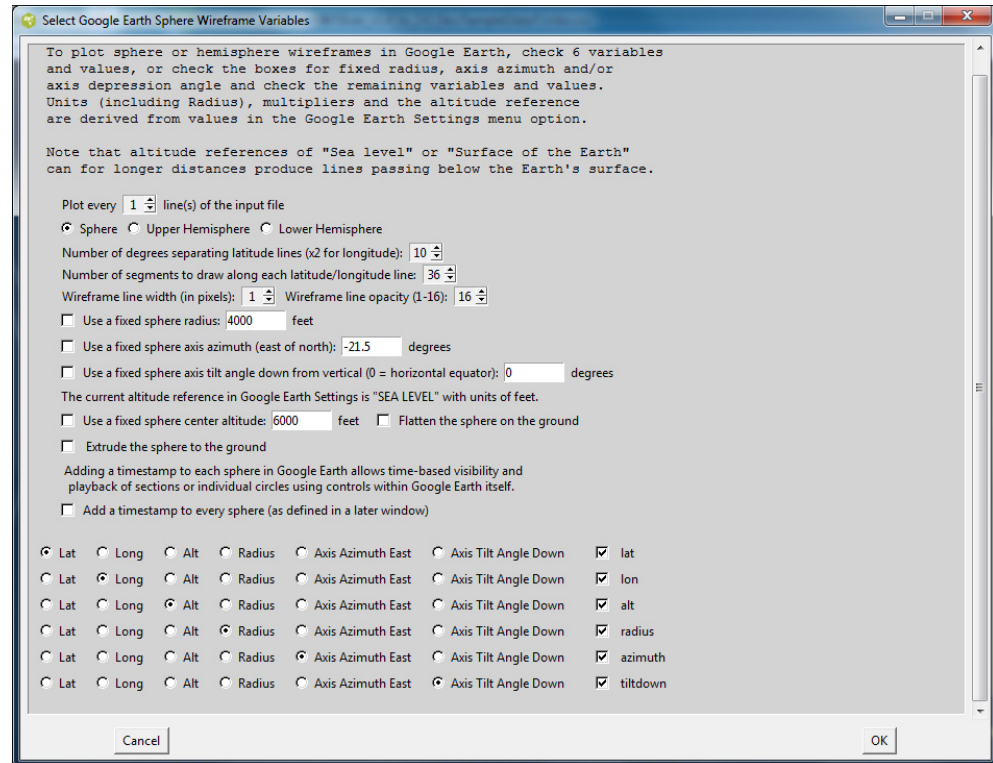
New Google Earth Shapes

Plot→Sphere / Hemisphere Wireframes —

Creates a new sphere or hemisphere shape plot in Google Earth. Here by default 6 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the center, the radius of the shape, and the axis azimuth east of north and axis tilt down angle. Again, there is an option to plot every nth row.

This will plot a globe-style wireframe

of either a sphere or hemisphere (based on the selection in the window) in Google Earth from each visible row in the data file. Note that by brushing lines, assigning them to a unique color, and then hiding that brush, these lines will not be visible and will not be plotted.

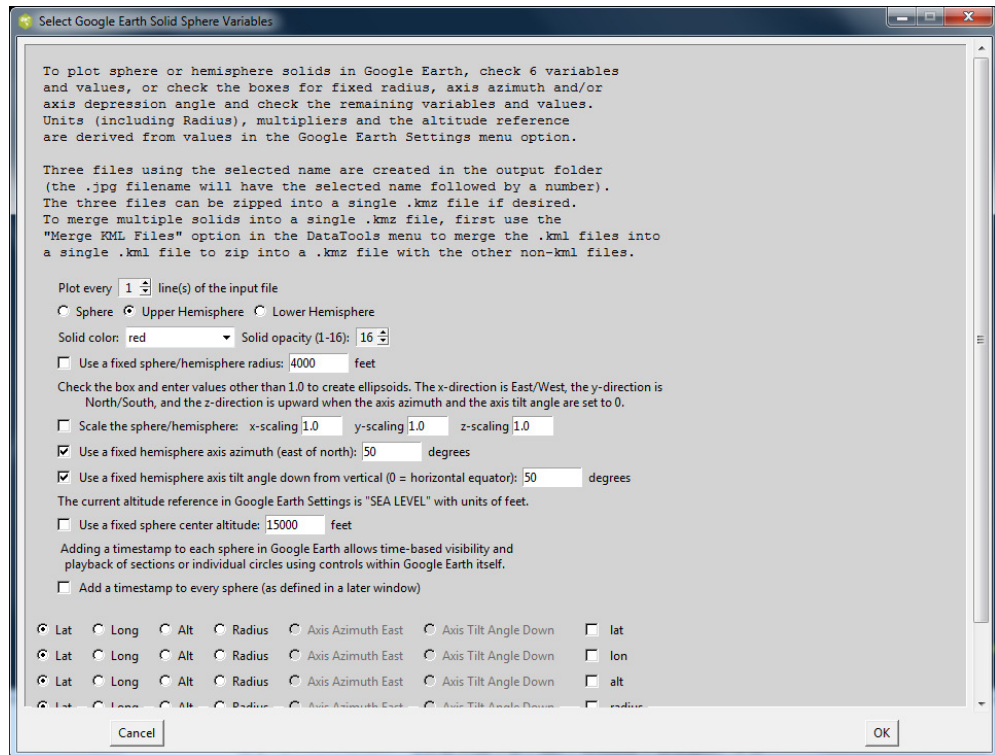


The number of degrees separating the grid lines in the globe is configurable (5, 10, 15, 30 or 45 degrees, with the longitude lines of the globe spaced out by a factor of 2). The lines circle the globe, so the number of line segments that make up the circle is configurable—more segments lead to smoother lines at the expense of slower Google Earth rendering for many wireframes. There are options set the line width and opacity, to use a fixed center altitude, radius, axis azimuth and axis tilt down angle (eliminating the need for those variables), to flatten the shape on the ground (again needing no altitude variable), to extrude the shape to the ground for structures, and to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. The sample input data file for circles (*Circles.csv*), which can be re-used here for the sphere/hemisphere variables, can be found in the SampleData subfolder of the Sliver installation.

New Google Earth Shapes

Plot→Sphere / Hemisphere Solids

— Creates a new sphere or hemisphere solid shape plot in Google Earth. Here by default 6 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the center, the radius, the azimuth of the axis east of north, and the angle that the axis is tilted downward (0 for the axis pointing directly upward, a horizontal equator). Again, there is an option to plot every nth row.



This will plot a solid of either a sphere or hemisphere (based on the selection in the window) in Google Earth from each visible row in the data file. Note that by brushing lines, assigning them to a unique color, and then hiding that brush, these lines will not be visible and will not be plotted.

There are options to use a fixed sphere radius, axis azimuth, axis tilt down angle and altitude (eliminating the need for those variables). A scaling factor along the x, y and z axes can be set to create ellipsoids, where the x-axis is East/West, the y-axis is North/South and the z-axis is upward when the axis azimuth and axis tilt down angle are 0.

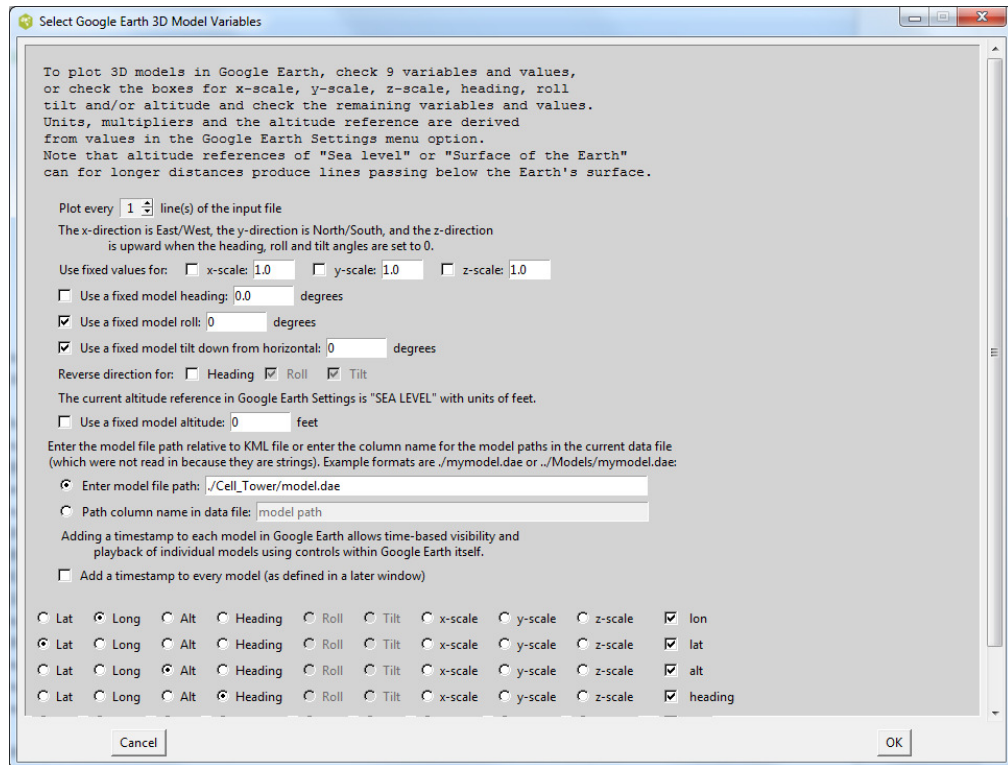
Because the solids are based on Collada models that require texture files, all solids in a single plot are the same color, and separate plots are required to create solids of different colors. The color is not based on the brush color of the data line, but rather is selected from a pull-down list corresponding to the 16 colors of the default Sliver Rainbow range brush plus black and white. There is also an option to set the opacity of the solid.

There is also an option to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option. The sample input data file for circles (*Circles.csv*), which can be re-used here for the sphere/hemisphere variables, can be found in the SampleData subfolder of the Sliver installation.

A plot of sphere or hemisphere solids creates a set of three files based on the selected filename of the KML file. For example, if the filename sphere1.kml is selected for the output, the created files will be named sphere1.kml, sphere1.dae and sphere1_xxxx.jpg, where xxxx is a random 4-digit integer. Launching the KML file will plot the shapes based on the two other files (the Collada DAE model file and the texture JPG file). Therefore, these three files must be located in the same folder to operate together, and if one is moved to another location then all three files must be moved together. Alternatively, the three files can be zipped together into a single file using any zip utility such as WinZip, and given a name that ends in .kmz. Google Earth recognizes KMZ files and uses the contents as if they are individual files. (As a side note, the reason that the random 4-digit number is added to the end of the texture filename is that Google Earth caches these texture files and they must be renamed in order for the cached texture to be refreshed.)

New Google Earth Shapes

Plot→Collada 3D Models — Creates a new 3D model shape plot in Google Earth from Collada (.dae) model files. Here by default 9 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the origin of the model; the heading, roll and tiltdown angle of the model; and the scale for the x, y and z axes of the model. Again, there is an option to plot every nth row.



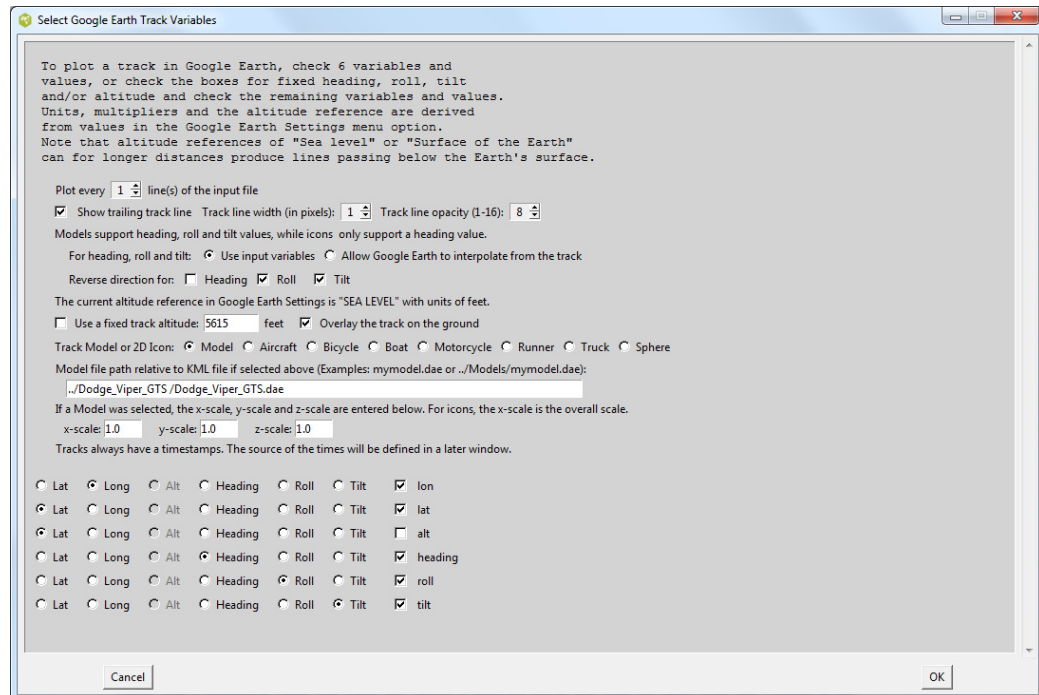
This will plot a model in Google Earth from each visible row in the data file. Note that by brushing lines, assigning them to a unique color, and then hiding that brush, these lines will not be visible and will not be plotted. The relative path from the saved KML file to a model can be entered in a field in this window, and in this case all rows of the data file will use the same model. Alternatively, a column name in the input data file can be entered that is a text string of the relative path to a model to render for each row of the data file. This column cannot be read into Sliver since it is a text string rather than a numerical value, but when this option is selected Sliver will read the paths from that column in the original data file that was read in.

There are options to use a heading, roll and tilt down angle for the model, as well as the altitude (eliminating the need for those variables, which will then be grayed out as shown for the Roll and Tilt variables in the figure). A scaling factor along the x, y and z axes can also be entered as fixed values, where the x-axis is East/West, the y-axis is North/South and the z-axis is upward when the heading, roll and tilt are 0. There are also options to reverse the directions for the heading, roll and tilt in the event that these variables have opposite signs from those assumed in Google Earth—for example, it is often necessary to reverse the roll and tilt directions.

There is also an option to add a timestamp for displaying within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option.

Note that since the KML file uses the relative path to the model .dae file, these files (plus any texture files called by the .dae file, must be moved as a group to another location if needed. Alternatively, the files can be zipped together into a single file using any zip utility such as WinZip, and given a name that ends in .kmz. Google Earth recognizes KMZ files and uses the contents as if they are individual files.

New Google Earth Track Plot — Creates a new Track plot in Google Earth to provide movement over time for either a Collada (.dae) model file or one of the 2D icons listed here. Here by default 6 variables must be checked off in the pop-up window, one each allocated for the latitude, longitude and altitude of the origin of the model; and the heading, roll and tilt down angle of the model. Again, there is an option to plot every nth row.



This will plot a track in Google Earth from each visible row in the data file. Note that by brushing lines, assigning them to a unique color, and then hiding that brush, these lines will not be visible and will not be plotted. The relative path from the saved KML file to a model can be entered in a field in this window, or a 2D icon can be selected. Since the 2D icons have a heading but no roll or tilt, those variable options are grayed out when an icon is selected.

There is an option to show a trailing track line if desired with a given width and opacity. The ability to select variable values to show in pop-up windows along the track when it is left-clicked, which is provided in the next window, will only work if a trail exists to click on.

The heading, roll and tilt down angles for the model can be derived from variables, or Google Earth can be allowed to interpolate them from the track as it progresses through time. The track altitude can also be a fixed, entered value or can be set to lie on the ground, eliminating the need for that variable as well, which will then be grayed out as shown in the figure). Scale factors along the x, y and z axes of the model are entered as fixed values, where the x-axis is East/West, the y-axis is North/South and the z-axis is upward when the heading, roll and tilt are 0. If an icon is selected, the only scale factor available will be the x-scale, which will scale the overall icon size. There are also options to reverse the directions for the heading, roll and tilt in the event that these variables have opposite signs from those assumed in Google Earth—for example, it is often necessary to reverse the roll and tilt directions.

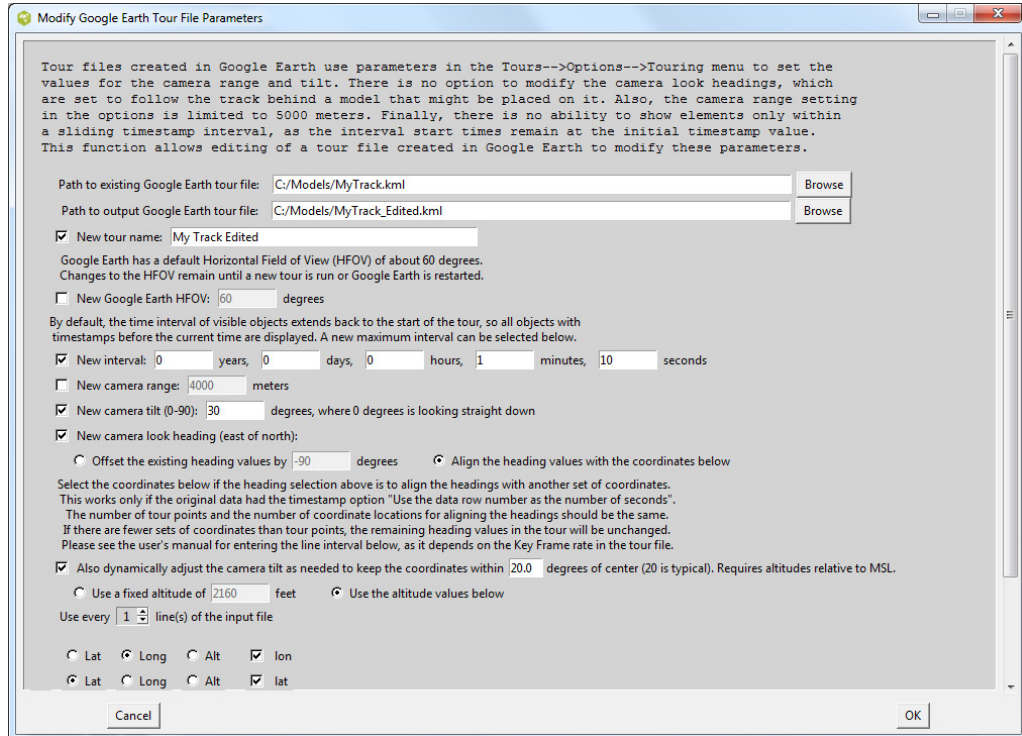
Tracks always have a time component, so there will always be a later window to define the timestamps for displaying the model/icon within a time range on the Google Earth time slider. The units of the variables, multipliers and offsets for each variable, and the reference for the altitude are taken from the **Options→Google Earth Settings** menu option.

Note that since the KML file uses the relative path to the model .dae file, these files (plus any texture files called by the .dae file, must be moved as a group to another location if needed. Alternatively, the files can be zipped together into a single file using any zip utility such as WinZip, and given a name that ends in .kmz. Google Earth recognizes KMZ files and uses the contents as if they are individual files.

Modify Google Earth Tour File

— Allows editing the parameters of a Tour file after it is created in Google Earth.

After a track (or path) is created using Sliver, a Google Earth tour is generated by highlighting the name in the left panel of Google Earth and clicking on the “folder” icon to the lower right of that pane. Clicking on the floppy disk icon in the player control that appears will save the tour with its own name in the left pane. Right-clicking on the tour name and selecting “Save Place As...” brings up a file browser window. Select “Kml” as the file type rather than the default “Kmlz” and save it as a file. This is the file that can be edited with new parameters using this Sliver menu function and then double-clicked to launch again in Google Earth.



As described earlier when a tour is created in Google Earth its parameters are taken from the Touring tab under the **Google Earth Tools→Options** menu. The options available are the camera tilt angle (0-90 degrees from vertical) and range (10-5000 meters) as it follows the model or icon, and the speed of the tour. The camera follows the model or icon, so the heading is interpolated from the track and is not settable.

When created from a track, which always has timestamps for every position, the speed as a multiple of real-time can be selected, and the number of seconds between key frames (the interpolation points) can be selected. This should be set to the minimum of 0.1 seconds for smoothest motion. NOTE: The setting for the speed as a multiple of real-time has to be accounted for when running the Google Earth tour player in sync with an external program.

By saving the tour file and then editing it with this new Sliver menu function, a saved tour file can be modified in several ways, including ways that are not provided in the Google Earth options. For example, the Field of View (FOV) spanned by the Google Earth window can be changed. (NOTE: the new FOV will be retained in Google Earth until a new tour file with a different FOV is run or Google Earth is restarted. The existing camera tilt angle and range (now unlimited) can also be changed.

In addition, the camera heading can be changed to offset the existing headings by a certain number of degrees (say, 90 degrees to view the model or icon from the side) or to always align the heading along a line from the model/icon to a secondary set of coordinate variables in the dataset currently loaded into Sliver. In this way both the model/icon and the secondary coordinates are generally visible in the tour depending on the selected camera range and tilt angle. In the latter case where the heading is aligned it is possible for the secondary coordinates to move off the window vertically, so there is also an option to dynamically adjust the camera tilt as needed to keep the secondary coordinates within an entered FOV in the window (for the default Google Earth FOV of 60 degrees, a value of 20 degrees always keeps the coordinates within view). In this way both the model/icon and the secondary coordinates are always visible during the tour.

Finally, the tour created in Google Earth by default always spans a time starting at the beginning of the tour up to the current timestamp of the player, so everything is displayed since the start of the tour including all other plotted shapes, pillars, connections and paths with timestamps matching the tour. However, there is an option in this new Sliver function to set a time interval in years, days, hours, minutes and seconds before the current time in which to display objects, thereby only showing the current or most recent ones as the tour proceeds.

Display Values on Mouse-Over — Toggles the mode in order to display values. When the mouse hovers over a line in the PC Plot or over a point in any 2D scatterplot, the values are displayed in every plot. This can take a few seconds for large files. The line in the PC Plot is highlighted and the values appear next to the axes, and the corresponding point is highlighted and values displayed in each 2D scatterplot.

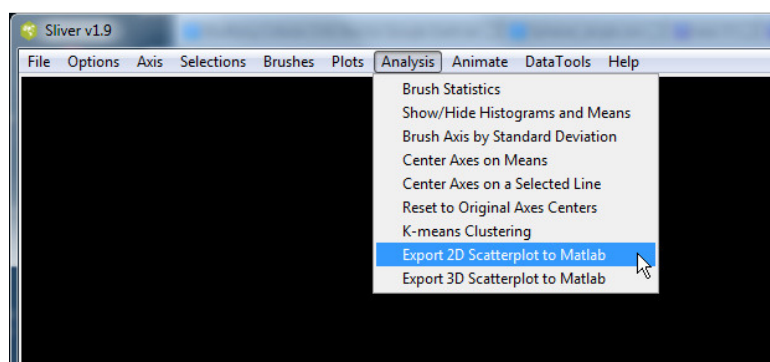
There are two options when choosing this menu function. Choosing *Without String Mapping* simply displays the numerical values of the variables along the line the mouse is hovering over. Choosing *With String Mapping* compares the numerical value for each variable to a string mapping file entered in the Plot Settings, and if a match is found for that value of a variable, the string is displayed instead of the number. This will only happen in the main PC Plot window, not in any scatterplots, which will always show the number. The format of the mapping file is that produced in a string mapping file when running the *Replace Strings with Numbers* function of DataTools. It can also be manually created in the format given in Appendix E.

Pressing ESC twice or re-selecting this menu function will exit this mode. Exiting the mode will increase the speed of updates to the display.

Anti-Alias PC Plot — Performs an operation to smooth the lines in the main parallel coordinate plot to some degree, making them less jagged. This can make screen captures more readable and professional-looking. The screen captures in this manual were not anti-aliased. Any operation that affects the main PC Plot turns off the anti-aliasing of the lines.

Reset PC Plot Margins — Redraws the PC Plot to have the initial margins without resetting its size. This is useful if zooming and/or panning causes misalignments or off-screen text.

Analysis Menu



The Analysis menu provides a variety of functions that can help in analyzing the relationships among the data.

Brush Statistics — Displays statistics of the data of each brush as well as the current selection. This includes the minimum and maximum values, average value, variance and standard deviation for each variable of all brushes and for the current selection if one exists.

Show/Hide Histograms and Means — Draws a user-selectable number of histogram bins along the left side of each selected axis, where the height of each bin is proportional to the number of lines intersecting the axis within the span of that bin. The mean of each axis is marked by a horizontal line on the right side of the axis. The addition of marks for standard deviations from the mean is also an option (green for $\pm 1\sigma$, yellow for $\pm 2\sigma$ and red for $\pm 3\sigma$ when present along an axis). This is very useful for interpreting the clusters of data in the PC Plot. Only visible lines that intersect an axis are considered, so shifting lines off an axis removes them from calculations of the histograms, means and standard deviations.

Brush Axis by Standard Deviation — Color brush according to standard deviations from the mean for the selected axis. The assigned brushes are green to $\pm 1\sigma$, then yellow to $\pm 2\sigma$, then red to $\pm 3\sigma$, then blue beyond $\pm 3\sigma$.

Center Axes on Means — Allows axes to be chosen and then centers them on the means of each selected axis in order to visualize variations from the mean. If some lines are off-axis, this function resets the axes ranges so that all visible lines lie along them before centering on their means.

Center Axes on a Selected Line — Allows axes to be chosen and then centers them on a particular selected line in order to visualize variations from a particular row of data.

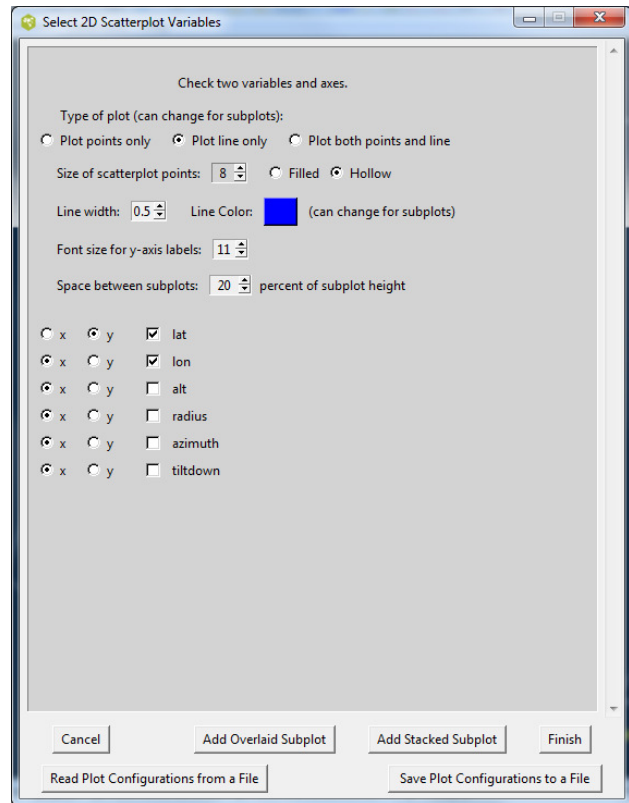
Reset to Original Axes Centers — Returns the centers and ranges of chosen axes to their original values that span the range of values for that axis. This provides the same function as **Axis→Reset to Full Axes Ranges**.

K-Means Clustering — Provides automatic brushing of clusters in the data. Choosing this menu option pops up a window for selecting which variables to include when identifying clusters. It also allows the number k of clusters in which to partition the data, as well as the top number of those clusters to brush in rainbow colors, with the cluster having the most data points brushed in red and the cluster with the least data points (of the number of clusters to be brushed) in blue. There is also an option to automatically update or launch the Transparent PC Window described above. This provides a means of viewing the identified clusters in the transparent view to verify that the selected number k of clusters and the number to color brush through the data is optimal, at which point the process can be repeated with different values. This clustering function requires that the free R statistical software be installed on the PC, with the path to the *RScript.exe* file selected in the **Options→Analysis Settings** menu option.

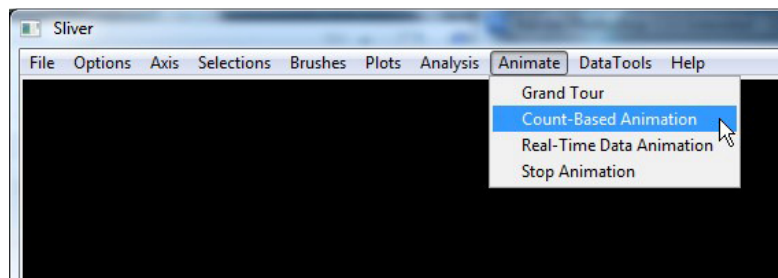
Export 2D Scatterplot to Matlab — Pops up a window (see the associated figure here) to choose two variables for x and y in a Cartesian coordinate system, along with options for plotting points, lines or both, with selectable point size, line width and line color. If Matlab is installed on the PC and the path to the *matlab.exe* file is entered in the

Options→Analysis Settings menu option, the 2D scatterplot will appear in a Matlab figure with the color brushing that was applied in Sliver. The interactive controls and myriad of settings of Matlab can then be applied to the plot as desired, and the plot can be saved in Matlab format or JPG format if desired. Any mix of stacked and overlaid subplots sharing the same x-axis variable can be created by choosing the **Add Stacked Subplot** or **Add Overlaid Plot** button rather than the **Finish** button. There are also buttons to save the current plot configuration (to be done before pressing the Finish button) and read the plot configuration from a saved file. The plot configuration is saved using the variable names, so when restoring a plot configuration with a different dataset the variables do not have to be in the same column or axis order.

Export 3D Scatterplot to Matlab — Pops up a window to choose three variables for x, y and z in a Cartesian coordinate system, along with options for plotting points, lines or both, with selectable point size, line width and line color. If Matlab is installed on the PC and the path to the matlab.exe file is entered in the **Options→Analysis** Settings menu option, the 3D scatterplot will appear in a Matlab figure with the color brushing that was applied in Sliver. The interactive controls and myriad of settings of Matlab can then be applied to the plot as desired, and the plot can be saved in Matlab format if desired.



Animate Menu



The Animate menu provides the capability to

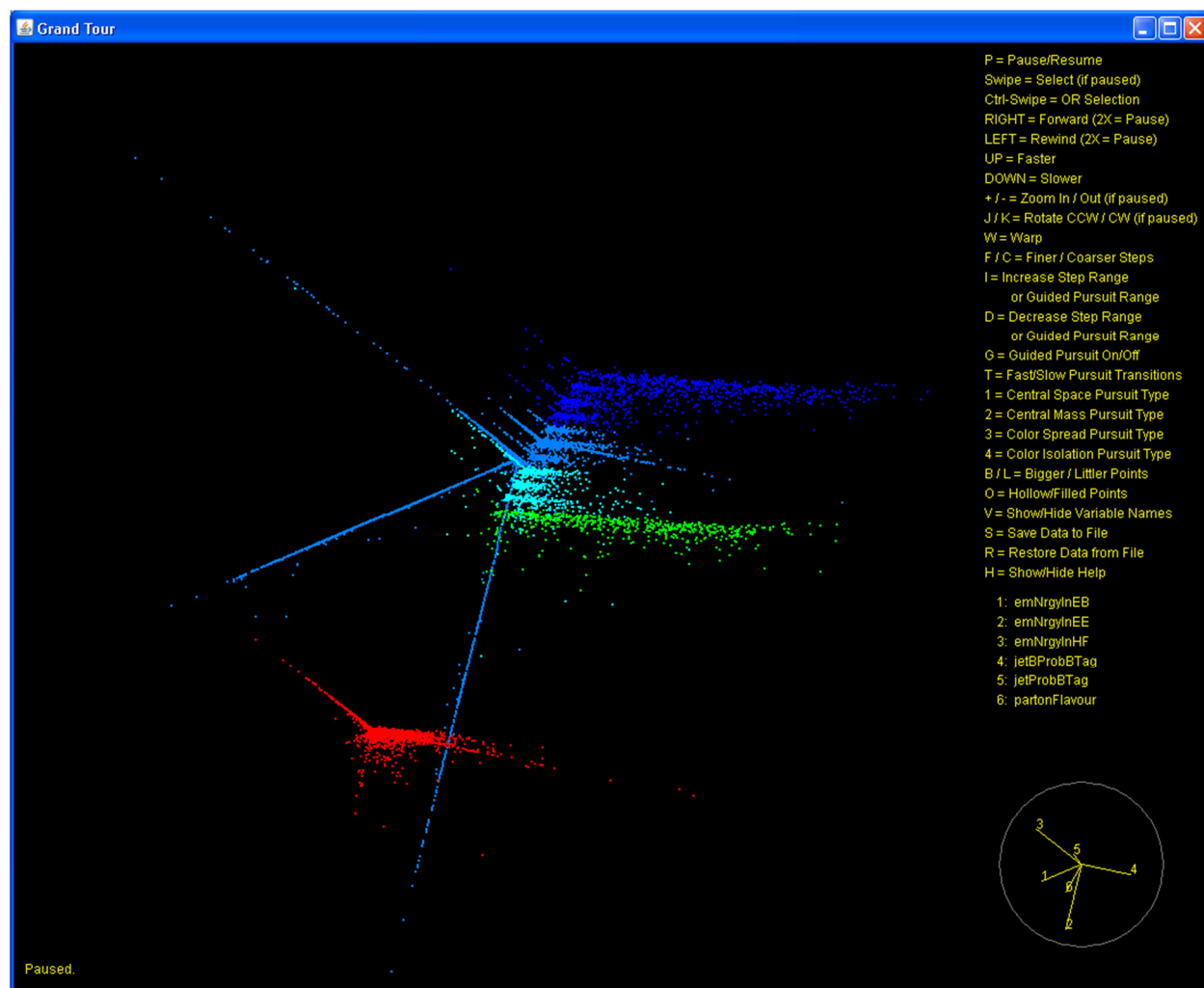
1. Initiate a Grand Tour animation, rotating multi-dimensional data to identify clusters, outliers and structures.
2. Initiate a count-based data animation to auto-sequence through the data rows at a given rate in a given direction. This is useful when syncing data to video playing in a video player or with other applications or instrumentation, or simply to traverse through the data while syncing the data among the various plots, including Google Earth plots.
3. Initiate real-time data collection.

Grand Tour Animation — Presents a window to select between 3 and 9 variables and launch a separate window for a Grand Tour as shown earlier. The displayed points represent the projections of the point locations onto the 2D plane of the monitor as the axes are rotated through n -space, as described earlier. Data clusters and geometries can be observed as random (or guided) rotations occur, as the points will retain their relative position while uncorrelated points will move independently. The Grand Tour can be paused and points brushed, and these selections will sync with the PC Plot and any scatterplots.

Performing Principal Component Analysis (PCA) on the data set prior to using the Grand Tour may be a useful exercise. The PCA function is available in MatLab, the statistical package R, and other programs. In PCA the coordinate axes remain orthogonal but represent linear combinations of the variables. The axes (i.e., the new variables) are created in such a way that the first axis lies along the direction of greatest variance of the data, the second axis is orthogonal along the direction of the next lower variance, and so forth. Using the modified data set often optimizes the separations of the data clusters. Also, variable axes that have low variance can be eliminated from the Grand Tour since they represent “noise” that doesn’t significantly affect the distribution of clusters, structures or outliers. Dimension reduction in this way is a primary use of PCA, and is helpful in the Grand Tour as well.

The Grand Tour window is launched nearly full-screen, although the layout assumes that the tour will be conducted in the left portion of the display. The right edge of the window can be resized to reduce the window to the size shown here, or the entire window can be used by using the hotkey for zooming out and the hotkeys for shifting the origin of the plot. This can be very useful to distinguish points and clusters in larger datasets. The small circle showing the projections of the axes onto the plane of the monitor, as well as the Help text if displayed, remain in their original locations.

Pressing the “H” (for Help) key in the Grand Tour window displays a list of available mouse operations and keypress assignments available in the Grand Tour, as shown in the image below. (The Z/X and Y/U options were added to the Help list after this screenshot was taken.)



Data from DataViewer software distribution (Benjamin.Radburn-Smith) – see References.

The following actions are supported in the Grand Tour window:

P: Pause or resume the **Play** of the animation.

Mouse Swipe: When play is paused, swiping the mouse while the left button is pressed draws a rectangle, and on release any points within that rectangle are colored in the selection color setting of the main PC Plot. The corresponding lines and points in other scatterplots are colored accordingly. Assigning the selection to a color brush in the PC Plot window will cause the points to be brushed in the Grand Tour window as well. In fact, any selections and brush activities, including hiding lines in the PC Plot, are synced among all the plots whenever the Grand Tour is paused. This syncing operation may take a couple of seconds to propagate.

Ctrl + Mouse Swipe: If the Ctrl key is pressed when a second selection is swiped, the resulting selected points are added (OR'd) to the existing selected points. Otherwise the previous selected points become unselected and return to their original color.

Left/Right Arrows: Pressing the right arrow key causes the Grand Tour to play in the forward direction, randomly generating new rotations in n -space. Pressing the left arrow key rewinds the Grand Tour play at a slower speed,

allowing the exact position of interest to be located. Pressing a left or right arrow twice in a row results in pausing the play, and pressing an arrow again then resumes the play in the direction assigned to that arrow.

Up/Down Arrows: Pressing the Up arrow speeds up the play, and holding it continuously will speed up the play to the maximum speed possible for the number of points and dimensions. Pressing the Down arrow slows the play, which is useful for the study and isolation of interesting features.

Z / X keys: The Z key shifts the origin of the plot to the left, and the X key shifts the origin to the right.

Y / U keys: The Y key shifts the origin of the plot downward, and the U key shifts the origin upward.

+ / - keys: The + / - keys (or the shifted versions of them) zoom the display in or out for optimum viewing.

J / K keys: When paused, the J key rotates the display counterclockwise, and the K key rotates it clockwise. This is very useful when a set of points need to be selected but they lie at an angle, which might require a number of OR'd selections to enclose them all in selection rectangles while excluding others. By rotating the display, the bulk of the points can be lined up horizontally or vertically for more efficient use of the selection rectangle.

W: The W key Warps the view to a new location in n -space during play or when paused. This can be useful to jump out of an uninteresting neighborhood. This is also useful when an automated, guided pursuit is operating, which may find a local maximum for a selected projection but needs to be warped to another location to find other local maximums.

F / C keys: During play or pause, the F and C keys select a **F**iner or **C**oarser angle step in the animation. A finer step produces smoother play, but for larger data sets or dimensions a coarser angle step may be needed to speed up the animation. Generally, the Up/Down and F/C keys are used to optimize the animation for a given data set.

I / D keys: During play or pause, the I / D keys **I**ncrease or **D**ecrease the maximum possible angle changes across the dimensions. During normal play, this results in longer or shorter times that the points move without shifts in directions. During guided pursuit described below, these keys result in increased or decreased ranges of angles in which the algorithm will search for more optimum criteria. It is often useful to decrease the search range once a reasonably good pursuit solution is found in order to fine-tune the search to find a local maximum. During the guided pursuit the angle range is shown along the bottom of the display.

G: Pressing the G key toggles the tour into and out of the **Guided pursuit** mode. The guided pursuit mode randomly searches the angle space to find new sets of rotation (a transformation matrix) that optimizes a projection index for the selected pursuit type. When the guided pursuit mode is invoked, a line of text along the bottom of the display lists the selected pursuit type, the current search angle range as defined through the I/D keys, the current and maximum projection index found for the selected pursuit type, and the number of tests and samples per test that have been run, as shown below.

Guided pursuit is maximizing the separation between colors. Maximum angle (deg) = 120.0 Current / Best Index = 3.6436 / 5.5053 Test Cycle (100 samples) = 12

T: Pressing the T key toggles between faster (instant) and slower (the default) **T**ransition speeds when the guided pursuit finds a more optimized solution and rotates to the new set of angles. The slower transitions can provide insight into the structure of the data, but they can be distracting when they occur frequently or when there are many dimensions.

1: Pressing 1 selects a projection pursuit type that maximizes the central space in the plot. Points are scored by the total distance of all points from the plot origin, inversely weighted exponentially. This pursuit type may help in separating data clusters for selection, but may not be helpful in some cases.

2: Pressing 2 selects a projection pursuit type that maximizes the central mass in the plot. Points are scored by the inverse of the total distance of all points from the plot origin, weighted exponentially. This pursuit type may help in isolating outliers around the outside for selection.

3: Pressing 3 selects a projection pursuit type that maximizes the separations of the centroids of the different colors of points in the plot. Points are scored by the total distance among all centroids. This pursuit type may help in separating color brushed clusters for additional selections, or to simply find the transformation matrix that best separates clusters.

4: Pressing 4 selects a projection pursuit type that finds the maximum separation of any one centroid of the different colors of points in the plot. Points are scored by the total distance of any one centroid from all the others. This pursuit type may help in best isolating one color brushed cluster for viewing.

B / L keys: Pressing B or L results in **Bigger** or **Littler** points.

O: Pressing the letter O toggles the point styles between filled and empty **circles**.

V: Pressing V produces a line of text along the bottom of the display that lists the **V**ariables in the Grand Tour and their numbered assignments in the projection components circle in the lower right. The variable names and number assignments are also listed at the bottom of the Help text when H is pressed, as shown in the screenshot above.

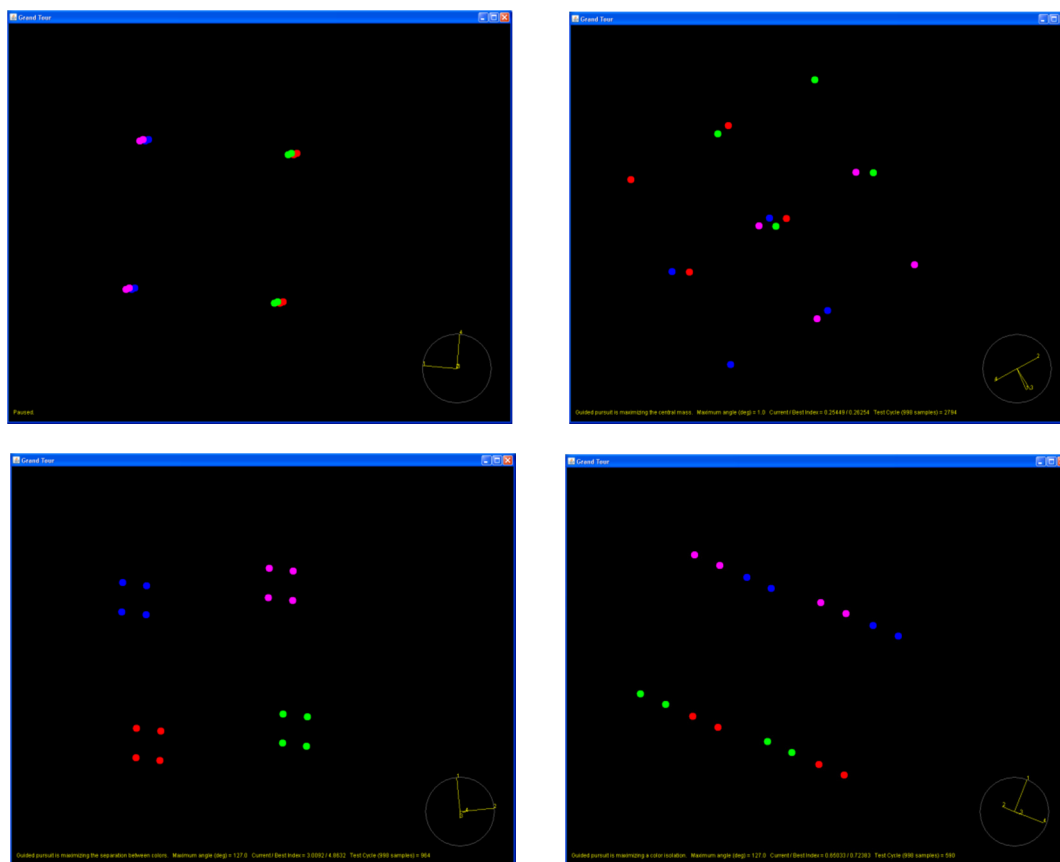
S: Pressing S brings up a file browser dialogue to **S**ave the current data to a text file in CSV format. This file contains

1. the original data for the variables,
2. the data input to the Grand Tour from the PC Plot (the data after subtracting the mean values of the variables and scaling each variable to approximately fill the display) and their original colors,
3. the mean of each variable and the scaling applied to it,
4. the current data and colors, and
5. the overall transformation (rotation) matrix that relates the input data to the current display

R: Pressing R brings up a file browser dialogue to **R**estore a previously saved data file. This involves extracting the transformation matrix and multiplying the input data of the current session by that matrix to arrive at the same display (other than color brushing) as when the data was saved.

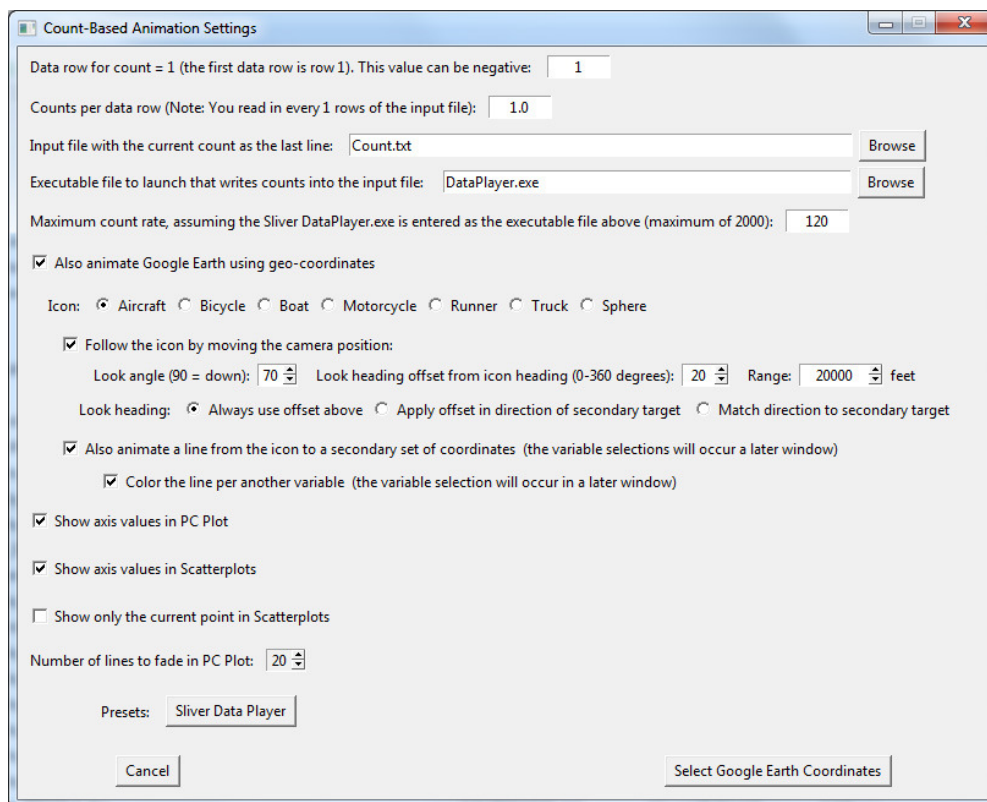
H: Pressing H toggles the **H**elp text display on and off.

For illustrative purposes, below are screenshots of the four projection types operating on a 4-dimensional hypercube. Type 1 in the upper left optimizes the central space. Type 2 in the upper right optimizes the central mass. Type 3 in the lower left optimizes the separation of color centroids (and is not unique for a 4D cube). Type 4 in the lower right optimizes the best single color centroid separation (and is also not unique in this case).



Grand Tour screens are not included in PostScript/PDF exports. Simple screenshots are the current method of recording the results.

Count-Based Animation — Initiates an animation based on settings in a pop-up window as shown below.



The current row of data to animate is determined by the current value in the last row of a text file. The first field is the row of the data file that will correspond to a value of 1 for the count, thus providing for an offset. This value can be negative, and no data will be animated until the count reaches this minimum value.

The next field contains the ratio of counts per data row. For animation using the Sliver Data Player this would normally be set to 1.0 even if the file was decimated when read in, but a different external program may require a different rate.

The next field gives the name of the text file whose last row will contain the current count, with a Browse button to locate it. Sliver will continuously read the last line and animate the corresponding row of data based on that number. Leave this filename as Count.txt to use the built-in Sliver Data Player since it saves counts into that filename.

The next field contains the name of the executable script that will be called by Sliver to start appending the count to the count file. There is a built-in script for the Sliver Data Player, and clicking on a preset button will automatically populate these fields for that player.

Then there is an option to also animate the Google Earth path with an icon, where the variable selections for latitude, longitude and altitude will be made in the next window. If this box is checked, an option will appear as shown here to move the Google Earth camera view to follow the moving icon at a given look angle, heading offset and range. Otherwise, the Google Earth view will remain fixed unless the view is manually changed with the mouse controls.

NOTE: If the motion following the icon is sluggish or jerky, or there is a feeling of motion sickness, change the fly-to speed to the fastest slider value in the Google Earth Tools→Options→Navigation→Fly-To Speed menu selection.

Also, if the box to animate the Google Earth path with an icon is checked, an option will appear as shown here to draw a line from that icon to a secondary geographic location, and checking this box will show yet another window before the animation begins to allow the latitude, longitude and altitude variables of the secondary set of positions to be selected. And if this box is checked, there will also be an option to color that line according to another variable rather than the default white color, and there will be yet again a later window to choose this variable. The color of the line is white if the variable is zero and rainbow-brushed from blue to red otherwise. (The reason for assigning white to a value of zero is to support Boolean values, so white is off, i.e., 0, and red is on, i.e., 1.)

The next two checkboxes select whether to display the data values next to the animated line in the PC Plot and the animated point in 2D scatterplots as the animation proceeds.

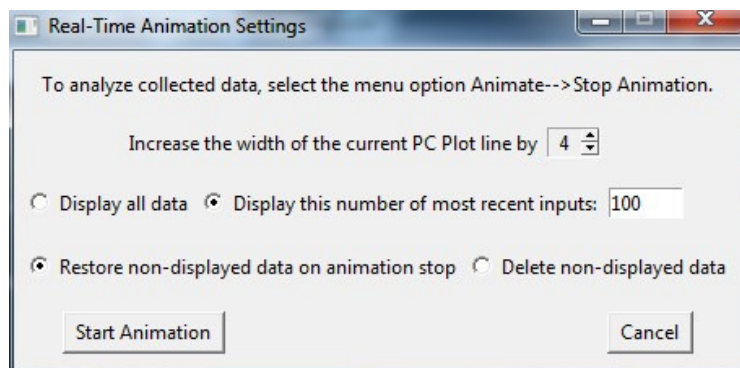
The next checkbox selects whether to show only the current animated point in the 2D scatterplot or all points (where the current animated point is highlighted as a little larger).

Finally, the last item selects the number of fading trailing lines to show in the PC Plot (0 to 20). This number can be decreased for faster performance.

Initiating the animation after the subsequent selection windows are completed produces the syncing operation as described in the earlier section on data visualization modes. Selecting the Sliver Data Player results in the display of the player controls window shown earlier.

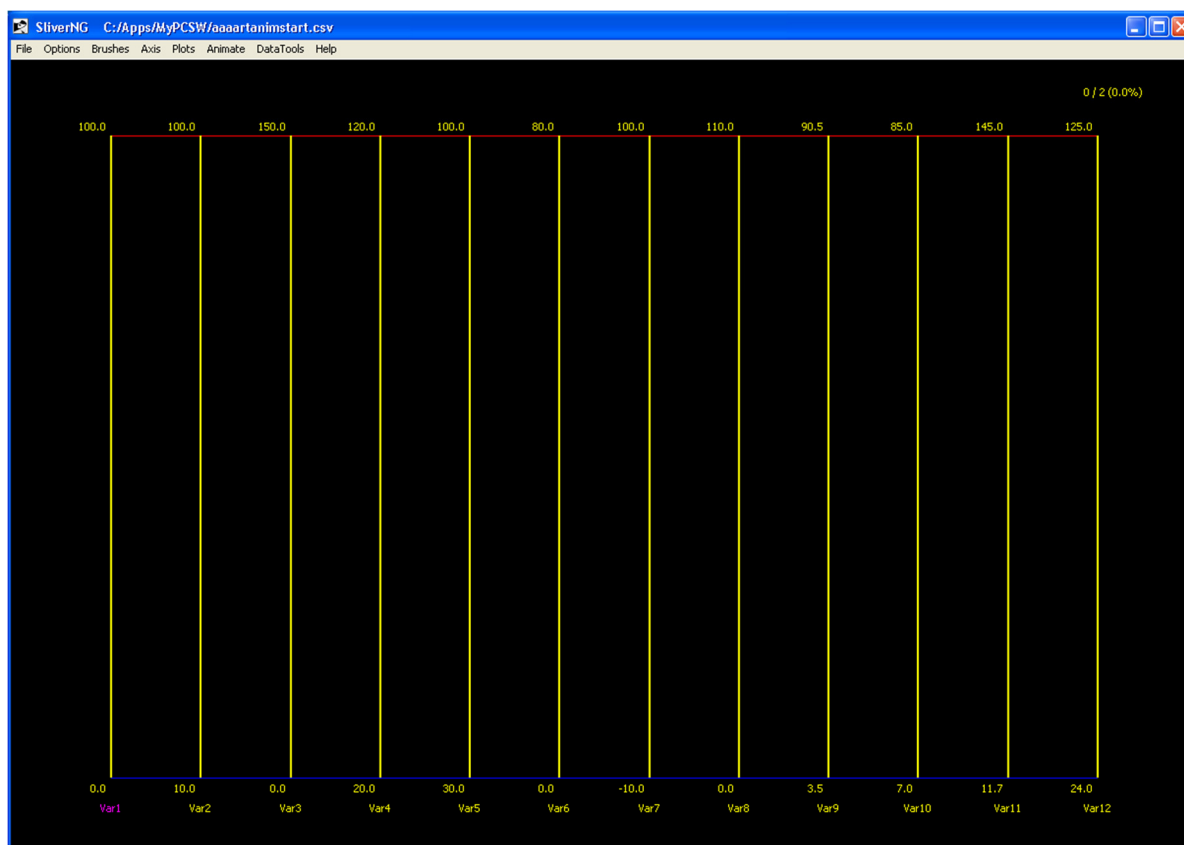
Two or more instances of Sliver can run in a common Count-Based Animation. A single Sliver DataPlayer window will serve to control all instances (creating a new player in any instance replaces the one in the previous instance), so it is possible, for example, to animate multiple paths in Google Earth simultaneously with their own icons. The animation is based on row number, so you will want to make sure the data used in all Sliver instances starts at the same time of day, for example, and have the same data rate. Note that the same data file can be read into multiple Sliver instances and then different variables selected for the animation.

Real-Time Data Animation — Presents a window of options as shown on the right. The width of the PC Plot line for the current data can be increased for greater visibility. There is an option to display all the data as it is accumulated or to just display the most recent data to lessen clutter. In the latter case there is an option to either display all the data that has been undisplayed when the animation is stopped, or to delete all the lines except the number being displayed.



Before real-time data animation is selected, it is expected that a file has been read into Sliver that consists of a header row with the variable names and two data rows that consist of the maximums and minimums of each variable. As with any input file, the variable axes are displayed, and the two lines appear along the top and the bottom of the axes since they represent the minimum and maximum extent of each axis. An axis can be range brushed so that the incoming data is color brushed, and in this case a PC Plot like the one below is produced. In this case the input data file consisted of these three lines:

```
Var1,Var2,Var3,Var4,Var5,Var6,Var7,Var8,Var9,Var10,Var11,Var12
0,10,0,20,30,0,-10,0,3.5,7,11.7,24
100,100,150,120,100,95,100,110,90.5,105.5,145,125
```

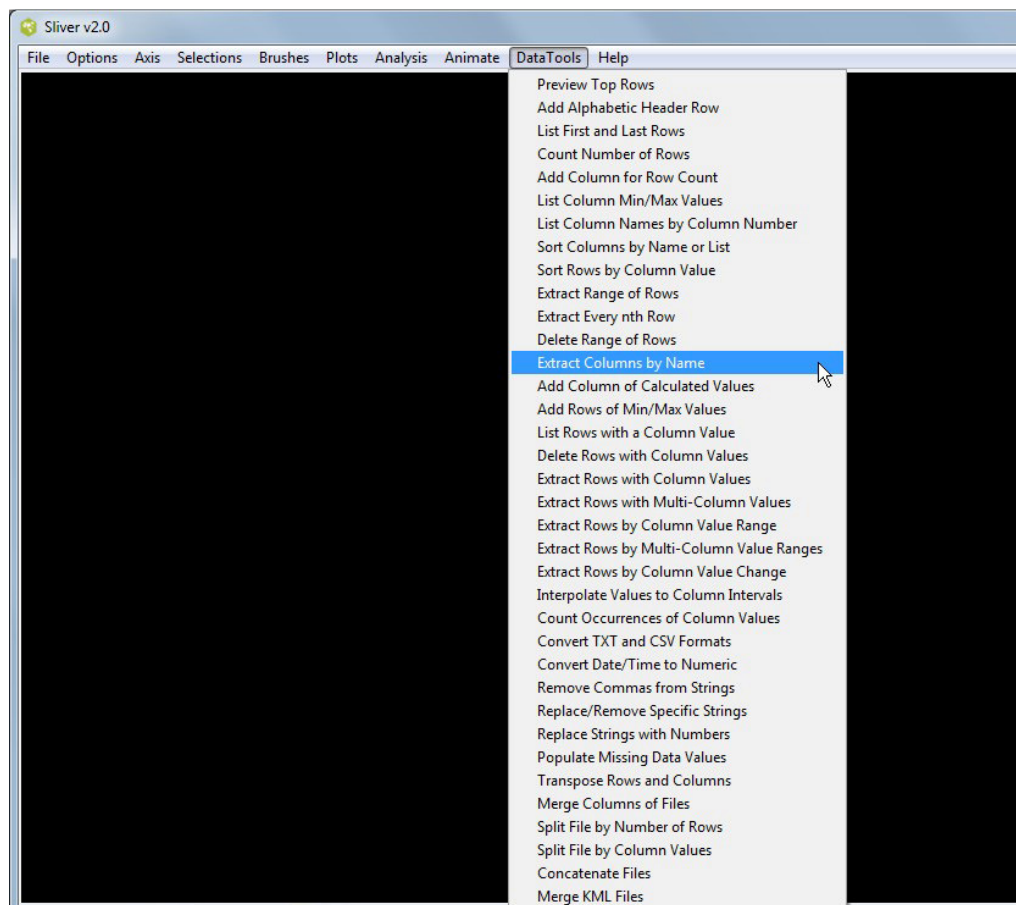


Any number of 2D scatterplots (Cartesian or polar) can be created before the animation is started, but stacked 2D scatterplots are not supported and an error message will appear to request that these be deleted and split into individual scatterplot windows. At this point all plot windows should be resized as needed for the PC monitor, as they cannot be resized while the animation is occurring. Then the Real-Time Data Animation menu option can be selected and the options set in the window shown above. The real-time data collection begins when the Start Animation button is pressed in that window. At this point the two previously entered lines are deleted and additional data added to the original data file is plotted, as shown in the screenshots provided on pages 73-74. The animation mode is exited through the Stop Animation menu option described below. The data file is no longer monitored, and un-displayed data is then displayed if that option was selected. Sliver can then act on the collected data in any of the ways described in this manual. Restarting the animation mode continues at the point where it had been exited, quickly populating data generated while it was stopped. To start afresh, stop the animation mode and load in a new data file comprising a header and two data lines for the maximum and minimum ranges.

Stop Animation — Ends the current animation mode. In the case of a Grand Tour, that window is exited. In the case of Count-Based Animation, the PC Plot is reconfigured to again display all the lines and the executable file that was called to populate the count into the count file is exited. In the case of Real-Time Animation, undisplayed data is displayed again if that option was selected, and all other functions of Sliver are enabled.

Since the Grand Tour animation typically consumes CPU bandwidth, this type of animation exits faster if it is paused first.

DataTools Menu



The DataTools menu provides a set of tools for preparing data in a CSV or tab-delimited text file prior to loading the data into Sliver, plus one function to merge multiple KML files into a single KML file. Using these tools is generally much faster and more convenient than opening data files in Excel and manually performing the operations, particularly for large files or for files too large to load into Excel. In fact, these tools are excellent alternatives at times to working with Excel generally, and therefore a standalone DataTools application also exists.

Selecting a tool from the DataTools menu produces a new window that describes the operation of that tool and the required input fields, as well as listing the first 25 lines of the output file when the operation is completed. An example is shown at the end of this section. The type of file (CSV or tab-delimited TXT) is determined by the input file suffix, with a default of CSV if a different suffix occurs. The tools operate on a data file with or without a header row, depending on a checkbox setting. For tools that have the option of choosing variables (such as *Extract Columns by Name*), the selected variables can also be saved to a text file or read from a text file that lists one variable per line (see the screenshot on the next page).

The functions provided by the DataTools program are:

1. **Preview Top Rows** – Display the top 25 rows of an input file
2. **Add Alphabetic Header Row** – Add a header row to a file of pure data so the columns have variable names. An alphabetic scheme such as in Excel columns (A-Z, AA-AZ, etc.) is used. This function may also be needed in order to perform other functions that involve selecting specific columns.

3. **List First and Last Rows** – View the first and last rows of one or more files, with an option to select which column variables to display the data for assuming all the files have the same header row. This is very useful when a large file has been split into smaller files and you need to find out which file contains a particular value of a variable that is sequential, such as time or a frame counter. There is also an option to show the row numbers in the output, which is useful for determining the number of rows in a file.
4. **Count Number of Rows** – Display the number of data rows of one or more input files.
5. **Add Column for Row Count** – Insert a new first column with a specified variable name that contains the row number, with the first data row being row 1. This is useful, for example, as the variable to assign to the x-axis of a scatterplot in order to plot a variable against the sample or time.
6. **List Column Min/Max Values** – List the minimum and maximum values of columns of data from the file based on one or more selected variable names.
7. **List Column Names by Column Number** – List the column number of every column name in the input file, either sorted alphabetically by column name or in numerical order. This is useful when columns need to be selected by column number, such as when plotting data in Matlab.
8. **Sort Columns by Name or List** – Sorts the columns of the input file either by algorithm (ASCII or dictionary sorting in increasing or decreasing order) or by a list of column (variable) names in a text file that is selected. In the latter case the names are listed one per line in the same format as when variable selections are saved in Sliver windows. Column names that are not listed are not saved in the output file. A warning is provided if any column names listed in the file do not exist in the input file.
9. **Sort Rows by Column Value** – Sort by the value in a selected column. Sorting can be performed in Numeric, ASCII or Dictionary order, either increasing or decreasing.
10. **Extract Range of Rows** – Extract a range of rows between start and end values entered here and store them into an output file.
11. **Extract Every nth Row** – Extract every nth row and store them into an output file (also called *decimating* a file).
12. **Delete Range of Rows** – Delete a range of rows between the start and end values entered here and store the result into an output file.
13. **Extract Columns by Name** – Extract columns of data from an input file based on one or more selected variable names (see Figure 2) and then save them in an output file.
14. **Add Column of Calculated Values** – Add a user-named variable column with values calculated from one or more existing columns using math functions including arithmetic, powers, roots, and logarithmic and trigonometric functions. The calculation formula can be saved to a text file or read in from a text file. Since the formulas refer to columns by number, a list of column numbers for each column name is displayed for reference when an input file is selected.



15. **Add Rows of Min/Max Values** – Add two rows to the top of the data (after the header row), the first containing the minimum values of the columns of data and the second containing the maximum values. Selecting any single variable in the variable selection window will populate the rows with the minimum and maximum values of each individual column. Selecting more than one variable will produce rows that will share the common minimum and maximum values of these selected variables, while the other values will remain the minimum and maximum values of the individual columns. **Variable Selection Window.**

This function is useful to set automatic ranges of a plot such as a parallel coordinate plot such that the axes of the selected variables all have the same range. The two additional rows will appear as extra data points/lines at the ends of the ranges in the plots and may be deleted after plotting the data.

NOTE: Because two rows of min/max values are added at the top of the output file, do not use this output file for statistical analysis of the data.

16. **List Rows with Column Value** – List all rows for which a selected variable has the entered numerical value, or the rows with the nearest value to the entered value.
17. **Delete Rows with Column Values** – Delete all rows for which one or more selected variables have the entered numerical value or string.
18. **Extract Rows with Column Values** – Extract all rows for which one or more selected variables have the entered numerical value or string.
19. **Extract Rows with Multi-Column Values** – Extract all rows for which one or more selected variables satisfy Boolean combinations of numerical values or strings across multiple variables.
20. **Extract Rows by Column Value Range** – Extract all rows for which the numerical values of the chosen variable lie within specified minimum and maximum values. A screenshot of this function is shown in the figure below.
21. **Extract Rows by Multi-Column Value Ranges** – Determine for each row whether the numerical values of one or more selected variables lie within specified minimum and maximum values for those variables. An AND or OR function is selected to extract rows that either meet the range requirements for all the selected variables or any one of them.
22. **Extract Rows by Column Value Change** – Extract the first row and all rows for which the numerical value or string of a selected variable changes. A new column is added on the left to describe the change, such as “0 to 1”.
23. **Interpolate Values to Column Intervals** – Interpolate all row values in the input file to fixed intervals of a selected column to aid in syncing data measured asynchronously, where this function supports time intervals as well as value intervals--for example, interpolating rows to intervals of a time variable ranging from 08:40:00 to 10:20:30 in increments of ten seconds (:10). If the column selected for the fixed intervals is already sorted in increasing order in the input file, there is an option to skip the sorting process to speed the process.
24. **Count Occurrences of Column Values** – Count unique values or strings in a selected column of the input file and save the values or strings, counts and count percent of the total as columns in the output file. There is an option to add the value in another selected column to the count rather than increasing the count by 1 for each row with the value. There are also options to sort the rows in the output file by the value or string (as a dictionary sort) or by the count (in decreasing order). An example case for using this function is processing a CSV file of bird sightings downloaded from eBird.org, where each sighted bird is listed in a separate row and the total sightings for each species is desired. There is another column in that dataset for

the number observed of the bird, and here the option to increase the count by that variable rather than by 1 is useful to get the actual total count for each bird species.

25. **Convert TXT and CSV Formats** – Convert a tab-delimited TXT file to a comma-separated CSV file, or vice-versa.
26. **Convert Date/Time to Numeric** – Convert standard date and time formats, which can include time zone mnemonics, in user-selected columns to numeric values, which can then be plotted. The output format can be chosen as the number of days (including the fractional amount) since the start of the oldest date across all selected columns, or seconds relative to the start of today (which is also useful for time intervals such as 01:24:00).

Acceptable input formats include hh?:mm?:ss?? with or without mm/dd?/yy? or dd monthname ?yy? or day or dd monthname yy or ?CC?yymmdd or ?CC?yy-mm-dd or dd-monthname-?CC?yy. So, for example, *10 December 2014* or *12/10/14* or *12/10/2014* or *141210* or *14-12-10* or *01:32:45* or *01:32:45 12/10/14* are allowed, but for a CSV file the comma delimiter cannot be used, disallowing *December 10, 2014*. If only a time is specified (hh?:mm?:ss??), the current date is assumed. If the string does not contain a time zone mnemonic, the local time zone is assumed. The default year is the current year. If the entered year is less than 100, the years 00-68 are treated as 2000-2068 and the years 69-99 as 1969-1999. Time relative to the current time, such as *4 hours* is also converted, with acceptable units of *year, fortnight, month, week, day, hour, minute* (or *min*), and *second* (or *sec*). The relative units can be singular or plural, as in *3 weeks*, and can be modified with *tomorrow, yesterday, today, now, last, this, next* or *ago*.
27. **Remove Commas from Strings** – Remove commas and any surrounding double quotes from a CSV file. DataTools associates commas in double quotes in CSV files as delimiters, so this function exists to remove any commas in double quotes, as well as the quotes, from a CSV file prior to performing other operations.
28. **Replace/Remove Specific Strings** – Replace any string or substring in selected columns of an input file with another string or number (or blank to delete the string).
29. **Replace Strings with Numbers** – Most data analysis tools only supports numerical data. When a file has variables that contain strings, this function assigns unique numbers to them. Along with the new output file it also creates a text file that lists the string mapping to the numbers. Certain categorical strings are automatically assigned logical values of 1 and 0 if available for that variable (such as True and False, Yes and No, On and Off, Low and High).
30. **Populate Missing Data Values** – Sometimes data is simply unknown for certain data samples and the value is left empty. Most data analysis tools will not allow such a file to be loaded. This function has options to fill all missing data in a file with a given value or to linearly interpolate between the known values for each variable.
31. **Transpose Rows and Columns** – Transpose the rows and columns of an input file and store the result into an output file. A header row in the input file will accordingly lie in the first column of the output file.
32. **Merge Columns of Files** – Horizontally (left-right) merge columns from two different files into an output file. The rightmost set of columns has a user-specified prefix added to the variable names in case the two files contain the same kind of data. This function is useful to analyze two sets of data together whose data are row-aligned or have been made row-aligned by deleting rows.
33. **Split File by Number of Rows** – Split a file into multiple files having a given maximum number of lines. This is useful when a file has too many rows to analyze as a group.
34. **Split File by Column Values** – Split a file into multiple files based on distinct strings or values in a selected column.

35. **Concatenate Files** – Choose up to 20 files and the order in which to concatenate them into an output file. For greater numbers of files, repeat using previously concatenated files.

Data Tools

To extract rows from an input file into an output file for which the values in a column lie within a given range, select the input and output file. Then enter the range values, check the box to copy the header to the top of the output file, and then click Start Process.

You will be prompted for the column (variable name) to check against the range. It is assumed here that the input file has a header row. Otherwise, use the "Add Header Row" function first, then run this function, and then delete the header using the "Delete Range of Rows" function.

Input File:

Output File:

Minimum Column Value (inclusive):

Maximum Column Value (inclusive):

☒ Output file(s) should keep the header row

*** 6638 DATA ROWS HAVE BEEN COPIED TO THE OUTPUT FILE. ***

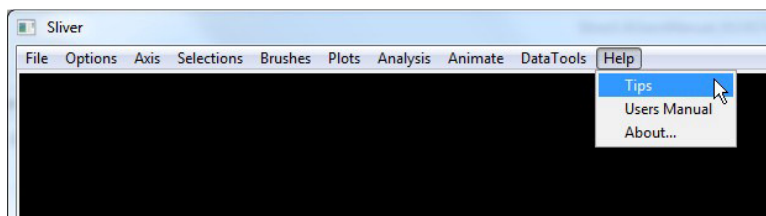
Top 25 Lines of Output File:

```
signal,numJets,et,etUnCorr,eta,nrgy,hadFrac,caloArea,maxNrgyInEmTowers,maxNrgyInHadTowers,hadNrgyInH0,hadNrgyInHB,hadNrgyInHF,hadNrgyInHE,emNrgyInEB,e
mNrgyInEE,emNrgyInHF,jetNrgyScale,jetBProbBTag,jetProbBTag,partonFlavour
1,11,622.222,622.222,1.08782,1028.14,0,0,817.968,0,1.39536,0,0,0,852.098,0,0,1,-1,-1,0
1,11,6.52203,6.52203,2.252,31.3446,1,0,0,13.5798,0,0,0,13.5798,0,0,0,1,-1,-1,0
1,11,2.22213,2.22213,2.416,12.5442,0,0,5.81255,0,0,0,0,0,0,5.81255,0,1,-1,-1,0
1,17,6.04408,6.04408,2.25575,29.1545,0.827165,0,2.18759,4.40711,0,0,0,10.4695,0,2.18759,0,1,-1,-1,0
1,17,5.47436,5.47436,1.88448,18.4344,0.642939,0,2.2153,3.98897,0,0,0,3.98897,0,2.2153,0,1,-1,-1,0
1,17,3.81563,3.81563,2.1075,15.9287,0,0,6.27083,0,0,0,0,0,0,6.27083,0,1,-1,-1,0
1,6,535.141,535.141,1.51591,1277.17,0.0585344,0,901.108,11.1771,0,37.2567,0,25.8109,0,1014.38,0,1,-1,-1,0
1,4,696.297,696.297,1.17446,1234.32,0,0,1005.39,0,0,0,0,0,0,1019.99,0,0,1,-1,-1,0
1,8,381.65,381.65,1.26001,726.873,0.00193292,0,543.809,1.08411,0,1.08411,0,0,559.782,0,0,1,-1,-1,0
1,8,10.8844,10.8844,0.477593,12.1495,0.579499,0,1.30138,2.27704,1.25752,2.27704,0,0,1.65229,0,0,1,-1,-1,0
1,8,5.1123,5.1123,0.4785,5.70881,1,0,0,1.84589,0,1.84589,0,0,0,0,1,-1,-1,0
1,19,183.789,183.789,1.9893,684.362,0.00411642,0,549.107,2.34559,0,0,0,2.34559,0,567.467,0,1,-1,-1,0
1,19,12.5108,12.5108,2.59352,84.1448,0.131134,0,10.9853,4.00517,0,0,0,5.6552,0,37.4702,0,1,-1,-1,0
1,19,11.3926,11.3926,0.573725,13.3196,0,0,2.54639,0,1.10907,0,0,0,4.3109,0,0,1,-1,-1,0
1,19,9.07296,9.07296,0.671911,11.1992,0.268327,0,2.58992,0.949804,1.13399,0.949804,0,0,2.58992,0,0,1,-1,-1,0
1,19,5.67375,5.67375,0.539824,6.52072,0,0,1.49133,0,0,0,0,2.1165,0,0,1,-1,-1,0
1,4,753.966,753.966,0.908416,1087.05,0,0,565.184,0,0,0,0,932.831,0,0,1,-1,-1,0
1,4,5.37522,5.37522,2.50558,33.1445,0.312593,0,6.11685,3.01387,0,0,0,4.91553,0,10.8095,0,1,-1,-1,0
1,8,51.2022,51.2022,1.24972,96.6686,0.350268,0,8.55315,5.1274,0,14.4167,0,0,26.7423,0,0,1,-1,-1,0
1,8,28.4882,28.4882,0.408077,30.8933,0.116202,0,6.37185,1.49863,0,1.49863,0,0,11.3981,0,0,1,-1,-1,0
1,8,24.4066,24.4066,0.408879,26.4753,0.283867,0,2.01089,2.04372,0,2.94944,0,0,7.44077,0,0,1,-1,-1,0
1,4,4.77185,4.77185,0.9135,6.90523,0,0,2.06143,0,0,0,0,2.06143,0,0,1,-1,-1,0
1,9,245.05,245.05,2.24843,1173.6,0.0049512,0,944.252,2.92629,0,0,0,5.11443,0,1027.85,0,1,-1,-1,0
```

Extract Rows by Column Value Range window.

(The variable/column selection window appears after "Start Process" is clicked.)

Help Menu

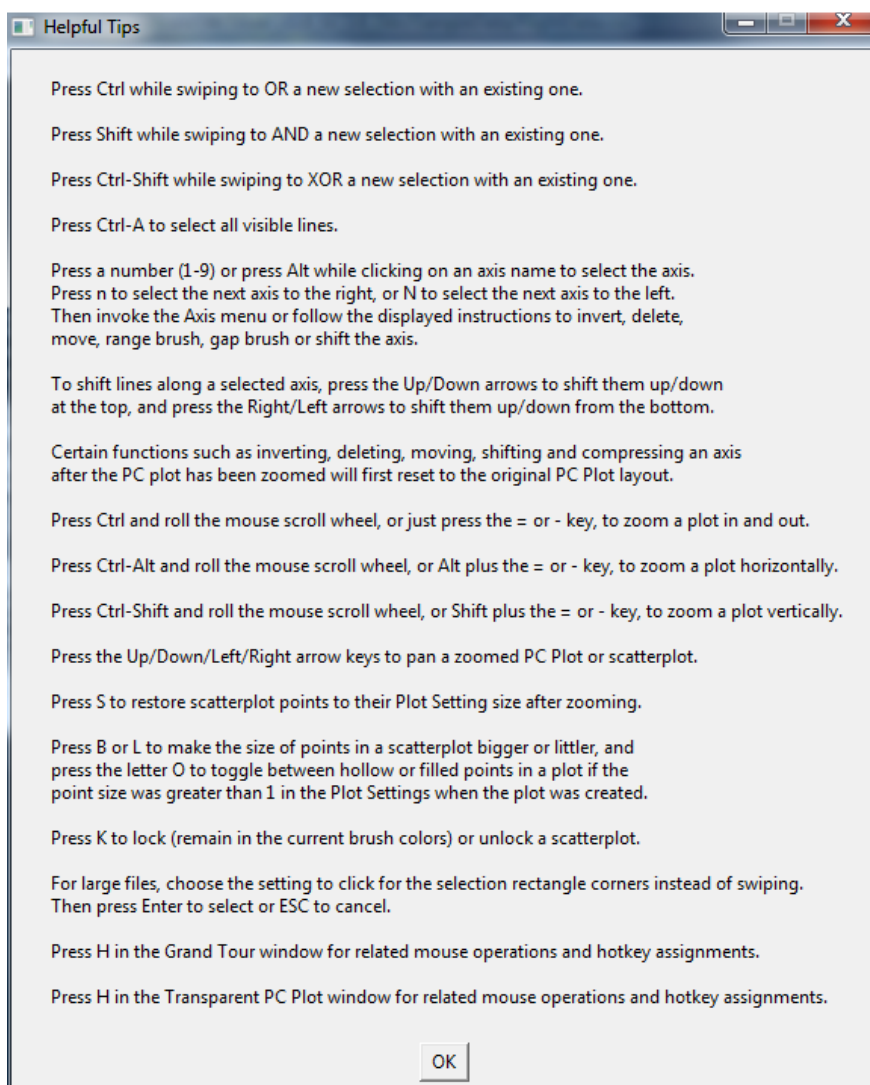


The Help menu provides general information on using the Sliver application, as well as the version being used.

Tips — Displays a window listing the mouse and keyboard interfaces of Sliver as shown below.

Users Manual — Displays this Users Manual in the default PDF reader of your PC.

About... — Displays the version number of this release of Sliver.



Appendix A: Other Parallel Coordinates Software

There are other excellent, free software applications that support parallel coordinates. Some of these run faster than Sliver for large data files, and a few offer features such as built-in, real-time alpha-blending instead of the separate transparency window or export to an alpha-blended Postscript/PDF file that Sliver provides. None offer the animation or Google Earth plotting support, for example, that Sliver provides.

1. Mondrian (www.theusrus.de/Mondrian/)

- An excellent software application. Highly recommended for very large files: fast, handles up to a million records, and natively supports alpha-blending of unselected/uncolored lines.
- Supports linked Histograms, Boxplots, Scatterplots, Barcharts, Mosaic plots, Missing Value Plots and Parallel Coordinates
- Rather bland color options
- Can interface with the R statistical software
- No installation required—a single JAVA executable
- Free software under GNU GPL, written by Martin Theus of the University of Augsburg
- No decimation, zooming/panning, gap brushing, animation, 2D polar scatterplots, 3D scatterplots, Google Earth plots, clustering or Grand Tour that Sliver supports.

2. Ggobi (www.ggobi.org/)

- Supports linked 1D/2D Scatterplots, Barcharts, Time Series Plots and Parallel Coordinates
- Offers variable transformations and can handle missing data fields
- No support for alpha-blending
- Provides a 1D/2D Grand Tour with pursuits as well as manual guidance
- Offers the R package rggobi that interfaces with GGobi (see their book on the site)
- Currently in maintenance mode only as the authors develop an implementation directly in R
- Installation required
- Free software originated at the University of Washington
- No alpha-blended export, decimation, zooming/panning, gap brushing, animation, 2D polar scatterplots, 3D scatterplots, clustering or Google Earth plots that Sliver supports.

3. CrystalVision (<ftp://www.galaxy.gmu.edu/pub/>)

- Supports linked Scatterplot Matrix, Parallel Coordinates, 3D & “4D” Scatterplots
- Natively supports alpha-blending (no export required as in Sliver)
- Supports zooming and panning, and sizing of dots
- Colors are additive, e.g., overlap of red and green lines are yellow, of red, green and blue are white
- Provides a unique automated Grand Tour animation
- Inputs tab-delimited TXT (numerical data only) with a minor header change
- A CPU processing hog, but usable
- Supports numerical data only
- Installation required
- Free software by Edward Wegman of George Mason University
- No saving, decimation, range brushing, gap brushing, animation, 2D polar scatterplots, 3D scatterplots, clustering or Google Earth plots that Sliver supports.

4. DataView (<http://benjamin.web.cern.ch/benjamin/DataViewer.html>)
 - A fast data visualization tool under active development for Windows, Mac OSX and Linux
 - Natively supports alpha-blending of colored or uncolored lines using the additive color scheme and the alpha-channel (no export required as in Sliver)
 - Supports linked Scatterplots and Parallel Coordinates, with horizontal or vertical orientation of the latter. Displays axes values on mouse-over of both types of plots, and a logging function to save actions and statistics of the data.
 - Can produce a best order of the axes based on calculated correlation coefficients to give the user the best chance of finding interesting patterns.
 - Supports moving and deleting axes. Can also renormalize them for new maxima and minima following data deletions.
 - No installation required
 - Written by Benjamin Radburn-Smith of CERN
 - Actively being developed; at present the released Windows version does not support decimation, zooming/panning, gap brushing, animation, 2D polar scatterplots, 3D scatterplots, Google Earth plots, clustering or Grand Tour that Sliver supports.

5. XmdvTool (<http://davis.wpi.edu/xmdv/>)
 - Supports linked Scatterplot Matrix, Parallel Coordinates and Pixel-Based Graphs
 - Selection is performed by resizing a band through the parallel coordinate plot
 - Automatic or no color brush—no manual brushing other than the current selection
 - Provides a true, customizable clustering algorithm rather than just alpha-blending
 - Supports numerical data only
 - No cropping or hiding of data
 - Installation required
 - Free software by Matt Ward, et al, of Worcester Polytechnic Institute
 - No compound Boolean selections, cropping (hiding), saving, decimation, range brushing, gap brushing, animation, 2D polar scatterplots, 3D scatterplots or Google Earth plots that Sliver supports.

6. Parvis (www.mediavirus.org/parvis/)
 - Supports Parallel Coordinates only
 - Automatic alpha-blending works well
 - Manual color brushing by axis range or novel brushing of lines within angles
 - Anti-aliased lines. Brushes can be “fuzzy”, giving a cool wet look to the clusters.
 - Can save currently-brushed line numbers
 - Clusters can be formed from AND/OR of brushes and saved with names and colors (Brush List) for sequencing
 - Can AND/OR clusters into new clusters with a new color, but cannot show more than one cluster color at one time
 - Can zoom into lines at axes to spread out a range of interest
 - Internally supports strings
 - No installation required—a single JAVA executable
 - Free open-source (GPL) software by Florian Ledermann of the VRVis Research Center in Vienna
 - No decimation, range brushing, gap brushing, animation, 2D polar scatterplots, 3D scatterplots, Google Earth plots, clustering or Grand Tour that Sliver supports.

Appendix B: References

There are a large number of references on using parallel coordinate plots linked with scatterplots to visualize and analyze multivariate systems. The following are very readable overviews of the subject.

1. Inselberg - *Parallel Coordinates Chapter in **Handbook of Data Visualization***
2. Inselberg - *Multidimensional Detective*
3. Malik - *Interactive Graphics: Exemplified with Real Data Applications* (uses Mondrian)
4. Theus - *Interactive Data Visualization using Mondrian*
5. Inselberg - *Parallel Coordinates: Interactive Visualization for High Dimensions*
6. Hauser – *Angular Brushing of Extended Parallel Coordinates* (uses Parvis)
7. Cook – *Grand Tours, Projection Pursuit Guided Tours, and Manual Controls*

Please visit www.sliversoftware.com to find out how to obtain these and other references.

Appendix C: Format of Saved Session Files

It may be useful to programmatically assign brushes and states to data prior to opening the data in Sliver. For a large number of data sets this can replace many swipes and button clicks. This preformatting can be done by populating a Sliver session file, which is normally saved after Sliver editing is performed, and restoring the session file rather than opening the original data file. This appendix describes the format of these session files.

Saved session files should have a .csv suffix. They are ASCII text files that can be opened in any text editor. The format of the text is given below, followed by an example.

- 1) The first line must identify the file as a session file with the text "Saved Session File"
- 2) The second line is the number of data rows (N).
- 3) The third line is a listing of whether each axis is inverted or non-inverted, separated by commas, where 0 means inverted and 1 means non-inverted. The values are displayed in the order that the axes are ordered at the time of the session save, left to right. This is the original order of the variables in the input data file only if no axes were moved.
- 4) The fourth line is a listing of the axes variable names separated by commas. Again, the order of the variable is that of the axes at the time of saving the session file, which will not be the order in the original data file if any axes have been moved.
- 5) The next N lines consist of the comma-separated data for the axes in the order of the axes at the time of the save.
- 6) The next line is the number of color brushes assigned (B). This could be 0.
- 7) The next B lines are the brush colors in the order shown in the Brushes→Show/Hide/Recolor Brushes menu option. The format is "#" followed by two-digit hex values for RGB, such as #00ff00 for green. NOTE: Always use lowercase hex letters.
- 8) The next line is again the number of color brushes assigned (B).
- 9) The next B lines contain either 0 or 1 for a brush in the earlier brush order, where 0 means the lines with that brush color were hidden and 1 means they were visible when the session was saved.
- 10) The next line contains the number of polylines that were color brushed (C). This could be 0.
- 11) The next C lines list the indexes into the N lines of step 5 for only those polylines that are color brushed, starting at 0 for the first data row listed in step 5. Polyline that are not color brushed are skipped.
- 12) The next line is again the number of polylines that were color brushed (C).
- 13) The next C lines give the colors for each of the lines listed in step 11. The format is again "#" followed by two-digit hex values for RGB, such as #00ff00 for green. NOTE: Always use lowercase hex letters.

- 14) The next line is the number of polylines that were selected (in purple by default) when the session was saved (S). This could be 0.
- 15) The next S lines are the indexes into the N lines of step 5 for only those polylines that are selected, starting at 0 for the first data row listed in step 5. Polylines that are not selected are skipped.

THE ENTRIES BELOW ARE OPTIONAL. However, any entry must include all lines prior to it.

- 16) The next line is the number of axes (A).
- 17) The next A lines are comma-separated *current* (after any range adjustments were made) minimum and maximum values for each axis, regardless of whether the axis is inverted. NOTE: There must be some range, so if all data for a variable is the same (say, n), make the range something like (n-1) to (n+1). This is what Sliver does in that case when it reads in a file.
- 18) The next line is the number of axes (A) again.
- 19) The next A lines are comma-separated *original* values (before any range adjustments were made) of the minimum and maximum values for each axis as well as the mean and sum of the values for the axes, regardless of whether the axis is inverted. NOTE: There must be some range, so if all data for a variable is the same (say, n), make the range something like (n-1) to (n+1). This is what Sliver does in that case when it reads in a file.
- 20) The next line is the number of thickened lines (L).
- 21) The next L lines list are the indexes into the N lines of step 5 for only those polylines that are thickened, starting at 0 for the first data row listed in step 5, and their difference in linewidth from the default value set in the **Options→Plot Settings** menu option, separated by a comma. Polylines that are not thickened are skipped.
- 22) The next line is the path to the current file that was read in to Sliver, to allow the option of saving all variables in the original file when using the **File→Save Selection** or **File→Save Visible** menu option.
- 23) The input decimation value *n* from the **Options→Plot Settings** menu option titled “Read every [*n*] line(s) of the input file”. This is needed to allow the option of saving all variables in the original file when using the **File→Save Selection** or **File→Save Visible** menu option, which saves every *n* lines to match the input data.
- 24) The next line contains the size and position of the main PC Plot window. The format is width×height+x+y, where the width and height are in pixels and x and y are the horizontal and vertical offsets in pixels of the upper right corner of the plot window from the upper right corner of the display, e.g., 1024x768+35+40. The x value can be larger than the main monitor if a secondary monitor lies to the right of the main monitor. If the window lies on a secondary monitor to the left of the main monitor, the x value will be negative, as in 1024x768+-800+40. Note that the + still appears before the – in this x value.
- 25) The next line contains the comma-separated colors (in the same format as earlier, e.g., #00ff00) for the PC Plot background color, axis color, text color, initial line color when loaded, unselected line color, and color when displaying axis values. If the background color is followed by a space (not a comma) and another color, the second color is the scatterplot point outline color—otherwise, the current setting in Sliver is used.

This allows backward compatibility to earlier versions of a session file that did not support point outlines. For example, the line

```
#000000 #949494,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00
```

means that the background color is black (#000000), the axis color is yellow (ffff00), and so forth, while

```
#000000 #949494,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00
```

also means that the scatterplot point outline color is #949494, or light gray, rather than the current setting.

- 26) The next line is 0 if the axis names are not currently staggered, or 1 if they are.
- 27) The next line is the number of bins currently defined for histograms, followed by a comma, followed by the indexes of the axes that are currently showing histograms and means, starting at 0 for the leftmost axis, each separated by a comma.
- 28) The next line is the number of scatterplots (P).
- 29) The next P lines list parameters of each scatterplot, separated by commas. They will be restored in this order, so the rearmost scatterplots should be entered first if the display order matters (they are stored by Sliver in this stacking order). The parameter fields, in order, are
 - a. The index of the variable used for the x-axis, where 0 is the leftmost axis variable. If a stacked plot, the indices are separated by a space.
 - b. The index of the variable used for the y-axis, where 0 is the leftmost axis variable. If a stacked plot, the indices are separated by a space.
 - c. The plot width in pixels
 - d. The plot height in pixels
 - e. 0 for a Cartesian plot, or 1 for a polar plot (note that stacked plots can only be one or the other).
 - f. 0 for a polar plot in radians, or 1 if in degrees (set to 0 for Cartesian plot)
 - g. 0 for a polar plot running counter-clockwise from the x-axis, or 1 if clockwise from North (set to 0 for a Cartesian plot)
 - h. The current point width in pixels, or if the point width varies according another variable (a bubble chart) then 10000 plus the index of that variable, where 0 is the leftmost axis variable. If a stacked plot, the point width values are separated by a space.
 - i. 0 for filled points, or 1 for hollow points
 - j. The initial scale factor that was specified when the point width was set according to another variable (a bubble chart) in creating the scatterplot, or either 1 or -1 if the plot has a fixed point width. If a stacked plot, the initial scale factors are separated by a space.
 - k. The current scale factor (which can be different from the one above after pressing the B (bigger) or L (littler) keys) when the point width was set according to another variable (a bubble chart) in creating the scatterplot, or either 1 or -1 if the plot has a fixed point width. If a stacked plot, the current scale factors are separated by a space.

- l. 0 for a locked plot, 1 for an unlocked plot
- m. The size and position of the overall plot window in the format given for the PC Plot window in item 24 (each dimension is typically 4 pixels greater than the plot width and height above)
- n. The minimum x-value of the plot. If a stacked plot, the values are separated by a space.
- o. The maximum x-value of the plot. If a stacked plot, the values are separated by a space.
- p. The minimum y-value of the plot. If a stacked plot, the values are separated by a space.
- q. The maximum y-value of the plot. If a stacked plot, the values are separated by a space.
- r. The background color of the plot and optionally the point outline color. If the background color is followed by a space (not a comma) and another color, the second color is the scatterplot point outline color—otherwise, the current setting in Sliver is used. This allows backward compatibility to earlier versions of a session file that did not support point outlines.
- s. The axis color of the plot
- t. The text color of the plot
- u. If a locked plot when the session was saved, indicated by a 1 in item l above, the colors or visibility may not match that read in for the main PC Plot, so the next N lines will contain the color of a point, then a comma, and then 0 if the point is hidden or 1 if visible. The order will match the PC Plot polyline order in item 5 above for each point that corresponds to the data in that polyline. If a stacked plot, the N color values for each plot are listed in order.

For example, the line

```
2,3,929,249,0,0,2,0,-1,-1,1,933x253+87+70,90.0,165.0,2124.0,3693.0,#000000,#ffff00,#ffff00
```

describes a single, unstacked plot with an x-axis variable corresponding to the third axis variable from the left in the PC Plot (index 2) and a y-axis variable corresponding to the fourth axis variable from the left (index 3). The plot is 929 pixels wide by 249 pixels high. It is a Cartesian plot (type 0) and the next two fields are set to 0 because they only apply to a polar plot. The point width is constant at 2 pixels rather than varying according to another variable, and the points are filled (0). The next two fields are set to -1 because the point width is constant. The plot is unlocked (1). The overall plot window has a width and height 4 pixels greater than the plot (933 and 253) and the top left corner is located 87 pixels from the left edge of the main display and 70 pixels from the top. The x-axis ranges from 90.0 to 165.0 and the y-axis ranges from 2124.0 to 3693.0. The background color is black (#000000) and the point outline color is undefined so it will revert to the current Sliver setting, the axis color is yellow (#ffff00) and the text color is also yellow (#ffff00).

Since the plot was unlocked when the session was saved, the coloring and visibility will match that of the main PC Plot so there are no more lines describing the plot.

Let's look at a similar line for a plot consisting of two stacked plots:

```
2 2,3 5,929,249,0,0,2 10004,0,-1 1.0,-1 5.5,1,933x253+87+70,
90.0 90.0,165.0 165.0,2124.0 32.0,3693.0 45.0,#000000 #ff0000,#ffff00,#ffff00
```

describes two stacked plots with an x-axis variable corresponding to the third axis variable from the left in the PC Plot (index 2, repeated here since there are two stacked plots although they will always be the same

value since the x-axis is the same for a set of stacked plots). One y-axis variable corresponds to the fourth axis variable from the left (index 3) and the other y-axis variable corresponds to the sixth axis variable from the left (index 5). The plot is 929 pixels wide by 249 pixels high. It is a Cartesian plot (type 0) and the next two fields are set to 0 because they only apply to a polar plot. The point width of the first stacked plot is constant at 2 pixels rather than varying according to another variable and the point width of the second stacked plot varies according to the fifth axis variable from the left ($10000 + 4$). The points are filled (0). The next field has its first value set to -1 because the first point width is constant and the second to 1.0 because that was the initial scale factor for the second variable-size stacked plot. The next field has its first value set to -1 because the first point width is constant and the second to 5.55 because that is the current scale factor for the second variable-size stacked plot in which the point size has been increased using the B key. The plot is unlocked (1). The overall plot window has a width and height 4 pixels greater than the plot (933 and 253) and the top left corner is located 87 pixels from the left edge of the main display and 70 pixels from the top. The x-axis minimum value is 90.0 for the first plot and 90.0 for the second, and the x-axis maximum value is 165.0 for the first plot and 165.0 for the second plot (these must have the same values because the x-axis is common in stacked plots). The y-axis minimum value is 2124.0 for the first plot and 32.0 for the second, and the y-axis maximum value is 3693.0 for the first plot and 45.0 for the second. The background color is black (#000000) and the optional point outline color is red (#ff0000), the axis color is yellow (#ffff00) and the text color is also yellow (#ffff00).

Again, since the plot was unlocked when the session was saved, the coloring and visibility will match that of the main PC Plot so there are no more lines describing the plot. Otherwise there would be N lines for the color of each point in the first stacked plot followed by 2N lines (N lines for each stacked plot) giving the colors of the points in each stacked plot as described in the next example. The colors should be the same for the two plots, but they need to be repeated for each one.

As a third example, the line

```
1,3,929,929,1,0,0,10004,1,3,22.78125,0,933x933+,-500+8,3.0,8.0,2124.0,3693.0#ffffff,#000000,#000000
```

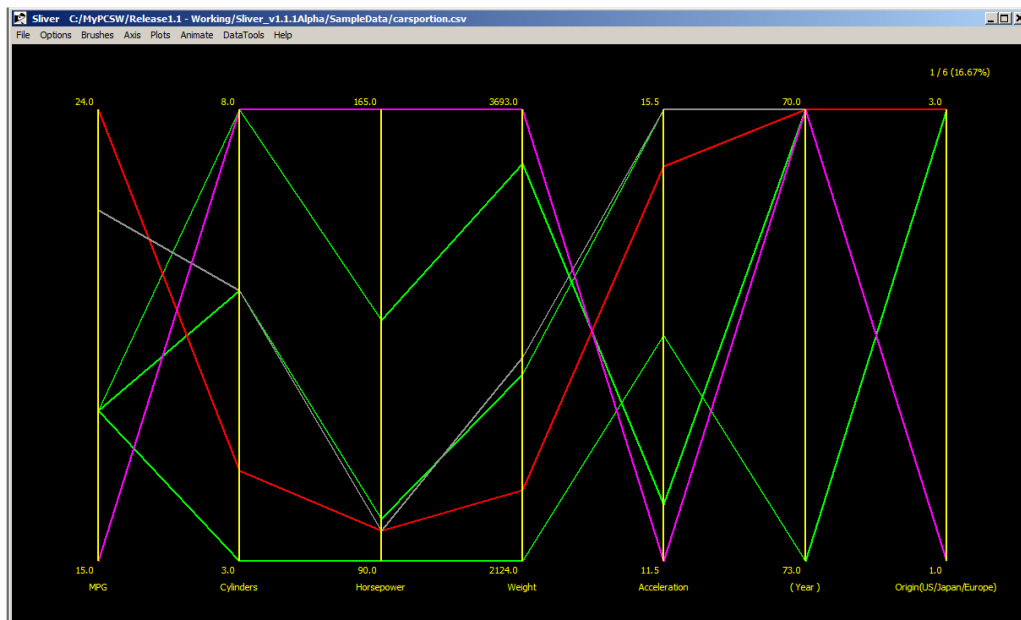
describes a plot with an x-axis variable corresponding to the second axis variable from the left in the PC Plot (index 1) and a y-axis variable corresponding to the fourth axis variable from the left (index 3). The plot is 929 pixels wide by 929 pixels high. It is a polar plot (type 1) in radians (0) running counter-clockwise from the x-axis (0). The point width varies according to the fifth axis variable from the left ($10000 + 4$), and the points are hollow (1). The original scale factor applied to the other variable was 3, but the points have been increased in size with the B key and the scale factor is now 22.78125. The plot is locked (0). The overall plot window has a width and height 4 pixels greater than the plot (933 and 933) and the top left corner is located 500 pixels to the left of the left edge of the main display (i.e., on a secondary monitor to the left of the main monitor) and 8 pixels from the top. The x-axis ranges from 3.0 to 8.0 and the y-axis ranges from 2124.0 to 3693.0. The background color is white (#ffffff) and the point outline color is undefined so it will revert to the current Sliver setting, the axis color black (#000000) and the text color is also black (#000000).

Since the plot was locked when the session was saved, the coloring and visibility of the points may differ from that read in earlier for the main PC Plot, so the next N lines will consist of text such as

```
#00ff00,1
```


indicating that that point color is #00ff00 (or green) and is visible (1). These are in the same order as the N lines of data written in item 5, with the color and visibility data given for the points corresponding to those lines.

Below is a session file for a session with two unstacked plots, one of which is locked.



Saved Session File

```
6
1,1,1,1,1,0,1
MPG,Cylinders,Horsepower,Weight,Acceleration,Year,Origin(US/Japan/Europe)
18,8,130,3504,12,70,1
15,8,165,3693,11.5,70,1
24,4,95,2372,15,70,3
22,6,95,2833,15.5,70,1
18,6,97,2774,15.5,70,1
18,3,90,2124,13.5,73,3
2
#00ff00
#ff0000
2
1
1
4
0
2
4
5
4
#00ff00
#ff0000
#00ff00
#00ff00
1
1
7
```

Title Text

```
6 data rows (polylines)
Only the 6th axis is inverted
Axis names in left-to-right order
6 rows of polyline data
```

```
2 color brushes are assigned
First color brush is pure green
Second color brush is pure red
Again, 2 color brushes are assigned
Polylines of the first color are visible
Polylines of the second color are visible
4 lines are color brushed
The 1st polyline data above is brushed
The 3rd polyline data above is brushed
The 5th polyline data above is brushed
The 6th polyline data above is brushed
Again, 4 lines are color brushed
The 1st polyline data above is green
The 3rd polyline data above is red
The 5th polyline data above is green
The 6th polyline data above is red
One polyline is selected (in purple)
The 2nd polyline data above is selected
There are 7 axes
```

15,24	7 rows of current min/max axis values
3,8	
90.0,165.0	
2124,3693	
11.5,15.5	
70,73	List minimum first even if axis inverted
1,3	
7	There are 7 axes
15,24,19.83333,119	7 rows of original min/max/mean/sums
3,8,35,5.833333	
90.0,165.0,672,112	
2124,3693,17300,2883.33333	
11.5,15.5,83,13.833333	
70,73,423,70.5	List minimum first even if axis inverted
1,3,10,1.66667	
0	There are 0 thickened lines
C: Sliver/SampleData/cars.csv	Path to the file that was read in
1	Decimation n when file was read
1204x684+-8+34	Size and position of the PC Plot
#000000,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00	Background, axis, text and other colors
0	Axis names are not staggered
102	102 histogram bins, shown on no axes
2	There are 2 scatterplots
2,3,929,249,0,0,0,2,0,1,1,1,933x253+87+70,90.0,165.0,2124.0,3693.0,#000000,#ffff00,#ffff00	See main text above
1,3,929,929,1,0,0,10004,1,3,22.78125,0,933x933+-500+8,3.0,8.0,2124.0,3693.0#ffff00,#000000,#000000	Locked, see text
#00ff00,1	First point is pure green and visible
#ff0000,0	Second point is pure red and hidden
#88ff00,1	
#ff00ae,1	
#45ffdd,0	
#0000ff,0	Sixth point is pure blue and hidden
	Blank line at end

Appendix D: Format of Saved Dashboard Files

A dashboard file contains information on the PC Plot and any scatterplots, including locations, point sizes and styles, and so forth. Specifying a dashboard file to apply when opening a data file can replace many swipes and button clicks, and it creates a consistent display format for the data for presentation and comparisons. The **File→Create Dashboard from Session** menu option is used to save the current configuration to a dashboard file, and the **File→Read File into Dashboard** is called to apply the dashboard configuration when reading in a data file. If there are small changes you would like to make to a dashboard file, it may be easier to directly edit the file. This appendix describes the format of these dashboard files. In some ways they are similar to session files but without the variable names and without any embedded data.

Saved dashboard files should have a .csv suffix. They are ASCII text files that can be opened in any text editor. The format of the text is given below, followed by an example.

- 1) The first line must identify the file as a dashboard file with the text “Saved Dashboard File”
- 2) The second line is the number of variables (V).
- 3) The third line is a listing of whether each variable axis is inverted or non-inverted, separated by commas, where 0 means inverted and 1 means non-inverted. The values are displayed in the order that the axes are ordered at the time of the session save, left to right, and there will be V values. This is the original order of the variables in the input data file only if no axes were moved.
- 4) The fourth line is again the number of variables (V).
- 5) The next V lines consist of the comma-separated minimum and maximum ranges and the text labels for each of those in the order of the axes at the time of the save. Typically, the text labels are the same as the ranges but truncated to 5 decimal places if needed. For example, a valid set of lines for three variables might be:

```
1613,5140,1613,5140
11.333101333333335,21.253333333333334,11.3331,21.25333
05:23:22,12:00:10,5:23:22,12:00:10
```

- 6) The next line contains the size and position of the main PC Plot window. The format is widthxheight+x+y, where the width and height are in pixels and x and y are the horizontal and vertical offsets in pixels of the upper right corner of the plot window from the upper right corner of the display, e.g., 1024x768+35+40. The x value can be larger than the main monitor if a secondary monitor lies to the right of the main monitor. If the window lies on a secondary monitor to the left of the main monitor, the x value will be negative, as in 1024x768+-800+40. Note that the + still appears before the – in this x value.
- 7) The next line consists of comma-separated values for the current color scheme, including in order the plot background color, axis color, text color, line color when the data file is first loaded, the unselected line color, the selected line color, and the color when axis values are shown such as when swiping. The format is “#” followed by two-digit hex values for RGB, such as #00ff00 for green. NOTE: Always use lowercase hex letters. If the background color is followed by a space (not a comma) and another color, the second color is the scatterplot point outline color—otherwise, the current setting in Sliver is used. This allows backward compatibility to earlier versions of a dashboard file that did not support point outlines. For example, the line

#000000 #949494,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00

means that the background color is black (#000000), the axis color is yellow (#ffff00), and so forth, while

#000000 #949494,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00

also means that the scatterplot point outline color is #949494, or light gray, rather than the current setting.

- 8) The next line is 0 if the axis names are not staggered, or 1 if they are staggered.
- 9) The next line contains the number of bins currently set for axis histograms, followed by a comma-separated list of the axis indices that currently have histograms drawn on them. If no axes have histograms drawn on them, the line will just consist of the number of bins (102 by default).
- 10) The next line contains the variable index for which any brushing of the main PC Plot will occur. This is the value corresponding to the “Variable number to color brush” at the top of the window that appears when the **File→Create Dashboard from Session** menu option is invoked, except that it will be one less than that because the window value starts at 1 and this dashboard file value starts at 0.
- 11) The next line contains a value indicating the type of color brushing for the main PC Plot that was selected in the dashboard creation window: -1 for no brushing, 0 for range brushing per an entered palette, and 1 for brushing per the entered ranges.
- 12) If the color brushing type given in the previous line is 0, this line contains the comma-separated name of the color palette and number of colors to brush, both entered in the dashboard creation window, such as *Sliver_rainbow,16*. If the color brushing type given in the previous line is 1, a separate line is written for the 10 range entries in the dashboard creation window with comma-separated values for the *from* value, the *to* value, and the color in the same format as above (“#” followed by two-digit hex values for RGB, such as #00ff00 for green, using lowercase hex letters), for example “6.5,8,ff0000” to color the range from 6.5 to 8 in red. There are 10 entries because 10 possible ranges are available in the dashboard creation window. Entries that are left blank have no values inserted, for example, “,,#949494” where the color was the default color for that entry. If the color brushing type given in the previous line is -1, no lines are written here.
- 13) The next line is the number of scatterplots (P).
- 14) The next line lists parameters of the scatterplot behind all the others in display, separated by commas, in the same format as that for a session file. The parameter fields, in order, are
 - a. The index of the variable used for the x-axis, where 0 is the leftmost axis variable
 - b. The index of the variable used for the y-axis, where 0 is the leftmost axis variable
 - c. The plot width in pixels
 - d. The plot height in pixels
 - e. 0 for a Cartesian plot, or 1 for a polar plot
 - f. 0 for a polar plot in radians, or 1 if in degrees (set to 0 for Cartesian plot)
 - g. 0 for a polar plot running counter-clockwise from the x-axis, or 1 if clockwise from North (set to 0 for a Cartesian plot)

- h. The current point width in pixels, or if the point width varies according another variable (a bubble chart) then 10000 plus the index of that variable, where 0 is the leftmost axis variable. If a stacked plot, the point width values are separated by a space.
- i. 0 for filled points, or 1 for hollow points
- j. The initial scale factor that was specified when the point width was set according to another variable (a bubble chart) in creating the scatterplot, or either 1 or -1 if the plot has a fixed point width. If a stacked plot, the initial scale factors are separated by a space.
- k. The current scale factor (which can be different from the one above after pressing the B (bigger) or L (littler) keys) when the point width was set according to another variable (a bubble chart) in creating the scatterplot, or either 1 or -1 if the plot has a fixed point width. If a stacked plot, the current scale factors are separated by a space.
- l. 0 for a locked plot, 1 for an unlocked plot. Note that plots will be unlocked only if the selection to “Link brushes to the PC Plot” option is selected for this plot in the dashboard creation window. Otherwise it will be locked, even if the same color palette is chosen for range brushing.
- m. The size and position of the overall plot window in the format given for the PC Plot window in item 6 (each dimension is typically 4 pixels greater than the plot width and height above)
- n. The minimum x-value of the plot. If a stacked plot, the values are separated by a space.
- o. The maximum x-value of the plot. If a stacked plot, the values are separated by a space.
- p. The minimum y-value of the plot. If a stacked plot, the values are separated by a space.
- q. The maximum y-value of the plot. If a stacked plot, the values are separated by a space.
- r. The background color of the plot and optionally the point outline color. If the background color is followed by a space (not a comma) and another color, the second color is the scatterplot point outline color—otherwise, the current setting in Sliver is used. This allows backward compatibility to earlier versions of a dashboard file that did not support point outlines.
- s. The axis color of the plot
- t. The text color of the plot

See the examples of this line in the previous appendix for the format of session files.

- 15) The next line contains the variable index for which any brushing of the scatterplot will occur. This is the value corresponding to the “Variable number to color brush if not linked to the PC Pot” for this scatterplot in the dashboard creation window, except that it will be one less than that because the window value starts at 1 and this dashboard file value starts at 0. If the scatterplot is to be linked to the main PC Plot, enter 0.
- 16) The next line contains a value indicating the type of color brushing for this scatterplot that was selected in the dashboard creation window: 0 to link the brush to the main PC Plot window, 1 for range brushing per an entered palette, and 2 for brushing per the entered ranges. Note that brushing per the entered ranges is not allowed for a stacked scatterplot since there are different ranges for each subplot.
- 17) If the color brushing type given in the previous line is 1, this line contains the comma-separated name of the color palette and number of colors to brush, both entered in the dashboard creation window, such as *Sliver_default,16*. If the color brushing type given in the previous line is 2, a separate line is written for the 10 range entries in the dashboard creation window with comma-separated values for the *from* value, the *to* value, and the color in the same format as above (“#” followed by two-digit hex values for RGB, such as #00ff00 for green, using lowercase hex letters), for example “6.5,8,#ff0000” to color the range from 6.5 to

8 in red. There are 10 entries because 10 possible ranges are available in the dashboard creation window. Entries that are left blank have no values inserted, for example, “,,#949494” where the color was the default color for that entry. If the color brushing type given in the previous line is 0, no lines are written here.

18) Items 14 through 16 are repeated for each scatterplot in their stacking order, rearmost to frontmost.

An example dashboard file is provided below.

Saved Dashboard File	Title Text
7	7 variables (axes)
1,1,1,1,1,0,1	Only the 6 th axis is inverted
7	7 variables (axes)
05:23:22,12:00:10,5:23:22,12:00:10	from, to, mintext, maxtext for first axis
15,18,15,18	
7,9,8,8	
130,165,130,165	
3436,3693,3436,3693	
11.5,12.7,11.5,12.7	
1204x684+74+51	
#000000,#ffff00,#ffff00,#ffff00,#949494,#ff00ff,#ffff00	from, to, mintext, maxtext for last axis
1	widthxheight+x+y for PC Plot
102,0,3	Color scheme colors (see text)
0	Axis names are staggered
0	102 histogram bins on 1 st and 4 th axis
Sliver_rainbow,16	PC Plot brushing is based on first axis
3	PC Plot is range-brushed with palette
2,3,929,249,0,0,0,2,0,1,1,1,933x253+87+70,90.0,165.0,2124.0,3693.0,#000000,#ffff00,#ffff00	The palette and number of colors
0	There are 3 scatterplots
0	Rear plot (unlocked--see text)
1,4,929,929,1,0,0,10004,1,3,22.78125,0,933x933+-500+8,3.0,8.0,2124.0,3693.0#ffffff,#000000,#000000	Brush per the first axis if not linked
4	Scatterplot is brushed per the PC Plot
1	Next plot (locked)
Univ_Tennessee,10	Brush per the fifth axis if not linked
1,3,400,1200,1,0,0,2,1,3,22.78125,0,933x933+-500+8,5.0,10.0,26.0,38.0#ffffff,#000000,#000000	Scatterplot brushed per palette
1	The palette and number of colors
2	Next plot (locked)
3,5,#00ff00	Brush per the second axis if not linked
7.5,8,#ff0000	Scatterplot brushed per entered ranges
,,#949494	Range 3 to 5 is green
,,#949494	Range 7.5 to 8 is red
,,#949494	No range entered
,,#949494	No range entered
,,#949494	No range entered
,,#949494	No range entered
,,#949494	No range entered
,,#949494	No range entered
,,#949494	No range entered
,,#949494	Blank line at end

Appendix E: Format of String Mapping Files

The *Replace Strings with Numbers* function of DataTools creates a new string mapping file as a reference for retrieving the original strings for those replaced by numbers. These can be found manually by simply opening the text file and finding the variable name and its assignments. In addition, if this file is entered into the Plot Settings in Sliver, the **Plots→Display Values on Mouse-Over→With Strings** menu option will access this file and display any original strings instead of values when hovering over lines in the PC Plot. The pop-ups and labels in Google Earth can also be set to access the file and display any original strings.

It's possible, and often useful when strings can be related to values of a variable, to manually create a string mapping file. The format is very simple, and a sample file is shown below. Variables are on their own row and end in a colon without a space. If there are mapped strings, each number and corresponding string immediately follow the row with that variable name, where the number and string are separated by a colon with a space before and after it. The number can be a decimal value instead of an integer, and the number-string pairs can be in any order. There can be many thousands of these pairs for a large dataset.

A blank line then separates this block from a new variable name. If no number-string pairs exist after a variable name, then no values are mapped to strings for that variable, and in fact there is no reason to list that variable at all (they are shown here because the *Replace Strings with Numbers* function of DataTools does show variable names that have no mapped strings). There must be at least one blank line at the end of the file.

ID:

Beat:

Case Number:

0 : HZ131333
1 : HZ129324
2 : HZ129627
3 : HT626172
4 : HZ216949

Block:

0 : 030XX S WABASH AVE
1 : 132XX S RIVERDALE AVE
2 : 000XX S LEAMINGTON AVE
3 : 060XX S FRANCISCO AVE

Arrest:

0 : FALSE
1 : TRUE

Domestic:

0 : FALSE
1 : TRUE

Year:

<make sure there is at least one blank line at end of the file!>

Appendix F: Format of Color Palette Files

The available color palettes for range brushing are listed in the **Options→Plot Settings** menu. The palette names are derived from the names of existing “.txt” text files in the *Palettes* subfolder under the main *Sliver* folder, so *magma.txt*, for example, automatically populates *magma* in the listing of palettes.

Custom palettes can be added by adding palette files. A color in a palette file consists of a # symbol followed by the hex values of r, g and b in order, in uppercase or lowercase letters, without any hex value for alpha transparency at the end. For example, an RGB value of R=4f, G=5a and B=2d would be written as #4f5a2d.

The number of colors to use when range brushing is selectable in the Plot Settings, from two to sixteen colors. The palette can specify colors for any or all of these numbers of colors. If a palette is selected that does not support the number of colors that are selected, an error message will appear and the number of colors will be set to the last number supported in the palette file. The file format is simple: The number of colors followed by a colon “:” must appear on the line just above a line with that number of colors separated by commas. Below are the contents of the existing *magma.txt* file, which like all the included palette files supports the full set of two to sixteen colors.

```
2:
#000004,#fcfdbf

3:
#000004,#b5367a,#fcfdbf

4:
#000004,#701e7f,#ec6163,#fcfdbf

5:
#000004,#4f127b,#b5367a,#fb8761,#fcfdbf

6:
#000004,#3b1165,#8a2880,#db4a69,#fc9d6f,#fcfdbf

7:
#000004,#2b1155,#701e7f,#b5367a,#ec6163,#fdae7a,#fcfdbf

8:
#000004,#21104a,#5d177d,#962c7e,#d0456e,#f47762,#feb981,#fcfdbf

9:
#000004,#1b1042,#4f127b,#7f2481,#b5367a,#e44f65,#fb8761,#fec086,#fcfdbf

10:
#000004,#190e3c,#43126e,#701e7f,#9d2e7d,#ca4170,#ec6163,#fc9469,#fec68b,#fcfdbf

11:
#000004,#160d36,#3b1165,#62197d,#8a2880,#b5367a,#db4a69,#f27162,#fc9d6f,#fecc90,#fcfdbf

12:
#000004,#140c32,#32115c,#57157c,#7c2380,#a2307d,#c63f72,#e65264,#f77e62,#fda675,#fed094,#fcfdbf

13:
#000004,#120b2e,#2b1155,#4f127b,#701e7f,#912a7f,#b5367a,#d5476c,#ec6163,#fb8761,#fdae7a,#fdd498,#fcfdbf

14:
#000004,#110a2a,#26104f,#481274,#651a7e,#832681,#a5317c,#c33d74,#e14e66,#f16d62,#fb8e66,#fdb37e,#fdd89c,#fcfdbf

15:
#000004,#100928,#21104a,#40116b,#5d177d,#792280,#962c7e,#b5367a,#d0456e,#e75664,#f47762,#fc986c,#feb981,#fdda9d,#fcfdbf

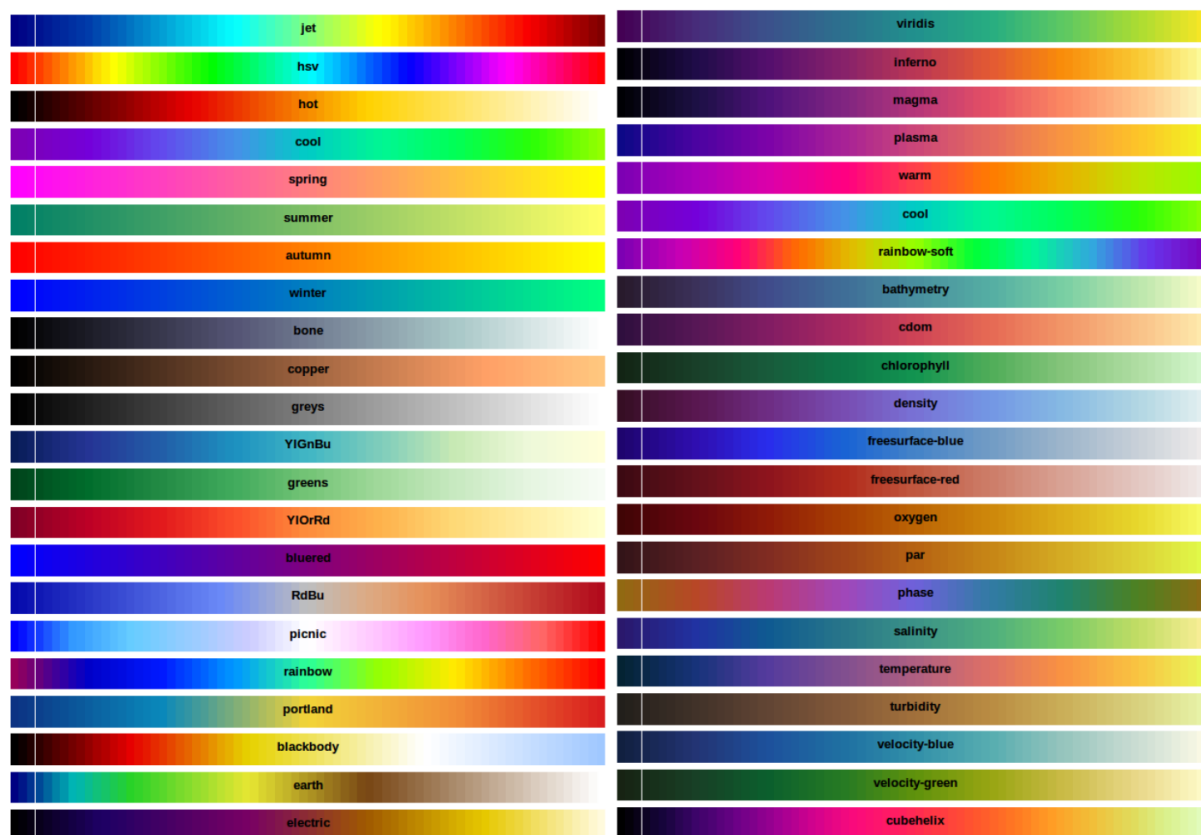
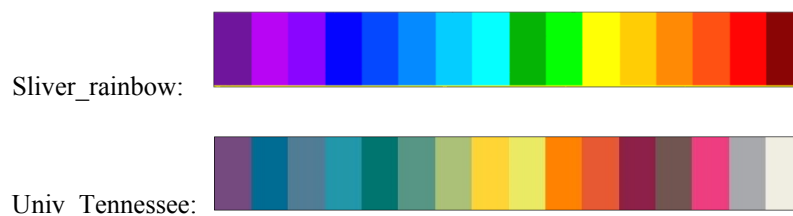
16:
#000004,#0f0926,#1e1046,#3b1165,#55147c,#701e7f,#8a2880,#a7317c,#c13d75,#db4a69,#ec6163,#f88061,#fc9d6f,#feb981,#fddc9f,#fcfdbf
```


Appendix G: Built-In Color Palettes

There are a variety of color palettes included with Sliver for use in range-brushing along an axis. Any of these can be chosen in the **Options→Plot Settings** menu function. Palettes that support from 2 to 16 colors have names that do not end in any number; the exact number of desired colors is entered in Plot Settings. Palettes that only support a single number of colors end in a hyphen and the numbers of colors they support, e.g., *new_mexico-5* supports exactly 5 colors, no more or less. If a palette is selected that does not support the number of colors entered into the Plot Settings, an informational window will prompt to change the entered number of colors to one that the palette supports.

Note that PC Plots with different axis selections but using the same range brush palette will look dramatically different depending on the distribution of the data along the axis. Try to experiment to get the best-looking one.

The default palette is named *Sliver_rainbow*, and consists of 2-16 brilliant rainbow colors. Another palette that supports 2-16 colors is *Univ_Tennessee*. Finally, there is set of palettes from the colormap of the statistical software R that also support 2-16 colors (see <https://github.com/bhaskarvk/colormap>). All of these are shown below.



Below are palettes that support exactly 4 or exactly 5 colors. There are others not shown here that support, say, 10 colors, but are simply combinations of two palettes that support 5 colors each, such as *adventurous_afternoon-10*.

adventurous-5:	
afternoon-5:	
aqua_army-5:	
arctic_sunrise-5:	
artistic-5:	
baleric_beauty-5:	
black_and_gold-5:	
bold-5:	
bolivian_beauty-5:	
brisk-4:	
cold_as_ice-5:	
compote-4:	
fall_collection-5:	
french_connection-5:	
greek_salad-5:	
green_gold-5:	
harbor-5:	
icy_green-5:	
in_the_field-5:	
lingua-5:	
lovely-5:	
mai-5:	
marigold_mix-5:	
mellow_musings-5:	
morning_mist-5:	
mystic_red-5:	
new_mexico-5:	



Appendix H: Tips for Collada 3D Model Files

Only Collada (.dae) files are supported by Google Earth. Places to download these models include 3D Warehouse (<https://3dwarehouse.sketchup.com/?hl=en>), TurboSquid (<https://www.turbosquid.com/>), SketchFab (<https://sketchfab.com/tags/dae>), Free3D (<https://free3d.com/3d-models/collada>) and cgtrader (<https://www.cgtrader.com/3d-models/ext/dae>). The open-source 3D modeling program Blender can export to the .dae format. However, there are a few things to be aware of. Fortunately, Collada .dae files are XML files that can be opened and edited in any text editor.

- a. Although Collada files can contain quadrilaterals, Google Earth only supports triangular meshes. If Google Earth complains about not recognizing the <polylist> tag, replace the <polylist> and </polylist> tags with <triangles> and </triangles>.
- b. If this doesn't work, it may be that there are quadrilaterals as well as triangles. It is possible to open the .dae file in Blender and convert all the meshes to triangles and export back out to a .dae file. However, you are likely to have to change the Blender polylist tags to triangles again as described above.
- c. Sometimes downloaded Collada files reference the texture files that wrap around them using a local file reference, such as [file:///tmp/mytexturefile.jpg](#). Without configuring Google Earth to have access to your local file system, which you certainly should not do, this file path has to be spelled out either absolutely or relative to the location of the .dae file. For example, this might be changed to `C:\tmp\mytexturefile.jpg`. If the .dae file is in the tmp folder as `./mytexturefile.jpg` or simply `mytexturefile.jpg`. If the .dae file is one folder over from tmp the path can be `../tmp/mytexturefile.jpg`. It is recommended that the path is relative so the .dae file and texture file can be zipped together with the .kml file into a .kmz file as described below.
- d. Sometimes a downloaded Collada file does not have the origin where you want it to be, say, at the bottom center of a car so you can place it on a latitude/longitude/altitude and it will sit on its wheels centered at that spot. Again, you can input the .dae file into Blender and easily move the center of the coordinate system where you want it to be, but after exporting the new .dae file you have to check the items above again. And if Blender does not bring in the texture file it will not be in the exported file. Sometimes the new fields of sets of coordinates in the Blender output have to be manually pasted into the corresponding sections of the original .dae file.
- e. Google Earth does not support some of the advanced lighting parameters that can be present in the model file. For that reason the model may appear darker in Google Earth than in other programs. It is possible to open the texture file in an image editor and increase its brightness and contrast to match the online model screenshots more closely.

Examples of a Collada model for a flat sign displaying an image are located in the *Models* subfolder of Sliver along with sample KML files generated by Sliver.

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