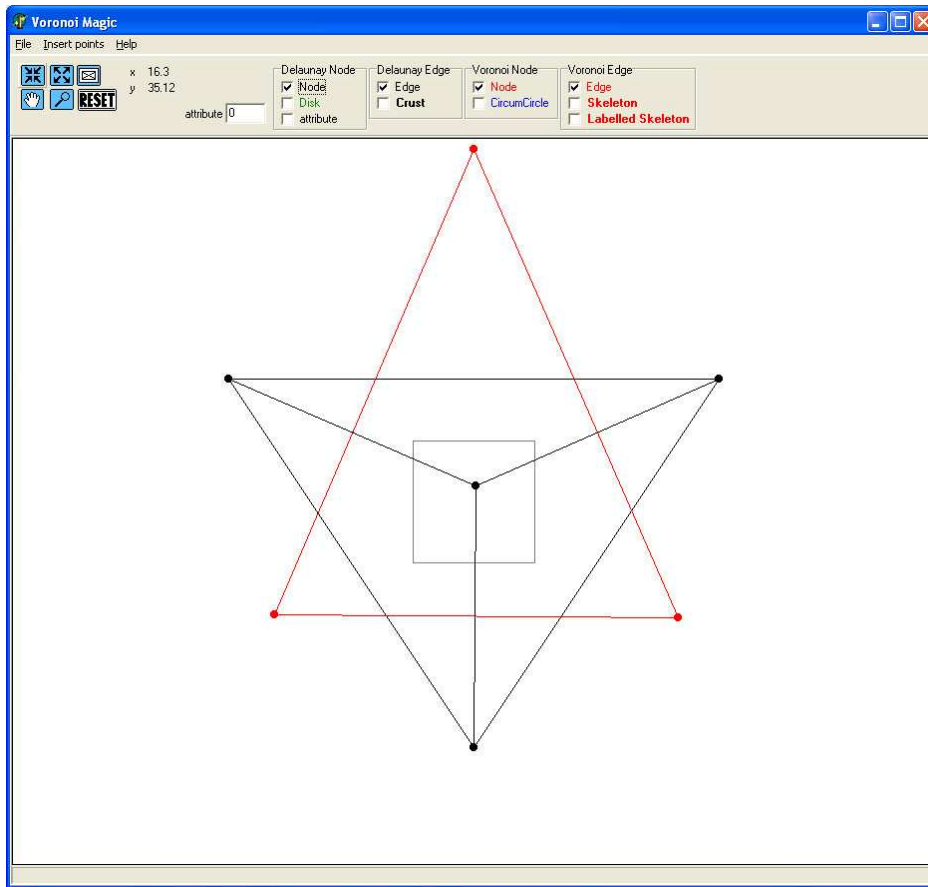


VoronoiMagic



The program uses an active point. The active point is marked in green colour.

1.1 The main menu and buttons

- File
 - Read points ... - create a mesh from points, from pts file, where each line contains x,y,z coordinates of one point.
 - Save points... - save the mesh in pts file
 - Exit
 - Play
- Insert points
 - Set constant intervals – set snapping nodes coordinates to integer values, no fraction values.
 - Random... - insert points in a random order
 - Grid... - insert points in a grid pattern.
 - Circle... - insert points on a circle.
- Help
 - About...

Buttons

- Zoom in – click to zoom in, also mouse wheel
- Zoom out – click to zoom out, also mouse wheel
- Fit to screen – click to fit the mesh to the screen
- Move – when pressed – drag the mesh
- Enlarge – when pressed – click and drag to select the area to be enlarged
- RESET – delete the mesh

Checkboxes – displaying features

- Delaunay node – Delaunay Nodes
- Disk – disks around Delaunay nodes and line segments
- Attribute – attribute of a node (elevation, etc...)
- Delaunay edge – Delaunay edges
- Crust – Delaunay edges being crust edges
- Voronoi node – Voronoi nodes
- Circumcircle – circumcircles of triangles
- Voronoi edge – Voronoi edges
- Skeleton – Voronoi edges being skeleton edges
- Labelled skeleton – Voronoi edges for pairs of nodes with different attributes

Attribute edit field – an attribute value for points to be inserted (elevation etc...)

1.2 The main operations:

1. Select a point – mark an existing node as the current point.
2. Insert a point – insert a new point at the selected location.
3. Delete a point – delete a selected point.

1.3 How to...?

1. Set a disk size for the new mesh – before loading a data or drawing a new mesh go to menu Settings -> New mesh properties and set the disk radius value there. Then all inserted points and line segments will have this disk value assigned.
2. Select a point – left click inside the disk of the selected point – it becomes the active one marked in green colour.
3. Insert a point – left click at the desired location, the newly inserted point becomes the active one. Its attribute is set using the value from the attribute edit field.
4. Delete a point – in Insert/Delete mode – right click inside the Voronoi cell of the point to be deleted.