How to GraphXR

1. Graph Anatomy and Interface
Graphs are composed of three elements: **nodes**, **edges**, and **properties**.
Nodes are entities, like people or events. They’re typically represented by a circle and can display an icon or portrait image. All nodes of a given type comprise a category.
Edges are connections between things, like `took_place_at` or `purchased_by`. All edges of a given type comprise a relationship. Directed relationships like `parent_of` have an arrow at one end, while directionless ones like `friends_with` do not.
The structure of nodes and edges in a graph is referred to as a pattern. Their position in 3D space is governed by the current Layout.
By default, GraphXR distributes **nodes** in space using a physics simulation called Force Direct. Each **node** pushes away from other **nodes** while **edges** pull them together. There is no intrinsic meaning to **node** position or **edge** length in the Force Direct layout.
Properties are attributes like name or color. Both nodes and edges can have properties. A key is a unique property that identifies a specific node or edge.
Let's go over the GraphXR interface. The Toolbar contains the menu panels: Project, Query, Transform, Table, Layout, Filter, Algorithm, and Map.
Use the Keyword Search bar to search the contents of the graph, or, if connected, a database. The Legend indicates the colors and number of elements currently in the graph. The different legend tabs enable you to select which element type to display.
Various tools are available from the context menu when a node or an edge is selected. Right clicking will also evoke the context menu.
We’ll address many of these controls in more detail over the next few slides. Let’s start by loading up some data. If you’d like to follow along, download the file [http://kineviz.com/s/GXR_QSG.zip](http://kineviz.com/s/GXR_QSG.zip).