

Basic Concepts

Space The container or work area in the 3D space. Each object in a space can have different spaces embedded within it, creating a hierarchy of spaces and objects.

Time The 4th dimension in Quantum4D is time, which can also be animated. This function gives you the ability to navigate back and forth between past, present, and future (forecasts), such as in a time series.

Lens A perspective or way of seeing the contents of a space or a set of objects or relations.

Object Entities in Quantum4D (countries, companies, markets, financial instruments, people, places). Store your data (attributes) on these.

Relation Relations between entities (exchange rates, covariance matrices, correlations, even exports between countries...), you can expand these "Expand relations"

Attribute The basic building blocks of views. Attributes are not the actual data. They are descriptions about the data within an object (e.g. an attribute can be "Population Size" that will hold the actual data).

Toolbar

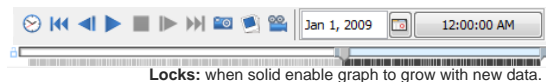
Application: Save changes, snap pictures, configure RSS feed, search



Space: Open Space Properties, go to home view

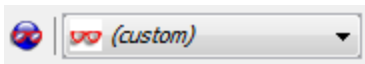


Time: Control and tailor animations



Locks: when solid enable graph to grow with new data.

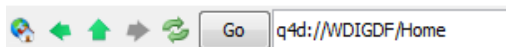
Lens: Load pre-existing lenses, edit axes and grids



Object & Relation Controls:

Attribute (Data) Controls: Change aspects of objects, relations or manage data.

Go: Navigate spaces, edit and mark favorites, refresh



Things to try as you get started

- **Search** – for the name of what you want to see.
- **Map and Animate** – views through different lenses and settings.
- **Save and share** – your views with others.

Settings Inheritance

Where are settings coming from?



Local (this instance)



Inherited from parent Space or group.

Mouse controls

Left Button

- Click:** Selects object (when over object)
- Click + Control:** Toggle selection (when over object)
- Double Click:** Show subspace menu (when over object)
- Hold:** Orbit around space (when mouse over background)
- Hold + Control:** Region select (when mouse over background)
- Hold + Shift:** Move object (free)

Right Button

- Click:** Show pop-up menu (when over object)
- Click + Control:** Re-center on object
- Hold:** Pan around space (when mouse over background)
- Hold + Shift:** Move object (grid)

Scroll

- Scroll:** Zoom in and out

Lens Settings

Features

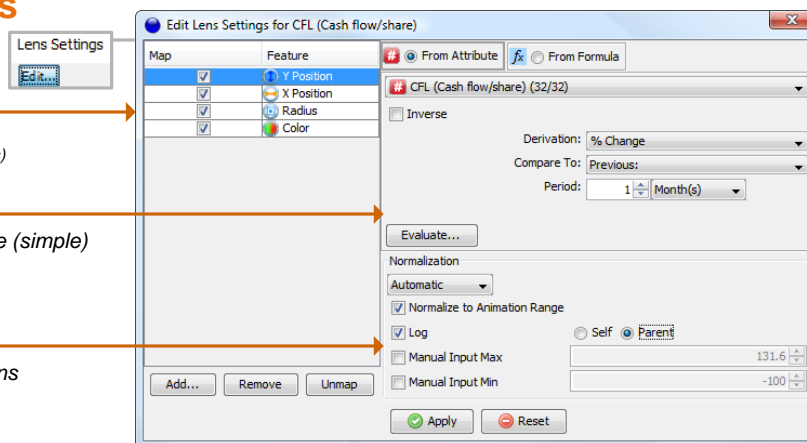
Choose a feature (use add button below for new features)

Mapping & Derivation

Map attributes and add some (simple) derivations

Normalization

Apply (simple) transformations



Keyboard controls

Label Controls (all lower case)

- l** label toggled on/off
- n** names of objects
- x** xPosition values
- y** yPosition values
- z** zPosition values
- r** radius values (objects)
- w** width values (relations)
- c** color values
- s** spin values

Position Controls (ALL UPPER CASE)

- H** Home position (initial position)
- X** Looking down the X axis
- Y** Looking down the Y axis
- Z** Looking down the Z axis

General Controls

- Delete** Deletes selected obj/relation