

13 File Menu

This menu contains operations for loading/saving the graph from/to files, for printing a listing of the graph and for exiting the program.

Load graph... Read a new graph from the specified file. Both files written with the ‘Save...’ option and files in plain LEDA or GML format can be read. The input format is detected automatically.

Read graph... Add a graph from a file to the current graph (renumbering the new nodes and services appropriately).

Save graph... Save the current graph to the specified file. It is possible to specify the output format as ‘DAB’, ‘LEDA’ and ‘GML’ (other formats are likely to be added in the future). Note that when the graph is exported to a “plain graph” format (currently LEDA or GML), then all additional node properties (except the embedding) will be lost.

Print... Pop up a panel which lets one create a listing of the current graph. The various controls allow to specify the target (command or file), as well as which parts should be included in the listing.

Quit Exit the program.

14 Operations Menu

This menu provides a collection of submenus with operations on the area graph. Note that all pseudo random variates used in the generation operations have a uniform distribution, unless explicitly stated otherwise. Double precision floating point variates are taken from the interval $[0,1]$ with 31 bit resolution, and are then scaled to the indicated range.

14.1 Create Graph Submenu

This menu contains various operations for generating graphs. These operations are controlled by means of the following parameters in the graph options panel: n (number of nodes), p (average density, i.e., edge probability, given as a percentage in the range $1, \dots, 100$) and d_{\min}, d_{\max} (minimum and maximum diameter, also given as integer values).

Empty Create a new and empty graph.

Random Create a random graph with n nodes and average density p .

Complete Create a complete graph with n nodes.