Unit requirements Create n services $s_1, \ldots, s_n$ with size 1 (where n is the number of nodes in the current graph), set the maximum ensemble size to 1 and assign service s_i as the requirement and $\{s_i\}$ as the single ensemble of node v_i for $i = 1, \ldots, n$. This allows to solve standard clique and graph coloring problems using the maxclique and coloring tools.

Random requirements Assign between r_1 and r_2 random services to each node of the graph.

Random areas Create requirements by assigning to each service a random supply area of size between n_1 and n_2.

Connected areas Create requirements by assigning to each service a random connected supply area of size between n_1 and n_2. This operation uses a process which first selects a node at random and then proceeds to choose random additional nodes connected by an edge to at least one of the already selected nodes, until either the requested random number $n : n_1 \leq n \leq n_2$ of nodes have been selected or the current connected component has been exhausted (note that in the latter case the supply area may actually have a size $< n_1$).

Reorder services... Pop up a panel which allows to change the current order of services.

14.3 Mark Submenu

This menu contains operations for marking and unmarking nodes. Note that some operations described in the following sections make use of the set of currently marked nodes.

Mark all Mark all nodes.

Unmark all Unmark all nodes.

Toggle all Toggle all nodes (mark unmarked nodes and vice versa).

Mark unsupplied nodes Mark all nodes which have no requirements.

Mark unassigned nodes Mark all nodes which have an empty ensemble list.

Mark service areas... Pop up a panel which allows to mark service supply areas. Besides simply marking the area or its complement, one can also compute the intersection or union with the currently marked area.

Mark ensemble areas... Pop up a panel which allows to mark ensemble supply areas. These are defined analogously to the service supply areas, i.e., the area of an ensemble B is the set of all nodes v with $B \in \mathcal{B}_v$. The controls are the same as for '`Mark service areas...`'.