MathGraphPalette

by

Michael J. Mezzino, Jr.

Version 1.1

(*Mathematica* Versions 1.0-2.0)

MathGraphPalette is a general mathematical graphical display object in the form of a loadable palette. This class allows you to control and display a variety of graphical models using fixed or variable data in two-dimensional and three-dimensional formats. It also manages data, data scaling, axes, axis labels, data plotting and limited animation. Full color support is provided in each of the four primary output modes - screen display, printing, copying to the pasteboard and making a PostScript file. Both an Interface Builder inspector and a runtime inspector are provided for customizing the displays. To perform the installation, open the package and follow the instructions. You must be logged on as root to install MathGraph, since the files are copied into

/LocalLibrary/Palettes/MathGraph/Palette
/LocalLibrary/Palettes/MathGraph/Documentation

The service provider containing the MathGraph plotting object is copied into

/LocalApps

3.0 Installation Notes

To install the 3.0 palette, first install **MathGraphDemo_2.1.pkg,** then add **MathGraph3.0.palette** to your IB palettes using the Load Palette option under Tools in the Main menu.

MathGraphPalette

by

Michael J. Mezzino, Jr.

Version 1.1

(*Mathematica* Versions 1.0-2.0)

The documentation contains complete examples showing various ways MathGraph can be used in Interface Builder during program development. After you install this package, select the following data and then select MathGraph in the **Services** menu. The graph below should be on the pasteboard when plotting is complete. You may now double click within the graph and launch the runtime inspector for the MathGraph object. Experimenting with the options will give you a feel for the freedom you have for customizing a graph.

1	10	5
2	4	15
3	20	9
4	9	15
5	15	3