

# $M_g$ Object Model Display Library

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## 1 Installation

Just add references to `WPFGraph.dll` & `GraphLayout.dll`.

## 2 Usage

Given an instance document in the form of “`{‘Ciper’, ‘Jane’}`”, create a Canvas that displays its  $M_g$  object model:

```
ObjectModel.Display(Instance Document) → Canvas  
ObjectModel.Display(Instance Document, Direction) → Canvas  
ObjectModel.Display(Instance Document, Engine) → Canvas
```

`ObjectModel` also allows one to adjust the length of edges via its `EdgeLength` property, *but only for the Dot layout engine*.

Examples:

```
using Ciper.MGraph;  
using g = Ceyhun.WPFGraph; // WPF Graph Generator  
using l = Ceyhun.GraphLayout; // Layout Engine  
  
Canvas c = new ObjectModel().Display(“{‘Ciper’, ‘Jane’}”);  
Canvas c = new ObjectModel().Display(“{‘Ciper’, ‘Jane’}”, g.Direction.Left2Right);  
Canvas c = new ObjectModel().Display(“{‘Ciper’, ‘Jane’}”, l.Engine.Circo);  
Canvas c = new ObjectModel{EdgeLength=40}.Display(“{‘Ciper’, ‘Jane’}”);
```

Note that `Direction` is applicable only when the `Engine` is `Engine.Dot`, as the other layouts are either circular or radial.