

# Karta Siebenundzwanzig User's Manual

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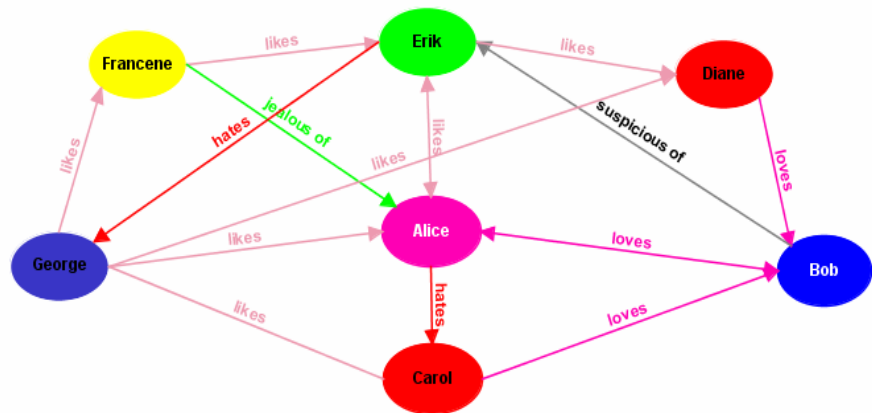


# 1. Getting Started

*Karta Siebenundzwanzig is a powerful tool that allows for the creation of concept maps.*

## 1.1. Introduction

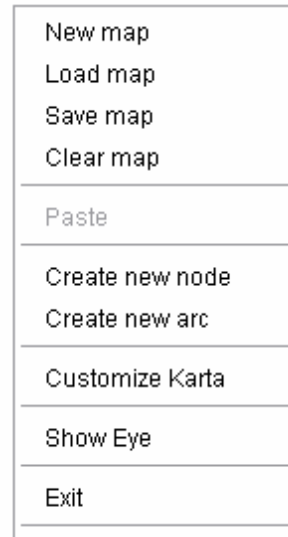
The basic use of a concept map is to illustrate and gain insight about the relationships between certain ideas or “concepts”. Concept maps are very useful visual aids; they are often helpful for understanding complex relationships very quickly. A basic concept map usually consists of some combination of **nodes** and **arcs**. A node represents a certain “concept” and an arc represents a relationship between two or more nodes. Arcs are also used to show relationships between relationships (arcs can be connected to arcs). Using nodes and arcs, very complex relationships can be demonstrated visually.



## 1.2. The Basics of Karta

When Karta Siebenundzwanzig (hereafter referred to as Karta) is invoked, there is only a blank window visible. All operations in Karta are done by using the mouse directly or by using a menu that is activated by right-clicking with the mouse. Various Karta objects are manipulated by right-clicking on them, which will invoke a context-sensitive menu (a menu specific to that object).

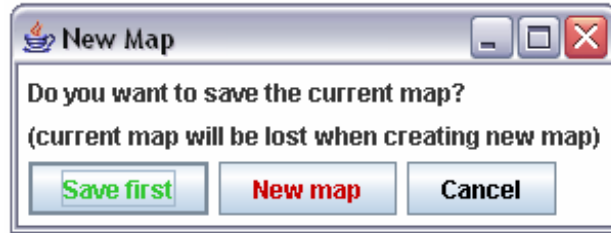
A right-click on the background will produce the following menu:



The basic Karta menu.

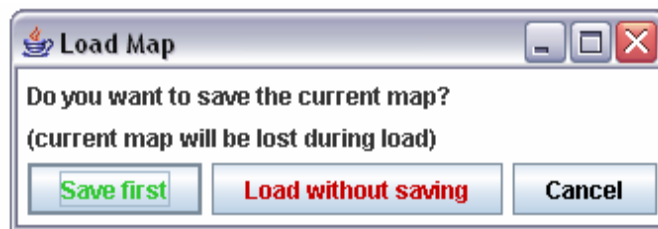
From this menu, the four basic operations (New Map, Load Map, Save Map, and Clear Map) can be accessed.

- **New Map:** **New Map** will reset everything within Karta and start everything off new. When **New Map** is selected, a dialog box will ask if the current map should be saved first.

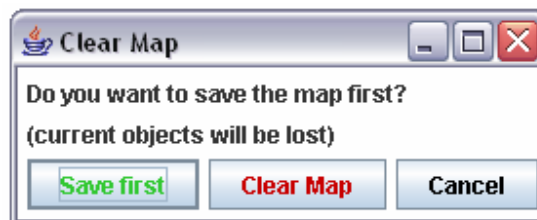


Select Save first and a dialog box will ask where the map should be saved, or New map to create a new map without saving. Pressing cancel will remove the dialog box without creating a new map.

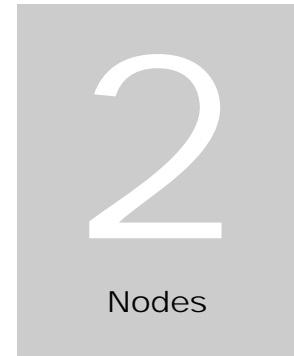
- **Load Map:** Load Map allows for the opening of a previously saved map. When Load Map is selected, a dialog box will ask if the current map should be saved first.



- **Save Map:** Save Map allows for the saving of a map. When Save Map is selected, a dialog box will ask where the map should be saved.
- **Clear Map:** Clear Map will clear all visible objects in Karta. When Clear Map is selected, a dialog box will ask if the map should be saved first.



Select Save first and a dialog box will ask where the map should be saved, or Clear map to clear the map without saving. Pressing cancel will remove the dialog box without clearing the map.



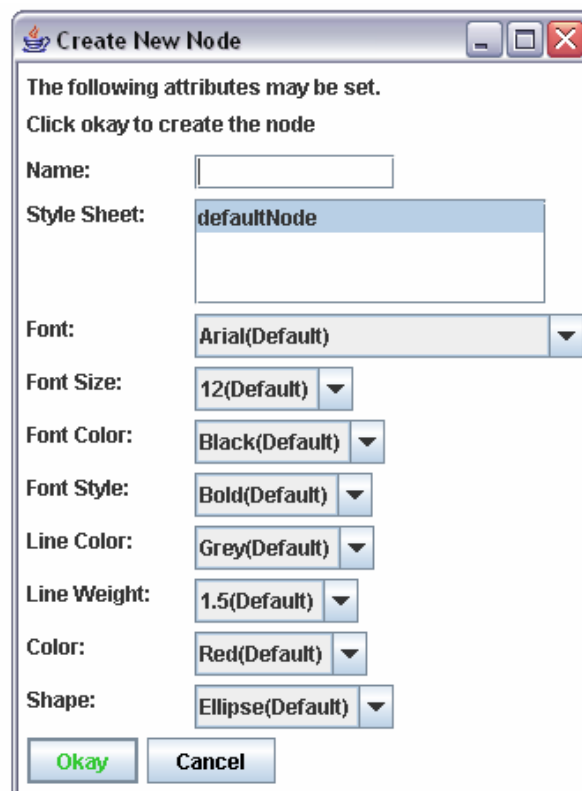
N O D E S	
2.1. Node Basics	
2.2. Manipulating Nodes	

## 2. Nodes

*Nodes are used to represent concepts in the concept map.*

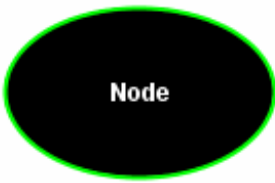
### 2.1. Node Basics

To create a node in Karta, right-click and select **Create new node** from the menu. The Create New Node window will appear.



The Create New Node window.

In the Create New Node window, several node properties can be set:



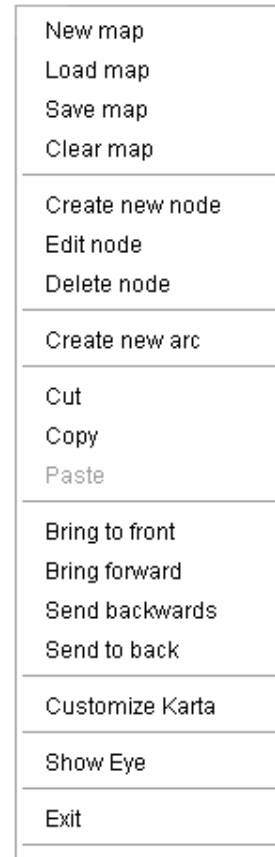
A sample node.

- **Name:** This textbox is used to set a name for the node. The name that is set will appear on the node once the node is created.
- **Style Sheet:** This is where style sheets may be added to this node. To select more than one style sheet, hold down the Ctrl key or Shift key before clicking additional style sheets. Style sheets are discussed in detail in section 5.
- **Font:** Use this to change the font that the name will appear in.
- **Font Color:** Use this to change the font color of the name.
- **Font Size:** Use this to change the font size of the name.
- **Font Style:** Use this to change the font style of the name.
- **Line Color:** Use this to change the color of the line surrounding the node.
- **Line Weight:** Use this to change the thickness of the line surrounding the node.
- **Color:** Use this to change the fill color of the node.
- **Shape:** Use this to set the shape of the node.

Press **Okay** to create the node or **Cancel** to close the window without creating a new node.

## 2.2. Manipulating Nodes

Right-clicking on a node produces the following menu:



The node menu.

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### QUICK TIP

Multiple nodes can be deleted, cut, copied, and pasted in the same manner as a single node.

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### QUICK TIP

The delete key can be used to delete.

CTRL+X can be used to cut.

CTRL+C can be used to copy.

CTRL+V can be used to paste.

---

To change the node properties, select **Edit node** from this menu. To delete the node, select **Delete node**. Select **Cut** to remove the node and copy it to the clipboard. Right-click somewhere else and select **Paste** to put the node in the new location. Select **Copy** to copy the node to the clipboard without removing it. Right-click somewhere else and select **Paste** to put a copy of the node in the new location.

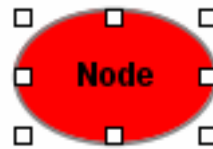
## Moving/Resizing Nodes

Nodes may be moved by dragging them (press down the mouse button on a node and then move the mouse while holding down the button). To move more than one node at a time, first select multiple nodes by dragging a bounding box around them, or hold the Ctrl key and click each node. Once the desired nodes have been selected, the group of nodes can be dragged together by clicking and dragging any one of the nodes. To resize a node, click on a node first to select it. When the node is selected, control boxes will appear around the node.

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**D I D Y O U K N O W**  
Although multiple nodes can be  
dragged, they cannot be resized.

---



A selected node.

By clicking on the control boxes and dragging, the node can be resized. Use the top middle or bottom middle control boxes to resize the node vertically only and use the left middle or right middle control boxes to resize the node horizontally only.



A R C S	
	3.1. Arc Basics
	3.2. Manipulating Arcs
	3.2. Creating Relations

## 3. Arcs

*Arcs are used to represent relationships between the concepts (nodes) in a concept map.*

### 3.1. Arc Basics

The most common way to create an arc is to create it attached to a node. To do this, right-click on a node and select **Create new arc**. The Create New Arc window will appear.



The Create New Arc window.

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**Q U I C K T I P**


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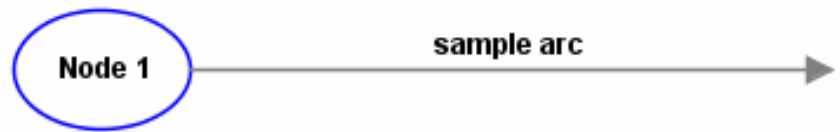
Another way to create an arc is to create it attached to another arc. This is done by right-clicking on an arc and selecting **Create new arc**. Finally, arcs can be created by themselves by right-clicking on the background and selecting **Create new arc**.

---

In the Create New Arc window, several arc properties can be set:

- **Name:** This textbox is used to set a name for the arc. The name that is set will appear beside the arc once the arc is created.
- **Style Sheet:** This is where style sheets may be added to this arc. To select more than one style sheet, hold down the Ctrl key or Shift key before clicking additional style sheets. Style sheets are discussed in detail in section 5.
- **Font:** Use this to change the font that the name will appear in.
- **Font Size:** Use this to change the font size of the name.
- **Font Color:** Use this to change the font color of the name.
- **Font Style:** Use this to change the font style of the name.
- **Line Color:** Use this to change the color of the arc line.
- **Line Weight:** Use this to change the thickness of the arc line.
- **Arrowhead 1:** Use this to set an arrowhead for one end of the arc (if connected to a node, the end away from the node).
- **Arrowhead 2:** Use this to set an arrowhead for the other end of the arc.

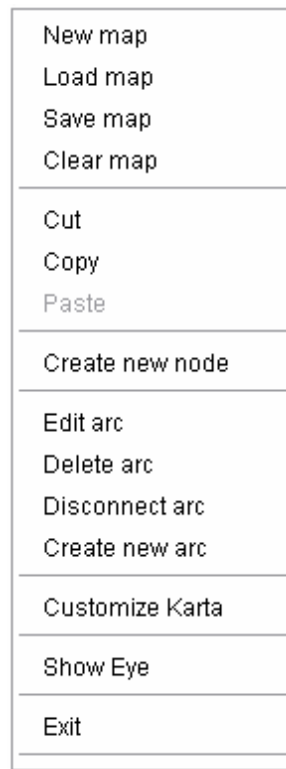
Press **Okay** to create the arc or **Cancel** to remove the dialog box without creating a new arc.



A node with an arc created attached to the node.

### 3.2. Editing/Manipulating Arcs

Right-clicking on an arc produces the following menu:



The Arc menu.

To change the arc properties, select **Edit arc** from this menu. To delete the arc, select **Delete arc**. Select **Cut** to remove the arc and copy it to the clipboard. Right-click somewhere else and select **Paste** to put the arc in the new location. Select **Copy** to copy the arc without removing it. Right-click somewhere else and select **Paste** to put a copy of the arc in the new location.

## Resizing Arcs

To resize an arc, click on an arc first to select it. When the arc is selected, control boxes will appear on the arc.



A selected arc.

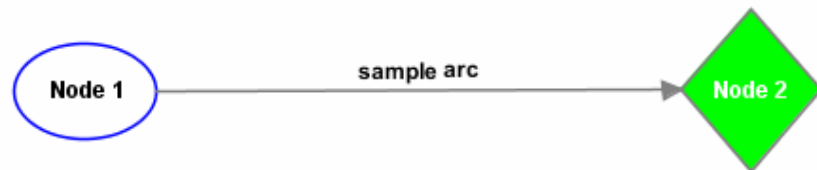
By clicking on the control boxes and dragging, the arc can be resized.

### 3.3. Creating Relations

Using arcs, relationships between nodes may be created. To create relationships, the control boxes of arcs may be dragged over top of other arcs or nodes. When a control box of an arc is dragged over top of another arc or node, it creates a connection to that object..

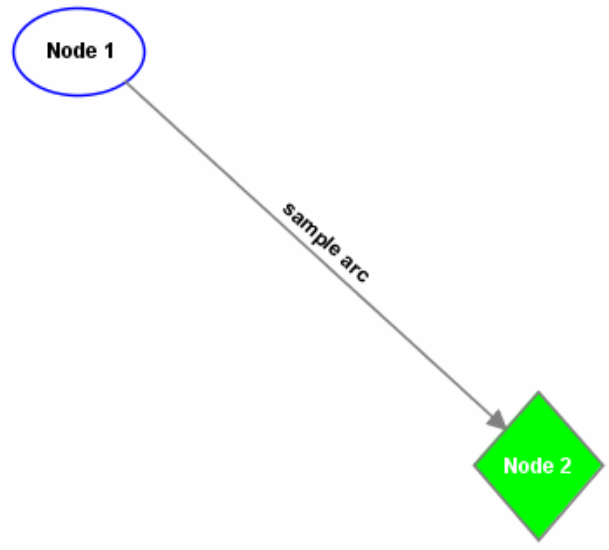


A Node 2 has been created, which the arc can then be connected to.



The arc has been connected to Node 2 by selecting the arc and dragging the control box over top of Node 2 and releasing.

After connections have been made, nodes can be dragged, and connected arcs will follow.



Node 2 has been dragged downwards. The arc remains connected to it.

## 4

## Map Layout

## MAP LAYOUT

## 4.1. Map Layout Basics

## 4.2. Layering

## 4.3. The Eye

## 4. Map Layout

*The map layout features of Karta allow a customizable view, and provide tools to clarify complicated maps.*

### 4.1. Map Layout Basics

Concept maps often require a finely controlled layout to provide correctness, clarity, and aesthetics. Karta provides this control through the layering of objects. Changing an objects layer is simple, allow for easy design. Despite the best layouts, complex maps can still be difficult to understand however. To provide clarity, Karta also provides a tool known as **The Eye**, which provides a temporary displacement of arcs.

## 4.2. Layering

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### DID YOU KNOW

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All objects are at the top-most layer when created. This is true even for objects which are pasted from the clipboard.

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Each object in Karta is in a separate layer. Object in higher layers are always displayed over objects in lower layers. The ordering of these layers can be modified by right clicking on the object, and selected the appropriate option. The four options are:

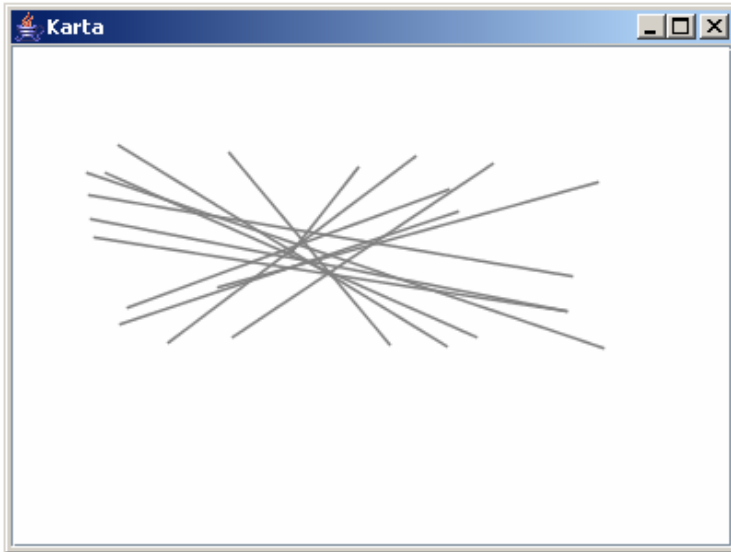
1. **Bring to Front** which brings the object to the front-most layer.
2. **Bring Forward** which brings the object one layer forward.
3. **Send Backwards** which sends the object one layer backward.
4. **Send to Back** which sends the object to the bottom-most layer.



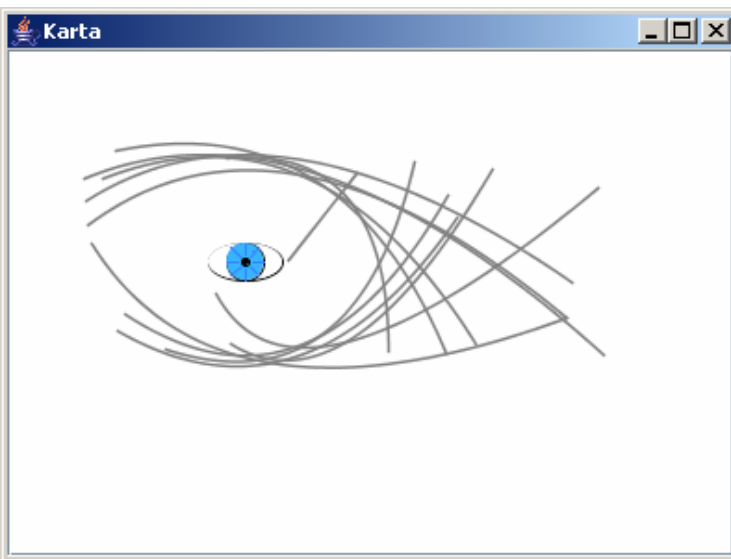
Manipulating the layers can create a more appealing and sensible display.

### 4.3. The Eye

Arcs are useful for indicating relationships between objects, but their common use often results in a tangled web, making it difficult to see these relationships. The solution is the eye. The eye deflects arcs away from it, separating arcs to display a clearer view. This can also reveal arcs hidden beneath.



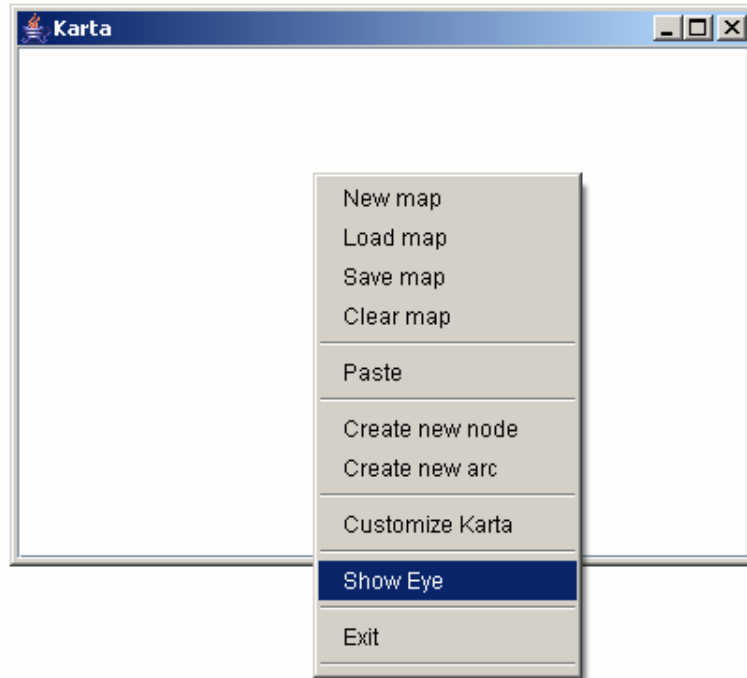
A clutter of arcs.



The same arcs as above, with the eye separating them and revealing a small arc previously hidden from view.

## The basics

To show the eye, right click anywhere on the map and select **Show Eye**.



Showing the eye.

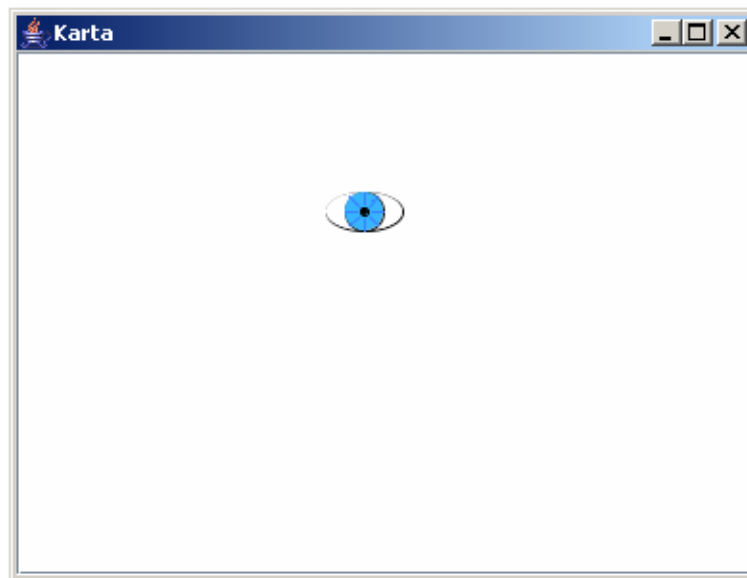
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### QUICK TIP

To deflect objects farther away from the eye, increase the eye's radius of influence.

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Moving the eye around is easy. Just left click on the eye, and drag it around.



Moving the eye.

To hide the eye, right click on the eye and select **Hide Eye**.

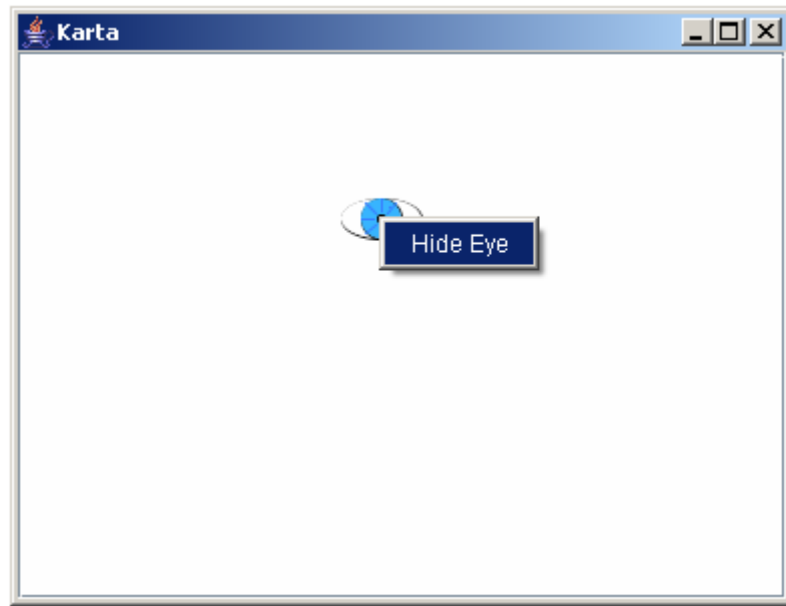
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DID YOU KNOW

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When hidden, the eye will not affect any arcs.

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Hiding the eye.

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DID YOU KNOW

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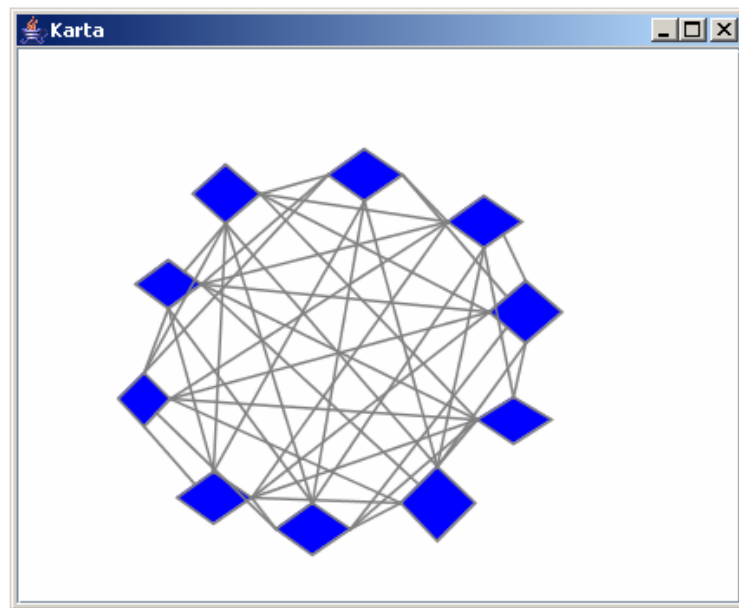
Changing the eye's size will only affect the appearance of the eye. Arc deflection will not be affected.

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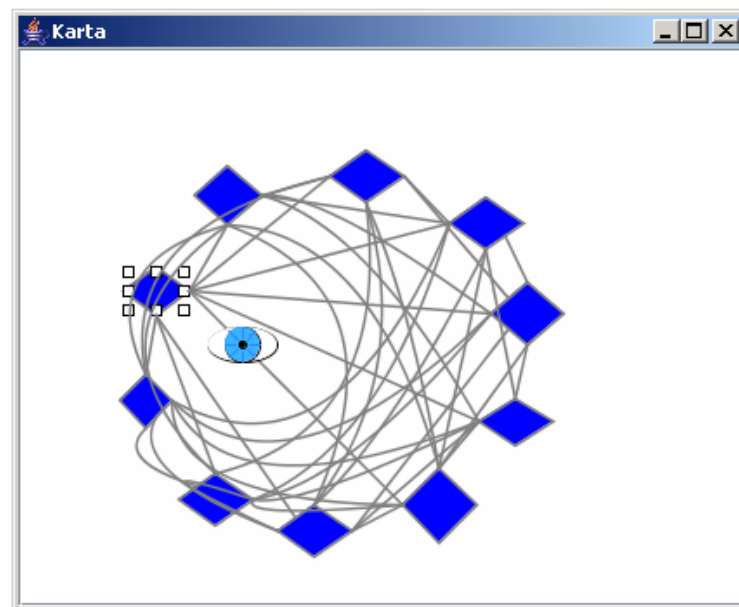
The eye's size and radius of influence can be changed through the Customize Karta window. Detailed information is available in section 6.

## Isolating arcs

The eye is also useful for studying particular arcs. Any arc which is selected or is connected to a node which is selected will not be affected by the eye. This allows the deflection of all other arcs away from those arcs being studied, provided an un-obscured view.



Many arcs connected to many nodes. It is difficult to distinguish the arcs.



The eye deflects all arcs around it, except for those connected to the selected node.

## 5

## Style Sheets

## STYLE SHEETS



5.1. Style Sheet Basics



5.2. Using Style Sheets



5.3. A Simple Example



5.4. Selecting Multiple Style

Sheets



5.5 Parents of Style Sheets

## 5. Style Sheets

*Style sheets are a powerful solution for quickly changing an object's appearance or the appearance of a group of objects.*

### 5.1. Style Sheet Basics

Style sheets hold visual properties of objects so that an object's appearance can be changed easily by making the object use a different style sheet or a combination of style sheets. In Karta, style sheets can be created using the Customizing Karta window (for information on creating style sheets, see section 6). After a style sheet has been created, it will be available to apply to objects.

### 5.2. Using Style Sheets

Style sheets can be set for nodes and arcs using in the Create New Node/Arc windows or the Edit Node/Arc windows (as described in sections 2 and 3). The properties that can be set for the object in this window will override all style sheet properties unless they are set to defaults. Default properties have “(default)” written behind them. After a style sheet is applied to an object, the default properties will reflect the style sheet's properties.

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**DID YOU KNOW?**

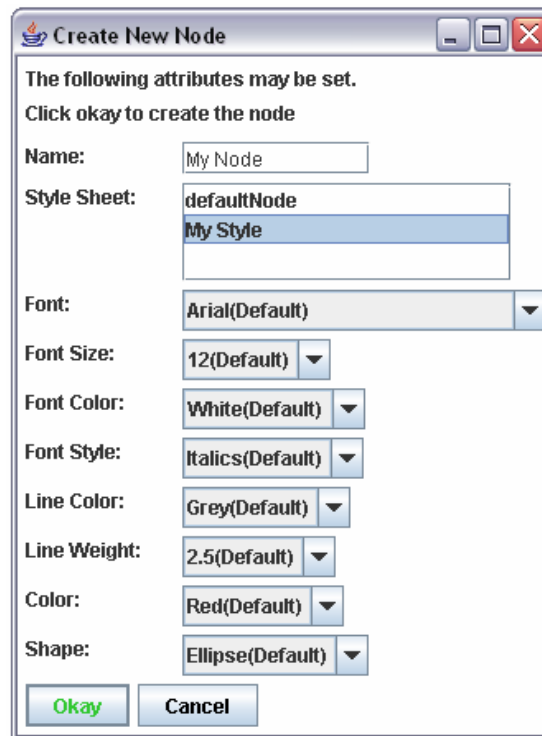
If a property of an object is set to something other than the default, that property will still override the property contained within any style sheet after the style sheet is applied. To make the property reflect the style sheet, change the property of the object to the default.

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### 5.3. A Simple Example

The following are is a simple example using style sheets.

A style sheet has been made called “My Style” and only has three properties set (Font Color, Font Style and Line Weight), the rest are null. It will now be applied to a node.



My Style is applied to the node.



How the node will appear.

My Style has been selected for this node, so the properties that have been set in My Style have taken effect. The resulting properties after the application of the style sheet are now set as the default properties for this object. The other properties remain the same as before and override any null properties in the style sheet.

Any property for this object can now be changed to something different and this will override the style sheet property. For example, this object could now be set to have a bold font style instead of italics.

It is possible to set several style sheets to one object (by holding down the Ctrl or Shift key and the clicking on multiple style sheets). If this is done, then for each property, Karta will go through the style sheets in order from the first created to the last created and search for the property. When a value for the property is found that isn't null, that value will be used.

## 5.4. Selecting Multiple Style Sheets

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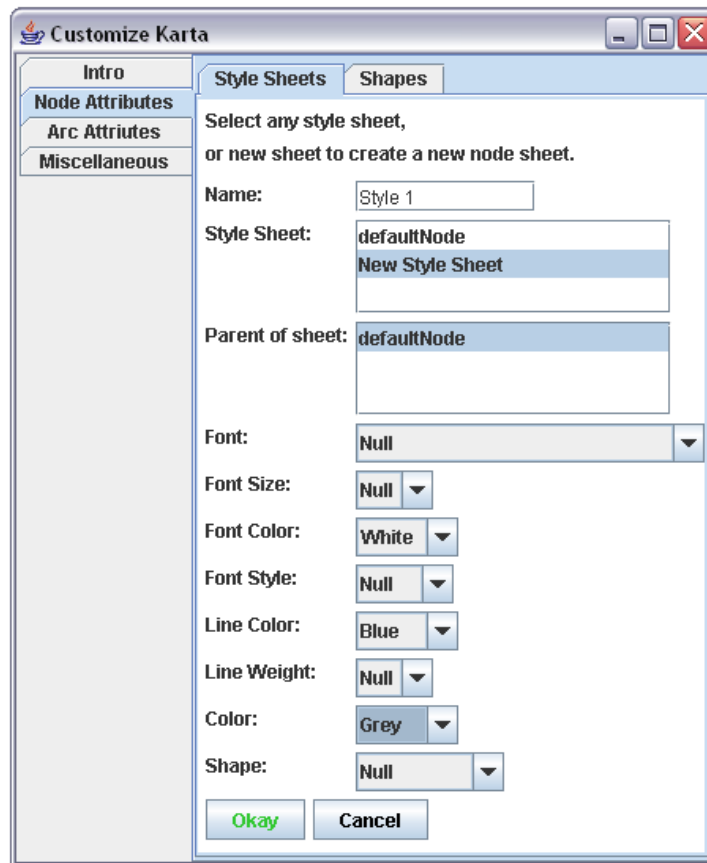
### DID YOU KNOW?

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When Karta is going through the style sheets when multiple style sheets have been set for an object, once it finds a specific property, that property will be used regardless if the following style sheets have the property set or not.

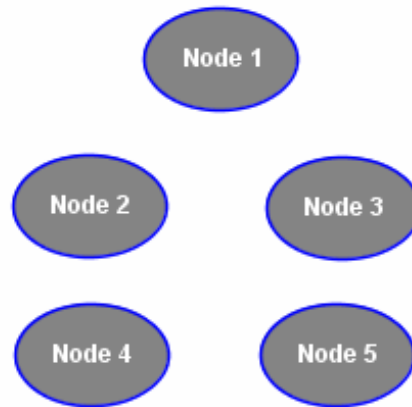
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Styles sheets may be used to group objects. A certain group of objects may have a certain appearance. Then, there may be another group of objects that must have the same appearance but with some additional property or properties that are to be different. This can be done easily using style sheets. A style sheet is created as follows:



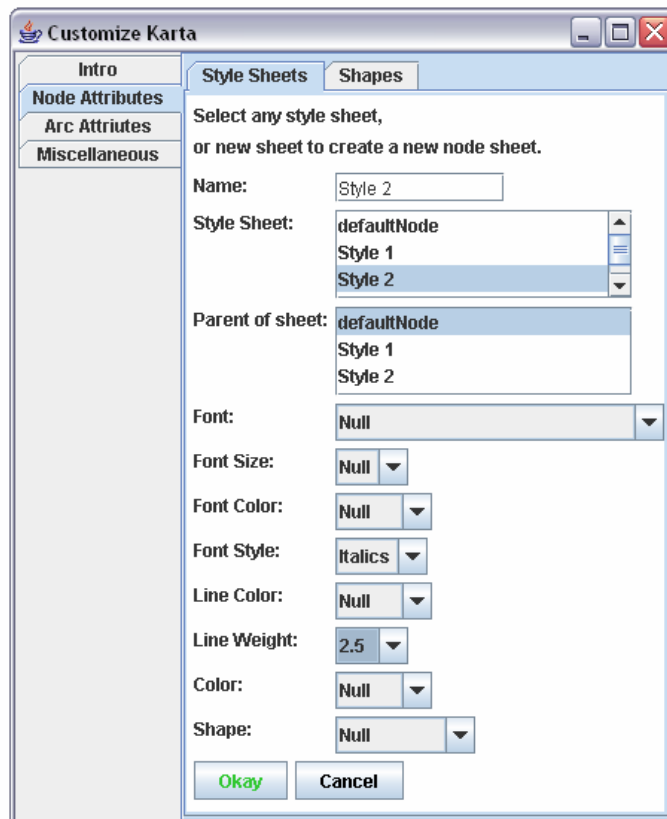
A style sheet called "Style1" is created.

This style sheet (Style 1) will be applied to five nodes.



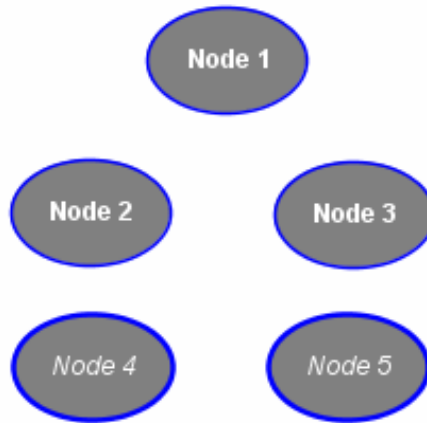
Style 1 has been applied to five nodes.

Now, suppose nodes 4 and 5 are to have some additional attributes but still have the attributes of Style 1. Another style sheet is created that contains these extra attributes:



A style sheet called “Style 2” is created.

Now, this new style sheet (Style 2) just needs to be applied to nodes 4 and 5 (along with Style 1), by using the Ctrl or Shift key.



The result after Style 2 is added to nodes 4 and 5.

## 5.5. Parents of Style Sheets

Each style sheet has one parent. By default, this parent is either defaultNode (for node style sheets) or defaultArc (for arc style sheets). When the parent of a style sheet is selected, the parent's property will be considered if the style sheet's property is set to null, for each property. If that property is set to null in the parent style sheet as well, that style sheet's parent will be considered and so on. Setting a style sheet's parent is discussed in section 6.

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### DID YOU KNOW?

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A style sheet cannot be its own parent, either directly or indirectly. So it is not possible for style sheet A to be the parent of style sheet B, which is the parent of style sheet A.

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Using parents of style sheets provides another way of grouping objects. Consider a concept map representing the interaction of certain mammals. These animals might be grouped by species. They could also be grouped by order (eg. primates, rodents). Clearly an animal's species determines its order. The solution is to create a style sheet for each species, and one for each order. For each style sheet for a species of primates, for example, the parent would be set to the primate style sheet.

The following concept map uses color to distinguish species, and shape to distinguish order.



#### QUICK TIP






Parents of style sheets can be used together with selecting multiple style sheets for an object. This allows grouping of objects to be achieved in any combination. When a style sheet is considered, its parents are considered first before the next style sheet of the object is considered.

A concept map using parent style sheets to display order. All primates are ellipses, all bats are diamonds, and all rodents are rectangles.

By using style sheets, the attributes of any species or any order can be changed easily, affecting all members of that species/order.

## 6

Customizing  
KartaCUSTOMIZING  
KARTA

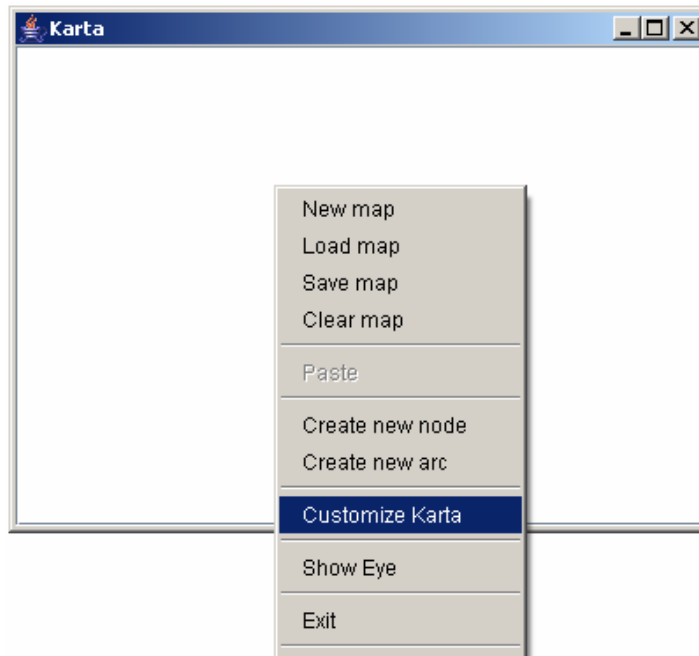
	6.1. Customizing Karta Basics
	6.2. An Overview
	6.3. Node Attributes
	6.4. Arc Attributes
	6.5. Miscellaneous

## 6. Customizing Karta

*Karta can be customized in appearance, as well as in the options available when making objects.*

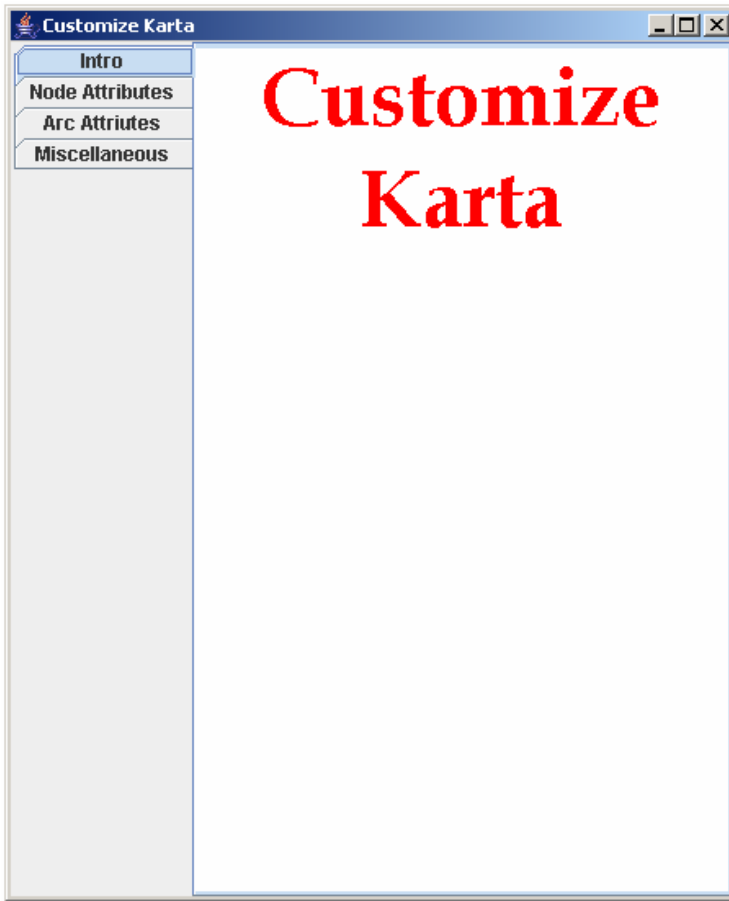
### 6.1. Customizing Karta Basics

**K**arta can be customized in the Customize Karta window. Here, the background color can be changed, new style sheets may be added, shapes can be deleted, and much more. To open the Customize Karta window, right click anywhere on the map, and select **Customize Karta**.



Select 'Customize Karta' to open the Customize Karta window.

## 6.2. An Overview



The Customize Karta window.

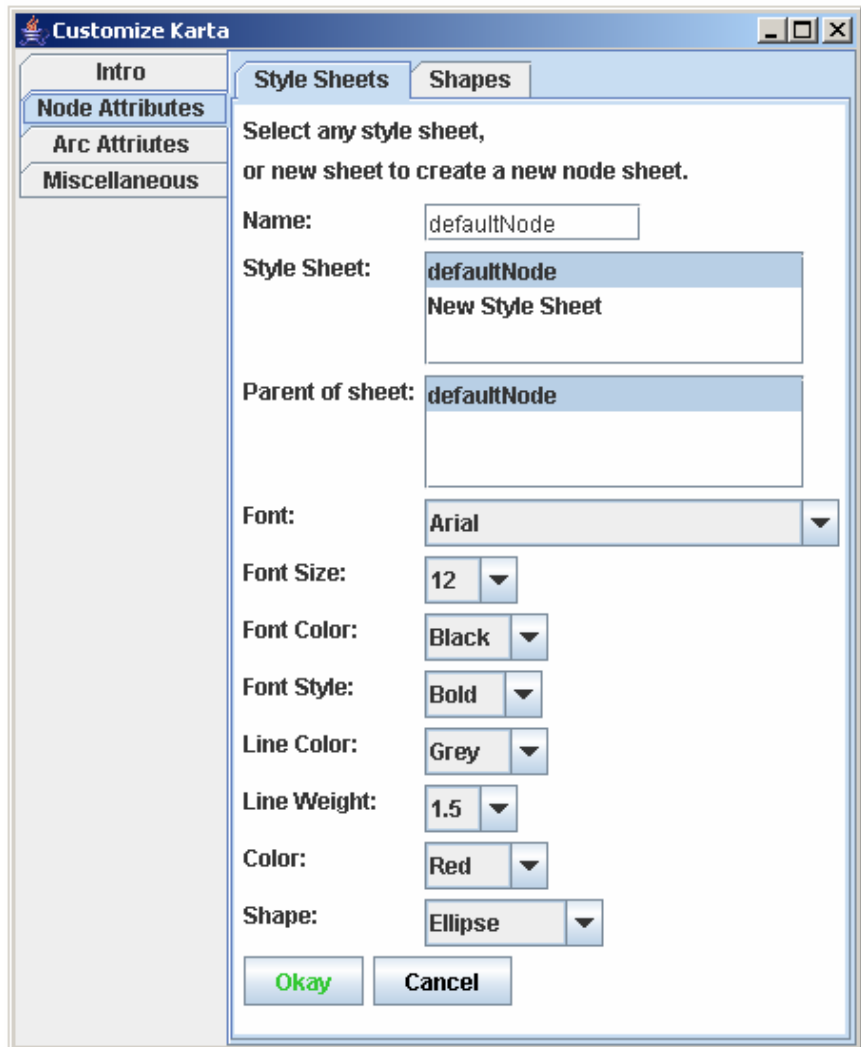
There are 4 tabs to the right.

1. **Intro** is what the window first displays. No attributes can be modified here.
2. **Node Attributes** is where style sheets for nodes may be created or modified. New node shapes may also be created, and current shapes may be deleted.
3. **Arc Attributes** is similar to **Node Attributes**, except these customizations affect arcs.
4. **Miscellaneous** allows customization of attributes affecting all objects or no objects. Customizations included here affect the colors in Karta and the Eye.

## 6.3. Node Attributes

At the top are two tabs. The first allows the modification and creation of style sheets for nodes. The second allows the creation or deletion of node shapes.

### Style Sheets



Modifying and creating style sheets in Karta.

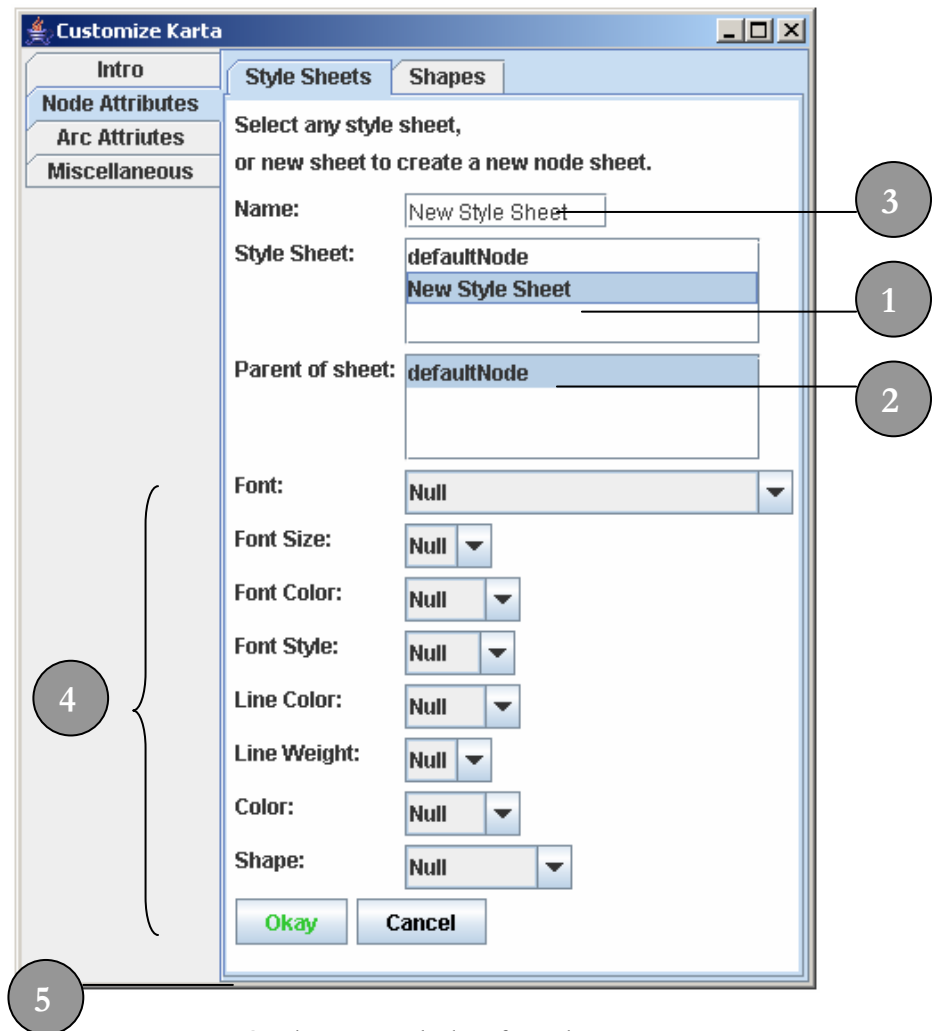
To learn about the power of style sheets and how to use them, refer to section 5 of this manual. Presented here is how to create and modify style sheets, including setting attributes and parents.

Creating a new style sheet

1. First, select **New Style Sheet** from the **Style Sheet** box.
2. To select the parent of the new style sheet, select a style sheet from the **Parent of sheet** box. The default is 'defaultNode'.
3. Enter a name for the new style sheet.
4. Select the desired attributes for the style sheet. The default is null for all attributes.
5. Click **Okay** to create the new style sheet.

#### DID YOU KNOW?

If a change is made but 'Okay' is not selected, the change will not be discarded if a different tab is selected. Just select the tab again to view the changes. However, the change will not take affect unless 'Okay' is selected. Closing the window any other way, even selecting 'Okay' in another tab, will not save the change.



Creating a new style sheet for nodes.

#### DID YOU KNOW?

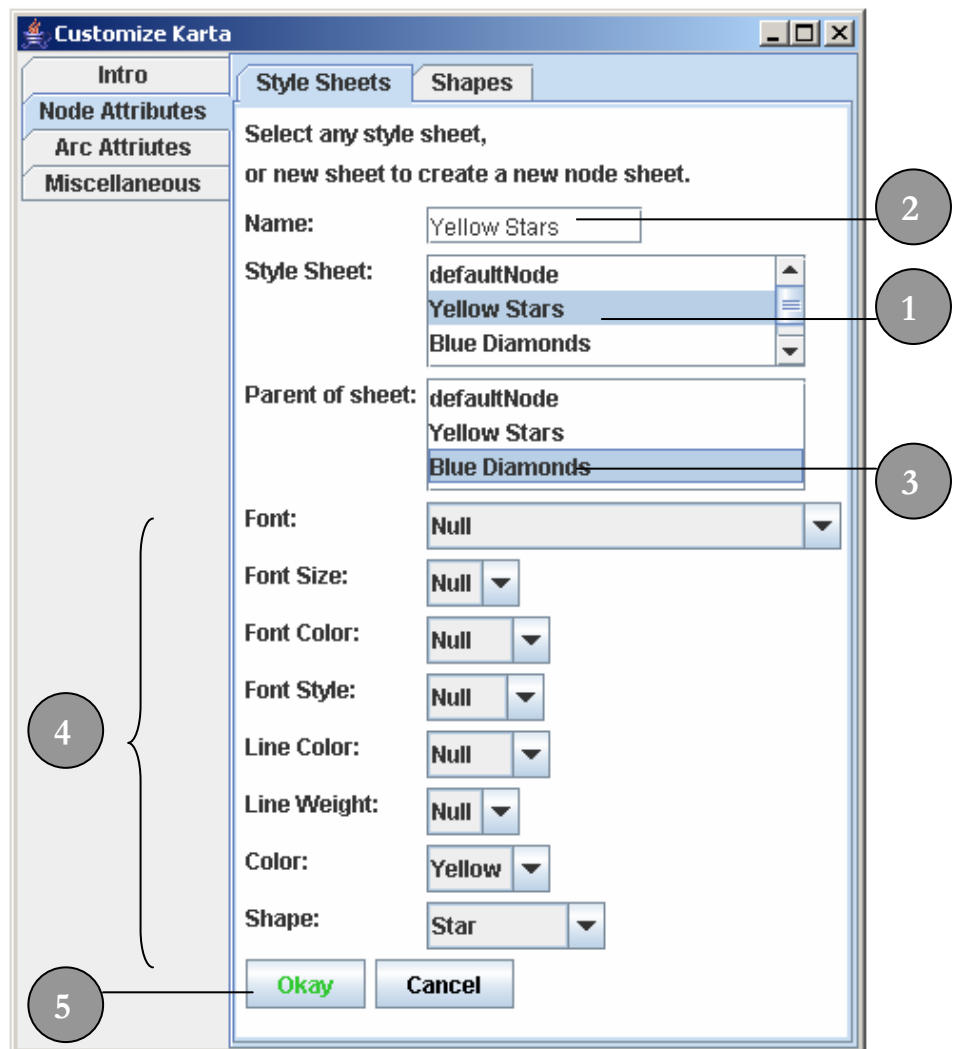
Any changes to a style sheet will immediately affect the appearance of all objects which use that style sheet, or any style sheet which is a child of that style sheet.

Modifying an existing style sheet

1. In the **Style Sheet** box, select the style sheet to be modified. The 'defaultNode' style sheet cannot be modified.
2. If desired, change the name of the style sheet.
3. If desired, change the parent of the style sheet. A style sheet can have only one parent.
4. Change any attributes if desired.
5. Click **Okay** to confirm the changes. Click **Cancel** to close the window without saving any changes.

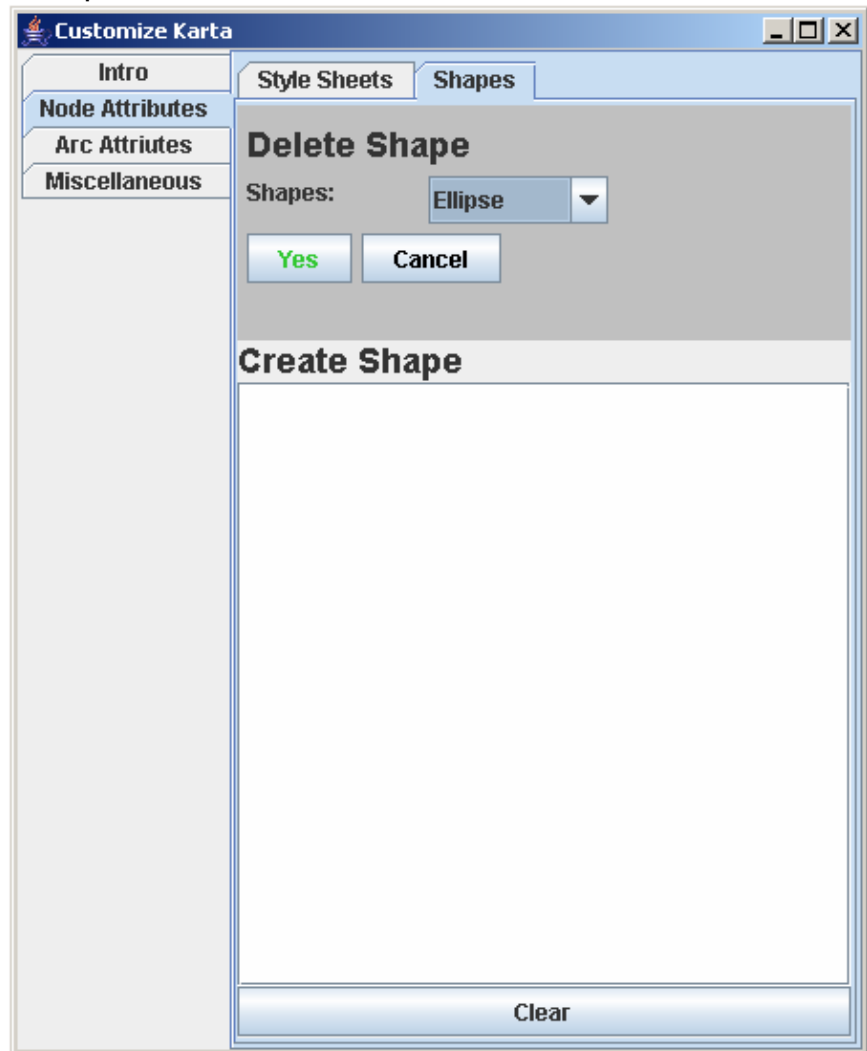
#### QUICK TIP

When a style sheet is selected, the attributes displayed reflect that style sheet's attributes, but not any of its parents. The style sheet's parent will be selected in the 'Parent of sheet'. This makes it easy to see the attributes of any style sheet quickly, and can be used even if the style sheet is not to be modified.



Modifying an existing style sheet for nodes.

## Shapes



Deleting and creating node shapes.

The next tab allows the deletion of existing shapes, and the creation of new shapes for nodes. Different shapes can be used to identify groups of objects, or may reflect what an object represents. Custom shapes can be used just like the default shapes provided, in both nodes and style sheets for nodes.

---

**DID YOU KNOW?**

---

Deleting a shape only affects the selection of that shape for new or existing objects and style sheets. Existing objects and style sheets which use that shape will not be affected.

---



---

**DID YOU KNOW?**

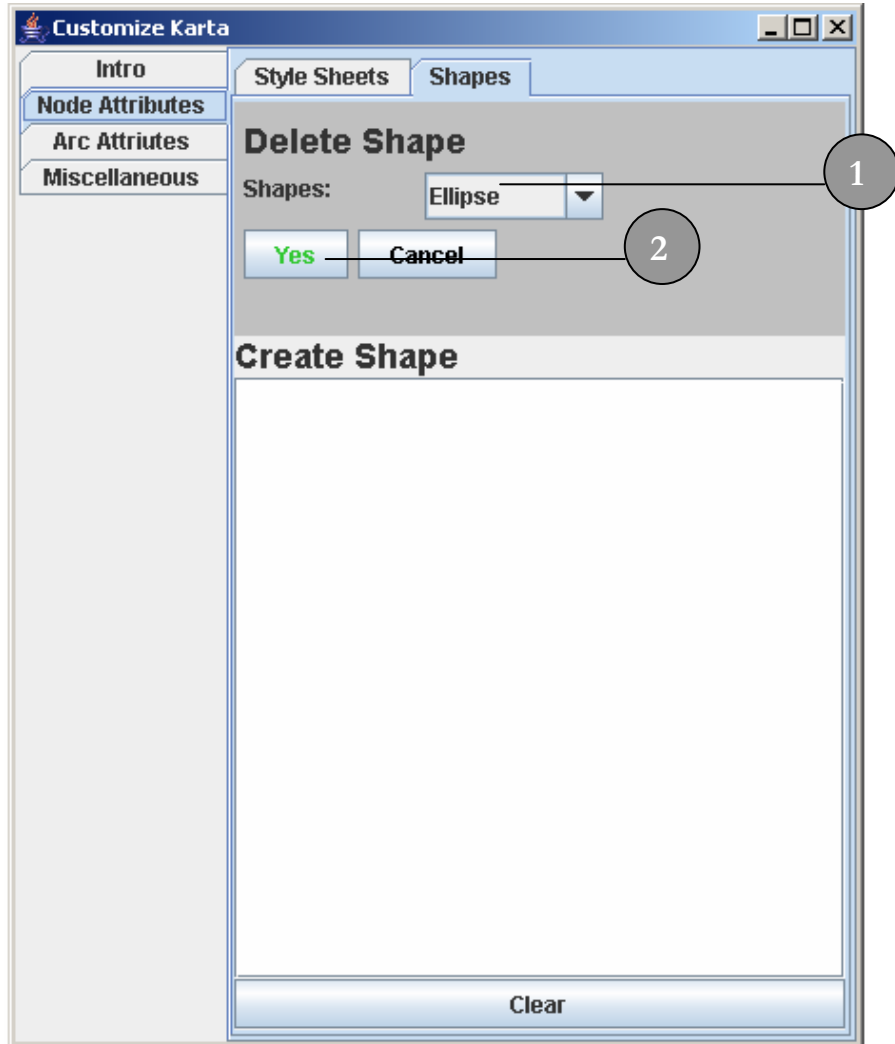
---

All shapes, except for the ellipse, are polygons.

---

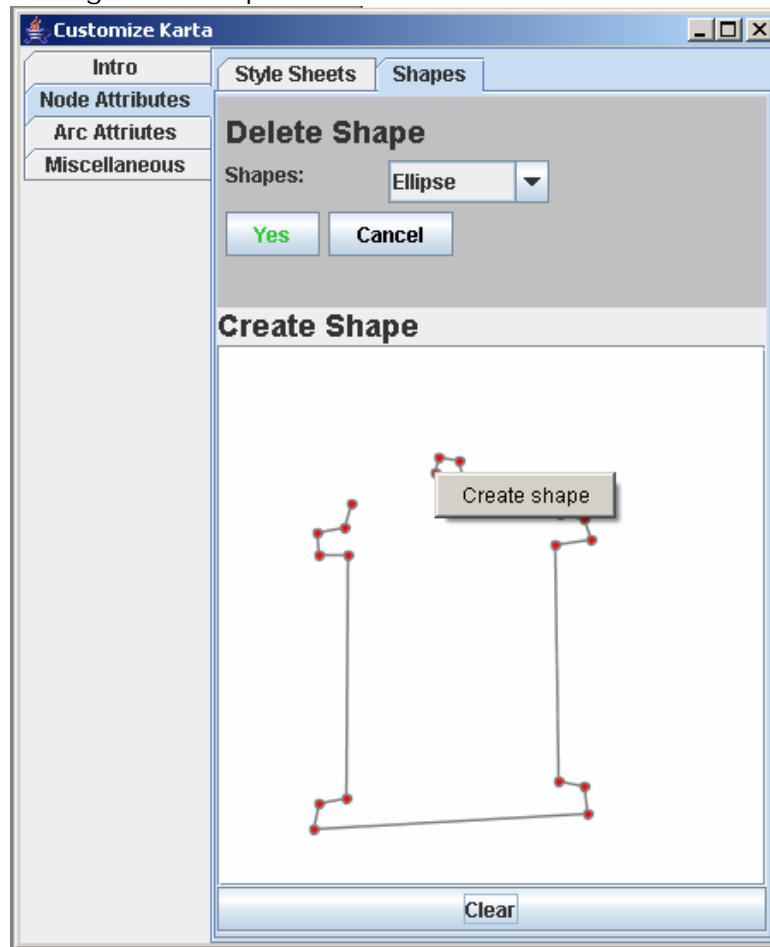
Deleting an existing shape

1. From the drop down menu labeled **Shapes**, select the shape to be deleted. The ellipse may not be deleted, because it is the default shape.
2. Click **Yes**.



Deleting a shape

## Creating a new shape



Creating a shape.

---

**QUICK TIP**

Click the 'Clear' button will clear the canvas of all vertices.

---

1. Right click on the canvas and select **Create Vertex** for each desired vertex.
2. Right click on the first vertex and select **Create Shape** to create the node shape.
3. The node shape will be displayed, and a dialogue box will appear. If the shape is acceptable, enter a name for the new shape, and click **Yes**. If the shape is not acceptable, click **No**.



## 6.4. Arc Attributes

Once again, there are two tabs along the top. The first allows the modification and creation of style sheets for arcs. The second allows the creation or deletion of arrow heads.

---

### QUICK TIP

Modifying and creating style sheets for arcs is almost identical to modifying and creating style sheets for nodes. The exception is that to create or modifying a style sheet for arcs, select the 'Style Sheets' tab under 'Arc Attributes' (not 'Node Attributes'). Style sheets for arcs also have some different attributes.

---



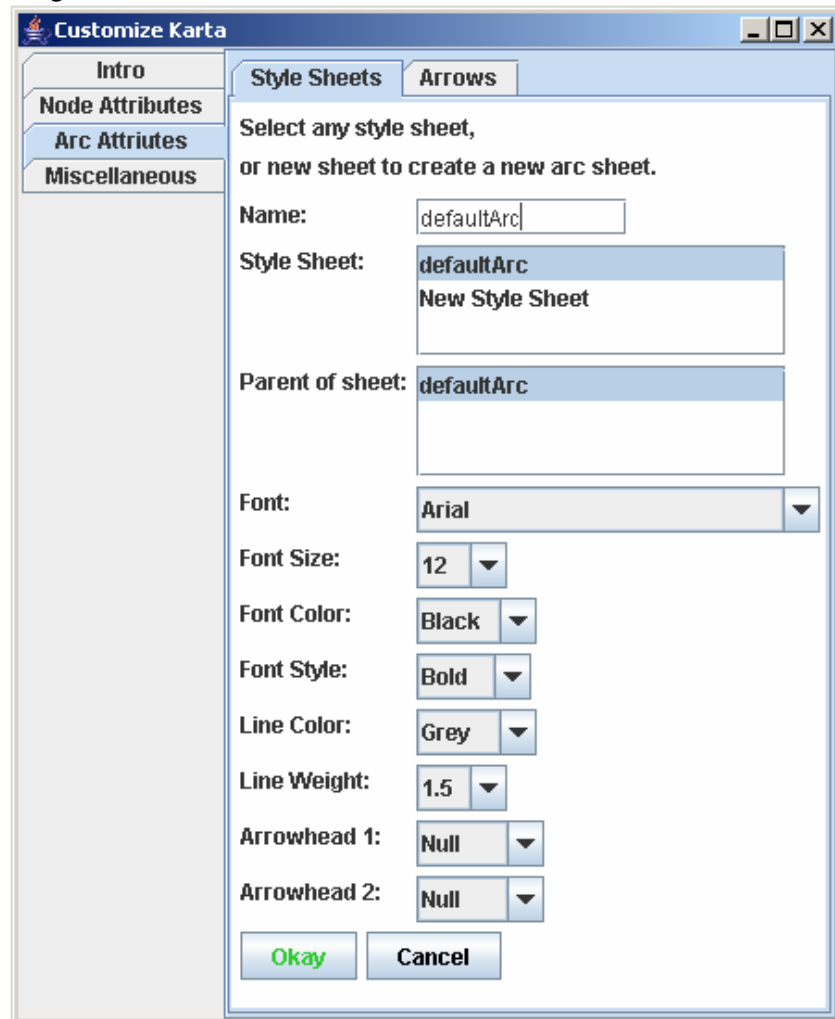
---

### QUICK TIP

A shape may not be displayed as it was originally drawn. The relative height and width of any object is not determined by its shape, but rather the object's height and width.

---

## Style Sheets

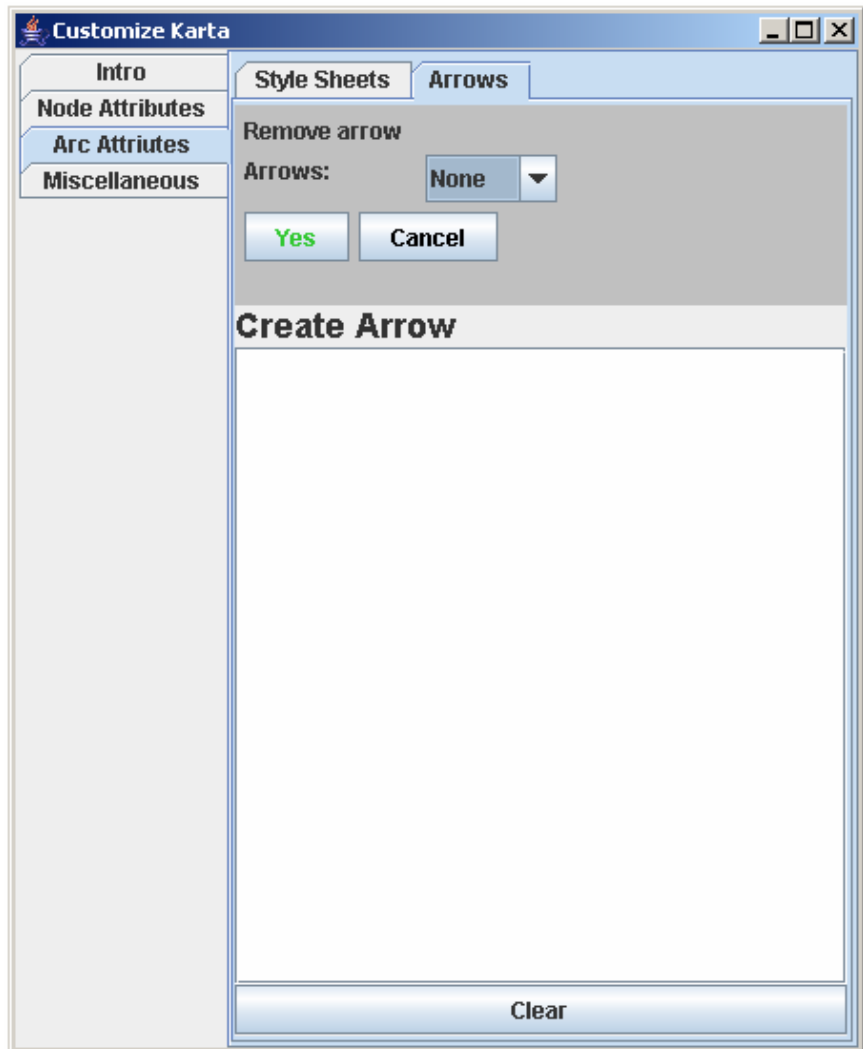


Modifying and creating style sheets in Karta.

Style sheets for arcs work exactly like style sheets for nodes. These attributes, however, include an arrowhead 1 and an arrowhead 2. Arc style sheets do not have a color or shape attribute.

Creating a new style sheet/Modifying an existing style sheet  
Please refer to the section on Node Attributes.

## Arrows



Deleting and creating node shapes.

The next tab allows the deletion of existing arrow heads, and the creation of new arrow heads for arc. Arrow heads can be used, among other things, to indicate different arcs or relationships between objects connected to arcs.

---

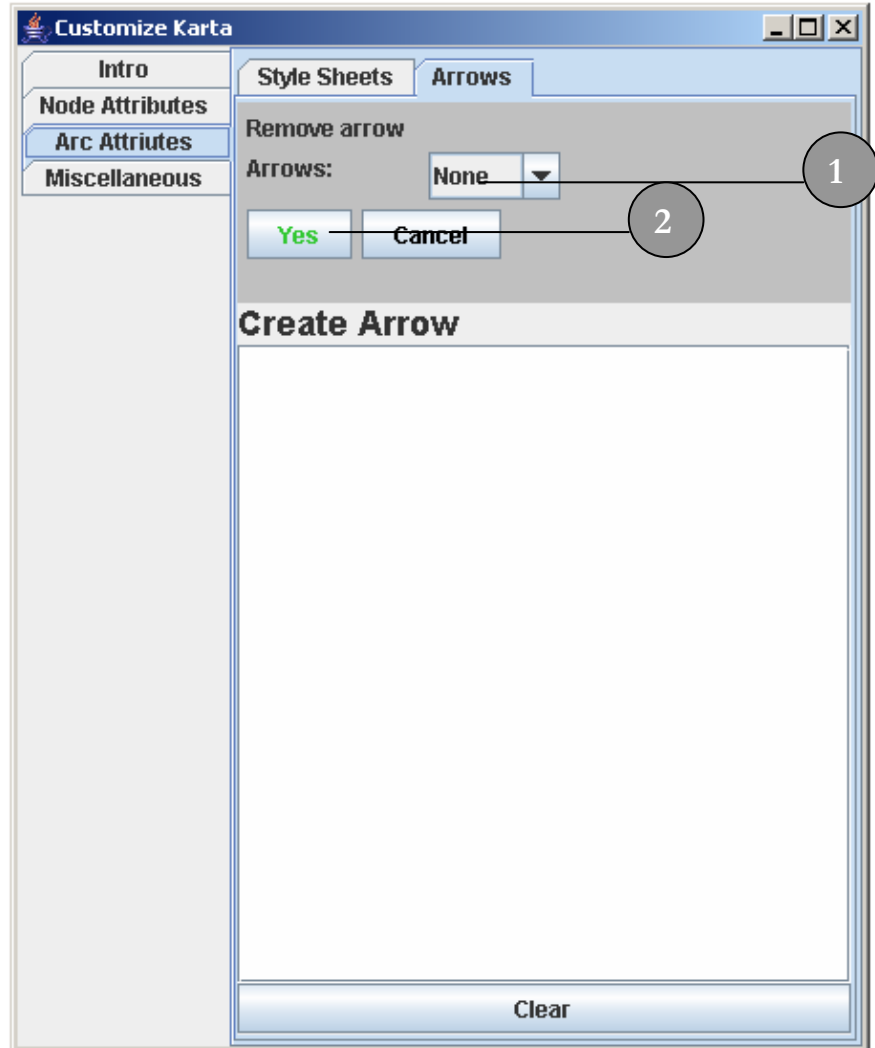
**DID YOU KNOW?**

Just like shapes, deleting an arrow only affects the selection of that arrow for new or existing objects and style sheets. Existing objects and style sheets which use that shape will not be affected.

---

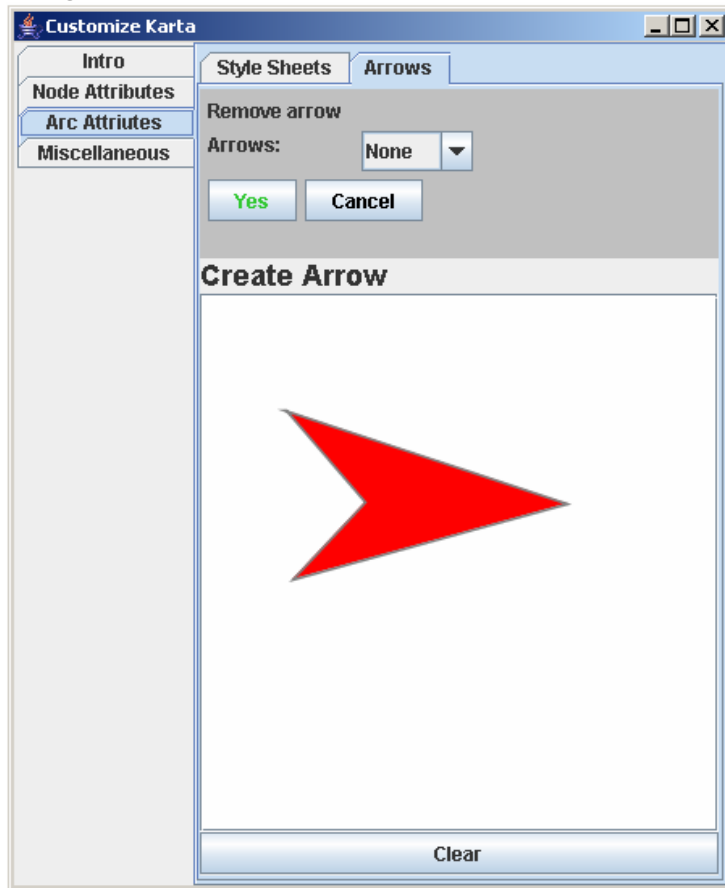
**Deleting an existing arrow**

1. From the drop down menu labelled **Arrows**, select the shape to be deleted. The 'none' arrow may not be deleted, because it is the default shape.
2. Click **Yes**.



Deleting an arrow.

## Creating a new arrow



Creating a shape.

1. Right click on the canvas and select **Create Vertex** for each desired vertex.
2. Right click on the first vertex and select **Create Arrow** to create the arrow.
3. The arrow shape will be displayed, and a dialogue box will appear. If the arrow is acceptable, enter a name for the new arrow, and click **Okay**. If the arrow is not acceptable, click **No**.



### QUICK TIP

The tip of the arrow will always be the rightmost vertex drawn.

### QUICK TIP

Vertices will be connected in the order that they are drawn. This means any vertex drawn will be connected to the previously drawn vertex, and the one next drawn.

### QUICK TIP

The arrow will always be displayed as if it had equal height and width. The proportions of height and width specified in creating the arrow will not be preserved.

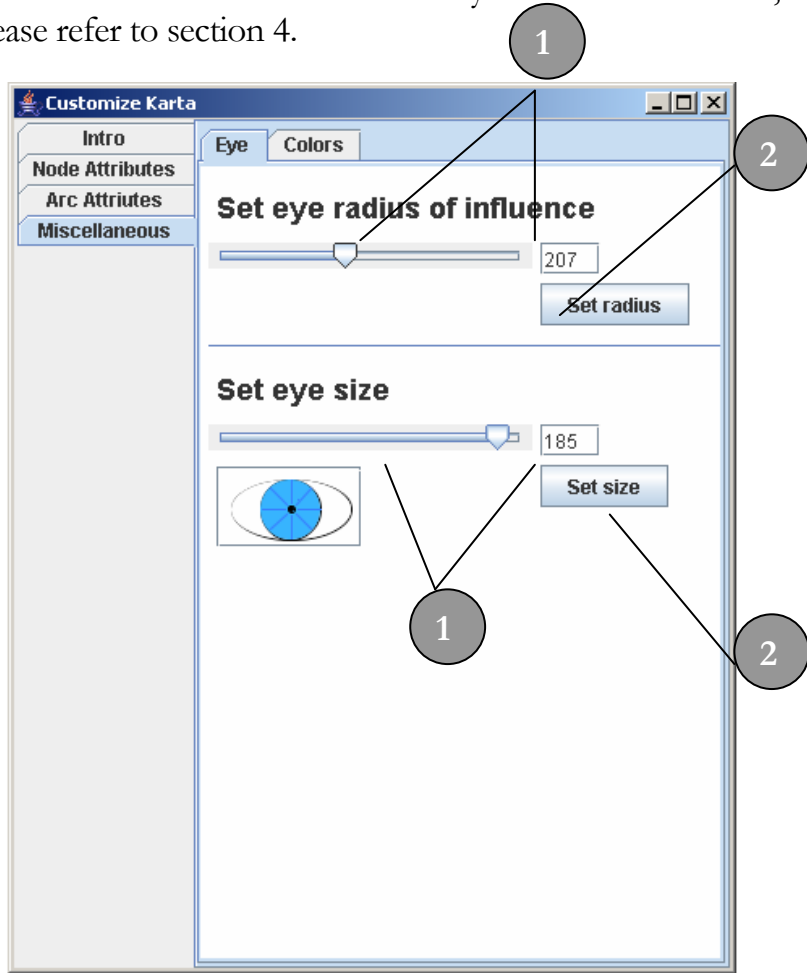
## 6.5. Miscellaneous

The customizations available under the ‘Miscellaneous’ tab either do not affect the objects in the concept map, or affect many types of objects. These options almost purely cater to personal preference, and aid in the esthetics of the map. Again, two tabs are available at the top of the screen.

- 1. Eye** allows customization of the eye. Modification of the eye’s radius of influence and the eye’s size are possible. Both are specified as percentages of the default.
- 2. Colors** allows the creation of new colors. Objects in the map can only use colors which are initially provided or are defined in this way. The background color of the map can also be set here. For each, colors may be specified in terms of its red, green, and blue components.

## Eye

To learn about the effects of the eye and how to use it, please refer to section 4.



Setting the eye's size and radius of influence.

Setting the radius of influence

1. Either use the slider bars or input a number between 0 and 500, which represent the eye's radius. The default is 100.
2. Click **Set radius**.

Setting the size

1. Either use the slider bars or input a number between 0 and 200, which represents the eye's size as a percentage of the normal size.

A preview of the eye is displayed to the lower left corner. When the desired size is reached, click **Set size**.

---

### DID YOU KNOW

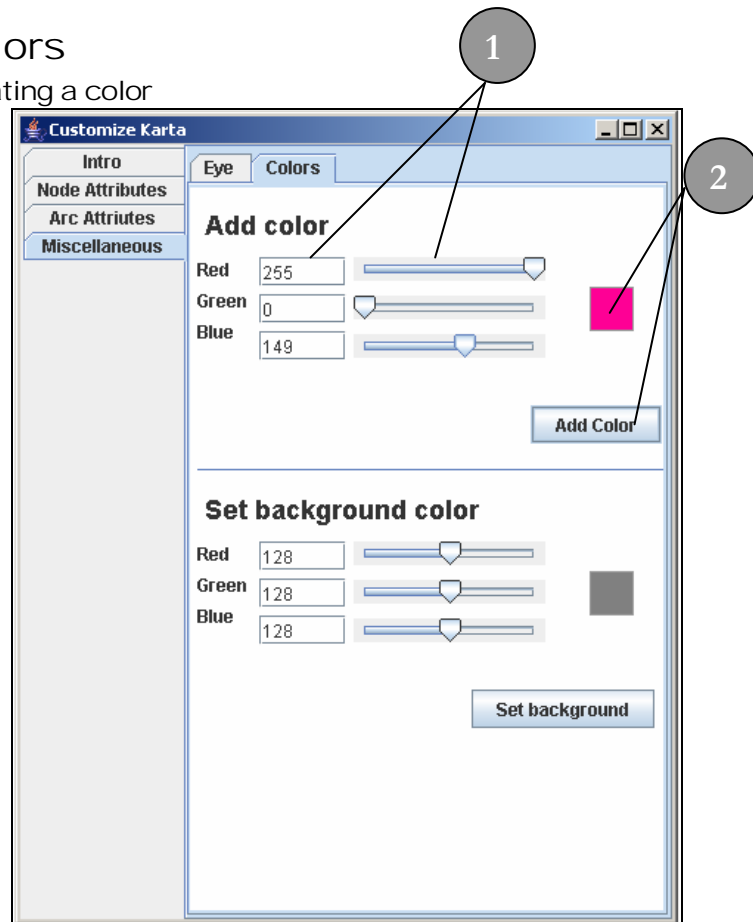
---

The size of the eye does not affect its radius of influence.

---

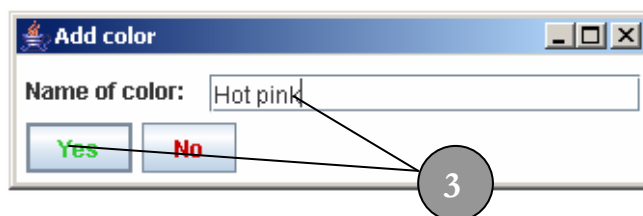
## Colors

Creating a color



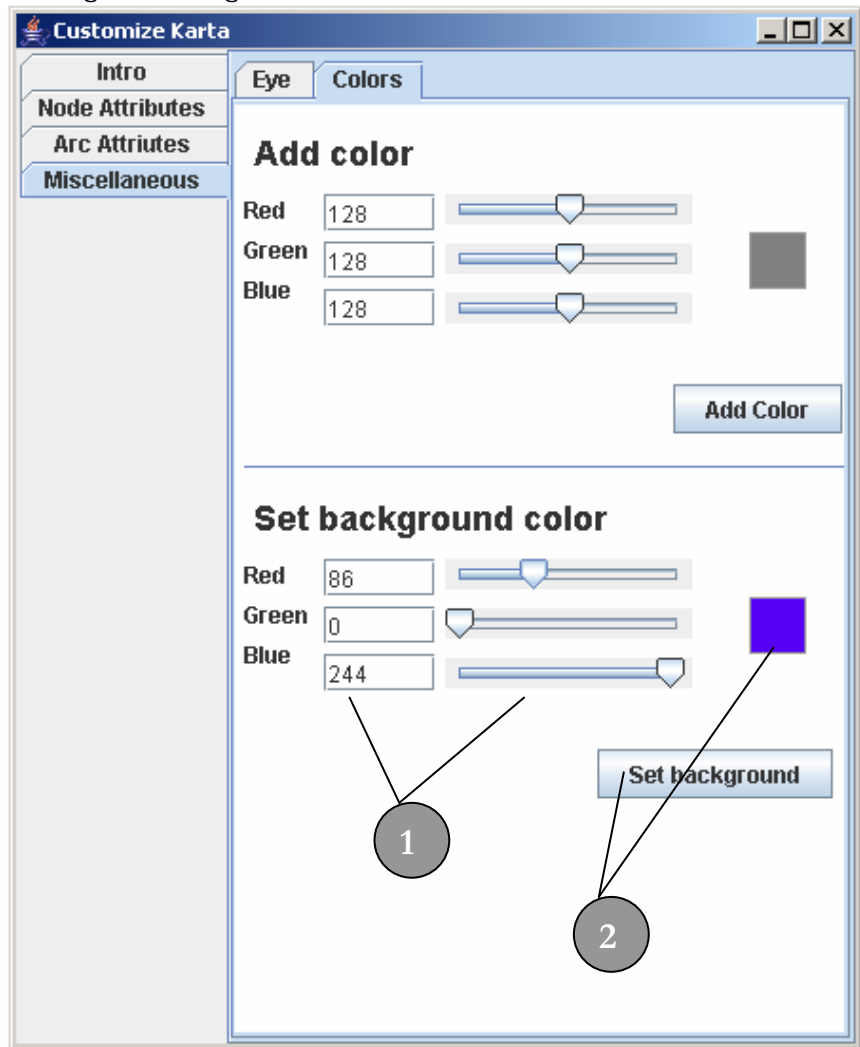
Adding a color.

1. Use the sliders or input numbers between 0 and 255 for the red, green, and blue components.
2. A preview of the color is displayed at the right. When the desired color is reached, click **Add Color**.
3. A dialogue box will appear, with a prompt for the name of the new color. Enter a name, and click **Yes**.



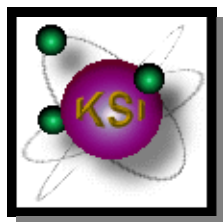
Enter a name for the new color.

Setting the background color



Setting the background color.

1. Use the sliders or input numbers between 0 and 255 for the red, green, and blue components.
2. A preview of the color is displayed at the right. When the desired background color is reached, click **Set background**.



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