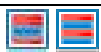








LineUp Actions






General Actions

Icons	Operation	Description
	Change row layout	Switches between different layout strategies for positioning the rows, currently a uniform layout and a fish-eye layout are available
	Add Stack column	add a new empty stack column at the right end of the table, which can be filled by drag and dropping columns
	Add Separator	add a new separator and a rank column at the right end of the table for comparing different ranking methodologies, see also "Take a snapshot"
Mouse-Wheel	Scroll Global Scrollbar	scrolls the global scrollbar on the right side of the table
DnD	Move Column	Drag And Drop can be used to move columns and create simple combined columns. Drop Positions are between columns headers other columns headers. The former will move the column as the desired position, the latter will combine the two columns to a combined one
CTRL-DnD	Clone Column	Similar to the normal DnD Operation, with the difference that the column will not be moved but copied.
ALT-DnD	Toggle Column Combine Mode	when combining two columns using DnD, the ALT key toggles between two different mode, how the columns can be combined: MAX and SUM, the current selected mode will be highlighted in the target column header.



Column Actions

Icons	Operation	Description
	Edit Filter	Opens the filter editor of this column. The icon will be blue, if a filter is currently active.
	(un)collapse	collapse columns, such that they uses only a limited amount of space
	Hide	Hides the column and put it into the memo-pad area at the bottom
	Change width	Drag indicator for changing the width of a column. In the case of a column within a stuck column, this will also change the weight of the attribute
Double-click	Order By this	Triggers that the current rank table section (between the surrounding separators) will be sorted by the column. Attention: For Stack Columns the meaning changes

Special Column Actions

Icons	Operation	Description
	Search	Opens a search dialog, where the first matching row will be automatically selected
	Edit label	Opens an editor, where the label and the description (shown as tooltip) can be edited
	Take a snapshot	creates a new separator and rank with a clone of the column
	Explode	Splits the stack or stuck column into its components and removes the combined column
	Show Rank Deltas	shows the rank delta to the previous rank column


Special Stack Column Actions


Icons	Operation	Description
 CTRL-T shortcut	Toggle alignment	Toggles the alignment mode of the stack column between stacked bars and regular score bars, where every column is aligned
	(de)compress	Enables/Disables compression of the stack column, such that the contained elements are hidden
Double-click on weights	Edit Weights	Opens an editor, where the weights of a stack column can be explicitly set. The effective weight will be computed by the given value divided by the sum of all given values
Double-click on child header	Align By this	Triggers that the surrounding stack column will be aligned by the current column. If this is already the case toggle between left and right alignment Attention: as you can't directly order by this column, the same interaction principle is used, but a modified "Order By" this column is available through the <i>Context-Menu</i>

Value Actions

Icons	Operation	Description
Click	Select row	Selects the clicked row and highlight it in the whole table by scrolling to it
Cursor Up/Down	Select previous/next row	Selects the previous or next row, where the previous/next row is defined by the first column in the table
Double-Click	Edit values of selected row	Opens an editor, where the values of the row can be edited. Attention: this is just possible for the current selected row

Mapping Editor Actions

Icons	Operation	Description
	Change mapping editor	Switches between different mapping editor layouts, currently supported are in parallel one and a function style
Combobox	Apply Standard	Applies the selected standard mapping function

	Mapping	
	Reset mapping	Resets the current edited mapping function to its default values
	Mapping point	A mapping point is the presentation of the mapping function
	Virtual mapping point	A special kind of a mapping point that is variable and derived from the unbounded data, if this point is moved it will become a normal mapping point
Drag mapping point	Change mapping	By dragging a mapping point the mapping function can be edited. If
Click on mapping function line or canvas	Add mapping point	Creates and adds a new mapping point
Right Click mapping point	Remove mapping point	Removes the selected mapping point, if possible.

Notes

If possible the actions are available via the context menu of the corresponding item, too.
DnD ... Drag And Drop