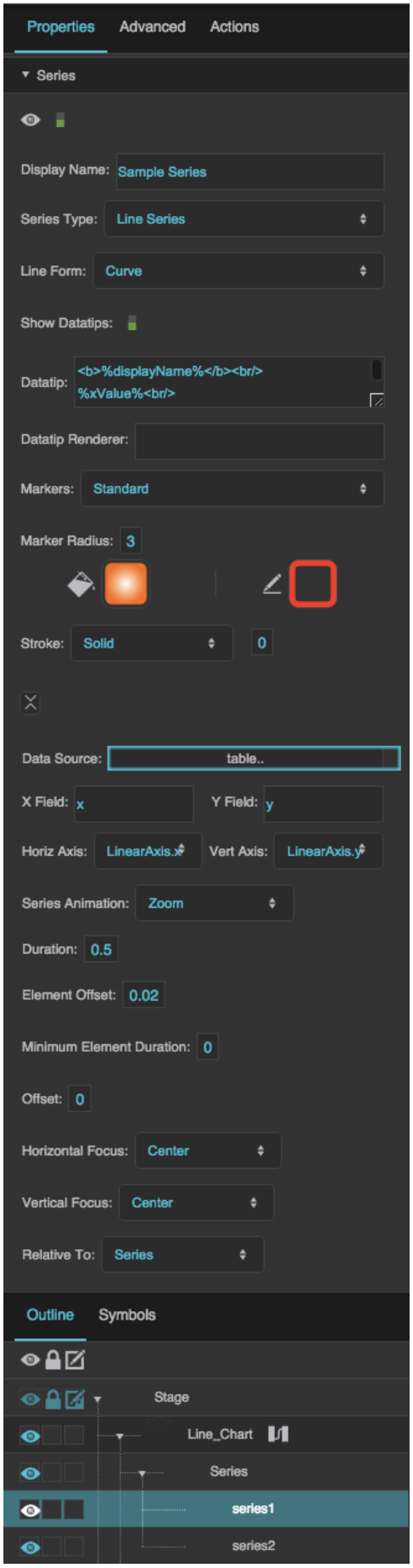
Series Properties

These properties affect a line, area, bar, column, bubble, spectrum, or radar series. Which properties are available depends on the type of the selected series. For pie chart properties, see Pie Chart Properties.

For a guide to using charts, see Designing Charts.

Series can also be affected by Fill and Stroke properties and Selection properties.

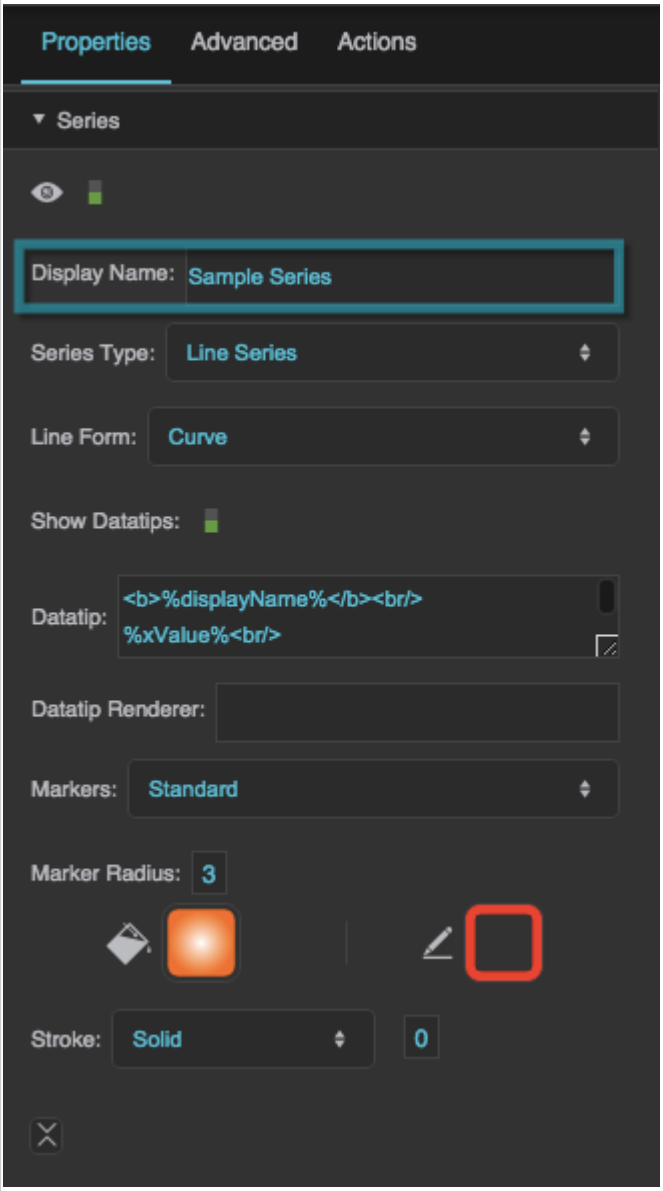

Properties
Advanced
Actions
Series
Display Name:
Sample Series
Series Type:
Line Series
Line Form:
Curve
Show Datatips:
Datatip:
%displayName%
%xValue%
Datatip Renderer:
Markers:
Standard
Marker Radius:
3
Stroke:
Solid
0
Data Source:
table..
X Field:
x
Y Field:
y
Horiz Axis:
LinearAxis.x
Vert Axis:
LinearAxis.y
Series Animation:
Zoom
Duration:
0.5
Element Offset:
0.02
Minimum Element Duration:
0
Offset:
0
Horizontal Focus:
Center
Vertical Focus:
Center
Relative To:
Series
Outline
Symbols
Stage
Line_Chart
Series
series1
series2

Series properties in the Property Inspector

Click to display/hide all elements

Visible (eye icon) and **Display**
Show or hide this series. These properties are available for all series types.

Display Name
Defines the display name of this series. You can choose to have this name appear in your interface, for example in datatips.



The Display Name property

Series Type
Defines how the series data is visually represented.

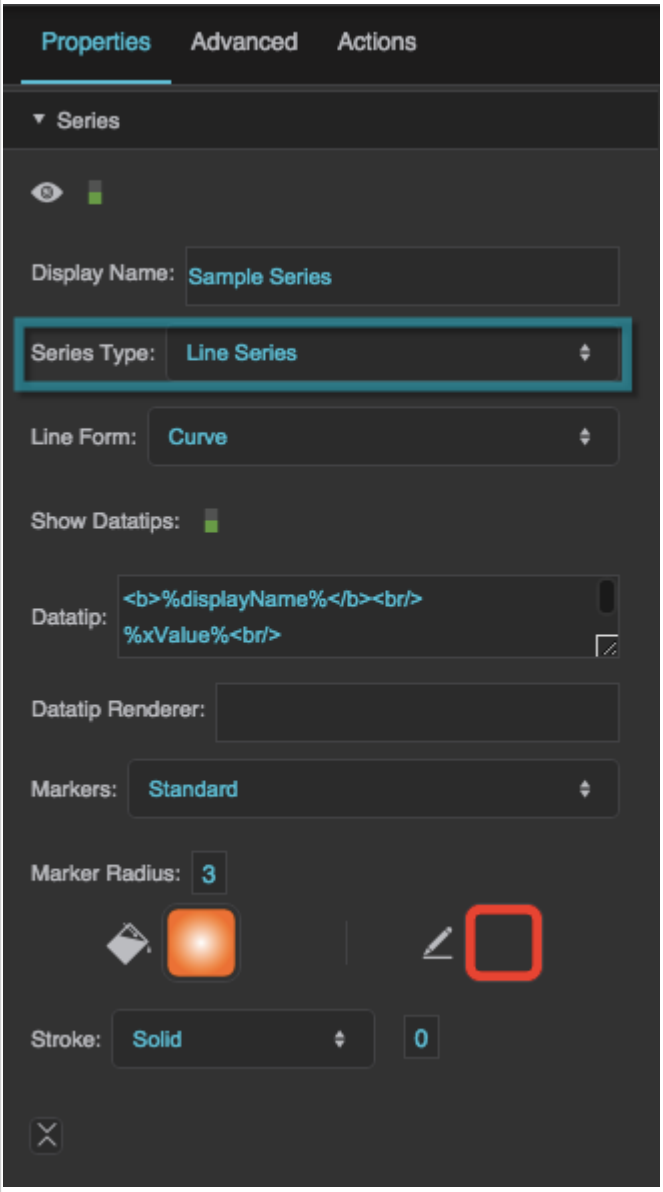
Line series
Markers represent the data points. Lines connect the markers.

Area series
Markers represent the data points. Lines connect the markers, and the area delimited by the lines is filled in.

Bar series
Horizontal bars represent the data points.

Column series
Vertical columns represent the data points.

This property is available for line, area, bar, and column series, and lets you convert the series to one of these four types. Bubble, spectrum, radar, and pie series cannot be converted.



The Series Type property

Line Form
Defines the shape of the lines in a line or area series.

Segment
Markers are connected using line segments.

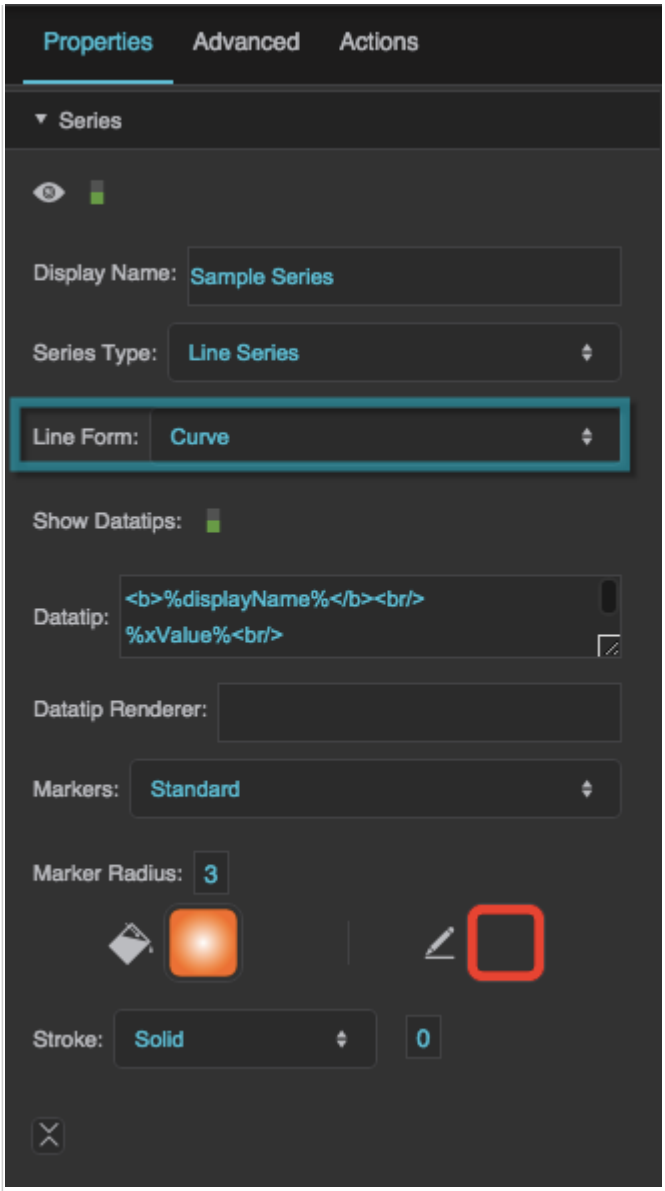
Step
Markers are connected using orthogonal line segments. Horizontal and vertical segments alternate, beginning with a horizontal segment.

Reverse Step
Data points are connected using orthogonal line segments. Vertical and horizontal segments alternate, beginning with a vertical segment.

Vertical
Only the vertical segments from a Step line form are displayed.

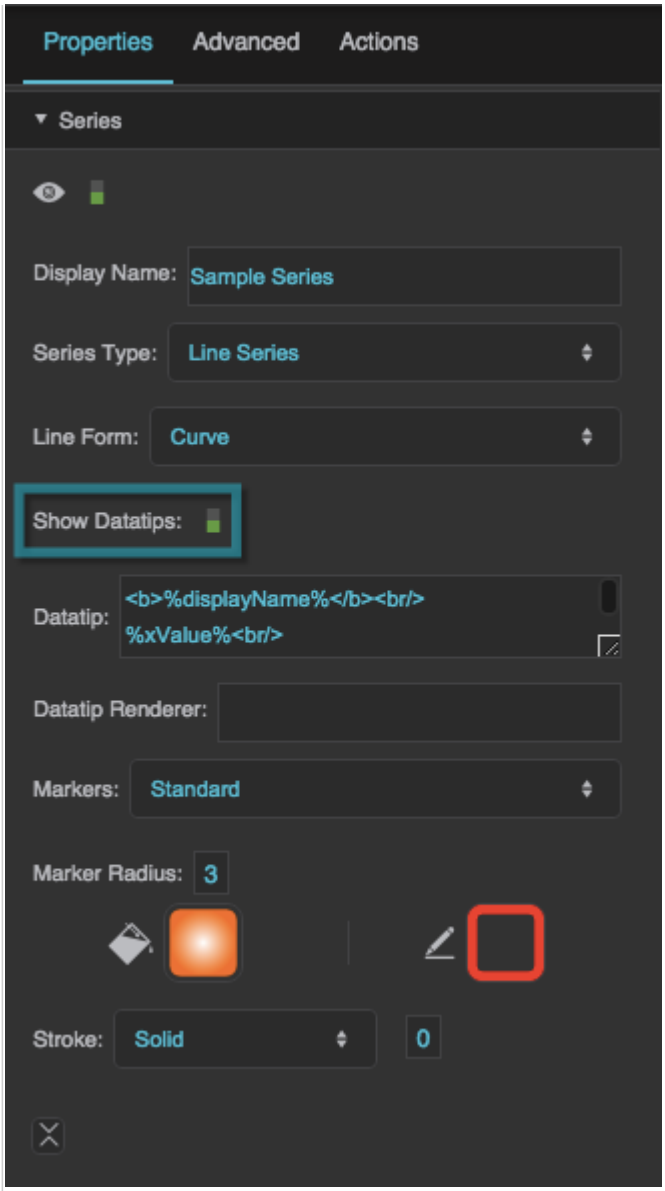
Horizontal
Only the horizontal segments from a Step line form are displayed.

Curve
Markers are connected using a curve.



The Line Form property

Show Datatips
Specifies whether datatips are displayed when the user mouses over data points. If this series uses custom markers, datatips are shown by default.



The Show Datatips property

Datatip
Configures the text displayed in a datatip for a series. Use the tags listed below to format the datatip and include data.

HTML tags
Include these tags to format the datatip:

- `<br/>` — line break
- `<b>insert text here</b>` — bold
- `<i>insert text here</i>` — italic

Including data
Include these tags to show values from the data:

- `%displayName%` — the **Display Name** property for this series

- `%xValue%` — the X value of the point
- `%yValue%` — the Y value of the point
- `%value%` — the value of the pie wedge
- `%yValueTotal%` — The sum of the Y values for this point and other points in this table row. Only includes points from this series and others that appear above it inside this series stacker.
- `%A%` — Replace A with the name of a column to show the value of that column.

Formatting numbers
To control how a number is formatted, include a format string inside brackets, before the final percent sign. For example:

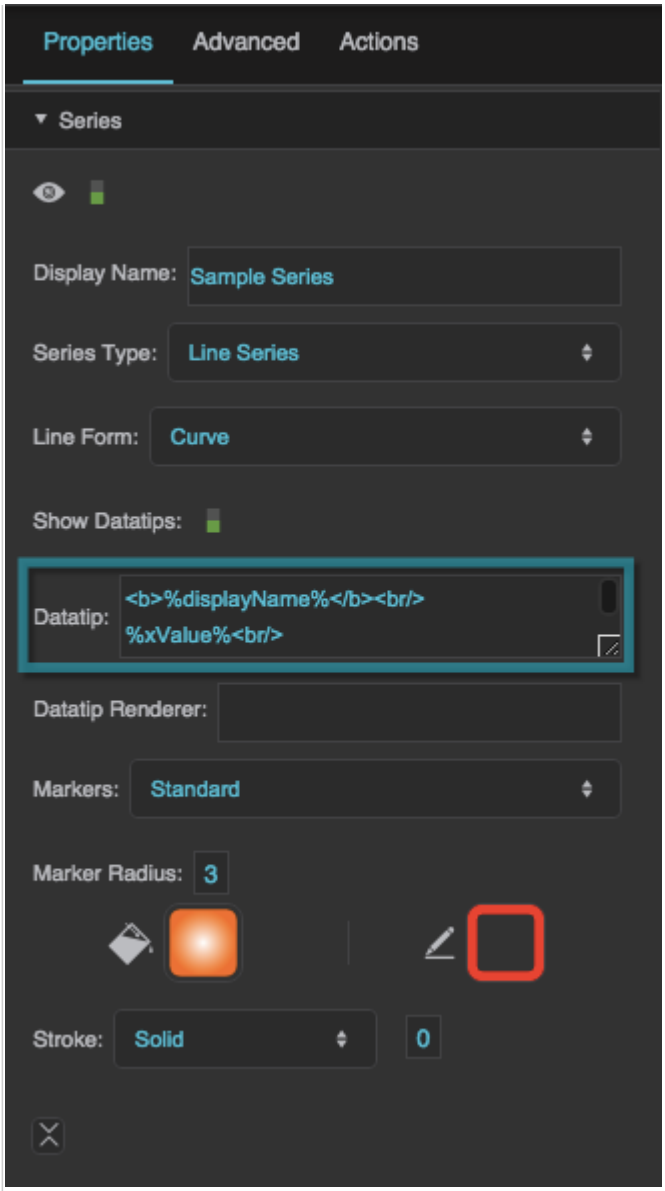
- `%yValue[,##0.00]%` — the Y value with a thousands separator and two decimal digits
- `%value[000.00]%` — the pie wedge value with three mandatory digits before the decimal, and two mandatory digits after the decimal.

For number formatting help, see Scripting and Syntax.

Formatting dates
To control how a date is formatted, include a format string inside brackets, before the final percent sign. For example:

- `%xValue[yy/MM/dd]%` — the X value as a date with a two-digit year, two-digit month, and two-digit day
- `%xValue[y MMMM dd]%` — the X value as a date with the full year, the name of the month, and a two-digit day
- `%xValue[yy/MM/dd HH:mm:ss]%` — the X value as a date and time
- `%xValue[yMd]%` — the X value as a localized short date pattern. The pattern will be different based on the locale.
- `%xValue[yMMMd| |Hms]%` — the X value as a localized date and time. The pattern will be different based on the locale. In this example, vertical bar symbols (|) are used to join three patterns: one for the localized date, one that contains a space, and one for the localized time.

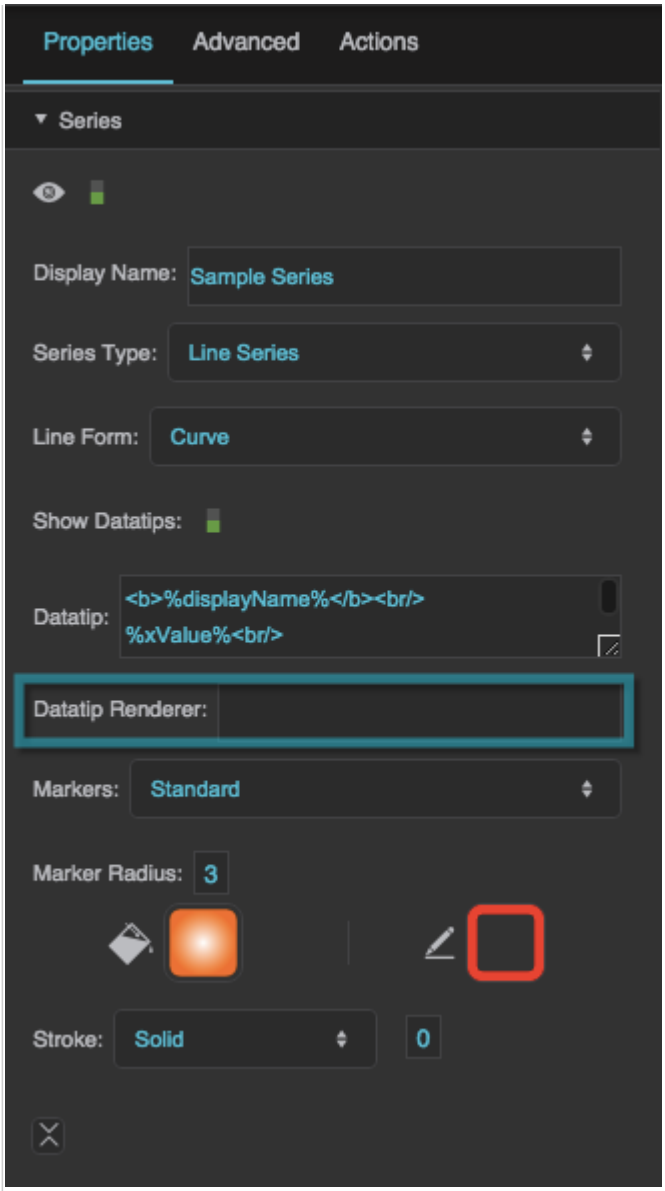
For date formatting help, see Scripting and Syntax.



The Datatip property

Datatip Renderer
Specifies the symbol to use as the datatip for the series. This property overrides any text entered in the **Datatip** property. To use a symbol from this project, enter the name of the symbol. To use a symbol from another project in your library, enter the path to that symbol.

When you populate this field with a symbol, the datatip renderer appears in the Outline as a child of this series, and you can bind table columns to symbol properties in the Property Inspector.



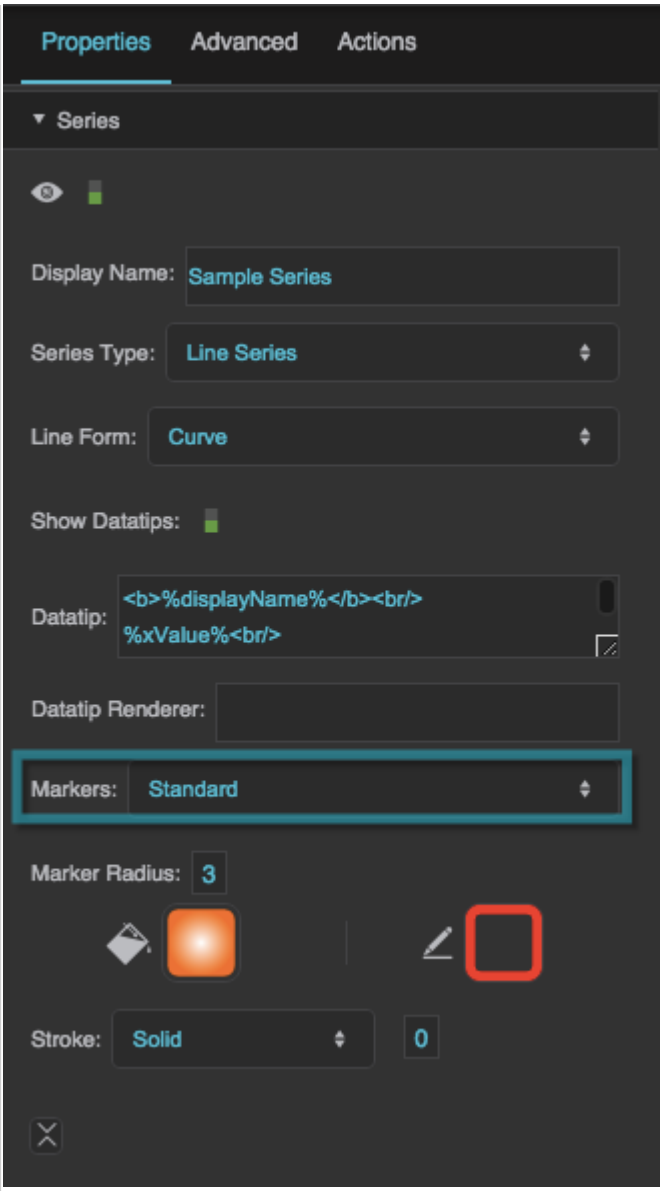
The Datatip Renderer property

Markers
Defines the type of markers used by this series. Markers are used to visually represent each data point in the series, in addition to the line or shape that represents the entire series.

None
No markers are used by this series.

Standard
This series uses DGLux5's standard marker design, a circle with a customizable fill, stroke, and size.

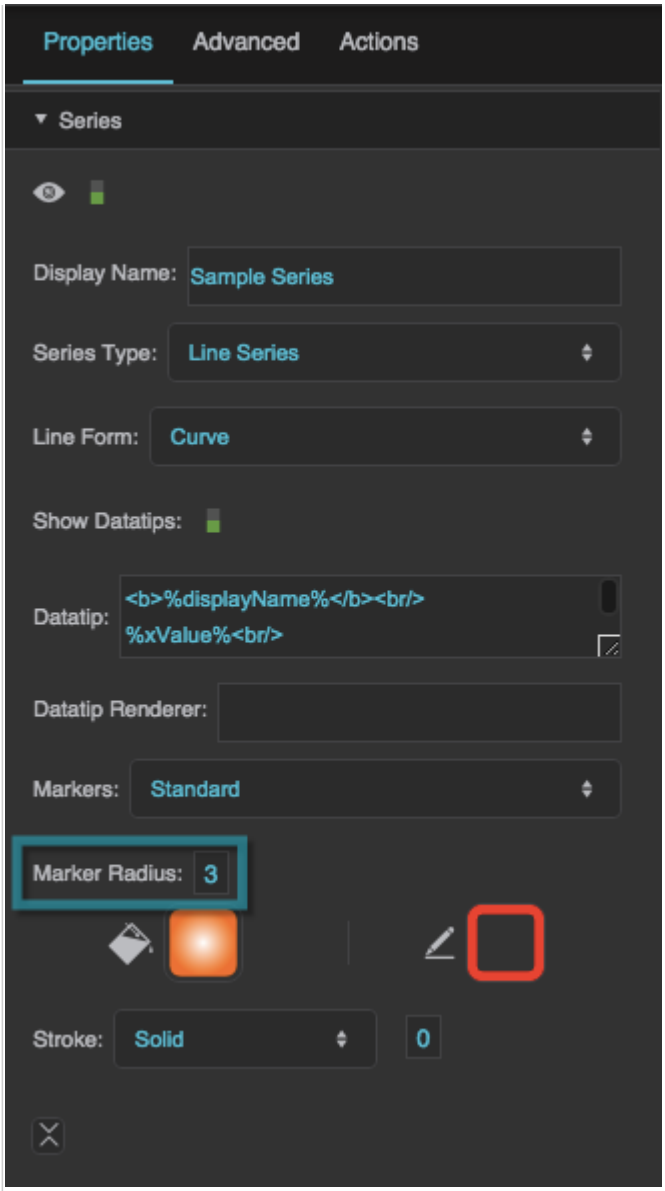
Custom
This series uses the specified symbol as a marker.



The Markers property

Marker Radius
For standard markers, defines the marker radius in pixels.

For custom markers, defines the largest radius of an inscribed ellipse, in pixels. In other words, this property is equal to half the symbol width or half the symbol height, whichever is larger.

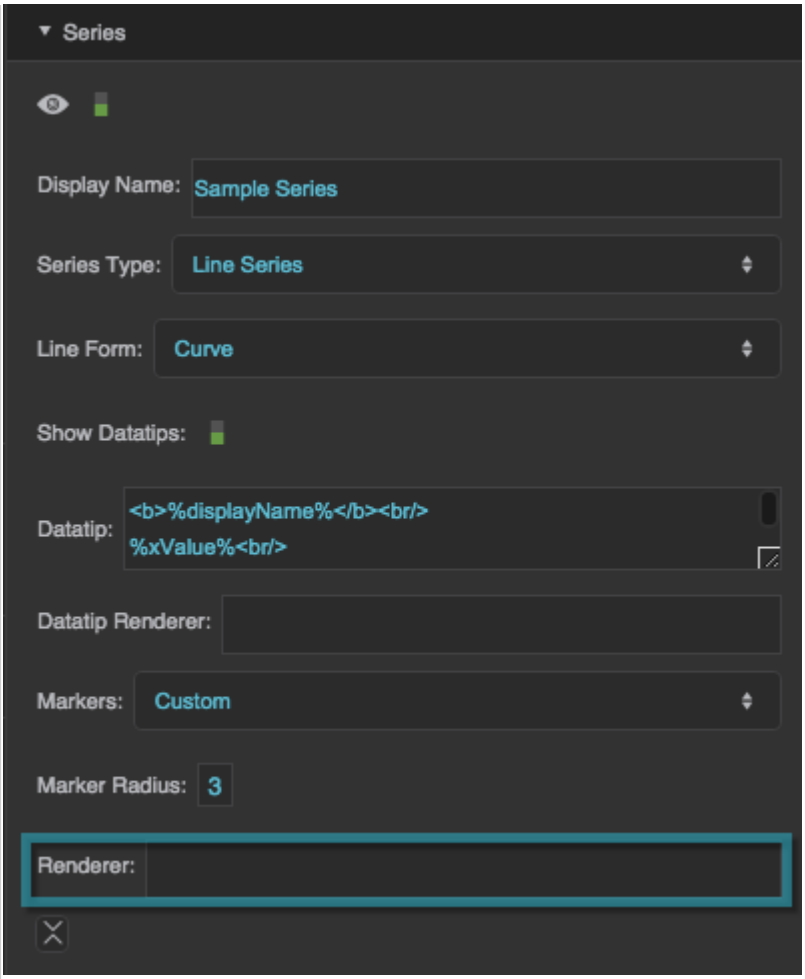


The Marker Radius property

Renderer

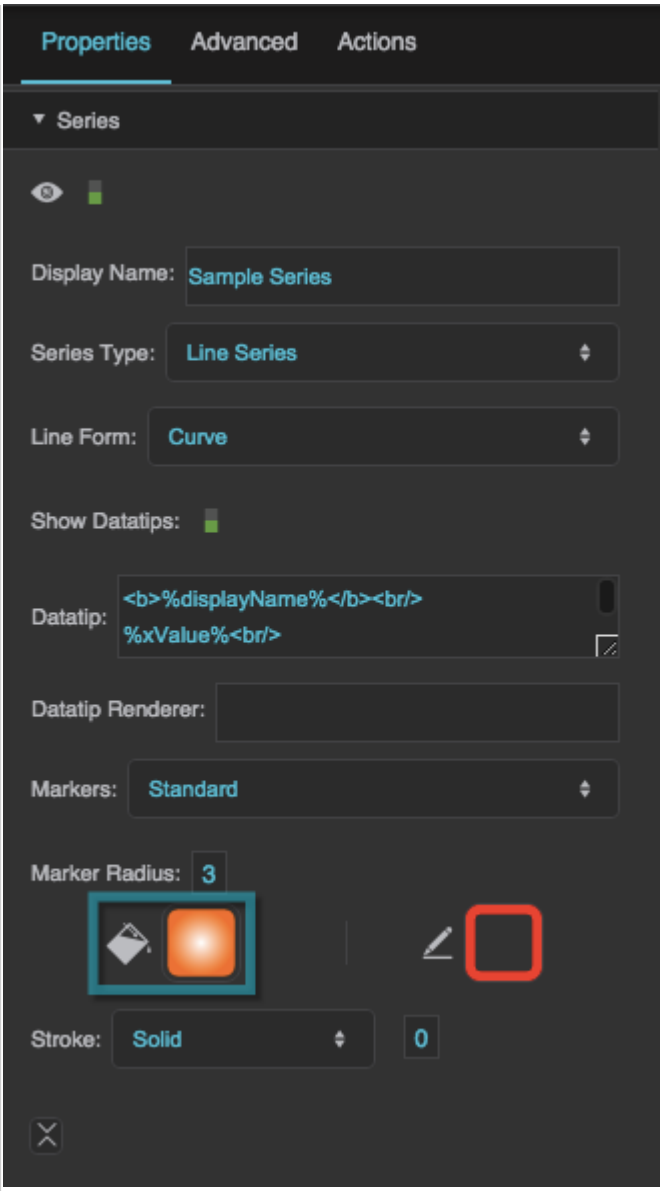
For line, area, and radar series with **Markers** set to Custom, specifies the symbol to use for custom markers. For column, bar, and bubble series, specifies the symbol used to draw each column, bar, or bubble. To use a symbol from this project, enter the name of the symbol. To use a symbol from another project in your library, enter the path to that symbol.

When you populate this field with a symbol, the marker's item renderer appears in the Outline as a child of this series, and you can bind table columns to symbol properties in the Property Inspector.



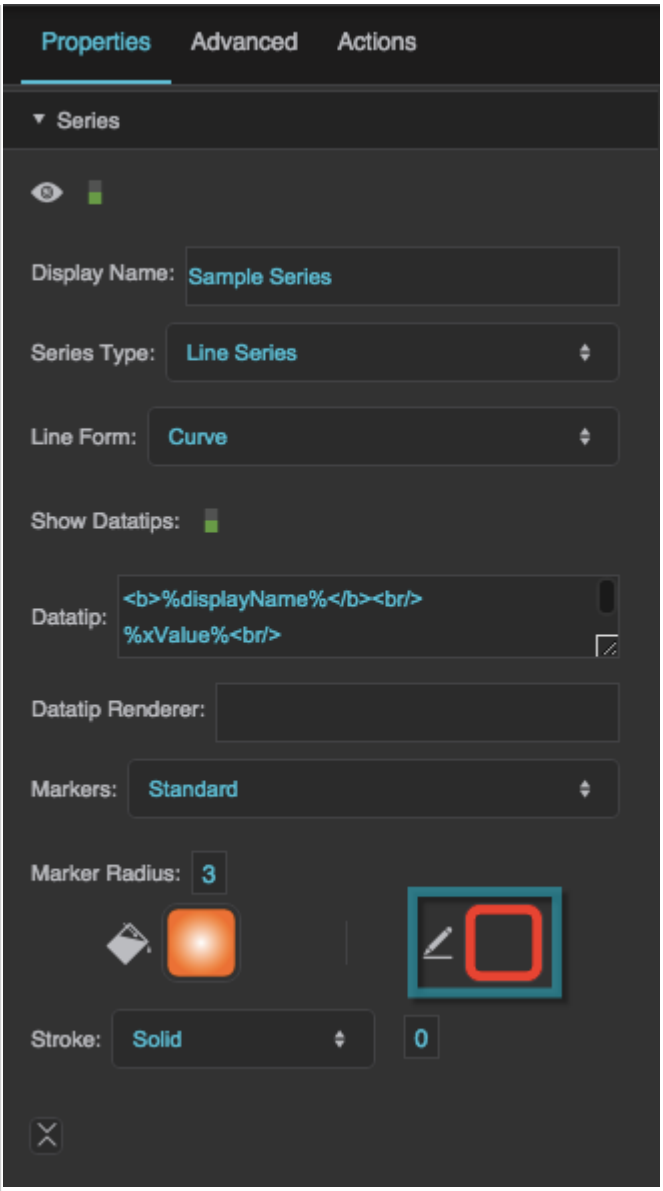
The Renderer property

Marker Fill
Defines the fill for standard markers. In the Property Inspector, this is the fill swatch shown below **Marker Radius** when **Markers** is Standard.



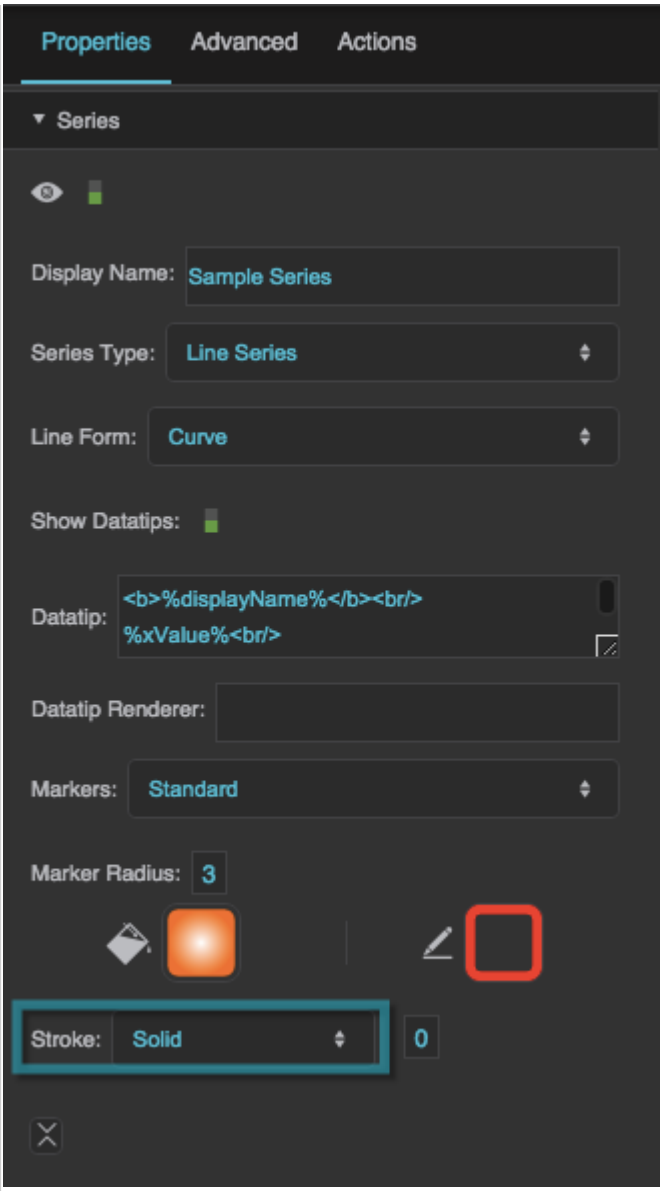
The Marker Fill property

Marker Stroke Color
Defines the border stroke color for standard markers.



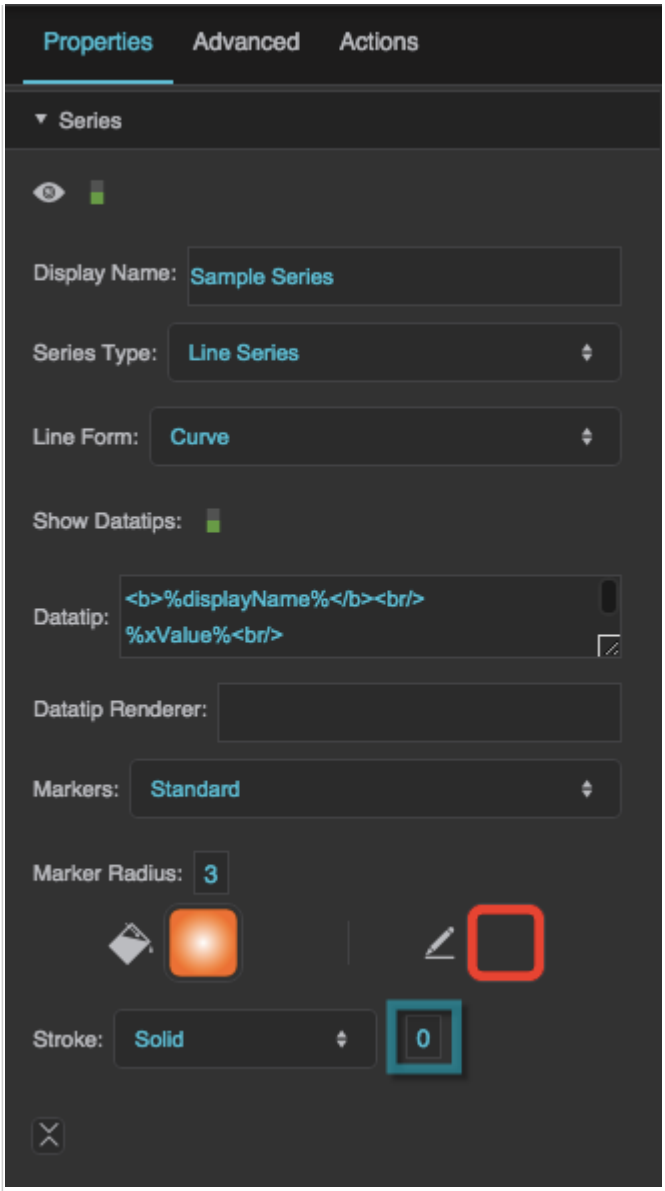
The Marker Stroke Color property

Marker Stroke Style
Defines the border stroke style for standard markers.



The Marker Stroke Style property

Marker Stroke Weight
Defines the border stroke weight, in pixels, for standard markers.



The Marker Stroke Weight property

Min Field
For area, column, and bar series, specifies an optional table column that defines the base (minimum) value of each area, column, or bar. If not set, the base is the axis origin.

These properties are available for bubble series only.

R Field
Specifies the table column that defines the radius of each bubble.

R Axis Type
Specifies how R Field values are mapped to bubble radius: **Linear** or **Logarithmic**. Default is Linear.

Min R and **Max R**
The minimum and maximum bubble radius, in pixels. Defaults are 0 and 50.

Gradient Mapping
A gradient used to color the bubbles according to the value in **Color Field**.

Color Field
Specifies the table column whose values are mapped to the **Gradient Mapping** colors.

These properties are available for spectrum series only. A spectrum series is a heat map: dates are spread along the x-axis by **Interval** (X) and along the y-axis by **Interval** (Y), and each cell is colored by its rolled-up value.

Date Field
Specifies the table column containing the date/time of each record.

Value Field
Specifies the table column containing the value of each record.

Interval (first)
The interval represented by one cell along the x-axis. Options are Five minutes, Ten minutes, Fifteen minutes, Twenty minutes, Thirty minutes, Hour, Day, Month, and Year. Default is Day.

Interval (second)
The interval represented by one cell along the y-axis. Same options as above. Default is Hour.

Rollup
How values that fall into the same cell are combined: First, Last, Average, Sum, Max, Min, or Count. Default is Average.

Round Time
If enabled, record times are rounded to the interval.

Pick Color, **High Separator Color**, **Medium Color**, **Low Separator Color**, **Minimum Color**
Solid colors used to build the color scale, from the maximum value (Pick Color) to the minimum value (Minimum Color).

Minimum and **Maximum**
The value range mapped to the color scale. If not set, the range is computed from the data.

Date Format and **Time format**
Format strings used for the date and time labels of the spectrum.

These properties are available for radar series only.

Render Type
Defines how the series is drawn: **Area**, **Curve**, or **Columns**. Default is Area. When set to Columns, the **Gradient Mapping** and **Color Field** properties are shown, and work as described for bubble series.

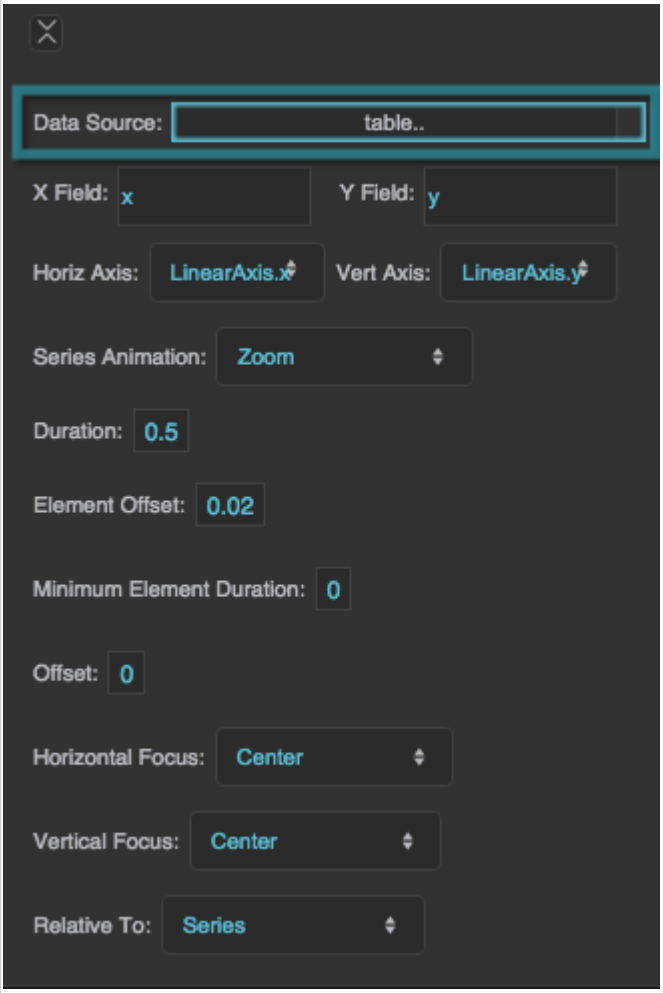
Angle Field
Specifies the table column that is mapped to the angular axis.

Radius Field
Specifies the table column that is mapped to the radial axis.

Enable Highlight
If enabled, a series element can be highlighted. The following properties are then shown:

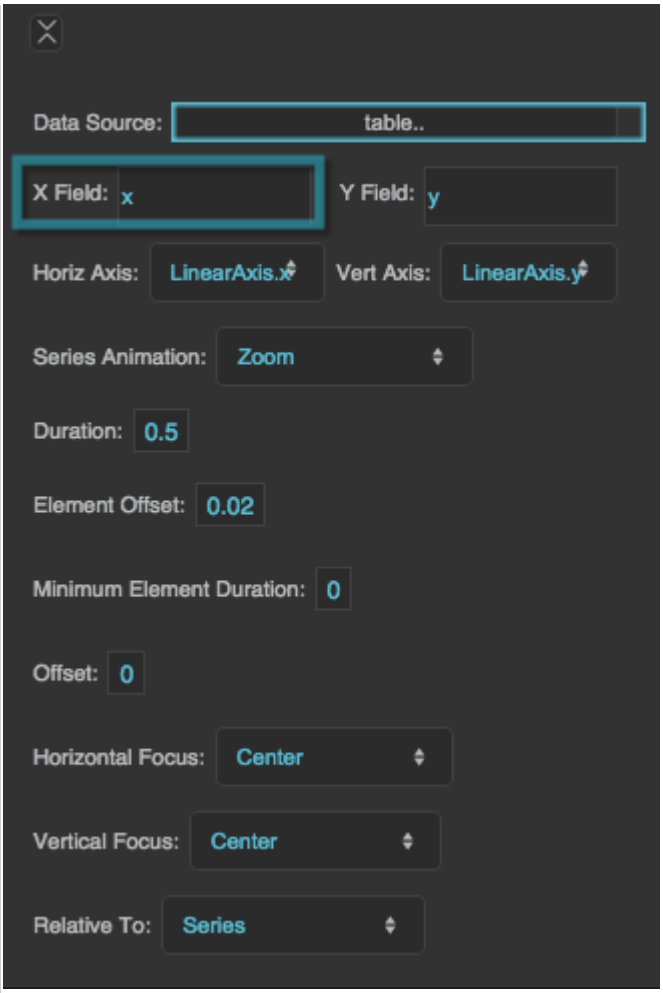
- **Highlight On Click** — highlights the element when the user clicks it.
- **Highlight Stroke** — the color, style, and width of the highlight stroke.
- **Highlighted Value** — the value of the highlighted element. You can also set this value to highlight an element.

Data Source
Specifies the table that this series uses as the data source.



The Data Source property

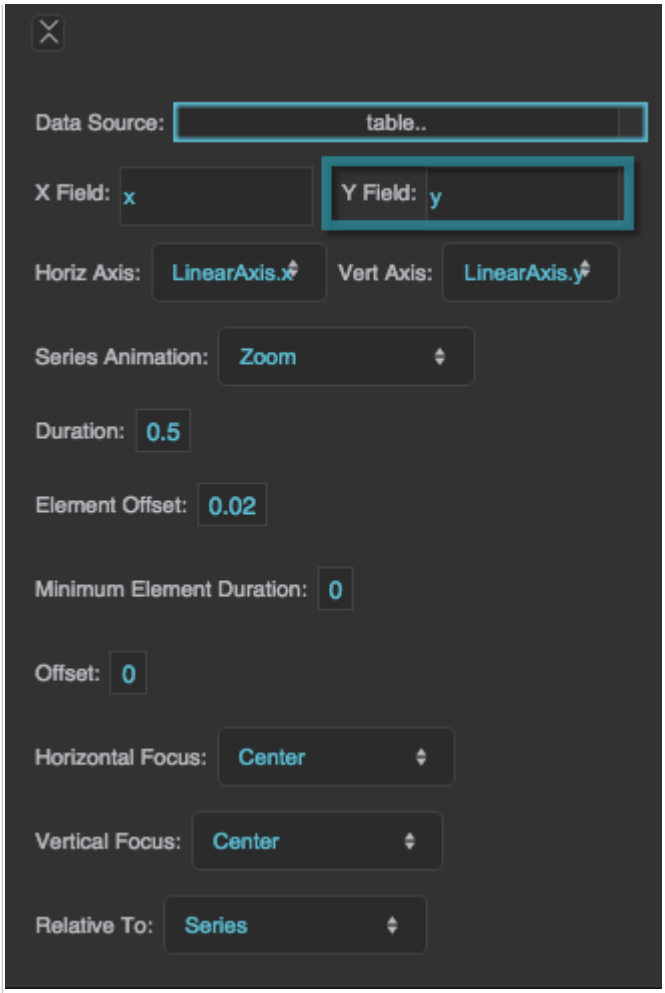
X Field
Specifies the table column that is mapped to the x-axis for this series.



The X Field property

Y Field

Specifies the table column that is mapped to the y-axis for this series.



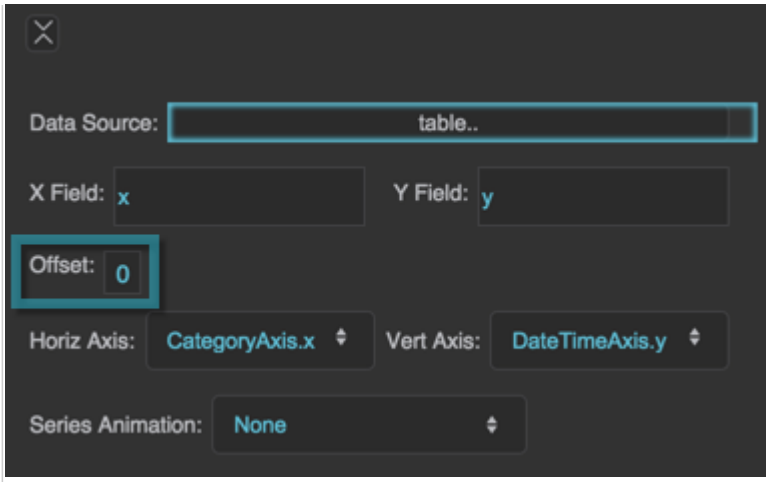
The Y Field property

Offset (column series)
Shown as **Offset** in the Property Inspector, for column series only. Moves columns to the left or right by a portion of the maximum column width. The maximum column width is equal to 1/n of the plot area width, with n being the total number of columns for the chart.

A **Offset** of −0.1 moves the columns to the left by 10% of this maximum width. A **Offset** of 0.1 moves the columns to the right by 10% of this maximum width.

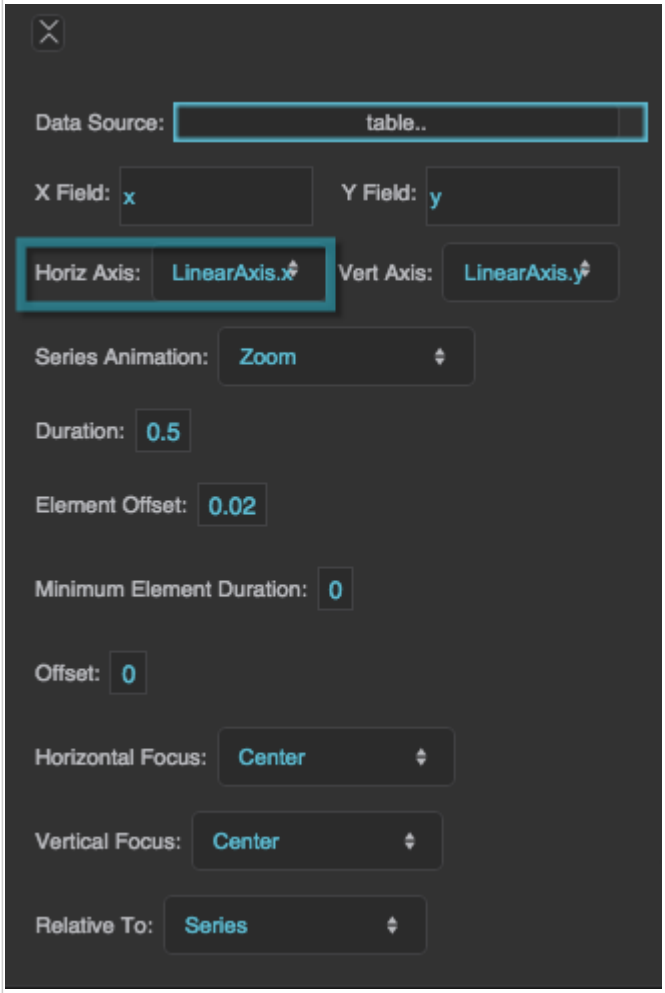
This property is related to the **Column Width Ratio** property for the chart. The **Column Width Ratio** determines the width of each column in the chart as a percentage of the maximum column width.

Example
The **Column Width Ratio** is 60%, and there are two series. To offset the columns in series 1 by 10% of their width, use the value (0.6 / 2) * 0.1 = 0.03 for **Offset**.



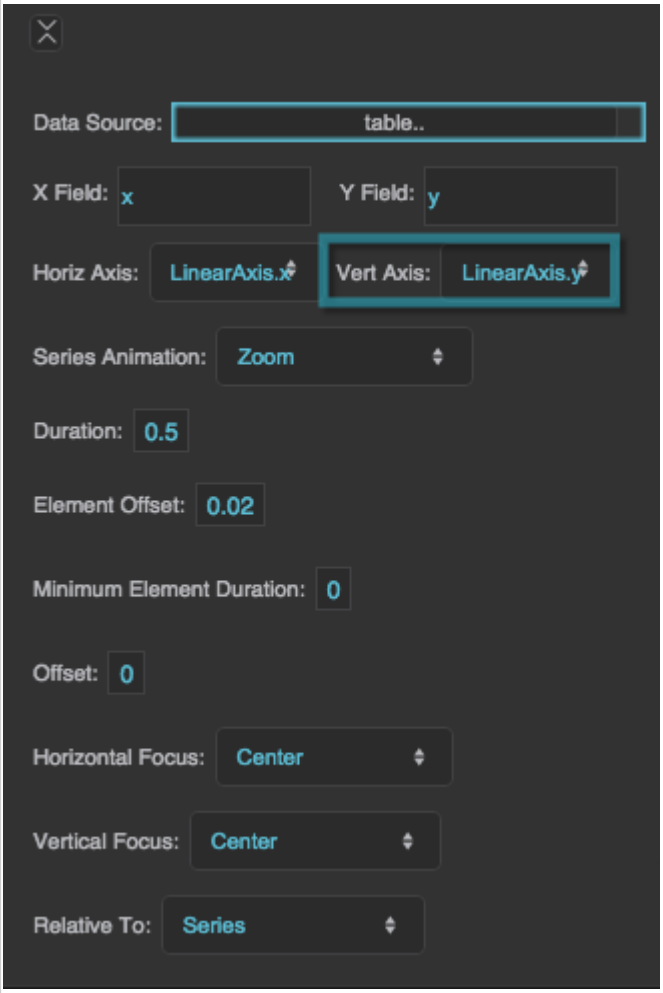
The Column Series Offset property

Horiz Axis
Available for line, area, column, bar, and bubble series. Specifies which of the chart's horizontal axes is used for this series.



The Horizontal Axis property

Vert Axis
Available for line, area, column, bar, and bubble series. Specifies which of the chart's vertical axes is used for this series.



The Vertical Axis property

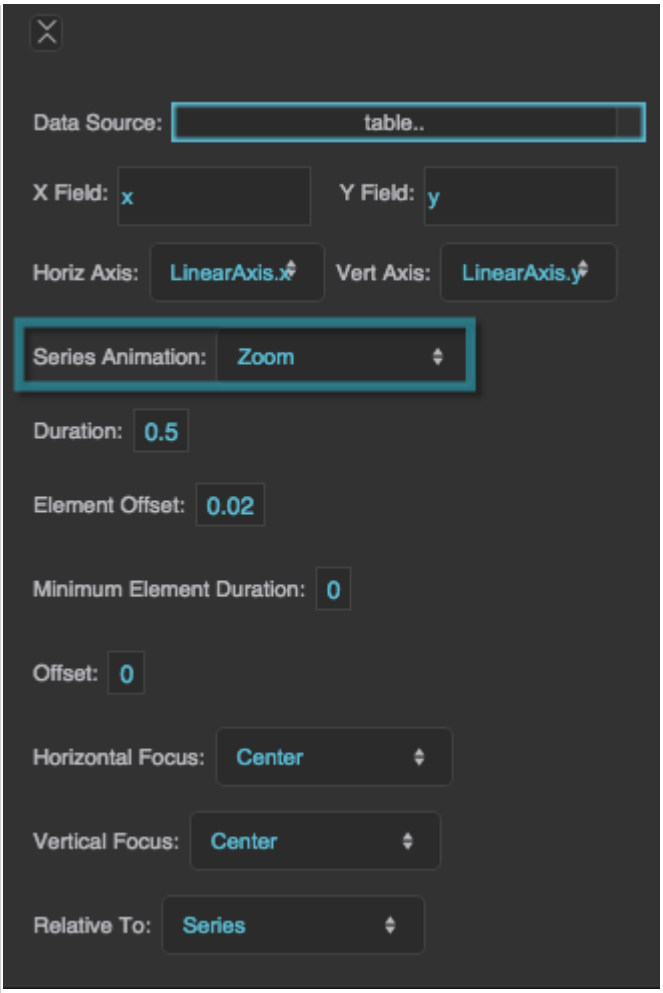
Series Animation
Defines animation behavior for this series. This property is not available for spectrum series.

None
An updated chart replaces the old chart without any animation.

Interpolate
The series goes through a smooth transition, with the old chart as the first frame and the new chart as the final frame.

Slide
The series "slides" in and out of the chart boundaries from a direction that you specify.

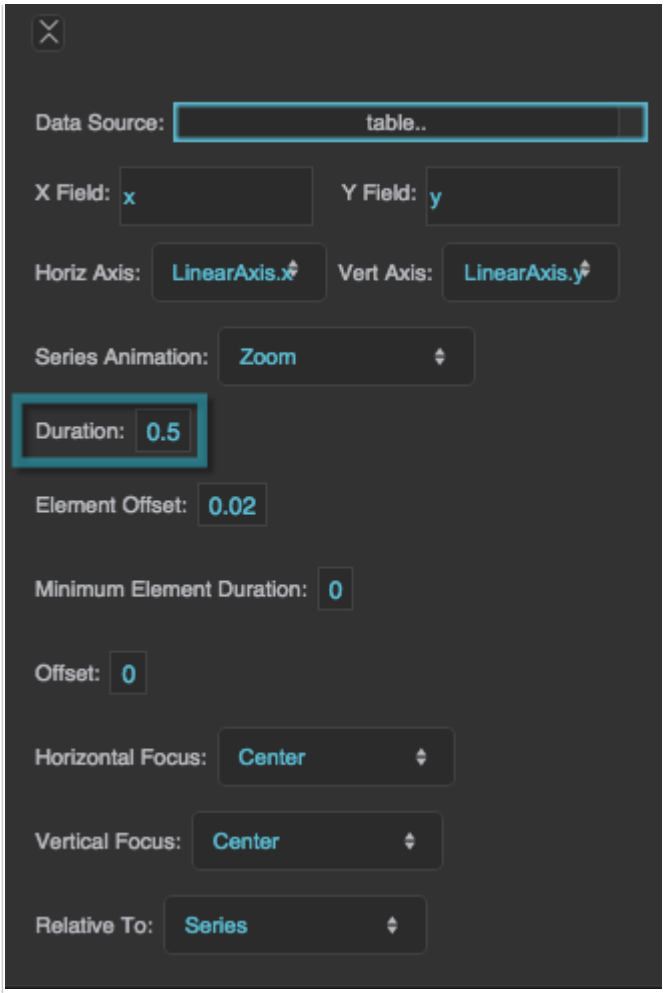
Zoom
The series "implodes" and "explodes" from a focal point that you specify.



The Series Animation property

Duration
Defines the duration of the animation in seconds.

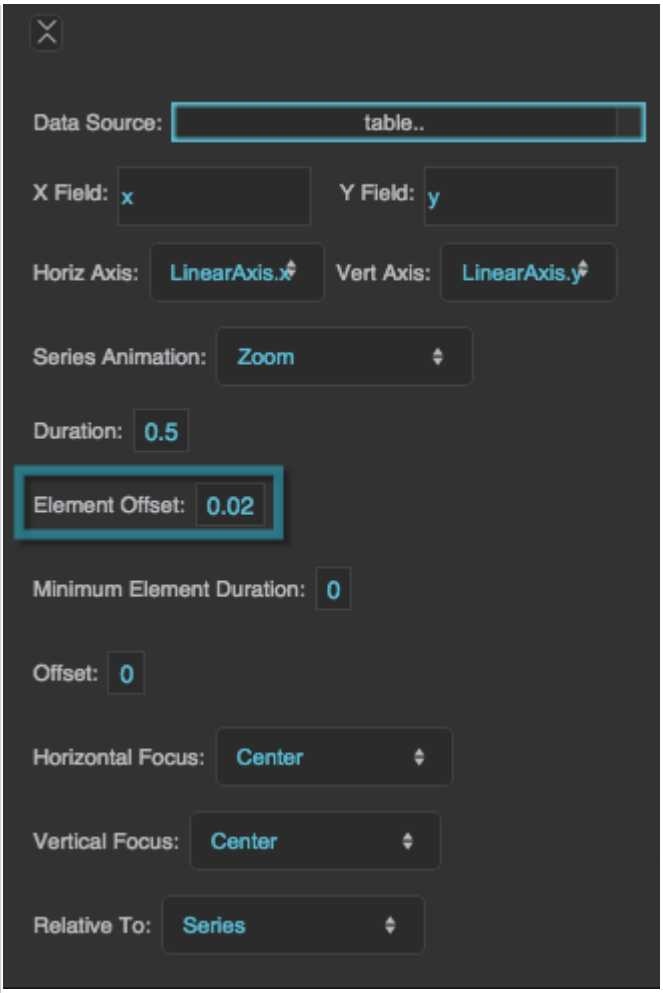
The **Element Offset** and **Minimum Element Duration** properties can cause the animation duration to be longer than that specified by the **Duration** property.



The Duration property

Element Offset
Specifies the amount of time, in seconds, that the animation of each element in the series is delayed. A value of zero means that all elements in the series begin animating at the same time and finish at the same time. A value of 1 means that the second element starts and finishes animating one second after the first element, and so on.

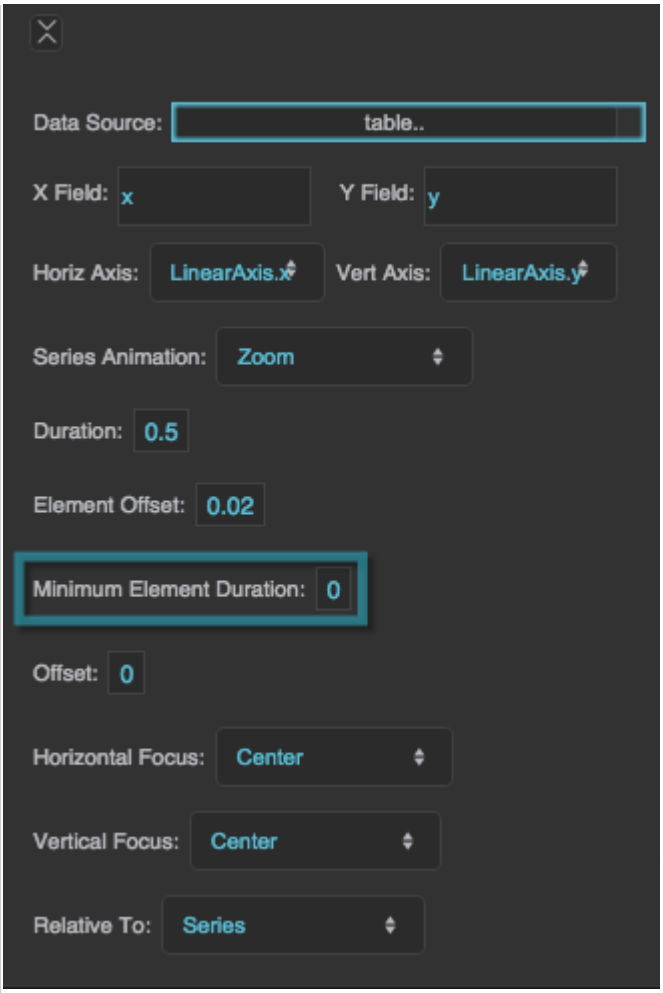
The **Element Offset** and **Minimum Element Duration** properties can cause the animation duration to be longer than that specified by the **Duration** property.



The Element Offset property

Minimum Element Duration
Specifies the minimum amount of time, in seconds, that an individual element takes to complete the animation.

The **Element Offset** and **Minimum Element Duration** properties can cause the animation duration to be longer than that specified by the **Duration** property.

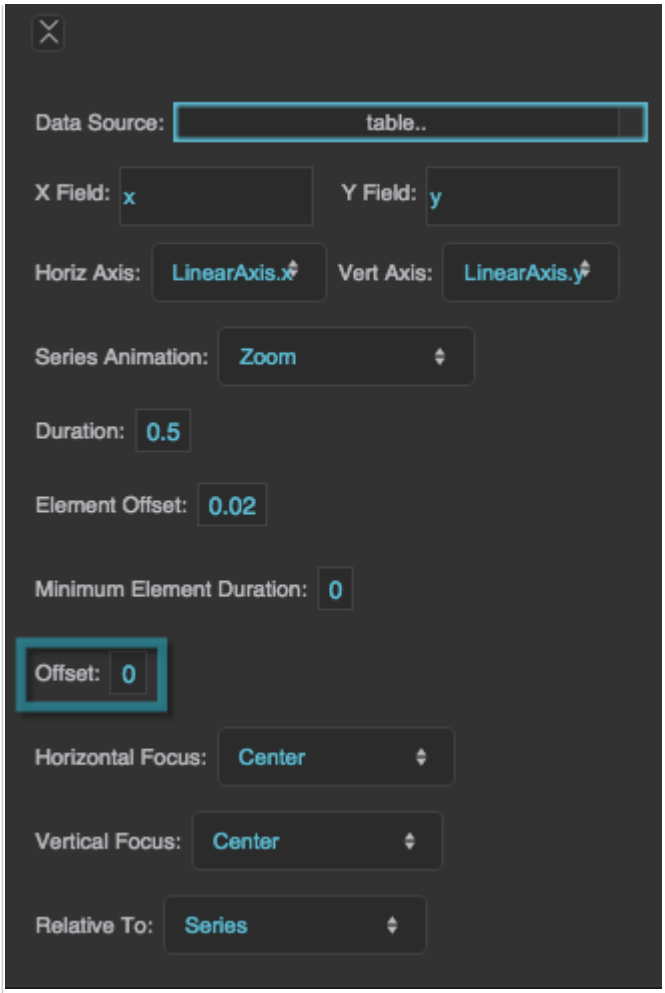


The Minimum Element Duration property

Offset

Specifies the amount of time, in seconds, that the animation is delayed.

Use this property to stagger effects on multiple series.



The Offset property

Easing
Easing is set in the **Duration** editor.

Specifies the rate of change over time for this animation.

Linear
The animation's rate of change is constant.

Ease In
The animation starts slowly and accelerates linearly as it executes.

Ease Out
The animation starts with a fast change rate and decelerates linearly as it executes.

Ease In Out
The animation starts slowly, accelerates linearly, and then decelerates linearly as it executes.

Cubic In
The animation starts slowly and accelerates cubically as it executes.

Cubic Out
The animation starts with a fast change rate and decelerates cubically as it executes.

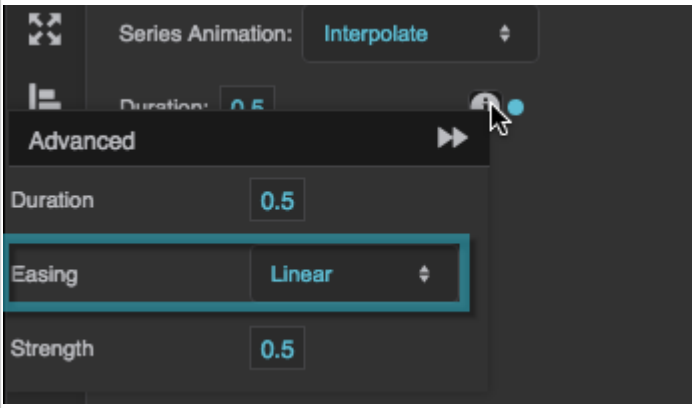
Cubic In Out
The animation starts slowly, accelerates cubically, and then decelerates cubically as it executes.

Elastic In
The animation's rate of change starts on a small-amplitude sine wave. The sine wave grows as the animation executes.

Elastic Out
The animation's rate of change starts on a large-amplitude sine wave. The sine wave decays as the animation executes.

Elastic In Out
The animation's rate of change starts on a small-amplitude sine wave. The sine wave grows and then decays as the animation executes.

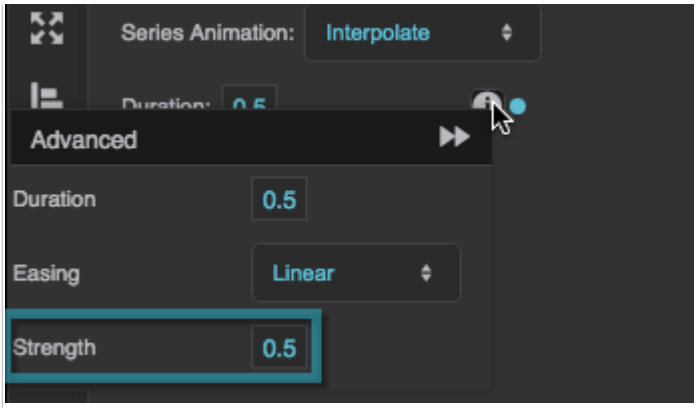
Bounce
The animation starts with a fast change rate, and decelerates to zero with an effect similar to a ball falling and bouncing on a floor.



The Easing property

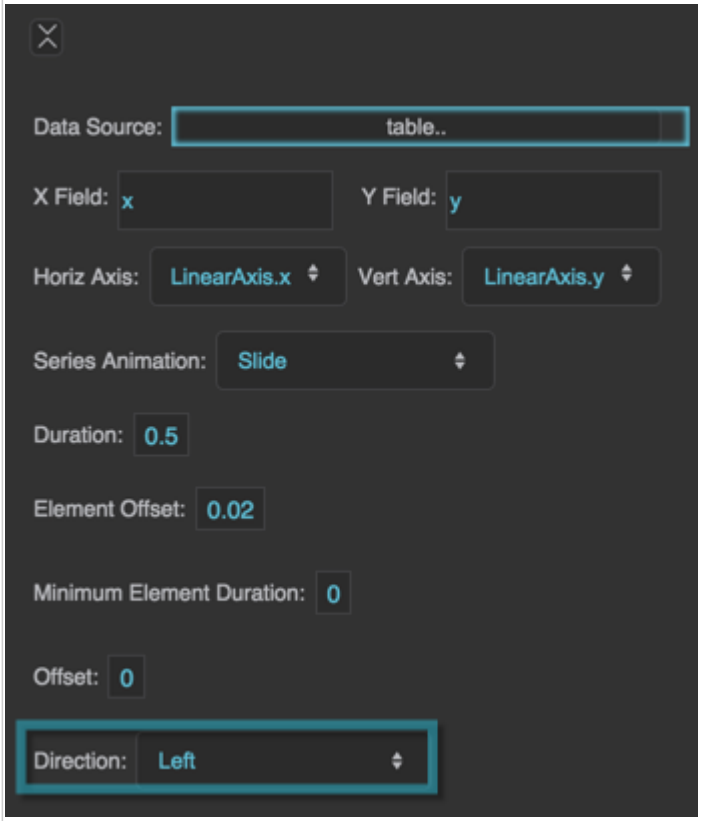
Strength
Strength is set in the **Duration** editor.

Affects the differential or the change rate of the easing function. A value of 0.5 is the default. Values below 0.5 decrease the differential or the change rate, making the easing appear less pronounced. Values above 0.5 increase the differential or the change rate, making the easing appear more pronounced.



The Strength property

Direction
Defines the direction toward which the series slides. For example, if this property is set to Left, the series slides onto the chart from right to left.



The Direction property

Horizontal Focus
Together with **Vertical Focus** and **Relative To**, determines the focal point of the zoom animation.

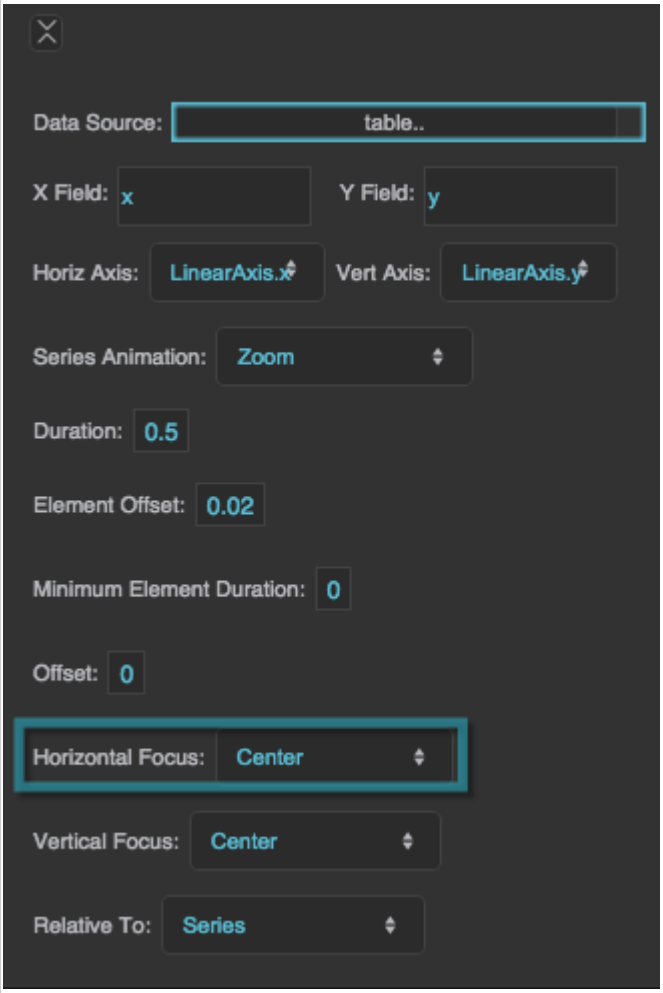
Left
The zoom animation begins at the left of the bounding box defined in **Relative To**.

Right

The zoom animation begins at the right of the bounding box defined in **Relative To**.

Center
The zoom animation begins at the horizontal center of the bounding box defined in **Relative To**.

Null
If **Horizontal Focus** is null, and **Vertical Focus** is not null, then the focus is a horizontal line rather than a point. If both values are null, then the focal point is the center of the bounding box.



The Horizontal Focus property

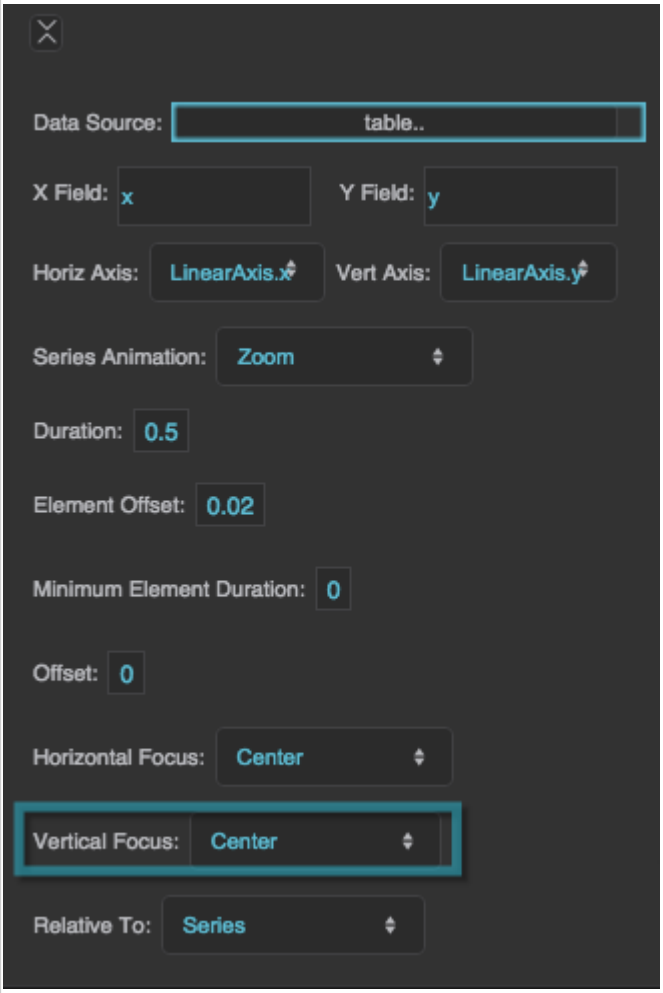
Vertical Focus
Together with **Horizontal Focus** and **Relative To**, determines the focal point of the zoom animation.

Top
The zoom animation begins at the top of the bounding box defined in **Relative To**.

Bottom
The zoom animation begins at the bottom of the bounding box defined in **Relative To**.

Center
The zoom animation begins at the vertical center of the bounding box defined in **Relative To**.

Null
If **Vertical Focus** is null, and **Horizontal Focus** is not null, then the focus is a vertical line rather than a point. If both values are null, then the focal point is the center of the bounding box.

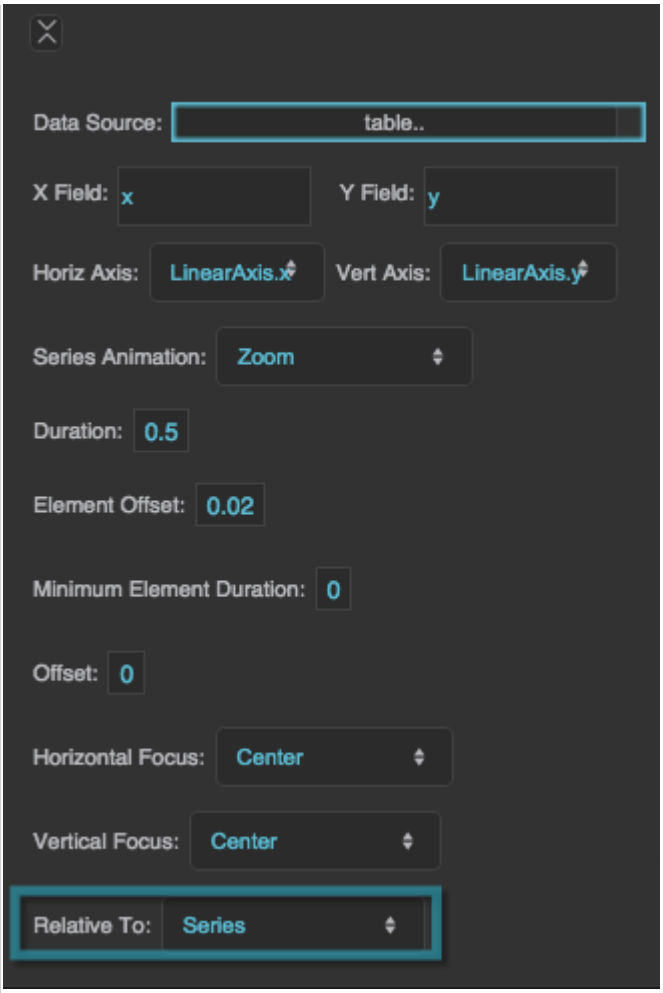


The Vertical Focus property

Relative To
Controls the bounding box used to determine the focal point of the zoom animation. Used together with **Horizontal Focus** and **Vertical Focus**.

Series
The bounding box tightly surrounds the horizontal and vertical minimums and maximums of the series data.

Chart
The bounding box tightly surrounds the plot area of the chart.



The Relative To property

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