

Index on Pajek commands

The chapters contain the following pages:

Chapter	Pages	Chapter	Pages
1	1-26	8	147-167
2	27-51	9	169-186
3	53-75	10	187-206
4	77-90	11	207-230
5	91-108	12	231-260
6	109-123	Appendix	261-271
7	125-146		

The index is arranged by the screen from which commands are available: the Draw screen, Editing Network screen, Hierarchy screen, Main screen, and Report screen. Commands are listed alphabetically within each screen and subcommands are nested within commands.

Draw screen

[Draw] Draw screen	14
[Draw] Export	18; 266
[Draw] Export>Bitmap	18
[Draw] Export>EPS/PS	19
[Draw] Export>Options	19; 267
>3D Effect on Vertices.....	271
>Add.Border	
>Bottom.....	271
>Left.....	270
>Right.....	270
>Top	270
>Arc Width.....	269
>ArcColor	269
>Arrow Position	269
>Arrow Size	269
>Bckg. Color	271
>Bckg. Color 2	271
>Bckg. Color 3	271
>Border Color	267; 271
>Border Radius	271
>Border Width	268; 271
>Edge Color	269
>Edge Width	269
>EPS, SVG, VRML Size of Vertices .	270

>Font Size.....	268; 269
>Gradients	271
>Interior Color.....	267
>Label Angle	268; 270
>Label Color.....	268; 269
>Label Position.....	269
Angle.....	269; 270
Radius	269; 270
Radius/Angle	269
>Pattern	269
>Shape	268
>VRML Bckg. Color	270
>VRML Size of Lines	270
>x/y ratio	268
[Draw] Export>SVG	19
>Line Values	
>Nested Classes	101
[Draw] Export>VRML.....	104
[Draw] Fix >y.....	149
[Draw] GraphOnly	17
[Draw] Info	17
[Draw] Layers >Averaging x coordinate .	211
[Draw] Layers>in y direction	148
[Draw] Layers>In z direction	103
[Draw] Layers>Optimize layers in x	
direction.....	149

[Draw] Layers>Type of Layout	103
[Draw] Layout >Energy	15
>Fruchterman Reingold	
>2D.....	16
>3D.....	16; 104
>Factor	16
>Kamada-Kawai	
> Fix first and last.....	15
> Fix one in the middle.....	15
>Fix selected vertices	33
>Free.....	15
>Selected group only.....	16
>Starting positions	
circular.....	15
Given xy	15
Given z	15
random.....	15
[Draw] Move >Circles	16
[Draw] Move>Fix	16
[Draw] Move>Grid	16
[Draw] Next	17; 86
[Draw] Options >Colors	
>Partition Colors	33
[Draw] Options>Layout	17
[Draw] Options>Mark vertices using.....	17
>Vector Values.....	43
[Draw] Options>Previous/Next	
>Apply to	86
[Draw] Options>Scrollbar On/Off	103
[Draw] Options>Size	
>of Vertices.....	43; 135
[Draw] Options>Transform.....	17
>Fit Area	44
>Rotate 2D	149
[Draw] Options>Values of Lines	
>Similarities	83; 101; 135
[Draw] Previous	17; 86
[Draw] Redraw	17
[Draw] Spin menu	104

Editing Network screen

[Editing Network] Newline	22
---------------------------------	----

Hierarchy Edit screen

[Hierarchy] Hierarchy Edit screen.....	244
[Hierarchy] Edit >Change Type	245
[Hierarchy] Edit>Show Subtree	245

Main screen

[Main] Cluster >Create Complete Cluster.....	242
[Main] Draw >Draw-Partition	32; 148
[Main] Draw>Draw-Partition-Vector	42; 100
[Main] Draw>Draw-SelectAll.....	32
[Main] Draw>Draw-Vector.....	42

[Main] File >Hierarchy	
>Edit	68; 130
[Main] File>Network	
>Edit	21
>Export Matrix to EPS	
>Original	237
>Using Permutation	237; 246
>Read.....	9; 263
>Save	18; 22
[Main] File>Pajek Project File	30
[Main] File>Partition	
>Edit	31; 174
>Read.....	30
>Save	30
[Main] File>Vector.....	40
[Main] Hierarchical Decomposition	
>Symmetric-Acyclic	199
[Main] Hierarchy drop list	68
[Main] Hierarchy>Make Cluster	218
[Main] Hierarchy>Make Partition	245
[Main] Info >Network	
>General	12; 58
>Indices	218
>Line Values	96; 224
>Triadic Census	194
[Main] Info>Partition	
.....31; 59; 139; 152; 161; 178; 216; 218	
[Main] Info>Vector	40; 59; 135; 162; 210
[Main] Macro >Play	156; 218
[Main] Net >Citation Weights.....	224
[Main] Net>Components	
>Bi-Components.....	129; 218
>Strong	63; 196; 200
>Weak.....	63
[Main] Net>k-Neighbours	116; 212
>Input	178
[Main] Net>Partitions	
>Core	
> Input.....	65
> Output.....	65
>Core>All.....	224
>Degree	58; 115
>Input	65; 97; 100; 158; 173
>Output.....	217
>Depth	
>Genealogical	211
>Depth	
>Acyclic.....	200
>Domain	
>Input	179; 181
>Valued Core	
>First Threshold and Step	100
>Use max instead of sum.....	100
>Vertex Shapes.....	217
[Main] Net>Paths between 2 vertices	
>All Shortest.....	116; 211

[Main] Net>Random Network	
>Total No. of Arcs.....	21
[Main] Net>Transform	
>2-Mode to 1-Mode	
>Coolumns	96
>Include Loops.....	96
>Multiple lines	96
>Rows.....	96
>Arcs→Edges	
>All.....	58
>Bidirected only>Min Value.....	11
>Generate in Time.....	86
>Remove	
>all edges.....	211
>lines with value>lower than.....	
.....	39; 100; 225
>loops.....	200
>Multiple lines	58
[Main] Net>Vector	
>Centrality	
>Betweenness	118; 162
>Closeness.....	117
>Get coordinate.....	44
>Structural Holes.....	134; 138
[Main] Nets >First Network.....	67
[Main] Nets >Fragment (1 in 2)	219
>Find	67
>Options.....	67
[Main] Nets >Second Network.....	67
[Main] Network drop list.....	10; 236
[Main] Operations >Balance.....	83
[Main] Operations >Blockmodeling	
>Optimize Partition	252
Random Start.....	253
[Main] Operations >Brokerage Roles	139
[Main] Operations >Dissimilarity	
>d1	
>All.....	244
[Main] Operations >Extract	
>to Gedcom.....	211
[Main] Operations >Extract from Network	
>Cluster	218
>Partition.....	37; 100; 241
[Main] Operations >Reorder	
>Network.....	238
>Partition.....	238
[Main] Operations >Shrink	
>Partition.....	196
[Main] Operations >Shrink Network	
>Partition.....	38
[Main] Operations >Transform	
>Direction	157
>Remove Lines	
>Between Clusters.....	138; 201
>Inside Clusters	39
[Main] Operations >Vector	
>Put coordinate.....	44
>Summing up Neighbours	155
[Main] Options >Blockmodel-Shrink	38
[Main] Options >Ini File	
>Load.....	267
>Save	267
[Main] Options >Read/Write	
> Pgraph+labels	216
>Bipartite Pgraph.....	216
>GEDCOM - Pgraph	210; 216
>Ore: 1-Male, 2-Female links	210
[Main] Partition	34
[Main] Partition drop list	30
[Main] Partition>Binarize.....	155; 217
[Main] Partition>Create Null Partition	32
[Main] Partition>Create Random Partition	83
[Main] Partition>Make Cluster.....	242
[Main] Partition>Make Permutation.....	237
[Main] Partition>Make Vector	41; 59; 155
[Main] Partitions	34
[Main] Partitions>Add Partitions	217
[Main] Partitions>Expand	
>First according to Second (Shrink) ...	200
[Main] Partitions>Extract Second from First	
.....	37; 69; 97; 100; 217; 218
[Main] Partitions>First Partition.....	
.....	37; 45; 176; 253
[Main] Partitions>Info	
>Spearman Rank.....	176; 182
>Cramer's V	45; 253
[Main] Partitions>Intersection.....	212
[Main] Partitions>Second Partition	
.....	37; 45; 176; 253
[Main] Permutation drop list	237
[Main] Vector >Extract Subvector.....	43; 100
[Main] Vector>Make Partition	
>by Intervals	
>First Threshold and Step	42; 182
>Selected Thresholds	42; 45
>by Truncating (Abs)	41
[Main] Vector>Transform	
>Multiply by	135
[Main] Vectors >Divide First by Second	
.....	156; 158; 181
[Main] Vectors>First Vector	156; 176
[Main] Vectors>Info.....	176
[Main] Vectors>Second Vector.....	156; 176
Report screen	
[Report] Report screen.....	12
[Report] File >Append to Report	45

Shortcut key combinations

The following tables list the shortcut key combinations and the commands which they replace. Some shortcuts are accessible from one screen, others from several screens.

Main Screen

Shortcut	Description and command
Ctrl-A	Draw the network with all vertices in class 0 of a new empty partition (<i>Draw>Draw-SelectAll</i>)
Ctrl-G	Draw the network (<i>Draw>Draw</i>)
Ctrl-P	Draw the network and the active partition (<i>Draw>Draw-Partition</i>)
Ctrl-Q	Draw the network, the active partition, and the active vector (<i>Draw>Draw-Partition-Vector</i>)
Ctrl-U	Draw the network and the active vector (<i>Draw>Draw-Vector</i>)
Ctrl-S	Repeat session (<i>File>Repeat session</i>)
Ctrl-V	Create a new vector holding the values of the active partition (<i>Partition>Create Vector</i>)
Ctrl-X	Create a new vector with the active x-coordinates of the vertices (<i>Operations>Vector>Put Coordinate>x</i>)
Ctrl-Y	Create a new vector with the active y-coordinates of the vertices (<i>Operations>Vector>Put Coordinate>y</i>)
Ctrl-Z	Create a new vector with the active z-coordinates of the vertices (<i>Operations>Vector>Put Coordinate>z</i>)

Hierarchy Edit Screen

Shortcut	Description and command
Ctrl-T	Change the type of a cluster from unlabeled to Close to Cut to Border (<i>Edit>Change Type</i>)
Ctrl-N	Change the label of a cluster (<i>Edit>Change Name</i>)
Ctrl-S	Toggle the option to show the members of the cluster or all members of the cluster and its subclusters when double-clicking a cluster in the hierarchy (<i>Edit>Show Subtree</i>)

Draw Screen

Shortcut	Description and command
Ctrl-A	Draw the network with all vertices in class 0 of a new empty partition (<i>[Main] Draw>Draw-SelectAll</i>)
Ctrl-G	Draw the network (<i>[Main] Draw>Draw</i>)
Ctrl-P	Draw the network and the active partition (<i>[Main] Draw>Draw-Partition</i>)
Ctrl-Q	Draw the network, the active partition, and the active vector (<i>[Main] Draw>Draw-Partition-Vector</i>)
Ctrl-U	Draw the network and the active vector (<i>[Main] Draw>Draw-Vector</i>)
Ctrl-B	Show the labels of the lines (<i>Options>Lines>Mark Lines>with Labels</i>)
Ctrl-O	Do not show the values or labels of the lines (<i>Options>Lines>Mark Lines>No</i>)
Ctrl-V	Show the values of the lines (<i>Options>Lines>Mark Lines>with Values</i>)
Ctrl-L	Show the labels of the vertices (<i>Options>Mark Vertices Using>Labels</i>)
Ctrl-N	Show the numbers of the vertices (<i>Options>Mark Vertices Using>Numbers</i>)
Ctrl-D	Do not show labels or numbers of the vertices (<i>Options>Mark Vertices Using>No</i>)
Ctrl-R	Toggle real sizes of vertices (<i>Options>Mark Vertices Using>Real sizes On/Off</i>)
S	Spin around the normal in one direction
s	Spin around the normal in the opposite direction
X	Spin around the x-axis, the bottom approaching the viewer
x	Spin around the x-axis, the top approaching the viewer
Y	Spin around the y-axis, the left approaching the viewer
y	Spin around the y-axis, the right approaching the viewer
Z	Spin around the z-axis clockwise
z	Spin around the z-axis counterclockwise