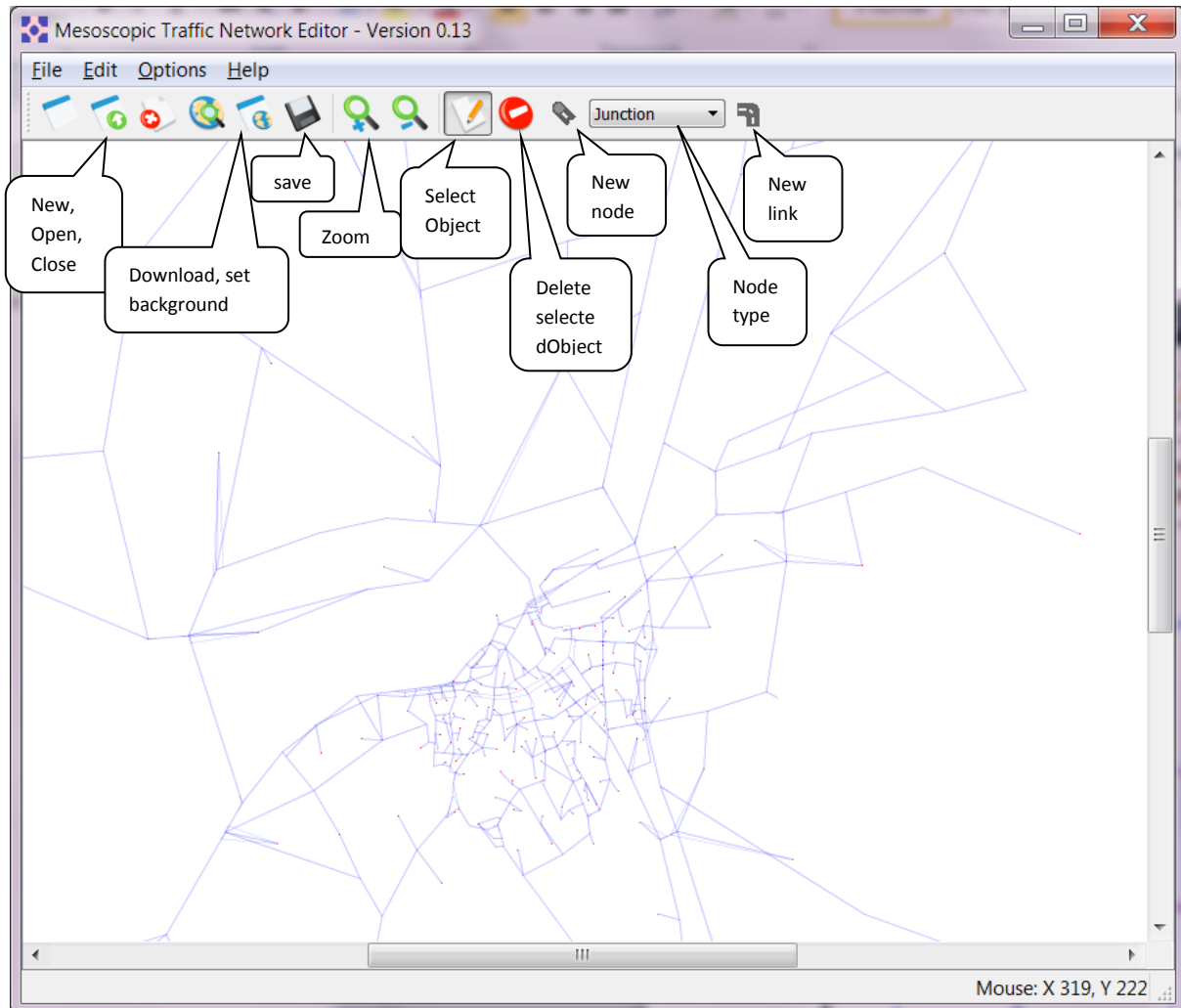


# Quick and dirty Mezzo Editor tutorial

Version 0.2

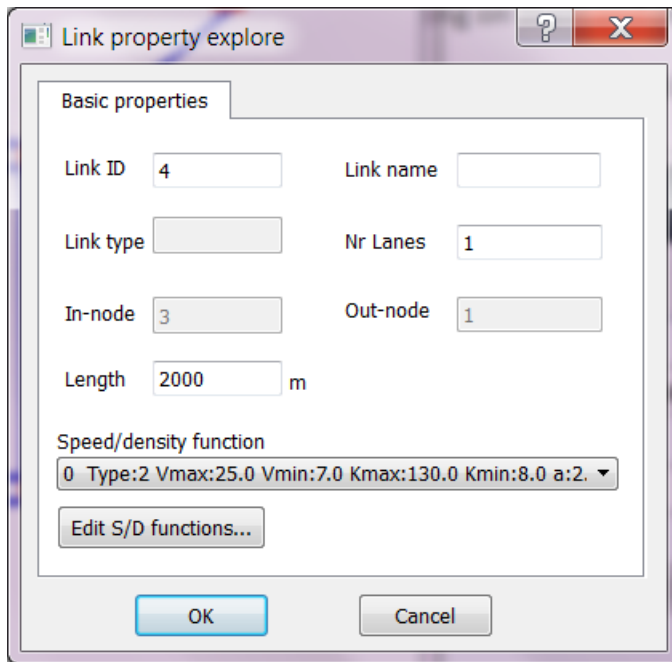


Note that in order to select objects (nodes, links) you need to have the 'Select Objects' active (clicked). Double click on objects to get the properties box up.

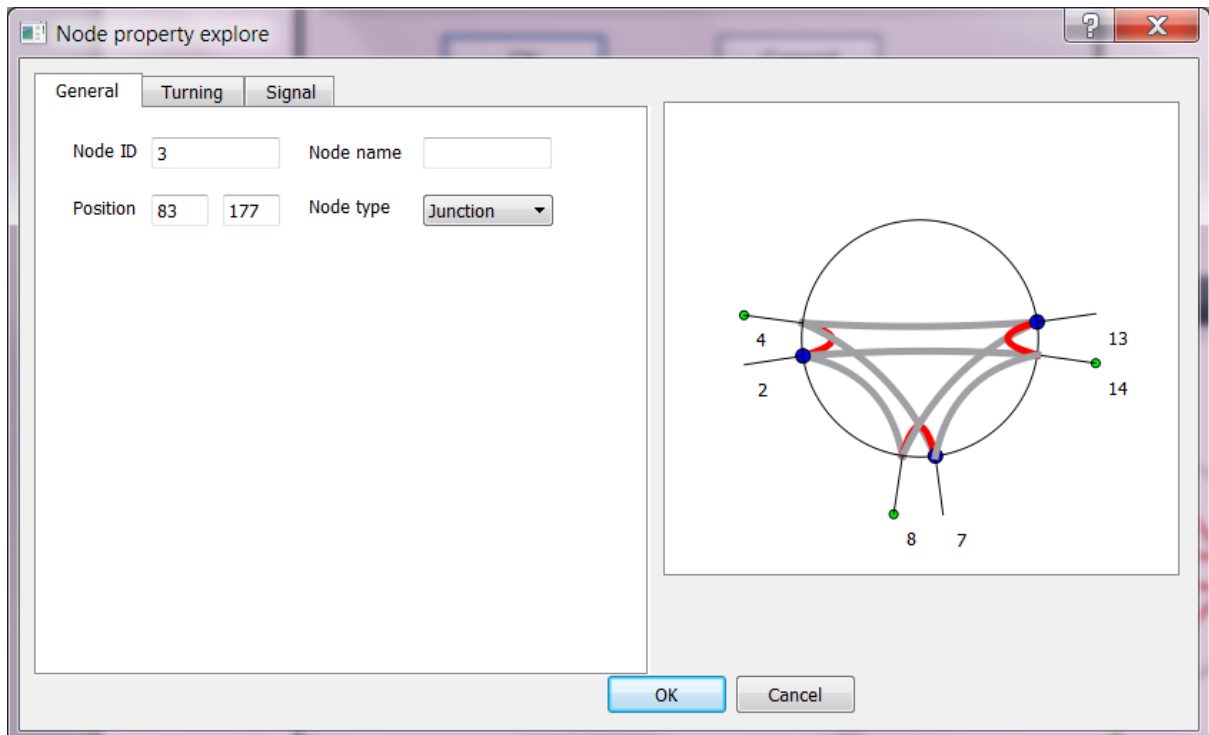
You can move nodes by right clicking on them and dragging them.

When deleting a node, all attached links are deleted as well.

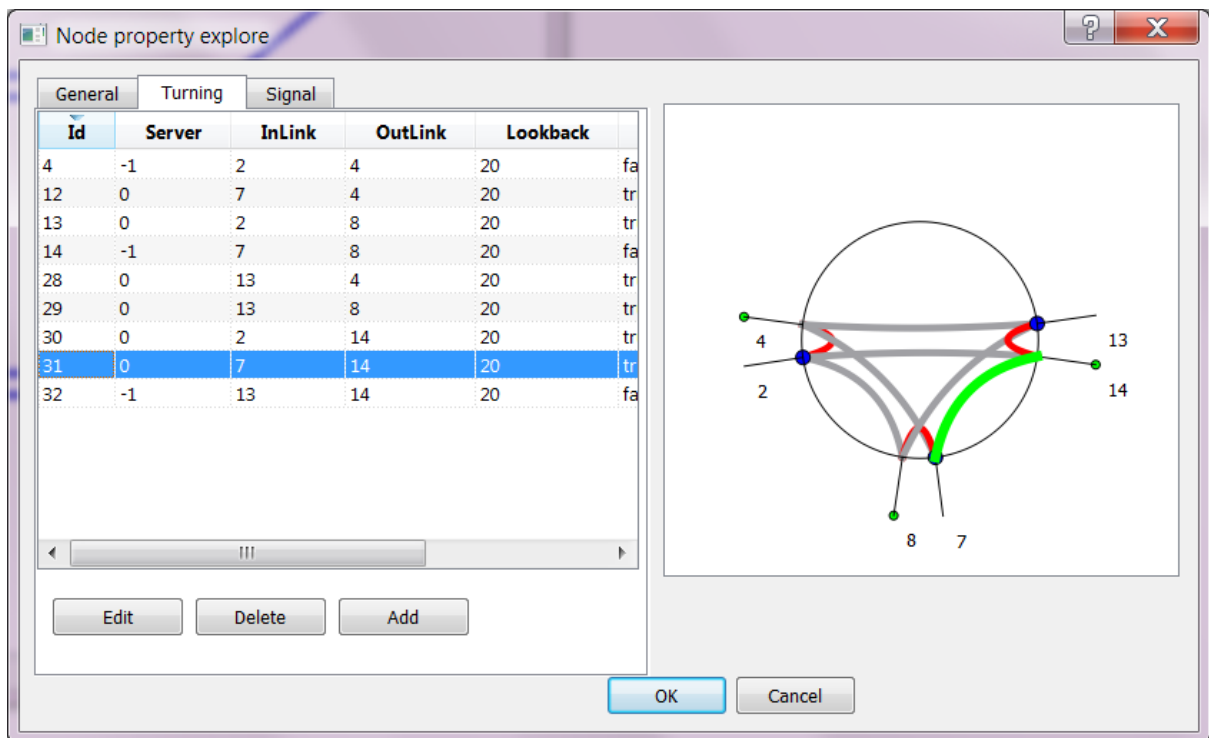
*Note version 0.2: As Yahoo maps closed down, the Download maps stopped working. Will be replaced by Nokia maps in the near future.*



Link properties. You can edit the available S/D functions for the link by clicking Edit S/D functions.



Node properties. The incoming links are the ones with a blue large dot at the end. The outgoing links have a small green dot at the end. The turning movements are the grey lines. The blocked movements are shown by red lines. (In this example the U-turns are blocked.)



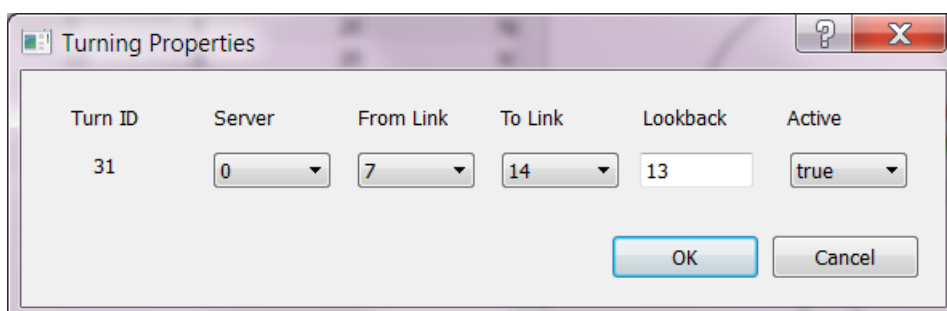
Node properties: Turning details. Here the turning movements are listed, with their properties. The turnings can be selected by clicking on the respective entry in the table, and the selected turn is shown in green in the node graph.

The turning properties can be edited by clicking Edit (after a turning has been selected) or by double-clicking the entry in the table.

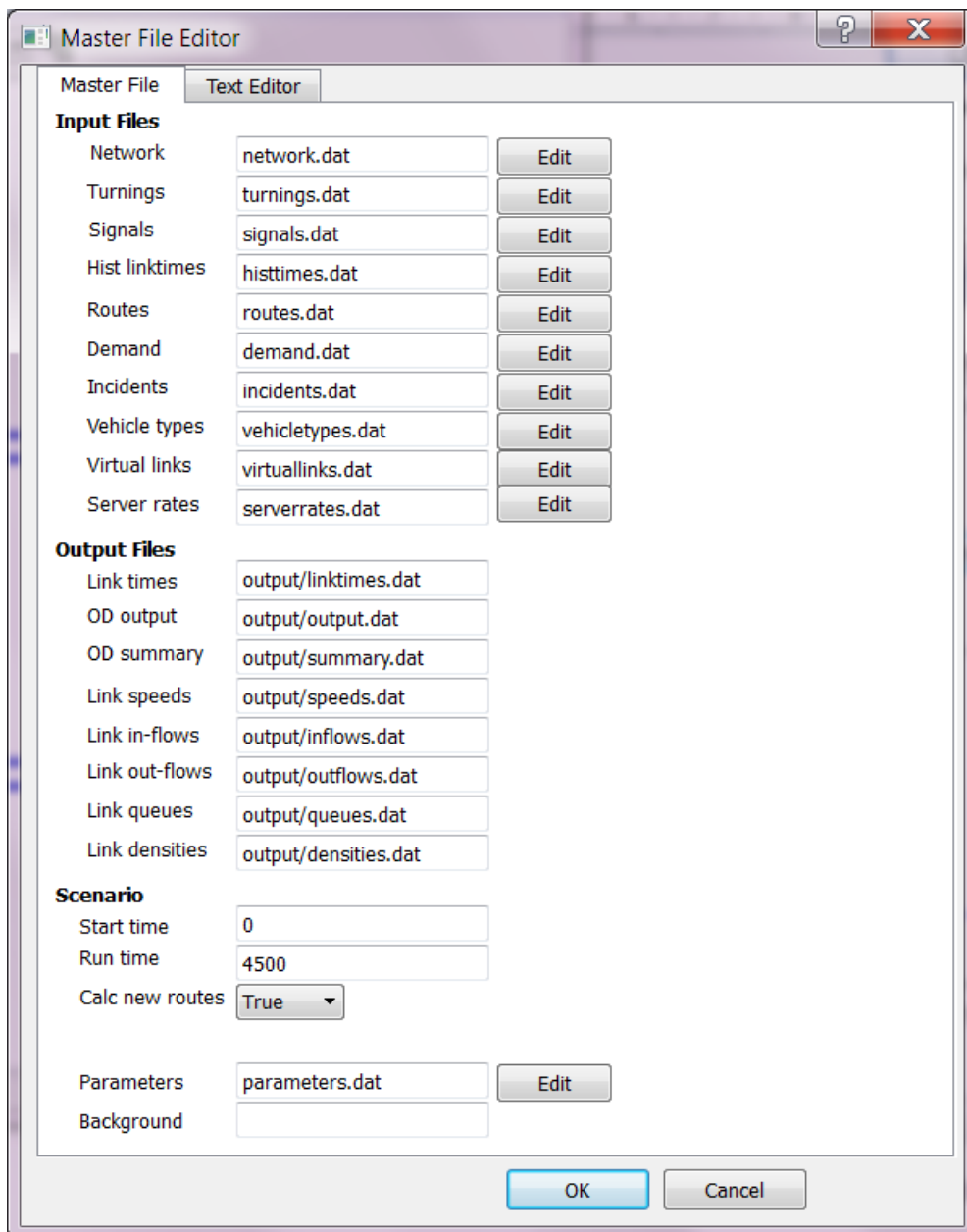
Clicking on Delete deletes the selected turning and Add adds a new turning at the bottom of the list, and opens the Edit Turn properties window to edit the values.

A server ID of -1 means that the turning is blocked (so the Active column will show false), and any other server ID means the turning is active. All blocked turns are shown in red.

*TO DO: Implement the editing for signal plans and the give-way relations between turnings.*

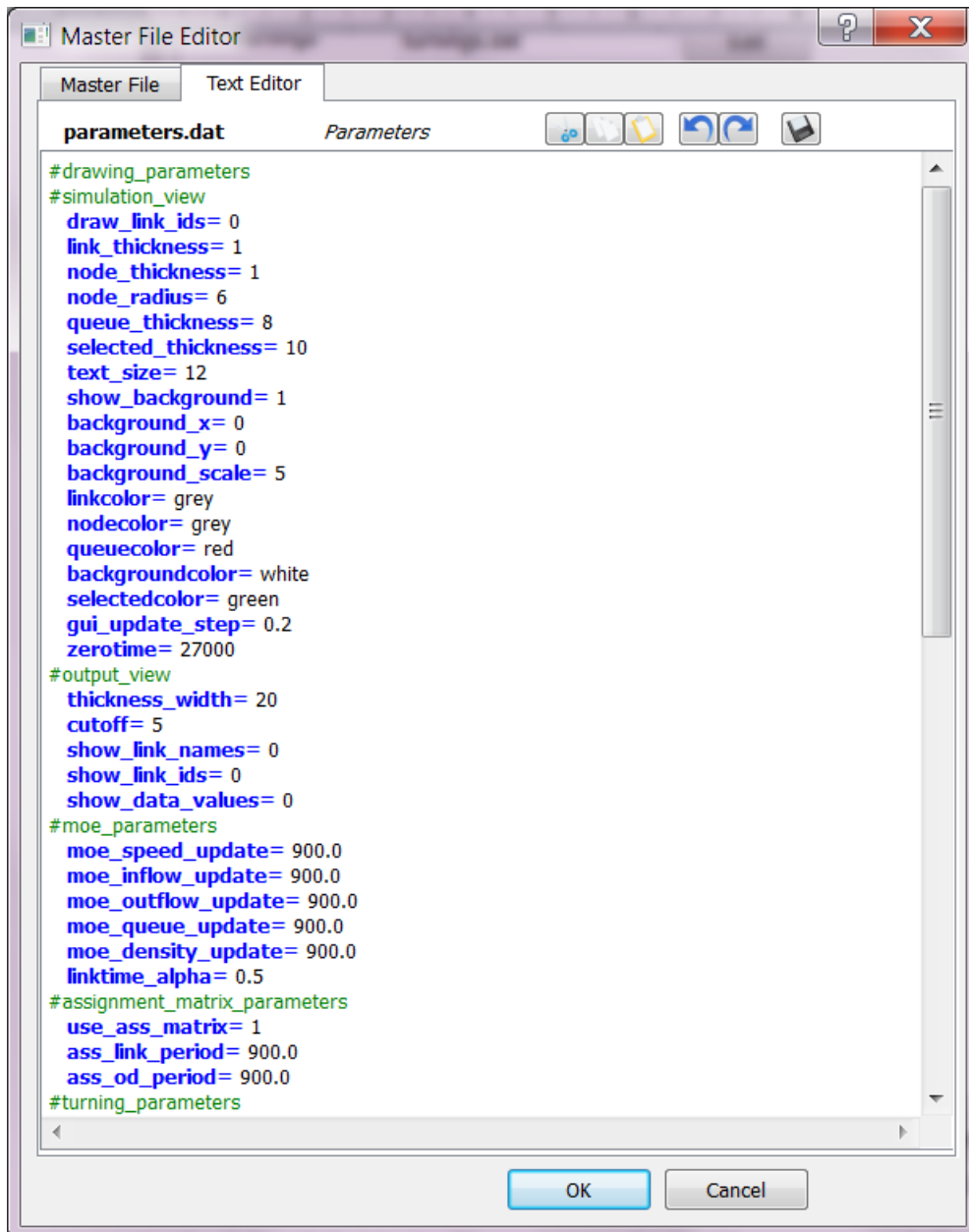


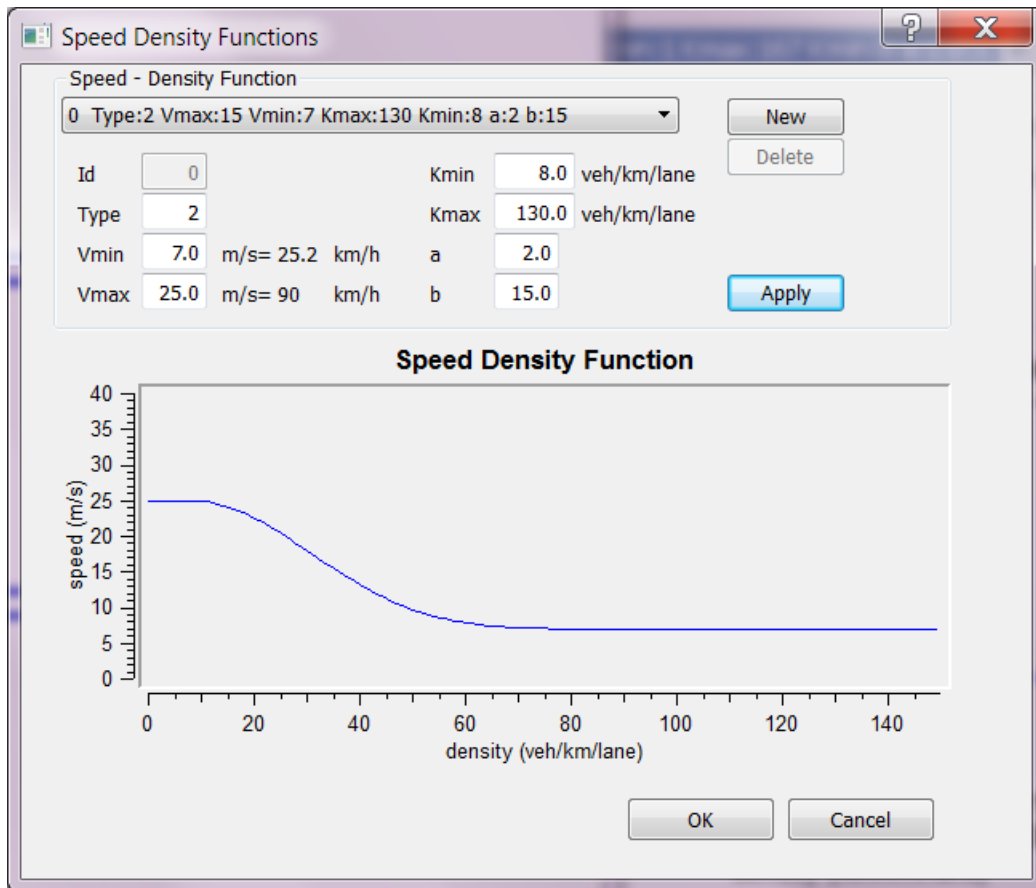
When a turning is double-clicked in the table or Edit has been clicked, the turning properties can be changed in this window. The Active state is coupled to the server ID, so that a false Active state results in a server ID of -1 (see above).



In the Edit->Edit Masterfile you can edit the filenames etc. defined in the master file.

If you click on the Edit button next to the filename you can edit directly in the specified file using the simple text editor that is included, see the file formats doc for details.





Edit->Edit SD functions. Displays the SD functions and allows editing of parameters and addition of new functions. See the file format doc for the types and parameters.