

NAME

edgepaint – edge coloring to disambiguate crossing edges

SYNOPSIS

[*options*] [**-o** *outfile*] [*files*]

DESCRIPTION

edgepaint takes as input a graph in DOT format with node position information (the *pos* attribute) and colors the edges in a manner making it easier to tell them apart.

OPTIONS

The following options are supported:

--accuracy=*e*

Accuracy with which to find the maximally different coloring for each node with regard to its neighbors. Default *e* = 0.01.

--angle=*a*

Color two edges differently if their incidence angle is less than *a* degrees. Default *a* = 15.

--random_seed=*s*

Random seed to use. *s* must be an integer. If *s* is negative, we do $|s|$ iterations with different seeds and pick the best.

--lightness=*l1,l2*

Only applies for the "lab" color scheme: *l1* and *l2* must integers, with $0 \leq l1 \leq l2 \leq 100$. By default, we use "0,70".

--share_endpoint

If this option is specified, edges that share a node are not considered in conflict if they are close to parallel but are on the opposite sides of the node (around 180 degree).

-o *f* Write output to file *f* (default: stdout).**--color_scheme=*c***

Specifies the color scheme. This can be "rgb", "gray", "lab" (default); or a comma-separated list of RGB colors in hex (e.g., "#ff0000,#aabbcd,#eeffaa") representing a palette; or a string specifying a Brewer color scheme (e.g., "accent7"; see <https://graphviz.org/doc/info/colors.html#brewer>).

-v Turns on verbose mode.**-?** Print usage and exit.**BUGS**

At present, **edgepaint** does not handle graphs with loops or directed multiedges. So, a graph with edges $a \rightarrow b$ and $b \rightarrow a$ is acceptable, but not if it has edges $a \rightarrow b$ and $a \rightarrow b$ or $a \dashrightarrow b$ and $a \dashrightarrow b$. Ports are ignored in this analysis, so having $a.x \rightarrow b$ and $a.y \rightarrow b$ is also not supported.

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SEE ALSO

gvmap(1), sfdp(1), neato(1), dot(1)