Alibaba Cloud

DataV
Manage Editor

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Document conventions

Style	Description	Example
⚠ Danger	A danger notice indicates a situation that will cause major system changes, faults, physical injuries, and other adverse results.	⚠ **Danger:** Resetting will result in the loss of user configuration data.
🔔 Warning	A warning notice indicates a situation that may cause major system changes, faults, physical injuries, and other adverse results.	🔔 **Warning:** Restarting will cause business interruption. About 10 minutes are required to restart an instance.
🔊 Notice	A caution notice indicates warning information, supplementary instructions, and other content that the user must understand.	🔊 **Notice:** If the weight is set to 0, the server no longer receives new requests.
❓ Note	A note indicates supplemental instructions, best practices, tips, and other content.	❓ **Note:** You can use Ctrl + A to select all files.
>	Closing angle brackets are used to indicate a multi-level menu cascade.	Click **Settings> Network> Set network type**.
Bold	Bold formatting is used for buttons , menus, page names, and other UI elements.	Click **OK**.
Courier font	Courier font is used for commands	Run the `cd /d C:/window` command to enter the Windows system folder.
Italic	Italic formatting is used for parameters and variables.	`bae log list --instanceid` *Instance_ID*
[] or [a|b]	This format is used for an optional value, where only one item can be selected.	`ipconfig [-all|-t]`
{} or {a|b}	This format is used for a required value, where only one item can be selected.	`switch {active|stand}`

Table of Contents

1.Editor overview

In the **Projects** pane, select a project. On the project editor page, you can view a project, edit a project, and manage various widgets.

Layers

The **Layers** list helps you view and manage the order of layers for your project. In DataV, each widget added in a canvas forms a layer. You can manually adjust the position of each widget.

Toolbar

You can view the toolbar at the top of the editor page. You can use functions provided in the toolbar to modify, enhance, preview, and publish your project.

Page settings

To view the **Page Settings** pane, click the blank area of a canvas, and the **Page Settings** pane is displayed on the right side of the page.

In the **Page Settings** pane, you can adjust the page and grid size of a project, set a background image, and select a **Fit Type**. Enterprise Edition users can remove the DataV watermark, an exclusive function for Enterprise Edition.

- Page size

You can set the screen resolution in the Page Size field. The default resolution is 1920 x 1080.

- Background image

  You can upload an image of up to 1 MB as the background of a project.

- Fit type

  The selection of the zoom mode corresponds to how a project is displayed.

  If your project cannot be displayed on standard screen sizes, we recommend that you use **Full Screen** mode.

- Grid size

  The grid size is the smallest movement unit of a widget on a canvas. The borders of widgets automatically expand to the edges of grids based on the grid size. The smallest smooth movement value is 1 pixel.

- Project cover

  You can click **Capture Thumbnail** to automatically capture an image as a thumbnail on the My Project page.

- DataV watermark (Enterprise Edition)

  Deselect to remove the DataV watermark.

Widget settings

On the right-side of the page, click any widget on a canvas to view **Style**, **Data**, and **Interaction** tabs. Here, you can configure the style and data sources of each widget.
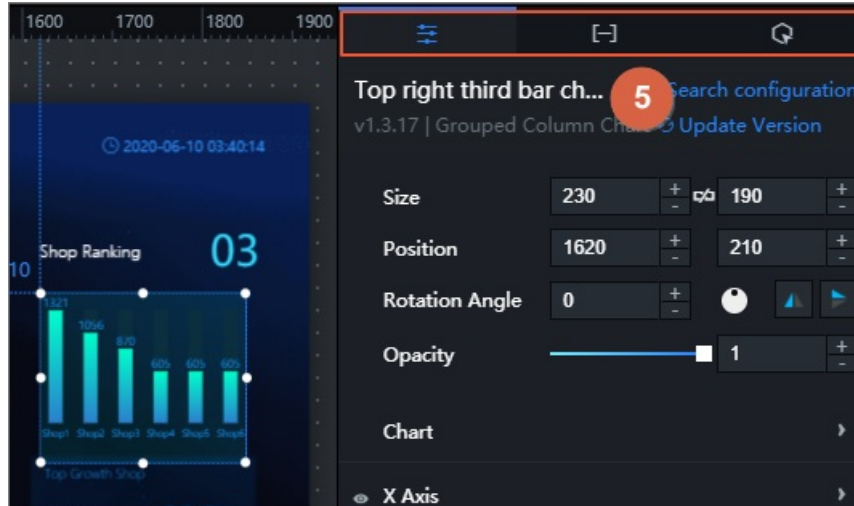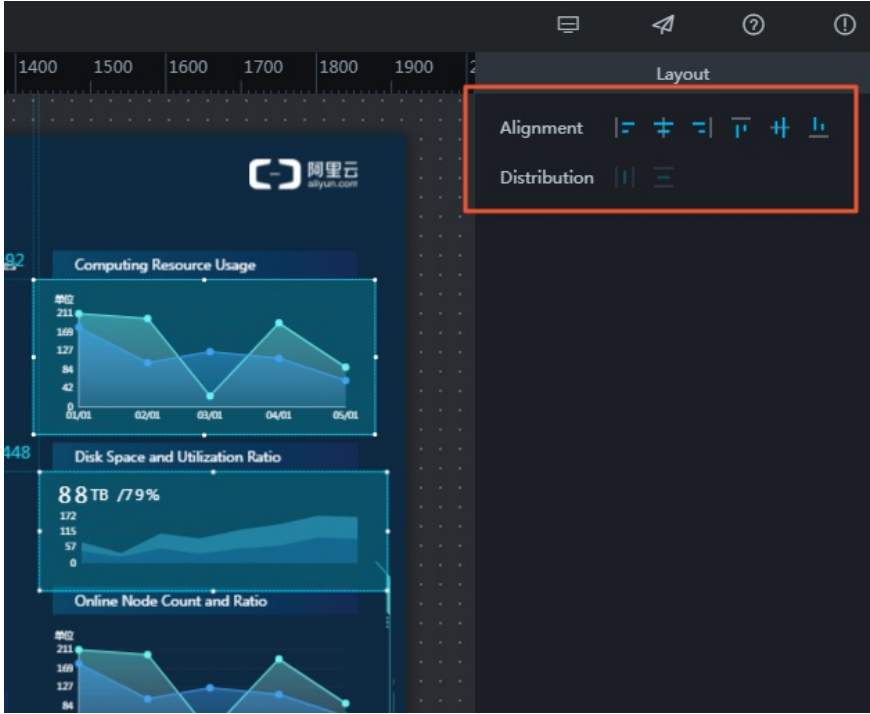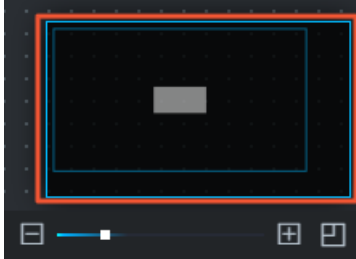
2.Edit canvas
2.1. Widget layouts

This topic describes various operations and shortcut keys to lay out widgets in a project.

DataV supports the following operations on widgets.

Operation	Description
Drag and drop	Select one or more widgets and hold down the left mouse button to drag and drop the widgets. • To select one widget, click it. • To select multiple widgets, press and hold **Ctrl** in Windows or **command** in macOS, and click the widgets. ⦾ **Note** You can use the same method to select one or more widgets on the Layer panel on the left.
Zoom in or out	Select one or more widgets and move the pointer over a border of the widgets. When the pointer becomes a double-headed arrow, hold down the left mouse button to drag the widgets.
Rotate	Select one or more widgets and move the pointer over an angle of the widgets. When the pointer becomes a rotation icon, hold down the left mouse button to rotate the widgets.

Operation	Description
Align	Select multiple widgets and click an icon next to **Alignment** or **Distribution**. You can align the widgets to the left, center, right, top, or bottom and distribute them horizontally or vertically.
Set an opacity	Select one or more widgets. On the **Settings** tab on the right-side panel, click **+** or **-** next to **Opacity** or enter an opacity value in the text box. You can set an opacity for widgets based on the design of your project.
Group	See Group multiple widgets.
Lock	See Lock a widget.
Hide	See Hide a widget.
Copy	See Copy a widget.
Delete	See Delete a widget.
Move the layer	See Move the layers of widgets.
Operations in the right-click menu	On the Layer panel or the canvas, right-click a widget. In the menu that appears, select the **Bring to Front**, **Send to Back**, **Bring Forward**, **Send Backward**, **Copy**, or **Delete** operation. More operations are available in the right-click menu of the Enterprise and Professional editions, including Group, Ungroup, Lock, and Hide.

Operation	Description
Thumbnail (Enterprise or Professional edition)	DataV provides a thumbnail in the lower-right corner of the canvas to help you adjust the layout of your widgets. • Under the thumbnail, adjust the **slider** or click **+** and - to zoom in or out the canvas. • If the widgets are out of the current screen, drag the blue-bordered box in the thumbnail to locate the widgets. • In the lower-right corner of the thumbnail, click the icon to hide or show the thumbnail.
Shortcut keys	Shortcut keys to perform operations on widgets: • Group: **Ctrl+G** • Ungroup: **Ctrl+Shift+G** • Undo previous operations: **Ctrl+Z** • Copy and paste: **Ctrl+C** and **Ctrl+V**

2.2. Widget coordinates and guides

This topic describes how to use coordinates and guides to accurately position and arrange widgets in DataV.

Coordinates

Add a widget to the canvas and then click it. Blue guides are displayed in the upper-left corner of the widget.
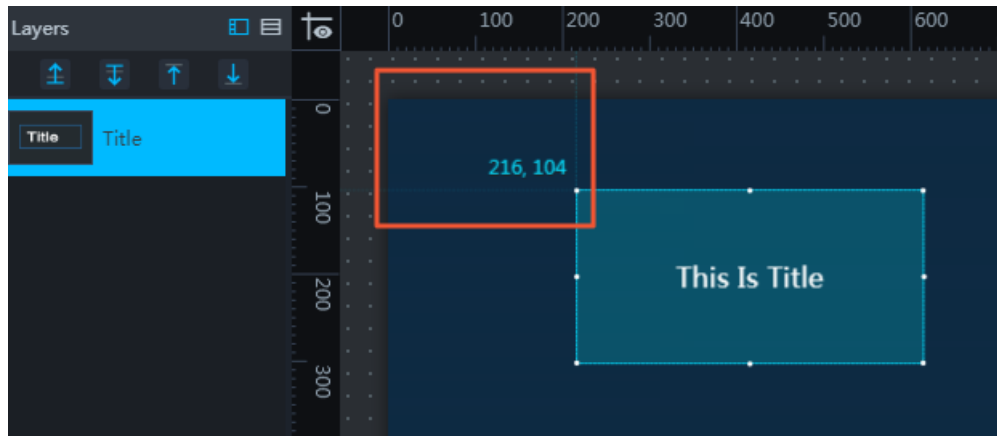
These guides are used to locate the coordinates of the widget. You can use them to adjust the position of the widget.

Guides

To use the guides in DataV, follow these steps:

1. Move the pointer to the left or top ruler.

2. Click a point on the ruler to display a guide.

3. Double-click the guide to remove it.

4. In the upper-left corner of the canvas, click the

   icon to hide all guides and click it again to show the guides.

3.Manage layers

3.1. Change views of widgets

This topic describes how to change the views of widgets in the Layer panel. You can display your widgets in the text or thumbnail view.

In the upper-right corner of the Layer panel, there are two icons: **Text** and **Thumbnail**.

- Click the **Text** icon to display widgets in the text view. The text view displays icons and titles of all widgets. You can quickly search for a widget in this view.
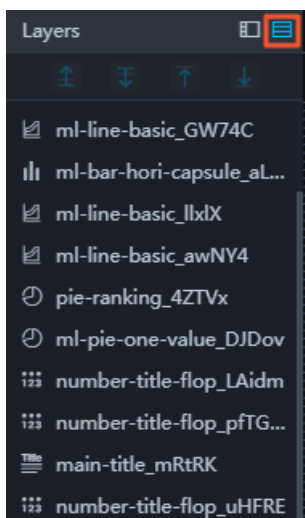
- Click **Thumbnail** to display widgets in the thumbnail view. The thumbnail view displays default thumbnails and titles of all widgets. You can preview the widgets and change their layers in this view.
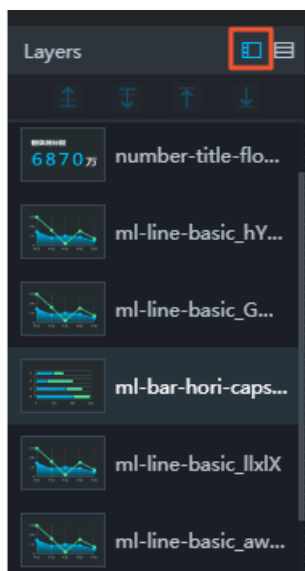
3.2. Move the layers of widgets

This topic describes how to move the layers of widgets to lay out the widgets properly in a project.

Function of widget layers

You can arrange the widget layers so that the widgets are well-organized in the project.

- The higher a widget is positioned in the list, the closer it is to the front of the canvas.
- The lower a widget is positioned in the list, the closer it is to the back of the canvas.
- If two widgets overlap, the one in the higher position covers the other.

Procedure

On the **Layer** panel or the **canvas**, select one or more widgets and use one of the following methods to move their layers:

- On the top of the **Layer** panel, click the **Bring Forward**, **Send Backward**, **Bring to Front**, or **Sent to Back** icon.

- Right-click the widgets and select **Bring Forward**, **Sent Backward**, **Bring to Front**, or **Send to Back**.
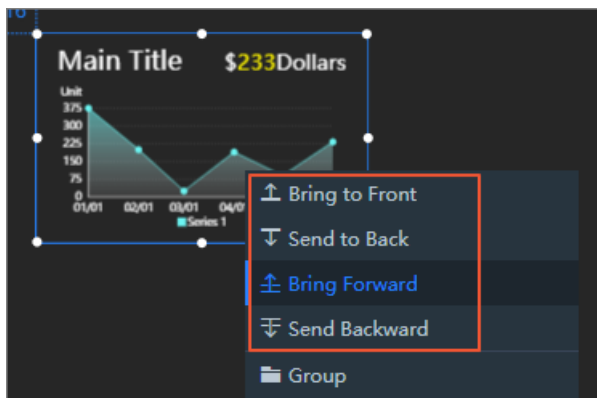
- On the **Layer** panel, drag and drop one or more widgets to move them up and down.
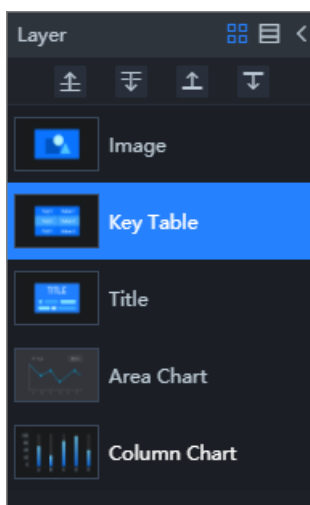
4.Beautify toolbox
4.1. Smart themes

This topic describes how to use the Smart Themes function of DataV. When you create a project, the Smart Themes function makes it easy for you to choose a color scheme for your project.

Procedure

1. Log on to the DataV console.

2. On the **Projects** tab, create a project or move your pointer over an existing project and click **Edit**.

3. In Canvas Editor, click the **Beautify Toolbox** icon in the toolbar.
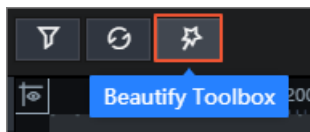
4. In the left pane, click the **Smart Themes** tab.

   If the **Smart Themes** function is disabled, you can click or **Quick Applied** to enable this function.

   > ⑦ **Note** You can click on the left of **Smart Themes** to enable or disable this function.

5. On the **Smart Themes** tab, configure themes as needed.

   The **Smart Themes** tab includes two tabs: **My Themes** and **Custom Themes**.

   ○ **My Themes**

      a. On the **My Themes** tab, click **System Themes**.

      b. Select a theme from the **System Themes** list.
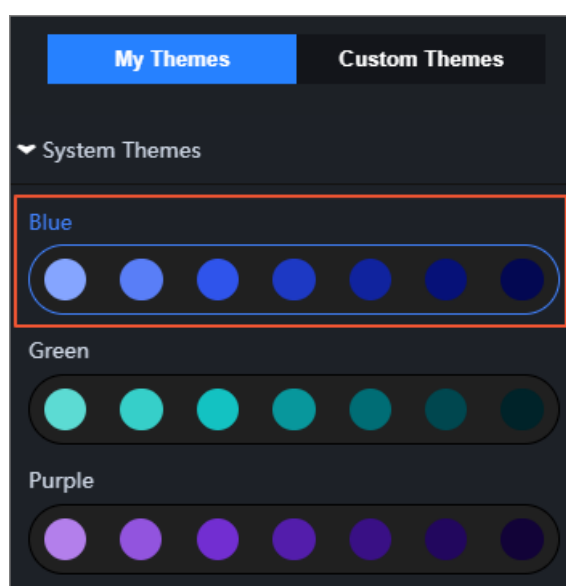
c. Preview the theme effect in the canvas. If you are satisfied with the effect, click **Apply**.

> 🔔 **Warning**   The applied theme overwrites the original project configurations.
> Exercise caution when you perform this operation.

If the project has a widget that does not support the Smart Themes function, the system will display the widget type or name.

> ⚠ In the current project, the 「3DType」 widgets do not support the theme feature. Widgets will be updated to support this feature in the future.   ✕

If you are not satisfied with the theme effect, click **Cancel** to cancel the current theme color scheme.

d. In the dialog box that appears, click **OK** or press Enter. The selected theme applies to your project.

For more information, see My Themes.

○ **Custom Themes**

a. Click the **Custom Themes** tab.

b. On the **Custom Themes** tab, click **Click to upload an image** in **Color Source**.
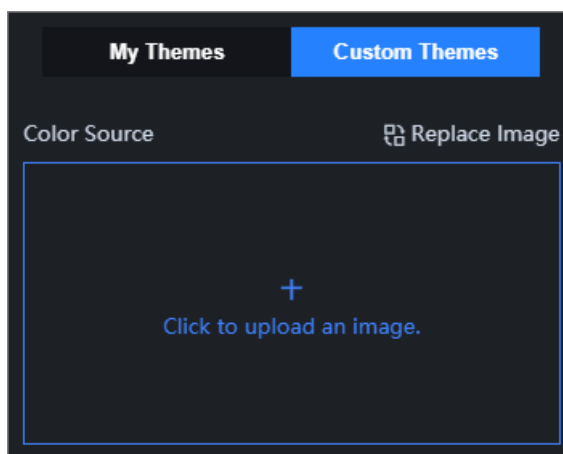
c. Upload an image in JPEG, JPG, or PNG format.

> ❔ **Note**   After the image is uploaded, the system automatically generates theme palettes, and applies the default palette to the current project. You can preview the effect of the default theme palette in the current canvas.

d. In the uploaded image, you can drag the color picker circle to change the theme colors. For more information, see Custom Themes.
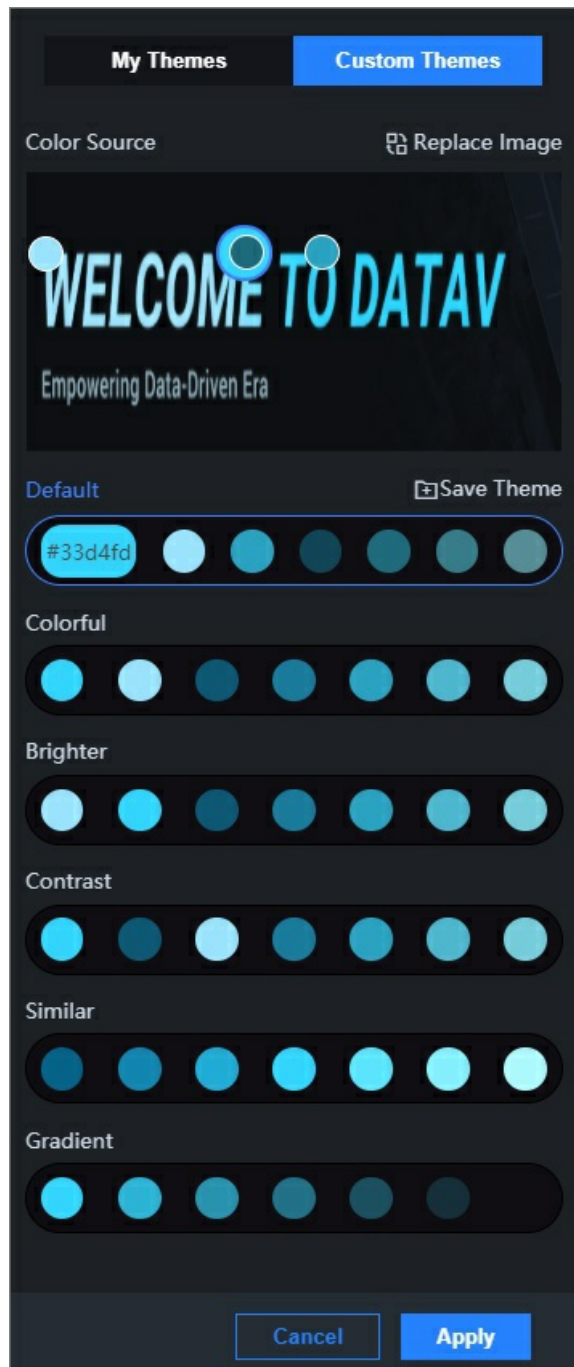
    e. Preview the theme effect in the canvas. If you are satisfied with the effect, click **Apply**.

> 🔔 **Warning**   The applied theme overwrites the original project configurations. Exercise caution when you perform this operation.

If the project has a widget that does not support the Smart Themes function, the system will display the widget type or name.

> ⊘ In the current project, the 「3DType」 widgets do not support the theme feature. Widgets will be updated to support this feature in the future.   ✕

If you are not satisfied with the theme effect, click **Cancel** to cancel the current theme color scheme.

    f. In the dialog box that appears, click **OK** or press Enter. The selected theme applies to your project.
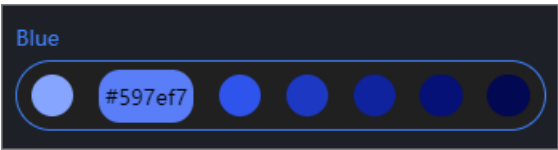
       For more information, see Custom Themes.

6. After the theme is configured, you can click the Preview and Publish icons to view the theme effect online.

My Themes

The **My Themes** tab offers a variety of functions, such as selecting default system themes and viewing and using saved themes. On the **My Themes** tab, you can perform the following operations:

- **View the values of color blocks in System Themes**: Choose a system theme and move your pointer over a color block to view its value. This helps you determine the color scheme.

- **Manage saved themes**

Operation	Description
Select a saved theme	Click **Saved Themes**, and view the saved custom themes. Click a theme to preview the theme effect of a project. ◁) **Notice** By default, the **Saved Themes** list is empty.
Edit the theme name	Click 🖉 to change the name of the selected theme.

Operation	Description
Delete a theme	Click 🗑 to delete the selected theme. ![New color scheme-Colorful ✎ 🗑 with color circles] 🔔 **Warning** The deleted theme cannot be recovered. Exercise caution when you delete a theme.
Change the color of a color block	Choose a color block in a saved theme and click ✎ in the color block. In the color picker box, select a color as needed. After confirmation, click an area outside the box to make the color change take effect. ![color blocks with #9ae2fd] ⑦ **Note** On the **My Themes** tab, you can change the colors of all color blocks in the **Saved Themes** list. However, all color blocks in the **System Themes** list are fixed and cannot be changed.

Custom Themes

The **Custom Themes** tab allows you to upload an image to generate multiple themes. On the **Custom Themes** tab, you can perform the following operations:

- **Change the value of a theme color**: Choose a custom theme, click a color block in the theme, and then drag the color picker circle to adjust the block color.

- **Save a theme**
    i. On the **Custom Themes** tab, select a theme.
    ii. Click **Save**, change the name of the saved theme, and click **OK** to save the current theme.
    iii. The system automatically navigates to the **My Themes** tab, and the saved custom theme is listed in **Saved Themes**.

- **Replace an image**: On the **Custom Themes** tab, click **Replace** or click the image in **Color Source** to select another image.

4.2. One-click beautification

This topic describes how to use the One-click beautification function of DataV. The One-click beautification function allows you to quickly adjust the layout of your project and use built-in styles to enrich the content of your project. This provides an easy way to design the overall style of your project.

Procedure

1. Log on to the DataV console.

2. On the **Projects** tab, create a project or move the pointer over an existing project and click **Edit**.

3. In Canvas Editor, click **Beautify Toolbox** in the toolbar.
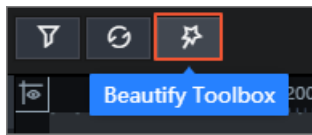
4. In the left pane, click the **One-click beautification** tab.

   If the **One-click beautification** function is not enabled, you can click the ⚙ icon or **Quick Applied** to enable this function.

   > ⑦ **Note**   You can click 👁 on the left of **One-click beautification** to enable or disable this function.

5. On the **One-click beautification** tab, configure the overall style and layout of your project.

   The **One-click beautification** tab contains two sections: **Overall style** and **Layout setting**. For more information about parameters in the two sections, see Parameters.

6. Preview the beautification effect in the canvas. If you are satisfied with the effect, click **Apply**.

   > 🔔 **Warning**   The applied beautification configurations overwrite the original configurations of your projects. This may change the widgets in your project. Exercise caution when you perform this operation.

   If you are not satisfied with the beautification effect, click **Cancel** to cancel the beautification effect.

7. After the One-click beautification function is configured, you can click the Preview or Publish icon to view the beautification effect of your project.
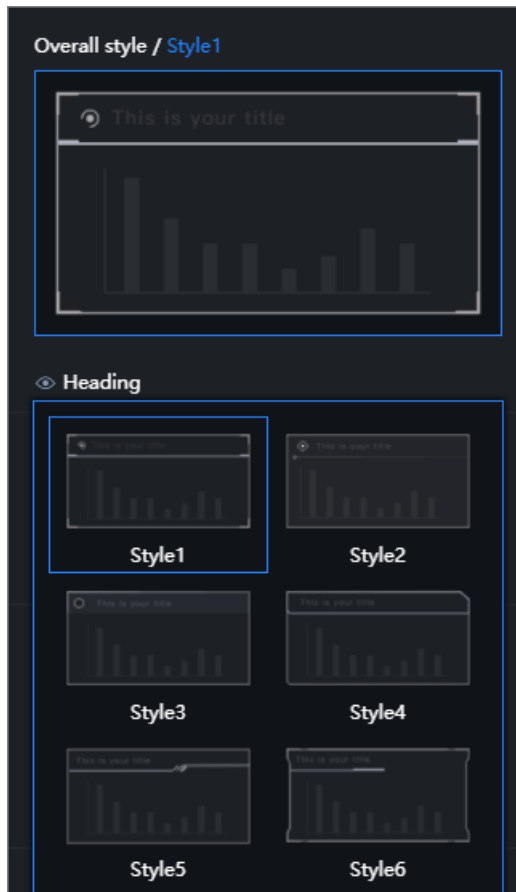
Parameters

On the **One-click beautification** tab, you can configure the following parameters:

- **Overall style**: Click the square box in Overall style to select a built-in style and click a blank area on the One-click beautification tab to make the style take effect.

  > ⑦ **Note**
  > - DataV provides 20 built-in styles for you to select. More built-in styles will be provided in later versions.
  > - After an overall style is applied, if you need to select another style in subsequent operations, the applied style is replaced with the selected style. The operations include modifying configurations and adding widgets for your project.

- **Heading**: the heading style of visual groups in your project. You can click the 👁 icon to cancel or apply the heading style.

Parameter	Description
Subtitle	If you turn on the switch, the subtitle in a heading is displayed. If you turn off the switch, the subtitle in a heading is not displayed.
Text alignment	Specifies how texts in a heading are aligned. You can select **Align Default**, **Align Left**, **Align Center**, or **Align Right**.

- **Title**: the title style of visual groups in your project. You can click the 👁 icon to cancel or apply the title style.

Parameter	Description
Subtitle	If you turn on the switch, the subtitle in a title is displayed. If you turn off the switch, the subtitle in a title is not displayed.
Text alignment	Specifies how texts in the title are aligned. You can select **Align Default**, **Align Left**, **Align Center**, or **Align Right**.

Parameter	Description
Exclusion type	If you select **Map** or **Ticker Board** for Exclusion type, the applied title style does not take effect for these widgets. If you do not select Map or Ticker Board, the applied title style takes effect for all widgets in your project. ② **Note**　Only the **Map** and **Ticker Board** options are provided for this parameter. For other widgets, you must specify whether to apply the title style.

- **Background**: the background style of visual groups in your project. You can click the 👁 icon to cancel or apply the background style.

  Exclusion type: If you select **Map** or **Ticker Board** for Exclusion type, the applied background style does not take effect for these widgets. If you do not select Map or Ticker Board, the applied background style takes effect for all widgets in your project.

  > ② **Note**　Only the **Map** and **Ticker Board** options are provided for this parameter. For other widgets, you must specify whether to apply the background style.

- **Layout setting**: the overall layout of visual groups in your project.
  - **Space**: the margin style of visual groups in your project.

| Parameter	Description
Screen padding	The margin between borders of visual groups and canvas borders in your project.
Group margin	The margin between borders of visual groups in your project.
Group padding	The margin between widgets and borders of visual groups.

  - **Alignment threshold**: the thresholds used to optimize the page layout. You can adjust the thresholds to make the alignment relationship between widgets more obvious.

| Parameter	Description
Guideline thresholds X and Y	The thresholds to merge the visual guides in X and Y coordinates. ② **Note**　If two independent visual guides are used in your project and a large spacing gap exists between widgets, you can adjust these thresholds to reduce the gap.
Snap thresholds X and Y	The thresholds to snap visual guides in X and Y coordinates for widgets. ② **Note**　If visual guides are used but widgets are not aligned, you can adjust these thresholds to align the widgets.

○ **Keep group**: If you use the One-click beautification function to optimize the layout in your project, the group structure of widgets in your project is not considered unless otherwise specified. If you turn on this switch, grouped widgets in your project automatically form an independent visual group. If you want to form a visual group by using the widgets that are not grouped, manually group these widgets with a Title widget (if required) and turn on this switch.
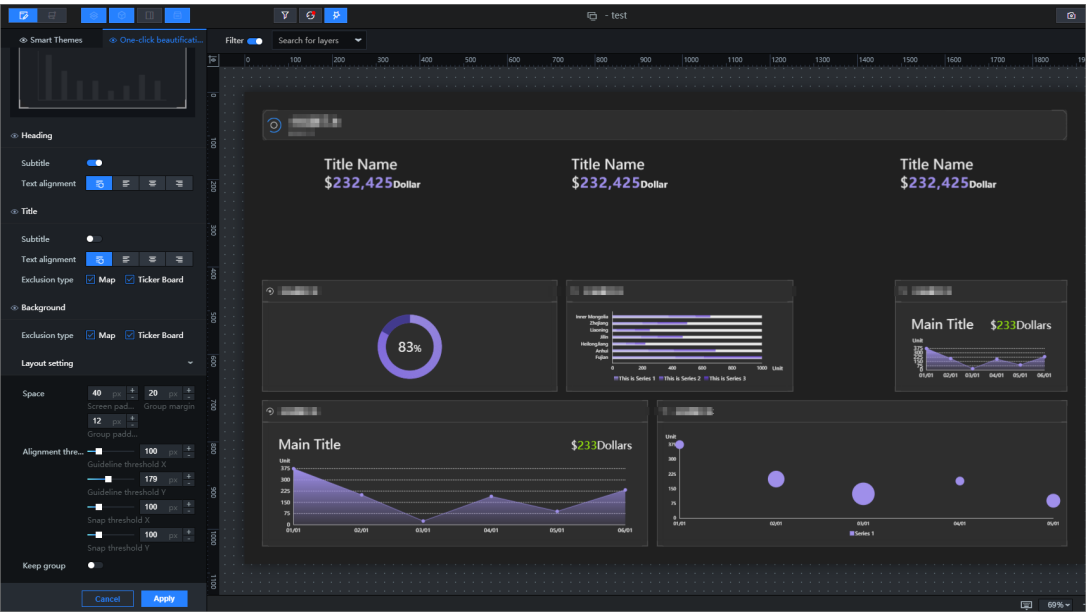
Examples

Before the One-click beautification function is enabled
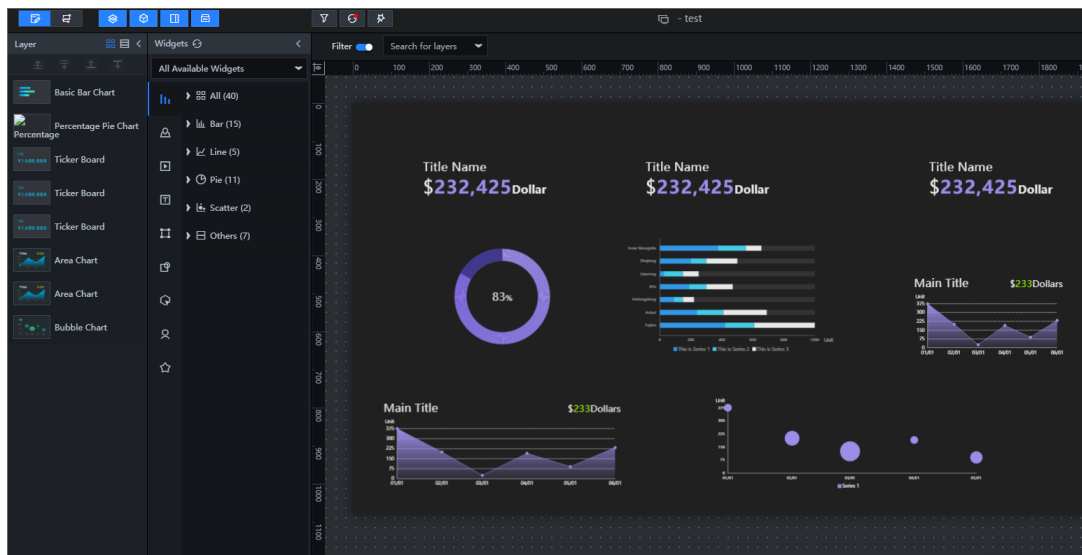
Default overall style after the One-click beautification function is enabled
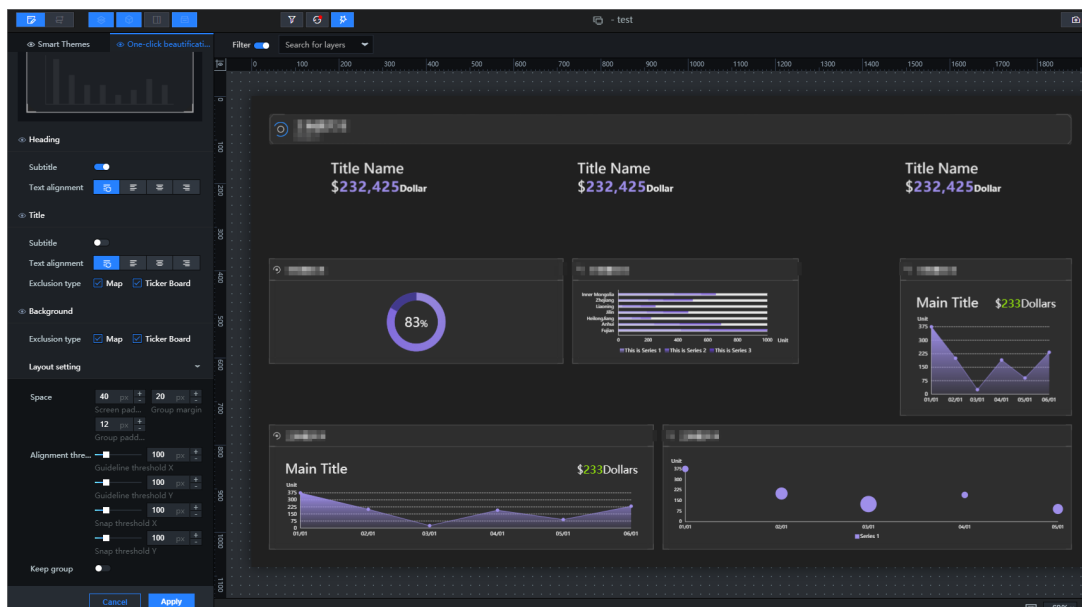
Layout after Guideline threshold Y is adjusted

Layout after Snap threshold Y is adjusted
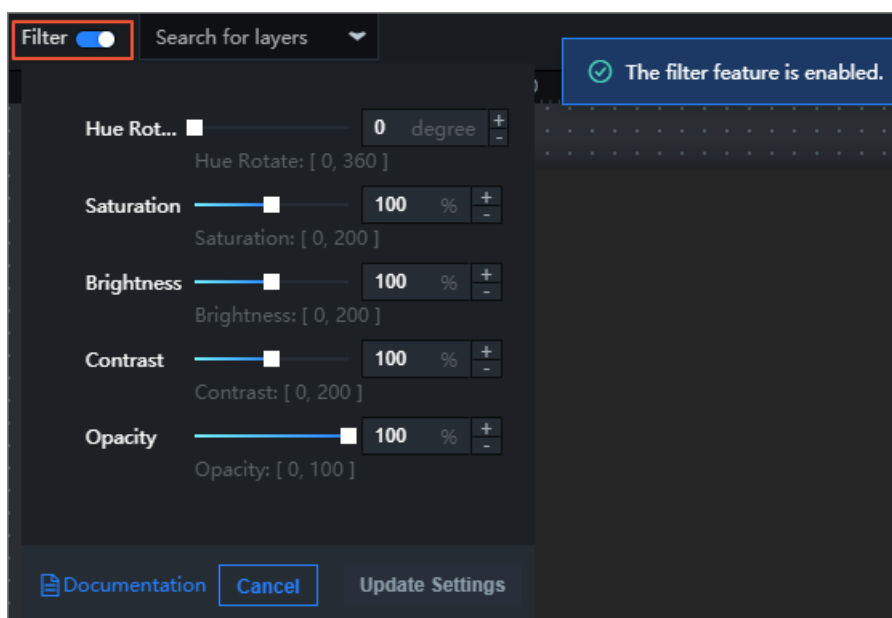
5.Toolbox
5.1. Set the filter

The DataV Toolbox allows you to set the filter. With this function, you can set filter color properties of widgets in a project. These properties include hue, saturation, brightness, contrast, and opacity.

Procedure

1. Log on to the DataV console.

2. On the **Projects** tab, create a project or move your pointer over an existing project and click **Edit**.

3. In Canvas Editor, click the **Toolbox** icon in the toolbar.

4. In the upper-left corner of the canvas, turn on **Filter**.

> 🔊 **Notice**   When you open a new project for the first time, **Toolbox** is enabled by default. In the upper-left corner of the canvas, the **Filter** function is disabled by default. To enable this function, turn on **Filter** and configure the filter parameters.

5. Click **Filter**.

   When you turn on **Filter** for the first time, the **Filter** pane is displayed by default. After you click an empty area in the canvas to close the pane, you need to click **Filter** again to open the **Filter** pane.

   If **Filter** is turned off, you can only view parameter settings in the Filter pane but cannot modify them.

6. In the **Filter** pane, you can modify the settings of the parameters, such as **Hue Rotate**, **Saturation**, **Brightness**, **Contrast**, and **Opacity**.

   You can preview the filter effect of a widget in the canvas during the modification.

7. Click **Update Settings** to apply the updated filter settings to the widget.

Update Settings is dimmed by default. You can click it only after the filter settings are modified.
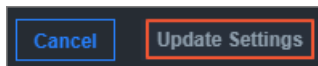
> ⑦ **Note**   If you are not satisfied with the preview effect, click **Cancel** and reconfigure the filter. After you click **Cancel**, the **Apply** dialog box is displayed, prompting you to cancel or save the updated filter settings.
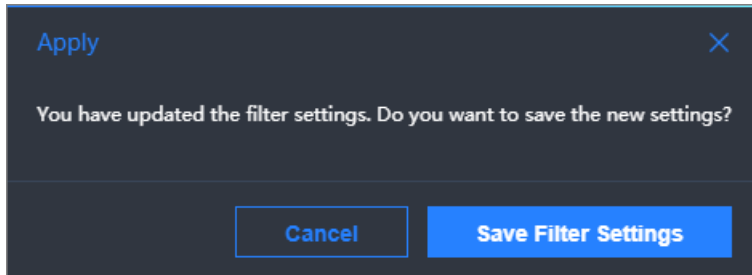
5.2. Search for canvas layers

The DataV Toolbox allows you to search for layers in the canvas. With this function, you can search for and locate any layer in a project.

layer search in the canvas DataV Toolbox layer search

Procedure

1. Log on to the DataV console.

2. On the **Projects** tab, create a project or move your pointer over an existing project and click **Edit**.

3. In Canvas Editor, click the **Toolbox** icon in the toolbar.

4. In the upper part of the canvas, select a widget layer from the **Search for layers** drop-down list to find and select a widget in the canvas.

   This function helps you search for widgets and configure the style and data of widgets.