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DataV

Quick Start

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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}`

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1.Activate DataV

This topic describes how to activate DataV.

Procedure

1.
2. Read the DataV Agreement of Service, select **I have read and agree to DataV Agreement of Service**, and click **Activate Now**.

   > **Note**
   > - DataV offers a 7-day free trial of the Enterprise Edition. You can purchase any official edition of DataV during the trial period.
   > - If DataV has been activated, you can perform operations in the console.

3. On the service activation page, click **Buy**.

   > **Note** You can also click **DataV console** in the upper-right corner to log on to the DataV Enterprise Edition console for a trial.

4. On the buy page, specify **Edition** and **Time**.

   Product versions include **Basic Edition**, **Enterprise Edition**, and **Professional Edition**. The features of each version are different. You can click different editions in Edition to view the features supported by each edition. Select an edition that suits your needs.

   > **Note** The **Enterprise Edition** and **Professional Edition** can be purchased on a yearly or monthly basis. The **Basic Edition** must be purchased on a yearly basis.

5. Click **Buy Now**.

What's next

After you purchase an edition, log on to the DataV console to create a project. For more information, see Use a template to create a project or Use a blank canvas to create a project.

2.Create a project by using a template

2.1. Overview

This topic describes how to use the templates provided by DataV to create a visualized project. In this topic, the E-Commerce Platform Real-time Business template is used as an example.

To use templates to create a DataV project, complete the following steps:

1. Create a project.
2. Modify the styles of widgets.
3. Modify data.
4. Preview and publish a project.

2.2. Use a template to create a project

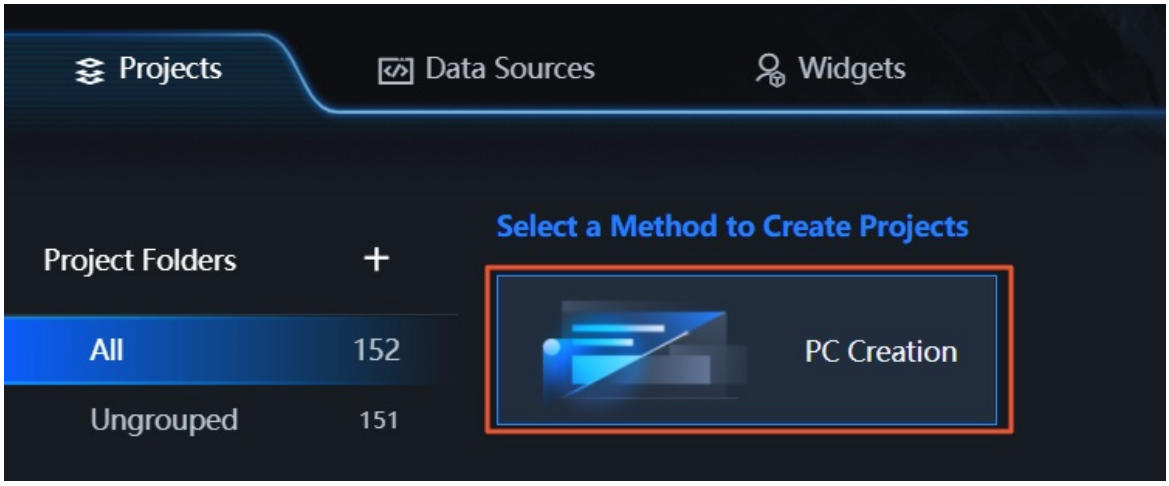
This topic describes how to create a project by using a template.

Prerequisites

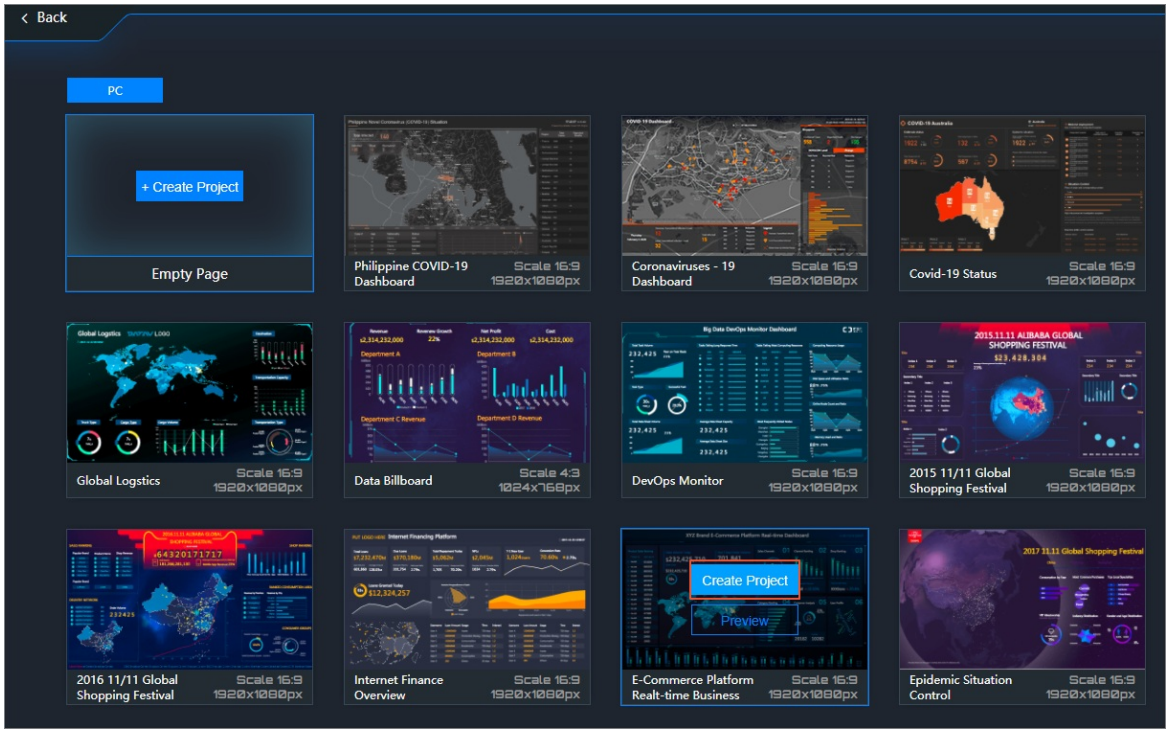
Activate DataV.

Procedure

1.
2. In the DataV console, click the **Projects** tab and click **PC Creation** .



3. Select the **E-Commerce Platform Real-time Business** template and click **Create Project**.



4. In the **Create New Project** dialog box, enter a project name.
5. Click **Create**.

   After the project is created, you are redirected to the project editor page, which presents enterprise sales data.

2.3. Modify the styles of widgets

After a project is created, you can perform the following operations to modify the styles of widgets in this project:

Procedure

1.
2. On the **Projects** tab, select an existing project and click **Edit**.

3. In the left-side Layers pane, click a widget.
4. In the right-side pane, modify the style of the widget as needed.

5. Modify the styles of other widgets in the same way if required.

   For more information, see Configure item description.

2.4. Modify the data of widgets

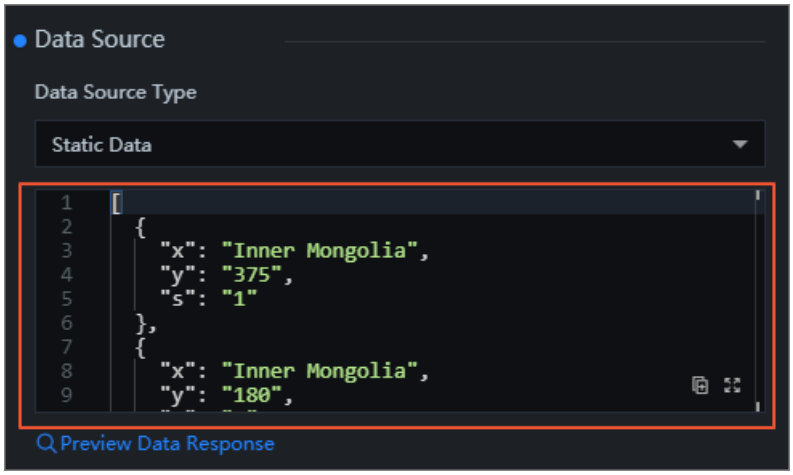
After a project is created, you can modify widget data as needed.

Context

- The following example demonstrates how to modify the data of a widget that uses a **static data source**. You can directly paste the prepared data to the static data editor in the Configure Datasource pane. If you want to use a **CSV file**, a **database**, or other data sources for your project, add a data source first.
- If you want to use **API** as a data source, set the data source type to API. For more information about whether to select **Initiate Request from Server (Applicable when cross-origin access fails)** when you configure an API data source, see Cross-origin data configuration.

Procedure

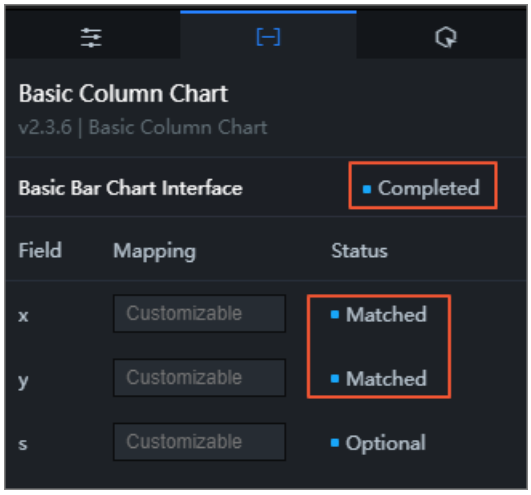
1.
2. On the **Projects** tab, select an existing project and click **Edit**.
3. In the left-side Layers pane, click a widget.
4. In the right-side pane, click the **Data** tab, and click **Set** next to Static Data.
5. In the **Configure Datasource** pane, select **Static Data** from the **Data Source Type** drop-down list.
6. In the static data editor, modify the data of the template or paste the prepared data in the JSON format.



> **Note** The field names in the data that you configure must be the same as those in the widget settings.

After the data configuration is complete, you can click the icon in **Data Response Result** in the **Configure Datasource** pane.

After the data response is returned, the system displays **Completed** and **Matched** on the **Data** tab.



7. Configure the data of other widgets in your project in the same way.

2.5. Preview and publish a project

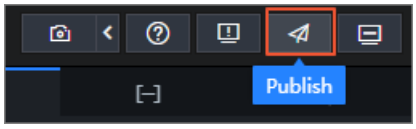
After the styles and data of widgets in a project are configured, you can preview and publish the project. This topic describes how to preview and publish a project.

Procedure

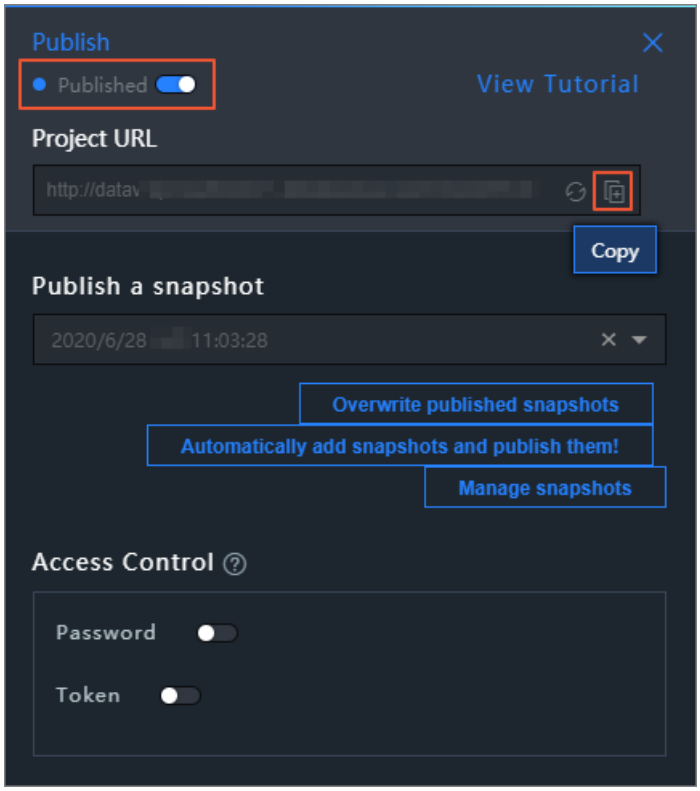
1.
2. On the **Projects** tab, select an existing project and click **Edit**.
3. In the upper-right corner of Canvas Editor, click the **Preview** icon to preview the project.

After the project preview is displayed, you can proceed with the subsequent steps to publish the project.

4. In the upper-right corner of Canvas Editor, click the **Publish** icon.



5. In the **Publish** dialog box, click **Publish Project**.
6. Click the **Copy** icon in the **Project URL** field.



7. Paste the URL to the browser address bar to view the published project.

XYZ Brand E-Commerce Platform Real-time Dashboard
2018-08-28 11:12:42
Product Sales Ranking
Product No.
Sales Volume
1 No.091 9318291
2 No.103 9001937
3 No.003 8801852
4 No.081 8207180
5 No.310 6017427
6 No.081 4018525
7 No.152 3017200
8 No.192 1927100
9 No.201 902814
10 No.277 702730
11 No.184 501835
12 No.231 477290
13 No.307 302842
14 No.007 103242
15 No.009 72093
16 No.010 32427
17 No.109 20930
18 No.077 10930
Sales Volume Today
$232,425,710
Sales Goal
$232,425,710
83%
Past 7 Days Order Volume
701,841
Undelivered Order Volume
1,024
20%
Sales Channels 01
18%
Jingdong
TMall
Taobao
$1321M
$1056M
Channel Ranking 02
Top Growth Channel
TMall +20.60%
Shop Ranking 03
Top Growth Shop
XXXStore +20.6%
Category Ranking 04
Customer Analysis 05
27%
New User
73%
Old User
Male
Female
20182
10282
User Profile 06
Programmer
Digital
VIP
Foodie
Geek
Athletic
Millennials

3.Create a project by using a blank canvas

3.1. Overview

This topic describes how to use a blank canvas provided by DataV to create a visualized project. In this topic, the project is used to monitor enterprise sales data in real time.

To use a blank canvas to create a DataV project, complete the following steps:

1. Make preparations.
2. Create a project.
3. Add and configure project widgets.
4. Adjust widget layers and positions.
5. Preview and publish a project.

3.2. Make preparations

This topic describes the preparations that you must make before you use a blank canvas to create a project.

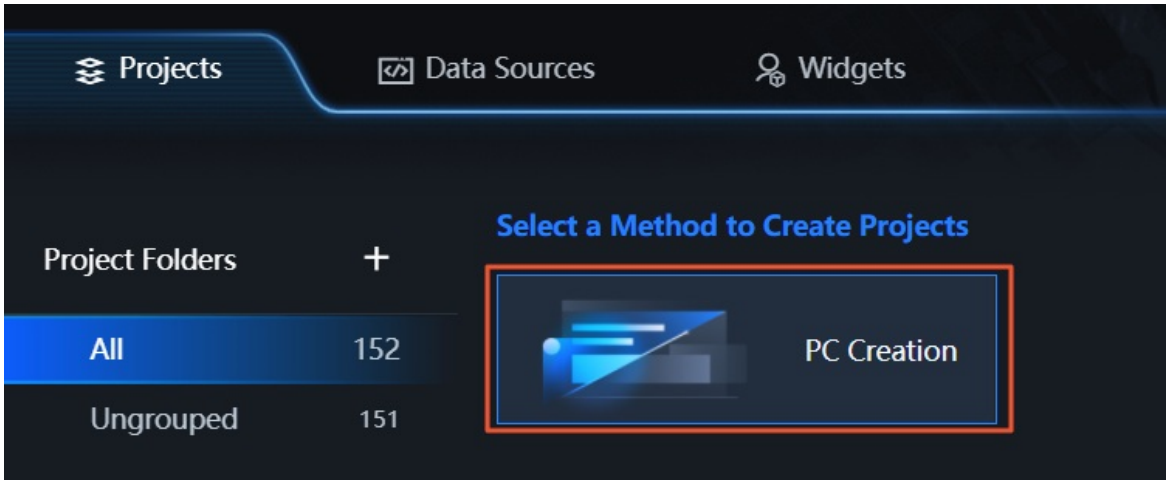
- Activate DataV.
- Before you create a project, you must download and unzip the required materials, and then save the materials to your local drive.
- The data source used in this example is a local JSON data file. Therefore, you do not need to add another data source to DataV. Instead, you can directly paste the downloaded data to the static data editor in the Configure Datasource pane. If you want to use another data source, add a data source before you use a blank canvas to create a project.

3.3. Use a blank canvas to create a project

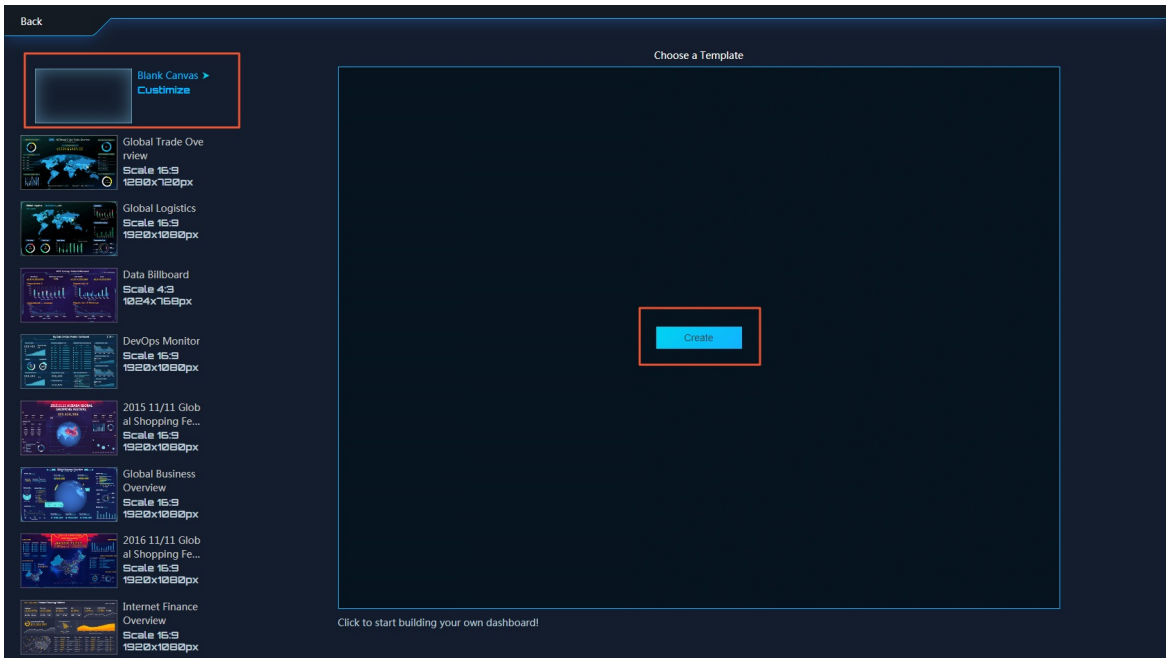
This topic describes how to create a project by using a blank canvas.

Procedure

1.
2. In the DataV console, click the **Projects** tab and click **PC Creation** .

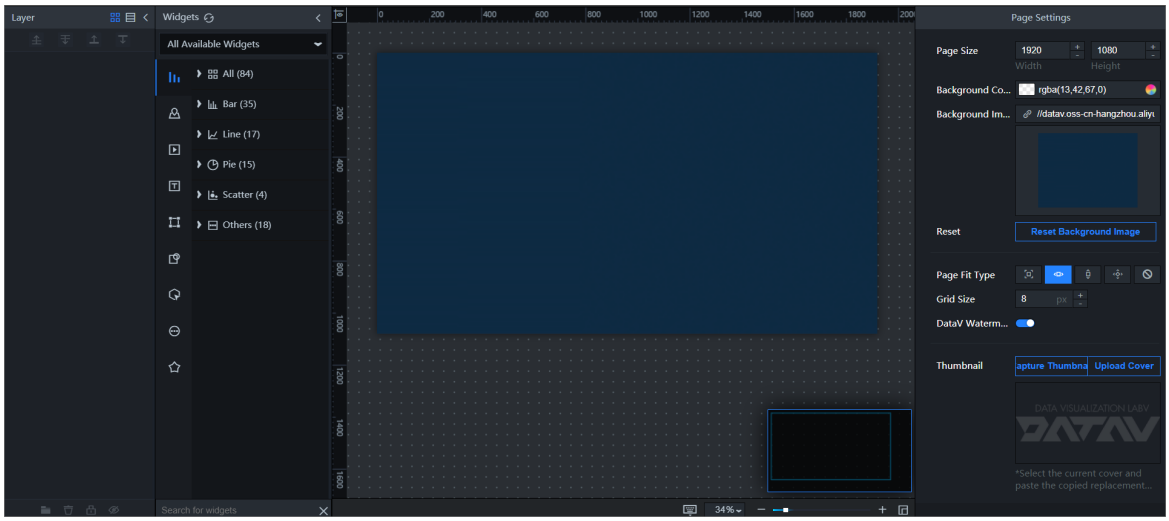


3. On the Blank Canvas card, click **Create**.



4. In the **Create New Project** dialog box, enter a project name.
5. Click **Create**.

After the project is created, you are redirected to the project editor.

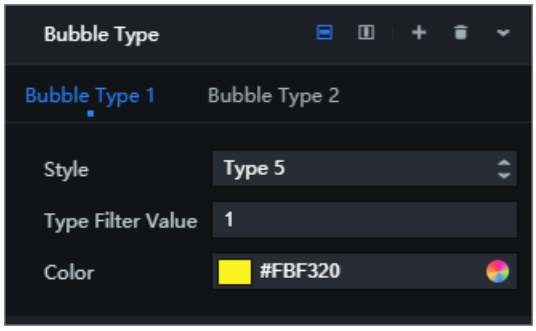


3.4. Add and configure project widgets

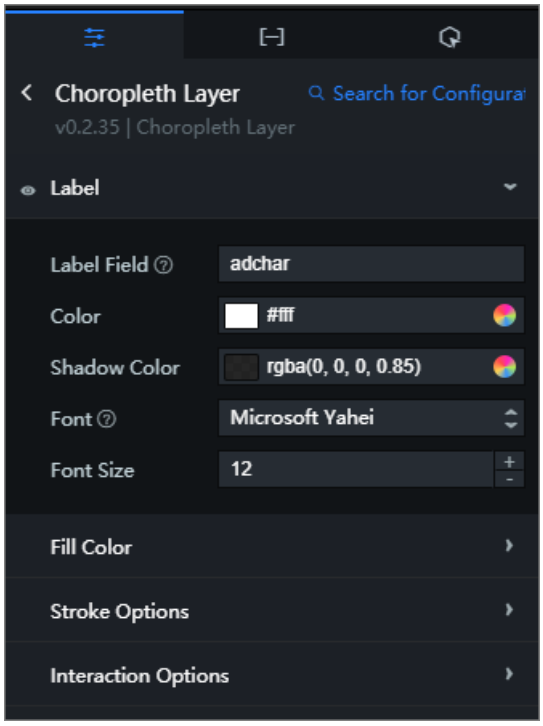
This topic describes how to add and configure widgets in a blank canvas.

Add and configure map widgets

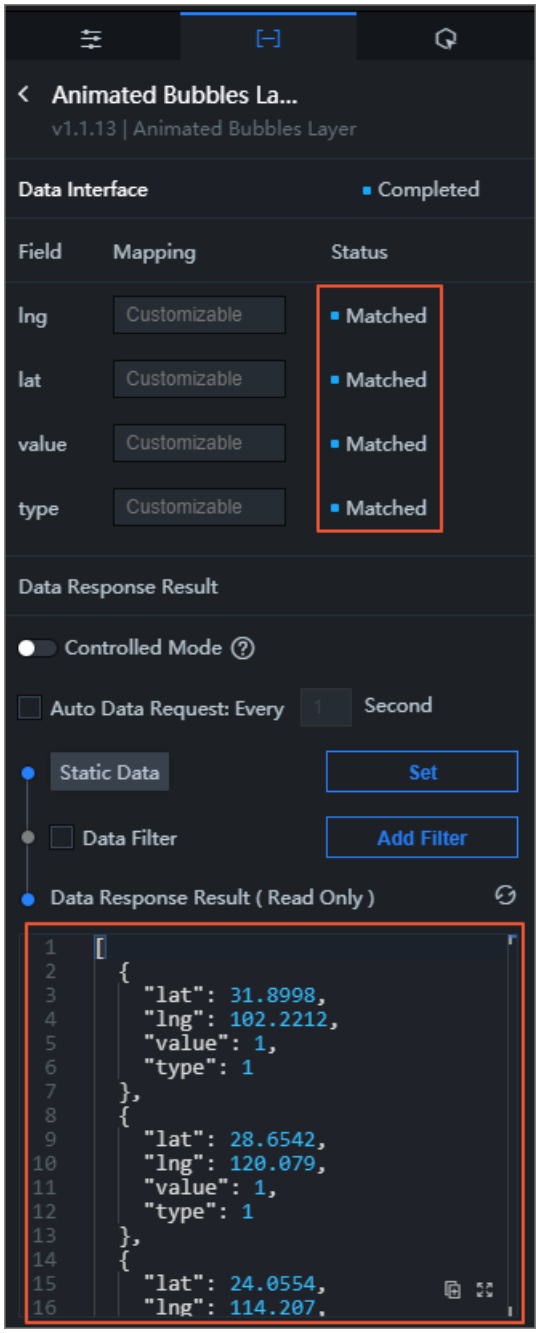
1.
2. On the **Projects** tab, select an existing project and click **Edit**.
3. In the upper-left corner, click the Widgets icon. In the Widgets pane, click the **Maps** icon and click the **Basic Flat Map** icon.
4. In the Layers pane, click the **Basic Flat Map** widget. In the right-side pane, click the **Settings** tab and click the Delete icon of each sub-component in the **Child Management** section.
5. Click the **+** icon on the left of the **Components** section, select **Flying Routes Layer**, **Animation Bubbles Layer**, and **Choropleth Layer**, and click **Add a Child Widget**.
6. In the **Components** section, click **Animation Bubbles Layer**.
7. In the **Animation Bubbles Layer** pane, click the Settings tab. Click the right arrow next to Bubble Type, click the **Bubble Type1** tab, and then set **Type Filter Value** to **ok**.



8. Use the same method to configure Fill Color for the **Choropleth Layer**.



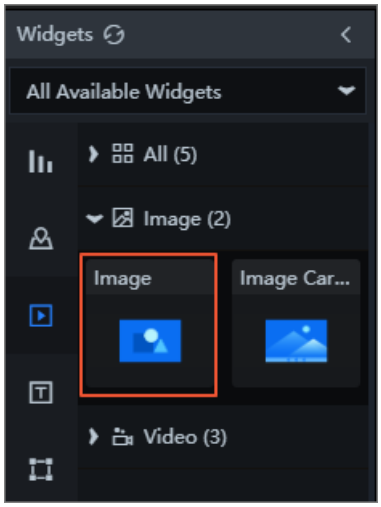
9. In the Child Management section, click **Flying Routes Layer**. On the Settings and Data tabs, configure the style and data for the **Flying Routes Layer**. The default configurations are used in this topic.
10. In the Child Management section, click **Animation Bubbles Layer** and click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and paste the data in the *Animation Bubbles Layer Data.json* file to the editor.



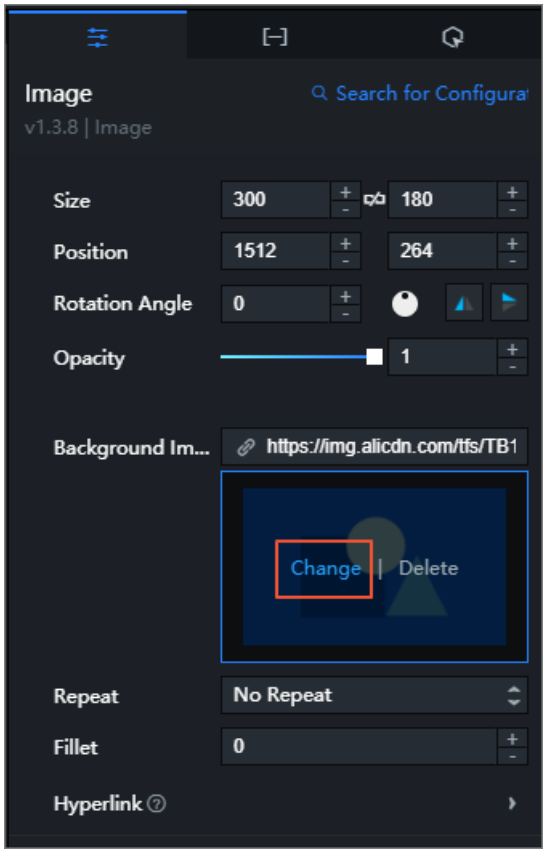
11. In the Child Management section, click **Flying Routes Layer** and click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and paste the data in the *Flying Routes Layer Data.json* file to the editor.

Add and configure an Image widget

1. In the Widgets pane, click the Media icon and click the Image icon.



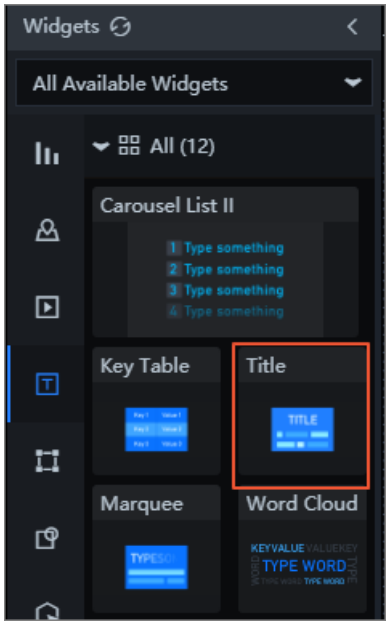
2. In the Layers pane, click the Image widget. In the right-side pane, click the **Settings** tab and click **Change** in the square box of **Background Image** to upload the background image that you have prepared.



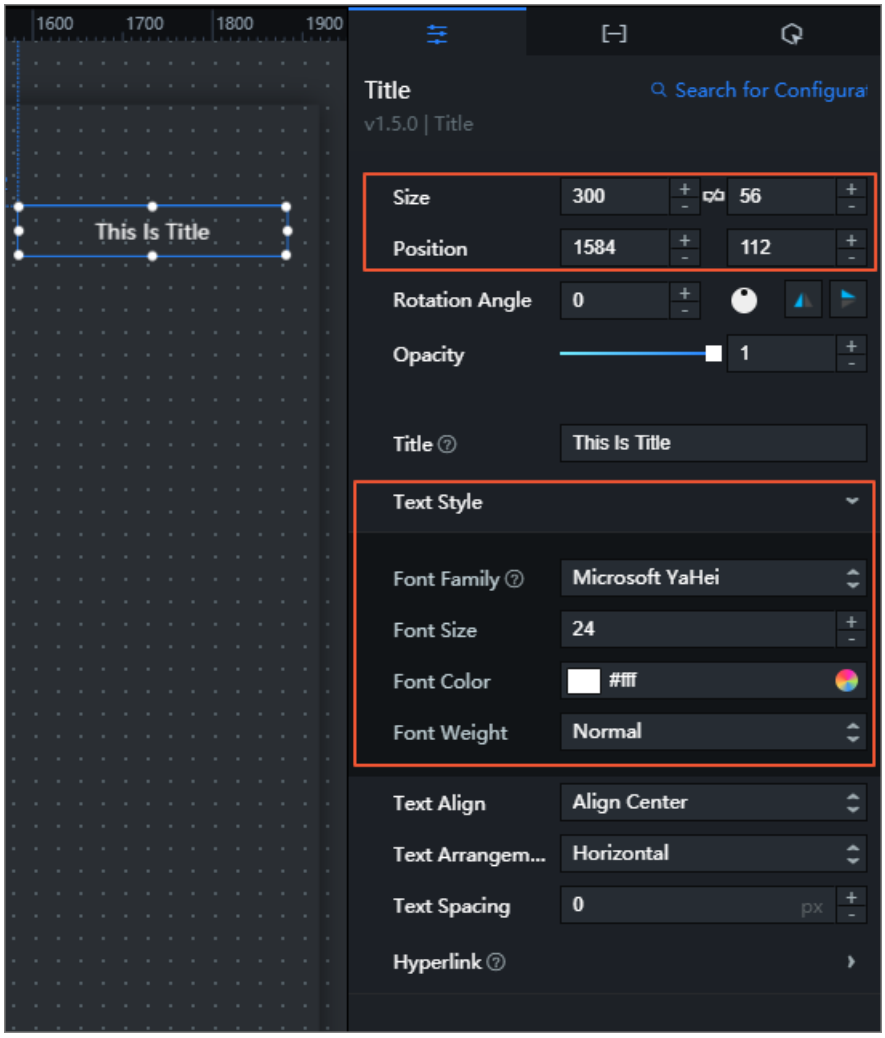
3. Adjust the size of the background image.
4. In the left-side Layers pane, click the Send to Back icon to always show the Image widget at the bottom of the widget list. Right-click the image widget and select Lock. These operations are performed to ensure smooth operations on other widgets.

Add and configure Title widgets

1. In the Widgets pane, click the Text icon and click the Title icon.

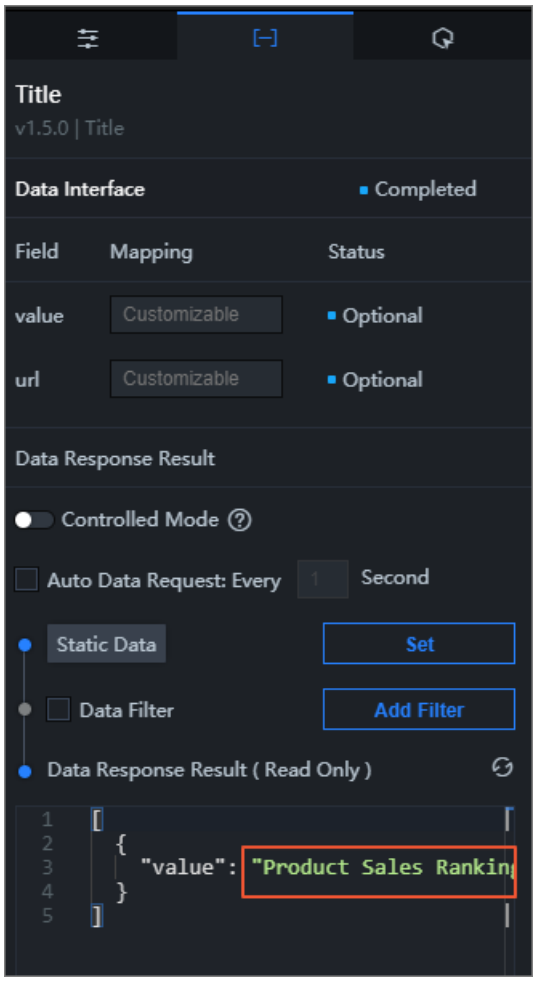


2. In the Layers pane, click the **Title** widget. In the right-side pane, click the Settings tab, specify **Size**, **Position**, and parameters in **Text Style**.



3. Click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and

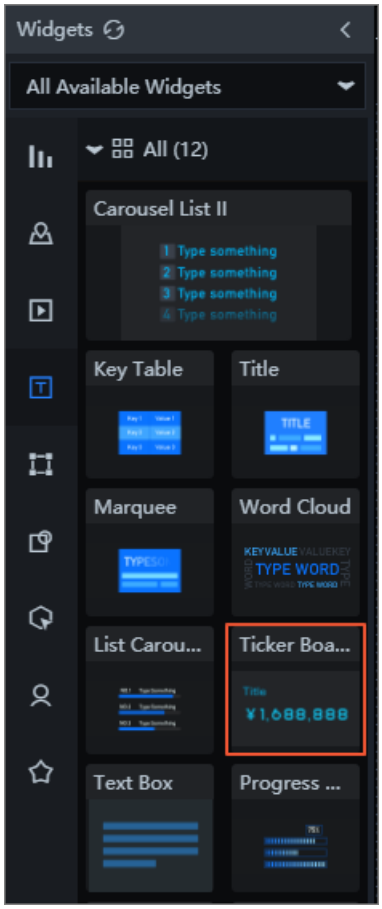
set value to the title you want to show in the editor.



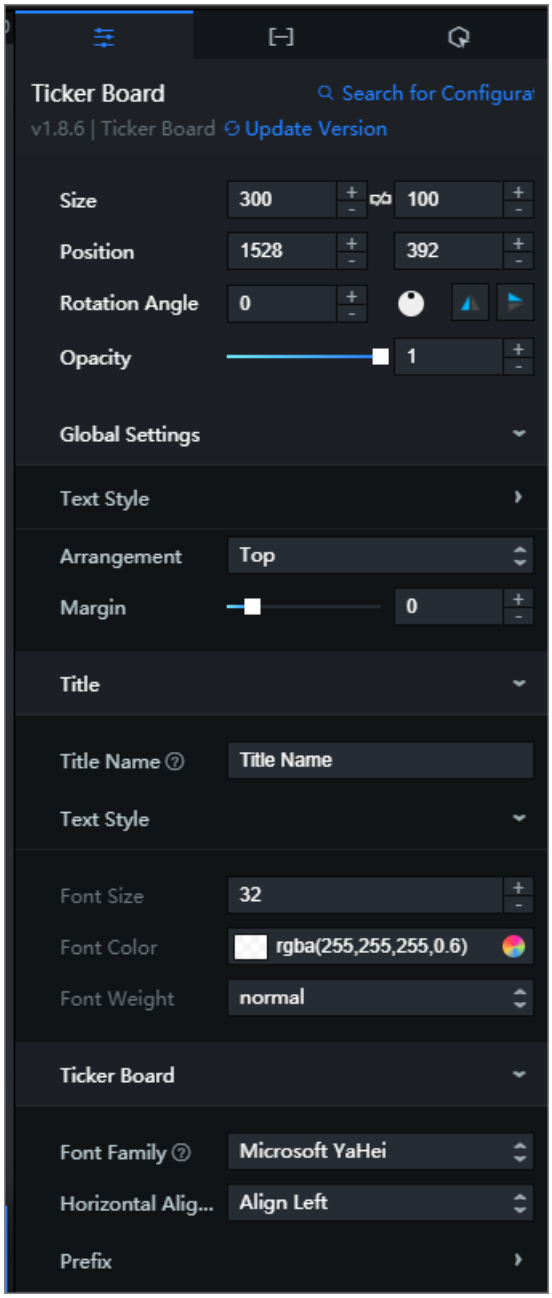
4. Repeat the preceding operations to add other **Title** widgets.

Add and configure Ticker Board widgets

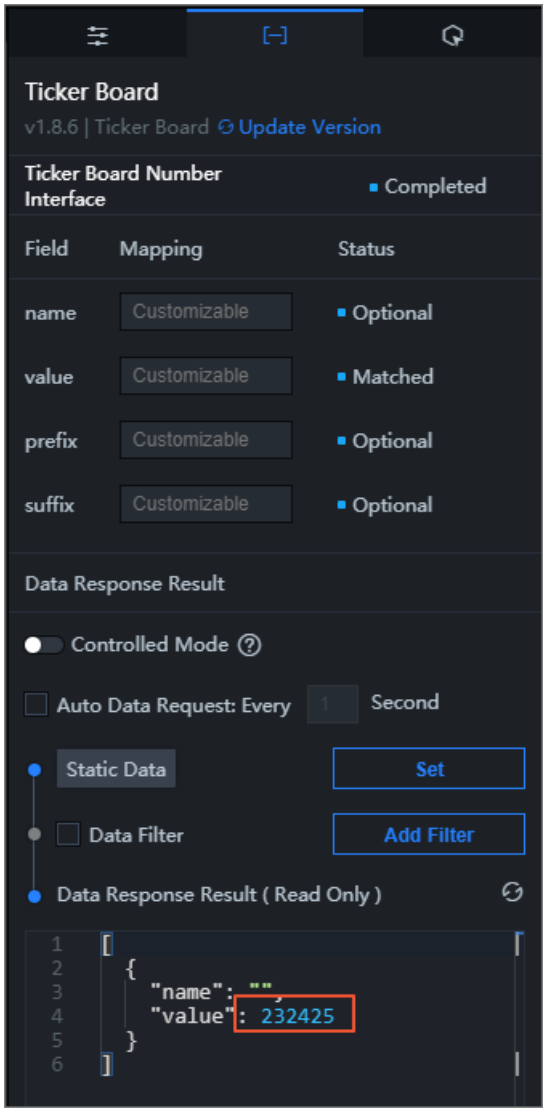
1. In the Widgets pane, click the Text icon and click the Ticker Board icon.



2. In the Layers pane, click the Ticker Board widget. In the right-side pane, click the Settings tab, specify parameters in **Global Settings**, **Title**, **Text Style**, and **Ticker Board**.



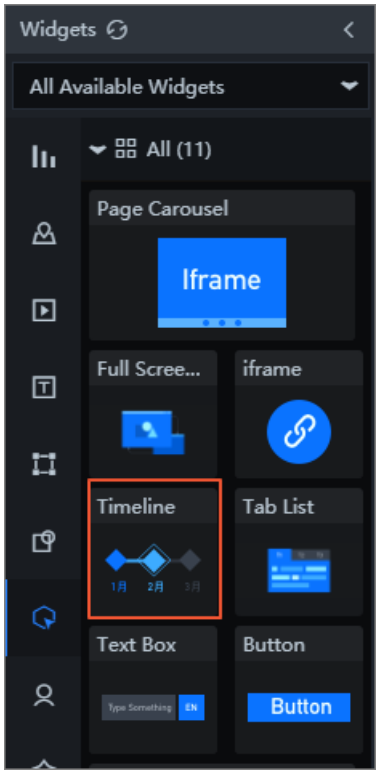
3. Click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and set value to the data you want to show in the editor.



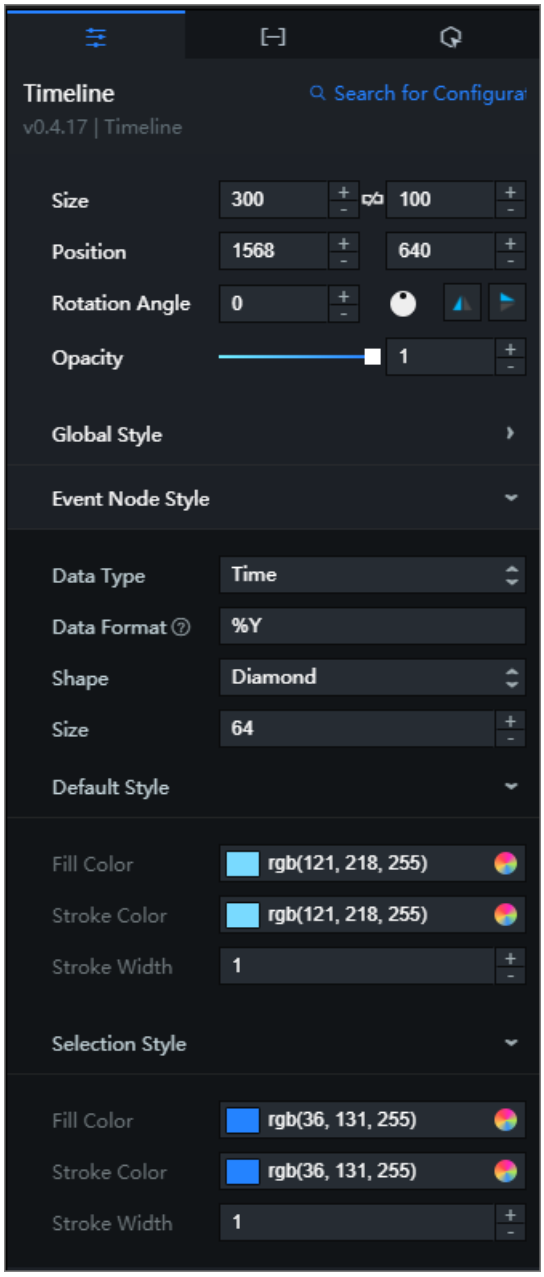
4. Repeat the preceding operations to add other **Ticker Board** widgets.

Add and configure a Timeline widget

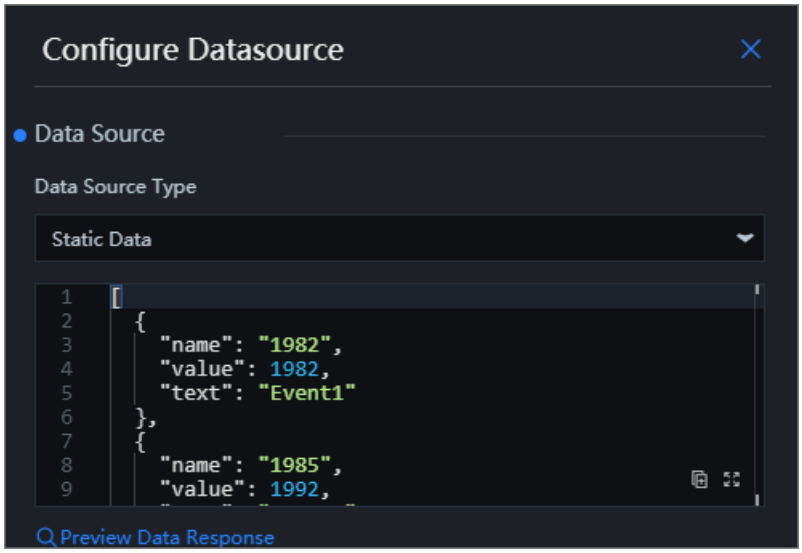
1. In the Widgets pane, click the Interact icon and click the Timeline icon.



2. In the Layers pane, click the **Timeline** widget. In the right-side pane, click the Settings tab, specify the parameters, such as **Data Format** and **Default Style**, in **Node**.

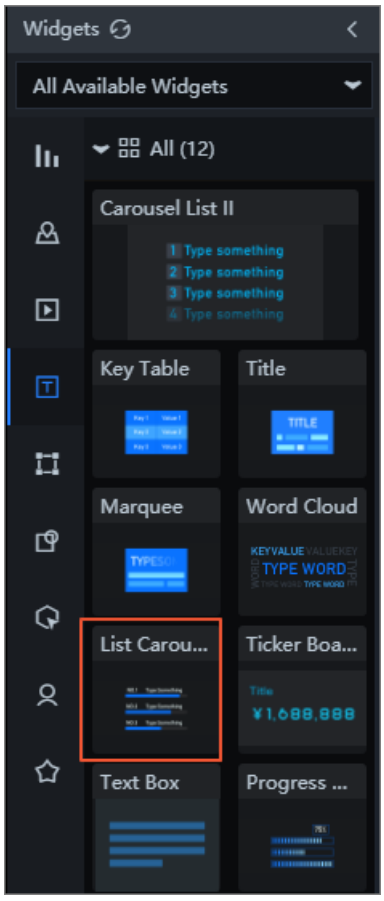


3. Click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and set name and value to the data you want to show in the editor.

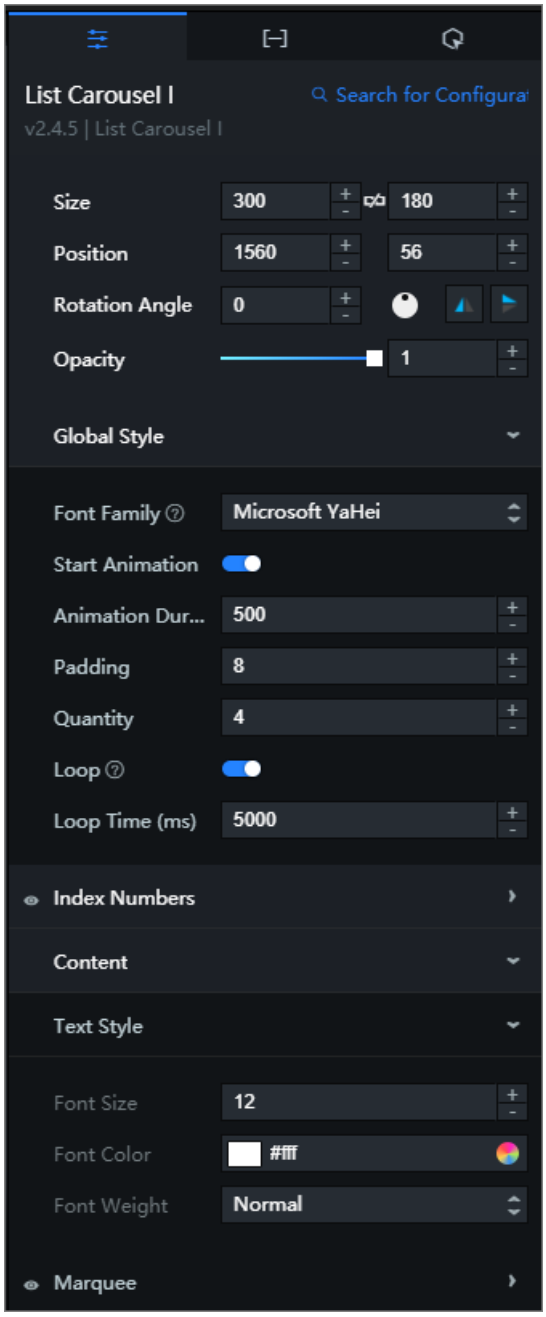


Add and configure a Carousel List I widget

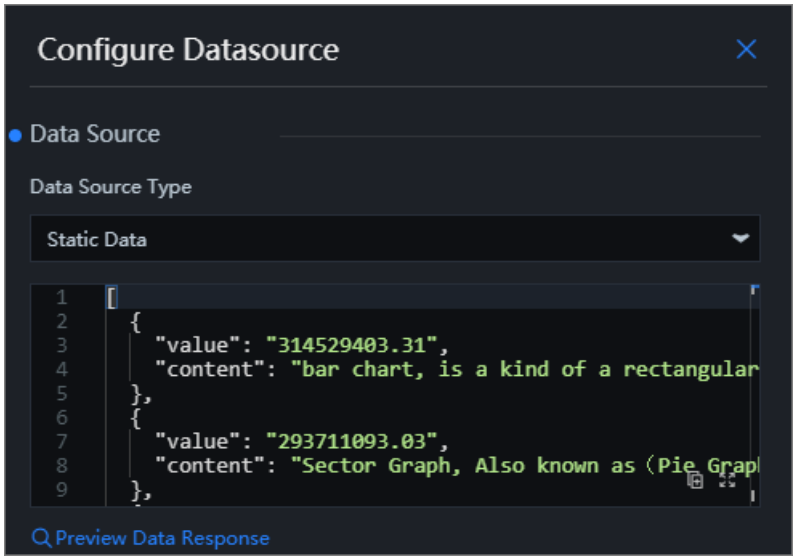
1. In the Widgets pane, click the Text icon and click the Carousel List I widget.



2. In the Layers pane, click the **Carousel List I** widget. In the right-side pane, click the Settings tab and specify parameters in **Global Settings**, **Index**, and **Content**.

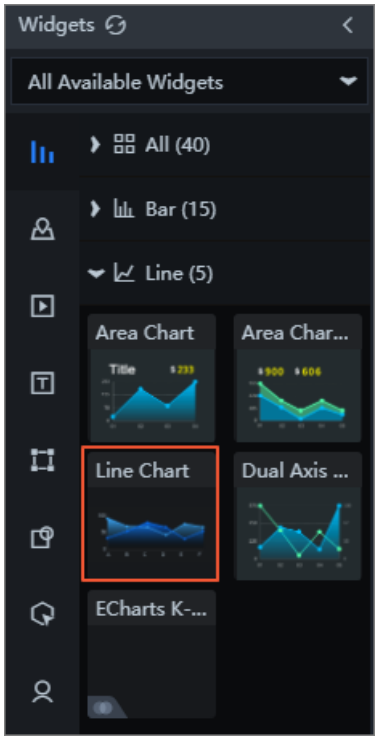


3. Click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and paste the data in the *Rankings of Sales Volumes in Provinces.json* file to the editor.



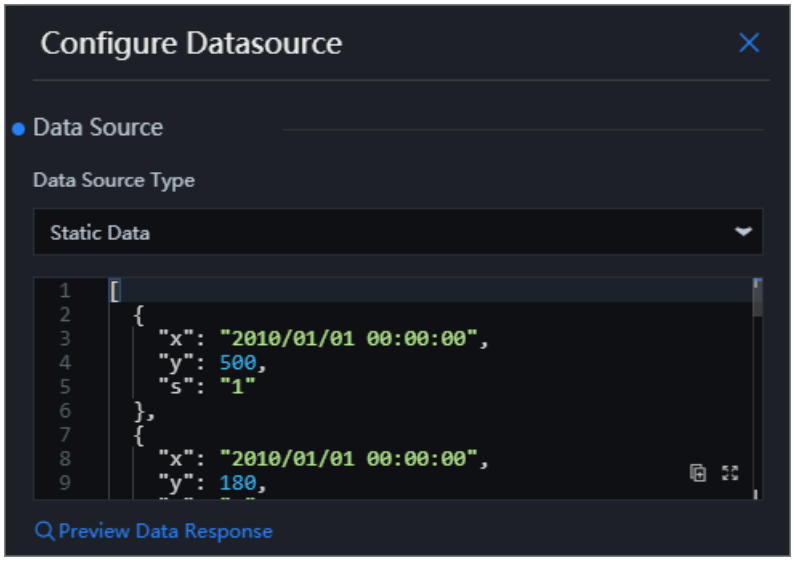
Add and configure a Basic Line Chart widget

1. In the Widgets pane, click the Charts icon and click the Basic Line Chart icon.



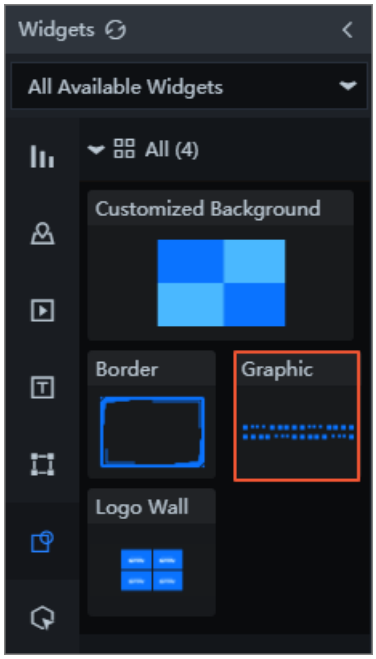
2. In the Layers pane, click the **Basic Line Chart** widget. In the right-side pane, click the Settings tab and configure parameters in **Global Settings**, **X Axis**, and **Y Axis**.

3. Click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and paste the data in the *Sales Growth.json* file to the editor.

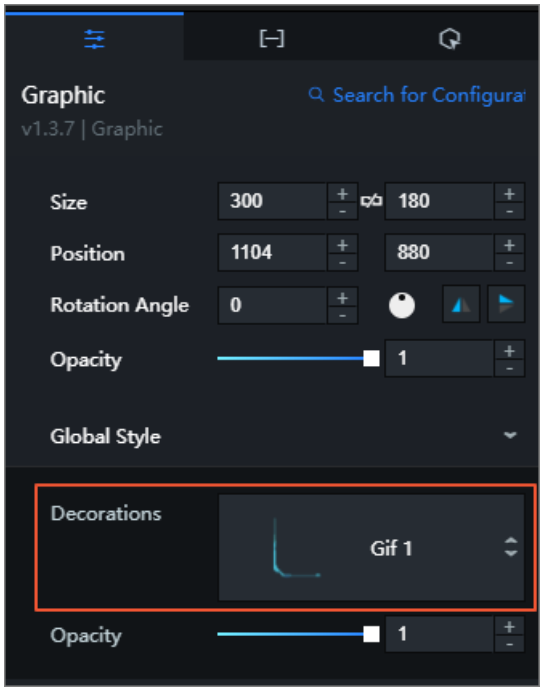


Add and configure a Graphic widget

1. In the Widgets pane, click the Material icon and click the Graphic icon.

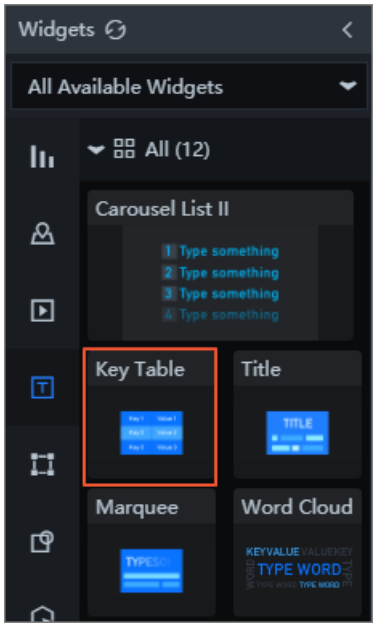


2. In the Layers pane, click the **Graphic** widget. In the right-side pane, click the Settings tab, set **Decorations** to **gif 2**, and then adjust the location and size of the Decoration widget in the canvas.

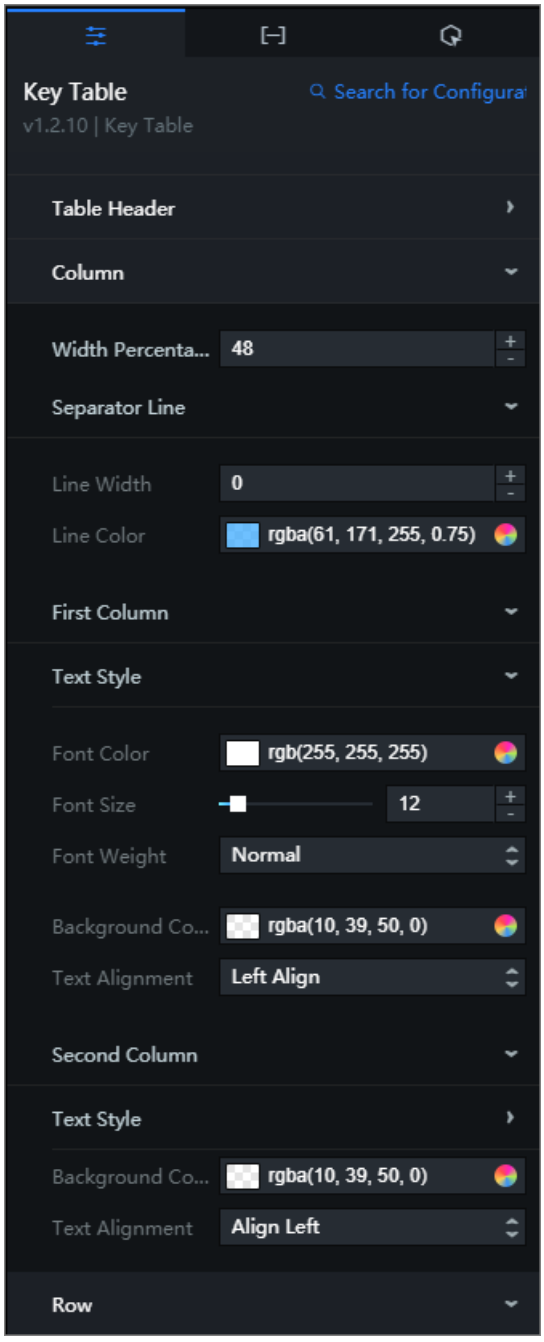


Add and configure a Key Table widget

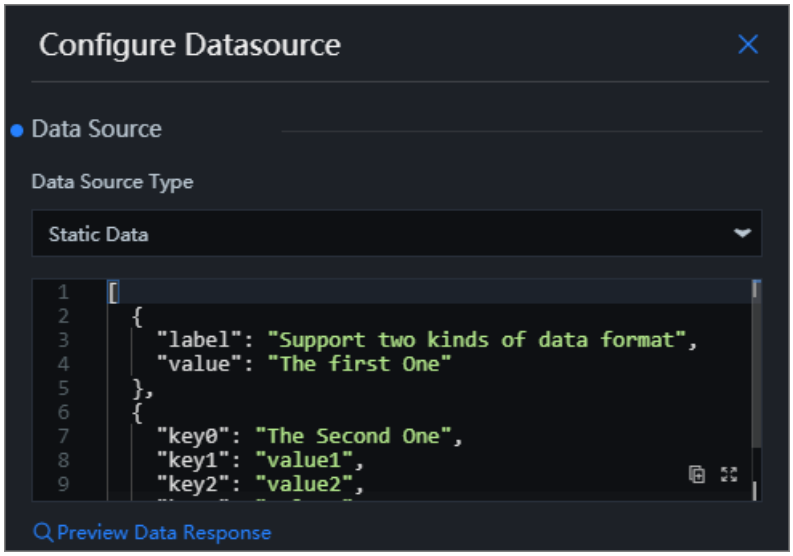
1. In the Widgets pane, click the Text icon and click the Key Table icon.



2. In the Layers pane, click the **Key Table** widget. In the right-side pane, click the Settings tab and configure the parameters in Column and Row.

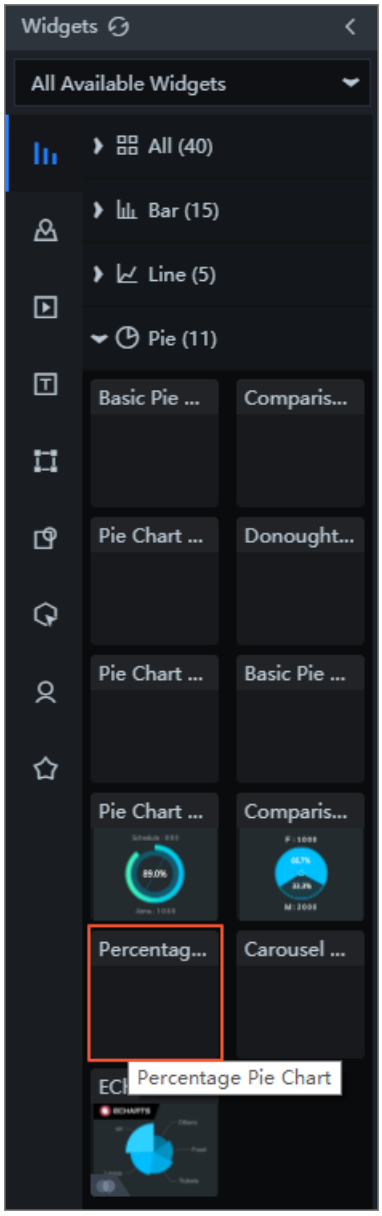


3. Click the Data tab and configure the data for the Key Table widget as needed.

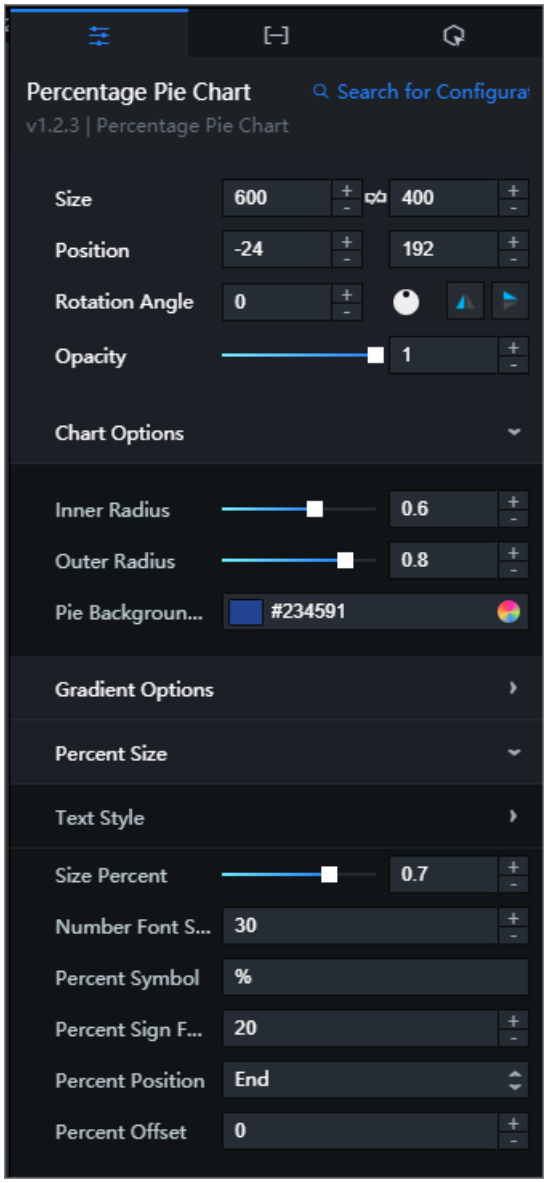


Add and configure a Percentage Pie Chart widget

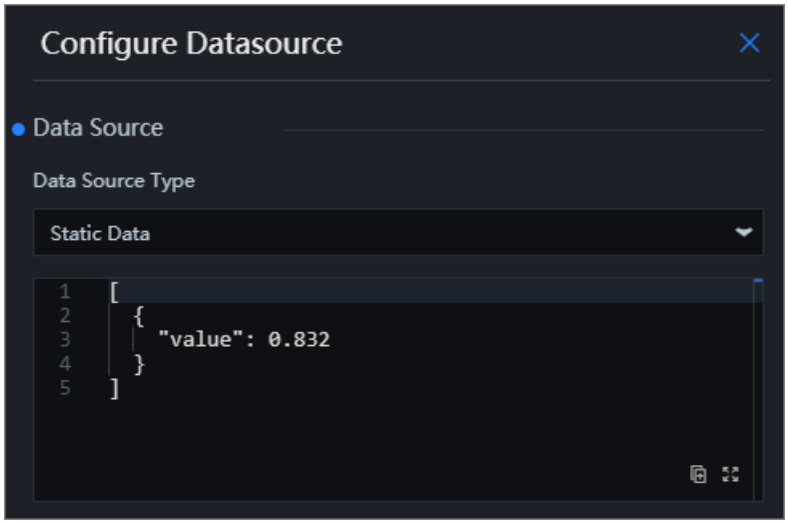
1. In the Widgets pane, click the Charts icon and click the Percentage Pie Chart icon.



2. In the Layers pane, click the **Percentage Pie Chart** widget. In the right-side pane, click the Settings tab and configure parameters in **Chart Options** and **Percent Size**.

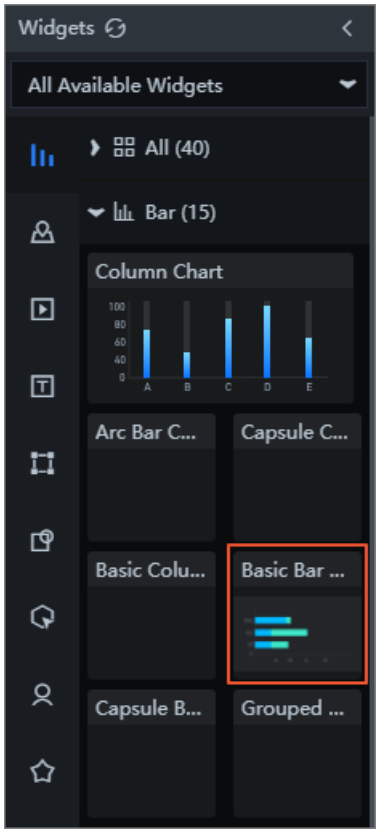


3. In the right-side pane, click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and set value to the data you want to show in the editor.

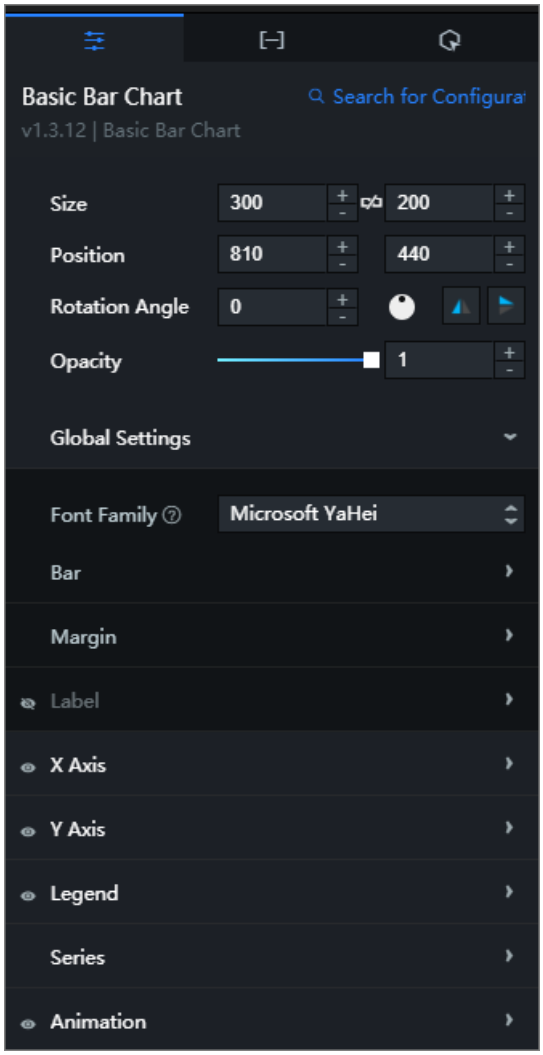


Add and configure a Basic Bar Chart widget

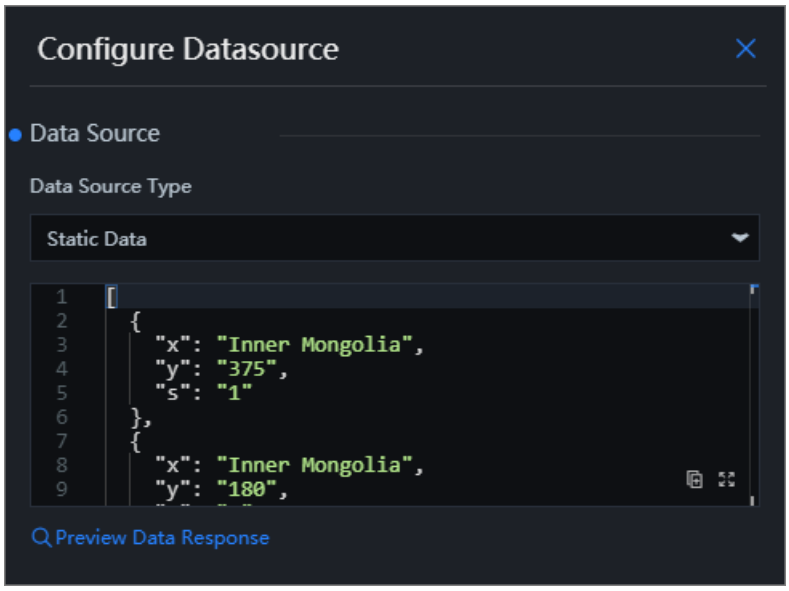
1. In the Widgets pane, click the Charts icon and click the Basic Bar Chart icon.



2. In the Layers pane, click the **Basic Bar Chart** widget. In the right-side pane, click the Settings tab and specify parameters in **Chart** and **Coordinate Axes**.



3. In the right-side pane, click the Data tab. In the Data Source Type section, select Static Data from the drop-down list and paste the data in the *Commodity Sales Ranking.json* file you have downloaded to the editor.



3.5. Adjust widget layers and locations

This topic describes how to adjust the layers and locations of widgets. After widgets are added and configured, you must adjust their relative locations to make sure that their layout suits your needs.

Procedure

1.
2. On the **Projects** tab, select an existing project and click **Edit**.
3. Select one or more widgets.

   Press and hold the **Ctrl** key in the Windows operating system or the **command** key in macOS, and select the widgets.
4. Drag and drop a widget in the canvas to adjust its location. Alternatively, click a widget in the Layers pane. In the right-side pane, click the **Settings** tab and change the X and Y coordinates.
5. In the left-side Layers pane, drag a widget up or down to adjust the layer of the widget.

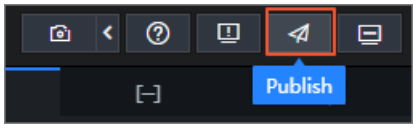
3.6. Preview and publish a project

After the styles and data of widgets in a project are configured, you can preview and publish the project. This topic describes how to preview and publish a project.

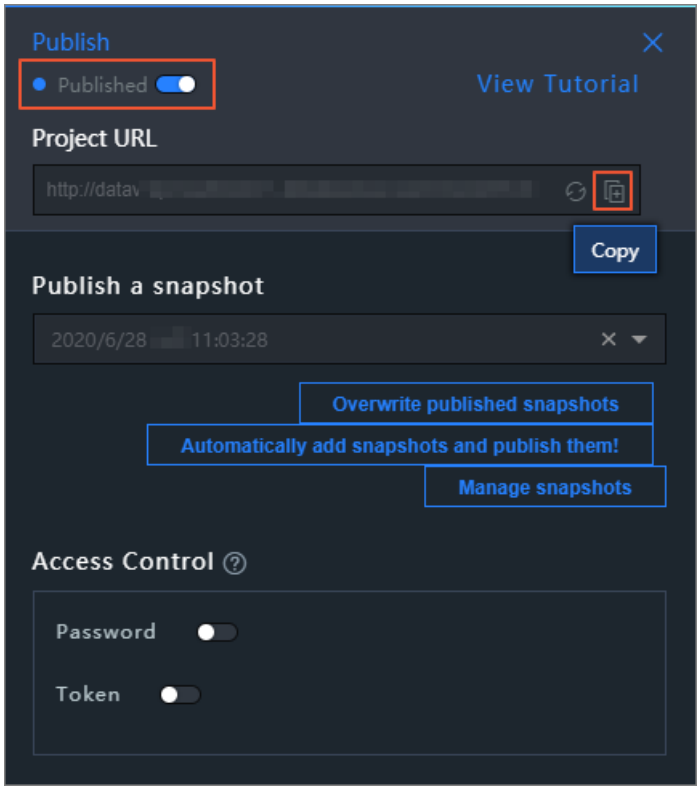
Procedure

1.
2. On the **Projects** tab, select an existing project and click **Edit**.
3. In the upper-right corner of Canvas Editor, click the **Preview** icon to preview the project.

   After the project preview is displayed, you can proceed with the subsequent steps to publish the project.
4. In the upper-right corner of Canvas Editor, click the **Publish** icon.



5. In the **Publish** dialog box, click **Publish Project**.
6. Click the **Copy** icon in the **Project URL** field.



7. Copy and paste the URL to the browser address bar to view a published project.