

Phyloviewer-common

This library provides the core rendering and tree layout code. The key classes in this library are:

LayoutCladogram - takes a tree and places the nodes inside a unit square. These coordinates are transformed into screen space when drawing. Also the bounding boxes of the nodes is calculated here.

IGraphics - abstract interface to graphics api. Allows same rendering algorithm to be used with multiple graphics apis.

RenderTree - takes the tree and layout data and provides level-of-detail based rendering. The class also styles the tree based on any style information provided. The class requires a IGraphics implementation.