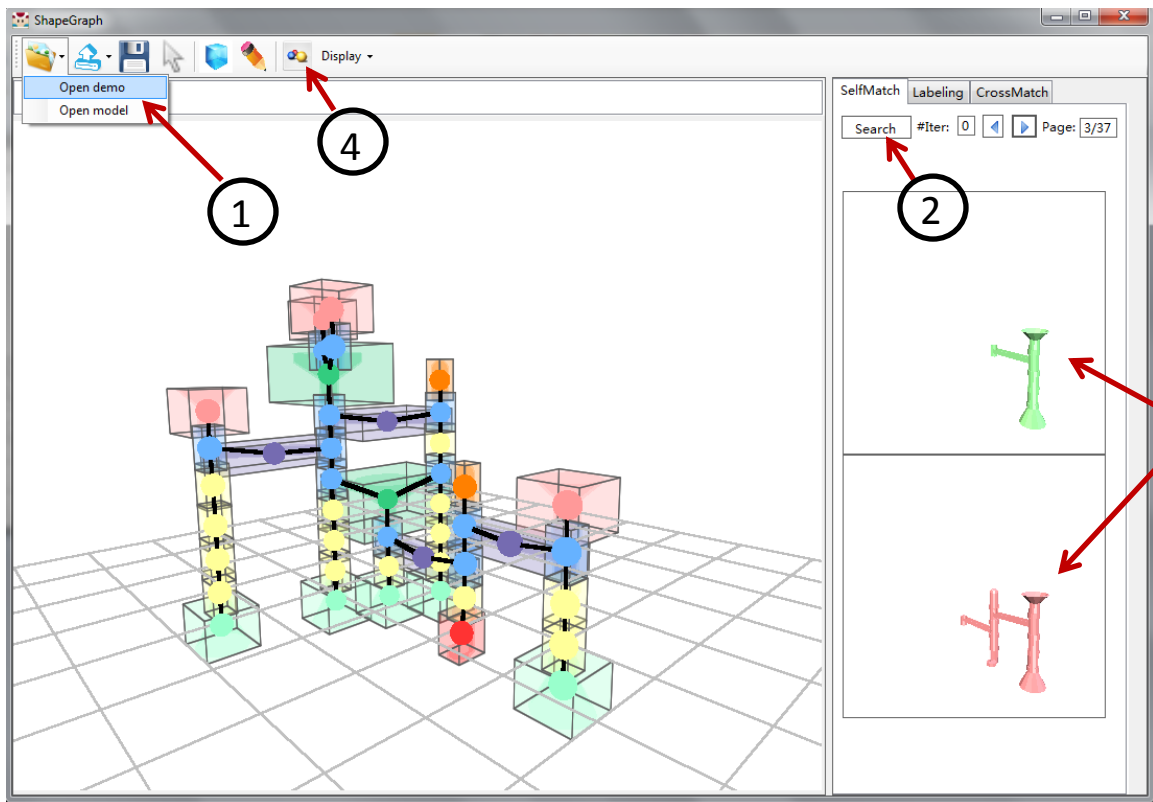


## Self-match:

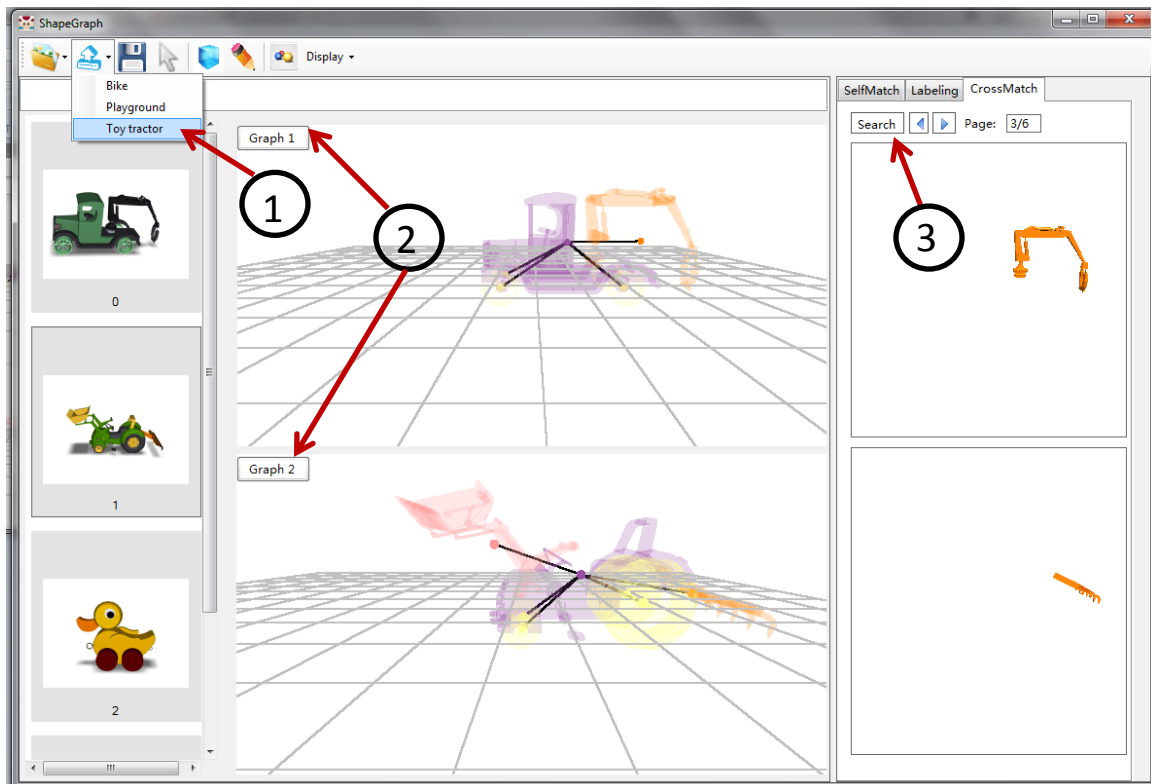
1. Use “Open demo” or “Open model” to load a pre-segmented mesh;
2. Click “Search” in the right panel;
3. The two windows give a pair of matched subgraph, click one of them results in the replacement the corresponding subgraph by the other one.
4. Under the demo mode, view the animation of ball track.

Note: mesh replacement ③ only happens in the demo mode, the codes for assembling models will follow separately.



## Cross-match:

1. Load a set of pre-segmented mesh;
2. Click “Graph 1” or “Graph 2” and then select any of the listed models in the left image panel;
3. Click “Search” and the matched substructures will be displayed



## Labeling:

1. Click ① to enter the labeling mode;
2. Select any proxy(proxyes) by dragging mouse, click ② to select a node type from the right color panel ③, click “OK”;

All initialization codes are included but not all demonstrated, such as building a graph and handling connections/graph edges.

