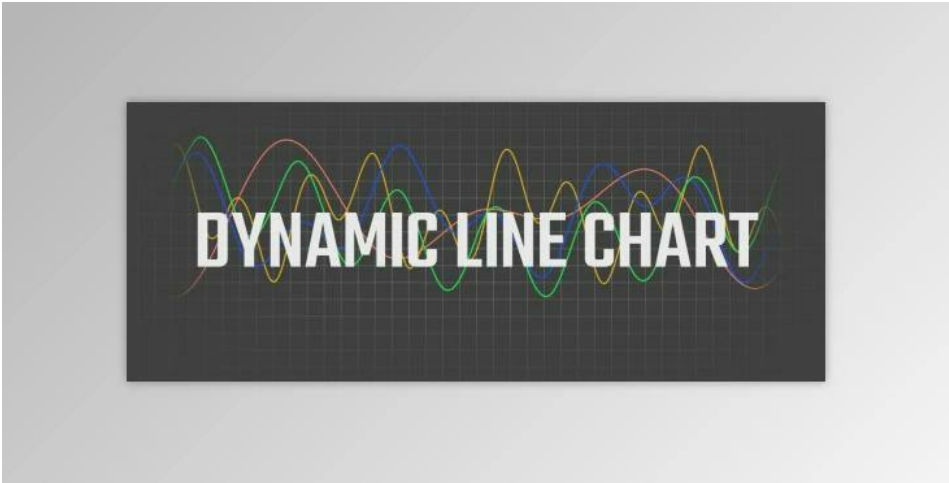


AeScripts Dynamic Line Chart v1.07 (Win, Mac)

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Aescripts Dynamic Line Chart v1 for Triumph Beepee Dynamic Line Chart (DLC) is an After Effects Plugin which immediately creates line graphs from the information.

Each of the parameters of this graph and the information itself Can be revived. The numerous (hundreds!) Parameters provide animatable control over the look and dimensions of the grid and axes, enabling zooming into and from the information.

Gfx plugin details of AeScripts Dynamic Line Chart v1.07

The product is in the **After Effects Plugins category from AeScripts**, for more information about this post you can click on the home page link in the sidebar.

To search for similar products to AeScripts Dynamic Line Chart v1.07 , **Does this product work on Windowns and Mac Os?** We mostly include the operating system in the title. if it is not written, it will work on Windows, and you can for the Mac version.

- **Even** revived data could be erased through a CSV document (UTF-8 encoded) or resampled from a graph picture.
- Creating an easy x/y line graph Is Quite easy to Produce a Strong.
- Click Effects> Beepee > Dynamic Line Chart to Put on the plugin.
- Proceed to the Dynamic Line Chart result from the Result Control window and enlarge the Information issue. Click on CSV. Load and discover your data.
- Expand the Objects subject and click on add thing'.
- Locate Your data series from the Vertical and Horizontal Information drop-down menus.
- Fix the horizontal dimensions of the graph in Grid & Axes > X-axis > X-axis measurements, then do precisely the same for the vertical axis.
- Draw 15 Different Forms of objects.
- **Curve** -- a simple XY plot of information.
- **Area** -- a box characterized by X&Y minutes and maximum parameters.
- **Fill** -- brings the place under or over an XY plot, Into a Y-value.
- **Label** -- brings labels at points characterized by X/Y data. It could be based on worth or text information.
- **Marker** -- draw contours at points characterized by X/Y data.
- **Sprite** -- utilize a coating for a source to get a mark.
- **V-sprite** -- utilize a video or animated coating for a source To get a mark, but change the framework used dependent on X/Y values.
- **Area 2** -- brings a gradient between two X/Y statistics to show.
- **Area 3** - pulls a 3-point gradient involving three X/Y Data collections.
- **Line column** -- brings vertical lines to points described By an X/Y collection.
- **Error line** -- brings vertical 'mistake' lines involving two X/Y strings (i.e., min & max mistake).
- **Guide1D** -- brings a horizontal or vertical line At a particular value on the graph, with a tag.
- **Guide 2D** -- pulls a point on a graph with an arrow And tag.
- **Quantify** -- pulls arrows and lines in an offset, Between two points on a graph, with a tag.
- **Bar** -- generates the bars of a bar graph according to a String of Y values.

- Primary and secondary vertical axes. (No grid On the axis.)
- Chart and axis names.
- Text-based tags or numbers-based horizontal axis.
- Scalable axes allow the lively creation of power lines and axis labels.



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- Optional digit grouping and decimal point characters.

New Changes:

- Fixed memory issues
- Fixed issue with parameter and text update reverting.
- Rewrote memory handling
- Fixed bug preventing AME/Dynamic Link rendering
- Improved copying/duplicating plugin instances
- fixed stability issues



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