## Info to SimplexNumerica

## Import of Data displayed on Multiple Axes

The loading of external data is clearly illustrated in the other SimplexNumerica manuals (see >Doc < folder in the installation path of the program). Here we consider the case when the data is to be distributed on several axes.


Please remove the previous curve.

Now, the physics chart should look like this:


Now we import measurement data with several rows (columns); this with the help of the import dialog. The first rows are e.g.:

Datum Uhrzeit;Füllst.A;Füllst.B;Tagessumme; Intervallsumme
07.04.2019 00:00:00;0,019;0,741;2,5;0

So any measurement series that is available as a *.CSV file. Now call the dialog.

...or just with the key combination <Ctrl + L>. The program switches to the GraphTable associated with the chart: The data import dialog then appears:


After setting the correct parameters and pressing the Import into Main Grid button, the data will appear in the GraphTable.


Now switch to the Graphics window with the <F3> key...



In order to optimize the scaling, we now assign each graph its own y-axis...

But first we switch on the required number of $y$-axes in the Chart Explorer...

Now there are two methods to assign an axis to a graph. Let's start with the more complicated method...


## Method 1

We go to the Scaling Properties, first of all to Chart Main Interval and press the button $Y$ Assign graph to $y$-axis and put a check mark in front of one of the graph names (which should be assigned to this axis, so here to the main axis on the coordinate system).

RowDim $=8069$, MemDim $=5$ (Mein Chart)
ㅁ 回囷Chart

ThowDim $=8069$, MemDim $=5$ (Mein Chart) ToolBox



We repeat this for all graphs; but with the other $y$-axes in the scaling properties; e.g. with the left $y$-axis set off (see left figure).

The other method works similarly...


## Second method

We click on a graph in the Chart Explorer.

Then we select in the Graph Properties the menu item
Assign Y -axis and select the correct axis.

## Tip:

Click on a graph and then on its (yellow) pin. With this you can also assign the axes!

The result then looks like this:


