After creating dataset (or loading saved dataset) you can create **elastic map**.
First, select the dataset in Object Manager Panel.

Then choose appropriate map type. For the first preliminary visualization, type “Rigid 12*12” can be recommended. Then click “See It!” button.
You will see **Auto-create monitor** where the process of map creation will be dynamically displayed.

You can interrupt the process by clicking on **Stop** button.
You can manipulate the picture of data using these 3 buttons and spinedit.

When **Rotate** button is down, you can rotate map by clicking on the picture, holding the mouse left button pushed and moving the mouse.

Analogously, you can **shift** the map.

Changing value of **Zoom** spinedit, you can zoom the map.

Left click on this button allows to set **shift**, **zoom** or **rotate** to the initial state. The results depends on which button is down on the **Map manipulation** panel.

Right-click on this button allows to change background color of the picture.

Resulting constructed Manifold is displayed on the **Map Panel**.
Click on **Datasets** section to change parameters of displaying the dataset.

Choose and specify 3D space for displaying the dataset. Specify which elements of the picture need to be displayed.
Click on the **Coloring** section to change parameters of the map’s coloring.

Click on the **Colorings** checkbox to start displaying coloring. Choose appropriate coloring type. For example, by **Field** value.
Make experiments with parameters of coloring.

For example, you can choose **Discrete** palette.

For colorings by field values it is possible to make the coloring relief and to evaluate how close the map approximate datapoints by this coordinate.

**Smoothness** value can make discrete coloring more smooth. Be careful, smoothing can take a lot of time.
When displaying colorings by density, try to experiment with the Corr.radius value.

Be careful, recalculation of the density coloring can take a lot of time in case you have many points.
Click on the Objects section to change some properties of working with datapoints.

You can specify the content of the sign which is displayed when you move mouse over datapoint.

You can specify how selected datapoints will look.
You can continue studying your map in different spaces.
Don’t afraid of making amazing experiments! Try to make **spherical** map.
In the end of work you can save your map. The file will have vem extension and can be loaded using Load map button and menu item.