**Stream Canvas**

The stream canvas is the largest pane in the interface. You can work on multiple streams in the same canvas (as shown in Figure 10.1), or multiple stream files, listed in the Streams tab in the upper-right Managers window.

**Palettes**

The palettes are groups of processing nodes listed across the bottom of the screen. The palettes include Favorites, Sources, Record Ops (operations), Field Ops, Graphs, Modeling, Output, and Export. When you click on one of the palette names, the list of nodes in that palette is displayed below.

**Managers**

The upper right window holds three managers: Streams, Outputs, and Models. You can switch the display of the manager window to show any of these items. The Streams tab will display the active streams, which you can choose to work on in a given session. The Output tab will show all graphs and tables output during a session. The Models tab will show all the trained models you have created in the session.

**Toolbars**

At the top of the Clementine window, you can see a list of icons, which are shortcuts to common operations.

**Mouse Operations**

The Clementine user interface is designed for use with a three-button mouse. If you don’t have one, you can simulate the third button by holding down the Alt key when clicking the mouse and dragging items around the canvas. You use the mouse as follows:

- Single-click to show context-sensitive menus for a node.
- Double-click to add nodes to the canvas or edit existing nodes.
- Middle-click to connect nodes with arrows to show the pathway of data flow.

There are two other mouse operations you can perform, which will save you some time in modifying the stream architecture. The first operation is the delete function. If you want to delete an arrow connector between two nodes, place the mouse pointer in the line and right-click. A small box labeled Delete Connection will pop up. Left-click on the pop-up box, and the arrow will disappear.

The second additional mouse operation adds a node between two other nodes. To add nodes this way, make sure that the space between the nodes is large enough to fit another node. (Note: You can just drag one node or the other to increase the space between nodes, and the arrow will stretch or shrink.) To see how this works, paste a type node onto the modeling canvas of Figure 10.1 just above the middle of the arrow from the top SuperNode. Then place your mouse pointer on the middle of the arrow line, and press and hold the middle mouse button to drag the arrow line to connect the new node. After it is connected,