OntologyChart Control Reference

Visualize the Unified Namespace ontology — assets, classes, and references — as an interactive graph.

Reference **Controls** **Control** OntologyChart

The **OntologyChart** control belongs to the *Control* category and runs on the *Portable* rendering target. Place it on a Display from the Components Panel and configure the properties listed below.

Properties

Properties

Property set auto-extracted from `ControlSchemas.json` (build `fx-10.1.5.2000`, schema `1.0`, generated `2026-05-17T21:29:29.5050227Z`).

Property	Type	Default	Description
`Left`	`Double`	0	X position from left edge *(unit: pixels)*
`Top`	`Double`	0	Y position from top edge *(unit: pixels)*
`Width`	`Double`	100	Element width *(unit: pixels)*
`Height`	`Double`	100	Element height *(unit: pixels)*
`RenderMode`	`Enum`	0	*(no description in schema)*
`SelectedNodePath`	`String`	*(none)*	*(no description in schema)*
`SelectedNodeType`	`String`	*(none)*	*(no description in schema)*
`Localize`	`Boolean`	True	Enable runtime text localization (true/false)
`Background`	`Color`	*(none)*	Background color (#AARRGGBB). Themed by default — OMIT to use theme.
`Foreground`	`Color`	*(none)*	Text/foreground color (#AARRGGBB). Themed by default — OMIT to use theme.
`BorderBrush`	`Color`	*(none)*	Border color (#AARRGGBB).
`BorderThickness`	`String`	*(none)*	Border thickness (single value or 'left,top,right,bottom').

In this section...
