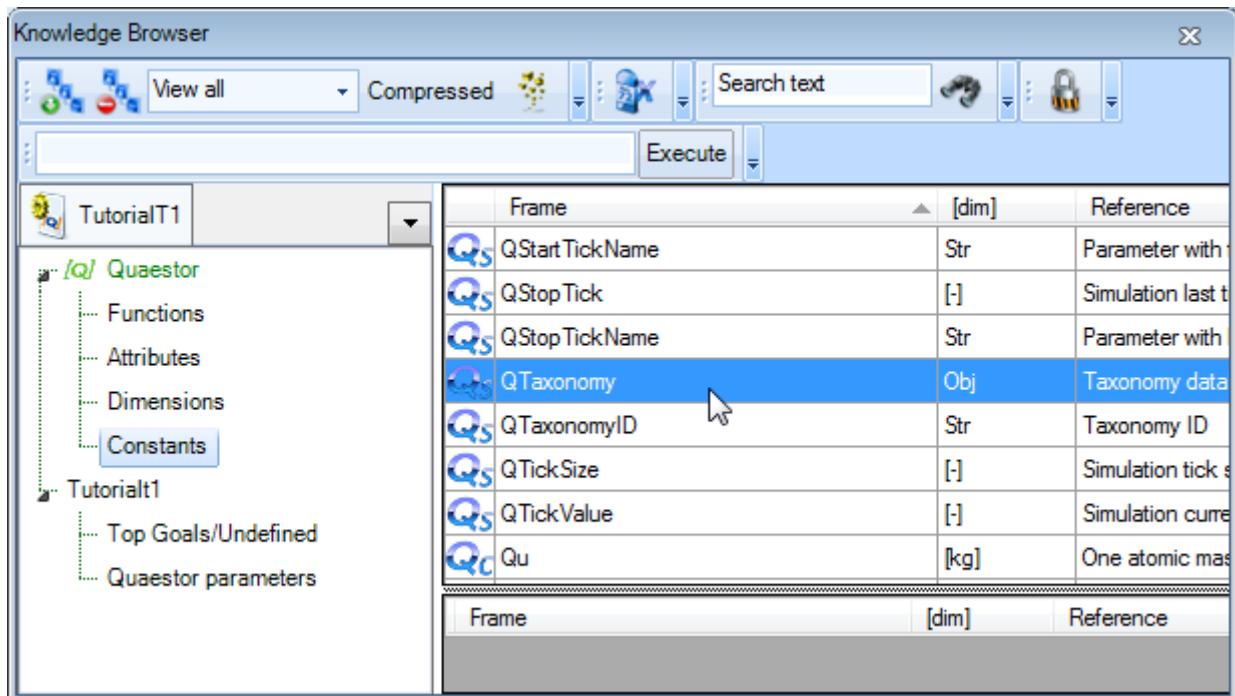


Preparing a knowledge base for Taxonomy/Entity use

First you have to include a group of standard Quaestor parameters on the basis of which Quaestor makes available its Taxonomy related functionality.

- Start Quaestor program, select *File > New > Knowledge base*. Click on *Newqkb* in the *Knowledge Browser* to put the focus on a new empty knowledge base, then open the *Constants* node below the *Quaestor* node and select the *QTaxonomy* object:



- Double-click on the *QTaxonomy* object and click *OK* in the window that pops up.

The **knowledge base** now contains a group of standard Taxonomy parameters and the *QTaxonomy* object is automatically introduced in the *Dataset* of the **Workbase**,

The screenshot displays the Quaestor interface with three main windows. The top-left window is the 'Explanation' window, showing a 'MARIN' logo and a 'Taxonomy database' section. The top-right window is the 'Knowledge Browser' showing the same knowledge base structure as the previous screenshot, with 'QTaxonomy' selected. The bottom-right window is the 'Workbase' window, showing the 'Dataset[TutorialT1]' node expanded to show 'QTaxonomy' as a child. The bottom-left window is the 'Properties' panel, which has 'Properties' selected and shows a table with one row: Name (Contents) and Value (QTaxonomy). The 'Parameter' and 'Expression' tabs are also visible.

The *QTaxonomy* object can be regarded as being a container of the Taxonomy to be created. Now you can start building your Taxonomy!



Although a Taxonomy is created in the *Dataset* of the **Workbase**, it is considered to be **knowledge** and not data!



The development or modification of taxonomies is restricted to Knowledge Engineers.

As some of the related standard parameters are hidden in the normal user mode, you have to select *Tools -> Options -> Modeler* and check the "Show hidden data" option. You can toggle this option with *Ctrl+H*.

- Select *File -> Save as..* to save your knowledge base. Name it something useful.

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