

Marvin JS User's Guide

Here you can find some information on how to get the most out of Marvin JS User's Guide.

This user documentation consists of the following parts:

- The [Editor Overview section](#) describes the **structure of the User Interface** of Marvin JS. You can read the detailed description of its elements, particularly the toolbars, context menus, and dialogs. This section gives additional information and quick tips about the GUI and the different functionalities of Marvin JS.
- The [Drawing and editing options](#) part includes all the information about the **ways of drawing** in Marvin JS. This section describes how to create, change, or delete structures, text, and graphical objects in Marvin JS.
- In the [Feature overview pages](#), we have collected all the functionalities which might be connected with a **special workflow**. (For example, the Query Structures in Marvin JS includes all the Marvin JS functionalities which might be useful for querying.) This section describes the functionalities that are related to some special activities, for example, handling Reactions, Query features, Stereochemistry, Markush structures.

Please, note that, as Marvin JS is a continuously evolving editor, our feature overview pages might change; and these pages only include the special functions related to the specific features (but not all).

For the whole list of features, please, check the Drawing features or the Editor Overview sections, or contact us: marvin-js-support@chemaxon.com.