
Local Cosmos Identification Keys

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1.1 Instantiating a new identification key

```
let identification = new IdentificationKey(data);
```

1.2 Processing user selections

If the user selects or deselects a space (“trait”) in your frontend, you have to pass those changes to `IdentificationKey`

```
identification.selectSpace(spaceIdentifier);  
  
identification.deselectSpace(spaceIdentifier);
```

The identification matrix will then be recalculated and `IdentificationKey` will emit events accordingly.

1.3 Listening to Identification Events

```
let identification = new IdentificationKey(data);  
  
function onItemUpdate(event){  
}  
  
identification.on("itemUpdate", onItemUpdate);
```

Table 1: Events of IdentificationKey

event	event data	description
itemUpdate	{}	fired a Matrix Item changes, e.g. points or its possibility
filterUpdate	{}	fired if a Matrix Filter changes, e.g. its possibility
spaceUpdate	{}	fired if a Matrix Filter Space changes, e.g. its visibility
itemBecamePossible	{}	fired if a Matrix Item became possible
itemBecameImpossible	{}	fired if a Matrix Item became impossible
filterBecameVisible	{}	fired if a Matrix Filter became visible
filterBecameInvisible	{}	fired if a Matrix Filter became invisible
spaceBecamePossible	{}	fired if a Matrix Filter Space became possible
spaceBecameImpossible	{}	fired if a Matrix Filter Space became impossible

INDICES AND TABLES

- `genindex`
- `modindex`
- `search`