

**S1 Table.** Resources for developers about bigPint interactive graphics

Plot	Pseudocode	Code
Scatterplot matrix	S1 Pseudocode	<a href="https://bit.ly/spmCode">bit.ly/spmCode</a>
Litre plot	S2 Pseudocode	<a href="https://bit.ly/litreCode">bit.ly/litreCode</a>
Volcano plot	S3 Pseudocode	<a href="https://bit.ly/volcCode">bit.ly/volcCode</a>
Parallel coordinate	S4 Pseudocode	<a href="https://bit.ly/pcpCode">bit.ly/pcpCode</a>

**Note:** The pseudocode and code provided in supplementary material is intended for *developers* who wish to understand the details of how we created the double-layered interactivity and possibly repurpose and modify these fairly new technology for new software. Biology researchers who wish to use the bigPint package should instead consult the bigPint package website (<https://lindsayrutter.github.io/bigPint>) and the associated manuscripts.