

InfoMachine



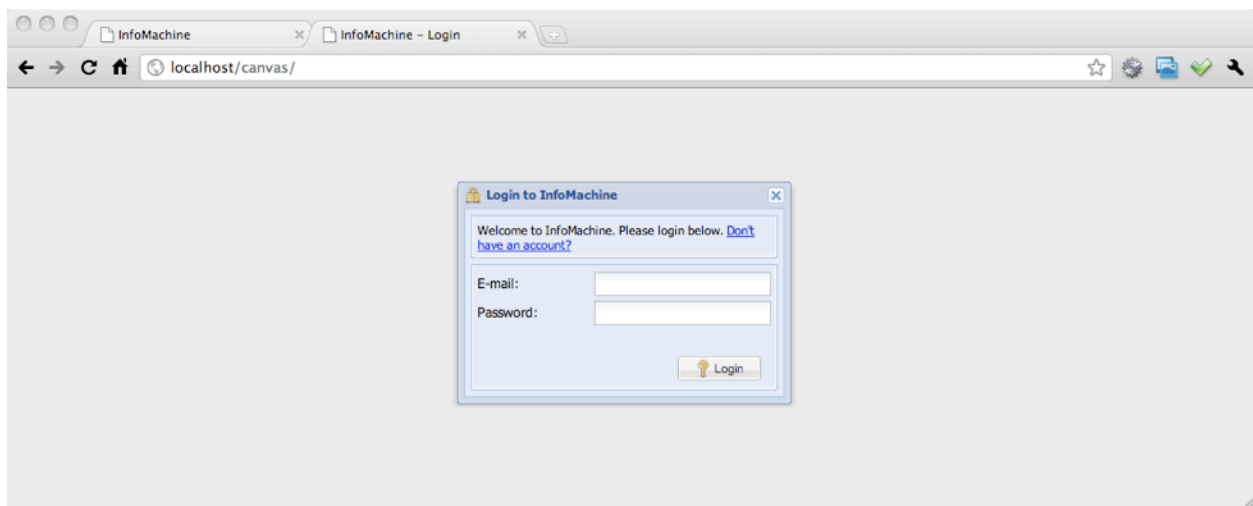
User guide

What is this thing?

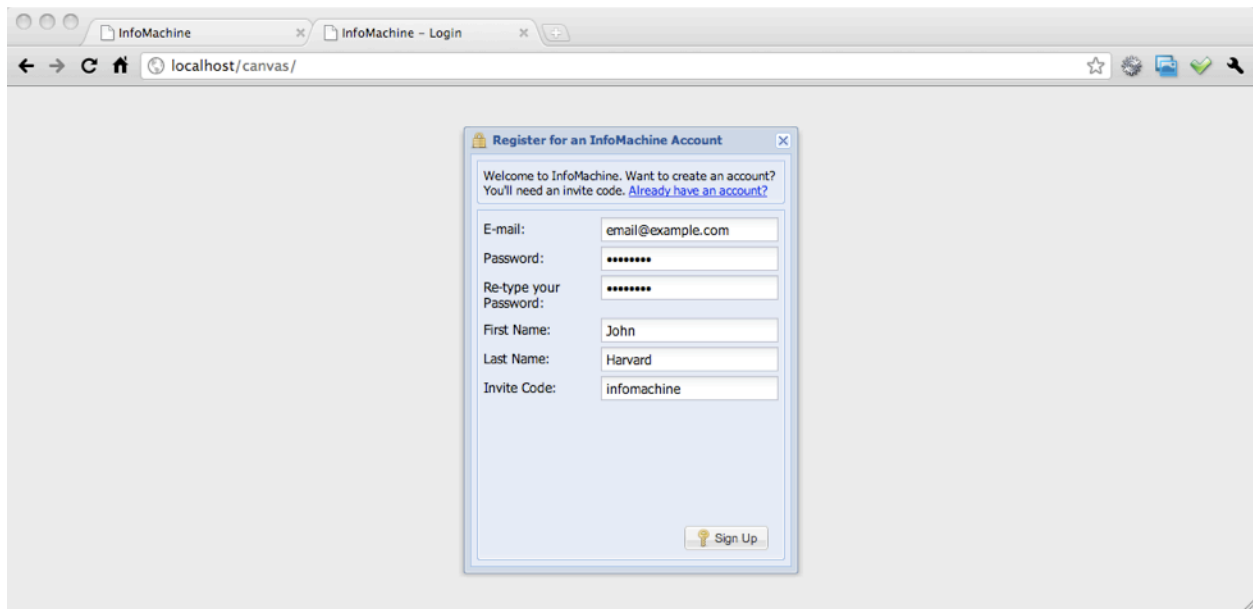
InfoMachine is a tool for capturing and structuring information. It looks kinda like a big digital whiteboard, but smarter. InfoMachine lets you capture all kinds of information: text, drawings, (even math equations!), and then allows you to collect and organize that information in a way that makes sense.

Registering and Logging in

Head on over to <http://www.theinfomachine.net>, and click the big link to enter the application. You should find yourself here:



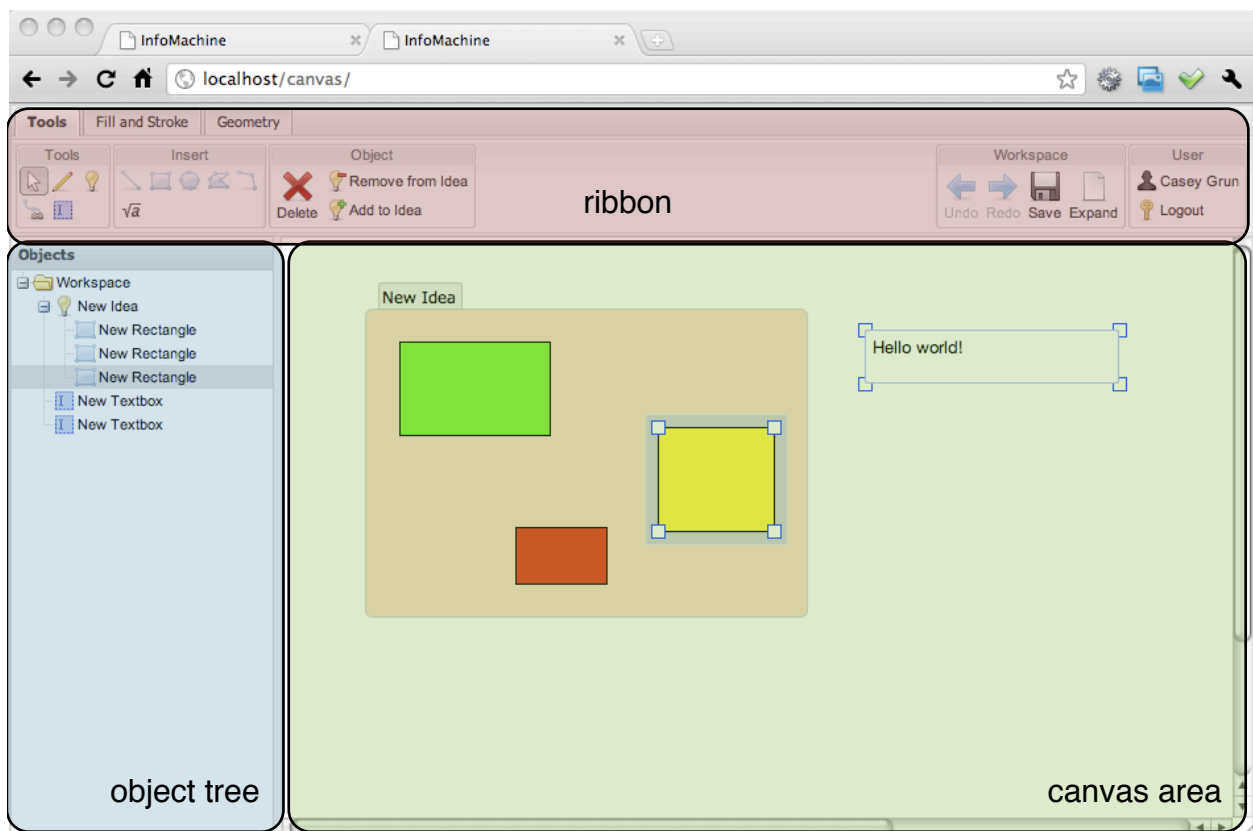
From the login screen, you can chose to enter login credentials or create an account.



Following the link for “Don’t have an account” will prompt you to enter some basic personal information, as well as an invite code; the invite code is **infomachine**

The InfoMachine interface

Once registered, you’ll be greeted with the main InfoMachine interface.



- The canvas area is the main area for user interaction: all your objects get added to the canvas, where you can capture, arrange, and manipulate them,
- The object tree shows a hierarchical list of objects in the workspace. From the object tree, you can also re-name objects
- The ribbon has several tabs which allow you to interact with the workspace in a few different ways:
 - The **Tools** tab contains tools and objects which can be inserted, and it's also where you can save the workspace, or expand it if you run out of room.
 - The **Fill and Stroke** tab allows you to change the background and outline colors of the currently selected objects. Note: only certain types of objects can have fills and strokes; namely, textboxes and math equations can't have a fill or stroke for now.
 - The **Geometry** tab displays the position and dimensions of the selected object.


Tip: Mousing over most elements of the interface will show you a tooltip explaining what each particular gadget does.

Creating objects

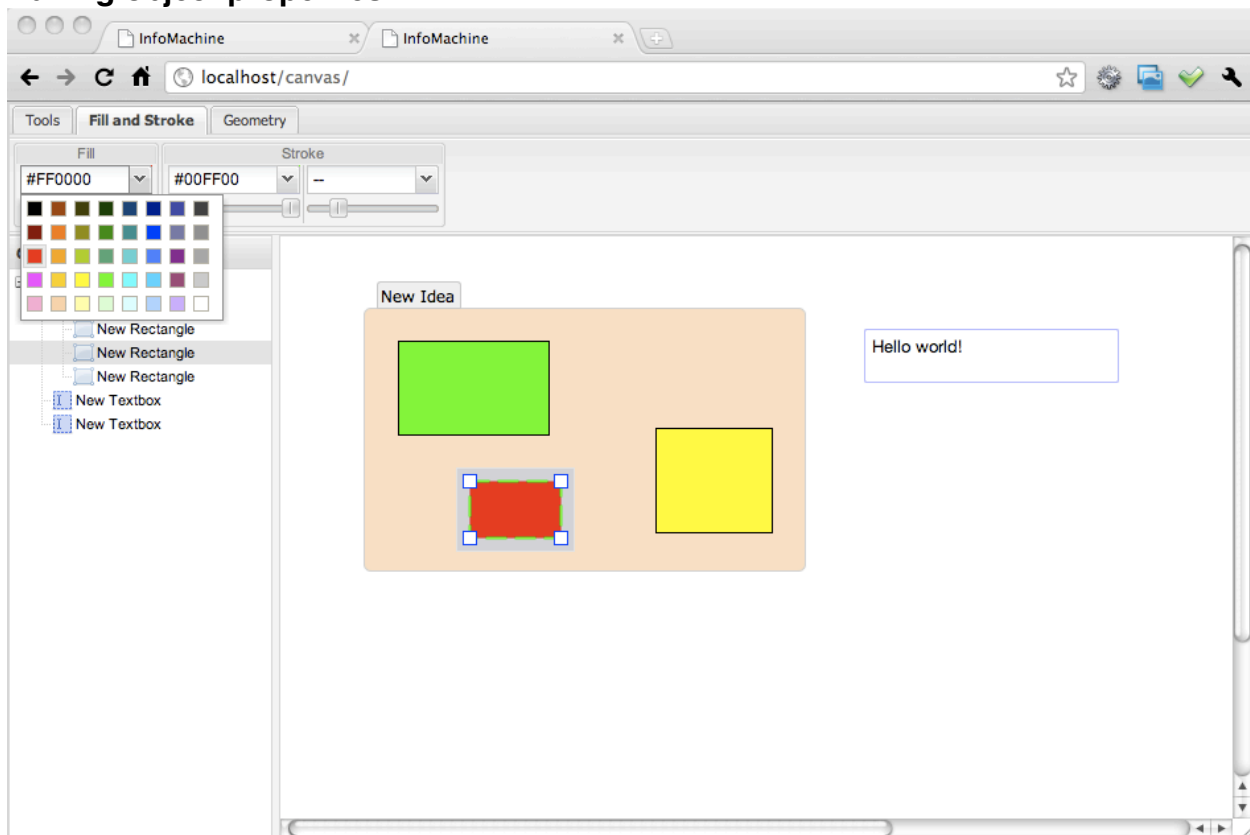
- The user can insert objects by selecting any of the tools in the Tools or Insert section of the Tools tab. Mousing over any tool provides help tips.



Manipulating objects

The pointer tool () allows the user to select, move, and resize objects.

Editing object properties



The Fill and Stroke tab of the ribbon lets the user access object properties, namely the fill (background) and stroke (outline) colors, widths, etc. When one object is selected, the Fill and Stroke tab will update to match that object. When multiple objects are selected, the Fill and Stroke tab won't update to match every object, but the user can modify all selected objects by changing the properties in the tab.

Naming and organizing objects

Objects can be organized in two ways: ideas and connections.

- Ideas allow the user to select several related objects and assign a name to that group. Ideas can contain any type of workspace object, including other ideas. Ideas are inserted using the idea tool (💡). Objects within an idea can be removed from the idea by clicking the “Remove from Idea” button, and objects outside an idea can be inserted by clicking the “Add to Idea” button.
- Connections allow the user to connect two ideas in the workspace, regardless of their idea affiliation. Connections are created using the Connector tool (🔗), as described in the on-screen help.

Objects can be named by double-clicking their name in the object tree. Ideas can be re-named directly within the workspace by clicking the gray tab containing their name.

Known Issues

- Selection can be finicky; occasionally objects refuse to be unselected. Double-clicking the workspace should take care of this. Worst case, save the workspace and refresh the page.