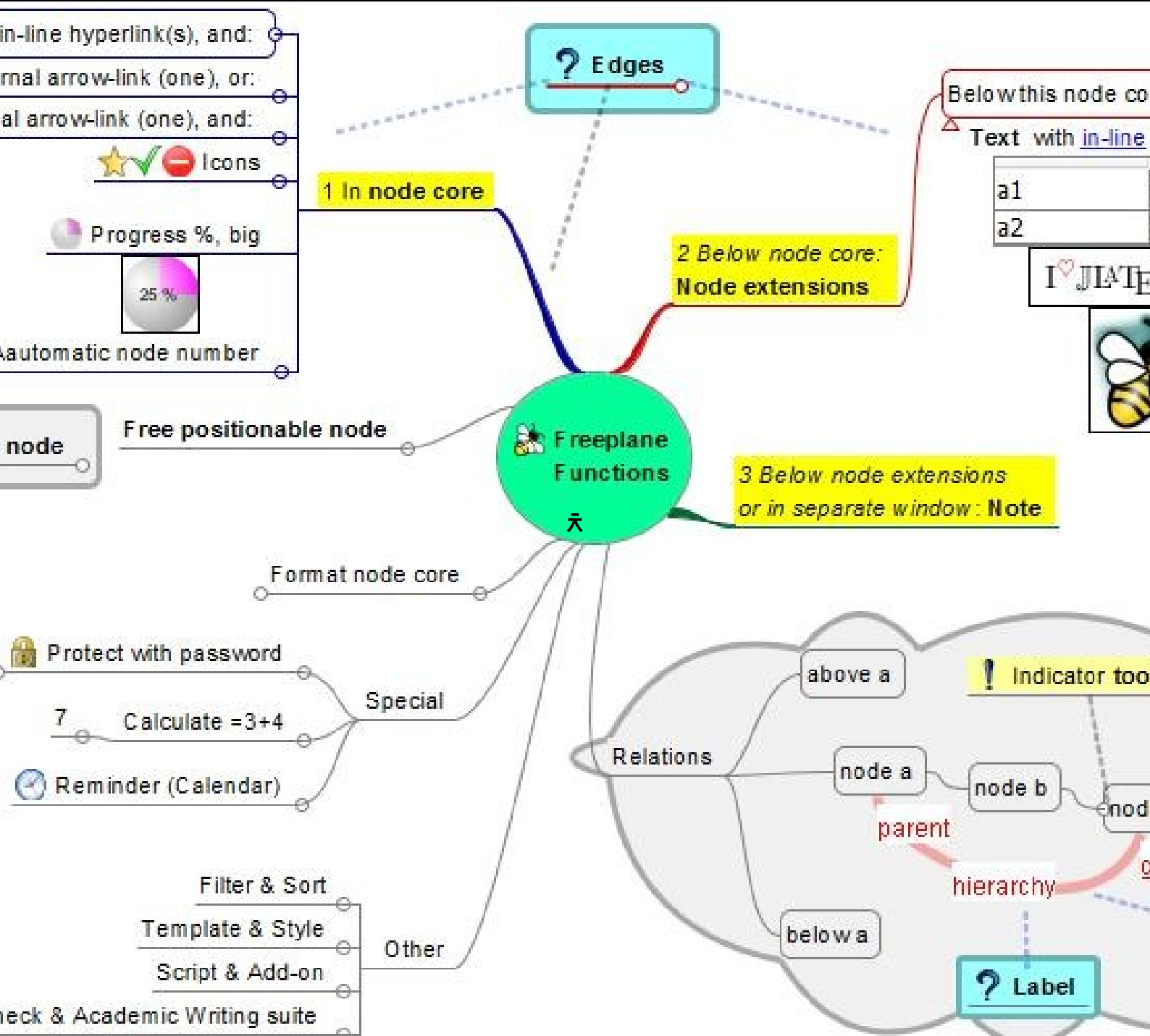


THE BOOK OF FREEPLANE

USER GUIDE

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CHAPTER 1

MIND MAPS

***Abstract.**- In this chapter we show what are mind maps and why they are useful. We show its elements and how can we draw them.*

What are Mind Maps

Definition

A Mind Map is a powerful graphic technique which provides a universal key to unlock the potential of the brain. It harnesses the full range of cortical skills – word, image, number, logic, rhythm, color and spatial awareness – in a single, uniquely powerful manner. In so doing, it gives you the freedom to roam the infinite expanses of your brain.

The Mind Map can be applied to every aspect of life where improved learning and clearer thinking will enhance human performance.

Originated in 1970 by Tony Buzan, Mind Maps are now used by millions of people around the world from the very young to the very old whenever they wish to use their brains more effectively.

Uses	Benefits
Learning	Learning Reduce those ‘tons of work’. Feel good about study, revision and exams. Have confidence in your learning abilities.
Over viewing	Over viewing See the whole picture, the global view, at once, Understand the links and connections.
Concentrating	Concentrating Focus on the task for better results. using all your cortical skills attracts your attention.
Organizing	Be on top of all the details for parties, holidays, projects or any other subject.
Presenting	Speeches are clear, relaxed and alive. You be at your best.
Communicating	In all forms with clarity and conciseness.
Planning	Orchestrate all details and aspects – from beginning to end – one piece of paper.
Meetings	Meetings From planning to agenda, to chairing, to taking the minutes... the jobs are completed with speed and efficiency.
Training	From preparation to presentation they make the job easier and much faster.
Thinking	Having a method to analyze thoughts, almost a ‘way-station’ for them.
Negotiating	All the issues, your position and maneuverability on one sheet.
Brain Blooming	Brain Blooming The new brain-storming in which more thoughts are generated and appropriately assessed.

Examples

Freeplane

Installation

The Main window

The format panel

The Notes panel

The Attributes panel

The Filter Composer

The Calendar

The Presentations composer

The scripts editor

Modes of Freeplane

Only view / Edit

Drawing a Mind Map

CHAPTER 2

THE MAP

Abstract.- The abstract of the chapter goes here

The elements of a Freeplane map

The nodes

The node background

Other features

Encrypted maps

Follow style changes

New > From Template > check: follow style changes

Hierarchic icons

CHAPTER 3

NODES

***Abstract.**- In this chapter we show all details about nodes: its text, the shape and edges, clouds, icons and other details.*

Types of nodes

The root node

Child nodes

Clone nodes

Free positioned nodes

Hidden nodes

The elements of a node

Node core

The text

Plain text

Latex formatting

Markdown formatting

Formulas

Dates

Links

Icons

Node Details

Node Attributes

Node Notes

Edges

Connectors

Formatting nodes

Node font

Node appearance

Node shapes

Node edges

Node colors

Clouds

Images in nodes

Images in the node core

Images below the node

Images as map background

Other features

Hide nodes

Node always folded

Free positioned node

Blinking node

CHAPTER 4

STYLES AND TEMPLATES

***Abstract.**- The abstract of the chapter goes here*

Styles

Predefined styles

The styles map

Creating new styles

Modifying styles

Conditional styles

Templates

Templates included with Freeplane

Defining personal templates

The user directory

CHAPTER 5

SEARCHING

***Abstract.**- The abstract of the chapter goes here*

Quick search

Regular expressions

Filters

CHAPTER 6

PRESENTATIONS

***Abstract.**- The abstract of the chapter goes here*

Simple options to show our maps

Complex presentations

Options of the Presentations panel

Designing presentations

CHAPTER 7

FREEPLANE WITH OTHER APPLICATIONS

***Abstract.**- The abstract of the chapter goes here*

Exporting the map

Map as image

Exporting map information

Map as web page

Importing information

Raw text importing

Importing browser favorites

Importing folder structure

Importing an xml file

CHAPTER 8

PROGRAMMING SCRIPTS

***Abstract.**- The abstract of the chapter goes here*

Groovy quick introduction

Basic data

Operators

Reserved words

Control sentences

Regular expressions

Closures

Lists

Other functions

The Freeplane API

Scripts examples

CHAPTER 9

CONFIGURING FREEPLANE

***Abstract.**- The abstract of the chapter goes here*

The user directory

Preferences

Environment

Appearance

Defaults

Behavior

HTML

Presentation

Keystrokes

Plugins

END OF MASTER DOCUMENT

Notes:

- Visualization options
 - Showing attributes
 - Notes under the node
- Freeplane with other applications
 - Import / Export
 - Importing with attributes
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