MindBoard 2 (Beta) User Guide
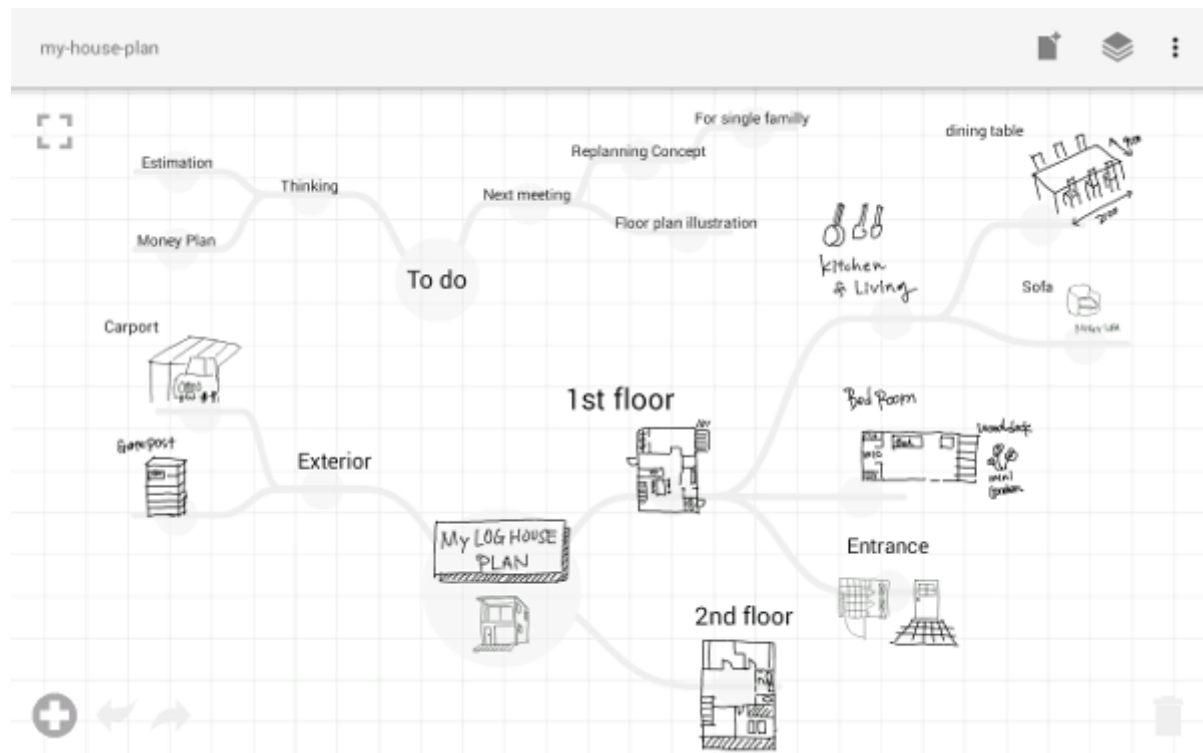
Tomoaki Oshima

Table of Contents

This document explains MindBoard (Beta) Version 0.7.5.

Introduction

Chapter 1. About MindBoard 2 (Beta)

MindBoard 2 (Beta) is a freehand mind-mapping application with stylus for Android tablet. And this edition has text input and image import feature.

1.1. Basic Concept

Less is more.

In order to concentrate your thinking activity, this application has less user interface. And you can quickly build your map by using a few basic operations.

1.2. Requirement

- Android 4.4 Kitkat or newer.
- Digitizer STYLUS like S-Pen

This app is designed for Galaxy Note series and Galaxy Tab A with S-Pen.

> If build your map with text and image only, you can use this application without stylus.
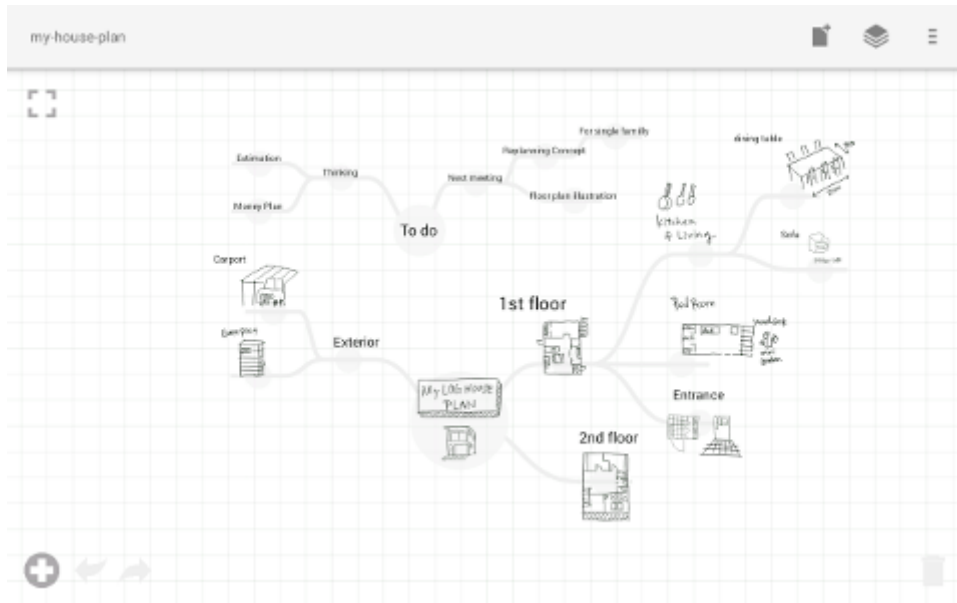
1.3. Installation

Get the MindBoard 2 (Beata) App on Google Play.

1.4. Getting help

If you have any questions, please contact us. And also your feedback will be much appreciated.

Using MindBoard

Chapter 2. Editor

2.1. Basic Policy

- **By Stylus** : Drawing your ideas freely
- **By Finger** : Editing and operating your ideas.

2.2. Mode

MindBoard 2 (Beta) has **TWO MODE** in the editor activity. One is **MAP editor mode**, the other is **NODE editor mode**.

Use **MAP editor mode** when building your thoughts as mind-mapping, and use **NODE editor mode** when output your ideas on a branch. In order to switch these modes by **double tap gesture with finger**.

> In order to switch from **MAP editor mode** to **NODE editor mode**, you can also use doubletap gesture with **stylus**.

2.3. Map Edit Mode

Figure 1. Editor Activity Map Edit Mode

This mode is for builder your thoughts as mind-mapping.

2.3.1. Zoom and Scroll

Operation :

- **Zoom** : Pinch in/out with two fingers
- **Scroll** : Draging background with one finger

2.3.2. Adding Center Node

Operation :

1. Tapping button on the edit-toolbar.
2. Center Node is added on the center of screen.

Illustration :

Figure 2. Edit Toolbar of map edit mode

> ℹ️ You can add multiple center nodes in a document.

2.3.3. Resizing Center Node

Operation :

1. Tapping a target center node

2. Dragging **a resize handle**

Illustration :

A resize handle
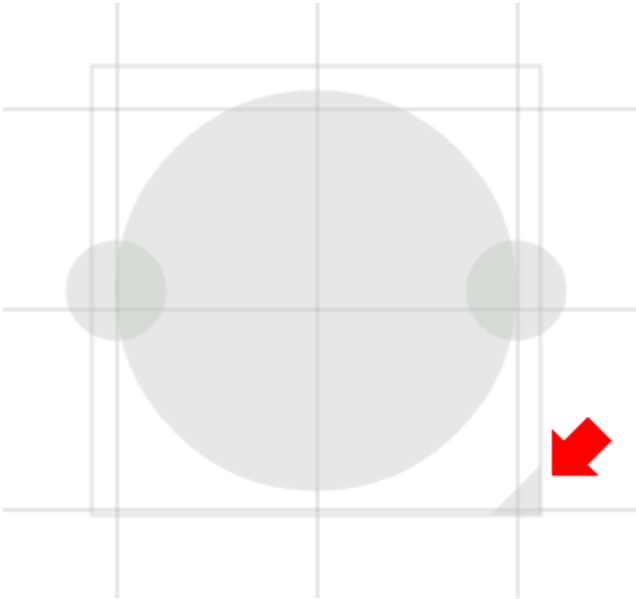
Figure 3. Resize Handle of center node

2.3.4. Creating a Child Node

Operation :

1. Tapping a target node
2. Dragging **a handle to create a child node**
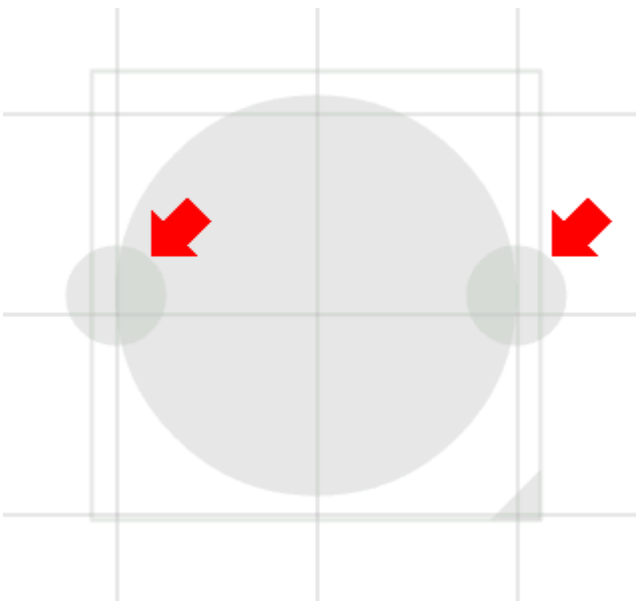
Illustration :

Figure 4. Two Handles to create a child node of a center node

Figure 5. A Handle to create a child node of a child node

2.3.5. Outputing Ideas on a branch

Operation :

1. Double tapping a target node handle

As a result, entering **the node editor mode**.
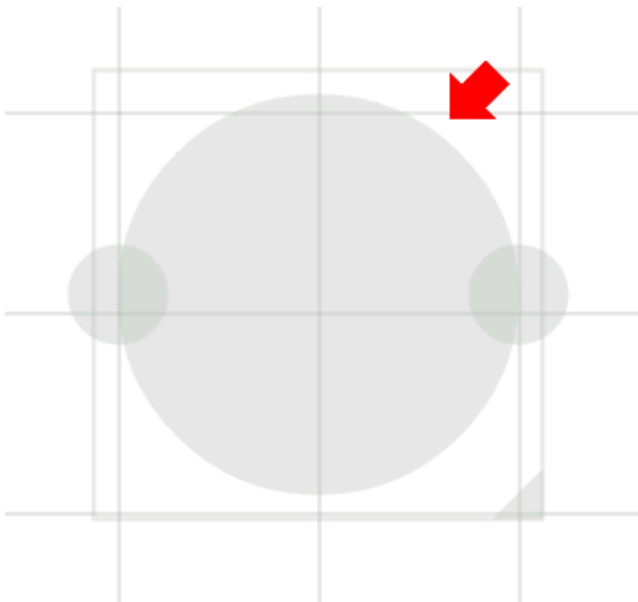
Illustration :

Figure 6. A Node Handle of a center node
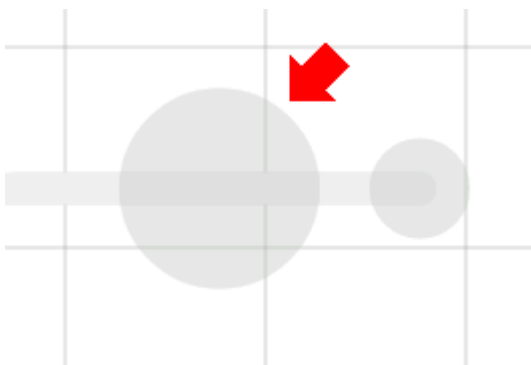
Figure 7. A Node Handle of a child node

2.3.6. Reorganizing Map (Changing Node Structure)

Operation :

1. Tapping a target node

2. Dragging **a branch change handle**

3. Dropping a another parent node handle

Illustration :
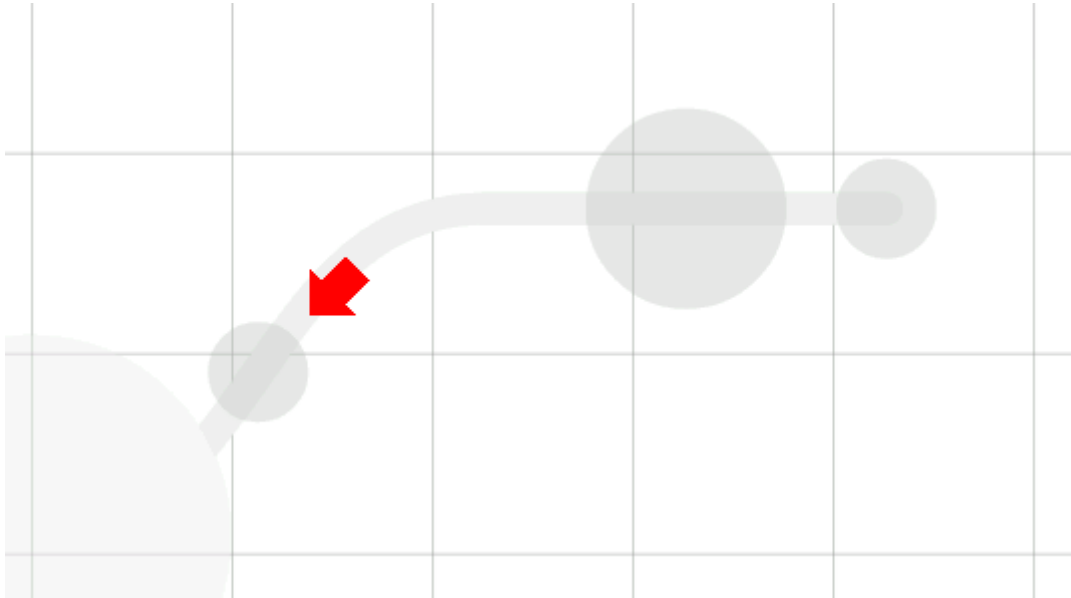
Figure 8. A Branch Change Handle

2.3.7. Deleting a Node

Operation :

1. Dragging a target node
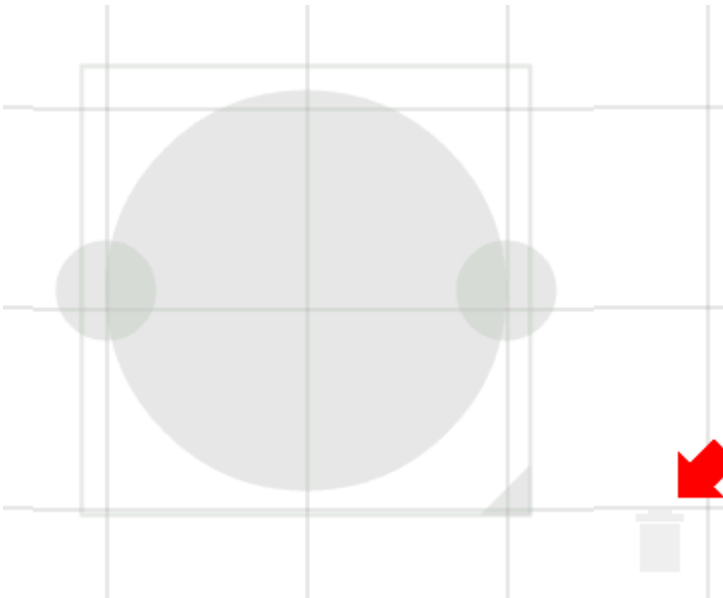
2. Dropping it into the   icon

Illustration :

Figure 9. Trashcan

2.3.8. Undo / Redo

Operation :

1.
   Tapping / button on the edit toolbar of the map editor mode

Illustration :

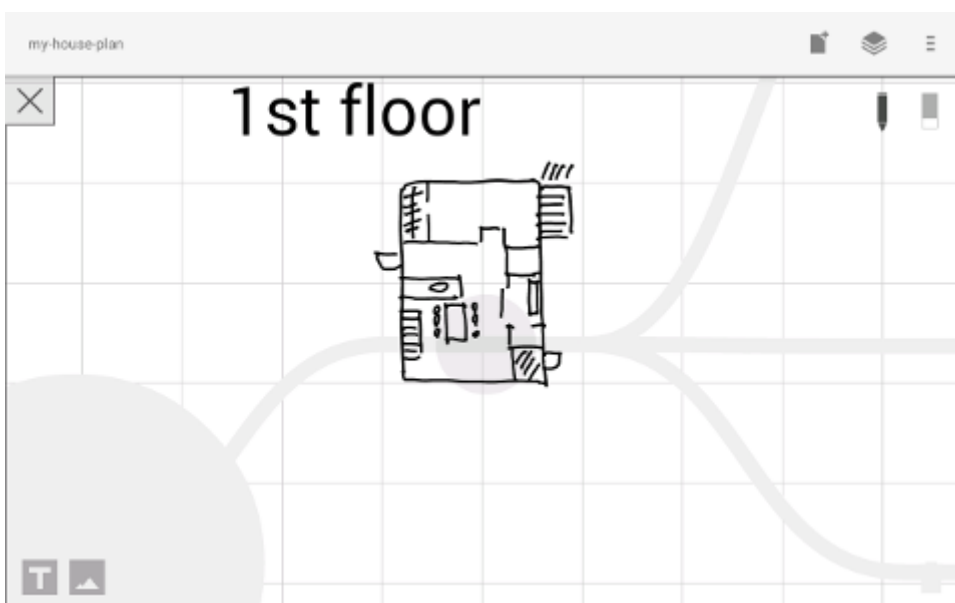*Figure 10. Edit Toolbar of map edit mode*

2.4. Node Edit Mode

Figure 11. Editor Activity Node Edit Mode

This mode is for outputing your ideas on a branch.

You can use three type input method in Node Editor.

- Adding drawings by stylus
- Deleteing drawings by stylus
- Inputing Text by keyboard
- Importing images

You can move or resize these items.

2.4.1. Adding drawings by stylus

Drawing your ideas by stylus under selecting the **pen tool**.
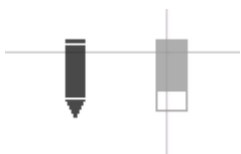
Illustration

Figure 12. Pen and Eraser

> ℹ️ You can move and resize drawings that is enclosed by finger

2.4.2. Deleteing drawings by stylus

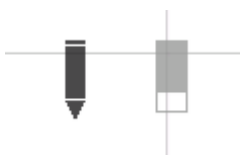Deleting drawings by stylus under selecting the **eraser tool**.

Illustration

Figure 13. Pen and Eraser

2.4.3. Inputting text

Operation :

1. Tapping the [T] button on the edit toolbar of the node editor mode
2. Inputting text on the dialog
3. Tapping the close button

Illustration

Figure 14. Toolbar of node edit mode

> ℹ️ You can move and resize added text that is selected by finger.

2.4.4. Importing image

Operation :

1. Tapping the button on the edit toolbar of the node editor mode

2. Selecting an image on the file chooser

Illustration

Figure 15. Toolbar of node edit mode

> ℹ️ You can move and resize imported image that is selected by finger.

2.4.5. Copy and Paste

Operation :

1. Tapping a item (enclosed drawing or text)

2. Tapping the clipboard button on the edit toolbar of node editor mode

Illustration

Figure 16. Toolbar of node edit mode

> ⚠️ Currently image copy and paste feature is not supported. This issue will be fixed in the future.

2.4.6. Undo / Redo

Operation :

1.

Tapping ⬅ / ➡ button on the edit toolbar of the node editor mode

Illustration

Figure 17. Toolbar of node edit mode

2.4.7. Back to Map mode

Operation :

1. Double tapping on background with finger Or tapping close button on left top corner

Illustration :

Figure 18. Back to Map Mode

2.5. Menu

Figure 19. menu on the actionbar

2.5.1. New Document

Operation :

- Tapping ▣ button on the action bar.

ℹ By tapping ▧ button on the action bar, you can open a previous document.

2.5.2. Buffers

The document you are creating resides in an object called a buffer. You can change another buffer using buffers menu.

Operation :

1.
   Tapping ⬙ button on Action Bar

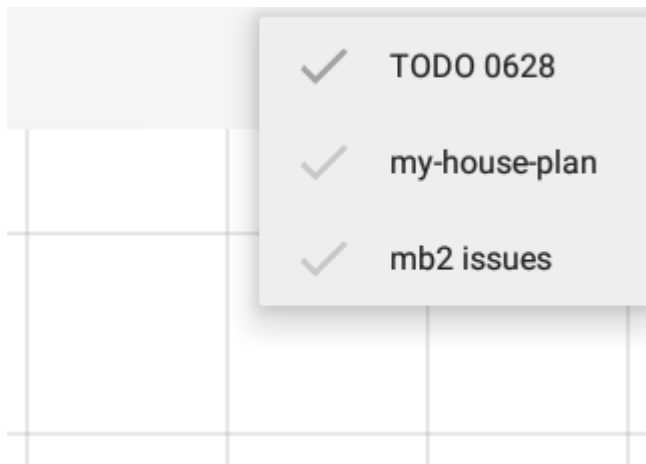2. Tapping a document to change from buffer list menu.

Illustration :

Figure 20. Buffer-List

> ℹ The active document has check mark ✓ .

2.5.3. Buffer Manager

Operation : How to enter into Buffer Manager from Editor

1.
   Tapping the ☰ button on Action Bar

2.
   Tapping the ⬙ Buffer Manager menu item from the popup menu.

Illustration :

Figure 21. editor menu

Chapter 3. Buffer Manager

Figure 22. Buffer Manager Activity

Features :

- Move to Trash
- Open Trash
- Export / Import

 Export / Import process needs Network connectivity and Google Account. Under losing network conectivity, this process does not work.

3.1. Move to Trash

Operation : Moving a document to the trash

1. Tapping a document from the list to select
2. Tapping the button on the action bar

3.2. Open Trash

Operation : Entering into the trash activity

1. Tapping the button on the action bar
2. Tapping the menu item on the popup menu
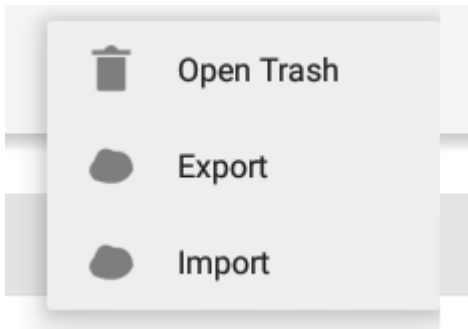
Illustration :

Figure 23. Open Trash

3.3. Export

Operation : Exporting a document to Google Drive

1. Tapping a document to select

2. Tapping the ☰ button on Action Bar

3. Tapping the ☁ Export menu item from the popup menu.
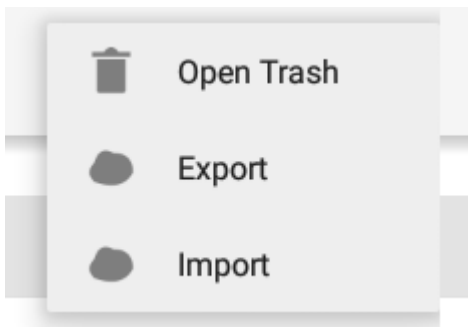
Illustration :

Figure 24. Export / Import

⚠️ Do not rotate device under importing / exporting a document. If rotate, this application will be crushed. In this case, you should do again. This issue will be fixed in the future.

3.4. Import

Operation : Importing a document from Google Drive

1. Tapping the ☰ button on Action Bar

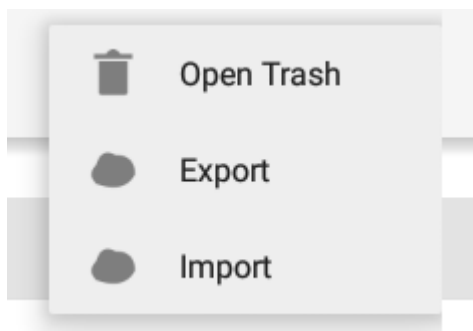2. Tapping the ☁ Import menu item from the popup menu.

Illustration :

Figure 25. Export / Import

⚠️ Do not rotate device under importing / exporting a document. If rotate, this application will be crushed. In this case, you should do again. This issue will be fixed in the future.
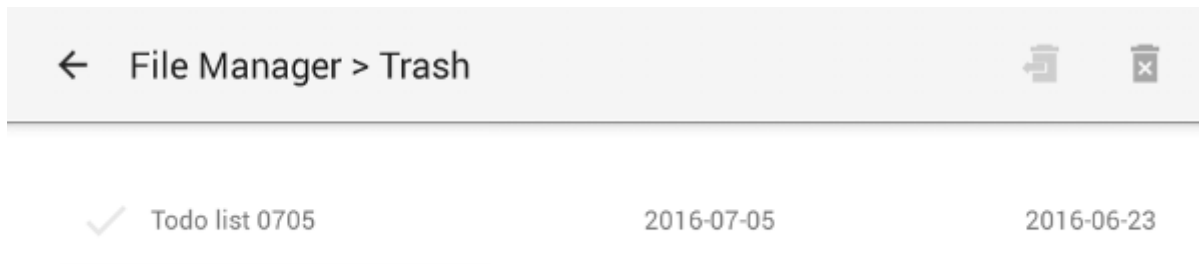
Chapter 4. Trash

Figure 26. trash activity

You can manage trashed documents in this activity.

Features :

- Put Back
- Empty Trash

4.1. Putting Back

Operation :

1. Tapping a document from the list to select
2. Tapping the button on the action bar

4.2. Emptying Trash

Operation :

1. Tapping the button on the action bar
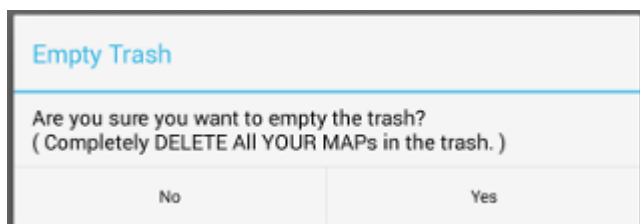2. Tapping Yes button on the confirm dialog

Illustration :

Figure 27. empty trash warning dialog

⚠ This action cause deleteing all documents in the trash forever.

Chapter 5. Settings
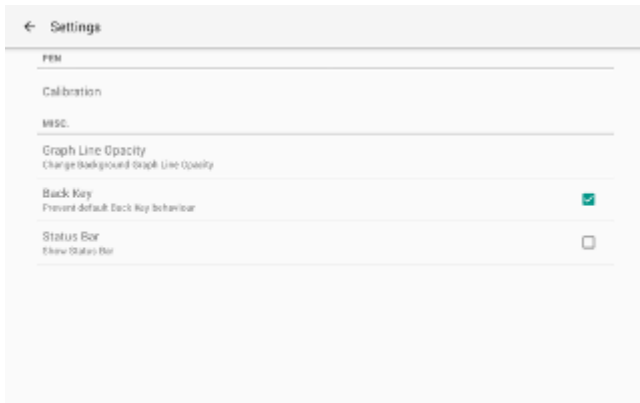

Figure 28. Settings

Features :

- Pen
    - Calibration

- Misc.
    - Graph Line Opacity

    - Back Key

    - Status Bar

5.1. Calibration Settings

Figure 29. Calibration Settings

It is possible to keep 3 calibration presets of stylus.