MindBoard 2 (Beta) User Guide

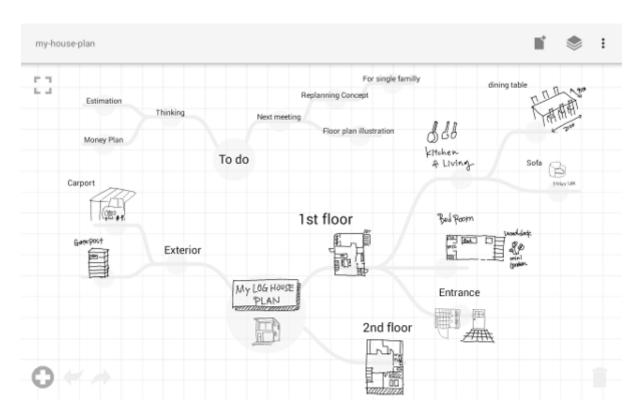
Tomoaki Oshima

Table of Contents

Introduction	1
1. About MindBoard 2 (Beta)	2
1.1. Basic Concept	2
1.2. Key Features	2
1.3. Requirement	2
1.4. Installation	2
1.5. Getting help	2
Using MindBoard	2
2. Editor	3
2.1. Basic Policy	3
2.2. Mode	3
2.3. Map Edit Mode	3
2.4. Node Edit Mode	8
2.5. Menu	11
3. Buffer Manager	15
3.1. Move to Trash	15
3.2. Open Trash	15
3.3. Export	16
3.4. Import	16
4. Trash	18
4.1. Put Back	18
4.2. Empty Trash	18
5. Settings	19
5.1 Calibration Settings	19

This document explains MindBoard 2 (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 tablets. In addition, 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. Key Features

- · Drawing your thoughts with Stylus
- Image import
- Text Input
- Multiple center nodes (mind maps) in one document
- PDF export
- Import and export documents with Google Drive

1.3. 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.

1.4. Installation

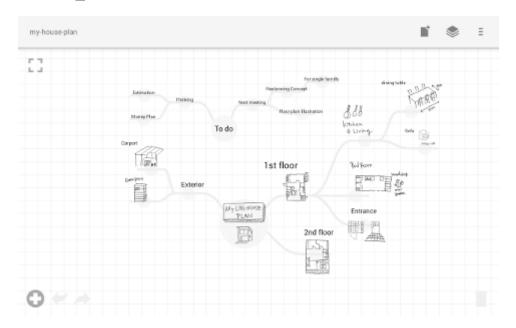
Get the MindBoard 2 (Beta) App on Google Play.

1.5. Getting help

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

Using MindBoard

Chapter 2. Editor



2.1. Basic Policy

• By Stylus: Outputting your ideas freely

• By Finger: Editing and operating outputted your ideas.

2.2. Mode

MindBoard 2 (Beta) has **two mode** in the editor activity. One is **Map Edit Mode**, the other is **Node Edit Mode**.

Use **Map Edit Mode** when building your thoughts as mind-mapping, and use **Node Edit 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 Edit Mode** to **Node Edit Mode**, you can also use doubletap gesture with **stylus**.

2.3. Map Edit Mode

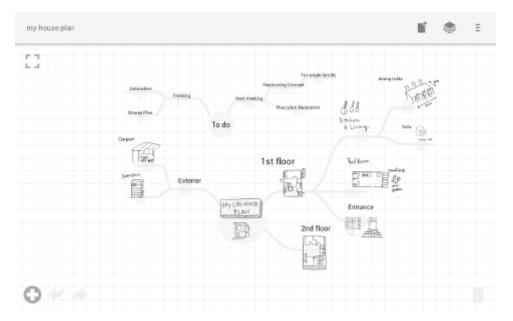


Figure 1. Editor Activity (Map Edit Mode)

This mode is for building 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 a Center Node

Operation:

1. Tapping the button on the edit toolbar.

A center node is added on the center of the screen.

Illustration:



Figure 2. Edit Toolbar (Map Edit Mode)



You can add multiple center nodes in a document.

2.3.3. Resizing a Center Node

Operation:

1. Tapping a target center node to select

2. Dragging a resize handle

Illustration:

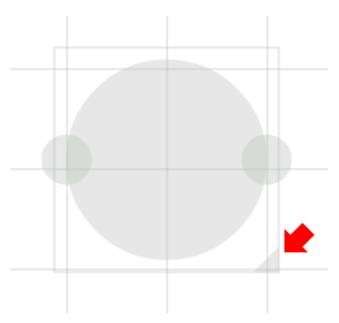


Figure 3. A Resize Handle (A Center Node)

2.3.4. Creating a Child Node (a Branch)

Operation:

- 1. Tapping a target node to select
- 2. Dragging a handle to create a child node

Illustration:

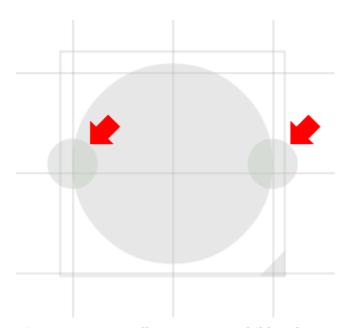


Figure 4. Two Handles to create a child node (A Center Node)

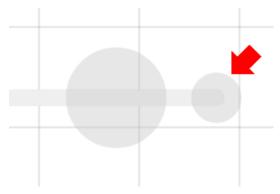


Figure 5. A Handle to create a child node (A Child Node)

2.3.5. Entering into Node Edit Mode

Enter into Node Edit Mode to output your ideas on a center node or a branch.

Operation:

1. Double tapping a target **node handle**

Illustration :

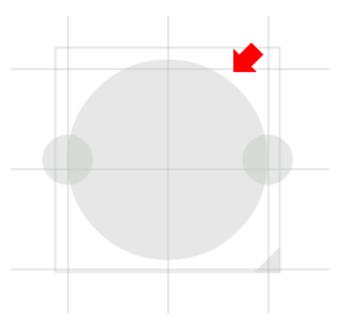


Figure 6. A Node Handle (A Center Node)

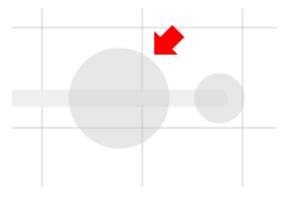


Figure 7. A Node Handle (A Child Node)

2.3.6. Reorganizing Map (Changing Node Structure)

Operation:

- 1. Tapping a target node to select
- 2. Dragging a branch change handle
- 3. Dropping another parent node handle

Illustration :

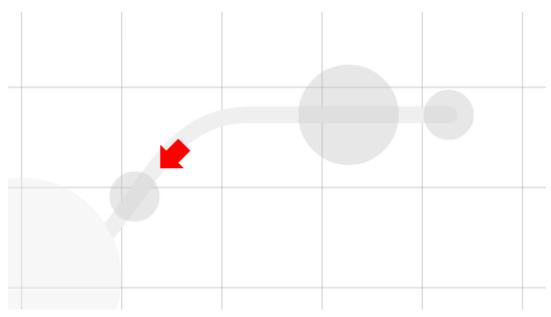


Figure 8. A Branch Change Handle



If the distance between node and parent node is too near, it does not appear a branch change handle.

2.3.7. Deleting a Node (a Branch)

Operation:

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

Illustration :

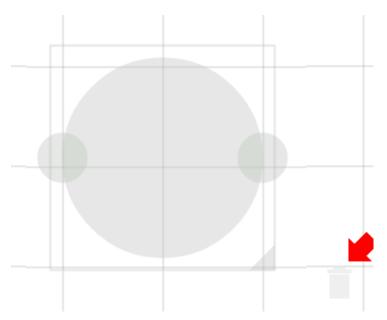


Figure 9. Trashcan

2.3.8. Undo / Redo

Operation:

1. Tapping the / button on the edit toolbar of the Map Edit Mode

Illustration:



Figure 10. Edit Toolbar (Map Edit Mode)

2.4. Node Edit Mode

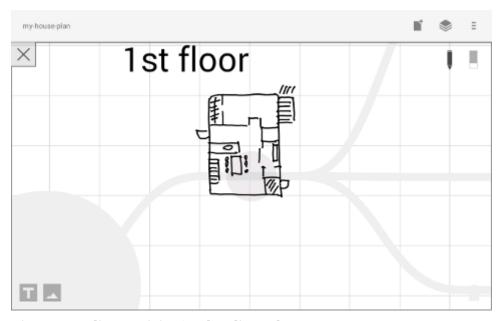


Figure 11. Editor Activity (Node Edit Mode)

This mode is for outputing your ideas on a branch.

There are 3 ways to output your ideas.

- Adding or deleting drawings by stylus
- · Inputing text by keyboard
- Importing images

You can move ,resize, delete these items.



Currently PNG image format is supported.

2.4.1. Add or delete drawings by stylus

- Drawing your ideas by stylus under selecting the **pen tool**.
- Deleting drawings by stylus under selecting the **eraser tool**.

Illustration:

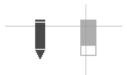


Figure 12. Pen and Eraser



You can move and resize drawings that is enclosed by finger

2.4.2. Input text

Operation:

- 1. Tapping the button on the edit toolbar
- 2. Inputting text on the dialog
- 3. Tapping the close button

Illustration:



Figure 13. Edit Toolbar (Node Edit Mode)



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

2.4.3. Import Image

Operation:

- 1. Tapping the button on the edit toolbar
- 2. Choosing an image on the file chooser dialog

Illustration:



Figure 14. Edit Toolbar (Node Edit Mode)



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

2.4.4. Copy and Paste

Operation:

- 1. Tapping a item (enclosing drawings or text) to select
- 2. Tapping the clipboard button on the edit toolbar

Illustration:



Figure 15. Edit Toolbar (Node Edit Mode)



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

2.4.5. Undo / Redo

Operation:

1. Tapping the / button on the edit toolbar

Illustration:



Figure 16. Edit Toolbar (Node Edit Mode)

2.4.6. Back to Map Edit Mode

Operation:

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

Illustration:

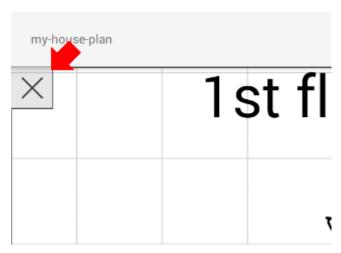


Figure 17. Close Button

2.5. Menu



Figure 18. Menu (Action Bar)

2.5.1. New Document

Operation:

1. Tapping the button on the action bar.



By tapping the 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 the button on the action bar

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

Illustration:

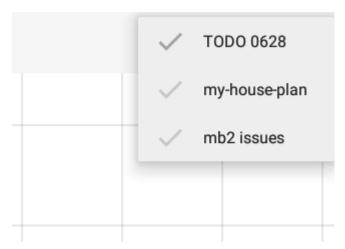


Figure 19. Buffer List



The active document has check mark like .

2.5.3. Menu > Save as PDF

The menu item to save an active document as PDF.

Operation:

- Tapping the button on the action bar
- 2. Tapping the Save as PDF menu item from the popup menu.

Illustration:

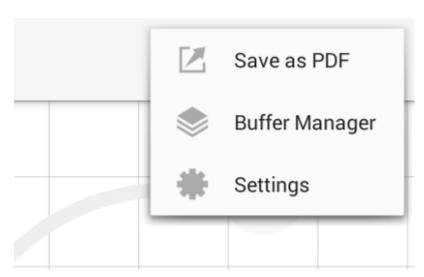


Figure 20. Menu



For checking the PDF quality, download an example mind map pdf.

2.5.4. Menu > Buffer Manager

The menu item to enter into Buffer Manager Activity.

Operation:

- 1. Tapping the button on the action bar
- 2. Tapping the Buffer Manager menu item from the popup menu.

Illustration:

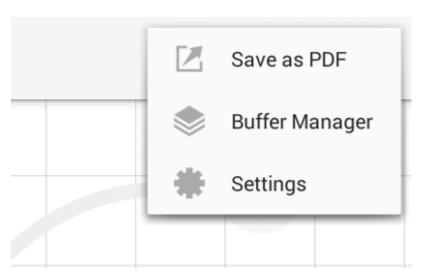


Figure 21. Menu

2.5.5. Menu > Settings

The menu item to change the settings.

Operation:

- 1. Tapping the button on the action bar
- 2. Tapping the Settings menu item from the popup menu.

Illustration:

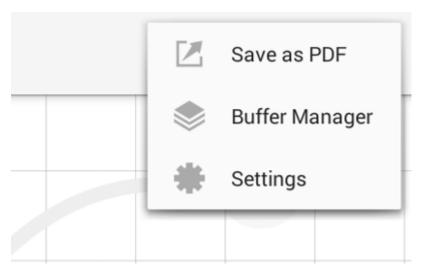


Figure 22. Menu

Chapter 3. Buffer Manager

← Buffer Manager		- 1
✓ Todo list 0705	2016-07-05	2016-06-23
✓ my-house-plan	2016-07-05	2016-06-06
/ mb-2-beta issues	2016-07-05	2016-06-06

Figure 23. Buffer Manager Activity

Features:

- Move to Trash
- Open Trash
- Export / Import



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

3.1. Move to Trash

Move a document to the trash.

Operation:

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

3.2. Open Trash

Enter into the trash activity.

Operation:

Tapping the button on the action bar
Tapping the menu item on the popup menu

Illustration:

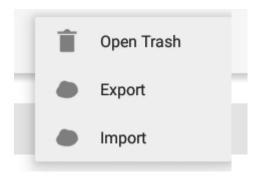


Figure 24. Open Trash

3.3. Export

Export a document to Google Drive.

${\bf Operation:}$

- 1. Tapping a document from the list to select
- 2. Tapping the button on the action bar
- 3. Tapping the Export menu item from the popup menu.

Illustration:

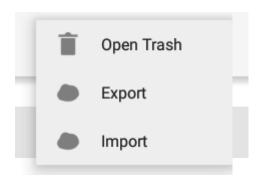


Figure 25. Export / Import



Do not rotate the device under exporting / importing 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

Import a document from Google Drive.

Operation:

1. Tapping the button on the action bar

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

Illustration:

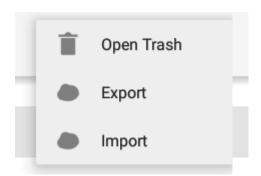


Figure 26. Export / Import



Do not rotate the device under exporting / importing 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

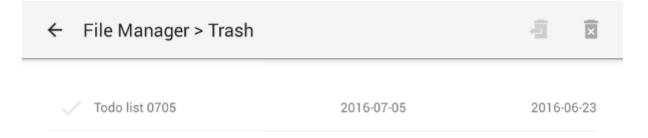


Figure 27. Trash Activity

You can manage trashed documents in this activity.

Features:

- · Put Back
- Empty Trash

4.1. Put Back

Operation:

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

4.2. Empty Trash

Operation:

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

Illustration:

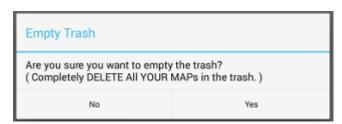


Figure 28. Confirm Empty Trash



This action cause deleteing all documents in the trash forever.

Chapter 5. Settings



Figure 29. Settings

Features:

- Pen
 - Calibration
- Misc.
 - Graph Line Opacity
 - Back Key
 - Status Bar

5.1. Calibration Settings



Figure 30. Calibration Settings

It is possible to keep 3 calibration presets of stylus.