MindBoard 2 (Beta) User Guide
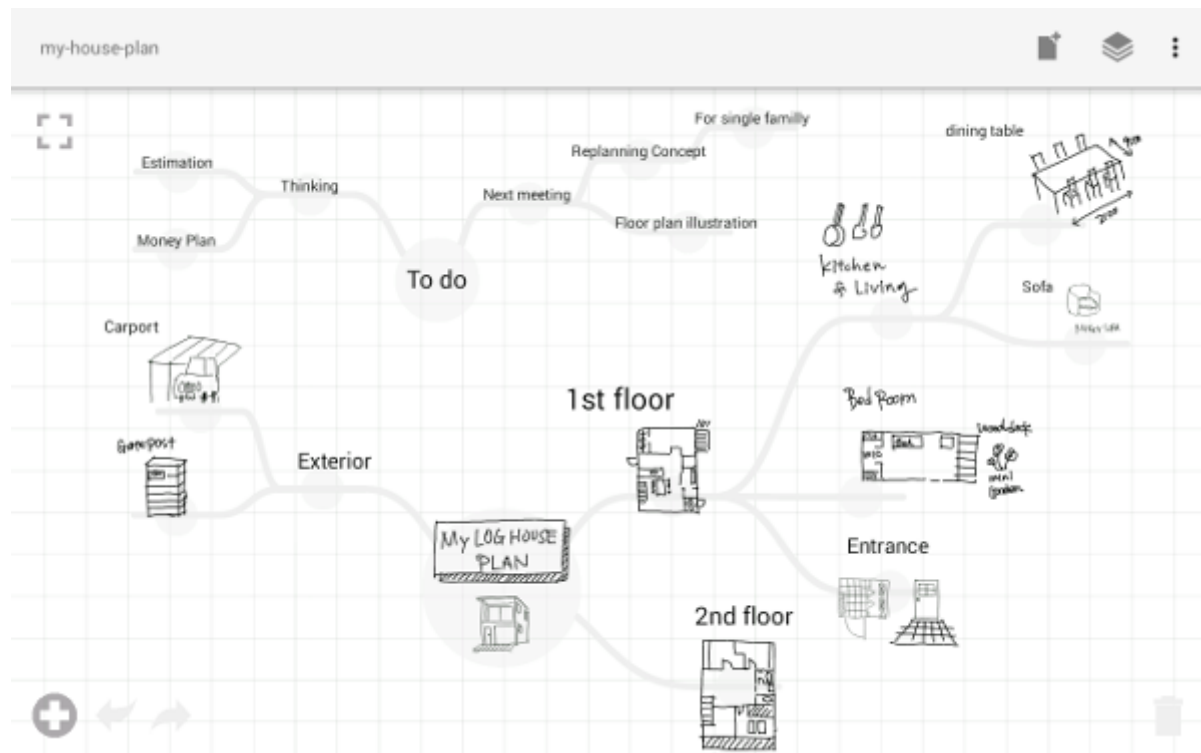
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Table of Contents

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**.

> When switching from **MAP editor mode** to **NODE editor mode**, it is also enabled to doubletap gesture with **stylus**.

2.3. Map Editor 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 :

The Edit Toolbar of map editor mode

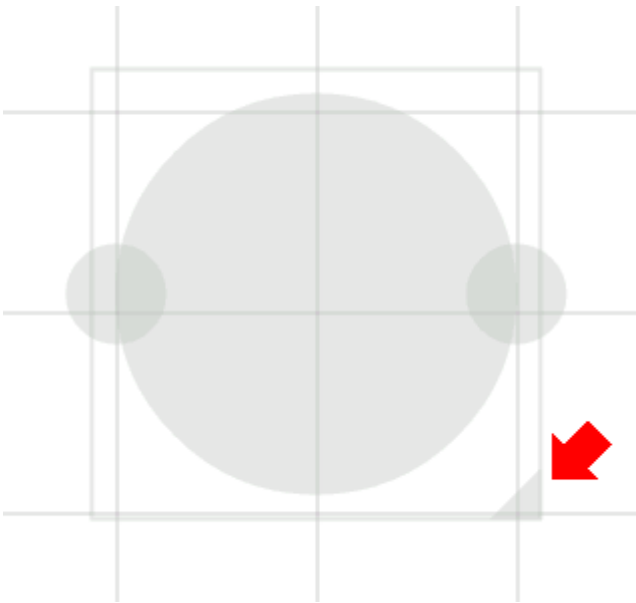You can add multiple center nodes in a document.

2.3.3. Resizing Center Node

Operation :

1. Tapping a target center node

2. Dragging **a resize handle**
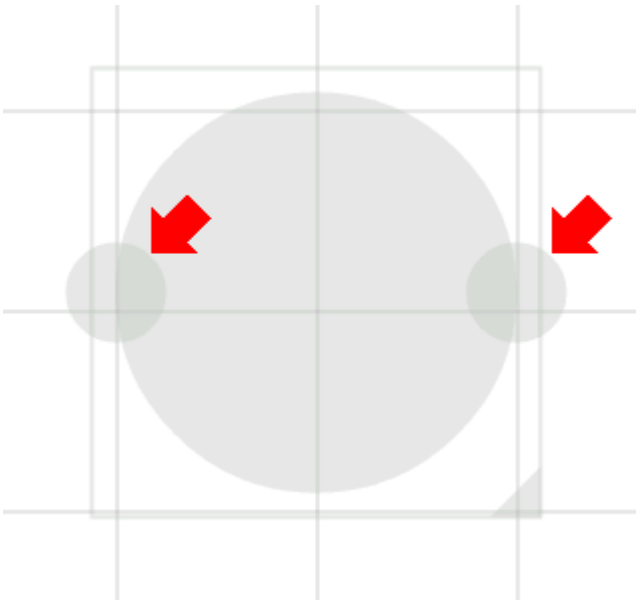
Illustration :

A resize handle

![A resize handle illustration showing a circle within a square frame and a red arrow pointing to the bottom-right resize handle]

2.3.4. Creating a Child Node
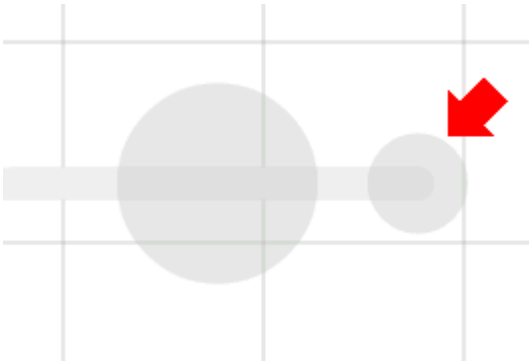
Operation :

1. Tapping a target node

2. Dragging **a handle to create a child node**

Illustration :

Two handles to create a child node of a center node

A handle to create a child node of a child node
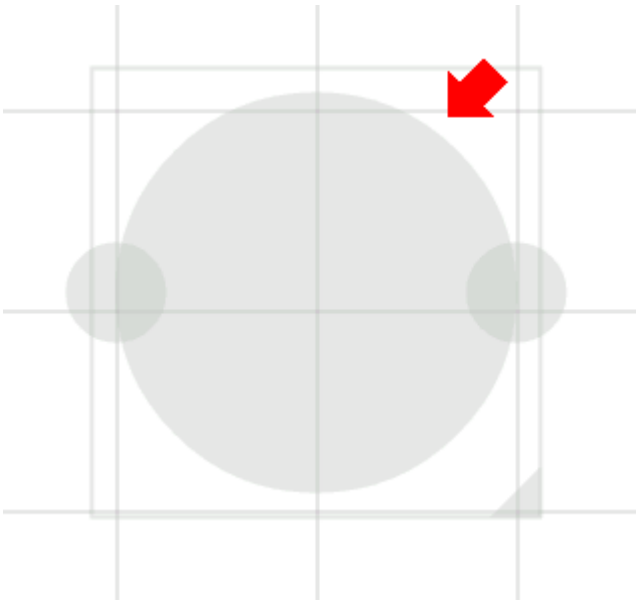
2.3.5. Outputing Ideas on a branch

Operation :

1. Double tapping a target node handle

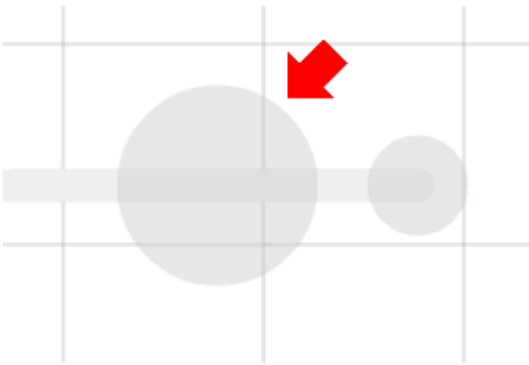As a result, entering **the node editor mode**.

Illustration :

A node handle of a center node

A node handle of a child node
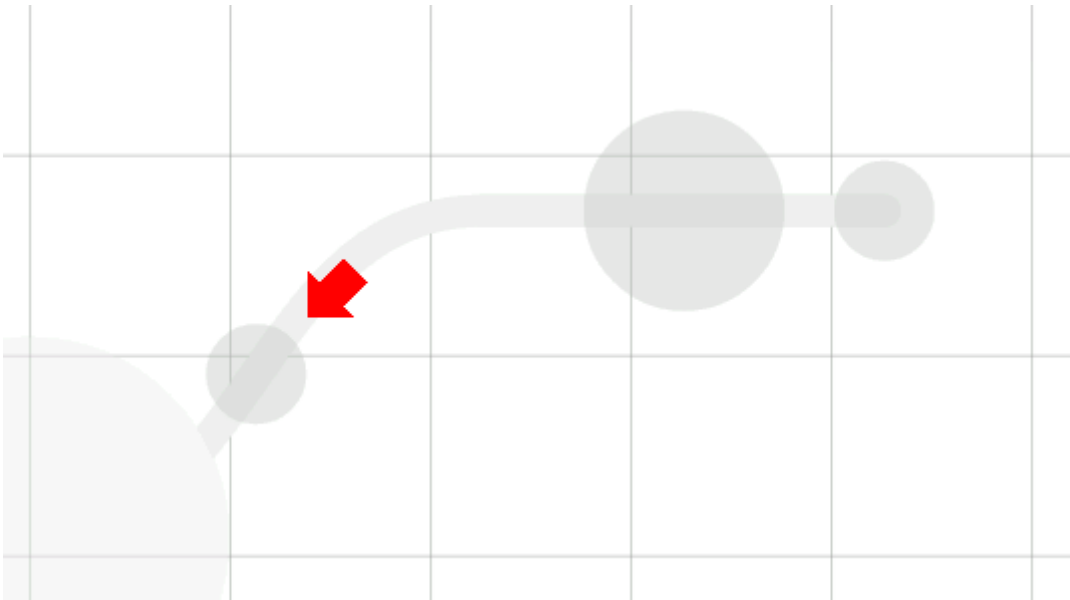

2.3.6. Reorganizing Map (Changing Node Structure)

Operation :

1. Tapping a target node
2. Dragging **a branch change handle**
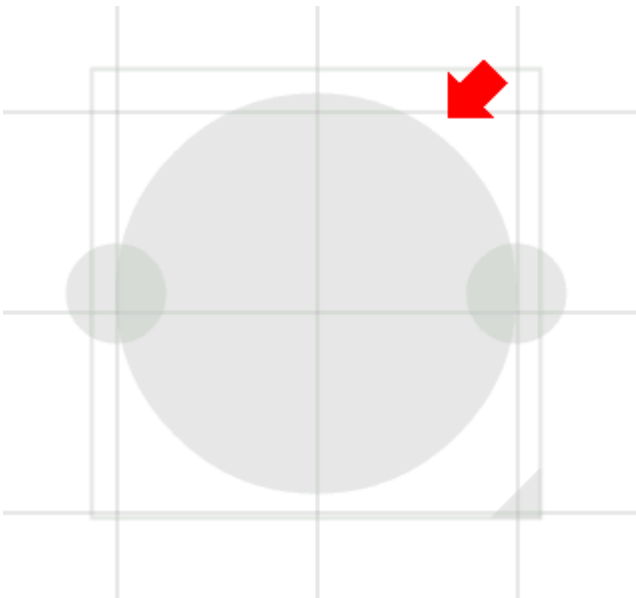3. Dropping a another parent node handle

Illustration :
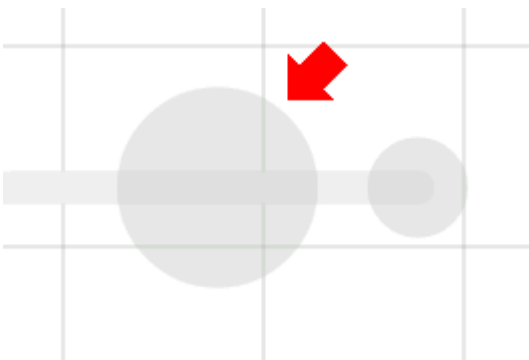
A branch change handle

A node handle of a center node

A node handle of a child node
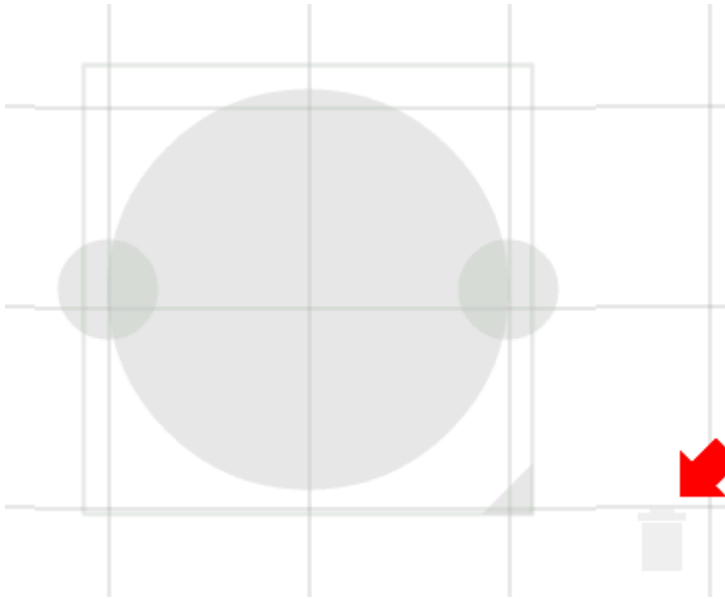
2.3.7. Deleting a Node

Operation :

1. Dragging a target node

2.

    Dropping it into the 🗑 icon

Illustration :

A trashcan on the editor

2.3.8. Undo / Redo

Operation :

1.

    Tapping ↩ / ↪ button on the edit toolbar of the map editor mode

Illustration :

The edit toolbar of map editor mode

2.4. Node Editor Mode

This mode is for outputing your ideas on a branch.

You can use three type input method in Node Editor.

- Adding stroks 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. You can move and resize drawings that is enclosed by finger

2.4.2. 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

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

2.4.3. Importing image

Operation :

1. Tapping the ![image] button on the edit toolbar of the node editor mode
2. Selecting an image on the file chooser

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

2.4.4. Copy and Paste

1. Tapping a item (enclosed drawing or text)
2. Tapping the clipboard button on the edit toolbar of node editor mode

⚠ Currently it's not supported image copy and paste. This issue will be fixed in the future.

2.4.5. Undo / Redo

Operation :

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

2.4.6. Back to Map mode

Operation :

1. Double tapping on background Or tapping close button on left top corner
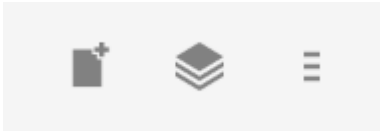
TODO image

2.5. Menu

Figure 1. menu on the actionbar

2.5.1. New Document

Operation :

- Tapping ![icon] button on the action bar.

> ℹ️ By tapping ![icon] 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 ![icon] button on Action Bar

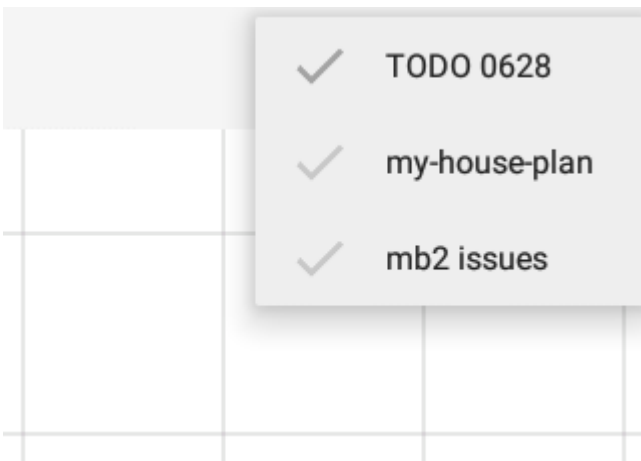2. Tapping a document to change from buffer list menu.

Illustration :

Figure 2. Buffer-List

> ℹ️ The active document has check mark ✓ .

2.5.3. Buffer Manager

Entering Buffer Manager from Editor.

Operation :

1.
   Tapping the ☰ button on Action Bar
2.
   Tapping the ⬙ Buffer Manager menu item from the popup menu.

Illustration :

TODO image

Chapter 3. Buffer Manager

← File Manager		MOVE TO TRASH	☰
✓ a new buffer	2016-06-19		2016-06-19
✓ my-house-plan	2016-06-08		2016-06-06
✓ mb2 issues	2016-06-08		2016-06-06

Figure 3. Buffer-Manager

Buffer Manager Features :

- Move a document to the trash
- Open the trash
- Exporting / Importing a doucment

3.1. Move to trash

Moving a document to the trash.

Operation :

1. Tapping a document from the list to select
2. Tapping the [trash icon] button on the action bar

3.2. Open Trash

Operation :

1. Tapping the [menu icon] button on the action bar
2. Tapping the [trash icon] menu item on the popup menu
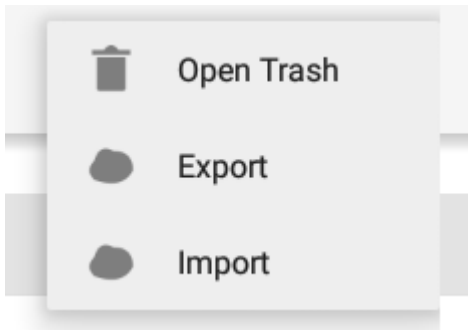
Illustration :

Figure 4. Open Trash

3.3. Export / Import

Exporting a document to Google Drive / Importing a document from Google Drive.

Operation :

1. Tapping the ☰ button on Action Bar

2. Tapping the ☁ Export / ☁ Import menu item from the popup menu.
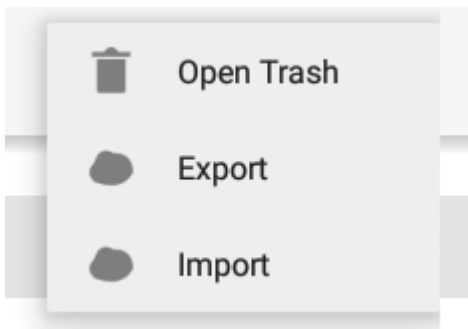
Illustration :

Figure 5. Export / Import

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

This issue will be fixed in the future.

Chapter 4. Trash

You can manage trashed documents in this activity.

Features :

- Putting back a document
- Emptying Trash, deleting all documents in the trash forever

4.1. Putting Back

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

4.2. Emptying Trash

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

TODO confirm dialog screenshot

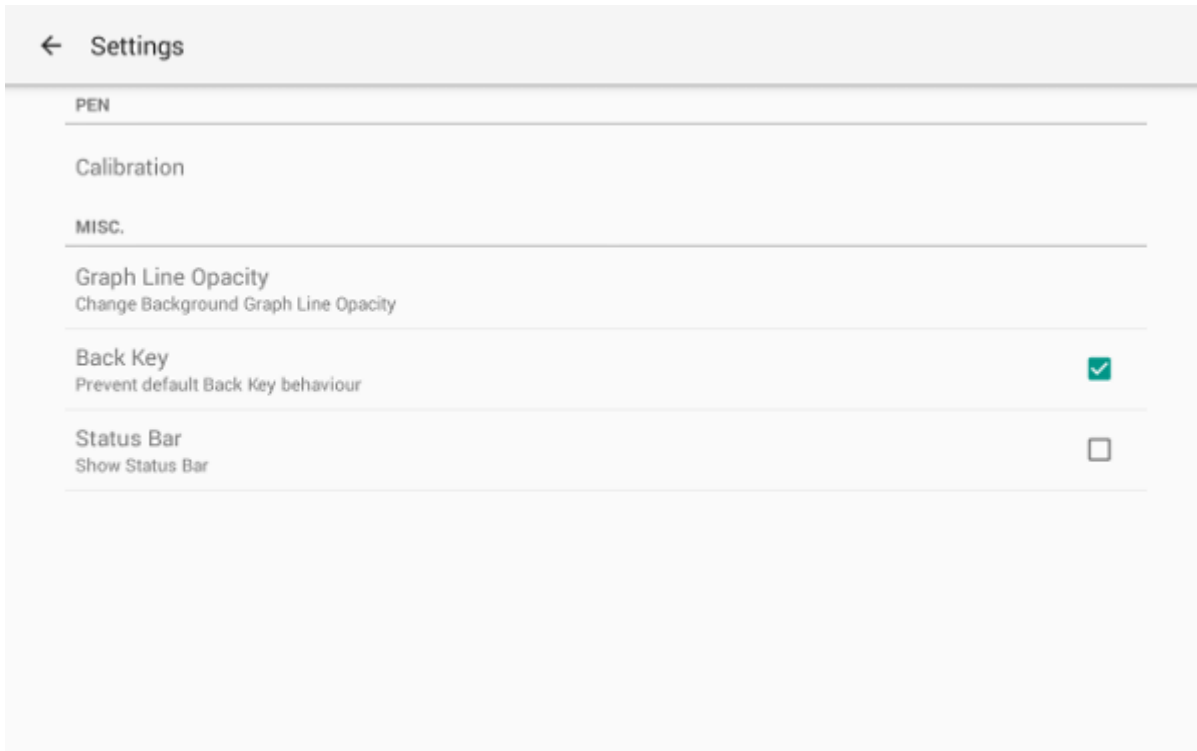⚠️ This action cause deleteing all documents in the trash forever.

Chapter 5. Settings

Figure 6. Settings

Features :

- Pen
  - Calibration

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

5.1. Calibration Settings

Figure 7. Calibration Settings

It is possible to keep 3 calibration presets of stylus.