MindBoard 2 (Beta) User Guide

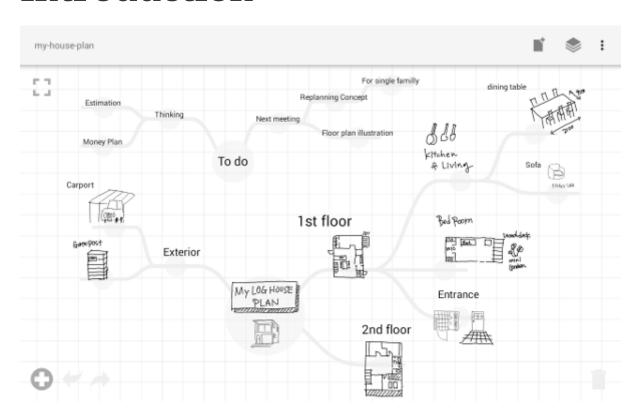
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This document explains MindBoard (Beta) Version 0.7.5.

Introduction



Chapter 1. About MindBoard 2 (Beta)

MindBoard 2 (Beta) is a freehand mind-mapping application with stylus for Android 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. 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

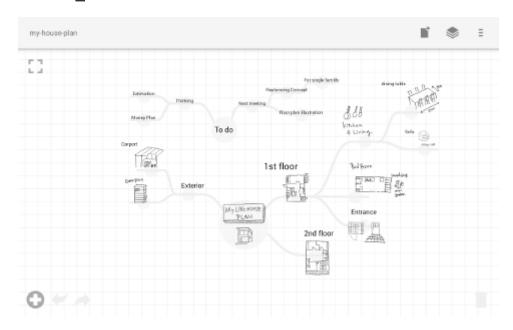
Get the MindBoard 2 (Beata) App on Google Play.

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 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

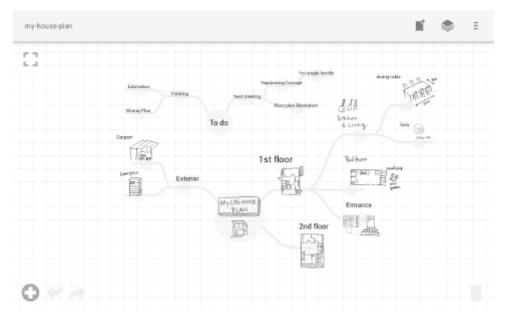


Figure 1. Editor Activity Map Edit Mode

This mode is for 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 the button on the edit-toolbar.

2. Center Node is added on the center of the screen.

Illustration:



Figure 2. Edit Toolbar of map edit mode



You can add multiple center nodes in a document.

2.3.3. Resizing Center Node

Operation:

1. Tapping a target center node to select

2. Dragging a resize handle

Illustration:

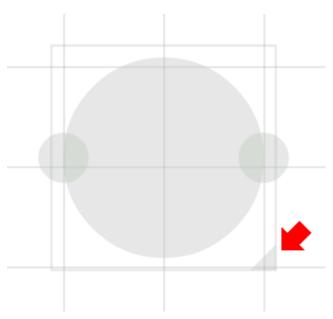


Figure 3. A Resize Handle of center node

2.3.4. Creating a Child Node

Operation:

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

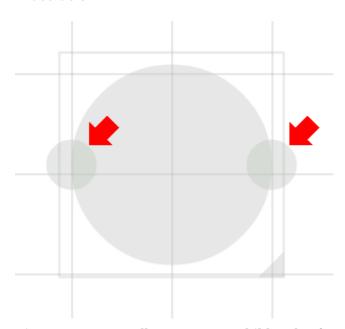


Figure 4. Two Handles to create a child node of a center node

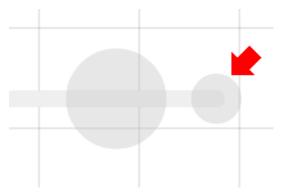


Figure 5. A Handle to create a child node of a child node

2.3.5. Outputing Ideas on a center node or a branch

Operation: How to enter the Node Edit Mode

1. Double tapping a target node handle

As a result, entering **the Node Edit Mode**. You can draw your ideas there.

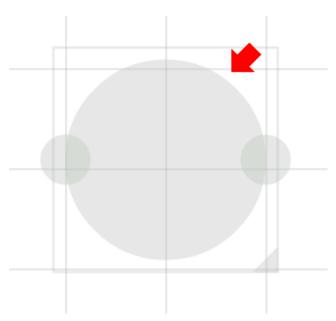


Figure 6. A Node Handle of a center node

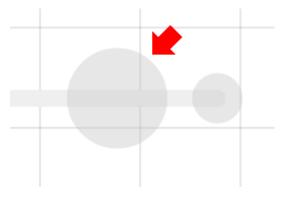


Figure 7. A Node Handle of a child node

2.3.6. Reorganizing Map (Changing Node Structure)

Operation:

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

Illustration:

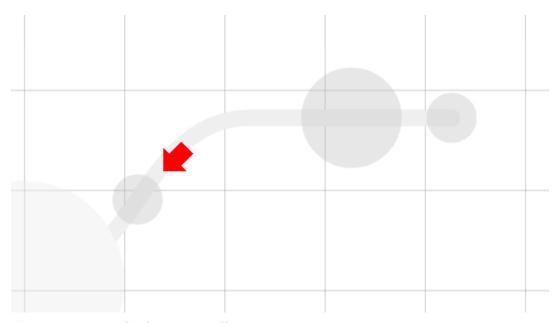


Figure 8. A Branch Change Handle

2.3.7. Deleting a Node

Operation:

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

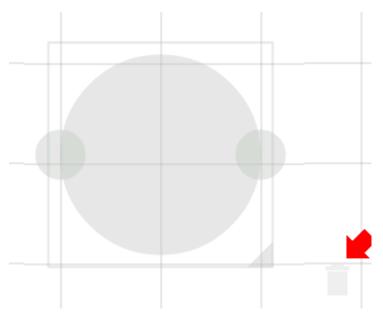


Figure 9. Trashcan

2.3.8. Undo / Redo

Operation:

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

Illustration:



Figure 10. Edit Toolbar of map edit mode

2.4. Node Edit Mode

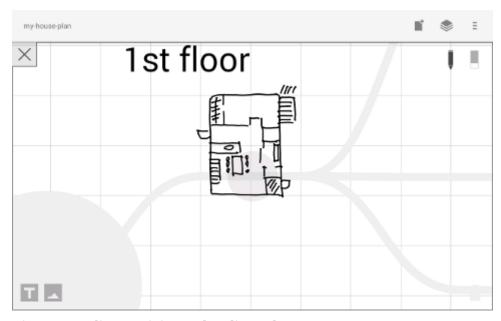


Figure 11. Editor Activity Node Edit Mode

This mode is for outputing your ideas on a branch.

You can use three type input method.

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

You can move or resize these items.

2.4.1. Adding or deleteing drawings by stylus

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

Illustration:

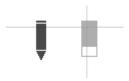


Figure 12. Pen and Eraser



You can move and resize drawings that is enclosed by finger

2.4.2. Inputting text

Operation:

- 1. Tapping the button on the edit toolbar of the Node Edit Mode
- 2. Inputting text on the dialog
- 3. Tapping the close button

Illustration:



Figure 13. Toolbar of node edit mode



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

2.4.3. Importing image

Operation:

- 1. Tapping the button on the edit toolbar of the Node Edit Mode
- 2. Selecting an image on the file chooser

Illustration:



Figure 14. Toolbar of node edit mode



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

2.4.4. Copy and Paste

Operation:

- 1. Tapping a item (enclosed drawing or text)
- 2. Tapping the clipboard button on the edit toolbar of Node Edit Mode

Illustration:



Figure 15. Toolbar of 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 of the Node Edit Mode

Illustration:

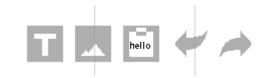


Figure 16. Toolbar of node edit mode

2.4.6. Back to Map Edit Mode

Operation: How to back to Map Edit Mode

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

Illustration:

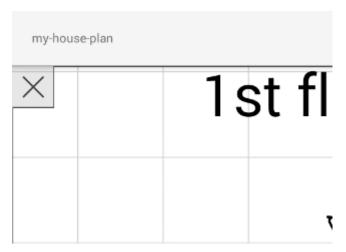


Figure 17. Back to Map Edit Mode

2.5. Menu



Figure 18. menu on the action bar

2.5.1. New Document

Operation:

• 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 Action Bar
- 2. Tapping a document to change from buffer list menu.

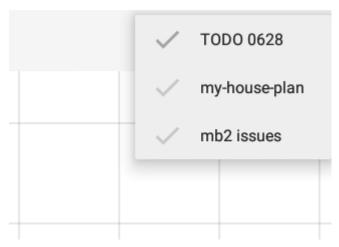


Figure 19. Buffer List



The active document has check mark like .



2.5.3. Buffer Manager

Operation: How to enter into Buffer Manager from Editor

- 1. button on Action Bar Tapping the
- Buffer Manager menu item from the popup menu.

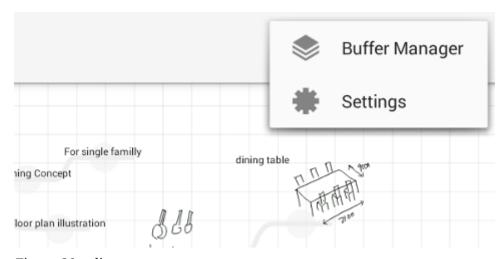


Figure 20. editor menu

Chapter 3. Buffer Manager

← Buffer Manager		
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 21. 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

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

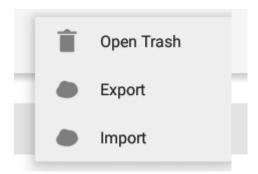


Figure 22. Open Trash

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:

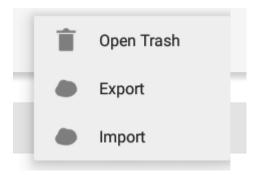


Figure 23. Export / Import



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.

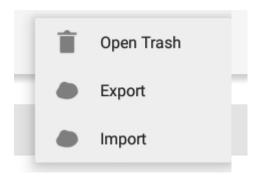


Figure 24. Export / Import



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.

Chapter 4. Trash

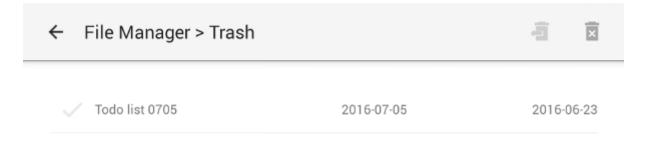


Figure 25. trash activity

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:

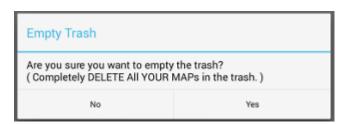


Figure 26. empty trash warning dialog



This action cause deleteing all documents in the trash forever.

Chapter 5. Settings



Figure 27. Settings

Features:

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

5.1. Calibration Settings



Figure 28. Calibration Settings

It is possible to keep 3 calibration presets of stylus.