# MindBoard 2 (Beta) User Guide
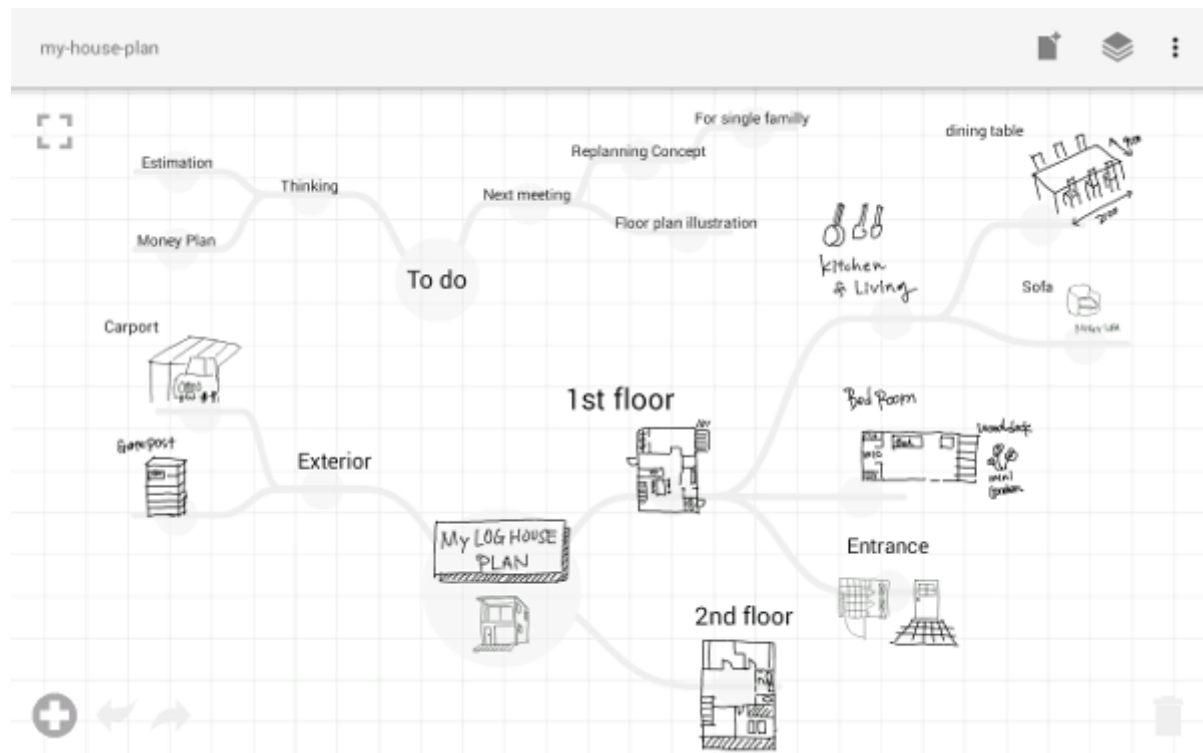
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# Table of Contents

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 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.

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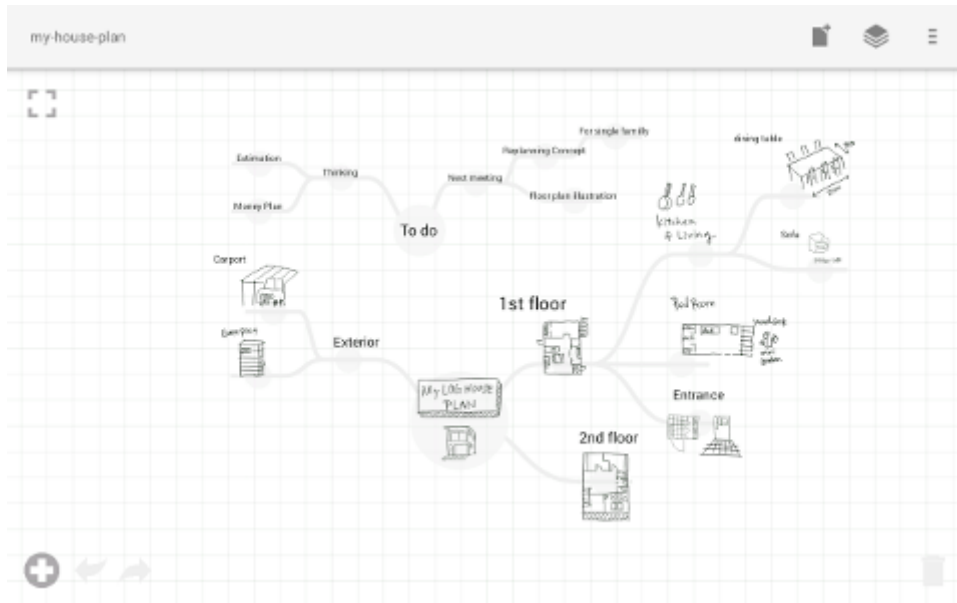
## 1.3. Installation

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**.
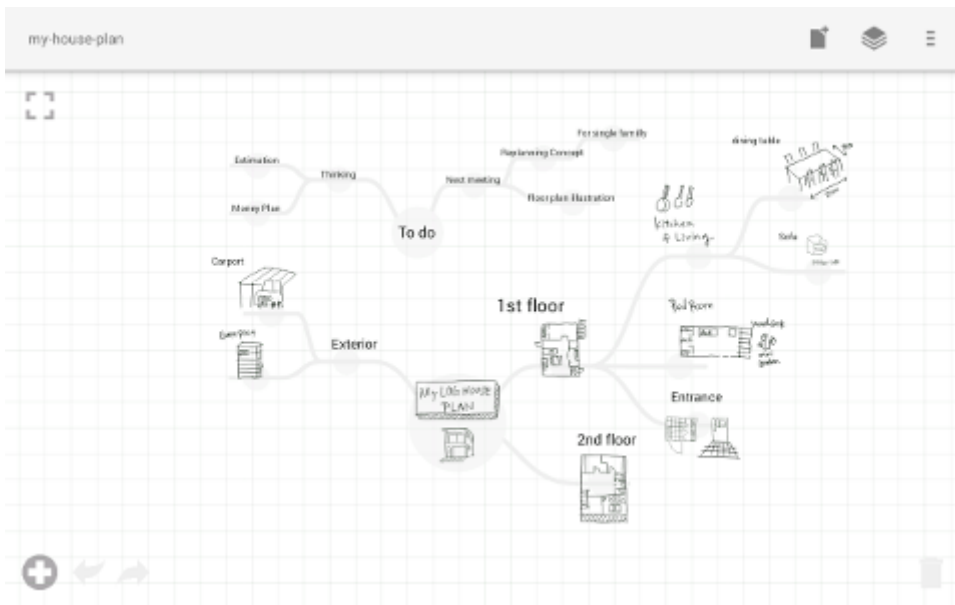
## 2.3. Map Edit Mode

*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**
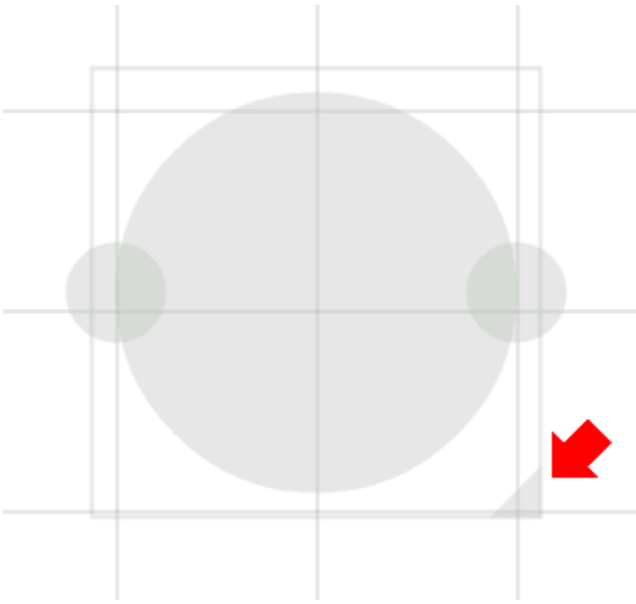
**Illustration** :



*Figure 3. A Resize Handle of center node*

## 2.3.4. Creating a Child Node

**Operation** :

1. Tapping a target node to select

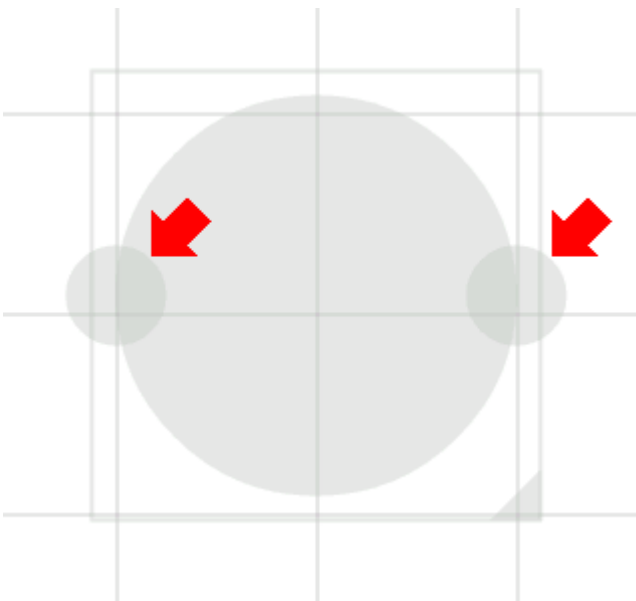2. Dragging **a handle to create a child node**

**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 center node or a branch

**Operation** : How to enter the Node Edit Mode

1.  Double tapping a target node handle

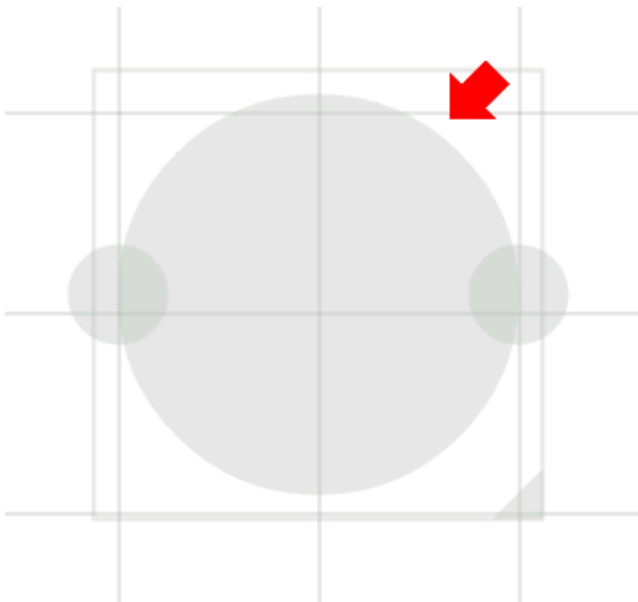As a result, entering **the Node Edit Mode**. You can draw your ideas there.

**Illustration** :
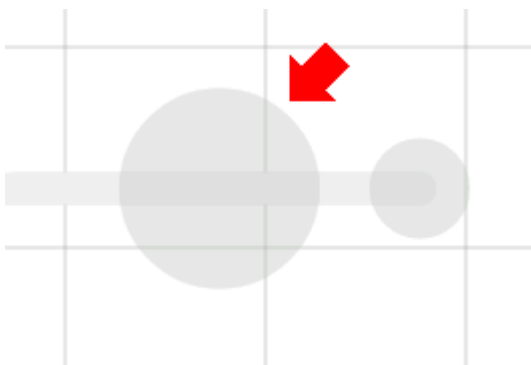


*Figure 6. A Node Handle of a center node*



*Figure 7. A Node Handle of a child node*

## 2.3.6. Reorganizing Map ( Changing Node Structure )

**Operation** :

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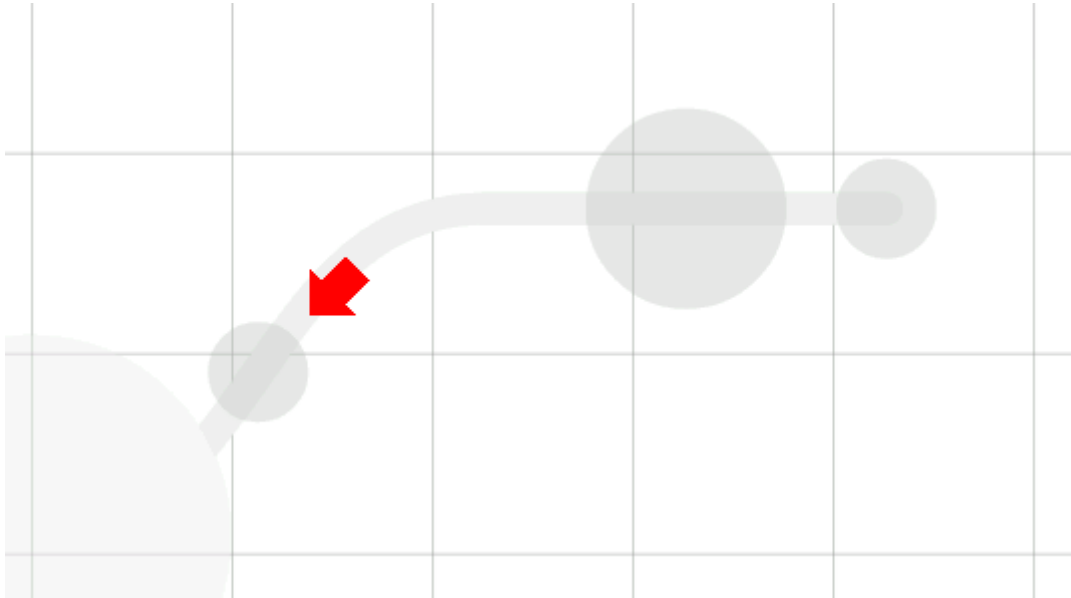3. Dropping another parent node handle

**Illustration** :



*Figure 8. A Branch Change Handle*

## 2.3.7. Deleting a Node

**Operation** :

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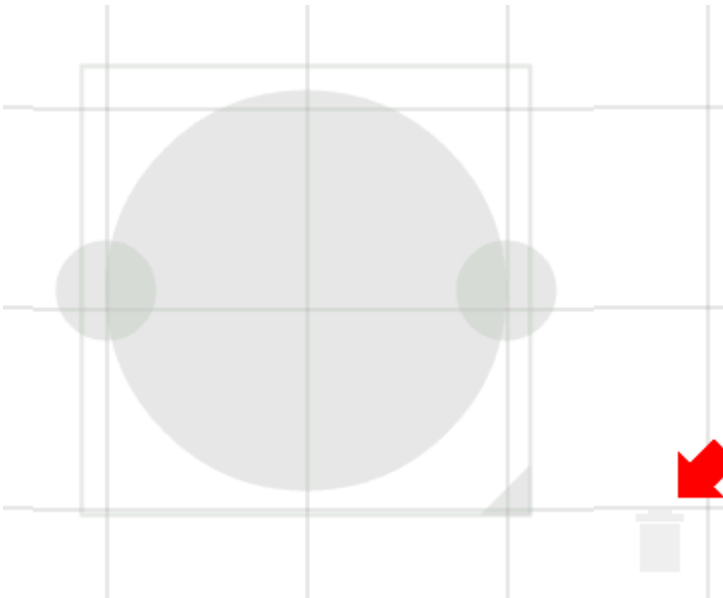2. Dropping it into the ⬛ icon

**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 of map edit mode*
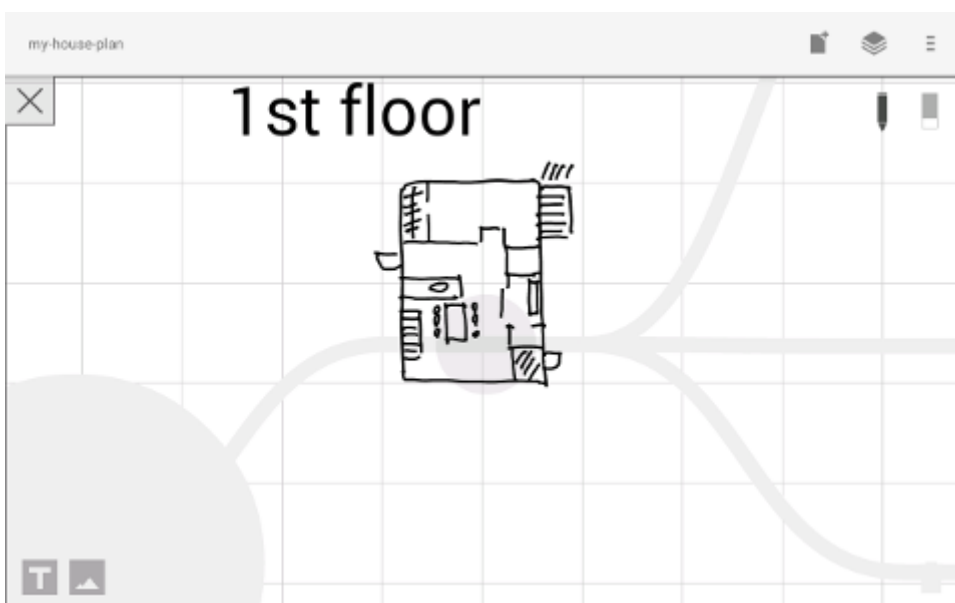
## 2.4. Node Edit Mode



*Figure 11. Editor Activity Node Edit Mode*

This mode is for outputing your ideas on a branch.

You can use three type input methods.

- 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**.
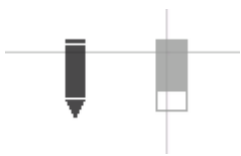
**Illustration** :



*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
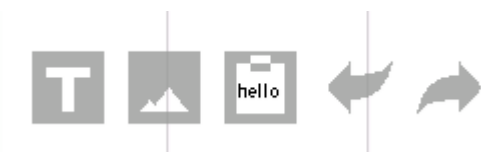
2. Selecting an image on the file chooser

**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.

**Illustration** :
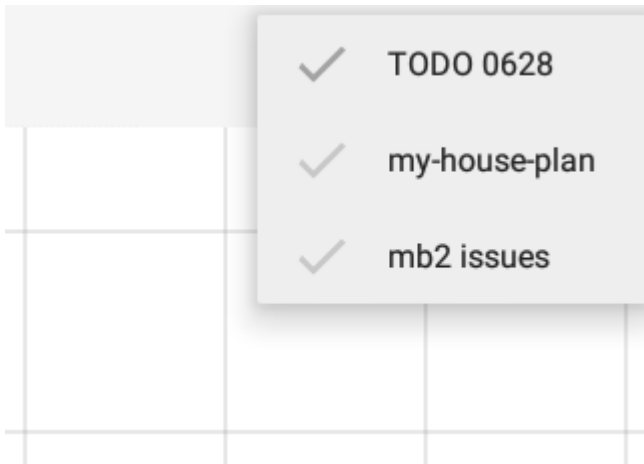
*Figure 19. Buffer List*

The active document has check mark like ✓ .

## 2.5.3. Buffer Manager

**Operation** : How to enter into Buffer Manager from Editor

1.
   Tapping the ☰ button on Action Bar

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

**Illustration** :



*Figure 20. editor menu*

# Chapter 3. Buffer Manager



*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

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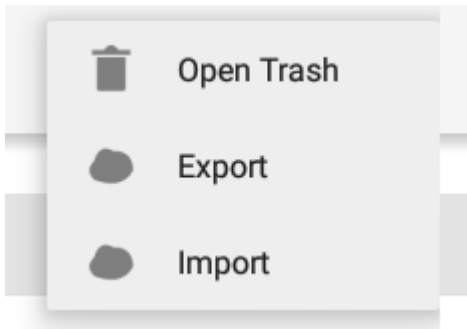
**Illustration** :

*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.
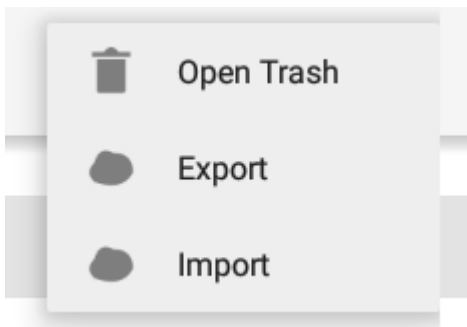
**Illustration** :



*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.
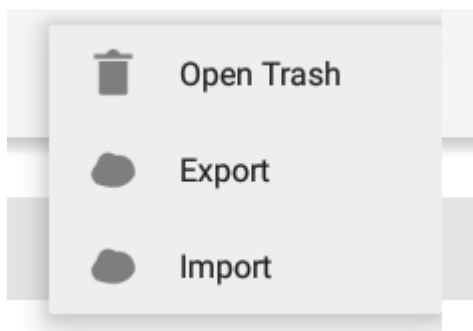
**Illustration** :

*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.
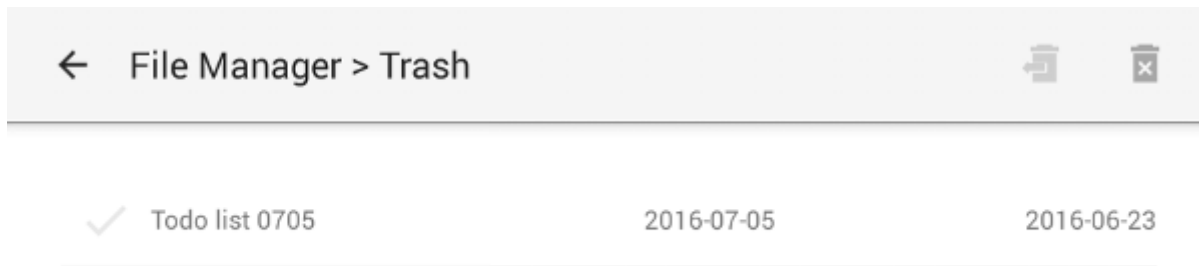
# Chapter 4. Trash



*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
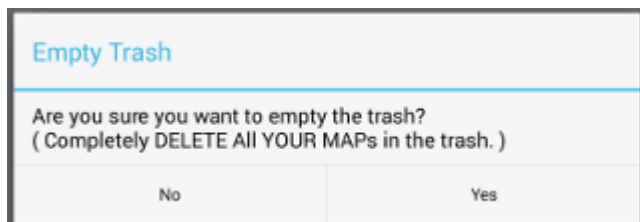
**Illustration** :



*Figure 26. empty trash warning dialog*

⚠️ This action cause deleteing all documents in the trash forever.
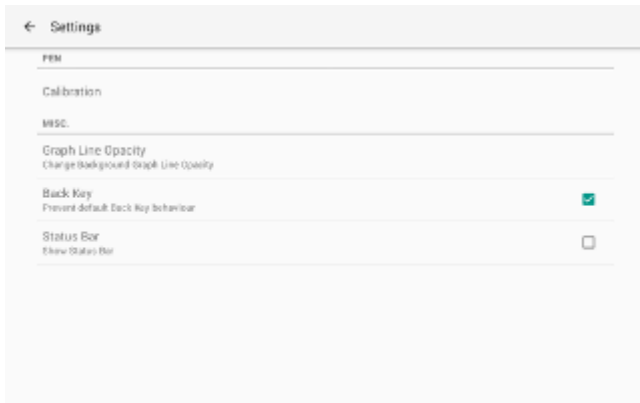
# Chapter 5. Settings



*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.