



Quick answers to common problems

Mind Mapping with FreeMind

Easy recipes to increase productivity and creativity using powerful free tools—FreeMind and Freeplane

Silvina P. Hillar

[PACKT] open source*
PUBLISHING community experience distilled

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BIRMINGHAM - MUMBAI

Mind Mapping with FreeMind

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Last but not least, I would like to thank my dearest friends Paola and Ruben, and their beautiful children Mauren and Martino.

About the Reviewer

Nigel Goult is an experienced Visual Information Management Professional who started using mind mapping and other visual information management techniques and software tools in 2001. He has worked for two of the largest and most focused mind mapping software resellers in the UK, one of which he co-owned. He now owns and manages his own company, Olympic Limited (www.olympic-limited.co.uk), which is a visual information management company that specializes in solutions and add-in developments for mind mapping applications such as Mindjet® MindManager®, among others.

Nigel started developing value-added extensions and add-ins in 2005 when he developed the first PRINCE2® project management solution, which utilized a mind mapping application as a delivery platform. Since then he has conceived, designed, and authored more than 20 add-ins for Mindjet® MindManager®, and has designed and developed solutions that cover disciplines including document management, quality management, and project management.

Olympic is now in the first stages of designing its first collaborative development project with Mindlogik, the reseller/technical partner of New Zealand-based Mindjet® MindManager®. The application will initially be produced as a Mindjet MindManager add-in, but will eventually mature into a standalone application to help users create documentation for all kinds of purposes within a visual framework.

Nigel is also recognized as a leader in creating additional value-added software extensions for Mindjet® MindManager®, and his advice, inputs, and opinions are frequently sought by mind map users around the world. He is also involved with other leaders in the field of mind mapping software and add-in development and regularly contributes to blogs, forums, LinkedIn discussions, and other social media outlets in the field of visual information management.

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Dedicated to my lovely son, Nico

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Preface

FreeMind is the powerful, free mind mapping software used by millions of people worldwide to capture their ideas and communicate them visually.

Mind mapping with FreeMind will teach you how to develop different kinds of mind maps to capture and arrange your ideas. You will learn how to combine FreeMind or Freeplane with other free software in order to enhance the mind maps. You will learn to link and share them for use with mobile devices.

This provides easy-to-follow instructions to design different types of mind maps according to the needs of teachers and students. This book includes visual aids and example charts. Mind maps can be created in a simple way and throughout the book they can be enhanced using all the features that FreeMind offers. Visually attractive mind maps are displayed in the book as examples for you to build on.

What this book covers

Chapter 1, Creating a Mind Map: Dos and Don'ts, will show you how to create a mind map using the tools necessary for creating a clear and tidy mind map. Therefore, it is very important to take into consideration all the recipes in this chapter, to avoid misleading information.

Chapter 2, Writing a Mind Map: Using the Right Words, will help us in starting to write mind maps. The reader will focus on a certain topic and learn how to create keywords, that is to say the exact number of words and how to organize them in the mind map. Besides, the usage of colors, style, structure, and lines are going to go hand-in-hand when designing the mind map.

Chapter 3, Picturing a Mind Map: Using Visual Thinking, will show us how to insert images, **Scalable Vector Graphics (SVG)**, bitmaps, and photographs, and work with them. We will also design different types of images in order to insert them into our mind map.

Chapter 4, Adding Hyperlinks and Linking the Mind Map, shows that using external aids in order to enhance the mind map is a key element. Therefore, these cannot be left behind in the interactive era. Hyperlinks can link to local files, websites, or email addresses. So, we are going to link the mind map with both internal and external links.

Chapter 5, Sharing a Mind Map: Using the Best of Mobile and Web Features, will show us how to share the mind map, using the exporting features of FreeMind. Besides, we can export and upload the mind map on the Web. We are going to deal with the options offered and we are also going to add another condiment to the recipes to spice them up.

What you need for this book

If you are a mind mapping enthusiast who wants to discover and enhance your FreeMind and Freeplane projects, this is a perfectly designed book for you. It will help you to use different techniques in different fields, as well as teaching using this technique to engage more students. The book uses a great variety of resources from the free and open source software available on the Web and interesting websites, as well as social networks. Previous experience with FreeMind and Freeplane is optional.

Who this book is for

This book is for existing FreeMind users as well as new ones who would like to explore the world of mind mapping. You, as a FreeMind user will get excited by the fact that the software used in this book are free and open source, and you will learn how to develop different kinds of mind maps or a combination of them after finishing with the reading of this book. Thus, you will learn how to combine these software with others in order to enhance your mind maps. Moreover, you can also link and share them using resources from the Web.

Conventions

In this book, you will find a number of styles of text that distinguish between different kinds of information. Here are some examples of these styles, and an explanation of their meaning.

Code words in text are shown as follows: "Delete the information and enter Female."


A block of code is set as follows:


```
Mozilla on Windows -->
<head>
  <title>English Monarchs</title>
  <!-- ^ Put the name of your mind map here -->
</head>
<body leftmargin="0"
```

When we wish to draw your attention to a particular part of a code block, the relevant lines or items are set in bold:

```
<head>
  <title>Mind Map</title>
  <!-- ^ Put the name of your mind map here -->
</head>
```

New terms and **important words** are shown in bold. Words that you see on the screen, in menus or dialog boxes for example, appear in the text like this: "Click on **File** | **Save as...**, and type in a name for the mind map".

 Warnings or important notes appear in a box like this.]

 Tips and tricks appear like this.]

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1

Creating a Mind Map: Dos and Don'ts

In this chapter, we will cover the following:

- ▶ Ordering a mind map
- ▶ Visual attraction
- ▶ Adding different types of nodes
- ▶ Usage of icons
- ▶ Exact text
- ▶ Boundaries and branches
- ▶ Writing sufficient information
- ▶ Adding necessary notes

Introduction

In this chapter, we will learn how to create a mind map using the tools necessary for creating a clear and tidy mind map. Therefore, it is very important to take into consideration all the recipes in this chapter, to avoid misleading information.

The recipes explained afterwards are given in order to avoid the most common mistakes while designing a mind map, thus they are the key elements to bear in mind before designing a mind map. Mind maps must communicate thoughts and try to speak by themselves, to convey the meaning easily. Considering these aspects, the mind map can greatly be improved from the start by taking into account how clear, effective, and impactful its content and design can be to the reader.

Mind mapping is considered a brainstorming technique out of which we obtain desired results or even extraordinary ones. This is why we must show our ideas to our mind map readers and help them understand what we were imagining while designing it. We can show the results in different ways, in order to make it look more appealing as well as profitable, according to the type of target audience that we are aiming at.

Educators consider mind mapping a good approach for supporting students with organizing ideas; they also find it a great asset for teaching. It is a great tool to organize the thought processes of their students when writing, due to the fact that the teacher only presents the basic content and it is the student who writes it in an organized way. However, the mind map should be comprehensive, well designed, and readable, in order to achieve its goal.

Mind maps are also a great cognitive tool that can be used to arrange and organize information when studying or presenting students with a new topic. It is a great tool for summarizing information and group events that are related to each other. Therefore, if we provide the relevant data, we can write a wonderful article without actually writing it.

The baseline topic of this book is general knowledge; therefore, the activities can be tweaked in such a way that the reader can modify them in order to create another one, while taking into account the techniques developed. This chapter deals with English history, so the mind maps will deal with the monarchs of Britain.

We will be using FreeMind to design mind maps throughout this book. We will also, make necessary notes for the recipes to work with Freeplane. It is a redesigned version of FreeMind, so we will explore Freeplane and point out the differences between each while designing mind maps.

The first step is to install the required software on the computer. FreeMind can be downloaded from <http://freemind.en.softonic.com/>, for free. It is a Java-based, cross-platform software, which we can use to design mind maps. As it is Java based, **Java Runtime Environment (JRE)** is required, thus it must also be installed on the computer. It can be downloaded from <http://java.com/en/download/index.jsp>. Freeplane is also Java based, and it can be downloaded from http://freeplane.sourceforge.net/wiki/index.php/Main_Page, for free.

Ordering a mind map

In this recipe, we will learn how to create a mind map that shows what the writer is trying to say without writing a full text, that is, the mind map will speak for itself. Therefore, we must bear in mind the following tips, in order to achieve this goal. We have to think of the topic of the mind map as well as underlying ones.

Getting ready

Having installed both the JRE and the FreeMind software, we will double-click on the FreeMind icon on the desktop, in order to run the software. The topic for the mind map of this chapter is English history, so we are going to focus on the monarchs of Britain. The information provided in the mind map is from the following website:

<http://britannia.com/history/h6f.html>

How to do it...

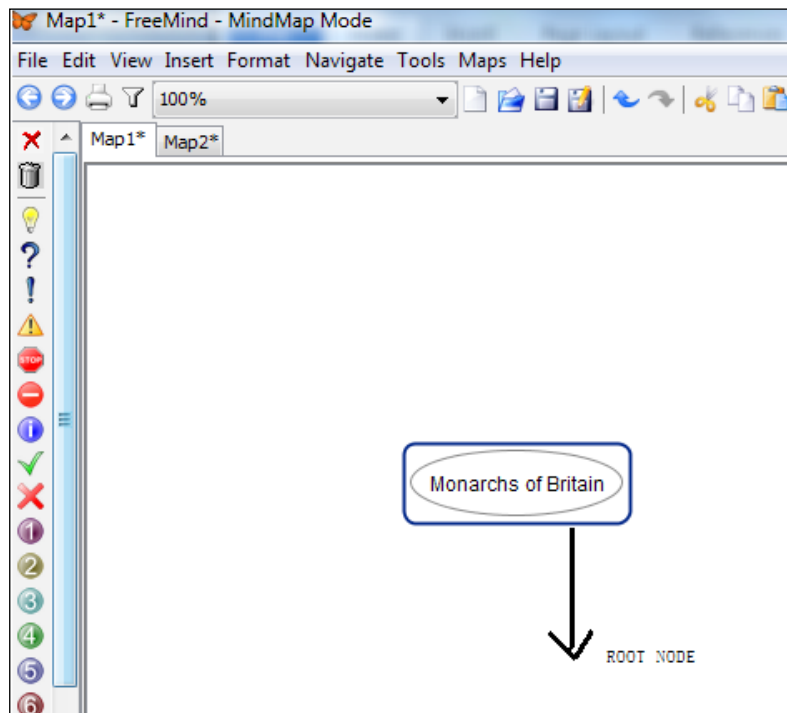
After running the software, we have to create a new file. Mind mapping is the process of getting ideas, analyzing them (in order to arrange a logical development), and then arriving at a synthesis, when the data makes sense to us. So, we have to develop a process that moves from data, to information, to knowledge.

We have to bear in mind that the mind map has a logical order, which is to say that there is a connection from one topic to the other. Apart from thinking how to organize it, we must think about what the reader understands while reading it, as the reader might find it messy. We must take into account that the communication at the end of the mind mapping process has to be clear.

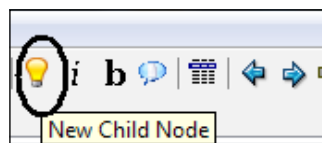
We are going to create a mind map on the monarchs of Britain, but we are going to group them first. Perform the following steps for doing so:

1. Click on **File | New** or press *Ctrl + N*.
2. Click on **File | Save as...**, and type in a name for the mind map. Click on **Save**.

3. Click on the root node to enter the main topic of the mind map, as shown in the following screenshot:



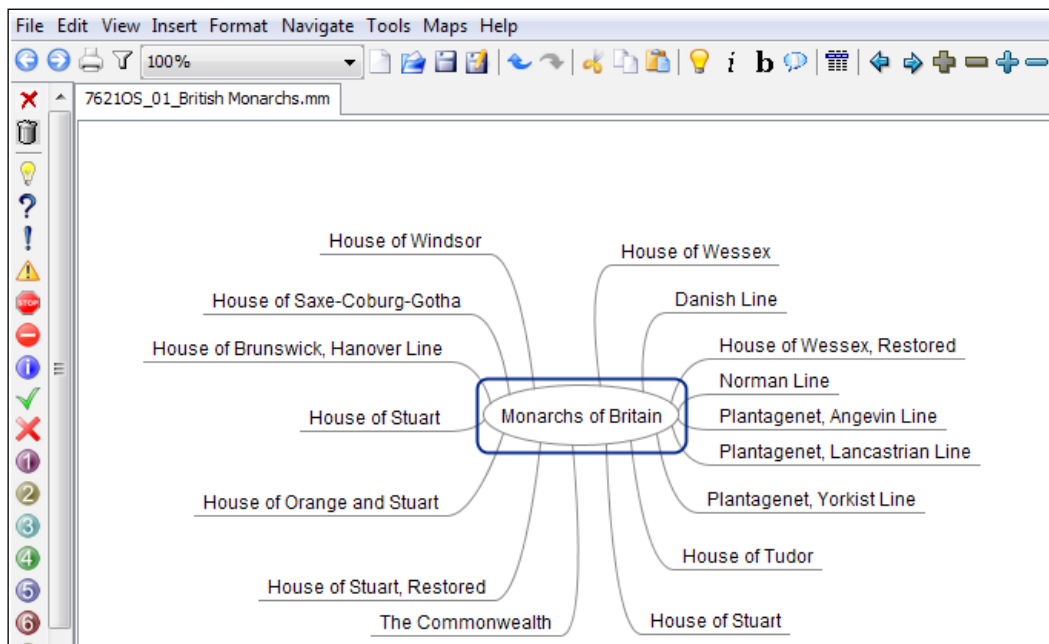
4. Click on the root node, and then click on **Insert | New Child Node**. Another option is to press the *Insert* key or click on the icon for the child node in the formatting bar, as shown in the following screenshot:



5. Repeat step 3 for all the nodes you want to insert. When ready, enter the names of the groups of the British monarchs and organize the mind map clockwise, so that the groups can be read clearly, by dates.
6. Click on each child node to enter the groups of the monarchs of Britain.

How it works...

The final step of this recipe is very simple, because the result is the mind map that we have just created. In our case, we organized the mind map in a clockwise manner, so that it can be read according to the dates the monarchs had ruled Britain. Depending on the topic to be taught or the type of activity to be designed, we can change the organization of the mind map. The mind map looks as shown in the following screenshot:

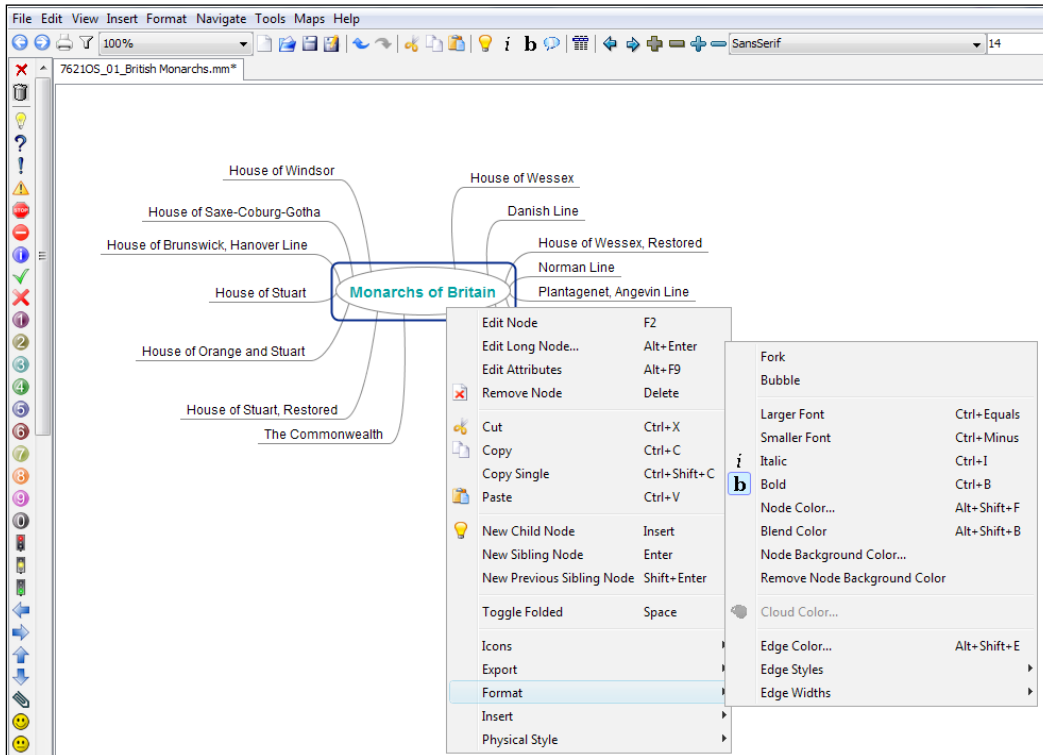


There's more...

Changing the font in the root node is very basic as well as simple. Right-click with the mouse on the root node and select what you want to change, in order to make the topic of the mind map easy to spot.

Creating a Mind Map: Dos and Don'ts

A menu appears, and if you hover the mouse over **Format**, another submenu appears, where you will find many options available to change the font of the root node. It is shown in the following screenshot:



Visual attraction

Black and white means boring and not visually attractive at all, and therefore they belong on a chessboard and not in a mind map. We need color to enhance the mind map, as the Chinese proverb says—"like a tiger with wings". When designing a mind map for business, we do need to create an atmosphere of inspiration, so as to create attraction. Regarding education, we need the students to be engaged in the presentation of the activity—we have to persuade them to perform better. So, let's go on working with the previous mind map to enhance its visual attraction.

Getting ready

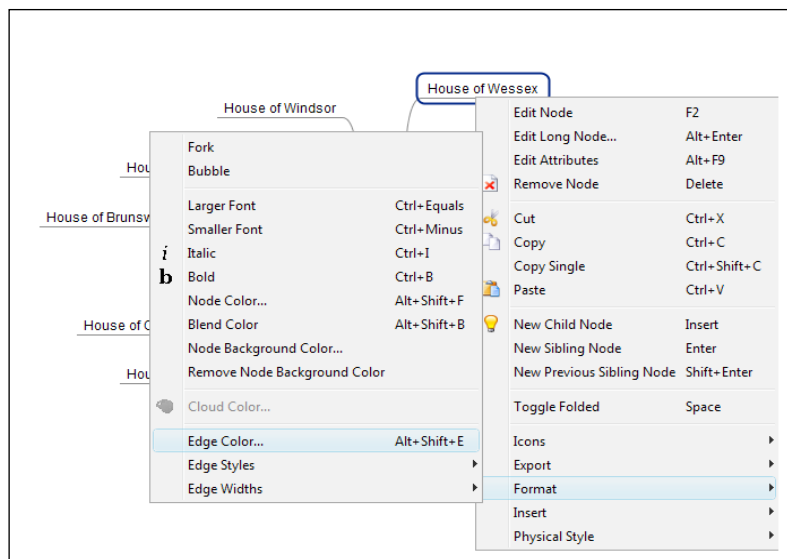
We must think, beforehand, about what type of visual attraction the mind map needs. In cases where we want to add colors, we can go deeper to investigate which colors are the best for our mind map; in other words, colors also speak for themselves, because they can add information without even writing it. For instance, traffic-light colors speak for themselves, and anyone can identify what they mean to say, due to common knowledge. We can communicate what we want to say not only by designing a mind map, but also by adding an element of visual interest to it.

Apart from colors, we do need to change the width of the arrows. They are wider at first, and then they become thinner, as we get more information. The root of the arrows, which originate from the central topic, are always wider, because we start from scratch and eventually get to the details.

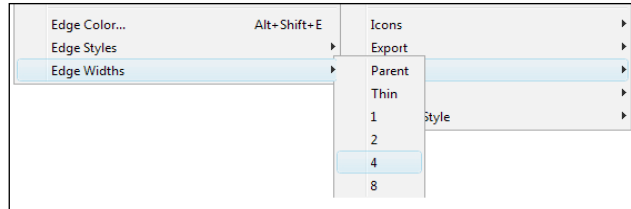
How to do it...

After thinking about what we need to communicate, we can do it using color-coded groups. In this case, we are going to color the groups of monarchs of Britain that share a certain characteristic. Perform the following steps to do so:

1. Open the file that you are going to work with.
2. Click on the child node to change the color. Then, right-click on it. A new window appears.
3. Hover the mouse over **Format | Edge color**, as shown in the following screenshot:



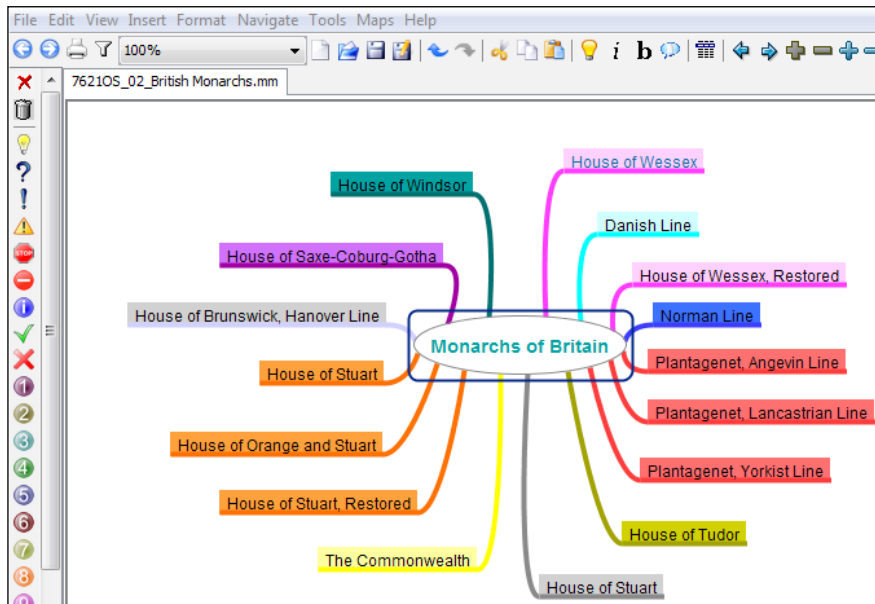
4. Click on the color that you want to give to the arrow, and click on **OK**.
5. Click on **Format | Edge Widths | 4**, in order to make the arrows wider, as shown in the following screenshot:



6. Click on **Format | Node Background Color...**, and choose the color for the background of the node.
7. Click on **OK**. Choose a softer color for the arrow, in order to express the connection.

How it works...

This mind map is much more attractive than the one designed in the previous recipe. We have created connections with the groups of monarchs using a particular color when they shared a word in the group. We have also created wider lines from the root node to the child nodes, in order to express the most relevant data after the root node. So, the mind map now looks like that shown in the following screenshot:



Adding different types of nodes

The mind map will now need subnodes to tell the reader the names of the British monarchs, because we are enlarging the mind map that we have been working with. So, the incorporation of these subnodes must show the connection in a clear way, as we are both enhancing and reinforcing the mind map with them.

Getting ready

It is time to think about how many subnodes you need and what to insert into them, if you are not working with British monarchs. So, we are moving forward to more detailed information. This is the type of data that they convey, thus they must be added in a clear way, so that they can be understood. Besides, the edges of these subnodes need to be narrower.

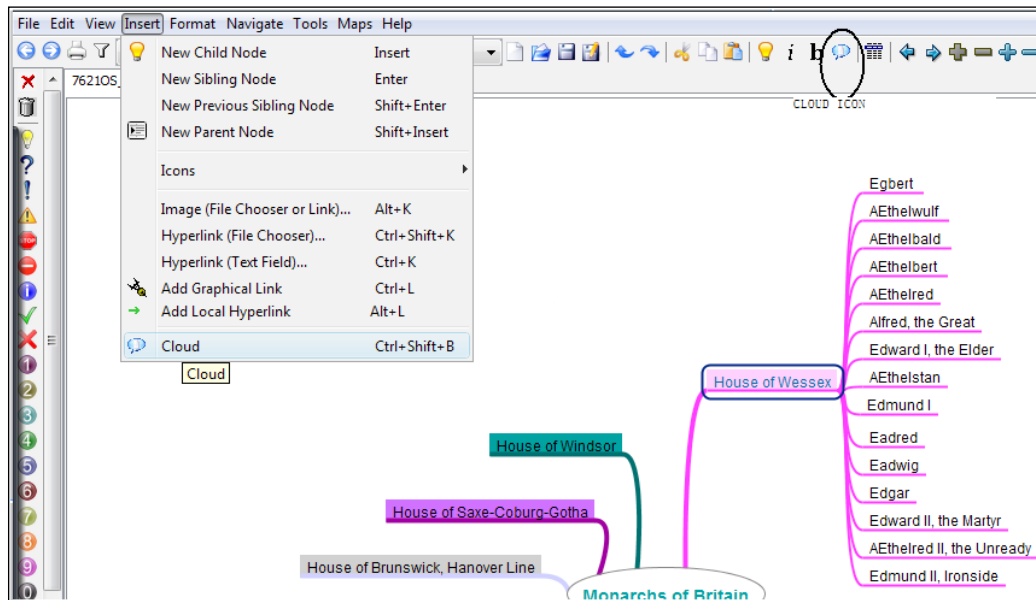
How to do it...

Having thought of the subnodes to be added, now it is time to arrange them. The first recipe shows how to organize the nodes clockwise, so we are sticking to that organization. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on the child node on which you need to add branches. Click on **Insert | New Child Node** or on the equivalent icon in the formatting bar.
3. Repeat the same process for all the nodes you want to insert.
4. Click on each of the nodes and insert the information.
5. Right-click on each new node. Click on **Format | Edge Width | 2**, to make the lines narrower.

Creating a Mind Map: Dos and Don'ts

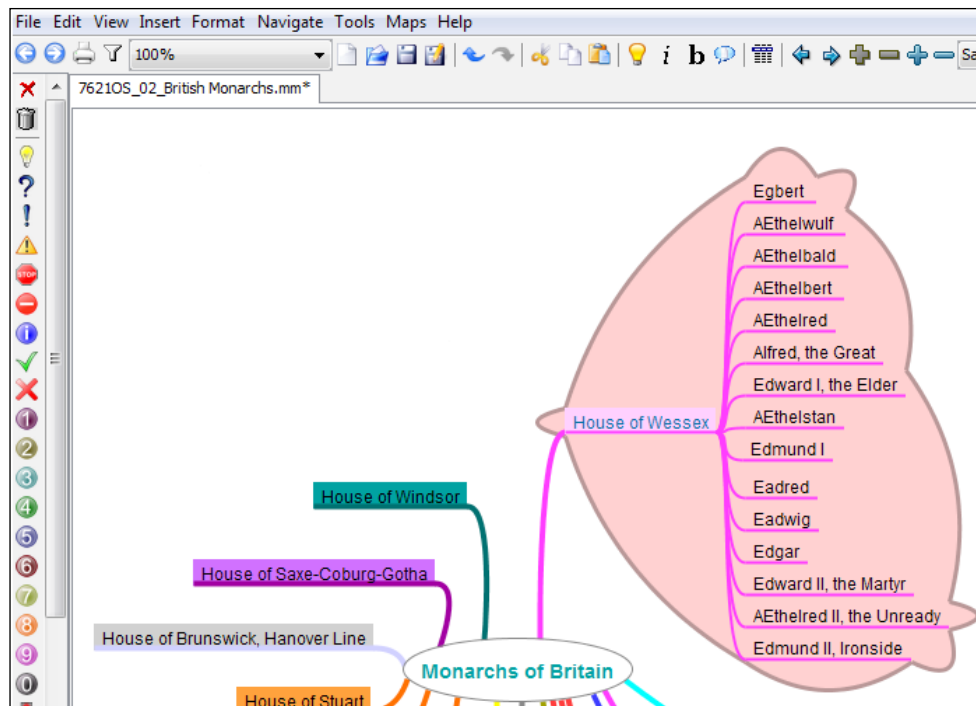
- Click on the node that contains the name of the group of the British monarchs. Click on **Insert | Cloud** or on its icon in the formatting bar, as shown in the following screenshot:



- Click on **Format | Cloud Color...**, choose the desired color, and click on **OK**. Choose a color similar to the group.
- Repeat the same process for the other groups of monarchs.

How it works...

After adding branches to the monarchs of Britain mind map and narrowing its edges in order to show that deeper information is available, we inserted a cloud to categorize information. So, the mind map now looks like that shown in the following screenshot:



Usage of icons

We have improved the appearance of our mind map throughout the recipes. The icons are missing, though. Little by little, we have to start talking about these monarchs through the usage of icons. How? It all depends on what we want to communicate. There are some of them who are more famous than the others and some who reigned longer. So, we are going to point them out.

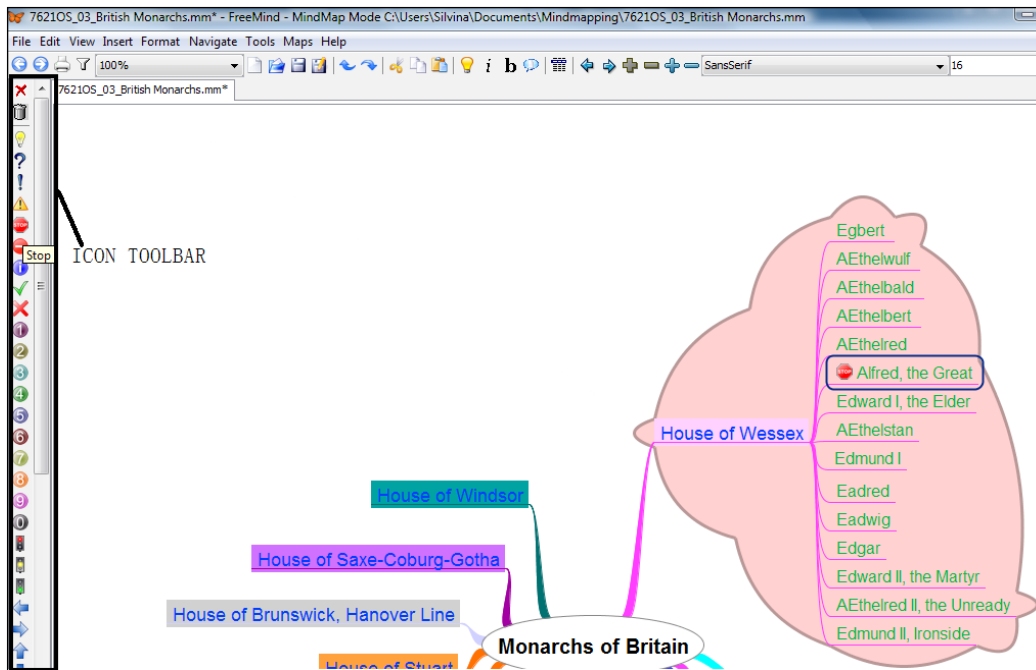
Getting ready

Icons should be used wisely, otherwise it can be misleading. Therefore, we must be sure whether we want to include them in the mind map or not. Icons convey a meaning, and it has to be what we want to point out. Thus, if icons are going to be confusing, we'd rather not include them. We should make sure that the reader of the mind map thinks the same as we did when we included them. Another option is to provide a legend to describe the meanings.

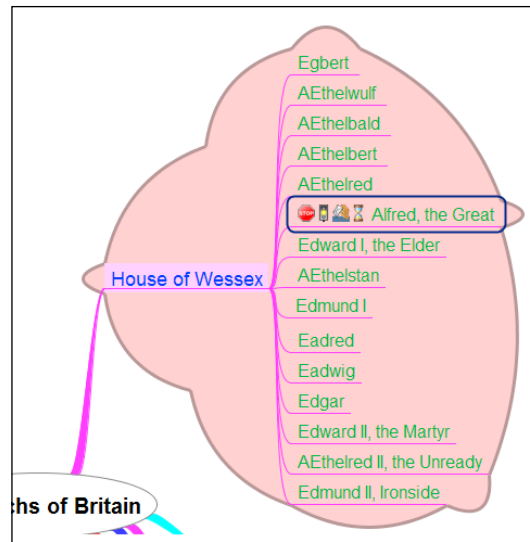
How to do it...

Let's insert icons in our mind map. They must not be picked at random and sprinkled on the mind map branches. As we have been working with the mind map for the monarchs of Britain, we want to point one of them out, telling students that they have to hand in an assignment on that monarch. Icons convey the message that special attention must be paid. Let's see how to say it with icons. Perform the following steps:

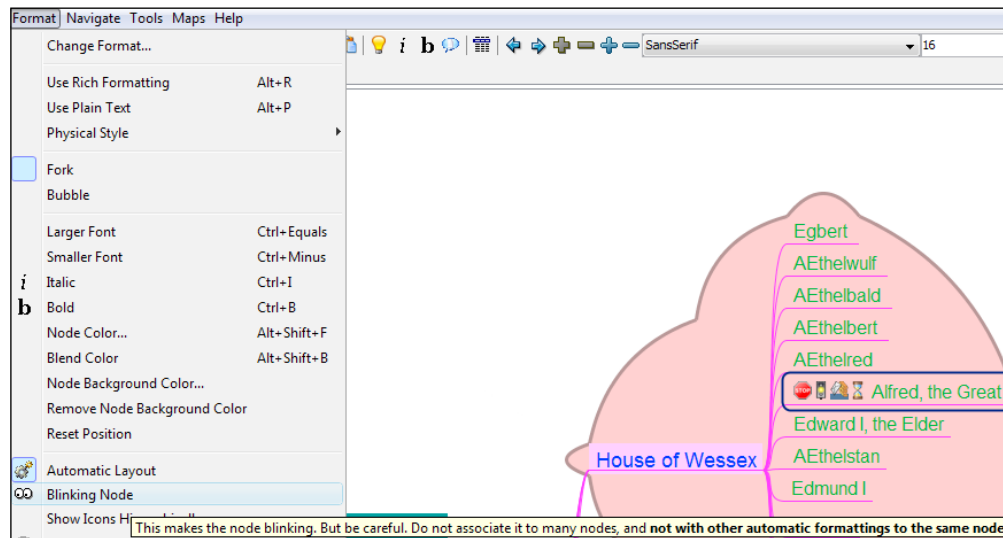
1. Open the file that you are going to work with.
2. Click on the node where you want to insert the icons.
3. Click on the icons that you want to insert, by choosing them from the icon toolbar, as shown in the following screenshot:



4. Add the icons for **Stop** (to mean "stop"), **Yellow Traffic Light** (to express "attention"), **Email** (to express that students must hand in an assignment), and **Waiting** (the hourglass to express time). The node looks like the following screenshot:



- Click on **Format | Blinking Node**, to make the node blink. Read the caption that appears while hovering the mouse over it, as shown in the following screenshot:



How it works...

We have added icons to the mind map and we have added a blinking node that has something to say to the reader. We did not add words, but we added icons that are very significant to what we want to obtain. **Alfred, the Great** is blinking and saying "Stop, pay attention, and email on time!".

Another way to use icons is to insert subnodes with an icon designated to each node, in order to avoid using icons in a linear format. Of course, when we hand in the mind map, students should read the title of the activity, but what about these types of titles? We can start using titles with icons (books for little kids use them); a pencil or brush icon is used for conveying write or paint, respectively. Icons can speak for themselves!

Exact text

When designing a mind map, we do not need to write everything; we have to say it in a few words. Therefore, we have to think carefully about what to write. The ideal text for each node would be two or three words, no more than that. A paragraph or a body of text in a mind map is really out of the question, or else the mind map would be cluttered. But there happens to be some circumstances in which it is needed; in these circumstances, notes are going to be the solution. Therefore, we must keep the mind map tidy.

Getting ready

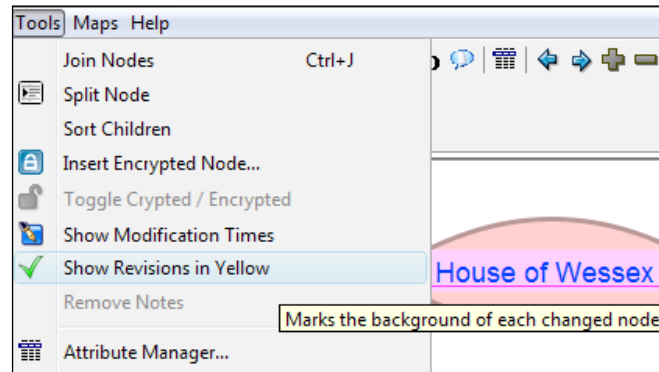
We want to enhance our mind map on British monarchs, so we will move on. This time, we are going to deal with the Danish line. So, we have created another cloud as well as another activity to work with. We want to point out the years when the monarchs ruled. The question is, how will we express this with the exact words? This can be done by using more nodes, in order to be a click away from getting additional details.

How to do it...

Let's add nodes in order to start designing another activity in our mind map. Remember that we need not write too many words. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on the node that reads **Danish Line**, and add five more nodes. Click on the **New Child Node** icon.
3. Write the names of the four monarchs of the Danish line.

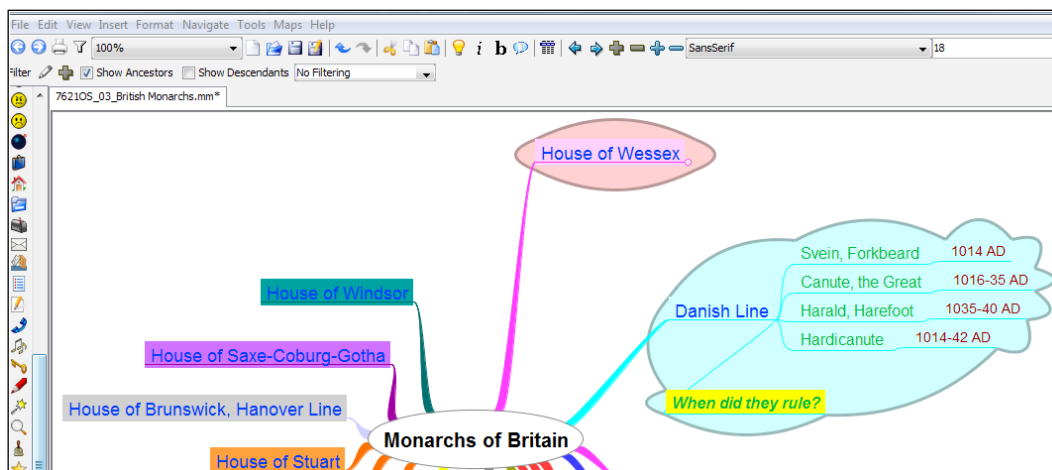
- Click on **Tools | Show Revisions in Yellow**, as shown in the following screenshot:



- Drag-and-drop the fifth node in order to change its position, and enter the question—When did they rule? The background color is yellow because of the previous step.
- Click on each of the names of the monarchs and add a node next to each of them. Enter the years during which they ruled.

How it works...

The mind map does not need to be a text document explaining everything about these British monarchs. In the **Danish Line** cloud, we have pointed out the years during which they ruled. So, the mind map now looks like the following screenshot:



See also

- ▶ The *Adding necessary notes* recipe

Boundaries and branches

We must consider how to organize our thinking, so boundaries and branches are to be taken into account when designing our mind map. We have already worked on them in the previous recipes. Although we did not focus particularly on them, we have created our mind map respecting these rules.

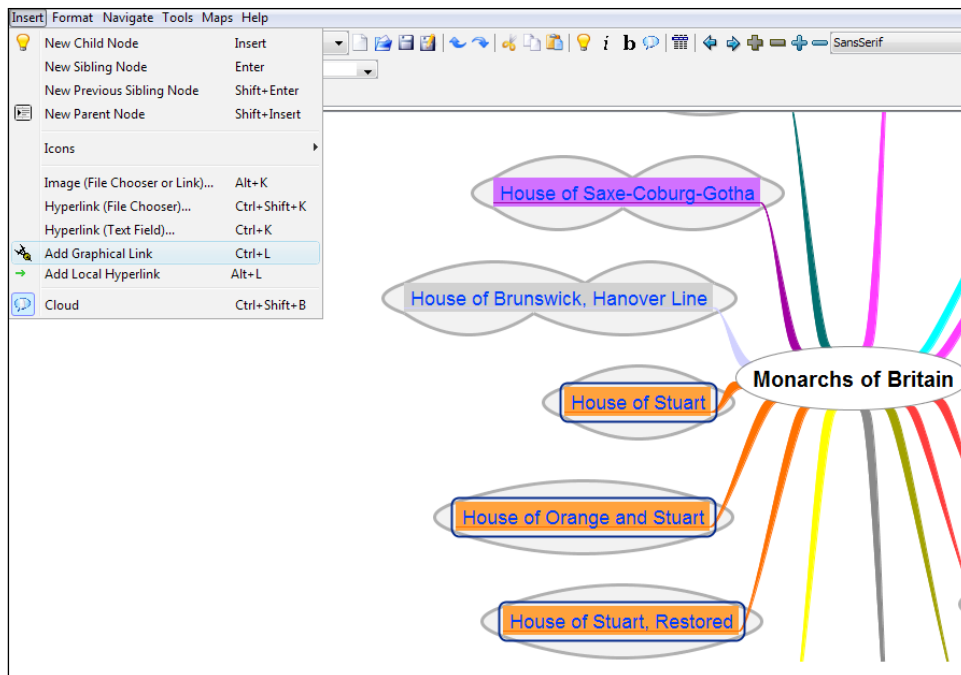
Getting ready

The font size of the root node is bigger than the others, and we have highlighted it in bold. The nodes have thick edges near the root node and they get narrower as we add more nodes. The more information we add, the thinner the edges become. Why? Because we want to show that the deeper we go into a topic, the thinner the edges are, in order to show the details. It is time for us to work on boundaries!

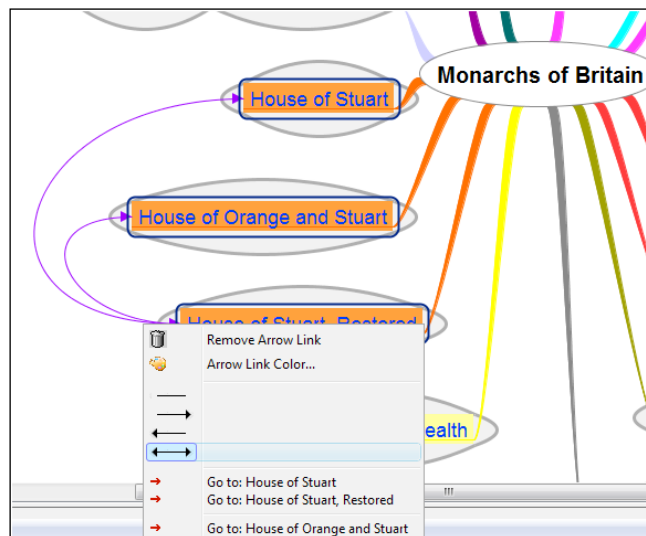
How to do it...

We have created boundaries (groups) using clouds. We designed two activities in the mind map. One of them was with icons and the other was the information we gave about the years during which they ruled. We created two boundaries with clouds, which can easily be distinguished as two groups while reading; besides, the colors are different. There is another way in which we can connect the clouds. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Add a cloud to each of the groups of monarchs. Click on the **Cloud** icon in the formatting bar.
3. Press *Ctrl* and select the nodes that you want to relate using arrows.
4. Click on **Insert | Add Graphical Link**, as shown in the following screenshot:



5. Right-click on the arrows and click on **Arrow Link Color...** to change their colors.
6. Choose the color and click on **OK**.
7. Right-click on the arrows to change their directions or to remove them, as shown in the following screenshot:



How it works...

Boundaries are to be used on a limited basis and not overused, otherwise the mind map will look quite confusing. In this case, we have used arrows in order to connect three groups of rulers who share the word **Stuart**, as shown in the preceding screenshot. So, we have connected them with arrows. We emphasized the groups using clouds, which are visually attractive to the reader. This recipe shows that we can connect everything in our mind map!

Writing sufficient information

The previous recipes showed how to design a clear mind map, but as we go deeper, we may want to add more detailed information, and it would sometimes be hard to define which words to add and which ones to leave out. This may happen because we are using keywords in order to speak our minds. Too much information can lead us to create a messy mind map. We do not need all the background information, and hence, we'll try to keep the mind map clean and simple.

Getting ready

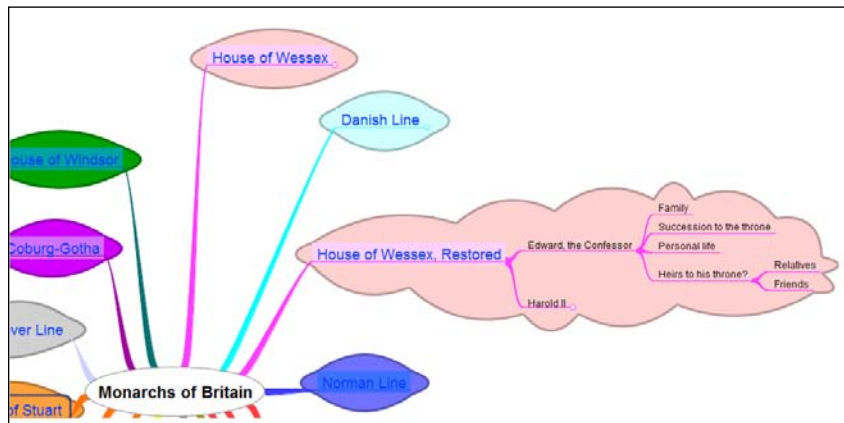
Have a clear idea about the information you want to display on your mind map. Data supplied should be considered before inserting it.

How to do it...

The monarchs of Britain form the baseline topic of this chapter, so we will continue working on the same mind map. The next group of monarchs belongs to the House of Wessex, Restored, where we find that Edward, the Confessor has no children, so there is no direct heir to his throne. Also, exploring the well-known Battle of Hastings is a must. Now, let's go ahead and write the exact words to create a mind map. We can design a prewriting activity in which students have to find out more about the topics mentioned in the mind map, so we must write exact information. The following are the steps to be performed:

1. Open the file that you are going to work with.
2. Click on the desired node in order to add nodes that contain detailed information. Click on **House of Wessex, Restored** and click on the **New Child Node** icon twice.
3. Edit the nodes, writing the names of the monarchs of Britain.
4. Click on the first one and add four nodes. Click on the **New Child Node** icon and edit them.

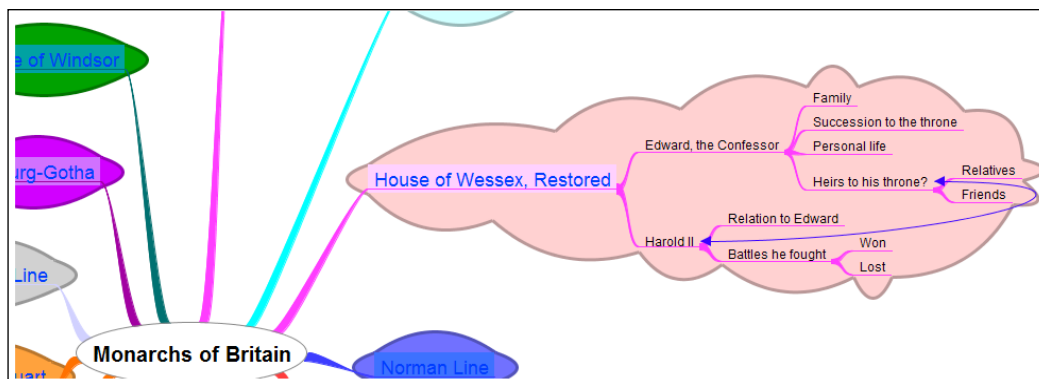
5. Add two more nodes to the last one, to have more detailed data using keywords, as shown in the following screenshot:



6. Repeat the same process for **Harold II**.

How it works...

We have written keywords in order to design a mind map. We can add more information using the tools provided by FreeMind. So, instead of writing more data, we can add a graphical link by clicking on **Add Graphical Link** under **Insert**, as we did in the previous recipe, showing how these two monarchs are connected, as shown in the following screenshot:



See also

- The *Boundaries and branches* recipe

Adding necessary notes

Mind maps can't have paragraphs, but we can add notes when we want to communicate something more through the mind map. In the case of using mind maps for education, we can add notes for students to perform different tasks. We are creating a mind map in order to share it with other people, so do not send it straight away without writing the bottom line. This bottom line should express any unclear or confusing information, that is to say, the reason we are mind mapping each node for the students.

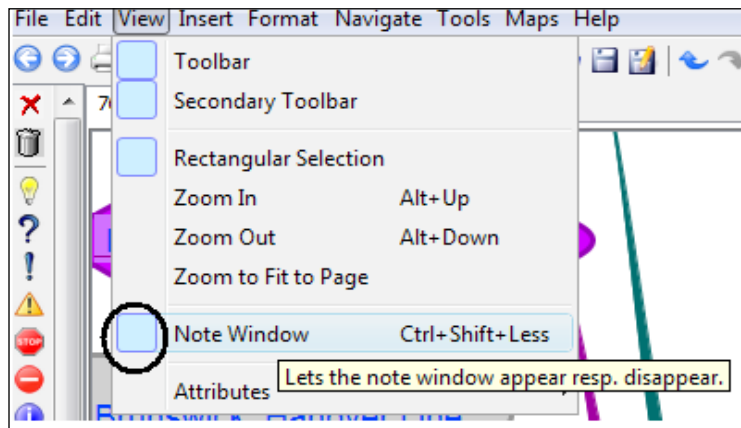
Getting ready

Additional information is what we need to explain things in detail, and it is an important step in designing a mind map. Readers of the mind map are sometimes likely to be puzzled with nodes, and these notes provide all the necessary information.

How to do it...

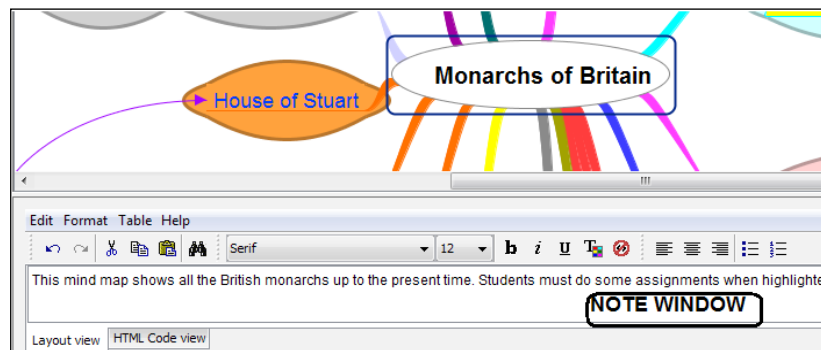
FreeMind has an option to add notes to all the nodes, so let's take advantage of it and add them to each node. This will tell students more about each group of British monarchs. This is the last recipe using this mind map. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on **View | Note Window**; you can see a light blue square, which means that the window is active, as shown in the following screenshot:



3. The window's size can be increased to provide a larger viewing area by dragging the window divider.

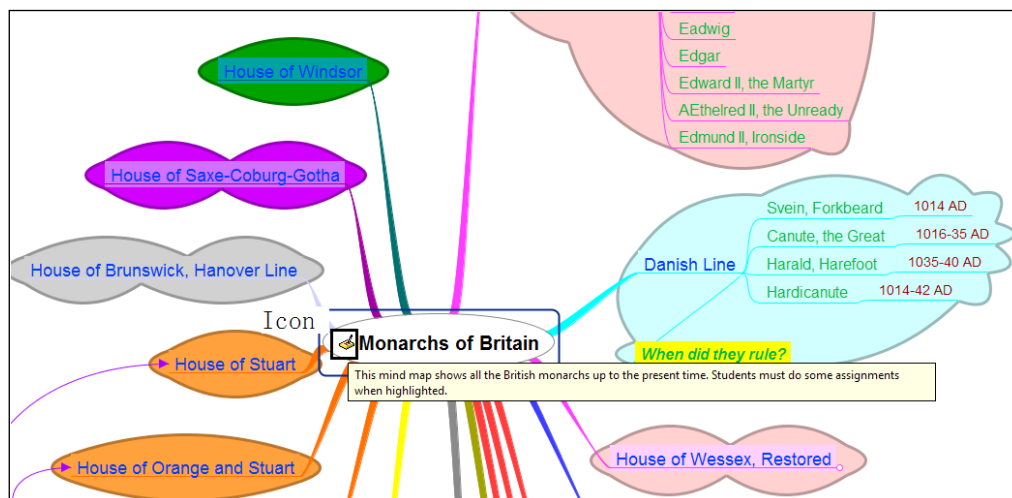
- Click on the node to edit additional notes and write in the note window, as shown in the following screenshot:



- Repeat the same process to add additional information to the remaining nodes.
- The formatting bar over the note window can be used in the same way as any other word processor.

How it works...

We can differentiate the nodes with additional information from the nodes that do not have any, by the use of icons that show that we have added data. Besides, when students receive the mind map as a task and they hover the mouse over the nodes that have additional notes, they will appear as shown in the following screenshot:



2

Writing a Mind Map: Using the Right Words

In this chapter, we will cover the following:

- ▶ Keywords
- ▶ Representing the subject matter
- ▶ Connecting words and lines
- ▶ Length of lines and words
- ▶ Writing noun phrases after listening to MP3 files
- ▶ Uploading the mind map to wikispaces.com
- ▶ Developing a radiant hierarchy through word sizes
- ▶ Associating ideas through words and icons

Introduction

In the previous chapter, we entered a website and organized the information in order to design a mind map, instead of doing it from scratch, focusing on what we wanted our students to do with it. In this chapter, however, we are going to design a mind map from the very beginning. Besides, we are going to focus on what to pay special attention to when organizing it.

In this chapter we will focus on literature, so we will organize each of the recipes in such a way that the mind map enhances little by little. So, taking the topic into consideration, we will deal with the well-known French novel—*The Phantom of the Opera*, written by Gaston Leroux.

The mind map will offer the reader of the novel a method of organizing the information in such a way that a person who reads that mind map would know what happens in the novel without even reading it. This will depend on how the information is organized.

Organizing several mind maps on a single topic is also an interesting asset to take into account, due to the fact that by doing it we keep the main topic divided, in order to gather more data in a tidy way. There are situations where we need to cover many details, and if we do it in the same mind map, it turns out messy. Therefore, we can learn how to export a branch as a new mind map in order to improve the way of organizing the subject matter.

When we begin writing a mind map, we focus on a certain topic and learn how to create keywords, that is to say, the exact number of words and how to organize them in the mind map. Besides, the usage of colors, style, structure, and lines are going to go hand in hand while designing the mind map. Another alternative is to write next to the connectors among the nodes. This is another feature we will explore in this chapter.

Before choosing the right number of words to write in a mind map, we need to explore thinking techniques, which will help us broaden our thoughts. This is the reason why inserting the MP3 files in our mind map is an important asset to be considered in this chapter.

Another aspect to explore is the association of icons and words. It is very important to use them, not only because they change the appearance of the mind map, but also because they enhance the stimulation of the mind map to the reader (according to the theory of bilateralism, explained in the brain theory).

Keywords

Keywords, or main ideas, are the main elements of the mind map. They play the most important role, because they communicate what the mind map wants to tell its reader. Thus, they are a relevant factor. Let's get ready!

Getting ready

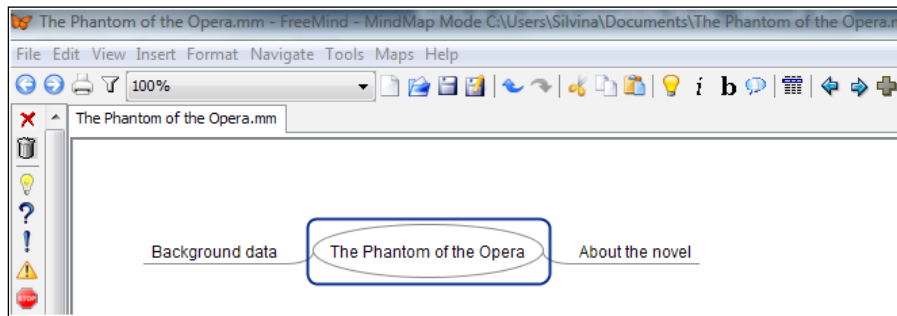
Keywords are also the different types of ideas to be organized in the mind map. Firstly, we must think of the main topic. In this chapter, within literature, we are going to focus on *The Phantom of the Opera*, so this is going to be one of the keywords to be placed in the root node.

How to do it...

It is time to start designing a new mind map about this amazing novel. By the way, if you did not get the chance to read it, you can do it at <http://www.gutenberg.org/files/175/175-h/175-h.htm>. The following are the steps you have to perform:

1. Click on **File | New** or press **Ctrl + N**.
2. Click on **File | Save as...**, and write a name for the mind map. Click on **Save**.
3. Click on the root node to enter the keywords (the name of the novel).

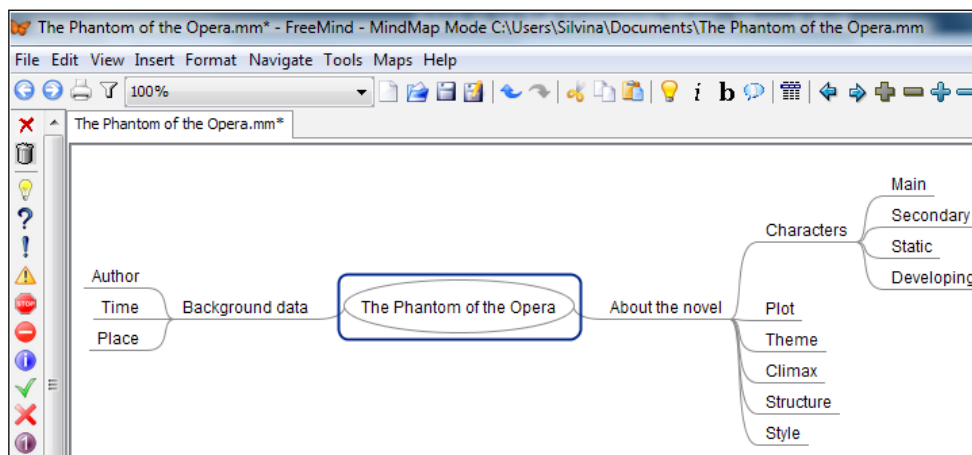
4. Insert two child nodes and click on its icon from the toolbar. Focus on two aspects of the book, as shown in the following screenshot:



These are the keywords to focus on.

How it works...

We want to write only a few keywords, but at the same time, we want to deal with all the aspects of this novel—its plot and all the information that we can gather out of it. This poses so many questions without even asking one! So, it is time for the teacher to decide whether this mind map is to be completed by the students or by the teacher. One option is for the teacher to add more details, indicating to students what to focus on, as shown in the following screenshot:





Remember to take into account *Chapter 1, Creating a Mind Map: Dos and Don'ts*, in order to enhance this mind map. The mind map will be different in the following recipes. The preceding screenshot shows only the keywords.

See also

- ▶ *The Inserting and removing a hyperlink from a text field recipe in Chapter 4, Adding Hyperlinks and Linking the Mind Map*

Representing the subject matter

The title of this recipe is a simple answer to the question, "what to do with mind maps?" We must represent the subject matter. What do we read the novel for? Homework is the answer; the mind map should make the activities very easy, help students remember what they have read, and help in making notes about this novel easily. After reading the mind map the reader should become familiar with the subject matter, because the most relevant details are present there.

In order to organize our thoughts properly and avoid being messy, it sometimes takes more than a mind map to cover the subject matter; that is the reason why in this recipe we divide the mind map to work with the information desired. The mind map looks much tidier and the lines are not together or unreadable.

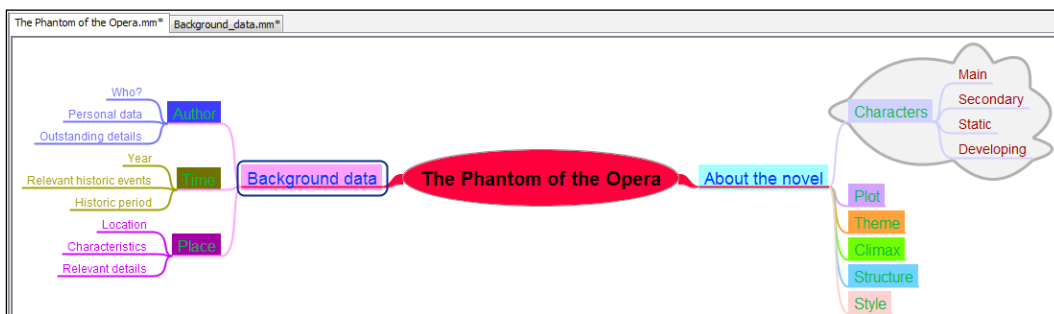
Getting ready

Bearing in mind what we want to express, we need to focus on the subject matter. The previous recipe shows a mind map in which two aspects of the novel are to be covered. According to the Oxford Dictionary, subject matter is "the topic dealt with or the subject represented in a debate, exposition, or work of art". Let's see how to deal with the topic of *The Phantom of the Opera*.

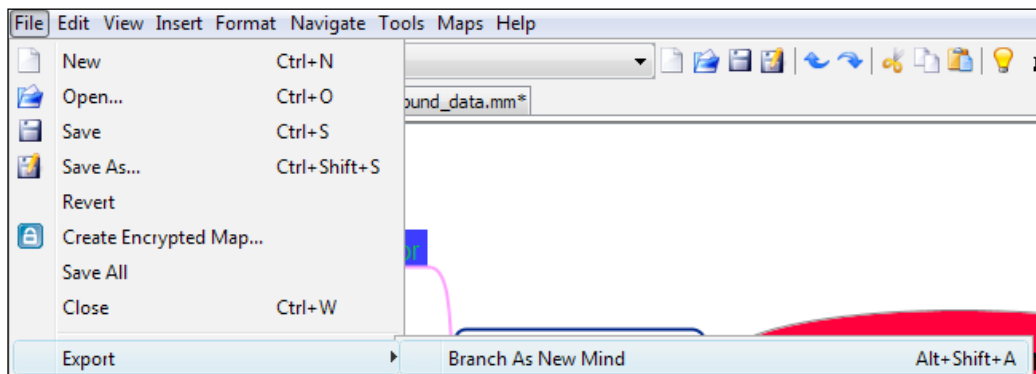
How to do it...

Taking into account all the data in *Chapter 1, Creating a Mind Map: Dos and Don'ts*, the mind map will look different in this recipe. So, the steps will not be repeated. We want to cover two subject matters from this novel; therefore, it is time to divide the mind map. The following are the steps you have to perform:

1. Open the file.
2. Click on the node that you want to make the center of the new mind map, as shown in the following screenshot:



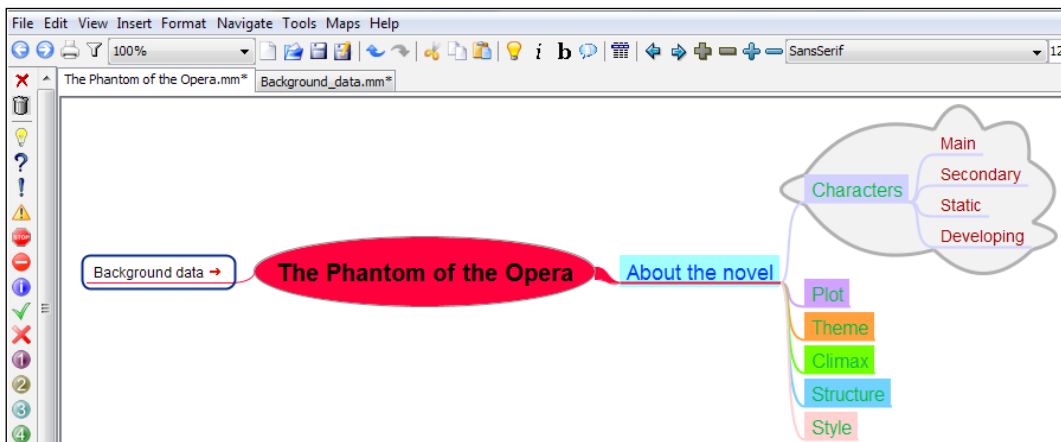
3. Click on **File | Export | Branch As New Mind**, as shown in the following screenshot:



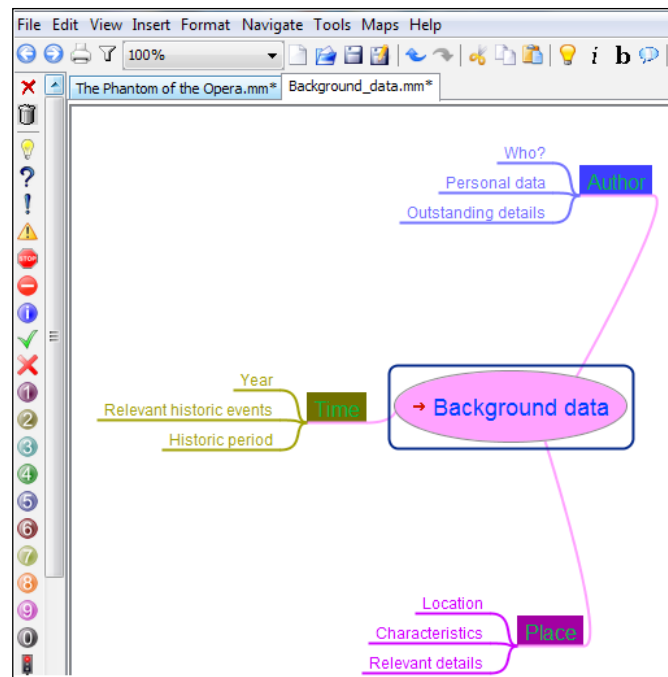
4. Enter a name for the file. Click on **Save**.
5. A red arrow appears on the branch that was exported as a new mind map. Click on that arrow.
6. The new mind map appears.

How it works...

We created a new mind map out of the original, in order to represent the subject matter in a clear way. The node is still visible in the previous mind map. In order to connect them, click on the arrows. You can also click on the name of the file, to switch windows. It is time to spread the branches of the new mind map, so that it looks tidier. The previous mind map looks as shown in the following screenshot:



The exported branch of the mind map was moved to a new mind map. To improve its appearance, we can move the edges in order to spread the idea. The new exported branch, which is now a mind map by itself, looks like the following screenshot:



See also

- ▶ The *Exporting a branch as a new map or HTML recipe* in *Chapter 5, Sharing a Mind Map: Using the Best of Mobile and Web Features*

Connecting words and lines

The mind maps that we create are the visualization of our thoughts. Through this process, we have to consider to either remember things or make the necessary notes in order to remember them when we see the mind map; we do this by connecting words and lines, not only using nodes but also with other types of lines. Those lines can also have some extra words, which are used to connect ideas. Thus, this recipe shows resources that are used to create the connection between words and lines.

Getting ready

It is the time to explore another interesting software to create mind maps—Freeplane. We are going to use the same mind map, because FreeMind and Freeplane are compatible; no matter which one we use, we can open the files in both of them. You can download Freeplane from the following website:

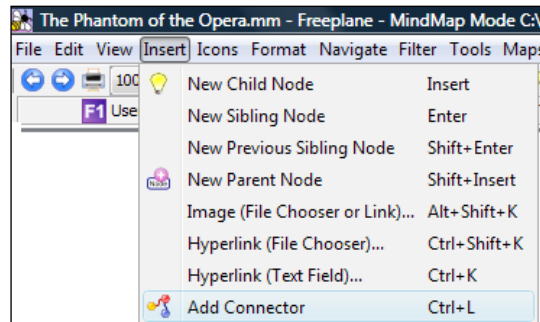
http://freeplane.sourceforge.net/wiki/index.php/Main_Page

How to do it...

After installing Freeplane, we are going to run the software to open the file that we have been working with. In this recipe we will connect two nodes with an external connector, in which we will add some words to show the connection.

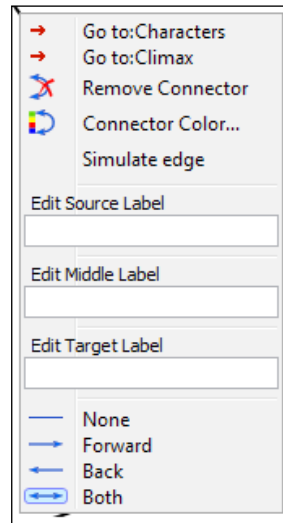
Later, the following are the steps that you have to perform:

1. Click on **File | Open**, and click on the file that you want to open.
2. Click on **Open**. The file in the previous recipe appears in Freeplane.
3. Select the two nodes that you want to connect. Press the *Ctrl* key and click on the nodes.
4. Click on **Insert | Add Connector**, as shown in the following screenshot:

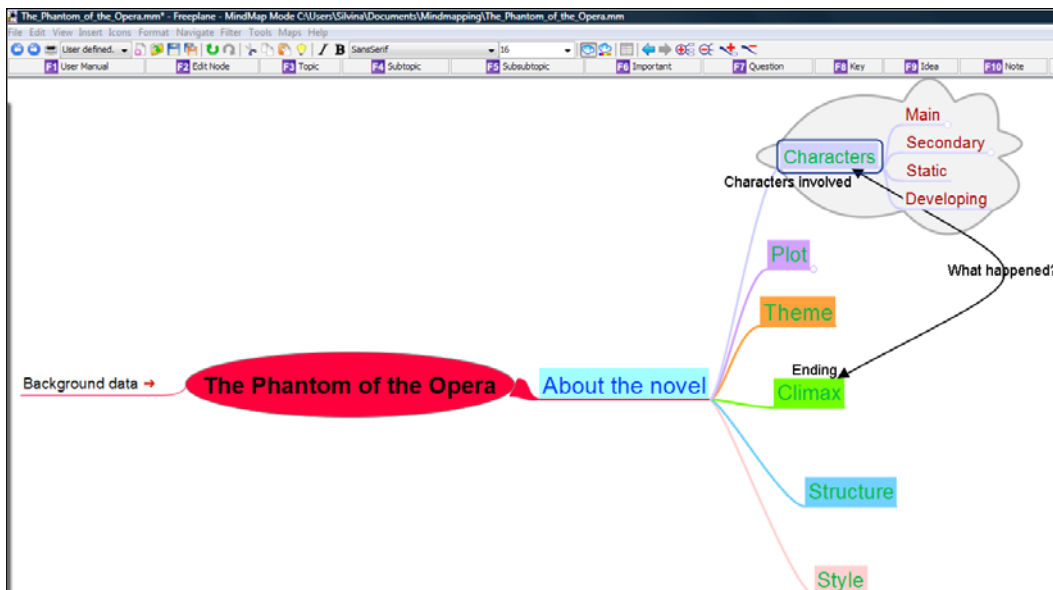


5. The connector appears from one node to the other. Right-click on the connector.

6. The following window appears:



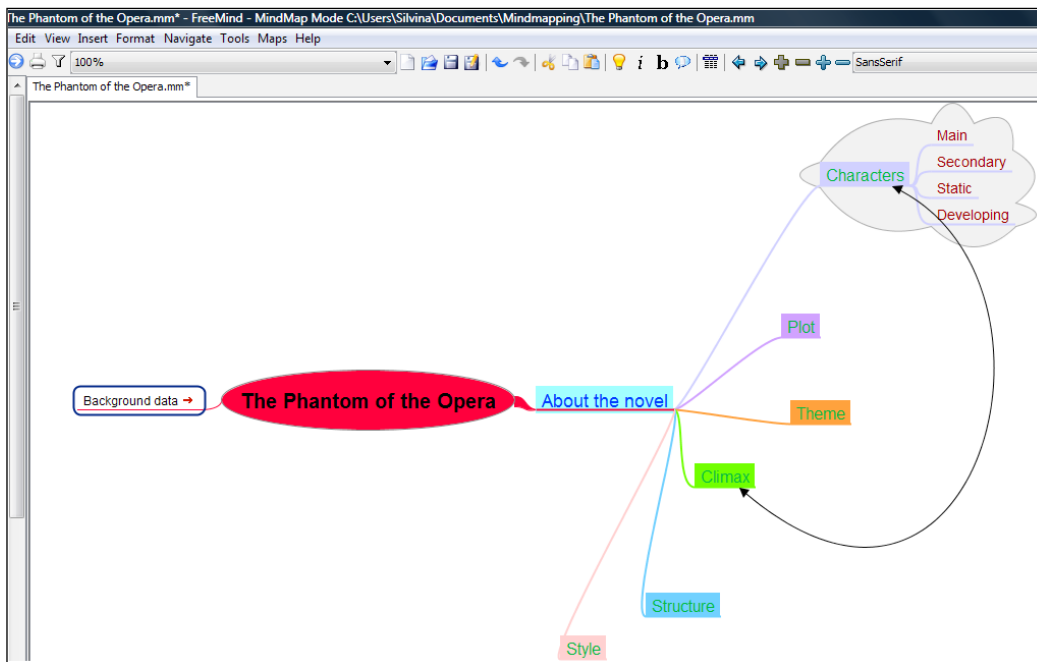
- Write the phrases in the **Edit Source Label**, **Edit Middle Label**, and **Edit Target Label** fields, to connect the nodes.
- The mind map now looks as shown in the following screenshot:



9. Click on **File** | **Save**.
10. Click on **File** | **Close**.

How it works...

Only Freeplane offers the ability to add words next to the connector that we insert. Therefore, when opening the file using FreeMind, it looks as if we have added a graphical link, as we saw in *Chapter 1, Creating a Mind Map: Dos and Don'ts*. So, when thinking of adding this type of information to the mind map, it is Freeplane that you have to use. This same file in FreeMind looks as shown in the following screenshot:



See also

- ▶ The *Boundaries and branches* recipe in *Chapter 1, Creating a Mind Map: Dos and Don'ts*

Length of lines and words

Lines help words associate among themselves, to let ideas be as clear as possible for the reader of the mind map. Lines have to make a flowing and organic mind map; therefore, it is advisable that the length of the lines be similar to the length of the words. We must also bear in mind that it is very helpful to keep the lines thicker at the center and thinner at the end.

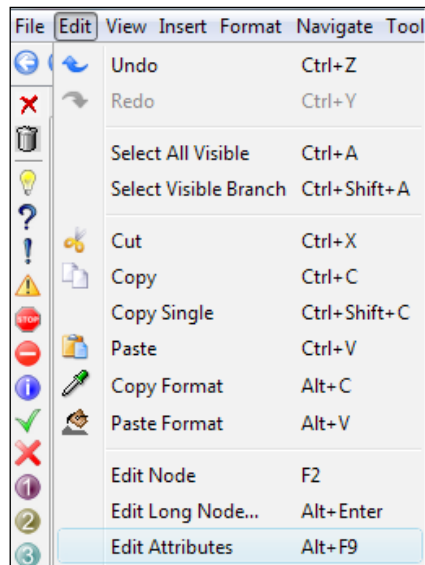
Getting ready

We can keep an appropriate length of lines and words and we can add attributes to the nodes. This interesting technique helps us keep our mind map clear. Besides, when thinking of designing a mind map for students to complete homework, it is even easier to read. Thus, the information is kept in a clear way.

How to do it...

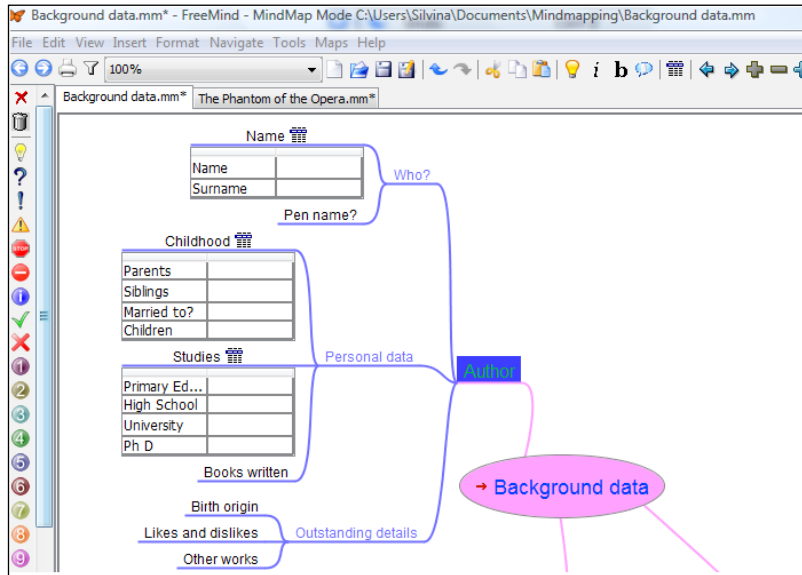
Attributes are additional information that can be completed in the form of text pairs placed beneath the nodes. Therefore, we can add them using the same length for the different nodes. We just need a word or two from our students in order to complete the mind map. In this recipe, we will focus on Freemind. The following are the steps you have to perform:

1. Open the file that you are going to work with.
2. Click on the node you want to add the attributes to.
3. Click on **Edit | Edit Attributes**, as shown in the following screenshot:

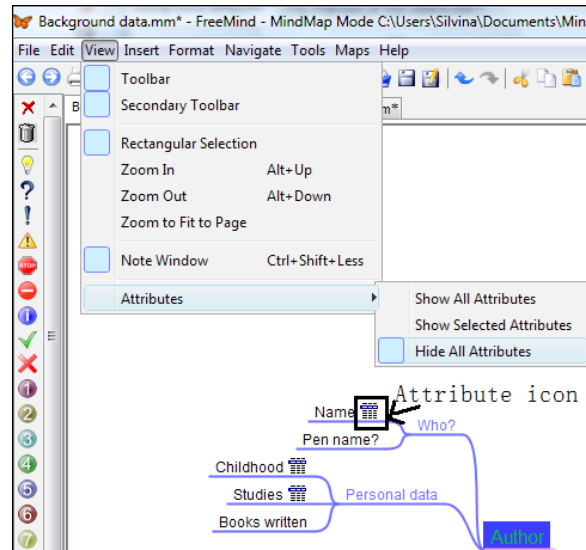


Writing a Mind Map: Using the Right Words

- There are text pairs inside the node. Complete them with the information that you want the students to fill in.
- Insert other attributes in the other nodes. The mind map now looks as shown in the following screenshot:



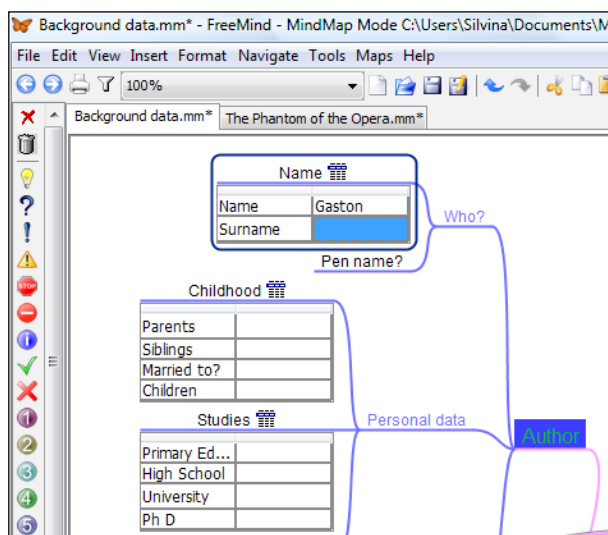
- Attributes can be hidden. Click on **View | Attributes | Hide All Attributes**, as shown in the following screenshot, to hide all attributes:



- If there is an attribute icon (as shown in the preceding screenshot) inside the node, it means that there are attributes in that node.

How it works...

We have maintained the length of lines even though we have added more information to the mind map. Asking students to complete it using just one word is asking too much. The reader will notice that there is extra information in the node, because of the icon that shows it. Besides, the idea of having text pairs is very appealing, because we want students to think of only one or two words, and it has to be the one that describes what is asked. In order to complete it, just click on the blank field and write the required information, as shown in the following screenshot:



Writing noun phrases after listening to MP3 files

According to the Oxford online dictionary, a noun phrase is "a word or a group of words containing a noun and functioning in a sentence as subject, object, or prepositional object". We are not going to add sentences to the nodes of the mind map, but in some cases, we do need to add more than one word to the nodes; so it is best to transform that sentence into a noun phrase, in order to avoid sentence writing in the mind map.

We can brainstorm not only by thinking, but also by listening to other sources that can make us think of the subject matter. Therefore, this recipe shows how we can insert those techniques to the mind map.

Getting ready

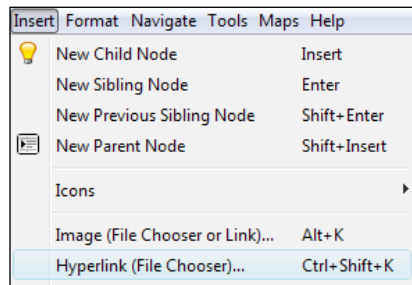
This recipe is quite interactive. We are adding features to our mind map and using some multimedia resources, such as MP3 files, to enhance the mind map.

Firstly, we need to create the MP3 files that we want to insert into the mind map. We might have them in our computer, we can download them, or we can record them. It is very easy to record MP3 files, even from mobile devices. As we are working with *The Phantom of the Opera*, we need some files that contain information about it. In this recipe we will deal with the novel, leaving the author aside.

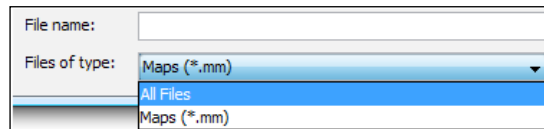
How to do it...

Open FreeMind and open the file to work with. In this recipe we are spicing it up a little, because we need to enhance the thinking of the students. So, the following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on the node where you want to insert the link to the MP3 file.
3. Click on **Insert | Hyperlink (File Chooser)...**, as shown in the following screenshot:



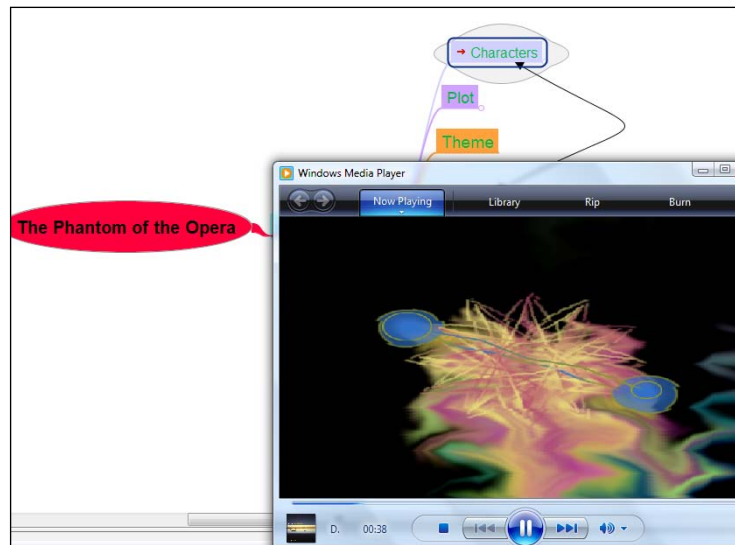
4. A pop-up window appears within the **Files of type** block. Click on the down arrow and choose **All Files**, as shown in the following screenshot:



5. The different file formats will be shown. Choose the MP3 file to insert into the node. Click on **File | Open**.

How it works...

We have just uploaded the MP3 files to the mind map. A red arrow appears in the node where we have inserted the file. While hovering the mouse over the node, the pointer of the mouse indicates that there is a link in it. Click on the node and the MP3 file will open in the default software to listen to MP3 files. Press play and you can listen to the file, as shown in the following screenshot:



See also

- ▶ *The Uploading the mind map to wikispaces.com recipe*

Uploading the mind map to wikispaces.com

We can export the mind map and add the MP3 files in a different way than the previous recipe, in order to avoid making a link to the files. In the case where we need to export the picture and add more elements, it is also possible to do it in a different way, using several audio resources.

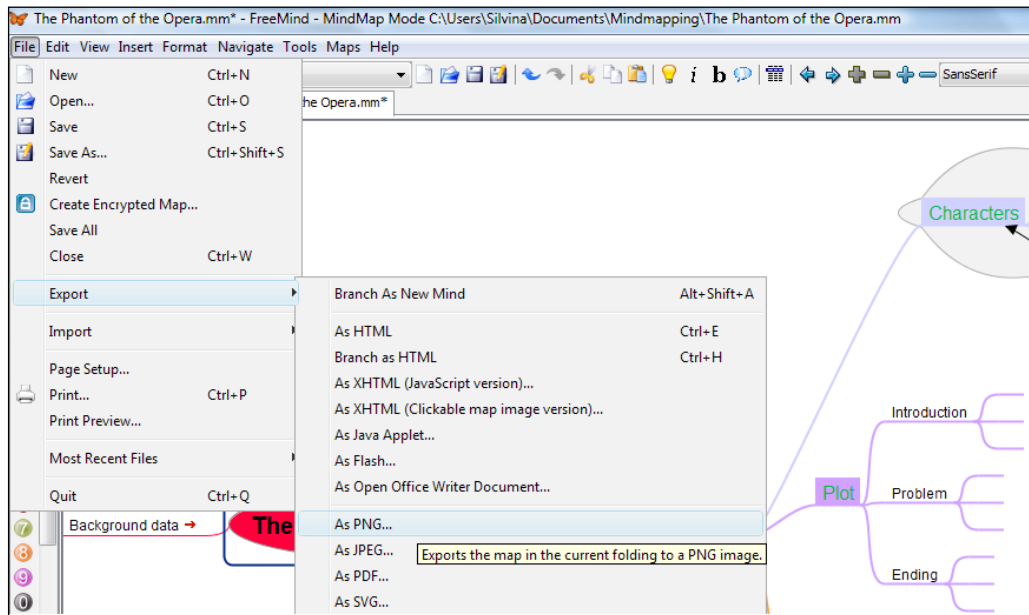
Getting ready

After exporting the mind map in the .png format, we can add the MP3 files. This is an important element to spice up the mind map. There is a good website where we can host the MP3 files, so that we can make a link to the mind map. The website is www.wikispaces.com; we need to open an account, in order to host the MP3 files for our mind map. Another option is to work with a VLE platform.

How to do it...

Perform the following steps to export the mind map:

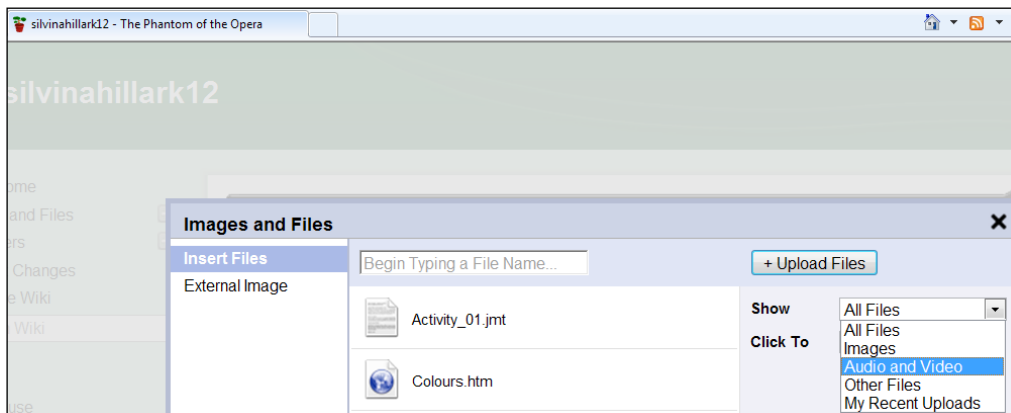
1. Click on **File | Export | As PNG...**, as shown in the following screenshot:



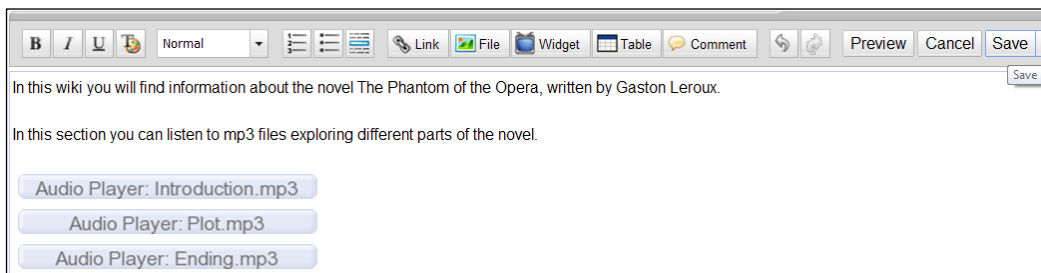
2. Click on **Save**.
3. Click on **File | Close**.

It is time to upload the MP3 files that we have recorded onto a website, so that we can create a link to them. As it was previously mentioned, we are going to work with www.wikispaces.com/, which is a simple web page; apart from that, it is free and very easy to work with. After signing in to an account, create a wiki to upload the MP3 files. The following are the steps that you have to perform:

1. Click on **Pages and Files**, on the left-hand side margin.
2. Fill in the **Page Name** and **Add Tags** blocks.
3. Click on **Create**.
4. There is an HTML editor, which you can use to design the page. In this case, we will focus on uploading the MP3 files. Click on **File**.
5. Another window will appear. Click on the down arrow next to **Show**, and select **Audio and Video**, as shown in the following screenshot:



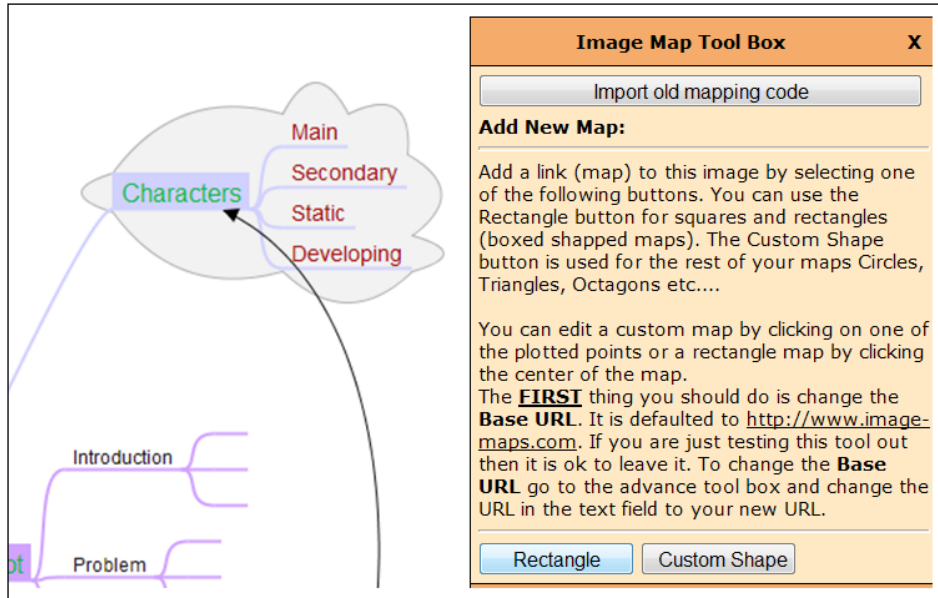
6. Click on **Upload Files**, choose the file to upload, and click on **Open**.
7. You can repeat the same process to upload more files.
8. Click on **Save**, as shown in the following screenshot:



Perform the following steps in order to add the MP3 files:

1. Click on **Browse**, click on the mind map saved as PNG, and then click on **Open**.
2. Click on **Start Mapping Your Image**.

3. Click on **Rectangle**, as shown in the following screenshot:



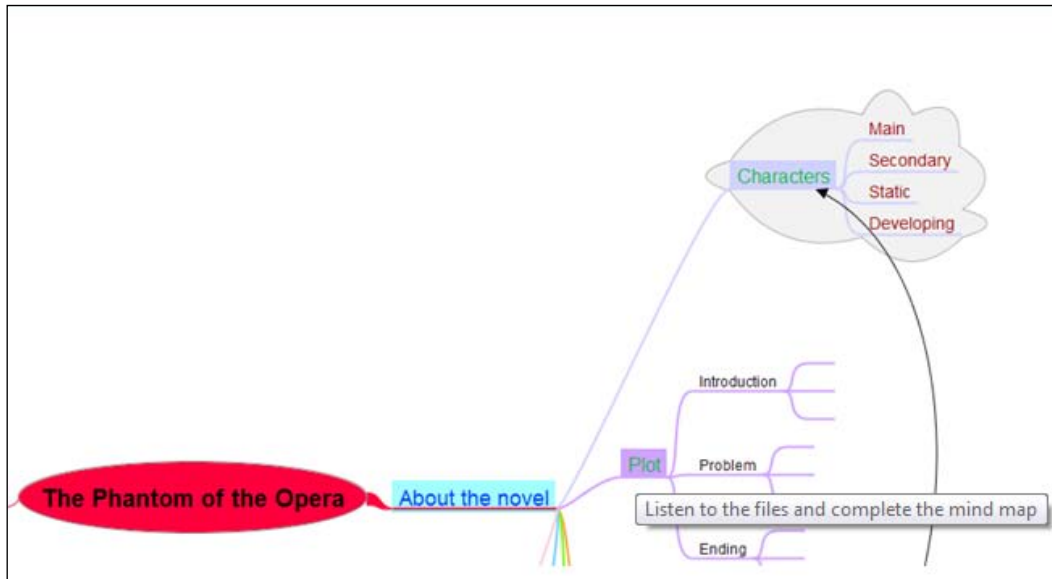
4. Drag-and-drop the rectangle and place it in the **Plot** area.
5. Fill in the **Link for this map** block using the URL of the wiki where the MP3 files were uploaded.
6. Fill in the **Title/Alt for this map** block.
7. Click on **Save**.
8. Repeat steps 4 to 6 if you want to add more hyperlinks.
9. Click on **Get your code**.
10. Click on **HTML Code**. You will get the code to embed the map. Copy the code.

How it works...

We can insert hyperlinks in the mind map where we want the students to listen to MP3 files giving information about the plot of the novel that we are working with. Besides, students can complete information with noun phrases, and extra data is recorded in the hyperlinks. We need to go to <http://www.image-maps.com/> to add the hyperlinks for the files.

There's more...

We can go to www.wikispaces.com/ and create another page, where we can embed the image of the mind map with hyperlinks. Edit the page, and within **Widgets** click on **other HTML**, and paste the HTML code that was obtained before. When hovering the mouse over the hyperlinks that we have added, the file looks as shown in the following screenshot:



You can also upload the original mind map, so that students can edit it. The file is uploaded as shown in the preceding screenshot. After listening to the files, students can provide plenty of noun phrases in the mind map!



Remember that students must have FreeMind installed on their computer in order to edit the mind map.

See also

- ▶ *Chapter 4, Adding Hyperlinks and Linking the Mind Map*
- ▶ *Chapter 5, Sharing a Mind Map: Using the Best of Mobile and Web Features*

Developing a radiant hierarchy through word sizes

The structure of our mind map should be such that it shows a radiant hierarchy, and it has to go hand-in-hand with word sizes. We must always remember that the outcome of this development should be clear for the reader of the mind map.

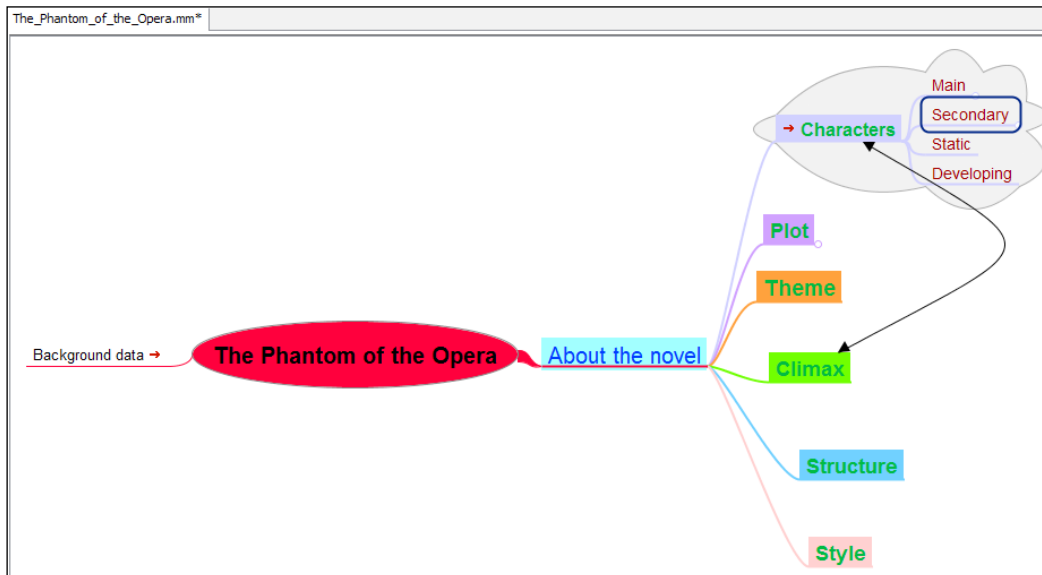
Getting ready

It is time to explore and organize the different characters in the mind map of **The Phantom of the Opera**. So, we have four types of characters and we need to develop a radiant hierarchy to organize them for better understanding.

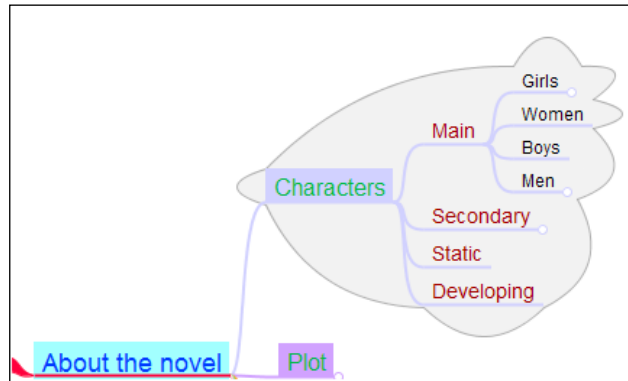
How to do it...

We are going to learn how to organize nodes, which types of nodes can be split or joined, and how to sort them alphabetically. Besides this, we need to focus on the size of words as well, such that the words will be coherent in the mind map. Perform the following steps:

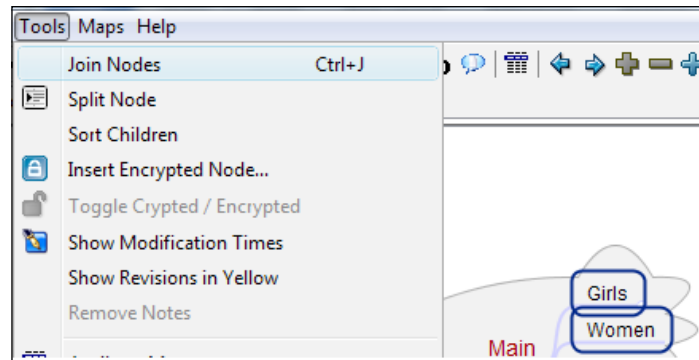
1. Open the file that you are going to work with. So far, it looks like the following screenshot:



2. Click on **Main** within the characters. Click on **New Child Node**.
3. Click on **Insert | New Sibling Node**.
4. Repeat step 3 twice. Complete the nodes, as shown in the following screenshot:

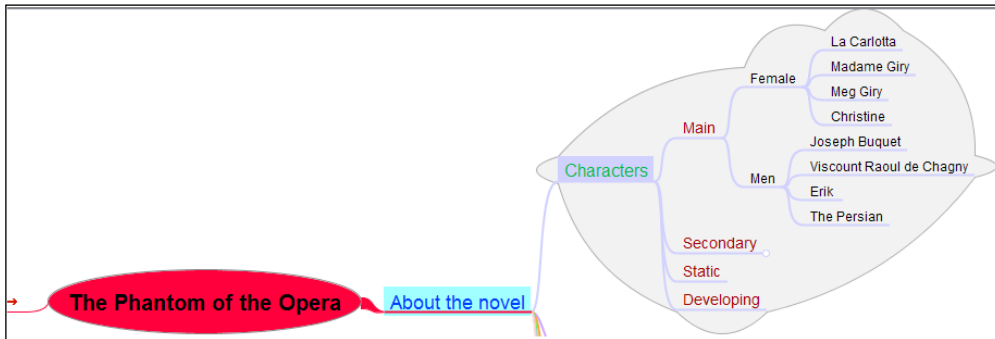


5. Click on **Girls**, press the *Ctrl* key, and click on **Women**.
6. Click on **Tools | Join Nodes**, as shown in the following screenshot:

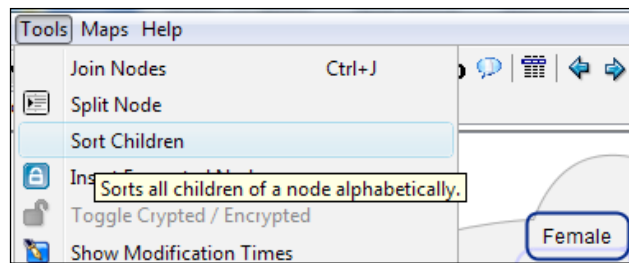


7. Delete the information and enter `Fema1e`.
8. Repeat steps 5 to 7 for the nodes that read **Boys** and **Men**. Enter `Ma1e` in the new node.

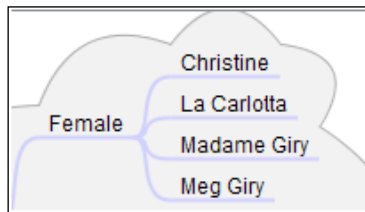
9. Insert new child nodes to complete the mind map with the names of characters, as shown in the following screenshot:



10. To order the nodes alphabetically, click on **Female** in the mind map.
11. Click on **Tools | Sort Children**, as shown in the following screenshot:



12. The nodes now look as shown in the following screenshot:



13. Repeat the same process for **Men**.

How it works...

We have learned how to organize nodes and order them alphabetically, due to the fact that FreeMind offers that possibility and we took advantage of it. We have organized our mind map taking into account several factors, which are going to be important when we develop a radiant hierarchy through word sizes.

Associating ideas through words and icons

While mind mapping, we focus on both the main topic as well as the details. So, a helpful way to make the reader of the mind map think about additional data is the usage of icons. Through the use of icons, we use the whole potential of the brain, as explained in the theory of bilateralism of the brain—while using words we deal with the left-hand side of the brain and while using the icons we use its right-hand side. Thus, it is an interesting way to design a mind map for students to use the whole brain.

Getting ready

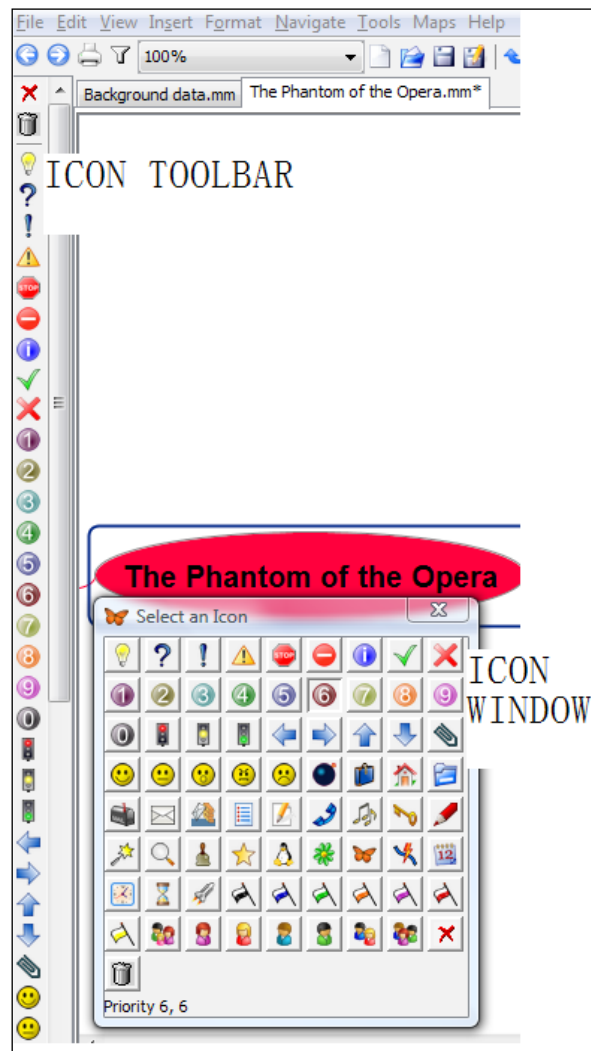
We have been dealing with the mind map of the **The Phantom of the Opera**, and it is time to add some icons to it. FreeMind has a set list of icons to use, so we have to associate ideas with them. In the case where we want to add a different image than the icons, we need to insert another image; we can't add icons to the set list.

How to do it...

We can design some branches of the mind map using both words and icons in order to foster the use of the whole brain. Another option is to use only icons; it all depends on how we want to create the mind map. The following are the steps to be performed:

1. Open the file that you are going to work with.
2. Click on the node where you want to add an icon.

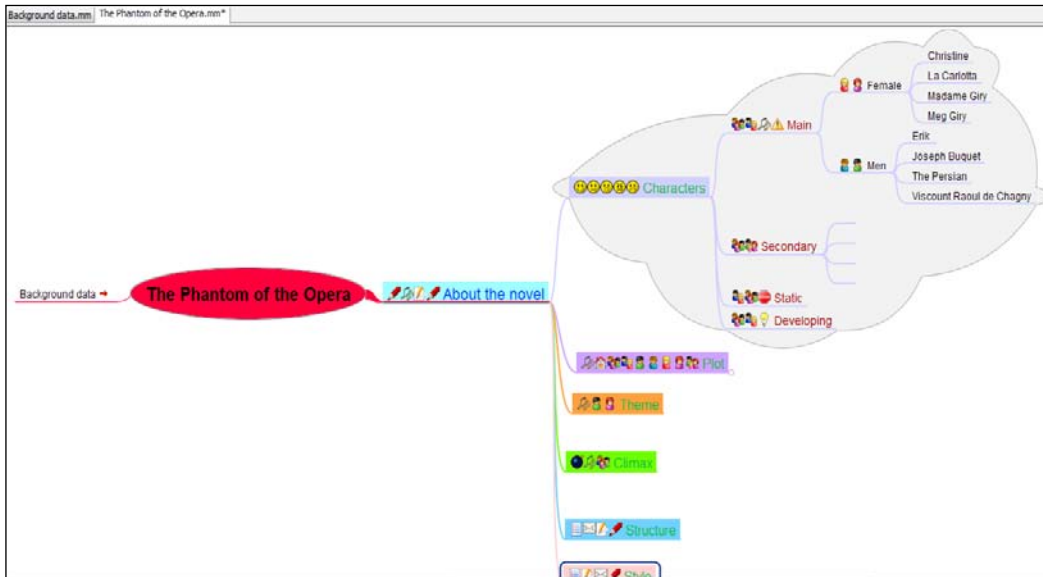
3. Click on the desired icon within the icon toolbar or press *Alt + I*, and the icons will be displayed, as shown in the following screenshot:



4. Repeat steps 2 and 3 to insert more icons.

How it works...

After inserting the desired icons, the mind map looks much more attractive. It is also possible to work with mind maps designed only with images and without words, but there aren't plenty of icons to work with; so other types of pictures are necessary in order to design this type of mind map. This mind map looks as shown in the following screenshot:

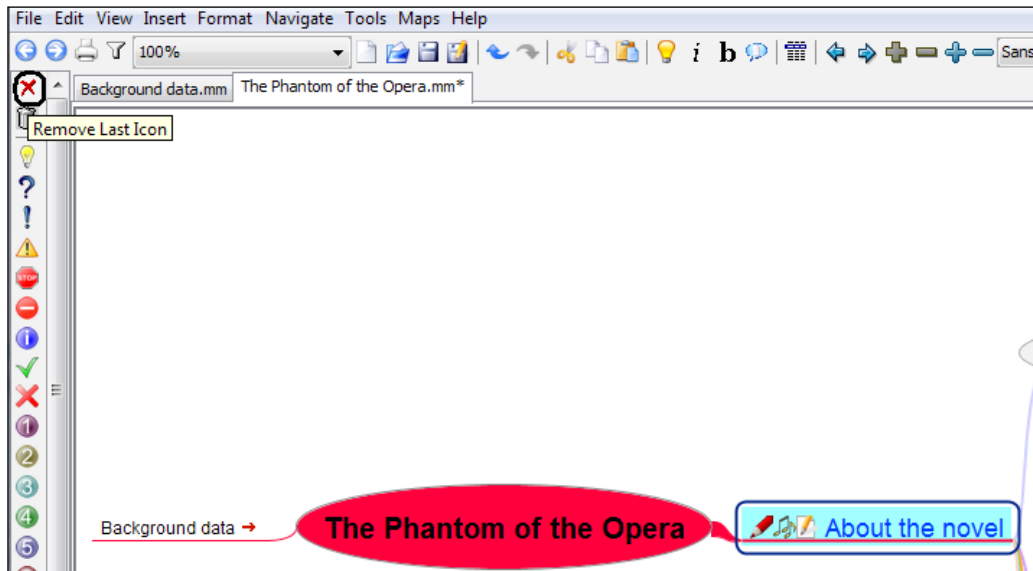


There's more...

This section will show us how to remove an icon. We could change our minds and decide to change the icons or remove them. Besides, we can insert more than one icon in each node. We may not like the combination or just want to remove it, and there are people who prefer fewer icons than many. The following are the steps that you have to perform:

1. Click on the node you want to remove an icon from.

2. Click on the red cross on top of the icon toolbar at the left-hand side margin, as shown in the following screenshot:



3. Click on the trash icon below the red cross to remove all the icons on the node.

See also

- ▶ The *Usage of icons* recipe in *Chapter 1, Creating a Mind Map: Dos and Don'ts*

3

Picturing a Mind Map: Using Visual Thinking

In this chapter, we will cover the following:

- ▶ Inserting an image
- ▶ Developing a graphic technique
- ▶ Working with bitmaps
- ▶ Designing SVG for mind maps
- ▶ Photographic mind map
- ▶ Sizing an image
- ▶ Inserting an external object from Flickr
- ▶ Using time icons

Introduction

Visual aids provided for mind maps help us organize our thoughts in a simpler way. Besides, an image can tell a thousand words. Furthermore, a combination of both images and words could provide a better explanation of any topic. We can design a mind map with images that are specially designed for kids, and use these images in order to foster their abilities to speak about a certain topic or at debating. We can also create prewriting activities in order to teach students to organize their thinking before writing. Besides, they can tidy up their ideas with the mind map, before writing a composition, letter, article, and so on.

Another important aspect to take into account while designing mind maps with images is that we are using both sides of the brain—the artistic one and the logical one. Images are not words, but students can use such images and write using them. Students can get more from viewing an image than from reading text. Besides, it is their imagination that will decide how much they gain from the pictures.

In this chapter, we are going to deal with designing mind maps for prewriting activities. Moreover, we will create mind maps in order to create a comic strip. We cannot forget about Scott McCloud when designing a comic strip, so it is worth mentioning his official website—<http://scottmcccloud.com/>.

We are going to learn how to insert images, **Scalable Vector Graphics (SVG)**, bitmaps, and photographs, and work with them. We will also design different types of images in order to insert them into our mind map. There are plenty of places where we can find images to work with, but we sometimes want to add a personal touch to them, and we will learn how to do it.

Inserting an image

In this recipe, we will insert an image. Before organizing a mind map with images, we must think twice, because the images represent what we want to express. They should be clear. Moreover, they have to tell the mind map reader what we were thinking when we inserted them. So, start browsing your computer for an interesting image to insert into the root node!

Getting ready

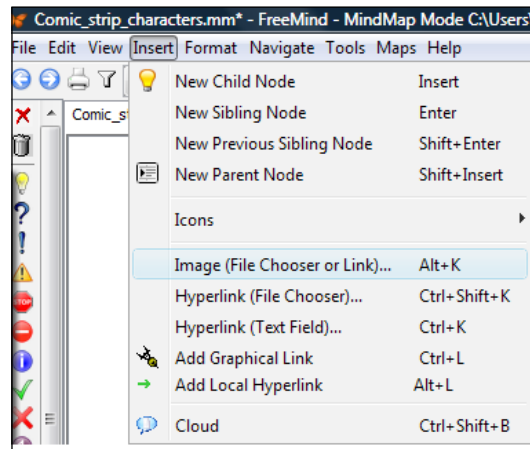
In this chapter, we are going to deal with designing a mind map to create a comic strip. So, the first thing that we have to think of is the characters. This recipe will create a mind map in order to create the characters of the comic strip. We are going to design the baddies and the goodies. So, let's learn how to do it!

How to do it...

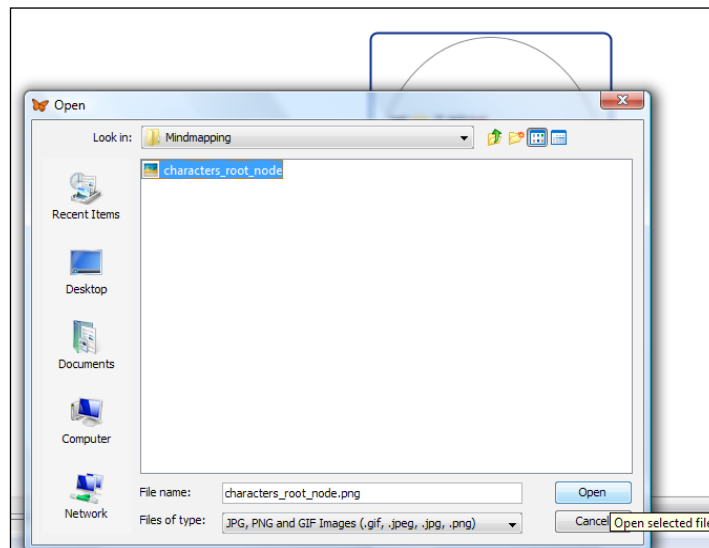
Firstly, we should look for the images to insert into our mind map. In this recipe, we will use the ones that we have stored on our computer. In the forthcoming recipes, we'll learn how to do it in different ways. The following are the steps you have to perform:

1. Click on **File | New**.
2. Click on **File | Save as...**, write a name for the file, and click on **Save**.
3. Click on the root node where you want to insert an image.

- Click on **Insert | Image (File Chooser or Link)...**, as shown in the following screenshot:

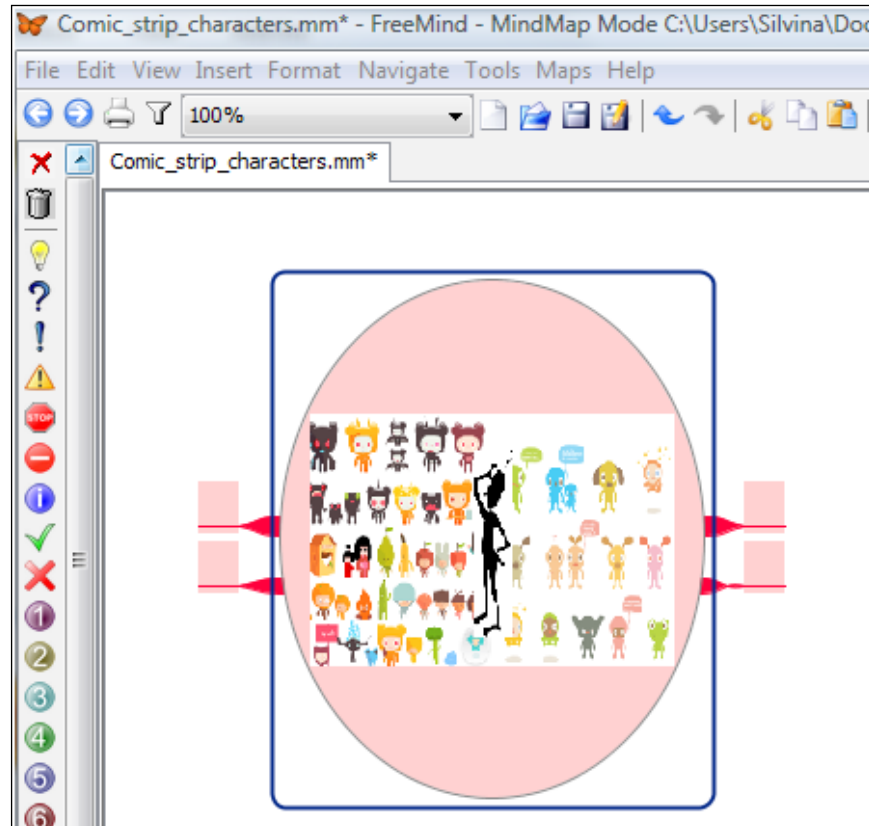


- Choose the image to be inserted into the root node of the mind map.
- Click on **Open**, as shown in the following screenshot:



How it works...

We have chosen the image to be inserted into the root node. So, it is time to see how it works in our mind map. We have to think of the upcoming images to insert into the mind map, in order to design the characters of the comic strip. So far, it looks as shown in the following screenshot:



Developing a graphic technique

The mind map, by itself, is a very powerful as well as useful graphic technique, due to the fact that it can be applied to organizing our thoughts. In this chapter we will deal with picturing a mind map and visualizing our ideas. In order to achieve this goal, we need to target and focus on what we want to express when choosing a picture.

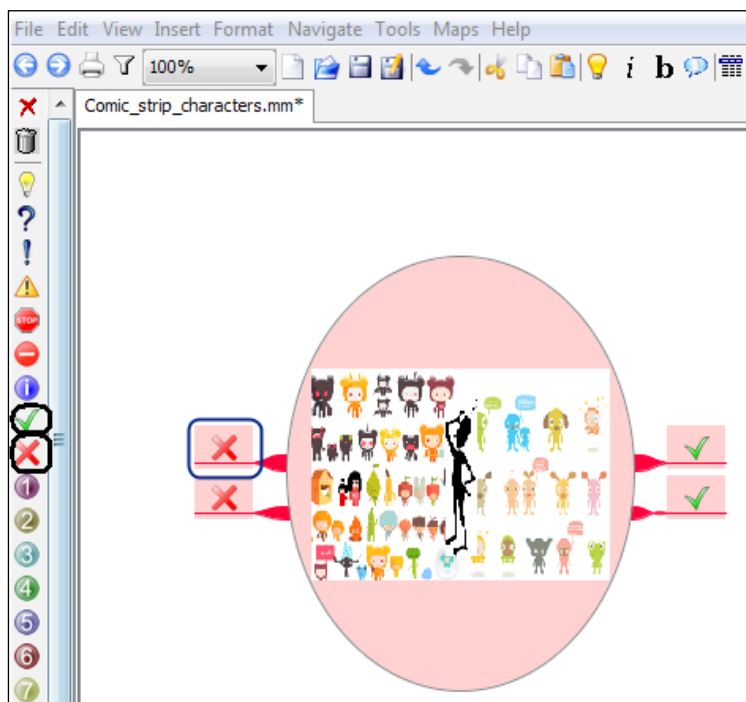
Getting ready

We have already chosen a picture for the root node. What is missing are the child nodes that are meant to create the baddies and the goodies in our comic strip. So, let's start creating our characters by developing this graphical technique, that is to say, a visual mind map!

How to do it...

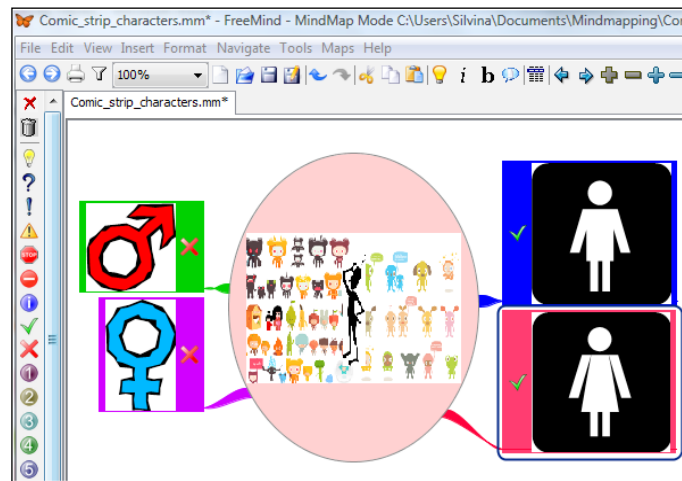
It is time to define what types of characters we are going to create. Our graphical technique should show everything that we have considered at the time of designing the character in the mind map. Therefore, it is necessary that we start with an open attitude in order to cover all the possibilities. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on the root node and add four child nodes.
3. Click on one child node, and click on the **Not OK** icon. Repeat the same process with another child node.
4. Click on one of the other remaining child nodes, and click on the **OK** icon. Repeat the same process with the last child node. The mind map now looks as shown in the following screenshot:



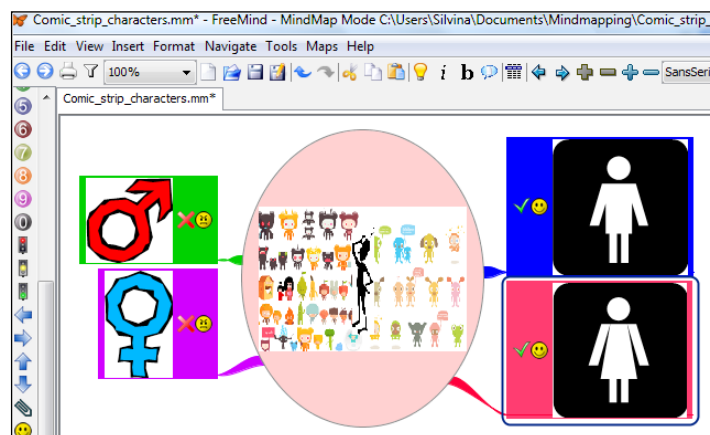
Picturing a Mind Map: Using Visual Thinking

5. Click on a child node to insert an image. Click on **Insert | Image (File Chooser or Link)...**, and browse for the image to upload.
6. Click on **Open**.
7. Repeat steps 5 and 6 for the remaining nodes. The mind map now looks as shown in the following screenshot:



How it works...

We have been drawing our mind map, which combines chosen icons and images to define the characters in our comic strip. The icons show that there are goodies and baddies. We have to go on defining the types of characters in the comic strip. It is also possible to add more icons even after we have inserted the image in the nodes. The mind map looks as shown in the following screenshot:



Working with bitmaps

In this recipe, we will work with a type of bitmap that will enhance the look of our mind map. Animated graphics are going to be a relevant asset to take into account, if we want to design an appealing mind map. We will learn how to create and insert them into our visual mind map, thus engaging the reader with these types of graphics.

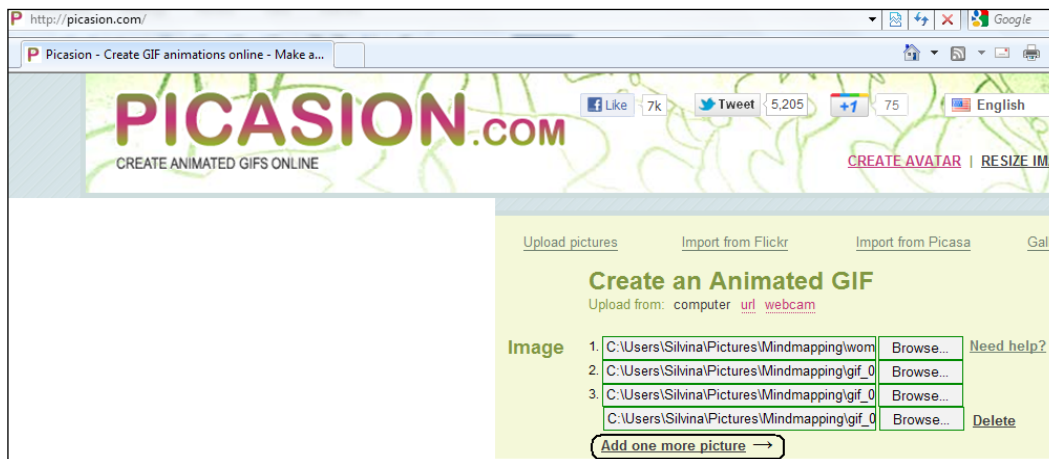
Getting ready

In order to design animated graphics, we need to work with a website to create them. The first step is to think of all the images that will take part in the animated graphics. Then, we have to insert them in our mind map, which will become an animated one.

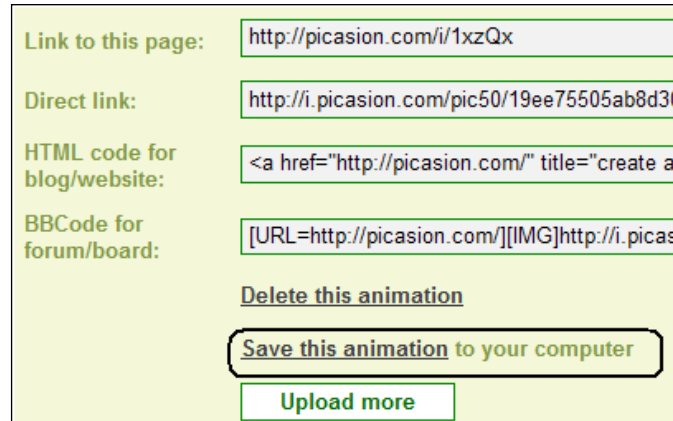
How to do it...

We will work with a website that creates animated GIF images. We will work with pictures showing how the character of a comic strip becomes another person—a hero who is there to save people from baddies. After selecting the pictures to upload, perform the following steps to create the animated graphics:

1. Open your default web browser and go to the <http://picasion.com/> website.
2. Click on **Browse** and choose the picture that you want to upload.
3. Click on **Open**.
4. Repeat steps 2 and 3 for each new picture you want to upload.
5. To add more pictures, click on **Add one more picture** as many times as required, as shown in the following screenshot:



6. To choose the size of the animated graphic, click on the down arrow in the **Size** block.
7. To choose the speed of the animated graphic, click on the down arrow in the **Speed** block.
8. Click on **Create animation**.
9. After some seconds, the animated graphic that you have created appears. Click on **Save this animation to your computer**, as shown in the following screenshot:

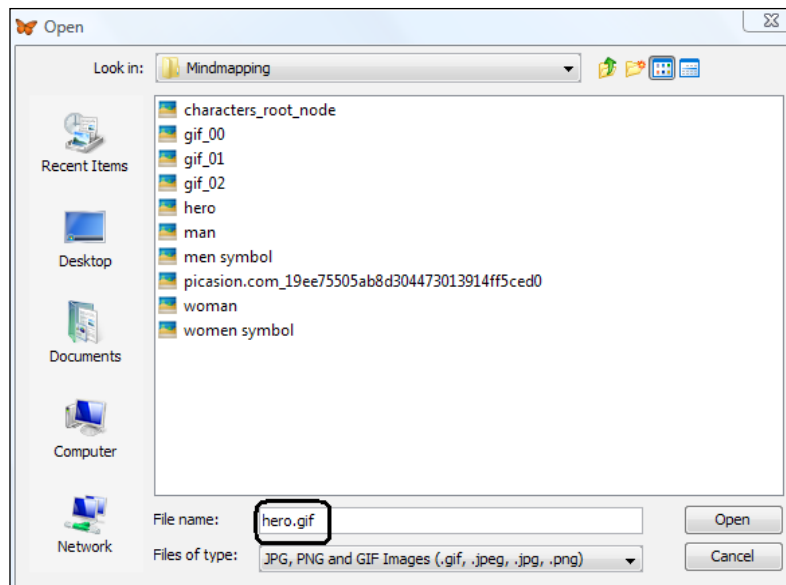


10. Click on **Save**, look for the folder to save the .gif file in and enter a name for it. Click on **Save**.

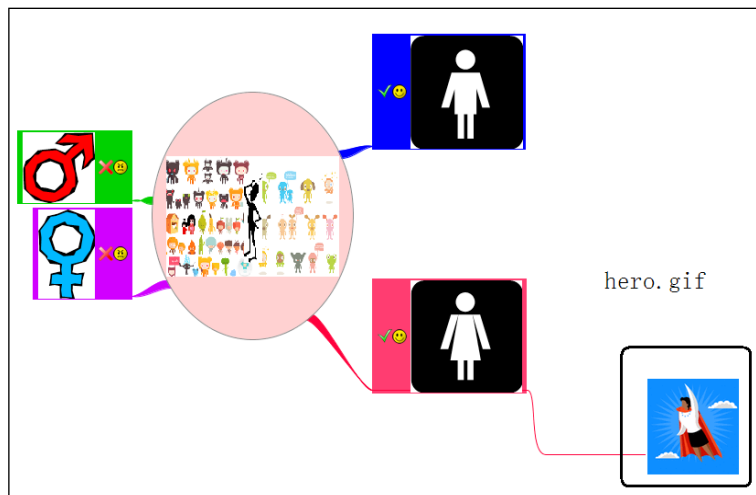
How it works...

It is time to upload our animated graphic to our mind map. The mind map will show how a character of our comic strip changes. (It is important to bear in mind that while printing the mind map, we lose the animation). We do not need words; the reader of the mind map will understand what has happened. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on the node where you want to insert the image.
3. Click on **Insert | Image (File Chooser or Link)...** and look for the image that was just created), as shown in the following screenshot:



4. The mind map has a new image. This image changes periodically, so it cannot be displayed fully here. Sometimes, it may look like the following screenshot:



Designing SVG for mind maps

SVG is a vector graphics file format that lets you work with two-dimensional images. Vector images are created through text-based commands, so SVG are scalable to the size of the viewing window. We can adjust their size and resolution according to the window in which they are shown.

We must bear in mind that we can design an SVG, but we have to transform it into a PNG before uploading it to FreeMind. The reason is that FreeMind does not allow us to upload such files.

We have been using ready-made SVG for the mind map that we are designing, but it is sometimes hard to find the perfect combination for what we are actually thinking. So, when creating a visual mind map, it is necessary to remember the fact that we can also design SVG; what we need to be aware of is the software that we need to use to carry out the action.

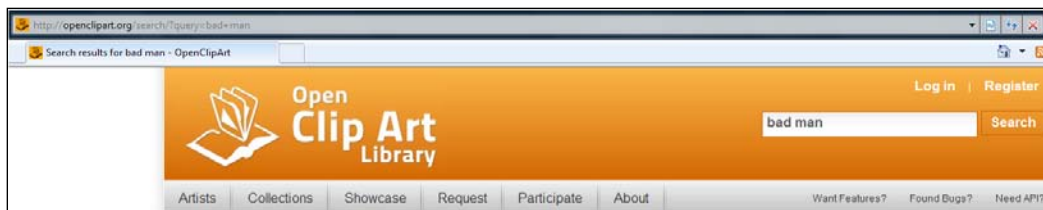
Getting ready

When working with SVG, we need to work with Inkscape; there are other commercial software, though. In case you do not have the said software, go to <http://inkscape.org/download/>, run the installer, and follow the steps to complete the installation wizard.

How to do it...

There is an important step that we have to take before running Inkscape—we have to choose the SVG to work with, because Inkscape does not offer a gallery of these; it is just a tool to edit them. We can go to <http://openclipart.org/>, in order to find free clip art. Perform the following steps:

1. In the **Search** block, type in `bad man` as shown in the following screenshot:

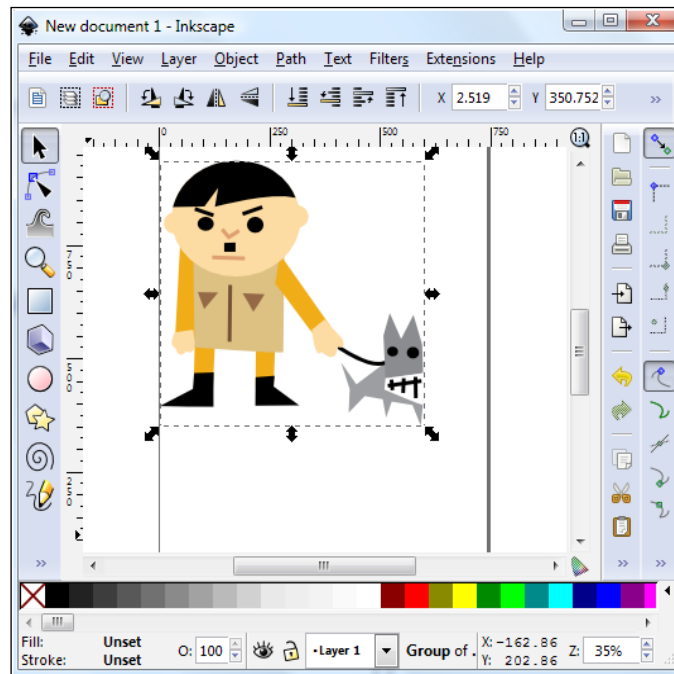


2. Click on **Search** or press *Enter*.
3. Click on the SVG that you want to use.
4. Click on **View Image** | **Save**, and enter a name for the SVG. Click on **Save**.

How it works...

We have just saved the SVG to work with. We have found one of our baddies for the comic strip. So, after choosing the file to work with, we have to design an SVG for our mind map. It is time to run the Inkscape software. The following are the steps that you have to perform:

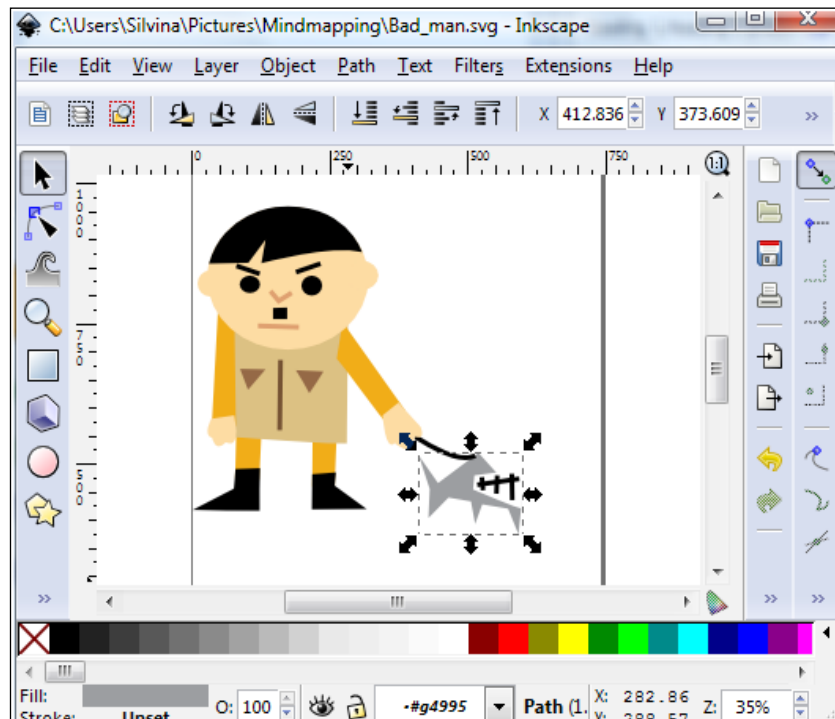
1. Click on **File | Import**, click on the file to be imported, and then click on **Open**. The file that you have just downloaded appears, as shown in the following screenshot:



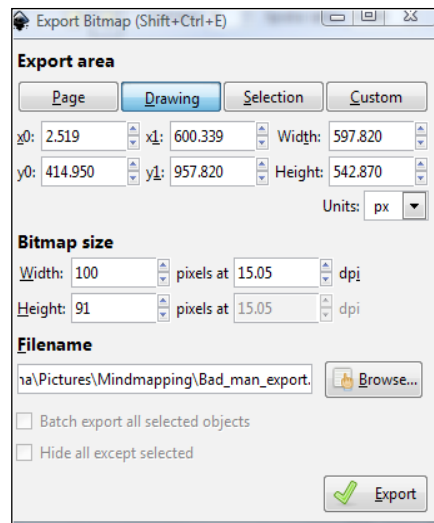
2. Click on **File | Save as...** and enter a name for the file. Click on **Save**.
3. Click on the white part of the window, in order to use the **Select and transform objects** tool to remove the dog from our image.

Picturing a Mind Map: Using Visual Thinking

4. Click on the dog and press *Delete* to erase the different parts of the dog, as shown in the following screenshot:



5. Repeat the previous step in order to remove our character's pet.
6. You can also change the hair color and so on, for our character.
7. Click on **Save**.
8. Click on **File | Export Bitmap**.
9. Within the **Bitmap size** information, type 100 in the **Width** block and click on **Export**, as shown in the following screenshot:



10. The SVG has now become a PNG, so it is time to upload our character to our mind map (because SVG cannot be uploaded to FreeMind).

See also

- ▶ The *Inserting an image* recipe
- ▶ The *Sizing an image* recipe

Photographic mind map

It is a huge asset to insert photographs in the mind map, because they look very appealing and attractive to the reader. If we do not find the desired ones, we can also edit them using GIMP or any other commercial software that can edit them. We are going to work with images that will help us create a setting for the comic strip.

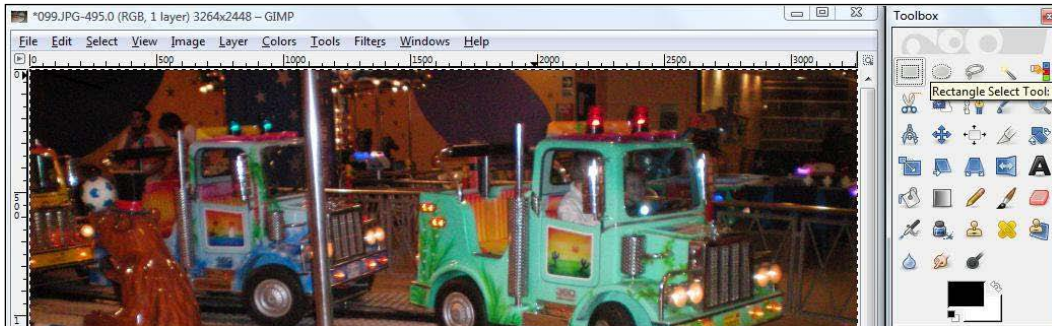
Getting ready

When working with photographs, we need to work with GIMP. If you do not happen to have heard about this software, go to <http://www.gimp.org/>, run the installer, and follow the steps to complete the installation wizard.

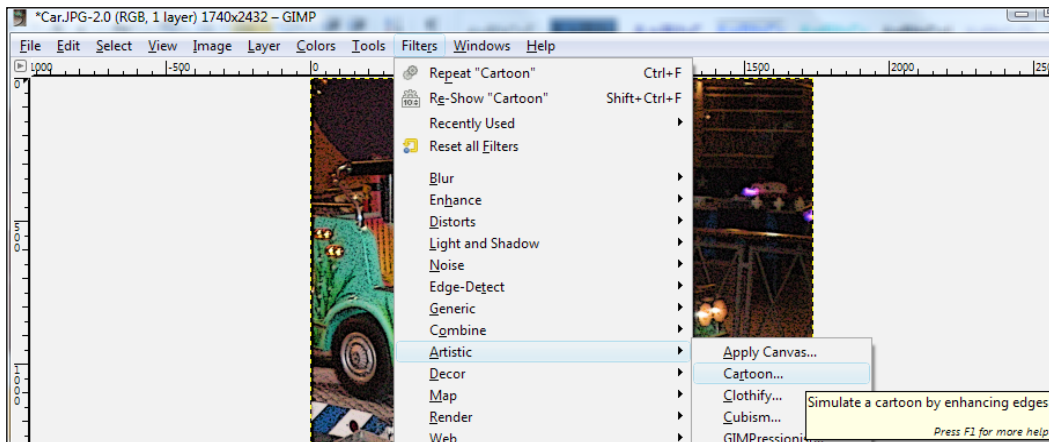
How to do it...

The mind map for the comic strip is very important, because it will give a rich condiment as students start thinking about the plot, thus it is the photograph that pulls the trigger for such imagination. So let's look for an interesting picture to insert! After finding the right photograph, start GIMP and perform the following steps:

1. Click on **File | Open**, look for the file that you are going to work with, click on it, and then click on **Open**.
2. Click on **File | Save as...**, write a name for the file, and click on **Save**.
3. Click on **Rectangle Select Tool**, within the **Toolbox** tab, as shown in the following screenshot:



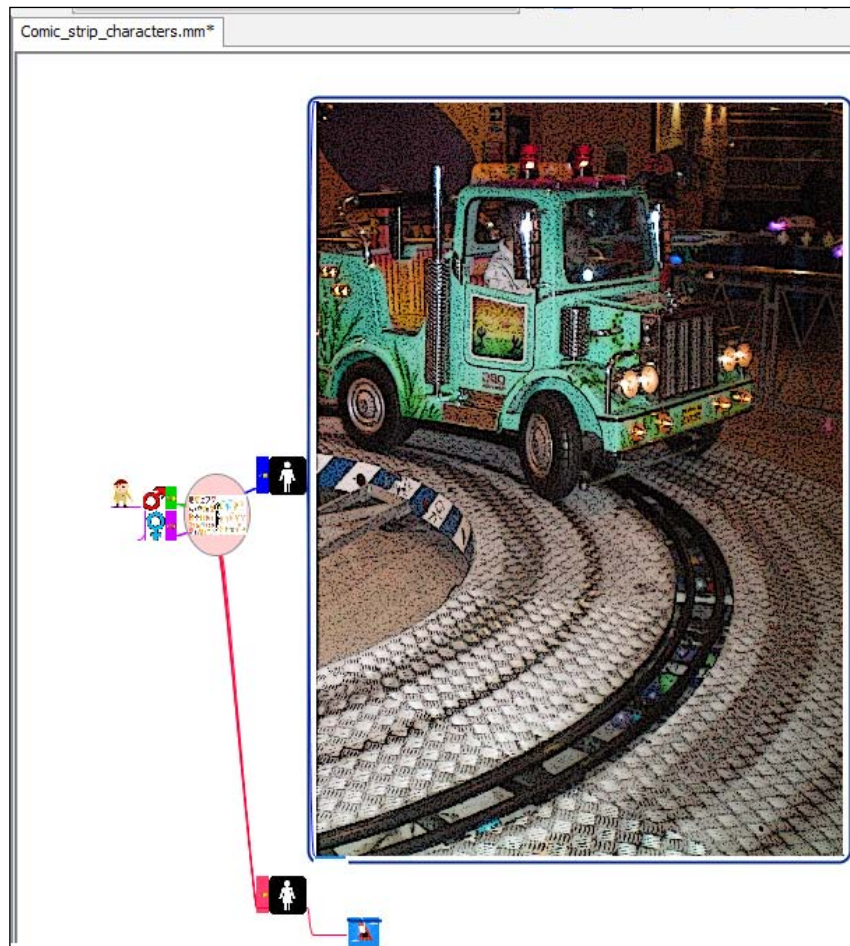
4. Remove the undesired area from the photo. Click on **Edit | Cut**.
5. Then, click on **Image | Crop to selection**.
6. Click on **Filters | Artistic | Cartoon**, as shown in the following screenshot:



7. A pop-up window appears; click on **OK**.
8. Save the file.

How it works...

We have converted a photograph into a cartoon, so that we can insert it into our mind map. There is a problem—we have been using images that are not that big in size, and if we upload this photograph in our mind map, it will look like the following screenshot:



The next recipe will explain how to cope with this issue. The other images of the mind map are appropriate, but not this one!

See also

- ▶ The *Sizing an image* recipe

Sizing an image

When working with pictures taken by modern digital cameras, we usually have higher dimensions on the screen. Although we have cartoonized the photograph, it was bigger than the others in the mind map, so it is time to size it according to the others.

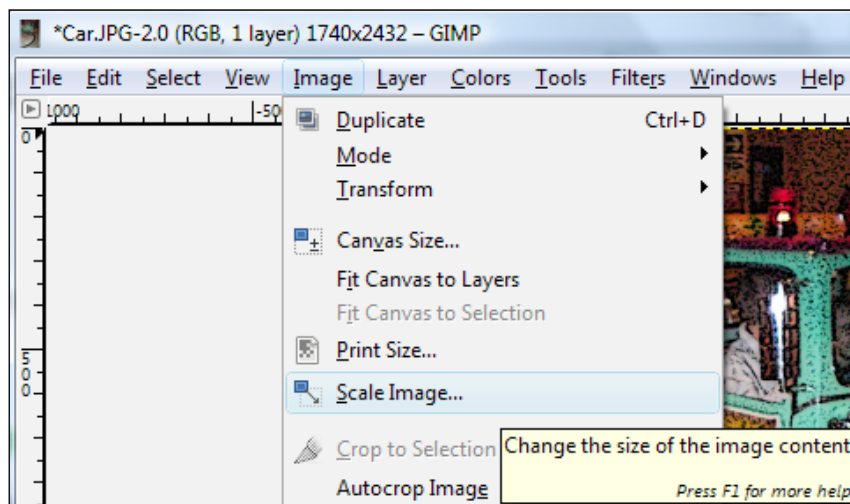
Getting ready

It is typical for pictures to usually have more than 3000 pixels of width and 2400 pixels of height. We do not want to upload such a huge image to our mind map, and we therefore need to resize the photograph to the appropriate height and width values. The larger the image dimensions are, the larger their sizes will be. We are going to work with GIMP in this recipe.

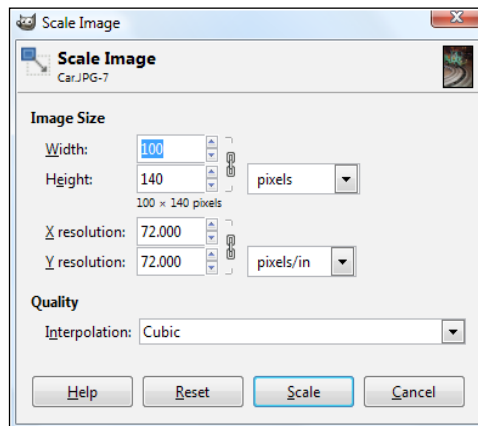
How to do it...

Start the GIMP software, so that we can resize the previous photograph—in order to upload it—such that it fits in our mind map. Perform the following steps:

1. Click on **File** | **Open**, click on the file you are going to work with, and then click on **Open**.
2. Click on **Image** | **Scale Image...**, as shown in the following screenshot:



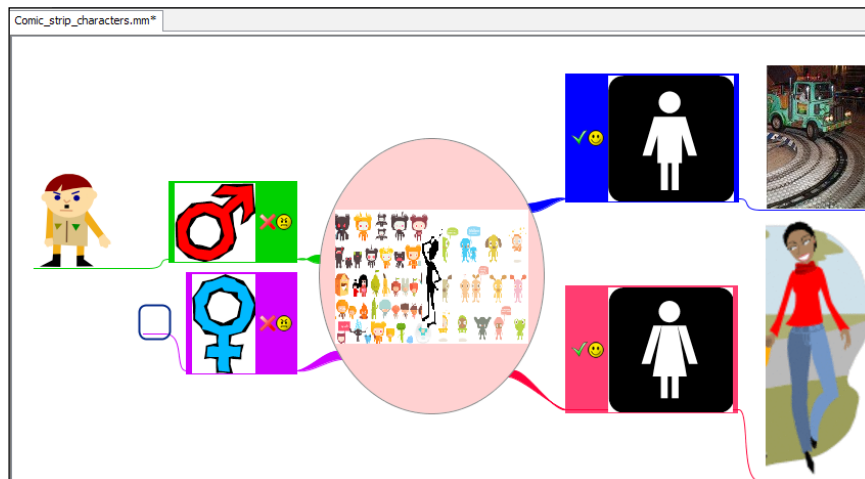
3. You have to change the aspect ratio—the proportion between width and height. You want the same image with fewer pixels.
4. Type 100 in as the **Width**, under the **Image Size** section, and **Height** will automatically change to **140**. The aspect ratio is calculated automatically.
5. Click on **Scale**, as shown in the following screenshot:



6. Save the changes.

How it works...

We have resized the image and now we have the result of the new resolution of 100 by 140 pixels. Run FreeMind and upload the image that we have just resized. It looks as shown in the following screenshot:



See also

- ▶ The *Inserting an image* recipe
- ▶ The *Photographic mind map* recipe
- ▶ The *Designing SVG for mind maps* recipe

Inserting an external object from Flickr

In this recipe, we are going to show how to embed a picture as an external object. So, it is time to search for an image from Flickr and embed it in our mind map. So far, we have not used HTML code, but it is now time to do so. Using HTML in order to insert images into nodes is a more technical way to do it and is also a possibility.

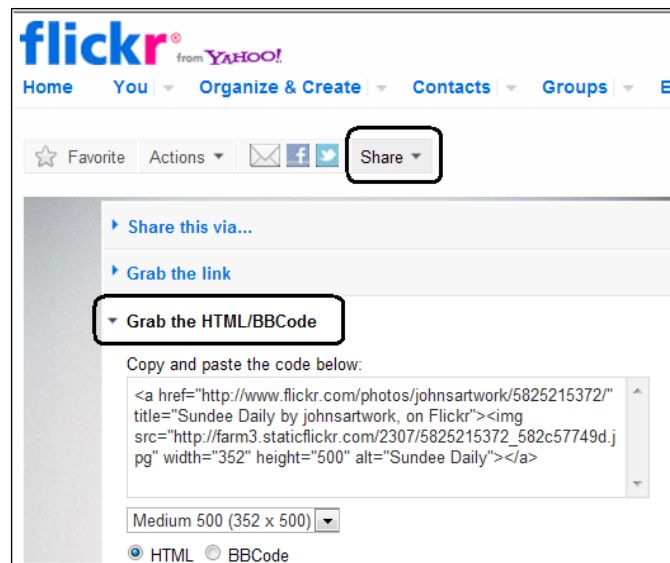
Getting ready

In this recipe, we are going to work with the well-known website, Flickr. So, it would be advisable to sign up at <http://www.flickr.com/>. There are plenty of images there that you can download, share, or link. Therefore, we are going to embed them into FreeMind, using the HTML code provided on this website.

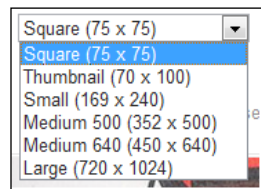
How to do it...

After creating an account on Flickr, you can enter what you are looking for in the **Search** block. It is time to find the female baddie for our comic strip. Perform the following steps in order to find her:

1. Type in `comic strip characters`, in the **Search** block, and click on **Search**.
2. Click on the image to insert it in the mind map.
3. Click on the down arrow next to **Share**.
4. Click on **Grab the HTML/BBCode**, as shown in the following screenshot:



5. Click on the down arrow below the HTML code, and choose **Square (75 x 75)**, as shown in the following screenshot:

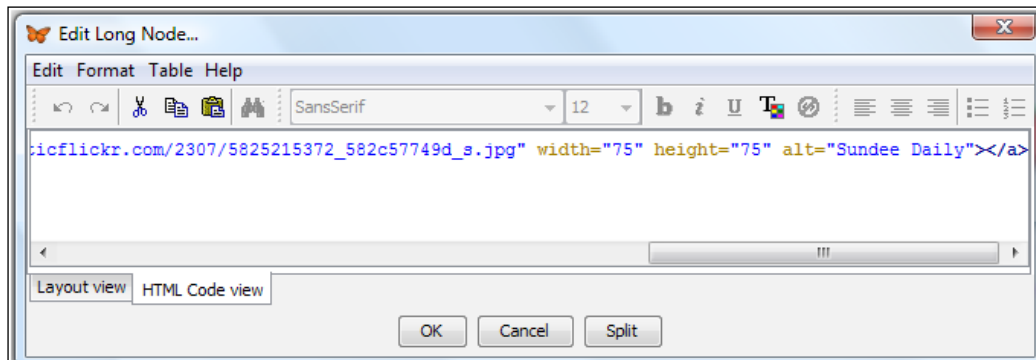


6. Copy the HTML code.

It is time to embed the image that we have chosen into our mind map. So, we are going to work with the same mind map that was being developed in this chapter. Perform the following steps:

1. Open the file that you are going to work with.
2. Click on the node that you want to insert the image into.
3. Click on **Edit | Edit Long Node....**
4. A pop-up window appears. Click on **HTML Code view**.

5. Paste the HTML code that you have copied before, as shown in the following screenshot:



6. Click on **OK**.
7. The image appears in our mind map. We have our female baddie now!

See also

- ▶ The *Uploading the Mind Map on Flickr and sharing it* recipe in *Chapter 5, Sharing a Mind Map: Using the Best of Mobile and Web Features*

Using time icons

We may need to set a reminder on a given date, in order to remember something to do or add. Therefore, it would be of great help to activate time management in our mind map. When time management is activated, a blinking icon gets our attention when we open the mind map. If we close the file and open it again later, the timers will be reactivated.

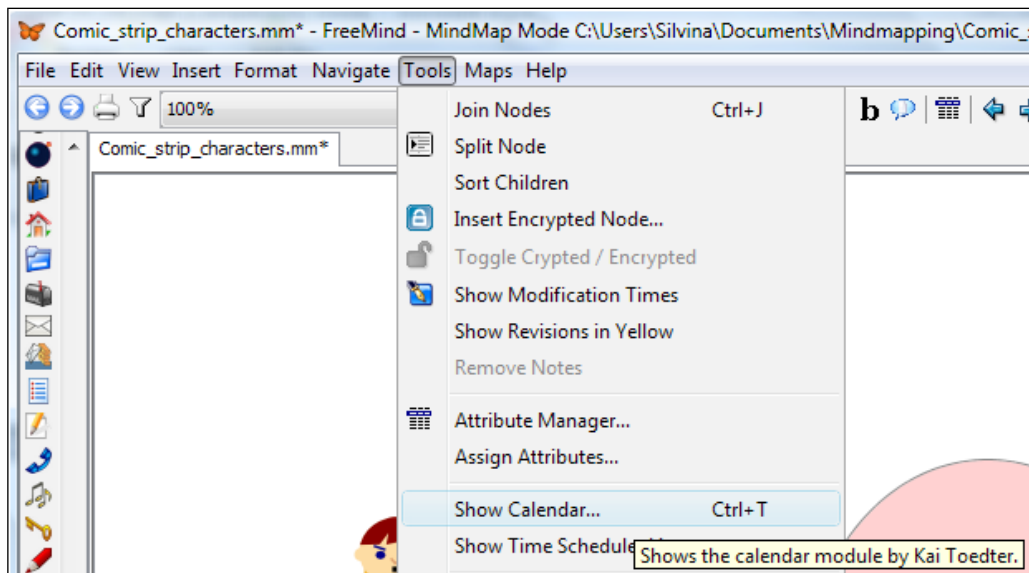
Getting ready

We need to define which nodes we want to insert the time icons into. As we are dealing with comic strips in this chapter, we may want to define some characteristics of our baddies later on. It is one more way of inserting another visual asset to the mind map.

How to do it...

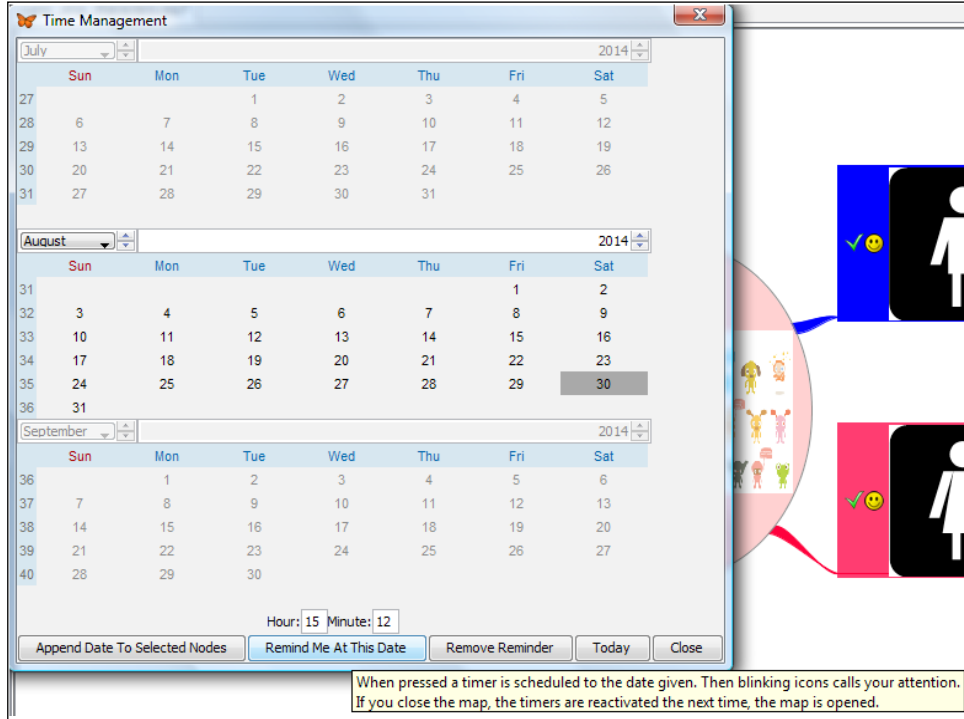
We have to bear in mind where to place the time reminder icon. We can not only add an icon to a node, but also several icons to different ones. Besides, we can add a different time reminder for each node. The following are the steps to be performed:

1. Open the file that you are going to work with.
2. Click on the node that you want to add the time icon to.
3. Click on **Tools | Show Calendar...**, as shown in the following screenshot:

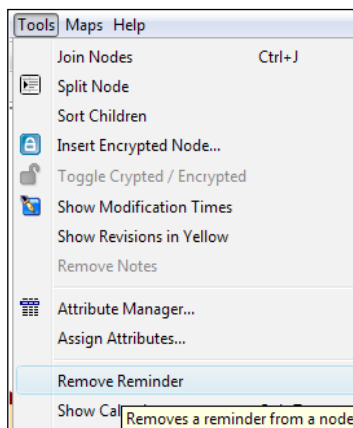


4. The **Time Manager** pop-up window displaying a calendar appears. Click on the date and time to be reminded at, for example, August 30, 2014 at 3:12 P.M.

- Click on **Remind Me At This Date**, as shown in the following screenshot:

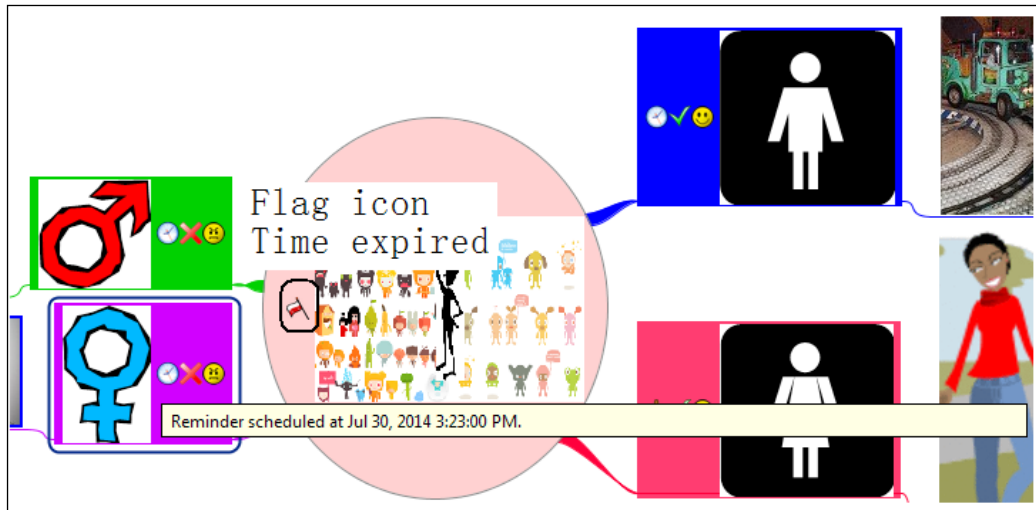


- Click on **Close**.
- Repeat steps 2 to 6 in order to add more time icons.
- Click on **Tools | Remove Reminder** to remove a reminder from a node, as shown in the following screenshot:



How it works...

Icons of clocks will appear on the nodes where we have scheduled reminders. It is very useful, because we may want to add something to our mind maps later. When the time is due, a flag and a blinking clock icon appear in the node. Otherwise, if there is still plenty of time left, the reminder's date and time appear when you hover the mouse over the nodes, as shown in the following screenshot:



4

Adding Hyperlinks and Linking the Mind Map

In this chapter, we will cover the following:

- ▶ Linking to an e-mail address
- ▶ Inserting and removing a hyperlink from a text field
- ▶ Adding a graphical link to nodes and changing its color
- ▶ Adding a local hyperlink
- ▶ Importing folders and subfolders
- ▶ Following a link to fold or unfold the tree

Introduction

Using external resources in order to enhance the mind map is a key element. Therefore, these cannot be left behind in the interactive era. Hyperlinks can link to local files, websites, or e-mail addresses. So, we will link the mind map with both internal and external links.

It is essential to insert this type of asset in our mind maps, due to the fact that it creates another window to display more information. Besides, we are used to the method of using such resources in our everyday life.

Taking into account the fact that we can also add a link to write an e-mail, it is useful because it looks as if we can connect easily to other people. Besides, it gives our mind map a bit of social interaction, which is very appealing for our students.

It is very useful to broaden the mind map with external links in order to make it much more interactive. We should bear in mind what types of links to insert into it. Furthermore, it is very important not to lose the reader's focus from our mind map; in other words, too many windows will make the reader a bit confused and he/she may start reading something else or start surfing on the Web, which is not the idea.

Another area that is explored in this chapter is how to connect the nodes among themselves. We can add graphical links to the nodes, and change the color of the arrows and their directions. It is also possible to connect the subnodes with nodes; when folded, a dotted arrow appears, showing the connections.

It is sometimes more interactive for the reader of the mind map to be taken from one node to the other. Therefore, instead of adding arrows or graphical links among the nodes, we will explore the option of adding local hyperlinks in our mind map. This is a very interesting asset that FreeMind offers when designing mind maps.

When the node contains a hyperlink, the pointer of the mouse changes to a hand symbol. This indicates that when we click on that node, we will be taken somewhere else. What opens could be a file, a folder, a particular web page, or MS Outlook Express, or any other default e-mail client. So, let's explore these alternatives in this chapter!

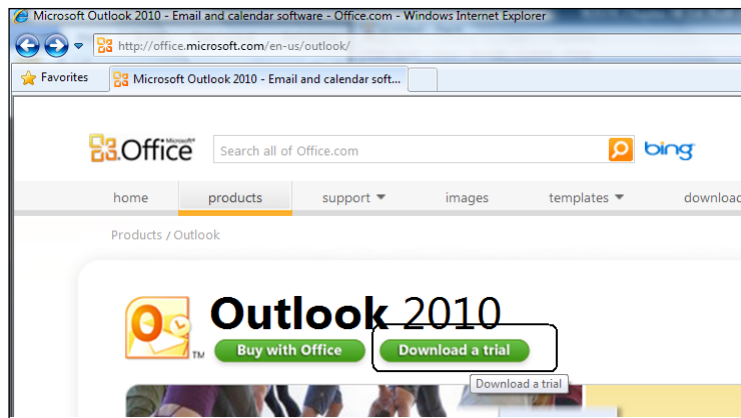
Linking to an e-mail address

In this recipe we will add the condiment of social interaction. After choosing a node, we are going to add a link to an e-mail address to that node. FreeMind uses MS Outlook Express or any other default e-mail client, to connect with an e-mail address. FreeMind opens it automatically when we click on the node where we have created the link; therefore, it is necessary to have it installed on our computer.

In this recipe we are going to deal with MS Outlook Express; if you have installed any other default e-mail client on your computer, it will also work.

Getting ready

As it was stated in the previous paragraph, you can use your default e-mail client, but if you haven't installed one, you can go to <http://office.microsoft.com/en-us/outlook/>, where you can download a free trial of MS Outlook Express. Click on **Download a trial**, as shown in the following screenshot:

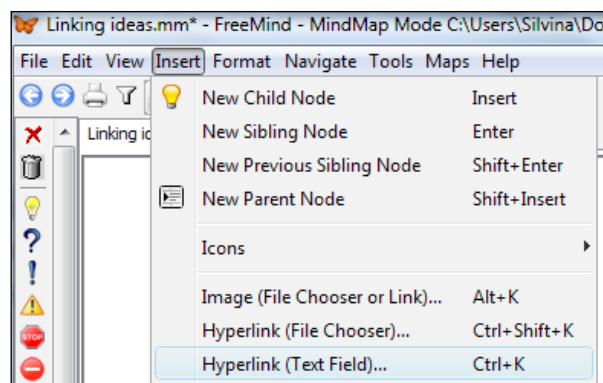


By clicking on **Download a trial** you will get a free trial for 60 days. Follow the installation wizard in order to install the software on your computer. It is time to make the connection between FreeMind and our e-mail account!

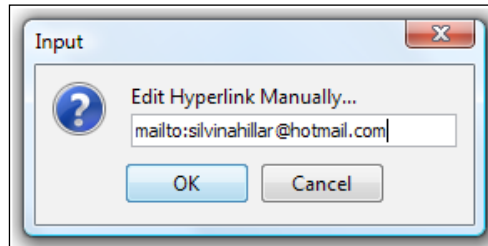
How to do it...

The mind map of this chapter has to work with different ways of linking ideas; therefore, we will explore different ways to make the necessary links. The first recipe shows how to create a link to an e-mail account. Perform the following steps to integrate the mind map with MS Outlook Express:

1. Open the file that you are going to work with.
2. Select the node where you want to add the link.
3. Highlight the text, click on **Insert | Hyperlink (Text Field)...**, as shown in the following screenshot:



4. A pop-up window appears. Write the `mailto:email_address`, as shown in the following screenshot (which shows my e-mail address typed):



It is important to point out that the information that we write in the pop-up window does not allow spaces. All the information has been written with no spaces—`mailto:silvinahillar@hotmail.com`.

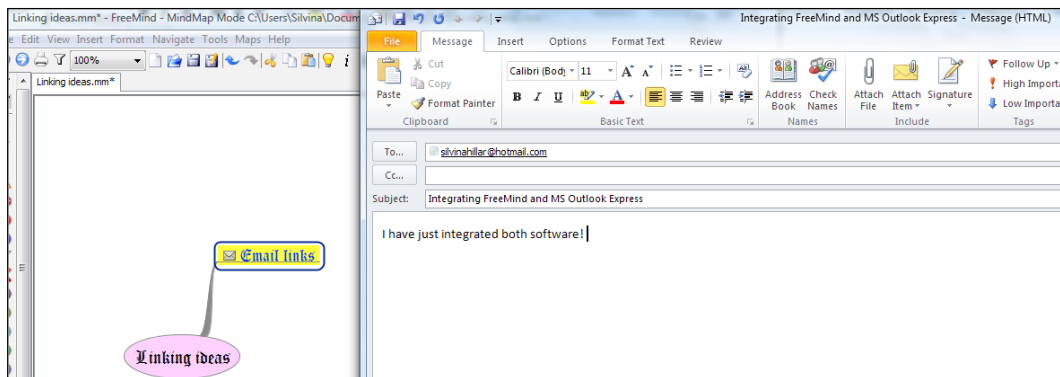
5. Click on **OK**.
6. A mail icon appears in the node, to show that the link was made.



Another asset to bear in mind is that if we want to link the e-mail address with a specific subject, the hyperlink must be set to `mailto:silvinahillar@hotmail.com?subject=Integrating FreeMind and MS Outlook Express`.

How it works...

We have integrated FreeMind and MS Outlook Express, but we have not used it yet. It is very simple to make it work—just click on the node where the mail icon appears and think of what you are going to e-mail. MS Outlook Express opens automatically when you click on the link, as shown in the following screenshot:



Inserting and removing a hyperlink from a text field

Linking our mind map with the Web is a must nowadays, due to the fact that there is plenty of useful information to deal with. Therefore, whatever topic we are covering in our mind map, we will always need to make a link to the Web; thus, we are going to make our mind map much more interactive in this recipe. As the root node of the mind map in this chapter is **Linking Ideas**, we are going to make a link to social networks, where students can communicate among themselves.

Getting ready

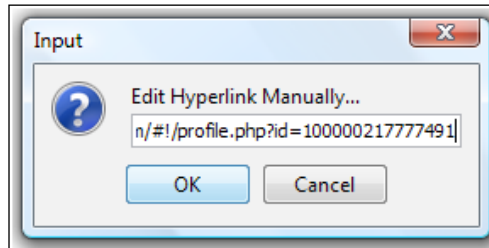
Before making a link to the website, we must bear in mind where we want to link our mind map, according to the topic that we are dealing with. This recipe shows how to link ideas from our mind map to the Web, in order to complete the mind map; so the idea is to make an interactive mind map where students can exchange ideas while mind mapping!

How to do it...

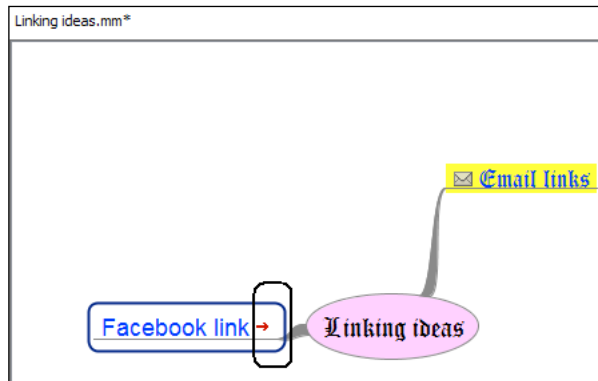
After thinking about the website to link to our mind map, we must follow some steps in order to link the mind map. There isn't a hyperlink icon which lets us do the task in a click, but the steps are very simple. Perform the following steps to add a hyperlink to the mind map:

1. Open your default web browser and look for the website to link to the mind map; copy the URL (*Ctrl + C*) and minimize it.
2. Run FreeMind and open the file that you are going to work with.

3. Click on the node you want to add the hyperlink to and highlight the words.
4. Click on **Insert | Hyperlink (Text Field)...**
5. A pop-up window appears, which reads **Edit Hyperlink Manually...**, paste the URL that you have copied in step 1 (*Ctrl + V*) here, as shown in the following screenshot:



6. Click on **OK**.
7. A red arrow appears, indicating that the node has a link, as shown in the following screenshot:



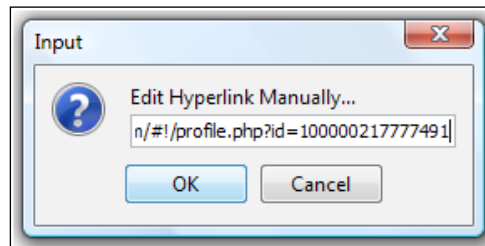
How it works...

When we click on the node that contains the arrow, the website which we have linked will open automatically. In this case the website that will open is a Facebook window, where students can befriend and use this social interaction to complete the mind map. You can also create a study group, so that students can join and work together!

In case we want to remove the hyperlink, perform the following steps:

1. Click on the node from where you want to remove the hyperlink.
2. Press *Ctrl + K*.

3. A pop-up window appears, displaying the URL pasted before, as shown in the following screenshot:



4. Delete the URL.
5. Click on **OK**.
6. The node has no links now.

See also

- ▶ The *Keywords* recipe in *Chapter 2, Writing a Mind Map: Using the Right Words*

Adding a graphical link to nodes and changing its color

It is relevant to use graphical links in order to show the connection between the nodes. Thus, we also need to set the direction of the arrows as well as the color of the lines that connect the links. It was stated in previous chapters how important colors are in designing the mind map. Therefore, this recipe shows how to set graphical links and modify them, according to our needs.

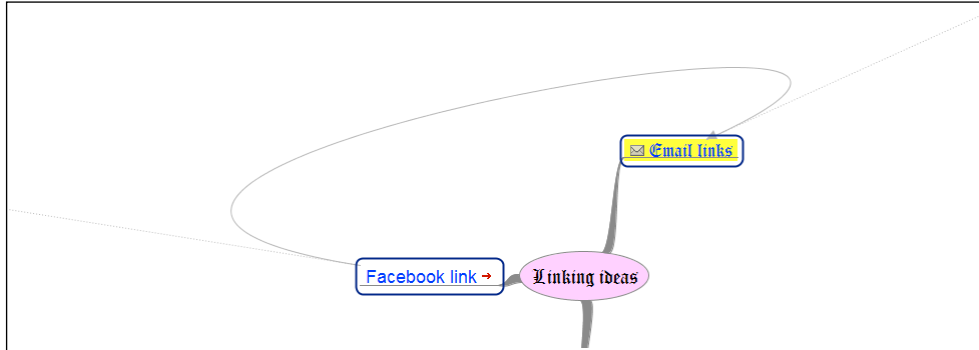
Getting ready

In order to set a graphical link in our mind map, we need to think which are the nodes that we want to relate. Thus, after making that decision, we know that we can also change the color and the direction of the arrows, so that the reader of the mind map can better understand the connection between the nodes.

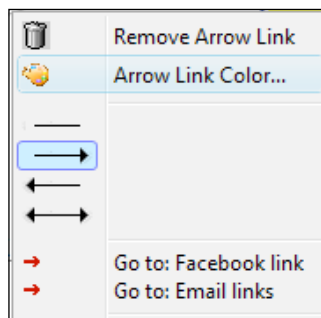
How to do it...

Another important element to take into account in this recipe is that we can also connect nodes with folded ones. Therefore, after deciding which nodes to connect and why, we have to perform the following steps:

1. Open the file that you are going to work with.
2. Press the *Ctrl* key and click on the two nodes that you want to connect.
3. Click on **Insert | Add Graphical Link**.
4. An arrow connecting both nodes appears. Click on the arrow in order to move it in the specified direction. The arrow of the mouse will become a four-armed cross, and the line of the graphical link will have two dotted lines when you move the graphical link, as shown in the following screenshot:

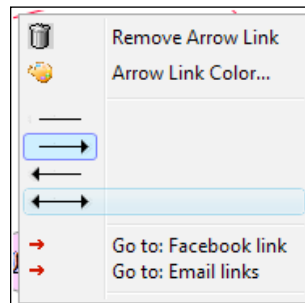


5. Right-click on the graphical link and a content menu appears. Click on **Arrow Link Color...**, as shown in the following screenshot:



6. A pop-up window appears, displaying a palette with colors to choose from. Click on the desired color and click on **OK**.
7. The arrow will change its color.

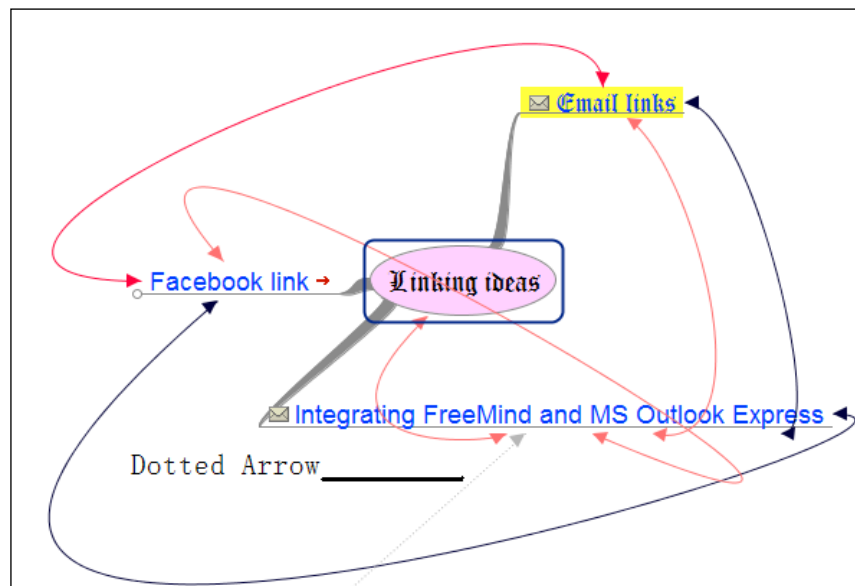
- Right-click on the graphical link and the content menu appears again. Click on the desired direction for the arrows, as shown in the following screenshot:



- To delete a graphical link, right-click on it and choose the **Remove Arrow Link** option from the content menu, as shown in the preceding screenshot.

How it works...

Graphical links show the connection between or among nodes. We can also connect more than two nodes. We have to press the *Ctrl* key and click on the nodes we want to connect. We can also connect a subnode and fold it later. A dotted line shows that the folded node has a graphical link. The following screenshot shows how the mind map that we have been working on has a connection among its nodes. A dotted line also appears, showing that the folded subnode has a graphical link:





This mind map is not an ideal one, but it shows that we can add as many graphical links as desired. Less is more, with mind maps, and overusing any of the features can make a messy mind map.

Adding a local hyperlink

It may sometimes be necessary to link two ideas without lines, that is, for the reader to be able to just click on one node and be taken to another node or subnode. If that is the case, we need to add a local hyperlink to our mind map.

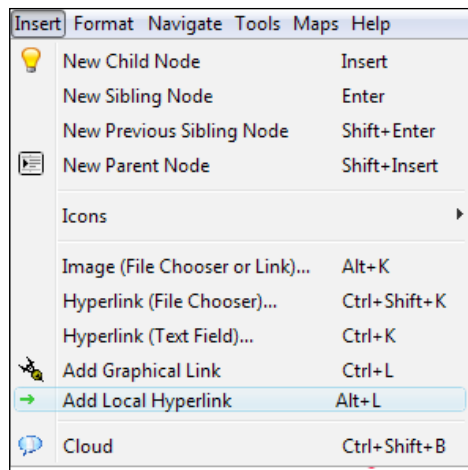
Getting ready

When designing the mind map, it is also important to bear in mind the characteristics of FreeMind in order to be able to use them all, so that we can enhance our mind map. Therefore, in this recipe we will create links between nodes such that when we click on one node, we will move to another part of the mind map.

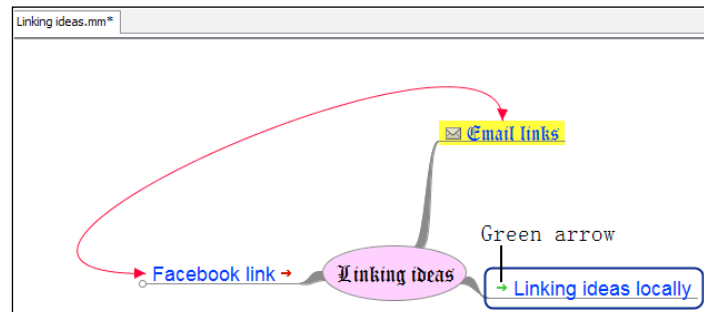
How to do it...

It is important to take into account that the reader of the mind map needs to pay special attention to the other part of the mind map—especially when we are designing a big mind map and we need to connect specific ideas. Sometimes, arrows are not going to be the best choice; therefore, adding a local hyperlink is the solution. Perform the following steps:

1. Open the file that you are going to work with.
2. Think beforehand which node you want to have the link on, and where it will take the reader (the node to arrive at).
3. Keeping the *Ctrl* key pressed, click on the nodes that you want to link together—first, the node where you want the link, then the node to go to.
4. Click on **Insert | Add Local Hyperlink**, as shown in the following screenshot:



5. A green arrow appears, indicating that the local hyperlink was successfully added, as shown in the following screenshot:



How it works...

When the node with the green arrow is clicked, we are taken to the node or subnode where the link was made. The node or subnode where we will be taken is not marked in any way whatsoever.

Importing folders and subfolders

It is sometimes very useful to bear in mind that we can design our mind map using the existing files on our computer too. In other words, we can import the folders that we have, in order to create branches of our mind map. We must first think of what to import. If we are tidy in the creation of the folders, it is possible to import even a complete one. Another option is to create a folder with files to be imported; thus, we will import the complete structure as a branch and we will have all the branches in the mind map.

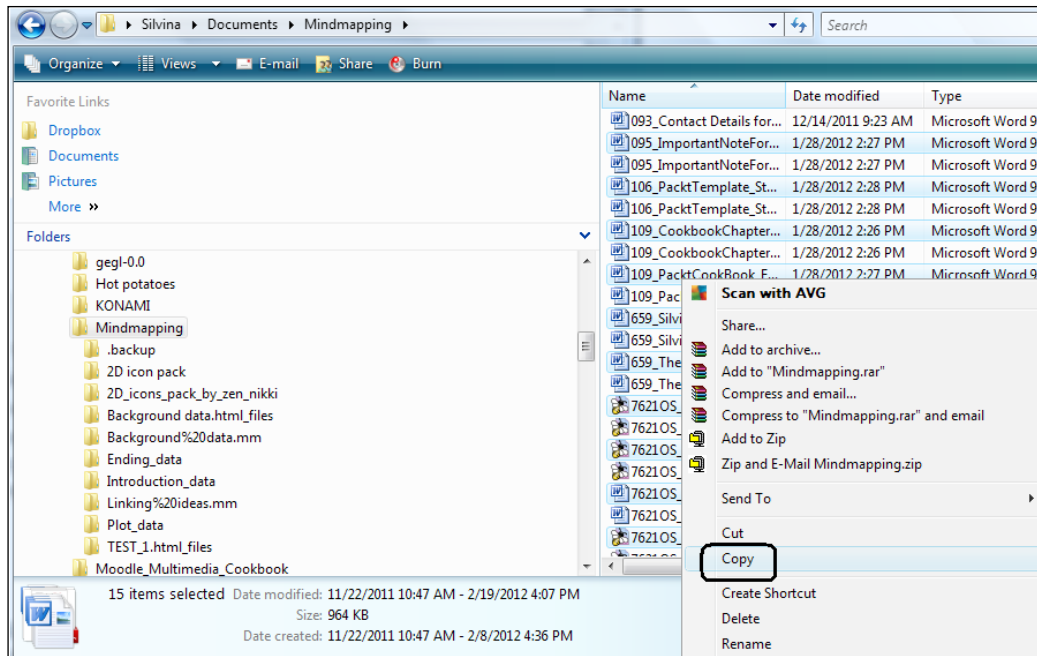
Getting ready

In this recipe we are going to create a folder in order to import it. We are going to choose some files on our computer to introduce in the mind map as nodes. The folder to be imported is going to lose its name and the name that we type in the node will be the new name of the folder. Another possibility is to create the files in a folder, in order to upload them later. There are plenty of resources that we can add to our mind map; thus, thinking and designing are our tasks!

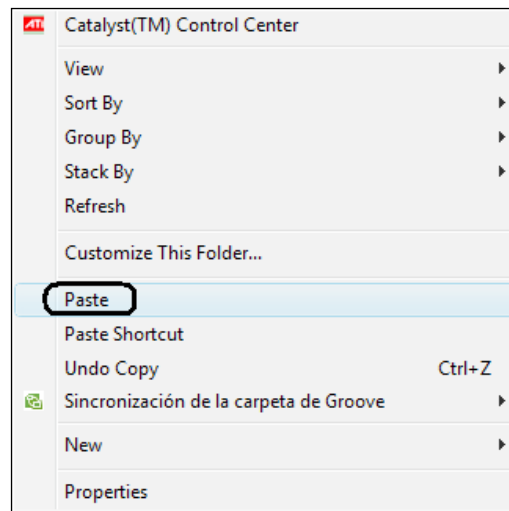
How to do it...

In this part of the recipe, we will focus on designing the folder that we want to upload to our mind map. We will use some existing files on our computer; as stated before, we can also create new ones. The following are the steps that you have to perform:

1. Create a new folder in Windows Explorer—C:\Linking_Ideas_Mindmaps.
2. Look for the files to add to the new folders. Keeping the *Ctrl* key pressed, click on the files.
3. Right-click on the files; a pop-up window appears. Click on **Copy**, as shown in the following screenshot:



- Return to the folder which was just created and right-click on it; a pop-up window appears. Click on **Paste**, as shown in the following screenshot:

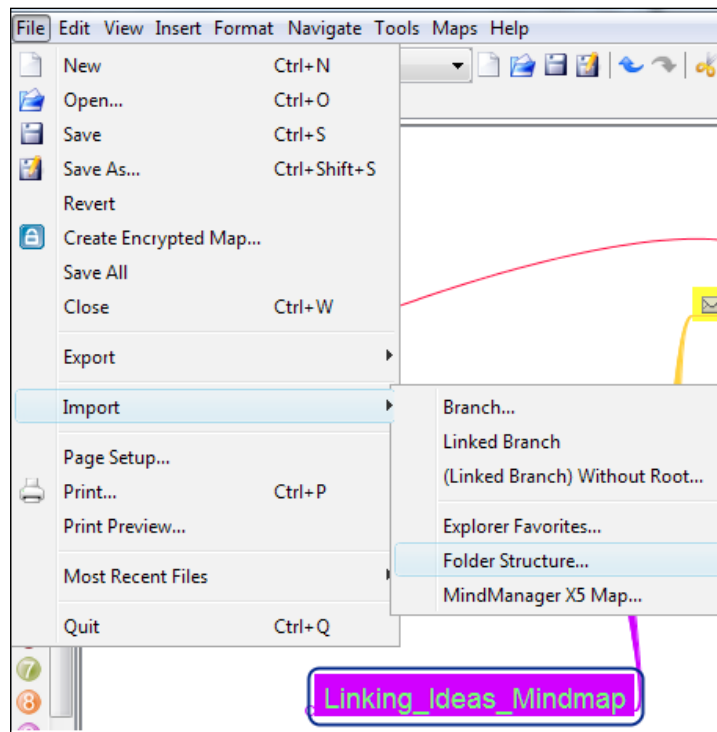


- The new files appear in the folder. Repeat the same process if you need to import more files.

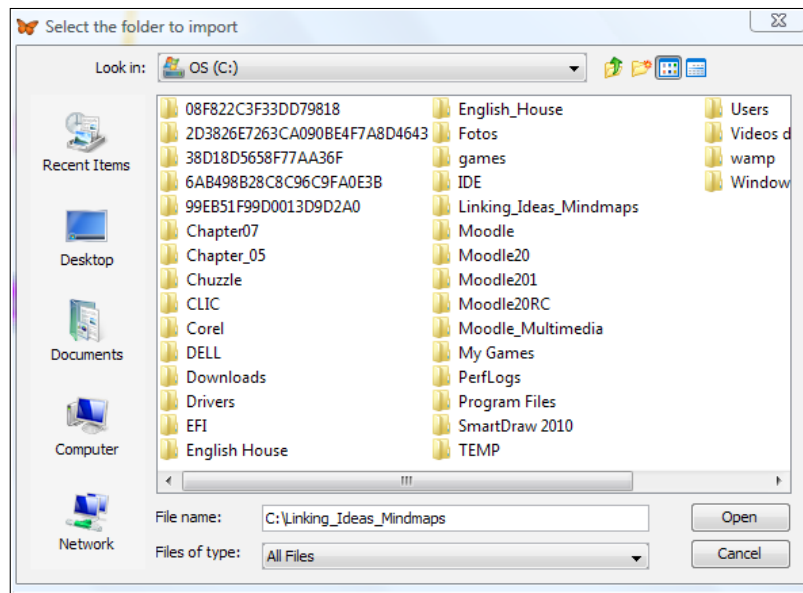
How it works...

It is time to import the new files belonging to this folder to our mind map. Remember that the files are going to appear as subnodes with their names. The original name of the folder is going to be replaced by the name of the subnode. The following are the steps that you have to perform:

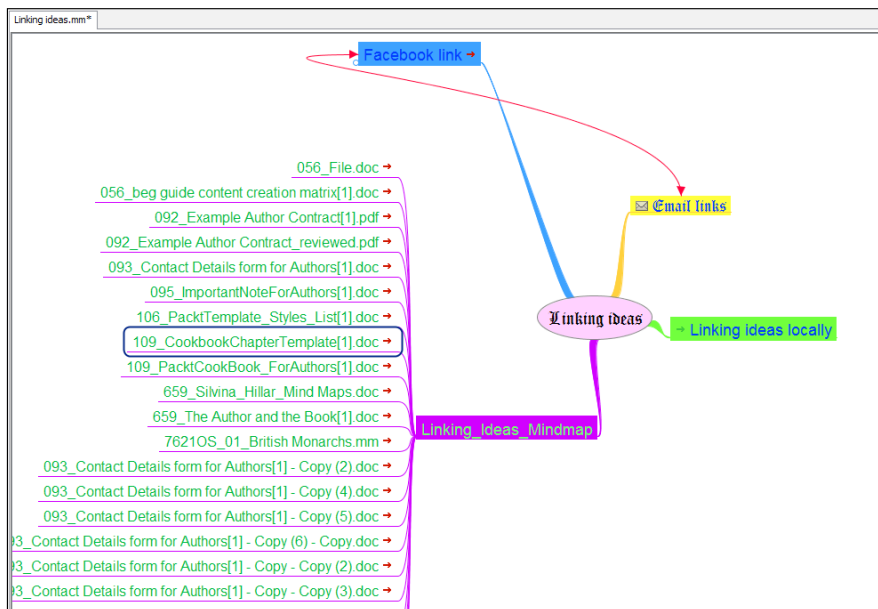
1. Open the mind map that you are going to work with.
2. Click on the node in which you want to upload the folder.
3. Click on **File | Import | Folder Structure ...**, as shown in the following screenshot:



4. A dialog box appears. Click on the folder to import (the one that was just created).
5. Click on **Open**, as shown in the following screenshot:



6. The folder structure has been imported to our mind map. Red arrows appear next to each file, indicating that there is a link. When we click on it, the file opens. The mind map now looks as shown in the following screenshot:



Following a link to fold or unfold the tree

Considering the fact that mind maps can be too long and confusing if seen unfolded, Freemind offers us the possibility of folding them in order to improve their appearance. Besides, when looking at first sight, they may seem overwhelming and the reader could avoid reading it. Thus, let's explore the ways to work with folding and unfolding a mind map.

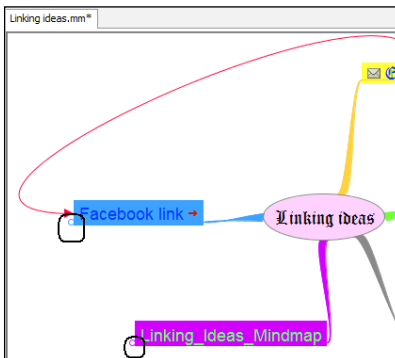
Getting ready

The different nodes within the mind map have descendants or subnodes. When folded, a circle appears next to them, indicating that when we click on them, more information will be displayed. The circle indicates that the descendant nodes are hidden, but the parent node is intact. It is very helpful, because large mind maps can be confusing when all the information is being displayed at once.

How to do it...

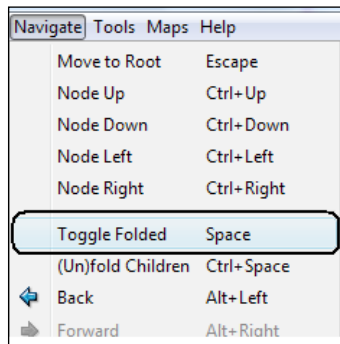
After designing the mind map, we can fold it in order to hide the data for some time, which is important, but the reader should be able to unfold it while reading the mind map. In order to fold a node which contains subnodes, perform the following steps:

1. Open the file that you are going to work with.
2. Click on the node containing descendants, in order to fold them. A circle appears, indicating that there are subnodes, as shown in the following screenshot:

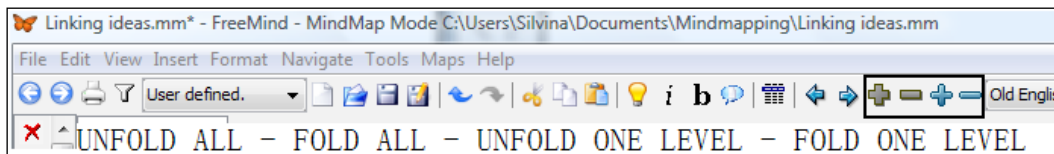


3. To unfold or fold the node, point the cursor to the node and press the Space bar, or just click on the node to unfold/fold it.

4. Another option is to work within the context menu, by clicking on **Navigate | Toggle Folded**, as shown in the following screenshot:



5. Click on the root node and click on the + or - icon in either the gray or light blue color to fold or unfold the nodes, respectively. The functions of these icons, from left to right, are explained in the following screenshot:



How it works...

In order to see all the information displayed in the mind map, we must unfold all the levels of its nodes. When the mind map is confusing, it is advisable to start folding its levels in order to read it in a clear way. It is advisable to unfold all the nodes while exporting the mind map, especially when we do it as an image. This will be explained in detail in the next chapter, though.

See also

- ▶ *Chapter 5, Sharing a Mind Map: Using the Best of Mobile and Web Features*

5

Sharing a Mind Map: Using the Best of Mobile and Web Features

In this chapter, we will cover the following:

- ▶ Exporting a branch as a new map or HTML
- ▶ Exporting the mind map to bitmaps or vector graphics
- ▶ Uploading the mind map on Flickr and sharing it
- ▶ Exporting the mind map as HTML
- ▶ Exporting the mind map as XHTML
- ▶ Exporting the mind map as Flash
- ▶ Exporting the mind map as an OpenOffice Writer document and uploading to Google Docs
- ▶ Viewing an interactive mind map in a web browser

Introduction

Sharing the mind map, using the exporting features of FreeMind, is to be explored in this chapter. Besides, we can export and upload the mind map on the Web. We are going to deal with the options offered, and we are also adding another condiment to the recipes to spice them up.

There are plenty of features that can make our mind map more attractive to the reader, but we have to dig into the different alternatives to make it happen. Moreover, taking into account the pros and cons of each exporting feature, we are going to consider them before exporting our mind map.

When designing the activity considering how useful the reader can find the mind map, we are also bearing in mind, at the same time, which exporting features to work with afterwards. Therefore, it is very important to learn the options and their possibilities. Besides, we can improve the exporting possibilities by using a multimedia asset, which can enhance our mind map as well.

Exporting the mind map in different formats is going to be the main concern when designing and creating mind maps, so this is going to be an important chapter. We are working with FreeMind, and we see the maps as we design them. However, when exporting the maps, we can see them in different ways; thus the importance of the exporting feature.

Exporting a branch as a new map or HTML

In this recipe we are going to split the mind map in order to create a new one, using one part of the original one. It is very important to do it when the mind map is getting overwritten, that is to say when we add too much information and we want to represent the subject matter and write the exact information, as stated in previous chapters.

Getting ready

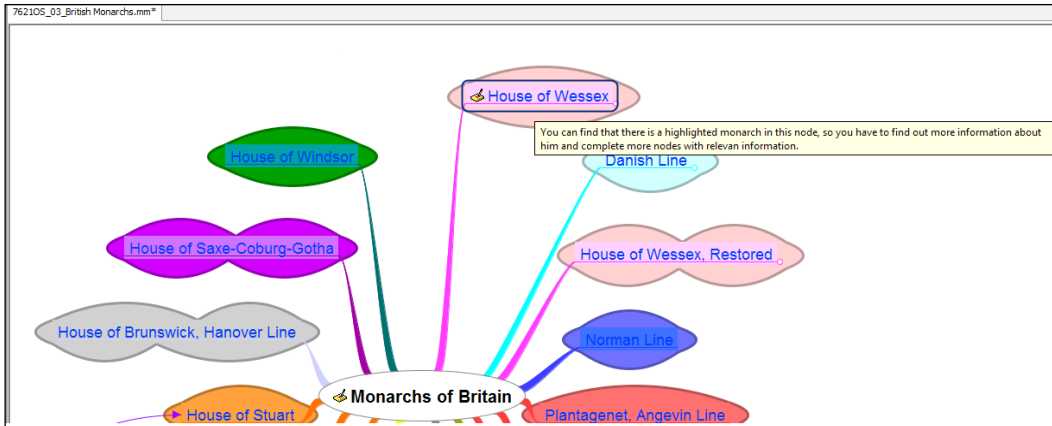
It is time to design a new mind map out of a node that already exists in the one that we are designing; therefore, we will export a branch in order to create a new one. Another option for exporting a branch is to export it as HTML. The first alternative was explained in the *Representing the subject matter* recipe in *Chapter 2, Writing a Mind Map: Using the Right Words*; the second option will be explained in this recipe.

How to do it...

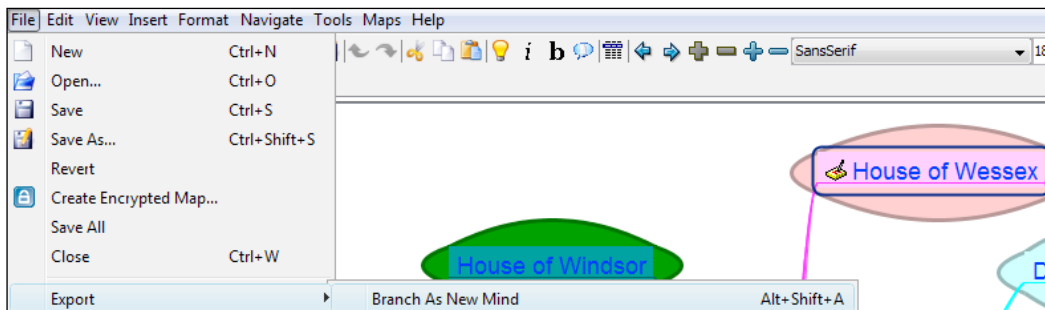
When writing the mind map, if we feel that we do need to split it or if we want to keep on writing but the space that we have is not enough, it means that we have to export a branch as a new mind map. We must bear in mind that this branch appears as the root node of the new one. The sibling nodes that it has are to be exported as well.

In the first part of the recipe we are going to focus on the two ways to export the branch; in the second part of the recipe we will compare the results when exporting them in one way or another. The following are the steps that you have to perform:

1. Open the file that you are going to work with. In case you are working with a new file, you do need to save it before exporting the branch.
2. Click on the node that you want to make the root node, as shown in the following screenshot:

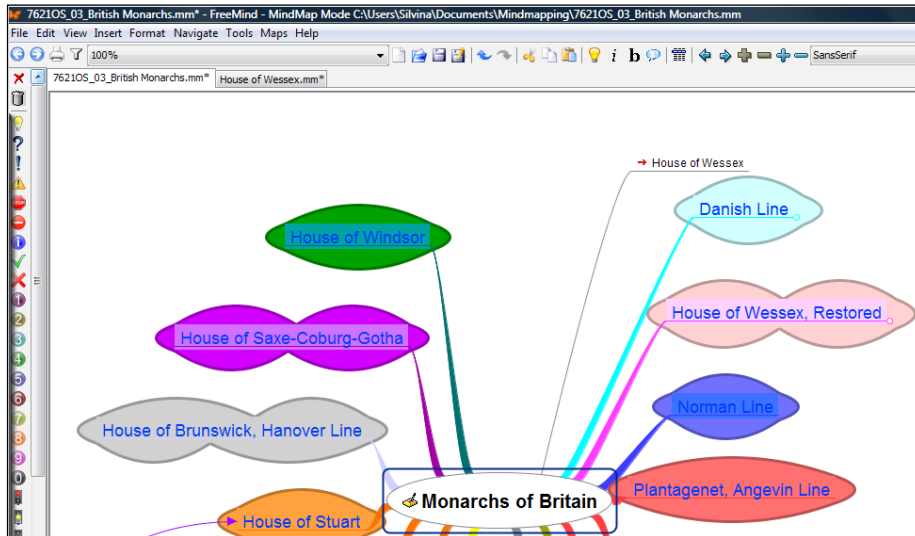


3. Click on **File | Export | Branch As New Mind**, as shown in the following screenshot:

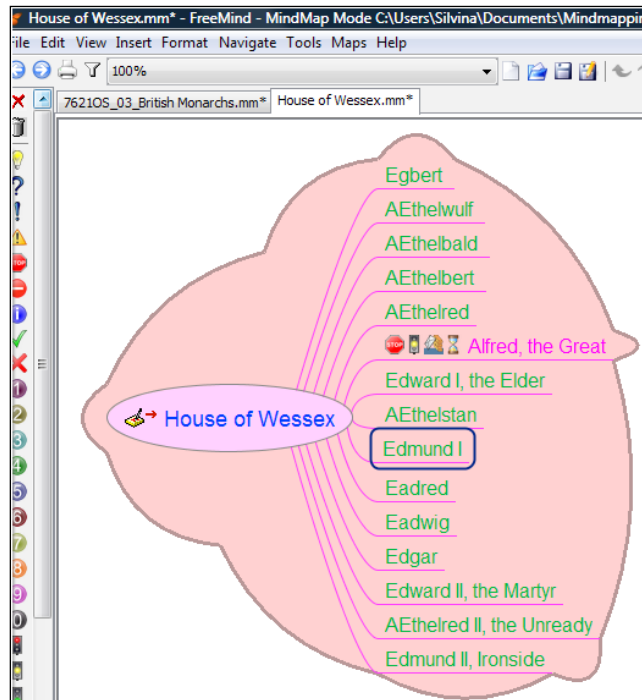


4. A pop-up window appears. Write a name for your file and click on **Save**.

5. A red arrow appears on the branch, indicating that the branch was exported as a new mind map, as shown in the following screenshot:

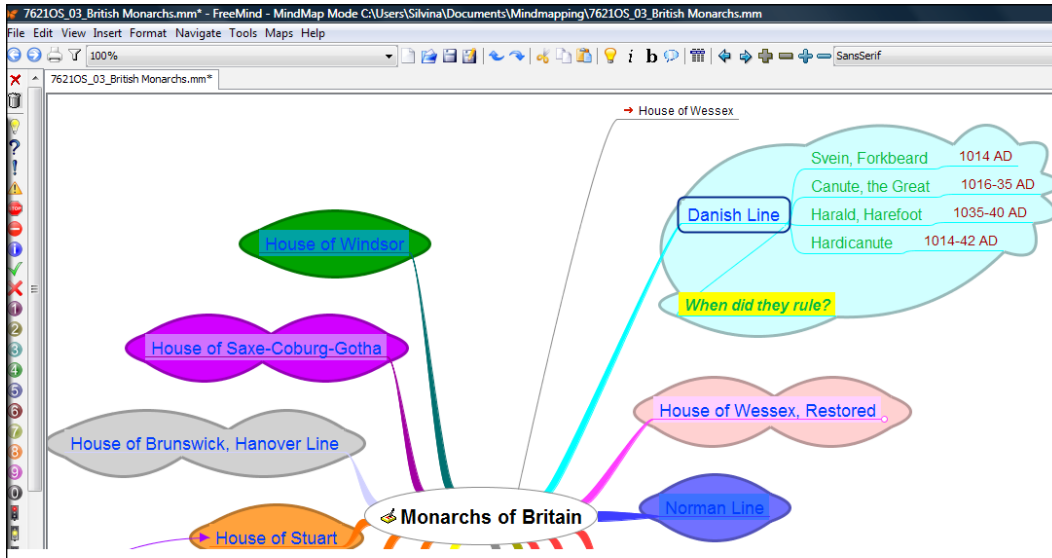


6. The branch exported as a mind map looks like the following screenshot:

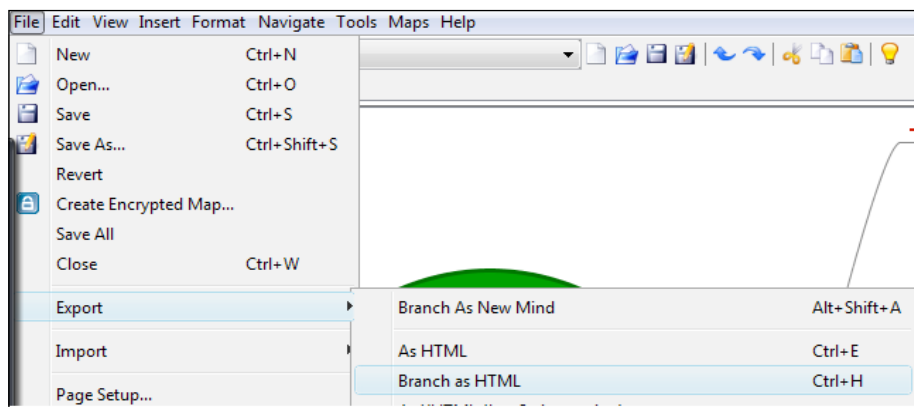


It is important to point out that when exporting the branch of the mind map, the nodes—whether folded or not—no longer appear in the original one, as they are going to be exported to the new mind map.

- To export another branch of the mind map as HTML, click on the node to export, as shown in the following screenshot:

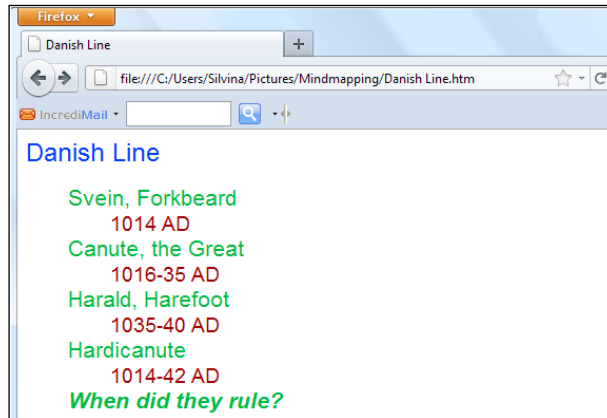


- Click on **File | Export | Branch as HTML**, as shown in the following screenshot:



How it works...

The main difference between exporting the branch as HTML instead of exporting the branch itself, is that the sibling nodes remain in the original mind map. So, we only export the branch and it appears in our default web browser. Another relevant feature is that when exporting the branch of the mind map as HTML, we see the map in a different format, not as a mind map itself. It is shown in the following screenshot:



We can also save this HTML file. Click on the down arrow next to **Firefox**. Click on **Save Page As**, write a name for the file, and click on **Save**. The file is saved as shown in the preceding screenshot, on your computer.

See also

- ▶ The *Representing the subject matter* recipe in *Chapter 2, Writing a Mind Map: Using the Right Words*

Exporting the mind map to bitmaps or vector graphics

We can export a mind map as an image, using any of the following three graphic file formats—JPEG, PNG, and SVG. We are going to analyze the options, although they are very simple.

If the mind map has bitmaps, we can export the mind map as **PNG** (short for **Portable Network Graphics**). It is a file format that provides advanced graphic features and lossless compression. It is advisable to use this type of file format while working with bitmaps when we don't want to lose image quality while rendering the mind map to the final bitmap.

In case we want to export the mind map in the file form with the smallest possible size, we can use the **JPEG** (short for **Joint Photographic Experts Group**) file format, which uses lossy compression. Pixels with different colors add noise to the image, and delete color information and replace it with pixels of approximated values. If the mind map has many photographs, the best choice for the smallest file size that will lose some image quality is JPEG. JPEG is a compressed graphic file that is used for images that have many colors, that is to say, pictures taken with any type of photographic camera.

The third option is to export the mind map as **SVG** (short for **Scalable Vector Graphics**). It is advisable to export the mind map in this format if we want to edit the geometric forms that make up the mind map. We can use software that deals with vector graphics and can edit this format. An example of such software is Inkscape, which has been used in the *Designing SVG for mind maps* recipe in Chapter 3, *Picturing a Mind Map: Using Visual Thinking*.

Getting ready

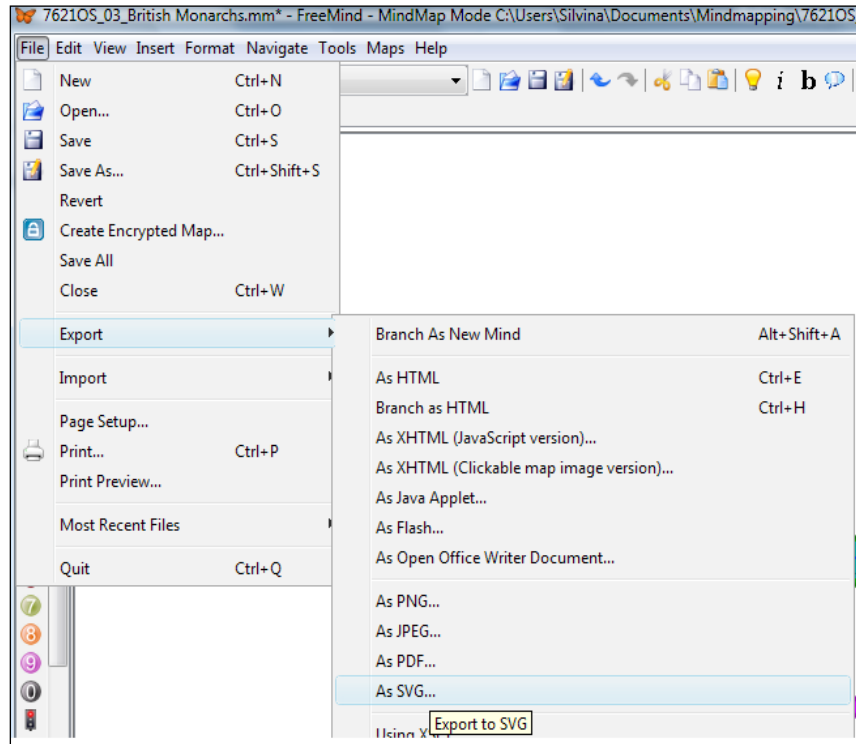
It is time to think which mind map we want to export! The steps are the same for any of the exports, what differs is that we are going to choose a different type of file extension.

How to do it...

We have designed several types of mind maps, using different elements. We are now going to choose a mind map to export and a file extension that suits it. The following are the steps to be performed:

1. Open the file that you want to export.
2. Remember to unfold all the nodes, otherwise they are going to be exported as folded.

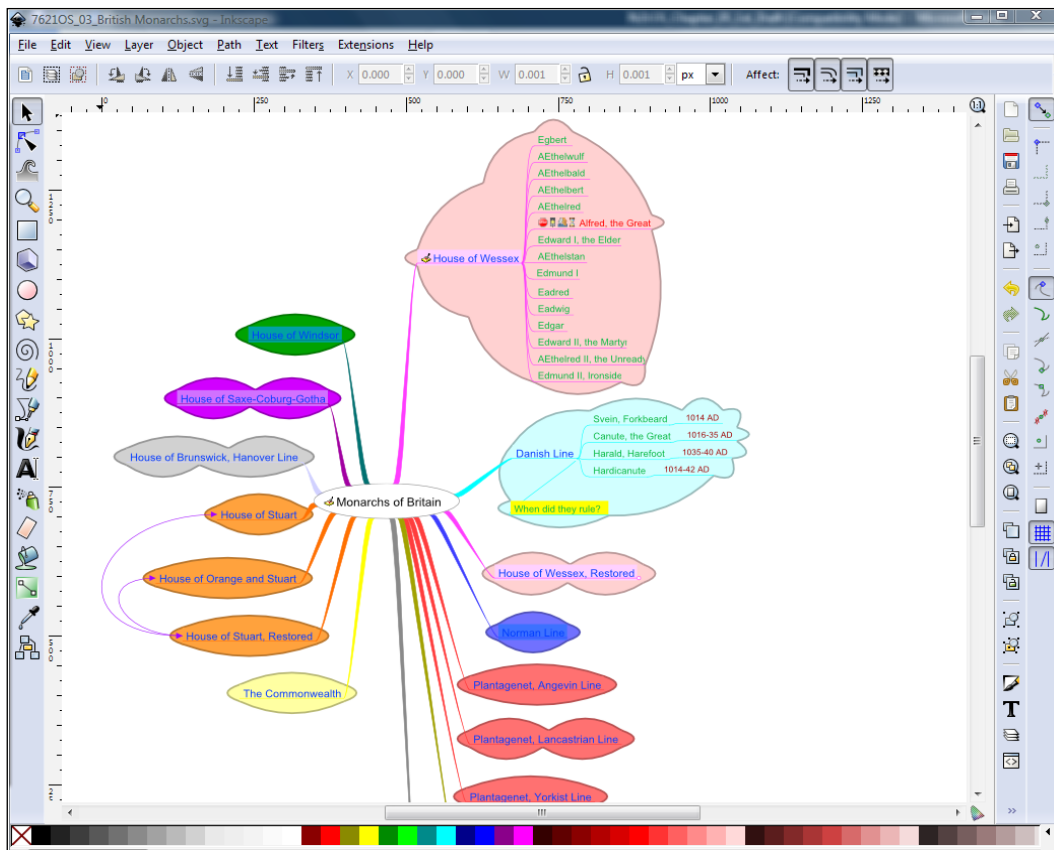
3. Click on **File | Export | As SVG...**, as shown in the following screenshot:



4. Write a name for the file and click on **Save**.

How it works...

We must take into consideration that the software that deals with SVG should be Inkscape or any other similar commercial one, such as Paint. When we look for the file on our computer and click on it, any of the said software will open and show the file. It is shown in the following screenshot:



See also

- ▶ The *Writing noun phrases after listening to MP3 files* recipe in Chapter 2, *Writing a Mind Map: Using the Right Words*
- ▶ The *Designing SVG for mind maps* recipe in Chapter 3, *Picturing a Mind Map: Using Visual Thinking*

Uploading the mind map on Flickr and sharing it

In this recipe we are going to upload our mind map on Flickr in order to share it. We must bear in mind that we have to unfold all its branches at the time of exporting, because we won't be able to unfold a branch if it is exported in a folded form. So, the first step is to prepare a mind map in order to be exported.

Another important aspect to consider when uploading a file on Flickr is that it does not accept SVG files; therefore, we have to export our mind map either as PNG or JPEG, taking into account how they are designed. So, let's get ready!

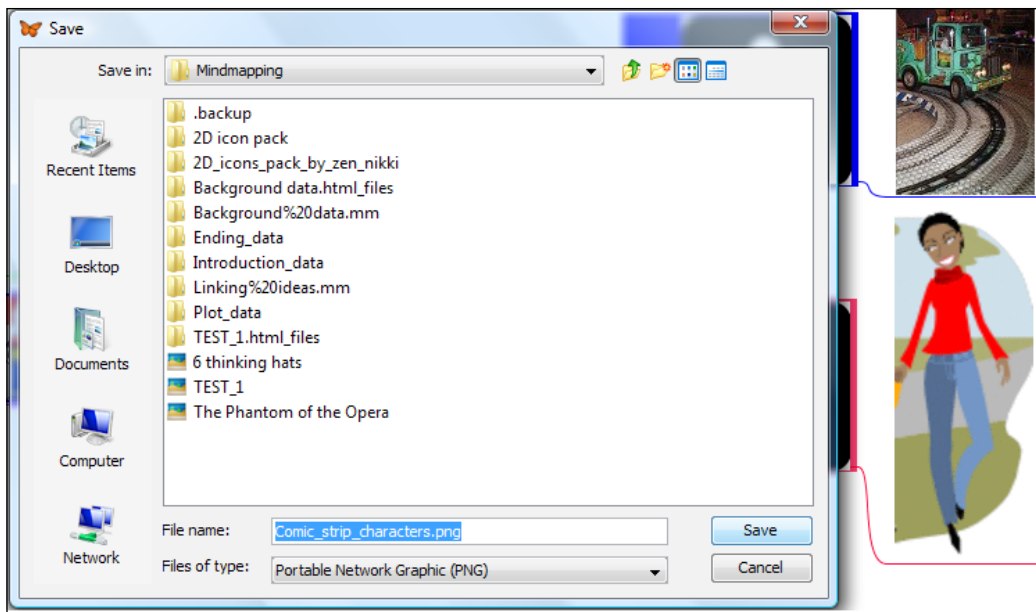
Getting ready

It is time to sign up on Flickr; to do it, we must go to <http://www.flickr.com/>. In *Chapter 3, Picturing a Mind Map: Using Visual Thinking*, we have done an activity in which we embedded a picture from Flickr into our mind map. In this recipe, we are going to upload that mind map on Flickr. Why? So that we can have access to the HTML code and embed it, and have the URL and create a link with it. There are plenty of options to have our mind map uploaded on this photo-sharing site. Furthermore, there are several activities that teachers can create using this mind map.

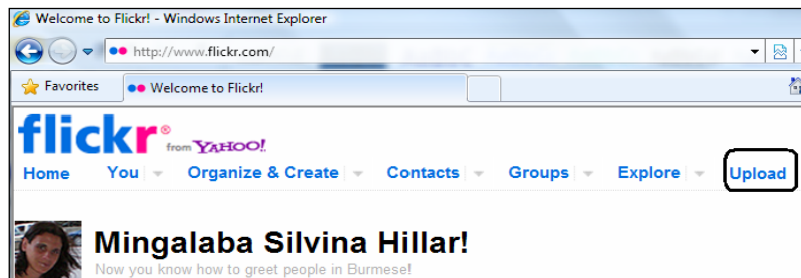
How to do it...

The first step that we have to perform in order to upload the mind map is to export it. We have to choose a mind map with pictures or photographs. After that, we have to export it as PNG or JPEG. In this recipe we are going to export it as PNG, because the mind map has bitmaps. The following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Click on **File | Export | As PNG...**
3. Write a name for the file and click on **Save**, as shown in the following screenshot:

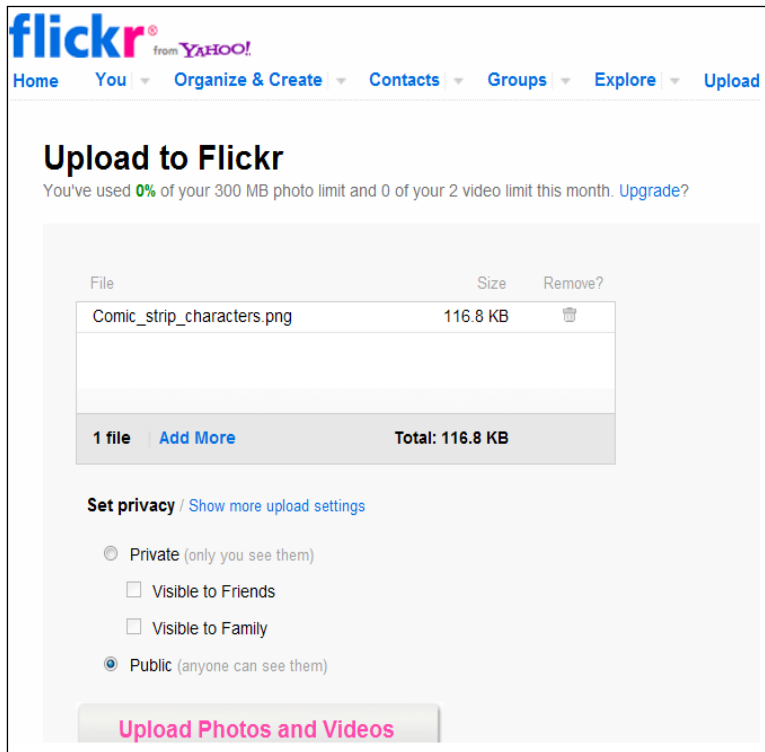


4. The file is saved in order to upload it on Flickr.
5. Sign in to your Flickr account and personalize your profile. Go to <http://www.flickr.com/>, and sign in for your account. You can also sign in with your Facebook account if you happen to have one.
6. Click on **Upload**, as shown in the following screenshot:

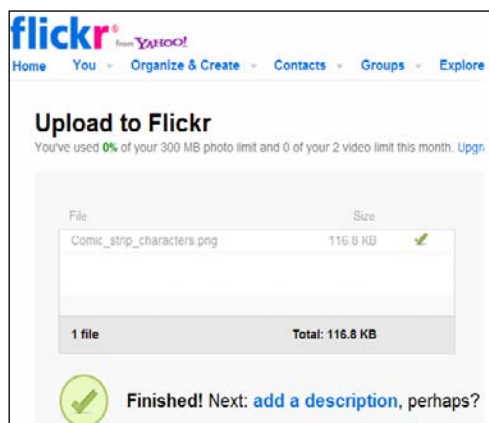


7. Click on **Choose photos and videos**.
8. Search for the mind map that you have just exported as PNG. Click on the name of the file and click on **Open**.

9. Choose the type of privacy for this file, within the **Set Privacy** block, as shown in the following screenshot:



10. Click on **Upload Photos and Videos**. Wait for the file to upload.
11. Click on **add a description**, as shown in the following screenshot:




12. Complete the blocks, as shown in the following screenshot:

Add Tags [?]

Mindmapping with FreeMind, chapter 5 **ADD**

Titles, descriptions, tags



Title:
Comic_strip_characters

Description:
This is the beginning of a mind map about comic strip characters. Let's share your ideas about it.

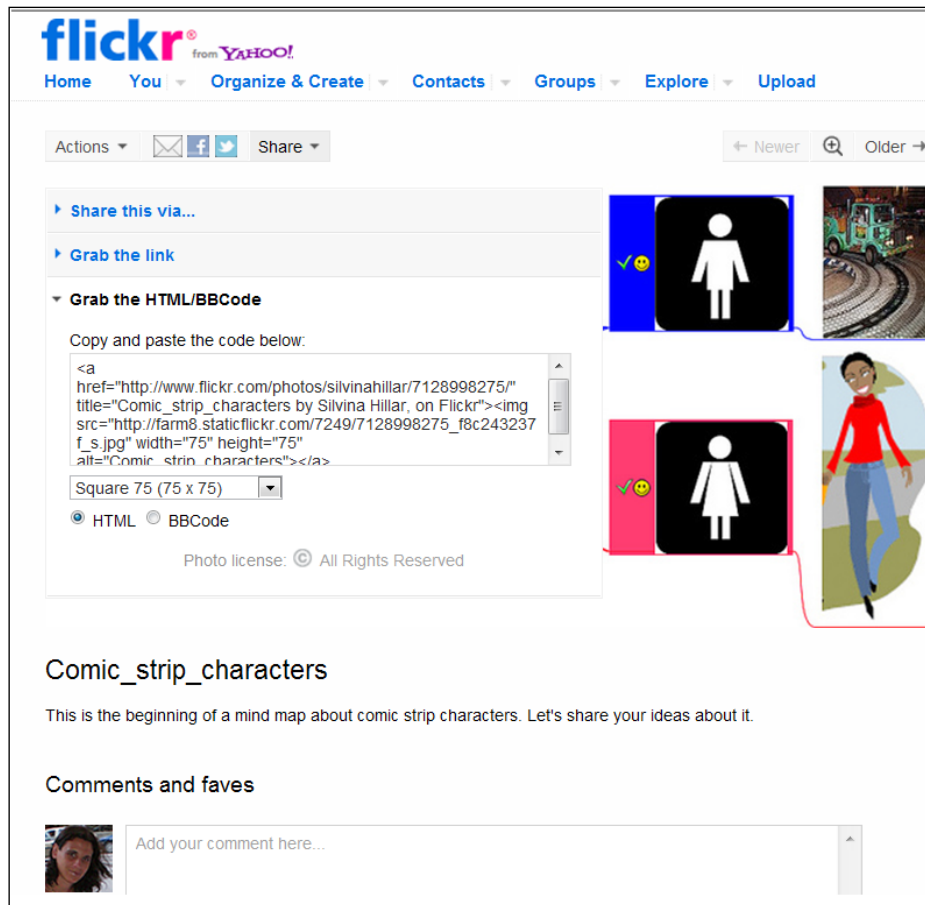
Tags:
Mindmapping with FreeMind

SAVE

13. Click on **SAVE**.

How it works...

After uploading the mind map to Flickr, we can now click on it. We can share it through different ways—by grabbing the link or copying and pasting the HTML/BBCode, as shown in the following screenshot:



See also

- ▶ The *Writing noun phrases after listening to MP3 files* recipe in *Chapter 2, Writing a Mind Map: Using the Right Words*
- ▶ The *Inserting an external object from Flickr* recipe in *Chapter 3, Picturing a Mind Map: Using Visual Thinking*

Exporting the mind map as HTML

In this recipe we are going to export the mind map as HTML. In order to export the mind map as HTML, it is important to consider the fact that it has to be designed using words rather than images. Furthermore, it is also convenient to create the mind map using different types of sizes, fonts, as well as colors, in order to show the importance and differences after being exported.

Getting ready

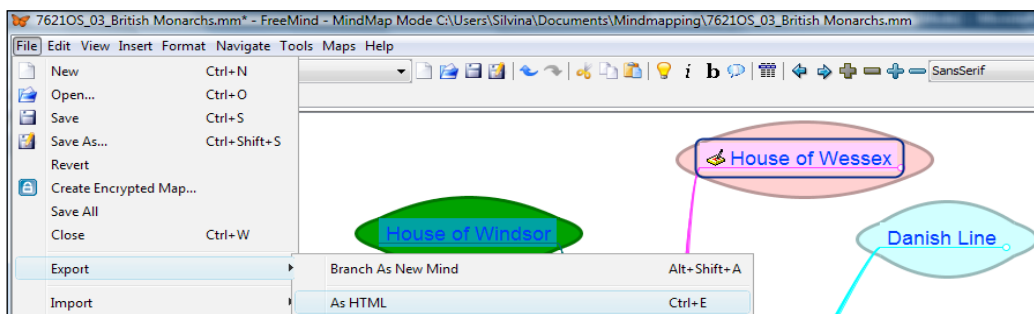
The mind map that we are going to export in this recipe is the one that we designed in *Chapter 1, Creating a Mind Map: Dos and Don'ts*—the British monarchs' mind map. This mind map has only text, and it is appropriate for exporting as HTML.

How to do it...

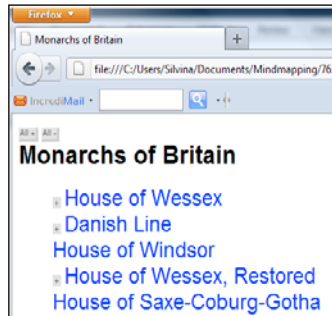
First, we have to choose the mind map to export; in this case, the one of British monarchs. After exporting the mind map, we can also save it in this new format on our computer.

When exporting as HTML, we have two options. We can export the mind map folded or unfolded. If we export it as folded, we also have the possibility to unfold it when exported; but if we export it as unfolded, we do not have the possibility to fold it afterwards. These possibilities are explored in this recipe. So, the following are the steps that we have to perform:

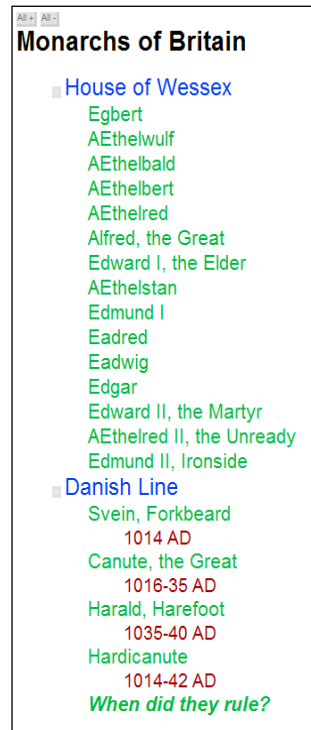
1. Open the file to export. Fold all the nodes.
2. Click on **File | Export | As HTML...**, as shown in the following screenshot:



3. The mind map is exported. There appear + signs next to the nodes that have subnodes, as shown in the following screenshot:



4. Click on the + sign to unfold the nodes, as shown in the following screenshot:



How it works...

When exporting the mind map with its nodes folded, the result is different. The mind map looks the same as the previous screenshot, but the + or - signs do not appear next to the nodes that contain subnodes. The exported mind map, with its nodes unfolded, appears as shown in the following screenshot:



Exporting the mind map as XHTML

There are three options when exporting our mind maps as XHTML. Two of them are available in the menu, but the third one depends on whether the mind map is folded or not. Therefore, before exporting it, we have to analyze the options. When the mind map is exported, it looks similar to HTML, but it is more colorful and the information in the note window appears below the node in which we have added it.

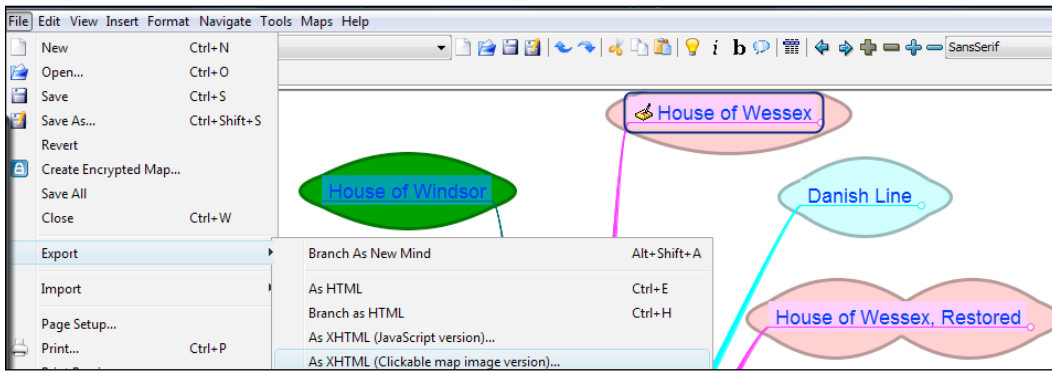
Getting ready

We are going to export the same mind map using the three different alternatives, so that we can notice the different results. The mind map to be exported is the one of British monarchs. In the previous recipe we exported the mind map as HTML, so we can also compare the difference with that exportation.

How to do it...

We are going to export the mind map as XHTML (clickable map image version). But, we are going to export it with its nodes folded. So, the following are the steps that you have to perform:

1. Open the file that you are going to work with.
2. Fold all the nodes containing subnodes.
3. Click on **File | Export | As XHTML (Clickable map image version) ...**, as shown in the following screenshot:



4. Enter a name for the file and click on **Save**.
5. The exported map appears in the default web browser, as shown in the following screenshot:

Monarchs of Britain - Windows Internet Explorer

file:///C:/Users/Silvina/Documents/Mindmapping/7621OS_03_British%20Monarchs.html#FMID_1203648011FM

7621OS_03_British Mon... x Monarchs of Britain Monarchs of Britain

Monarchs of Britain

When clicking here the nodes expand or collapse

Monarchs of Britain

This mind map shows all the British monarchs up to the present time. Students must do some assignments when highlighted.

Information in note window

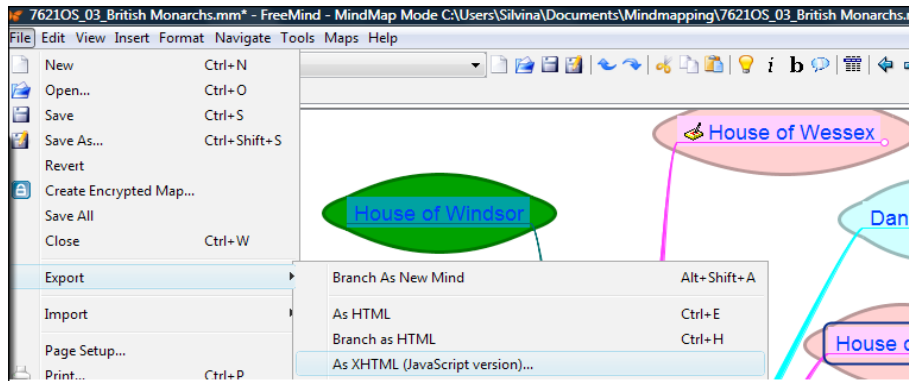
House of Wessex

You can find that there is a highlighted monarch in this node, so you have to find out more information about him and complete more nodes with relevant information.

- Egbert
- Aethelwulf
- Aethelbald
- Aethelbert
- Aethelred

6. Minimize your default web browser and go back to FreeMind. Unfold all the nodes in the same mind map.
7. Repeat steps 3 and 4.

1. Open the mind map you want to export.
2. Click on **File | Export | As XHTML (JavaScript version)...**, as shown in the following screenshot:



3. Enter a name for the file. Click on **Save**.
4. The mind map is exported to your default web browser, as shown in the following screenshot:





Save the files on your computer in any of these cases, when the mind map is exported.

Exporting the mind map as Flash

Exporting the mind map as Flash is very interesting, because it maintains the characteristics that we have added to the mind map. Besides, whether exported with the nodes folded or not, we can open them by clicking on the nodes. In the case that the nodes contain information in the note window, we can read them if we hover the mouse over those nodes.

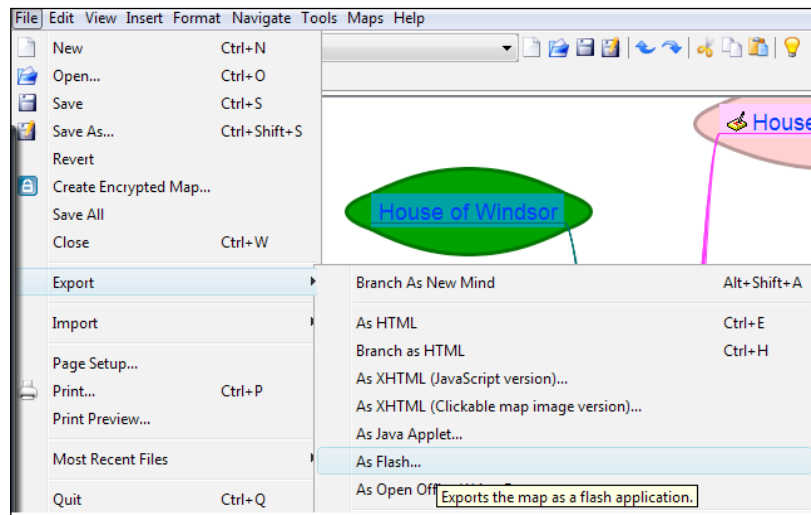
Getting ready

It is time to see how to export the mind map in a different way. We have to bear in mind that Flash is not available in some operating systems.

How to do it...

We are going to keep on exporting the same mind map, so that the difference in the exportations is noticeable. The following are the steps to perform:

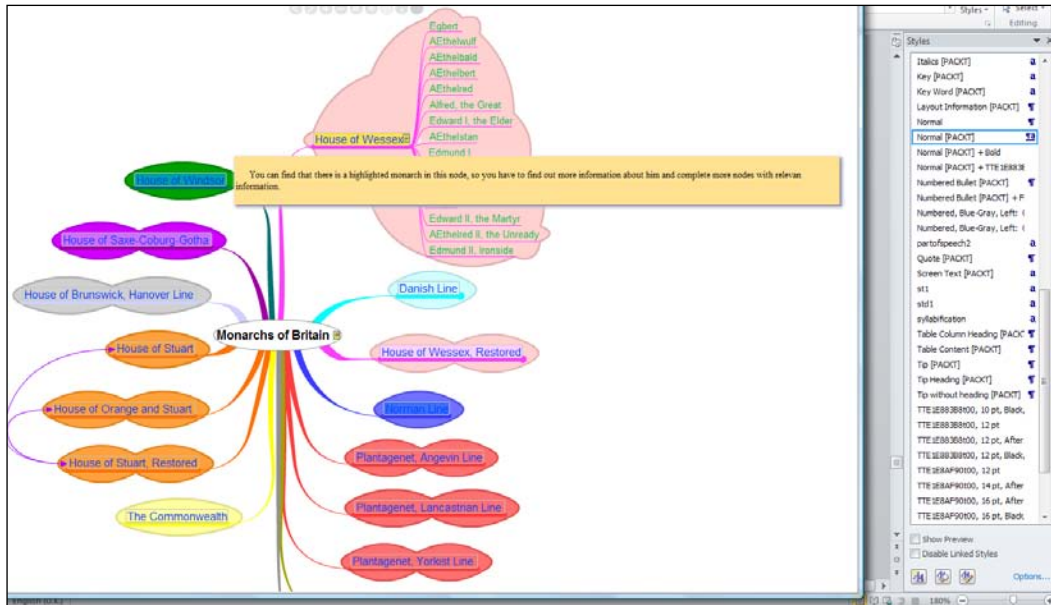
1. Open the file that you are going to work with.
2. Click on **File | Export | As Flash...**, as shown in the following screenshot:



3. Write a name for the file. Click on **Save**.

How it works...

The exported mind map appears in the default web browser. The mind map looks the same as in FreeMind. When clicking on the nodes, they fold or unfold. If there is a node that contains information in the note window, it appears while hovering the mouse over it. It is shown in the following screenshot:



Exporting the mind map as an OpenOffice Writer document and uploading to Google Docs

As the title of this recipe indicates, we are going to export our mind map to OpenOffice; therefore, it is necessary to have it installed on the computer. To download OpenOffice, go to <http://www.openoffice.org/download/>, and follow the installation wizard.

Getting ready

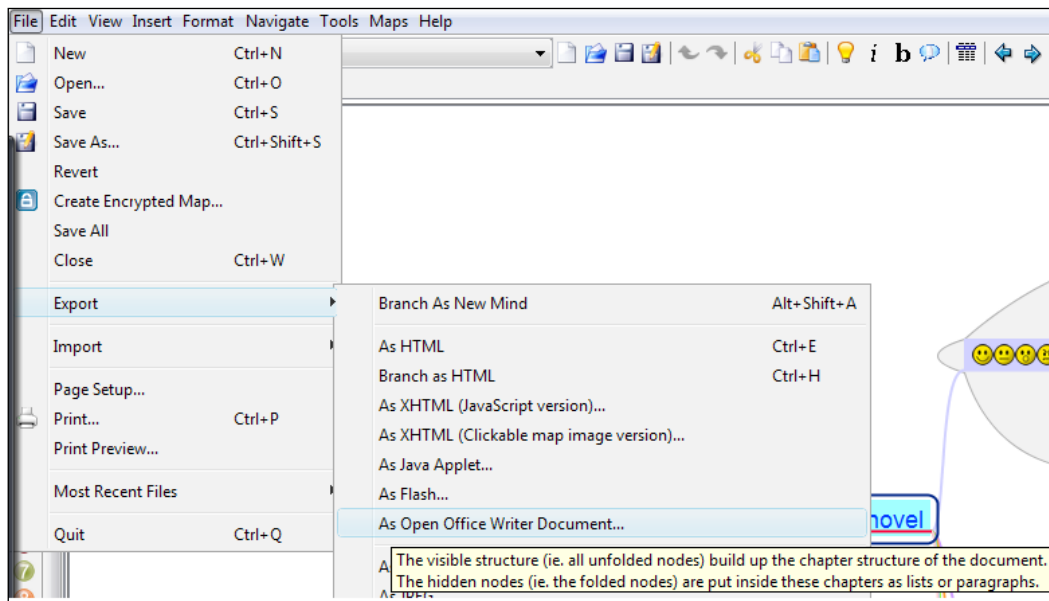
To finish the recipe, the other important ingredient that we need is to get an account on docs.google.com/. Therefore, if you do not have an account yet, go to Google at <http://www.google.com/>, click on **Documents**, and follow the necessary steps to sign in and create your account.

It is also important to export the mind map as an image, because we are also going to use it afterwards. So, taking into account what type of information the mind map has, you can export it as PNG or JPEG (docs.google.com/ does not work with SVG files).

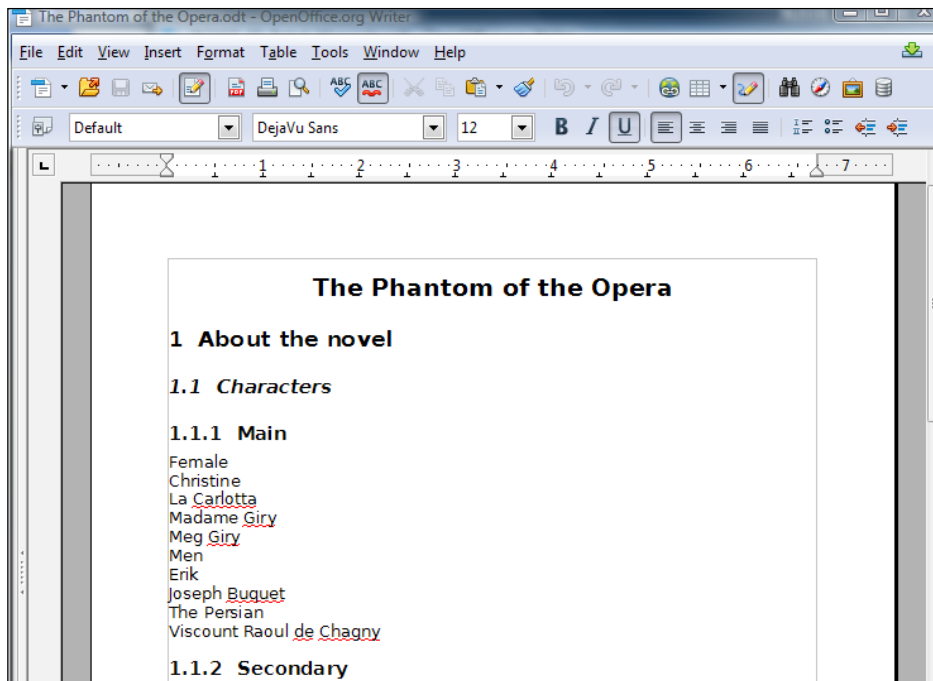
How to do it...

It is time to export our mind map. Start OpenOffice and minimize it. Open FreeMind and perform the following steps:

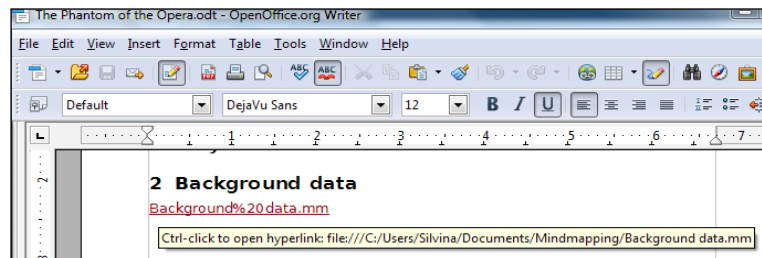
1. Open the file to export.
2. Click on **File | Export | As Open Office Writer Document...**, as shown in the following screenshot:



3. Enter a name for the file and click on **Save**.
4. Maximize OpenOffice.
5. Click on **File | Open...**. Look for the file that you have just saved and click on **Open**.
6. The file appears as shown in the following screenshot:



Note that the mind map of **The Phantom of the Opera**—designed in the previous chapters—contains pictures, but they do not appear. We have exported a branch in this mind map, so there appears a link to FreeMind in the document. You can click on that hyperlink pressing the *Ctrl* key and the mind map of background information opens. It is shown in the following screenshot:

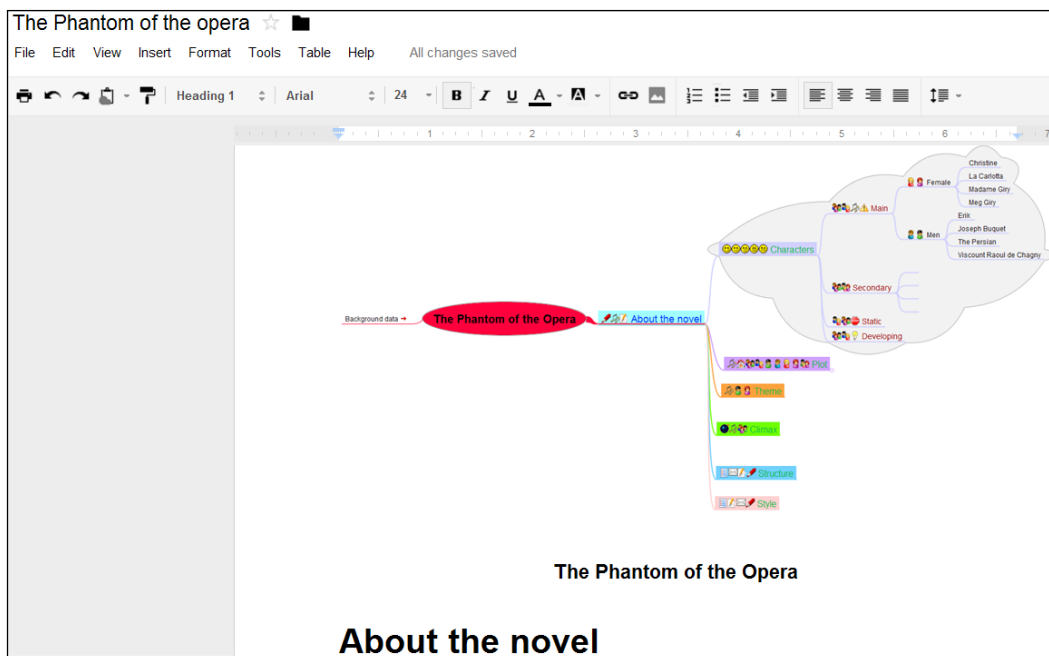


7. Click on **Edit** | **Select all**.
8. Click on **Edit** | **Copy**.

How it works...

It is time to work with Google Docs. Sign in to your Google account and create a new document. Perform the following steps to share the mind map:

1. Click on **Edit | Paste** (you have pasted the selected information in OpenOffice).
2. Click on **File | Rename**. Enter a name for the file and click on **OK**.
3. If you have exported the mind map as an image, you can insert it in the document as well. Click on **Insert | Image**.
4. A pop-up window appears. Click on **Upload**, choose an image to upload, and click on **Open**.
5. The file looks as shown in the following screenshot:



6. You can share the file or embed it. Click on **Share** on the upper-right margin and choose the desired settings.

See also

- ▶ [The Exporting the mind map to bitmaps or vector graphics recipe](#)

Viewing an interactive mind map in a web browser

Freemind has a web applet that lets the users view the mind map from their web browser. The Java applet allows you to see the interactive mind map on a Java-enabled web browser. Therefore, we have to get ready to install that applet.

Getting ready

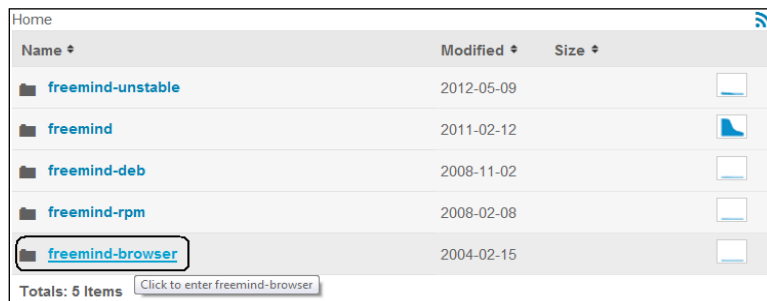
The very first step that we have to take is to download the Java applet. Go to the following URL in order to download it:

<http://sourceforge.net/projects/freemind/files/>

How to do it...

After entering the preceding URL, you have to perform the following steps in order to install the Java web applet:

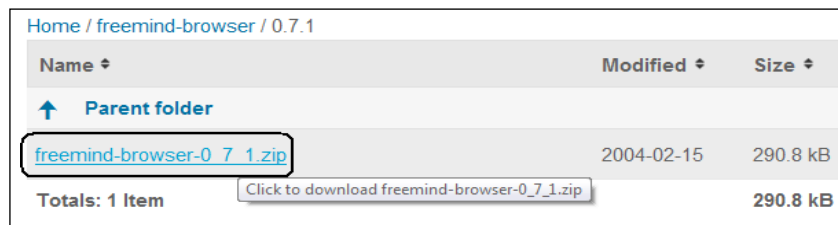
1. Click on the **freemind-browser** link, as shown in the following screenshot:



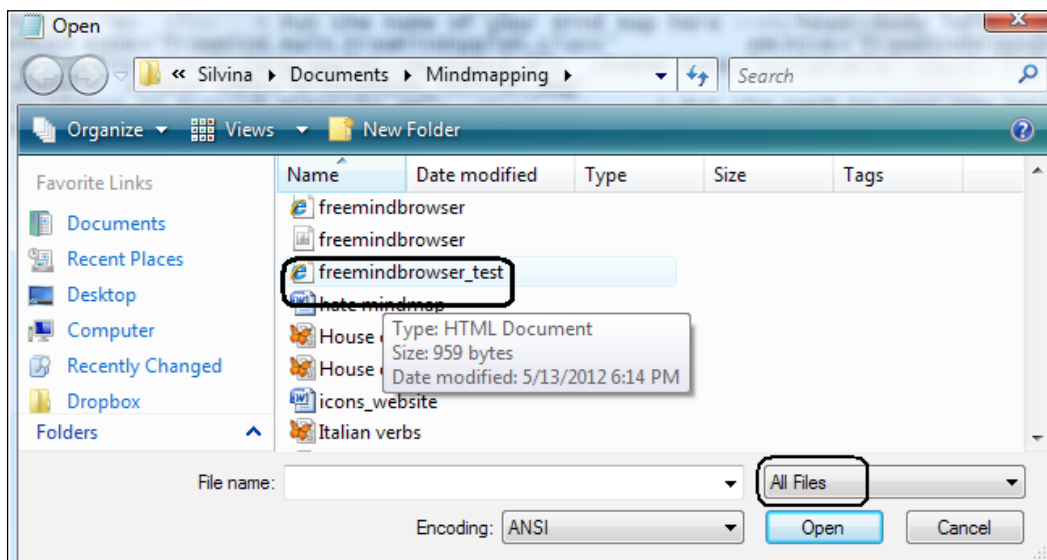
2. Go to <http://sourceforge.net/projects/freemind/files/freemind-browser/>.
3. Click on **0.7.1**, which was the latest version during the writing of this book, as shown in the following screenshot:



- Click on the **0.7.1** link, and you will see the name of a ZIP file—**freemind-browser-0 7 1.zip**, as shown in the following screenshot:



- Download it by clicking on its name.
- Decompress the downloaded ZIP file into any folder.
- You will have the following two files—`freemindbrowser.html` and `freemindbrowser.jar`.
- Copy `freemindbrowser.html`, paste it, and rename the pasted file with the desired name, such as `freemindbrowser_test.html`.
- Open `freemindbrowser_test.html` using Windows Notepad (**Start | All Programs | Accessories | Notepad**).
- Select **File | Open**, and select **All Files** in the drop-down list on the right-hand side of the **File name** textbox.
- Go to the folder and select `freemindbrowser_test.html`, as shown in the following screenshot:



12. You will see the following HTML code snippet:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html>
<!-- This launcher works fine with Explorer (with Javascript or
without) as
      well as with Mozilla on Windows -->
<head>
  <title>Mind Map</title>
  <!--   ^ Put the name of your mind map here -->
</head>
<body leftmargin="0" topmargin="0" marginwidth="0"
marginheight="0">
  <APPLET CODE="freemind.main.FreeMindApplet.class"
          ARCHIVE="freemindbrowser.jar" WIDTH="100%"
HEIGHT="100%">
    <PARAM NAME="type" VALUE="application/x-java-
applet;version=1.4">
    <PARAM NAME="scriptable" VALUE="false">
    <PARAM NAME="modes" VALUE="freemind.modes.browsemode.
BrowseMode">
    <PARAM NAME="browsemode_initial_map"
          VALUE="http://freemind.sourceforge.net/maps/freemind.mm">
    <!--   ^ Put the path to your map here -->
<param NAME="initial_mode" VALUE="Browse">
<param NAME="selection_method" VALUE="selection_method_direct">
</applet>
</body>
</html>
```

13. Enter the desired title between `<title>` and `</title>`. For example, replace `<title>Mind Map</title>` with `<title>English Monarchs</title>`.
14. Enter the path to your mind map file in the line that starts with `VALUE`. Replace `http://freemind.sourceforge.net/maps/freemind.mm` with the complete path for your `.mm` file. For example, replace `VALUE="http://freemind.sourceforge.net/maps/freemind.mm">` with `VALUE="file:///C:/Users/Silvina/Documents/Mindmapping/7621OS_03_British Monarchs.mm">`.
15. The following code snippet shows the complete example of the `freemindbrowser_test.html` file that opens `C:\Users\Silvina\Documents\Mindmapping\7621OS_03_British Monarchs`:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html>
<!-- This launcher works fine with Explorer (with Javascript or
without) as
      well as with
```



```
Mozilla on Windows -->
<head>
  <title>English Monarchs</title>
  <!--    ^ Put the name of your mind map here -->
</head>
<body leftmargin="0"

topmargin="0" marginwidth="0" marginheight="0">
  <APPLET CODE="freemind.main.FreeMindApplet.class"
    ARCHIVE="freemindbrowser.jar"

WIDTH="100%" HEIGHT="100%">
  <PARAM NAME="type" VALUE="application/x-java-
applet;version=1.4">
  <PARAM NAME="scriptable" VALUE="false">
  <PARAM

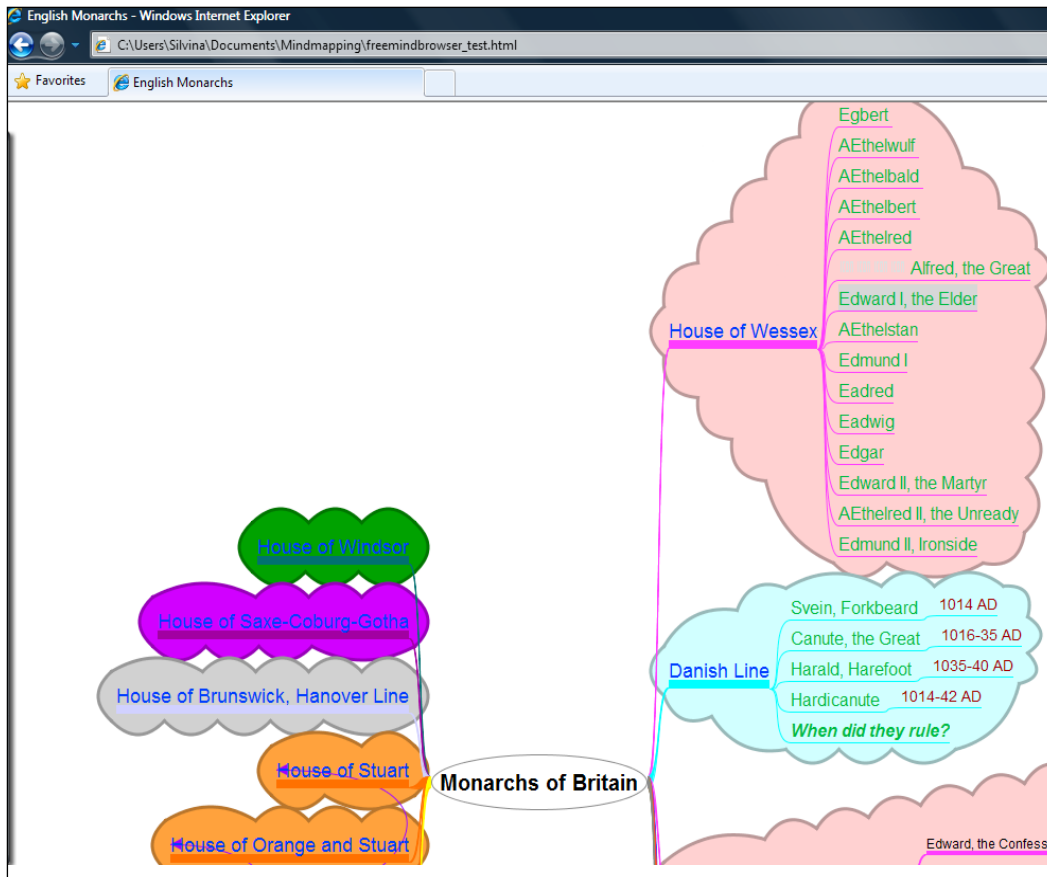
NAME="modes" VALUE="freemind.modes.browsemode.BrowseMode">
  <PARAM NAME="browsemode_initial_map"

VALUE="file:///C:/Users/Silvina/Documents/Mindmapping/7621OS_03_
British Monarchs.mm">
  <!--    ^ Put the path to your map here -->
<param

NAME="initial_mode" VALUE="Browse">
<param NAME="selection_method" VALUE="selection_method_direct">
</applet>
</body>
</html>
```

How it works...

After editing some HTML code, we can finally open `freemindbrowser_test.html` in our web browser and enable the execution of the blocked content. We will be able to interact with the mind map, as shown in the following screenshot:



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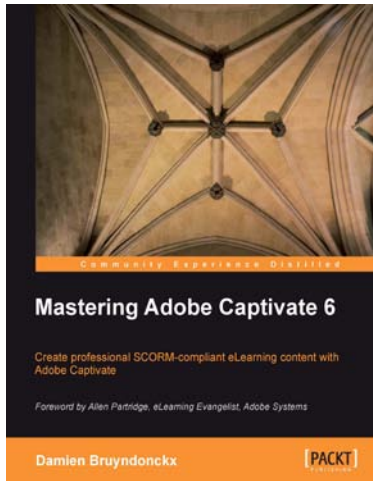
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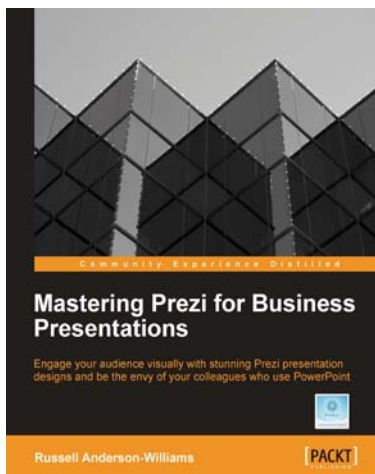
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