

# PiCoMap 2.0 Quick Start Guide

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## Table of Contents

|  |          |
|--|----------|
| <b>What is PiCoMap?</b>                        | <b>3</b> |
| <b>System Requirements</b>                     | <b>3</b> |
| <b>Step-by-Step PiCoMap</b>                    | <b>4</b> |
| <b>1. Creating an New Concept Map</b>          | <b>4</b> |
| <b>2. Nodes</b>                                | <b>4</b> |
| <b>3. Edges</b>                                | <b>6</b> |
| <b>4. The Project Menu</b>                     | <b>7</b> |
| <b>5. Beaming</b>                              | <b>7</b> |
| <b>6. Viewing your PiCoMap on your Desktop</b> | <b>7</b> |
| <b>Additional Support</b>                      | <b>8</b> |

## **What is PiCoMap?**

PiCoMap™ is a concept-mapping program that enables you to express the connections you see between ideas. A Concept Map is a set of nodes linked by directional edges. You may then share these concept maps with your peers through the power of infrared beaming, beam them directly to an infrared-capable printer, or view them on your desktop computer.

## **System Requirements**

- Palm OS 3.5 – 5.0
- Windows 98 or higher, running Palm Desktop 4.0.1 or higher.
- Macintosh OS 9.x, OS X running Palm Desktop 2.6.3, or 4.1.
- 51KB memory on Handheld needed for full installation.  
(file(s) include: PiCoMap.prc)
- An additional 644 KB is required for optional printing support.

## 1. Creating a New Concept Map

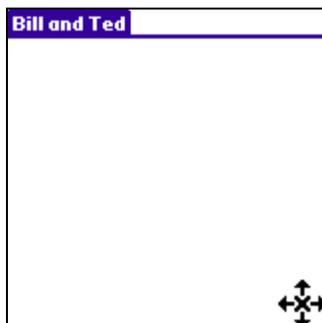


To create a new Concept Map, tap 'New.'



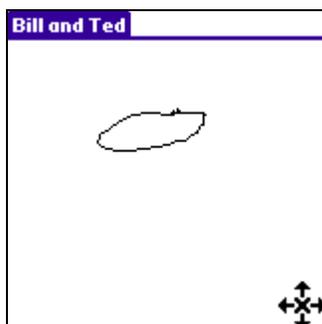
Type a title and your name on the lines provided. Tap 'OK' to start your new Concept Map.

To return to the main screen, perhaps if you've forgotten your name or not come up with a title invigorating enough for the masterful Concept Map you're about to create, tap 'Cancel.'



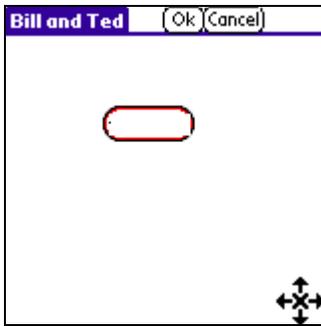
This is your PiCoMap Canvas. To move about on your canvas, use the arrows on the bottom right-hand corner. To move left, tap the left arrow; to move right, tap the right arrow; and so on. The X in the middle of the arrows re-centers you on your Canvas.

## 2. Nodes



To create a new Node, draw an oval on your canvas.

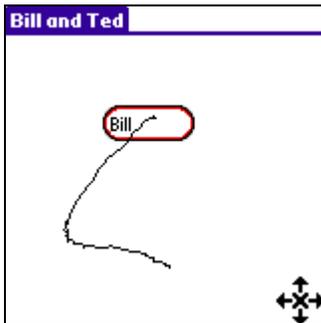
It doesn't have to be a perfect oval – look at mine! – but make sure it's a complete oval. PiCoMap won't recognize that you're trying to create a Node if you only tap the screen.



Notice that the Node appears in the center of your oval, awaiting a name. You don't have to name your Nodes, but it's helpful to do so. Nodes will expand as needed to a max of 15 characters.

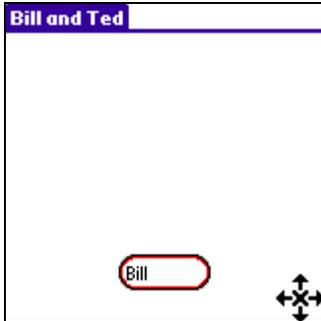
Type a name and tap 'Ok' to complete the Node.

If you change your mind, and don't want this Node, tap 'Cancel' to cancel the action.

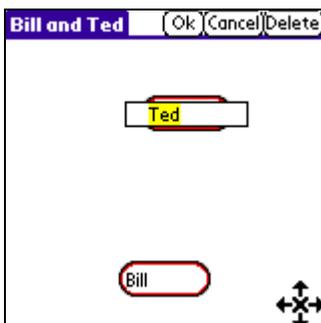


To move your Node, tap and hold within the Node's oval, then drag your stylus across the screen. Your Node does not immediately move as a line traces your progress.

To place the Node, remove the stylus from the screen.



The Node rests where you removed your stylus.

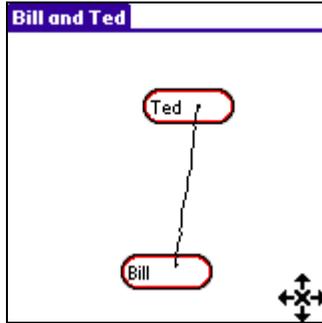


To edit or delete a Node, tap within the Node's oval. Your Node's name appears highlighted, and a 'Delete' button appears next to 'Cancel' in the top menu bar.

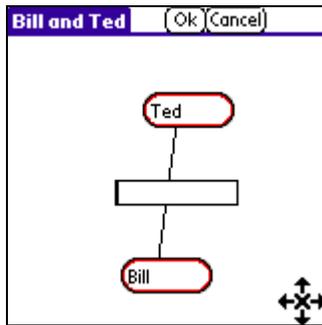
You may now change the name of your Node. Tap 'Ok' to save the changes and return to your Canvas; tap 'Cancel' to return to your Canvas without saving any changes to the Node.

To delete this Node, tap 'Delete.'

### 3. Edges



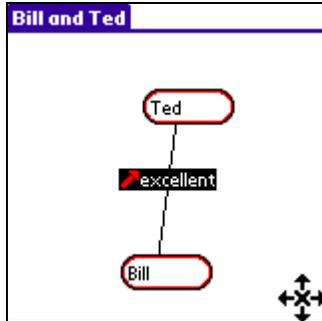
To create an Edge, draw a line from one Node to another.



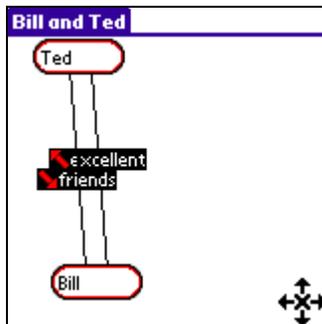
A box appears to name your Edge. You don't have to name an Edge, but it's helpful to do so.

Type a name and tap 'Ok.'

Tap 'Cancel' to cancel the Edge.

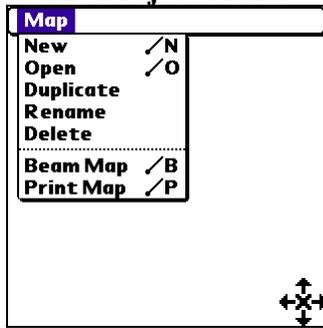


Notice the directionality of your Edge. It runs in the same way you drew the initial line between the two Nodes.



You can have two Edges between the same two Nodes, but they must be in opposite directions.

#### 4. The Project Menu



The Project Menu consists of:

**New:** Creates a new Concept Map

**Open:** Opens a preexisting Concept Map

**Duplicate:** Duplicates your Concept Map under another name.  
This is a great way to save drafts of your work.

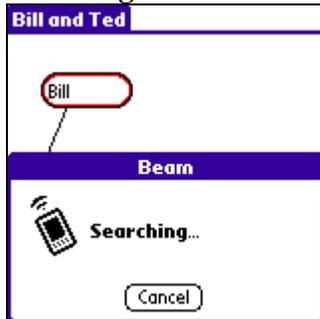
**Rename:** Renames your Concept Map

**Delete:** Deletes your Concept Map

**Beam Map:** Beams your Concept Map to a peer

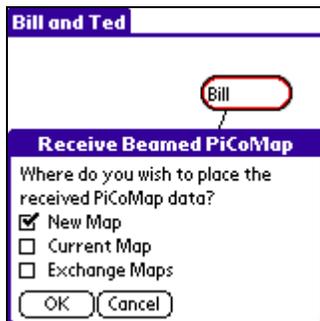
**Print Map:** Prints map directly to an IR/PostScript capable printer, if all Bachmann Software PrintBoy components have been installed on the handheld. You do not get the IR printing drivers when just beaming the PiCoMap program. PiCoMap will not IR print on Palm OS 5 devices!

#### 5. Beaming



To beam your Concept Map to a peer, align your IR port with theirs and tap 'Beam Map' from the Project Menu.

A box appears, notifying you that a search is on to find another handheld. If the search is successful, the box will disappear and you'll return to your Canvas. If the search is unsuccessful, a warning prompt will notify you of the failure. Try, try again.



If you are on the receiving end of a beam, things are a little different. After you've aligned IR ports, your peer has selected 'Beam Map,' and the search for your handheld has been successful, a box appears, asking where you would like to place the beamed PiCoMap.

To place it on its on new, blank Canvas, check 'New Map' and tap 'OK.' To add it onto your current Map, check 'Current Map' and tap 'OK.' **Nodes with identical text will automatically be combined.** To exchange your Map with theirs, check 'Exchange Maps' and tap 'OK.'

#### 6. Viewing your PiCoMap on your Desktop



To view your Concept Maps on your desktop computer, install PiCoMap onto it from GoKnow's website (<http://www.goknow.com/Products/PiCoMap.html>).

After you've created some Concept Maps on your handheld, perform a HotSync operation with your desktop. Your Maps are saved in the 'GoKnow' folder, which is located in the 'Program Files' folder of your C: drive. Double-clicking the GoKnow icon will launch a Web-like interface allowing you to view your PiCoMaps.

## **Additional Support**

Additional support and user information can be found at <http://www.goknow.com/Support.html>.

If you have any questions or concerns, please contact: [support@goknow.com](mailto:support@goknow.com).

