Chapter 4   Toolbox

The use of the Toolbox

Within this element, you have most of the important and often used components that are needed for developing mindmap applications. We therefore advise you to use **View Toolbox** as the default in the **View** menu, so that you always have quick access to the different components in the toolbox.

The toolbox itself can have more than ten components, depending on the modules you are using with the application development environment.

The actual sequence of icons on the toolbox is dependent on the order in which the components are loaded. Normally, the user will not influence this order, but mindmap does offer an option whereby components can be explicitly loaded or, on the other hand, kept from loading. This is controlled by an entry in the MINDMAP.INI file. Under the heading:

```
[Libraries]
Default = *.MDL
```

This will cause every component library (MDL = mindmap Dynamic Link Library), that is located in the home directory, to be loaded. This can be altered, though. Actually, you can even create your own personal load scenarios. To do this, locate the [Libraries] entry in the MINDMAP.INI file. Then enter the desired files, according to the following scheme:

```
[Libraries]
Section1 = DEMO1

[DEMO1]
Default =
Lib1 = MMEDIT.MDL
Lib2 = MMDATA.MDL

[DEMO2]
```

Standard toolbox

```
Default =
Lib1 = MMBASE.MDL
Lib2 = MMODBC.MDL
Lib3 = MMEDIT.MDL
Lib4 = MMDATA.MDL
```

In this example, only the components contained in the two libraries (MMEDIT and MMDATA) will be loaded. If you later wish to load a different set, then you would merely change the referenced section and the heading [Libraries].

Let us now specify the standard components in the toolbox. Beginning at the top they are as follows:

‣   Pointer

‣   Link

‣   Run mode

‣   Draw

‣   Zoom

‣   Button

‣   Text

‣   Graphic import

‣   Encapsulator (Client / Server)

‣   Database

‣   List box

‣   Data table

‣   Input field

‣   Input/output

‣   Menu

‣   MCI

‣   VBX (if a VBX control has been installed).

These components are described in the section about component types on page 117.

Pointer Option

 When you start mindmap you will see an arrow on the screen. This arrow is your standard mouse pointer in edit mode. You can use the pointer to select components on the screen, pick components off the toolbox, make menu selections and execute other mindmap functions. Whenever the cursor changes from the arrow to another shape - because you selected one of the components -- you can switch to the pointer again by clicking on the upper arrow in the toolbox or by pressing **CTRL+Y** simultaneously.
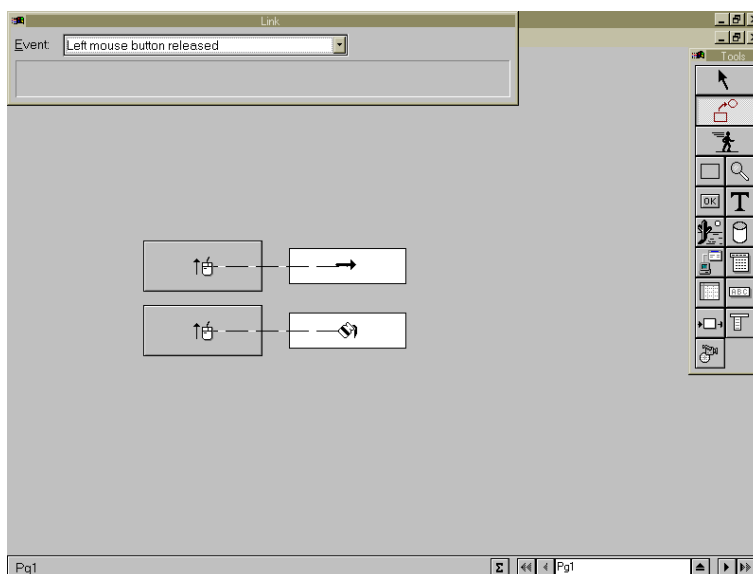
The cursor can take on other shapes, depending on your usage of **mindmap** and your selection in the toolbox or the components menu. When you click on Objects, a menu opens and shows a selected ✓ pointer. Whenever you have a different cursor and you need the pointer to select and edit components, click on that item. There are two other ways to change the cursor back to its initial setting:

1. Use the shortcut key **CTRL+Y** or

2. Click on the top button of the toolbox which shows the arrow.

Link Option

This tool helps to control and evaluate different events that are connected with different components. Whenever you choose the Link option, a dialog box appears at the upper left side of the screen. Now you can select an event you want to control. For example, Left mouse button released and all the components on the selected page which contain this event will show a special icon symbolizing that event.

This is how *mindmap* visualizes links associated with compo-
nents

If you select a component in this mode, then the list will display
all links assigned to this component, followed by all links which
point at the selected component.

The link component function offers a quick overview of selected
events and allows you to search for events or to examine the
program structure of an application.

If you want to see all events of a component, the link compo-
nent function is also helpful. Select the event you want to ana-
lyze and click on one of the components. You will see that the
link component dialog box lists all the events of the selected
component. This function allows you to analyze and compare
the events and messages of different components very fast and
comfortably.

Run Option

A click on the run mode icon in the toolbox
switches mindmap to run mode and makes your
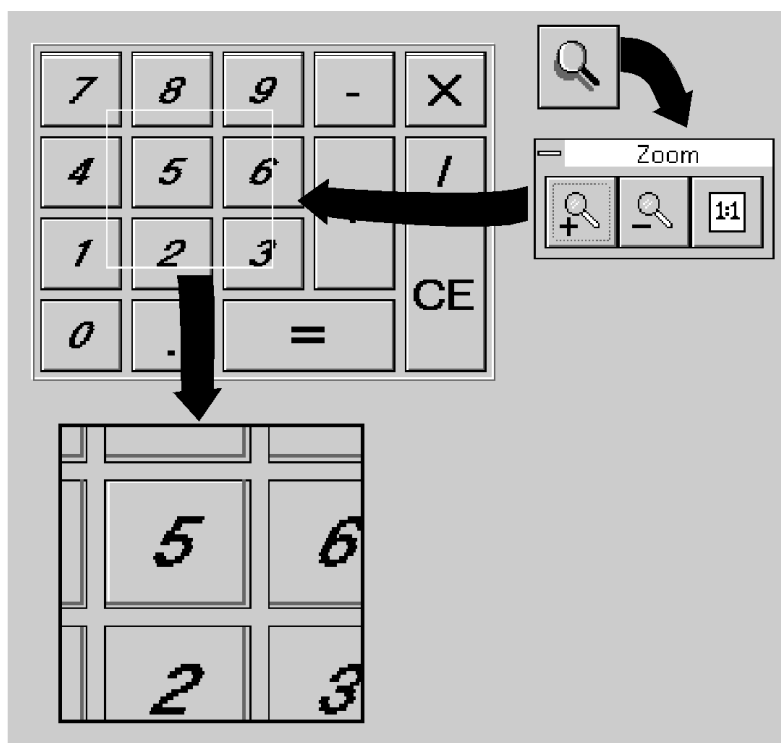application execute. The shortcut function key

F4 allows you to start or to exit the run mode again. The run mode will display the application as the user will see it. The edit mode will, on the other hand, display the application in its construction mode, allowing you to make changes to it.

The run mode helps to check your program without creating an *.EXE-file. You can test certain steps of your development process by switching into the run mode before you save the application. If the result is as you expected it to be, you can save the application. If the result does not meet your expectations, correct your application or close the program without saving, so that you can start from the beginning.

Zoom Option

Working exactly and precisely requires tools that help to position buttons in the right place or to create an output page with exact printing positions.

How the magnifying glass works

The zoom function is a tool that helps to look at things in different degrees of detail. The zoom factor depends on the detail you are choosing, i.e. the smaller the detail you wish to see, the higher the zoom factor must be.

Selecting the magnifying glass within the zoom mode changes the appearance of the cursor so that the cursor becomes a magnifying glass. If you have selected the magnifying glass marked with a plus in the zoom dialog box, you can select a section to detail from a screen. Press the mouse button and pull the cursor over that part you want to zoom in on.

If you want to see the screen in the original size, you can click on the magnifying glass marked with a minus and the zoom factor regresses step by step. The fastest way to get the default resolution is to choose the 1:1 function.