



# mindmap 2

The Visual Application  
Assembly Environment

Quick Reference



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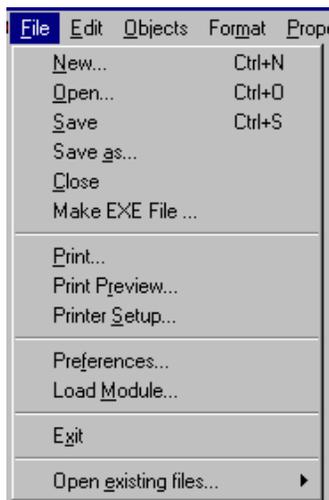
Part number 01-100005-0001

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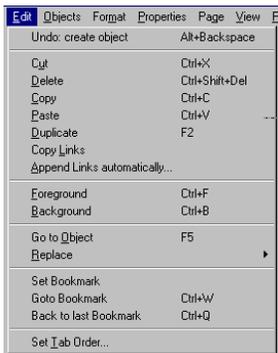


# Menu Options



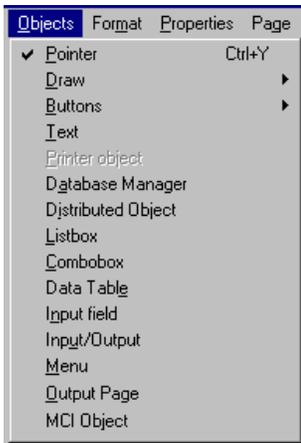
Menu Entry		Description
File		
New		Creates a new mindmap application or printer layout file
Open		Opens an existing mindmap application or printer layout file
Save		Saves current open file as .MM or .MMP file
Save as		Saves newly created contents as .MM or .MMP file
Close		Closes the currently open .MM file
Print		Print mindmap system documentation
Print Preview		Preview mindmap system documentation
Printer Setup		Define settings for printer
Preferences	System	Define settings for main screen and Load/Save options
	Screen	Define additional settings for screen
	Fonts	Define default settings for fonts
	Mouse	Define mouse behavior
	Links	Define settings for links

Menu Entry		Description
	Formula	Define settings for formula evaluation
	Names	Define default component names
	Application	Define settings for current application
	Database	Define settings for DBMS interaction
	Network	Define settings for client/server applications
	Info	Observe details of system, memory and error log
	VBX	Define settings for VBXs
Load Module		Allows loading of a specific MM module
Exit		Exit mindmap
Open existing files		Open previously opened and saved files
<b>Edit</b>		
Undo		Undo the last operation
Cut		Delete selected component and place on clipboard
Delete		Delete selected component
Copy		Place a copy of selected component on clipboard
Paste		Paste a copy of the clipboard contents to current page
Duplicate		Create a duplicate of selected component without placing a copy on the clipboard

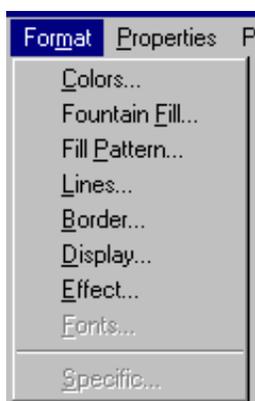




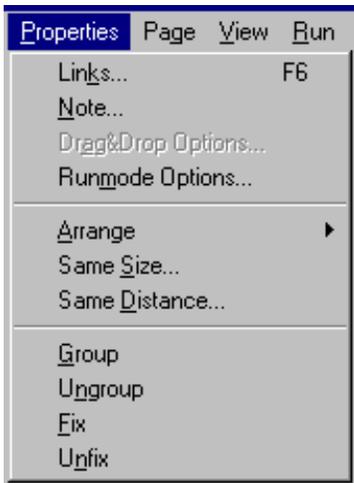
Menu Entry		Description
Copy Links		Copy all links of selected component to clipboard
Append Links automatically		Append selected links to selected components on same page or other pages
Foreground		Move selected component to foreground (first in tab order and last to be painted)
Background		Move selected component to background (last in tab order and first to be painted)
Go to Component		Display list of components and jump to selected component
Replace		Replace component / attribute with another component / attribute
Set Bookmark		Tag current page with a bookmark
Go to Bookmark		Jump from current page to bookmarked page
Back to last Bookmark		Jump back to page prior to jump to current page
Set Tab Order		Change existing tab order of components on current page



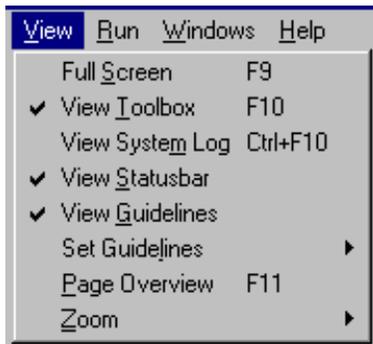
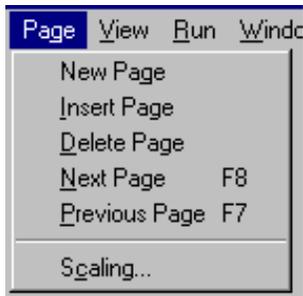
Menu Entry		Description
Components		
Pointer		Cursor mode in which components can be selected
Draw	rectangle	Draw a rectangle / square
	circle	Draw a circle / ellipse
	rounded rectangle	Draw a rectangle / square with rounded corners
	arc	Draw an arc
	pie segment	Draw a pie segment
	line	Draw a multi-node line
Buttons	Command button	Create a standard command button
	Check box	Create a standard check box
	Radio button	Create a standard radio button
	Scroll bar	Create a standard scroll bar
Text		Create an empty text frame
Printer Component		Create a component for system documentation
Database Manager		Place a component connecting to an external data source, such as a database table
Distributed Component		Create client / server encapsulation component
List box		Create a standard list box
Combo box		Create combo box
Data Table		Create a data table (grid)



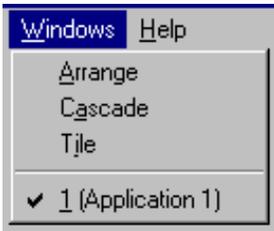
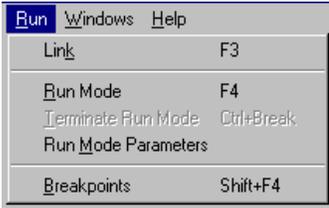
Menu Entry		Description
Input field		Create a single or multiline input field component
Input/Output		Create a component which connects to the printer / clipboard / file system
Menu		Create a menu component
Report		Create an output page component
VBX Component		Place an instance of a registered VBX component
MCI Component		Place a multimedia component
Format		
Colors		Set color attribute of selected component(s)
Fountain Fill		Set fountain fill attribute of selected component(s)
Fill Pattern		Set fill pattern attribute of selected component(s)
Lines		Set line attributes of selected line
Border		Set border attribute of selected component
Display		Set color relationship to background color for selected component
Effect		Set the run time effect of selected component
Fonts		Set font attribute(s) for selected component
Specific		Set component specific attributes for selected component



Menu Entry		Description
Properties		
Links		Access the link mechanism for selected component
Note		Create an annotation for selected component
Drag&Drop Options		Define drag & drop options for selected component
Run mode Options		Define options of selected component at runtime relating to movement of component
Arrange		Arrange selected components along various axes
Same Size		Make selected components same size
Same Distance		Make horizontal / vertical distance between selected components equal
Group		Assemble selected components into a group
Ungroup		Disassemble selected group into individual components
Fix		Fix selected component to current screen position
Unfix		Unfix component from current screen position



Menu Entry		Description
Page		
New Page		Create a new mindmap page, placed after the last existing page
Insert Page		Create a new mindmap page, placed to the logical left of the current page
Delete Page		Delete current page and all components placed on the page, along with all links originating from, and pointing to, these components
Next Page		Go to next page (logical right)
Previous Page		Go to previous page (logical left)
Scaling		Size current application to other screen dimensions
View		
Full Screen		Display application in full screen mode (without status bar and menu bar)
View Toolbox		Toggle toolbar on and off (visible and invisible)
View System Log		View system log containing runtime information
View Status Bar		Toggle status bar on and off (visible and invisible)
View Guidelines		Toggle guide lines on and off (visible and invisible)
Set Guidelines		Set horizontal and/or vertical guide lines



Menu Entry		Description
Page Overview		View all pages of current application as thumbnail views
Zoom		Zoom in, zoom out, and normal view
Run		
Link		View links on current page
Run Mode		Toggle into run mode
Run Mode Parameters		Set run mode parameters
Breakpoints		Define breakpoints for debugger mode
Windows		
Arrange		Arrange icons of minimized, open applications
Cascade		Display all open .MM files (applications) so that they are overlapping
Tile		Display all open .MM files (applications) so that they are tiled next to one another
Help		
Index		Access the Help index
Topics		Access the Help topics
About mindmap		Display system information regarding mindmap (also serial number)

# Components

Icon	Name	Description
	Pointer	Cursor mode in which components can be selected
	Links	Display links on a page
	Run Mode	Toggle into run mode (equivalent to F4)
	Graphical primitives	Fundamental component. Offers an additional selection of rectangle, rounded rectangle, circle, pie segment, line (vector) or arc
	Zoom in	Enlarges the view of a selected portion of the screen
	Zoom out	Reduces the viewing area of a selected portion of the screen
	1:1	Re-establishes the original viewing area of the screen
	Command button	Create a standard command button
	Check box	Create a standard check box
	Radio button	Create a standard radio button
	Scroll bar	Create a standard scroll bar
	Text	Create an empty text frame

Icon	Name	Description
	Import	Import a graphic file
	Database Manager	Place a component connecting to an external data source, such as a database table
	Distributed Component	Create a client / server encapsulation component
	List box	Create a standard list box
	Combo box	Create a standard combo box
	Data Table	Create a data table (grid)
	Input field	Create a single- / multi-line input field component
	Input/Output	Create a component which connects to system printer / clipboard / file system
	Menu	Create a menu component
	VBX	Place an instance of a registered VBX component
	MCI Component	Place a multimedia component (sound, video, animation, etc.)
	Output Page	Create an output page component
	Printer Component	Place component for system documentation

# Attributes

Icon	Name	Description
	Fill Color	Set color attribute of selected component(s)
	Fonts	Set font attribute(s) of selected component(s)
	Effects	Set the run time effect of selected component(s)
	Lines	Set line attribute(s) of selected line
	Drag&Drop Options	Define drag & drop options for selected component
	Format / Preset	Define the format of a selected input field
	Border	Set border attribute of selected component
	Links	Access the link mechanism for selected component
	Annotation	Create an annotation for selected component
	Display	Set color relationship to background color for selected component

Icon	Name	Description
	Fountain Fill	Set fountain fill of selected component(s)
	Fill Pattern	Set fill pattern of selected component(s)
	Run Mode Options	Define run time movement and sizing of selected component(s).
	Component Specific Attributes	Access the component specific attributes of the selected component
Distributed Component		
	Definition Window	Define a client or server component
	Define Server Actions	Define the actions of a server component
Import		
	Arrange Graphic Component	Define positioning attribute of selected graphic component and size/ratio
	Graphic Component Hot Spot	Define hot spots on a graphic component
Database Manager		
	Table Structure	View table structure of selected database component and view/make connections
	Database Selection	Reselect a data source for selected database component

Icon	Name	Description
	Database mode	Set various attributes for selected database component, including cursor behavior
Input/Output		
	Import	Replace standard icon with user defined bitmap for selected input/output component
Input field		
	Database query	Define settings of selected component for query interaction with data source

# Events

Icon	Event	Description (When event is generated)
	Left mouse button clicked	When left mouse button is pressed and before it is released.
	Left mouse button released	When left mouse button has been released
	Left mouse button double clicked	When left mouse is clicked twice in rapid sequence
	Right mouse button clicked	When right mouse button is pressed and before it is released
	Right mouse button released	When right mouse button has been released
	Right mouse button double clicked	When right mouse button is clicked twice in rapid sequence
	Activate Page	When control is passed to current page (jumped to the page or to a component on the page)
	Deactivate Page	When control is passed to another page
	Mouse movement	Any movement of the mouse
	Mouse movement into component	When mouse cursor is moved into selected component(s)
	Mouse movement out of component	When mouse cursor leaves the selected component(s)
	Application started	When the application is started (put into run mode or executed as an EXE file)

Icon	Event	Description (When event is generated)
	Application terminated	When application is normally terminated (put into edit mode or quit as EXE file)
	Goal of a jump	When selected component has been jumped to (used in conjunction with sub routines/ sub assemblies)
	Error in calculation	When an error in a calculation has been detected by the mindmap parser
	Begin Drag&Drop	When a Drag & Drop function has been started
	End Drag&Drop	When a Drag & Drop function has been completed
	F1-F12-Keys	When any normal function key is pressed in run mode, when the selected component has focus ( <b>Caution:</b> F4 toggles back into edit mode, if file is running as .MM file)
	Esc-Key	When the ESC key is pressed while the selected component has focus
	Button pressed	When a command button has been pressed and before it is released
	Button released	When a command button has been released
	Row up/left	When the Up arrow has been clicked on a selected scroll bar component
	Page up/left	When area on selected scroll bar between elevator and the Up arrow has been clicked

Icon	Event	Description (When event is generated)
	Row down/right	When Down arrow has been clicked on a selected scroll bar component
	Page down/right	When area on selected scroll bar between elevator and Down arrow has been clicked
	Move	On any movement of the selected scroll bar
	Scroll change	On any change in the value of the selected scroll bar
	Record loaded	When a database record has been loaded into the application
	Refresh data fields	When database field(s) has (have) been refreshed
	Delete failed	When a database deletion has not been successful
	Insert failed	When a database insertion has not been successful
	Update failed	When a database update has not been successful
	Enter	When the ENTER key has been pressed while the selected input field component has focus
	Keyboard input	When any key has been pressed while the selected input field component has focus
	Receive focus	When the selected input field component has received the focus
	Lose focus	When the selected input field component has lost the focus

Icon	Event	Description (When event is generated)
	Cursor changed	When the cursor in the edit field is changed / moves
	Receive focus	When the selected data table receives the focus
	Loose focus	When the selected data table loses the focus
	Cursor changed	When the cursor changes / moves in the selected data table
	Double click	When the selected data table receives a double click
	Abort edit mode	When the selected data table has the editing of a cell aborted
	Begin edit mode	When the selected data table has the editing of a cell begun
	Cell changed	When the selected data table has the contents of a cell changed
	Order changed	When the selected data table has the order of its contents changed
	New data in clipboard	When the clipboard receives new data
	Clipboard empty	When the clipboard has its contents deleted
	Menu	When a menu command is executed
	Mode changed	When the mode is changing, as from play to pause.
	Device not ready	When a "Device not ready" message is received from an MCI source

Icon	Event	Description (When event is generated)
	Stopped	When a "Device stopped" message is received from an MCI source
	Playing	When a "Device playing" message is received from an MCI source
	Recording	When a "Device recording" message is received from an MCI source
	Seeking	When a "Device seeking" message is received from an MCI source
	Paused	When a "Device paused" message is received from an MCI source
	Device is open	When a "Device is open" message is received from an MCI source
	Position changed	When a "Device position changed" message is received from an MCI source
	Size changed	When a "Device size changed" message is received from an MCI source
	Media changed	When a "Device media changed" message is received from an MCI source
	Error	When a "Device error" message is received from an MCI source
	Server has closed	When a Server component has closed its connection to the Client

# Messages

Icon	Message	Description
	Jump	Performs a jump to any other existing component in the current application.
	Assign value	Assigns a value, as stated in the formula field, to a component.
	Drag&Drop	Performs an automated Drag&Drop from one component to another.
	Change attributes	Changes any normally accessible attribute for a component.
	Change cursor	Changes the mouse cursor to a new shape.
	Sound	Plays a system sound as associated with a system event as defined in the Windows Control Panel.
	Timeout	Sets a time to wait before the next event is evaluated for the component.
	Move	Moves a selected component to another location on the same page. May also change the size of the component.
	Program execution	Executes another program on the computer.
	System command	Allows developer to control window functions of maximize, minimize, restore and to terminate application.

Icon	Message	Description
	Combo- /Listbox	Executes commands relating to a list box component.
	Data Table	Executes commands relating to a data table component.
	Database	Executes commands relating to a data base component.
	Input / Output	Executes commands relating to one of the Input / Output components: clipboard, file, or printer.
	MCI Command	Executes manually entered commands relating to Multimedia Command Interface (MCI) components.
	Message Box	Creates a pop-up message box with customizable text and command buttons.
	Multimedia	Executes pre-defined commands relating to Multimedia Command Interface (MCI) components.
	Report	Defines user interaction with output page(s) at run time.
	Server	Executes available action(s) defined in the API for the server component.
	VBX	Executes available action(s), or methods, defined for the selected VBX component.

# Parser Statements

## Operators

Symbol	Name	Definition
+	Plus	Adds two values
-	Minus	Subtracts second value from first value
*	Multiply	Multiplies two values
/	Divide	Divides the first value by the second
mod %	Modulus	Calculates the remainder of a division The percent symbol can be used in place of 'mod'.
^	Power	Raises a number to a power
()	Precedence	mindmap evaluates formulas from left to right, performing multiplication and division before addition and subtraction. Using parentheses allows you to change the order of evaluation, as mindmap evaluates expressions between parentheses first.
= ==	Equals	True if both elements are equal
<> !=	Not equals	True if both elements are not equal
>	Greater than	True if the value on the left of the operator exceeds the one on the right

Symbol	Name	Definition
<	Less Than	True if the value on the left of the operator is less than the value on the right
>=	Greater Than or Equal To	True if the value on the left is greater than or equal to the value on the right
<=	Less Than or Equal to	True if the value on the left is less than or equal to the value on the right
AND		True only if both elements are true
OR		True if either of the two values is true
XOR		True if either, but not both values, are true
NOT		Changes the value of the subsequent Boolean operation from true to false or from false to true
+	Concatenate	Appends the text string on the right to the end of the text string on the left. Example: "abc" + "def" ; equals "abcdef"
" " “ ”	Text Constant	Marks the beginning and the end of characters to be considered a text constant. Quotes without text between them indicate a blank space. If you enter text into a formula without using quotes, <b>mindmap</b> interprets the text as a component name or as a function.
\\	Backslash	To represent a backslash in a text string, one must put a backslash in front of it.
\"	Double Quotation mark	To represent double quotation marks in a text string, a backslash has to be set in front of each quote.

Symbol	Name	Definition
\'	Single Quotation mark	To represent single quotation marks in a text string, a backslash has to be set in front of each quote.
\n	New Line Character	To represent the new-line-character 0x0A.
\r	Carriage Return Character	To represent the carriage-return-character 0x0D.
\t	Tab Character	To represent the tab-character 0x09.

## Functions

Statement	Parameters	Description
Native Functions		
abs	(n1)	Returns the absolute value of n1.
arccos	(n1)	Returns the arccosine of n1.
arcsin	(n1)	Returns the arcsine of n1.
arctan	(n1)	Returns the arctangent of n1.
color		This function converts three color values into a 32-bit RGB color value.
cos	(n1)	Returns the cosine of n1.
cosh	(n1)	Returns the hyperbolic cosine of n1.
crlf		Inserts a carriage return/line feed.
date		Supplies the current system date.
datestr	<date>	Converts <date> into a string.
day	<date>	Returns the numeric value of the day of the month of the calendar date supplied.
exp	<num>	Returns the exponential value of the given parameter.
frac	<num>	Returns the fractional part of a floating-point value.
int	<num>	Returns a floating-point value representing the largest integer that is less than or equal to <num>.
len	<text>	Obtains the length of the supplied string <text>.
ln	<num>	Determines the natural logarithm of <num>.
log	<num>	Returns the common logarithm (base 10) of a number <num>.
lower	<text>	Converts all letters in <text> to lowercase.

Statement	Parameters	Description
month	<date>	Extracts the numeric value of the month from the date supplied.
rand		Returns a pseudo random value between 0 and 32767.
round	<num1>, <num2>	Rounds the floating point value <num1>. <num2> is the number of digits to the right of the decimal point.
sign	<num>	Determines if <num> is positive or negative.
sin	<num>	Returns the sine of an angle <num> that is measured in radians.
sinh	<num>	Returns the hyperbolic sine of an angle <num>.
smonth	<date>	Returns the name of the month of <date> using the installed language library.
sqrt	<num>	Returns the square root of <num>.
str	<num>	Translates a number <num> into a string.
strdate	<text>	Converts <text> into a valid date if possible.
strpos	<text1>, <text2>	Searches for the first occurrence of <text2> in <text1>.
substr or substring	<text>, <num1>, [<num2>]	Extracts from <text> a substring starting at position <num1> and with a length of <num2> (1-based).
sweekday	<date>	Returns the name of the weekday of <date> using the installed language library.
tan	<num>	Returns the tangent of an angle <num> measured in radians.
tanh	<num>	Returns the hyperbolic tangent of an angle <num>.
time		Supplies the current system time in 24 hour notation.
trim	<text>	Removes trailing spaces from the given string <text>.

Statement	Parameters	Description
upper	<text>	Returns a string consisting of the uppercase equivalent of the <text> parameter.
val	<text>	Returns the numerical equivalent of the supplied <text>.
weekday	<date>	determines the day-of-week from a given date <date>.
year	<date>	Returns the year of the calendar date <date>.
Imported Functions		
Ansi	<text1>, <text2>, <num>	Copies the first string <text1>, into the second one <text2>, translating from the IBM-8 character set into the ANSI character set.
CopyFile	<text1>, <text2>	Copies the second file <text2> onto the first file <text1>.
DeleteFile	<text>	Deletes the file, whose file name is contained in <text>.
Format	<text>, <num>	This function is wrapped around the windows wsprintf function. Since the windows function does not support floating point values, the numerical value is expected to be a 32-bit integer <num>.
FormatString	<text1>, <text2>	The first parameter <text1> is the format which is used to convert the second <text2> into a string.
GetEnv	<text>	This function returns the value of a DOS environment variable.
GetFileCount	<text>	
GetHomeDir	<string>	Converts a file name given without path into a complete file name in the mindmap home directory
GetModuleHandle	<text>	

Statement	Parameters	Description
GetMouseX, GetMouseY	<window handle>	Returns the x-/y-coordinate of the current mouse position relative to the window defined by the window handle passed as parameter.
GetParent	<num>	Retrieves the handle <num> of the given window's parent window (if any).
GetTickCount	none	Returns the number of milliseconds that have elapsed since Windows was started.
GetWindowText	<num1>, <text>, <num2>	Copies text of the given window's title bar (if it has one) into a buffer. If the given window is a control, the text within the control is copied.
Hex	<num>	Converts a numerical value into hexadecimal notation.
JulianDate	<num1>, <num2>, <num3>	Computes the Julian Date from three numerical values of year, month and date.
Istrspn	<string1>, <string2>	Returns the index of the first character in string1 not belonging to string2.
MakeDir	<text>	This function creates the directory specified by the string given in the parameter.
MMWindow	none	Retrieves the windows handle of the currently active mindmap application window.
ReadProfile	<text1>, <text2>, <text3>, <text4>	Returns a string associated with a given entry in an INI file.
SetWindowText	<num>, <text>	This function sets the title (caption bar) of the currently active window to be <text>
ShowWindow	<num1>, <num2>	The ShowWindow function sets the given window's visibility state.
strrepl	<text1>, <text2>, <text3>	Replaces all occurrences of <text2> with <text3> in <text1>.

Statement	Parameters	Description
WinHelp	<num1>, <text1>, <num2>, <text2>	Directly invokes the windows help system.
WriteProfile	<text1>, <text2>,<text3>, <text4>	Places a string associated with a given entry into an INI file.
YMDFromJulian	<num>	Converts a Julian Date into a mindmap date value.
Database		
dbBaseName	<database>	Determines the name of the database, or in case of ODBC, the name of the data source to which <database> belongs.
dbCurrentRow	<database>	Calculates the current record number in the current result set.
dbFieldName	<database>, <num>	Determines the name of the column in the database table <database> at position <num> (1-based).
dbGetDate	<database>, <text>	Converts a date into the correct format depending on the database used
dbIsOpen	<database>	Determines if the given database component has been opened through a Database Open command.
dbRowCount	<database>	Supplies the number of records in the result set.
dbSQLSearch	<database>	Retrieves the "WHERE"-part of a SQL SELECT statement, according to the components to which the database is connected and for which the "search" option has been set.
dbTableName	<database>	Determines the name of the table in the database which is represented by the component <database> on the screen.

Statement	Parameters	Description
List box		
CursorPos	<datatable>	Determines the number of the current row (1-based).
LineCount	<datatable>	Determines the number of all entries in the list boxlistbox.
SetCount	<datatable>	Determines the number of selected rows in a list boxlistbox if the list boxlistbox has either the multiple selection or the extended selection style.
Data table		
Columns	<datatable>	Determines the number of columns in a data table.
CurrentCol	<component name>	Returns the number (1-based) of the column of a data table which has the input focus.
CurrentRow	<datatable>	Determines the number of the current row (1-based).
FirstMarkedRow	<datatable>	Retrieves the number of the first marked row in a multiple selection data table (1-based).
IsRowMarked	<datatable>, <row>	Checks if the row number <row> is highlighted (1-based).
Rows	<datatable>	Determines the number of rows in the Datatable <datatable>
SetDataTable	<datatable>	Sets the value <text> into the data table at position [<row>,<column>].
Input field		
edtGetCol	<input field>	Determines the column position of the caret in an input field.
edtGetRow	<input field>	Determines the row number of the caret in a multiline input field. For a single line input field this function will always return 1.
edtSetPos	<input field>, <row number>, <column number>	Sets the caret to the position specified by the given row and column number.

Statement	Parameters	Description
Output page		
ReportPage	<component name>	Retrieves the currently active page number of a report.
ReportPageCount	<component name>	Retrieves the number of pages in a report.
VBX		
GetParam	<VBX>, <index>	Valid only during the response to events generated by a VBX component. It retrieves a parameter which has been provided by the VBX component.
GetProp	<VBX>, <text>	This function returns the value of a property of the given VBX component. The property is defined by the second parameter.
SetProp	<VBX>, <text1>, <text2>	Directly manipulates the property of a VBX component.
MCI		
mciGetAlias	<mci component>	Returns the currently used alias name for the given multimedia component.
mciGetFileName	<mci component>	Returns the name of the file that has been opened by the given multimedia component.
mciGetLength	<mci component>	Returns the length of a multimedia component.
mciGetMediaChange	<mci component>	
mciGetMode	<mci component>	Returns a string which describes the current state of the multimedia component.
mciGetPosition	<mci component>	Returns the current position of a multimedia component.
mciGetPositionString	<mci component>	Returns a string describing the current position of a multimedia component.
mciGetRepeat	<mci component>	Determines if the given multimedia component is in repeat mode.

Statement	Parameters	Description
mciGetSpeed	<mci component>	Returns the currently selected output speed of a multimedia component.
mciGetStart	<mci component>	Returns the start position of a multimedia component.
mciGetVolume	<mci component>	Returns the sound volume of a multimedia component, if applicable.
mciSendString	<Text1>, <Text2>, <Num1>, <Num2>	Sends commands immediately to a multimedia device and returns the result string.

## Special Keys

In the following table you will find a list of all special keys available in mindmap.

Keystroke	Definition	Remarks
CTRL+C	Copy selection and place on clipboard	Same function in run mode
CTRL+X	Cut selection and place on clipboard	Same function in run mode
CTRL+V	Insert from clipboard to current cursor position	Same function in run mode
CTRL+W	Jump to page with a bookmark	Only in edit mode
CTRL+Q	Return from page with bookmark to outset	
CTRL+Y	Switch cursor to pointer mode and deselect any selected component(s)	Only in edit mode
F1	Activate Help	Only in edit mode
F2	Duplicate selected component	Only in edit mode
F3	Display links on current page	Only in edit mode
F4	Toggle between run mode / edit mode	
F5	GoTo component	Only in edit mode
F6	Activate Link dialog box	Only in edit mode
F7	GoTo previous page	Only in edit mode

Keystroke	Definition	Remarks
F8	GoTo next page	Only in edit mode
F9	Toggle between full screen and standard display	Only in edit mode
F10	View Toolbox	Only in edit mode
F11	Page overview	Only in edit mode
F12	Initiate recalculation	Only in edit mode
Shift + F4	Activate debugger	Only in edit mode
CTRL + F10	View system log	Only in edit mode
ESC	Cancels input and returns one level	Only in edit mode. Reaction in run mode is dependent on application
ENTER	Accepts input and returns one level	Only in edit mode. Reaction in run mode is dependent on application
CTRL+N	Open new mindmap file	Only in edit mode
CTRL+O	Open an existing mindmap file	Only in edit mode
CTRL+S	Save currently opened file	Only in edit mode
ALT + Backspace	UnDo last function	Some actions are undoable.
CTRL + Shift + Del	Delete selected component(s)	Only in edit mode
CTRL+F	Place selected component in foreground	Only in edit mode
CTRL+B	Place selected component in background	Only in edit mode

# ANSI Character Set

Dec	Hex		Dec	Hex		Dec	Hex	
0	0		32	20		64	40	@
1	1		33	21	!	65	41	A
2	2		34	22	“	66	42	B
3	3		35	23	#	67	43	C
4	4		36	24	\$	68	44	D
5	5		37	25	%	69	45	E
6	6		38	26	&	70	46	F
7	7		39	27	‘	71	47	G
8	8		40	28	(	72	48	H
9	9		41	29	)	73	49	I
10	A		42	2A	*	74	4A	J
11	B		43	2B	+	75	4B	K
12	C		44	2C	,	76	4C	L
13	D		45	2D	-	77	4D	M
14	E		46	2E	.	78	4E	N
15	F		47	2F	/	79	4F	O
16	10		48	30	0	80	50	P
17	11		49	31	1	81	51	Q
18	12		50	32	2	82	52	R
19	13		51	33	3	83	53	S
20	14		52	34	4	84	54	T
21	15		53	35	5	85	55	U
22	16		54	36	6	86	56	V
23	17		55	37	7	87	57	W
24	18		56	38	8	88	58	X
25	19		57	39	9	89	59	Y
26	1A		58	3A	:	90	5A	Z
27	1B		59	3B	;	91	5B	[
28	1C		60	3C	<	92	5C	\
29	1D		61	3D	=	93	5D	]
30	1E		62	3E	>	94	5E	^
31	1F		63	3F	?	95	5F	_

Dec	Hex		Dec	Hex		Dec	Hex	
96	60	`	128	80	□	160	A0	
97	61	a	129	81	•	161	A1	ı
98	62	b	130	82	,	162	A2	¢
99	63	c	131	83	<i>f</i>	163	A3	£
100	64	d	132	84	„	164	A4	¤
101	65	e	133	85	...	165	A5	¥
102	66	f	134	86	†	166	A6	ı
103	67	g	135	87	‡	167	A7	§
104	68	h	136	88	^	168	A8	¨
105	69	I	137	89	‰	169	A9	©
106	6A	j	138	8A	Š	170	AA	ª
107	6B	k	139	8B	‹	171	AB	«
108	6C	l	140	8C	Œ	172	AC	¬
109	6D	m	141	8D	•	173	AD	-
110	6E	n	142	8E	□	174	AE	®
111	6F	o	143	8F	•	175	AF	—
112	70	p	144	90	•	176	B0	°
113	71	q	145	91	‘	177	B1	±
114	72	r	146	92	’	178	B2	²
115	73	s	147	93	“	179	B3	³
116	74	t	148	94	”	180	B4	´
117	75	u	149	95	•	181	B5	µ
118	76	v	150	96	–	182	B6	¶
119	77	w	151	97	—	183	B7	·
120	78	x	152	98	˘	184	B8	¸
121	79	y	153	99	™	185	B9	¹
122	7A	z	154	9A	š	186	BA	º
123	7B	{	155	9B	›	187	BB	»
124	7C		156	9C	œ	188	BC	¼
125	7D	}	157	9D	•	189	BD	½
126	7E	~	158	9E	□	190	BE	¾
127	7F	•	159	9F	ÿ	191	BF	¿

Dec	Hex		Dec	Hex	
192	C0	À	224	140	à
193	C1	Á	225	E1	á
194	C2	Â	226	E2	â
195	C3	Ã	227	E3	ã
196	C4	Ä	228	E4	ä
197	C5	Å	229	E5	å
198	C6	Æ	230	E6	æ
199	C7	Ç	231	E7	ç
200	C8	È	232	E8	è
201	C9	É	233	E9	é
202	CA	Ê	234	EA	ê
203	CB	Ë	235	EB	ë
204	CC	Ì	236	EC	ì
205	CD	Í	237	ED	í
206	CE	Î	238	EE	î
207	CF	Ï	239	EF	ï
208	D0	Ð	240	F0	ð
209	D1	Ñ	241	F1	ñ
210	D2	Ò	242	F2	ò
211	D3	Ó	243	F3	ó
212	D4	Ô	244	F4	ô
213	D5	Õ	245	F5	õ
214	D6	Ö	246	F6	ö
215	D7	×	247	F7	+
216	D8	Ø	248	F8	ø
217	D9	Ù	249	F9	ù
218	DA	Ú	250	FA	ú
219	DB	Û	251	FB	û
220	DC	Ü	252	FC	ü
221	DD	Ý	253	FD	ý
222	DE	Þ	254	FE	þ
223	DF	ß	255	FF	ÿ

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