

# Appendix

## Glossary

3GL (third-generation language)	Traditional programming language like COBOL or FORTRAN.
4GL (fourth-generation language)	Successor to 3GLs like FORTRAN and COBOL. 4GLs are usually proprietary and require an average of 1/10th the code of 3GLs. 4GLs are becoming more object-based, but still remain procedural in nature and require serious dedication.
Access	Microsoft single-user desktop database product.
Alignment	The way text within a text object or input field is positioned: left (flush left, ragged right); right (flush right, Ragged left); centered (each line centered within the text object); or justified (flush right and flush left).
ANSI (American National Standards Institute)	The main standards body for U.S. computing.
API (application programming interface)	Specification or actual function library that provides a standard look to programs. There are lots of APIs, but only some are made public and become industry standards.
Arrange	A command on the Properties menu that aligns objects in precise relation to each other.

ASCII (American Standard Code for Information Interchange)	Seven-bit code for representing standard characters.
Attributes	Properties of a component that can be viewed and changed in the component's attribute toolbox, such as font, color, border, etc.
Background	(1) A design shared by other pages. Components on the background appear in the same position, style, and size on every page sharing that background. (2) The layer first created on a page.
BASIC (Beginner's All-purpose Symbolic Instruction Code)	3GL programming language that serves as the basis for Microsoft's Visual Basic and macro languages such as LotusScript.
Bitmap	A stored set of bits in computer memory that defines each pixel in an image.
Border	An attribute of some components.
Button	A component frequently used to enable user interaction.
C/ C++	C is a traditional procedural 3GL, but C++ is a very different object-oriented language that happens to have been built on C. Both are still the most widely used development languages in the PC and workstation market, although JAVA has made serious inroads during 1996.

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Class	In object-oriented terminology , an abstract definition of a group of objects that have similar characteristics, including associated code and data structures. Individual instances of a class are objects. Classes are often organized in hierarchies based on inheritance. Class libraries typically contain several class hierarchies.
Cell	A single rectangle, the intersection of a row and a column in the worksheet, where one piece of data can be entered.
Class library	See Class.
Client	The PC or program that requests services from a server.
Client/ server	An architecture that divides work between the desktop and the back end server.
COBOL	COmmon Business-Oriented Language. The most common programming language on mainframes. Generally used for business applications.
Color palette	The set of colors mindmap has available. This is based on the settings in Windows and the installed hardware.
Column heading	A horizontal numbered button in the data table that identifies a column.
Compiler	A program which accepts source code (COBOL, C, FORTRAN, etc.) and translates it into machine language.

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Component	A component is the fundamental building block in mindmap. It has (1) a general purpose, (2) a set of attributes, (3) events it reacts to, and (4) messages it can generate.
Copy	A command on the Edit menu that copies selected objects, data, or text and places the copy on the Clipboard.
Custom control	In Windows parlance, a custom-built control. VBXs are a popular category of custom controls designed to extend the Visual Basic environment.
Cut	A command on the Edit menu that removes selected components, data, or text from the current location and places the selection on the Windows Clipboard.
Data dictionary	Usually a table or group of tables that contain information about one or more particular databases. Data dictionaries are related to repositories and system catalogs and are said to contain metadata, that is, data about data.
Data type	Defines the kind of data associated with a given data field. Fields are small, meaningful chunks of data like last names, and data types describe the kind of data the fields contain, such as numeric, character, or date/time.
Database	Organized collection of facts, sometimes including documents and images.
DB2	IBM's popular relational DBMS for mainframes.

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dBASE	Popular PC database program whose DBF file format has become an industry standard for sharing and transferring data. dBASE runs under DOS, Windows, Macintosh, UNIX, and VAX/VMS.
DBF	Published database file format originally developed for dBASE 1.1.
DBMS (database management system)	Software that lets you create and maintain a database. Examples range from desktop DBMSs like Paradox and dBASE to enterprise DBMSs like Oracle and SQL Server. Today's DBMSs are usually relational, meaning data is stored in spreadsheet-spreadsheet-like tables and related by common columns.
Debug	To find errors (bugs) in a program. Many application development products include debuggers for their own 4GL or script languages.
Default	A setting that mindmap automatically uses for commands and dialog boxes. General mindmap defaults can be changed using the File   Preferences command on the main menu. Component specific defaults are set by selecting any component and then setting the attribute via the main menu.

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Delimiter	A single character, such as a tab, that separates each piece of data in a source file.
Dithering	A Windows process of blending colors to approximate a color. This process is required whenever the original bitmap has a palette larger than the one available on the system which is used to display it.
Drag&Drop	A mechanism by which a component offers its contents in various formats to other components, and vice versa a mechanism by which a component can receive data.
Duplicate	A command on the Edit menu that duplicates a selected object or slide and pastes the copy into the current presentation, bypassing the Windows Clipboard. <b>mindmap</b> also uses the <b>F2</b> function key for duplication.
EBCDIC (Extended Binary Coded Decimal interchange Code)	8-bit code used in IBM mainframes. Incompatible with the ASCII used in most PCs.
Edit mode	The mode in which applications are developed in <b>mindmap</b> .
Email (electronic mail)	The messages themselves or the software controlling their creation and routing.
Encapsulation	Characteristic of OOP whereby code and data are combined into a single entity known as an object that can be manipulated by a programmer without knowing the details of its implementation. <b>mindmap</b> encapsulates functionality by means of the encapsulation component.

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Event	A trigger interpreted by receiving components
Event driven	A radical departure from traditional 4GL development environments, in which the approach is completely non-procedural.
Fill color	The color applied to the interior of an object or the part of an object that the assigned line color surrounds.
Font	The complete set of characters for one typeface, style, and size, such as Arial 10-point bold.
FORTTRAN	3GL that's particularly effective for writing scientific and engineering programs. Stands for 'FORMula TRANslator.'
Front end	Sometimes used as a synonym of client to refer to the program running on a PC.
Full screen mode	The mode mindmap puts applications at run time into, in which standard screen elements such as the caption bar, system menus, etc. are not displayed. Most commonly used for multimedia applications.
GB	Gigabyte, or one billion bytes.
Gradient	The gradual blending of two or more colors. Gradients can be used to fill objects or enhance the background.
Grid	A set of dots used to precisely align objects on a slide. The grid does not show on the page itself.

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Group	A command on the Properties menu that binds multiple components together so that they can be manipulated as one component.
GUI (graphical user interface)	Operating system programs, such as Microsoft Windows, X Windows MoMotif, or the Macintosh desktop, that use graphics and icons in addition to text. Compare to character-based terminals and operating systems such as MS-DOS.
Hz (Hertz)	Unit of frequency (per second) used to indicate computer processor speed, for example, 100 MHz.
Inheritance	Mechanism for organizing and maintaining a collection of classes that supports reusability by defining new classes (subclasses) in terms of existing ones. C++ and some GUI 4GL tools support multiple inheritance, but SmallTalk supports only single inheritance.
Insertion point	The I-beam that appears and indicates where typing can begin.
Instance	Same as object. Every object is an 'instance' of a particular class. Objects are 'declared' by instantiating them.

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Integrity	A measure of a database's accuracy. There are several kinds of integrity, but in relational databases, one of the most important is referential integrity. Referential integrity means that related data that's split up into two or more tables will be kept in synch. For example, if you delete an order, referential integrity says you should delete all the order items also.
IP (Internet Protocol)	Standard internetwork routing protocol in the TCP/IP stack.
IPX (Internet Exchange Protocol)	Novell's packet assembly and routing protocol, corresponding more or less to the data link and network layers of the seven-layer OSI reference model.
ISDN (Integrated Services Digital Network)	An digital phone line that supports both data and voice simultaneously. An alternative to traditional analog phone lines.
join	A common process of combining data from one (self-join) or more relations in database tables, when performing a query or printing a report.
Label	Text that appears on a button or as a description of a component onscreen.
Layer	Stacking area of a page on which objects are created. If one component appears to be on top of another, the top component is on a layer closer to the front of the page.

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Line color	The color applied to object borders, patterns, lines, text, and button labels.
Link	The pair of an incoming event and the outgoing message, as viewed from the perspective of a component.
Locking	An action initiated by a DBMS to ensure data integrity. If locking didn't occur, two users could be simultaneously updating the same record, unaware of the other's changes. Only the last person's changes would 'take.'
Mainframe	Large computer that generally costs several million dollars and shared by a large number of users simultaneously.
MAPI (Microsoft Mail API)	Part of Microsoft's Windows API particular to email.
Master	In relational databases, often used to describe master/detail relationships that reflect data stored in master and detail tables, for example, invoices and invoice detail tables.
Method	Function or procedure defined for a class. Most methods are associated with objects (defining what happens when a user clicks on push button, for example), but you also use methods for non visible objects, for example, that define error handling routines.
MB	Megabyte, millions of bytes. Unit of memory (RAM) or disk storage.
Notes (Lotus Notes)	Cross-platform groupware from Lotus Development Corporation.

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Object	Basic building block of object oriented products, Objects are instances of (derived from) classes and often reflect a real-world object like employees. Objects, unlike simple variables in traditional programming , include both data and methods (methods are like functions or procedures). This bundling of data and methods is referred to as encapsulation. Anything on a page that can be selected, moved, or resized.
Object-oriented	Refers to programming languages, development tools, and methodologies based on objects, inheritance, polymorphism, and encapsulation.
OOP (object-oriented programming)	Considered the successor to 3GL procedural programming. C++ and SmallTalk are object oriented programming languages. Generally, a traditional 3GL programmer will need about six months to learn this new programming paradigm.
Palette	The set of all colors and custom colors from which a color can be assigned to a mindmap component.
Palette conflict	A conflict of colors that can occur when an animation or video's color palette contains enough colors that are different from MindMap's color palmindmap's color palette.

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Parser	<p>The formula interpreter built in to <code>mindmap</code>. It accepts statements, parses them, resolves references and proceeds to interpret them. It can be extended by mere declaration of the new functions in a text file.</p> <p>The parser has no influence on the actual flow of the application.</p>
Paste	<p>A command on the Edit menu that places the contents of the Windows Clipboard onto the current slide.</p>
Pattern	<p>A pixel-based fill pattern a developer can assign to some components.</p>
Peer-to-peer	<p>Said of LANs that don't require a central network server where the NOS is installed. In peer-to-peer LANs, all workstations have copies of the entire NOS.</p>
Polymorphism	<p>A characteristic of OOP that fosters reusability because it lets programmers use the same object with different methods.</p>
Procedural programming	<p>A style of programming equated with 3GLs and some 4GLs characterized by a sequential flow of instructions. Compare to event-based and object-oriented programming. <code>mindmap</code> is event-driven.</p>

Protocol	Generic term that is often used as a synonym for the term standard. Network protocols, however, are the means for establishing communications between network devices. Leading network protocols include TCP/IP, DECnet, and IPX/SPX.
RAD (rapid application development)	Popular model for software development that focuses on prototyping, and iterative development.
Referential integrity	Making sure that data in related tables is kept in synch.
Relational	Refers to the popular database model whereby data are stored in tables. SQL is the standard query language used to access data stored in relational databases like Oracle, Informix, and SQL Server.
Run mode	The mode in which mindmap executes applications.
SELECT	(1) The main command in SQL for retrieving data. For example, <code>SELECT * FROM Vendors WHERE State = 'NY'</code> would return complete record information (* is an abbreviation for ALL) from a user-defined database table called Vendors, but only records from vendors with the value NY in the state field. (2) The action of clicking an object with the selection arrow to display the object's selection handles. An object must be selected before it can be edited
Size	(1) The act of changing the shape or an object. (2) The point size assigned to text.

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Socket	The specific address of a process running on a port (terminal or work station) connected to a TCP/IP LAN.
SQL (Structured Query Language)	A de facto standard query language for today's relational databases. Because SQL was designed to be a query, language, not a complete database language, most database vendors have added their own extensions, which means doing distributed queries involving more than one DBMS call be particularly challenging.
Subassembly	A mindmap application (.MM file) which has exposed itself to other mindmap applications by means of the encapsulation component.
Table	Two-dimensional array for storing database records in relational databases. Common tables in business databases could be named Products, Vendors, Invoices, Invoice Detail, Suppliers, Purchase Orders, Purchase Order Details, Customers, and Employees. Each record should have a key field, such as customer number, in order to avoid ambiguity.
Transparent	An attribute assigned to a mindmap component that allows components on layers behind the transparent component to show through.
UNIX	Any of various related operating systems found primarily on mid-range systems and workstations,

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VBA (Visual Basic for Applications)	A common scripting language supported by many Microsoft applications. Based on Visual Basic, but not exactly the same as it.
VBX	Special kind of Windows DLL associated with Visual Basic custom controls. Many commercial VBX add-ins are available and most work with Visual C++, too. <i>mind-map</i> supports VBX technology.
Visual Basic	A popular Windows based programming language from Microsoft.
Waterfall method	A five-step, sequential method for developing software that comprises these steps: fact gathering and application specification, analysis, design, coding, and testing.
Zoom tool	The magnifying glass or the tool palette that magnifies or reduces the view.

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## Entries in MINDMAP.INI

Section / Entry	Values	Default	Description
[System]			
Language			Name of a language DLL, such as MMENG.DLL. Since this DLL is assumed to be in the mindmap home directory, a path is not required.
HelpFile			Specifies the name of the default help file.
SampleFont	1 or 0	1	A value of 1 indicates that the sample font is to be displayed in the font selection dialog box.
Toolbox	x, y		Specifies the horizontal and vertical coordinate of the toolbox.
Messages	1 or 0	1	Enables the display of the status bar.
Bookmark	1 or 0	0	Enables the display of bookmarks in the status bar.
Grid	x, y	5, 5	Specifies the horizontal and vertical grid.
DuplicateOffset	x, y	5, 5	Defines the horizontal and vertical offset to which components are moved after they have been duplicated.
Marker	x	8	Defines the size of the 8 drag marks when a component has been selected.
Screen Mode	1 or 0	0	Reflects the setting for Disregard ...

Section / Entry	Values	Default	Description
Page Icons	1 or 0	1	Enables the page overview feature.
Page Icon Width	w	128	Defines the width of an iconized page.
Page Icon Height	h	96	Defines the height of an iconized page. Width and height are recommended to have a ratio of 4:3.
Import Directory			This entry specifies the default directory where graphic components are being loaded from in edit mode.
Import Format			The name of the least recently used graphic import format.
Working Directory			This entry specifies the directory which is used for locating mindmap applications, i.e. it is the default directory for the File   Open command.
Copy Links	0=No, 1=Yes, 2=Ask		Defines the operation mode for copying links when a component is being copied.
Edit Object Attributes	0=none, 1=LDBL, 2=RUP, 3=RDBL <sup>1</sup>	0	This entry specifies how to enter the component specific attributes dialog.
Default Attributes	0=none, 1=LDBL, 2=RUP, 3=RDBL	2	This entry specifies how to enter the attributes dialog.
Popup Menu	0=none, 1=LDBL, 2=RUP, 3=RDBL	130	This entry specifies how to popup the system menu.

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<sup>1</sup> LDBL = Left mouse double clicked, RUP = Right mouse released, RDBL = Right mouse double clicked. For the Ctrl key to be used, add 128 to this value, for Shift add 64.

Section / Entry	Values	Default	Description
MinRectSize	x, y	5, 5	Specifies the minimum horizontal and vertical size of a component. Also, these values define how large a new component has to be drawn at least for being created.
Undo Buffer Size		40	Specifies how many actions can be undone.
Create Backup	n	3	Defines the number of backup copies of an application to be maintained.
Object Icons	1 or 0	1	Enables icons specific to each component class to be displayed in object lists.
ReadCache	1 or 0	1	Enables the read cache when loading mindmap applications.
Recover	1 or 0		Specifies if mindmap should attempt to recover damaged application files automatically.
PaintAsBitmap	1 or 0	0	This entry enables a mindmap page to be prepared in background before display. We recommend enabling this feature for Multimedia applications which require a smooth screen display.
Compression	1 or 0	0	Enables saving applications in compressed format.
LoggingLevel	0 to 5	4	Specifies the level of system log entries in the file MMERROR.LOG.
UsePalette	1 or 0		Enables the use of colors from a common uniform palette. Applicable only to 256 color mode.
ShowFocus	1 or 0		Enables dotted rectangles for button components that have the input focus.

Section / Entry	Values	Default	Description
MarkerColor	r,g,b	255,0,0	Defines the color of the hatched border when a component has been selected.
SysLogWindow	left, top, right, bottom		This entry defines the position of the System Log Window.
SysLogMode	0=hide, 5=show	0	Specifies the status of the System Log Window.
SysLog	1 or 0	0	Enables entries in MMERROR.LOG to be visible in the System Log Window.
FullScreenBackground	r,g,b	192,192,192	This value specifies the color or the background which is not used of an application running in full screen mode. This is applicable for applications that execute on screen resolutions higher than they have been designed for.
CenterFullScreen	1 or 0		Specifies if a full screen application is to be centered on the screen if running on higher resolution displays.
CriticalError	1 or 0		Enables the interception of critical errors. mindmap will attempt to save the current application in the case of a GPF if this entry is enabled.
FilterCache		4	Specifies the number of images that mindmap will try to keep in its internal cache buffer. This value should be at least the number of images that an application will display concurrently on the same page.

Section / Entry	Values	Default	Description
AppRecalc	1 or 0		Enables the recalculation of all components in the application whenever a component changes its value. If disabled, only the components on the current page or its background page will be recalculated. For increased performance we strongly recommend to disable this feature.
LinkTool	left, top, right, bottom		This entry defines the size and position of the link toolbox (Icon below the pointer on the toolbox).
UpdateObjectList	1 or 0	1	Enables the object list to be refreshed on each change in the order of components on a page or when components are being created or removed.
[Extensions]			
Application			The extension which a mindmap application is associated with.
PrinterTemplate			The extension which a printer template is associated with.
[Files]			
File1..File99			Up to 99 file names which have been recently loaded in the development environment.
[Libraries]			This section controls how mindmap module files (*.MDL) are loaded.
Default			

Section / Entry	Values	Default	Description
Section			<p>This entry defines the name of another user-defined section which is to be used instead of the Libraries section. This user supplied section has the same entries as Libraries except the Section entry.</p> <p>Use this feature for defining multiple sets of loading schemes for different types of applications.</p>
Lib1..Libx			Multiple entries for module files to be loaded. Please note that the module MMBASE.MDL must always be loaded first, if required.
[Fonts]			
Default			Default font used for all components dealing with fonts, as well as for the status bar.
Formula			Font that is used in dialog input fields which are parsed at run time.
ObjectName			The font that is used for component lists.
[PaperType]			
<Values>	width, height		<p>This section contains user-defined entries which specify the names and dimensions (in pixels) of pages sizes to be displayed in the page setup dialog for the output page component or the printer templates.</p> <p>Example: Standard Letter=2032,2794</p>

Section / Entry	Values	Default	Description
[Colors]			
Color1..Color16			This section defines up to 16 colors that replace the two bottom lines of the color selection dialog and the line style dialog.
[Parser]			
Background	r,g,b	255,255,255	The background color for all dialog input fields which are parsed at run time.
Errors	0=never, 1=always, 2=exit run mode	2	Determines if and when errors from evaluating parser statements are shown.
Window			Position of the parser error dialog.
Helper			Position and size of the parser function help window.

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frac .....	418	time .....	445
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GetHomeDir .....	419	upper .....	446
GetModuleHandle .....	420	val .....	447
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# ANSI Character Set

Dec	Hex	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	j
98	62	b	130	82	,	162	A2	¢
99	63	c	131	83	f	163	A3	£
100	64	d	132	84	„	164	A4	¤
101	65	e	133	85	...	165	A5	¥
102	66	f	134	86	†	166	A6	¦
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
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207	CF	Ï	239	EF	ï
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