

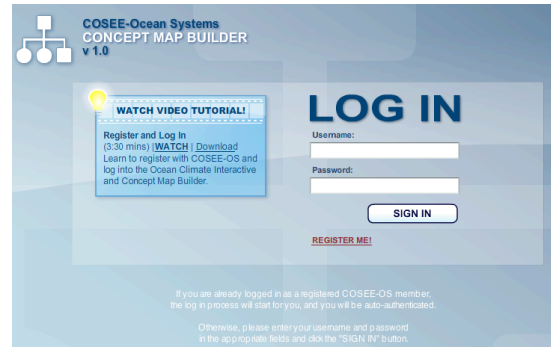
Login to the Concept Map Builder

To use the CMB, you must be registered with COSEE-Ocean Systems. If you are not already registered, clicking on the red "Register Me!" link will bring you to registration.

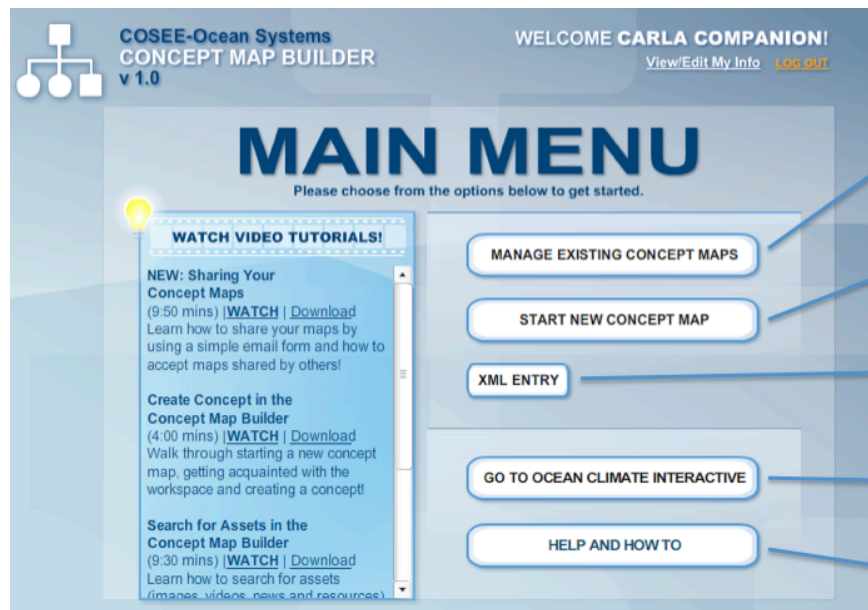
To login:

- Go to the concept map builder login : <http://cosee.umaine.edu/cfuser/cmb>
- Type your username and password
- Click on the 'Sign In' button

Logging in then brings you to the Concept Map Builder Main Menu.



Menu Options:



Brings you to a list of your existing concept maps

Brings you to a blank workspace

Used for manually fixing concept maps

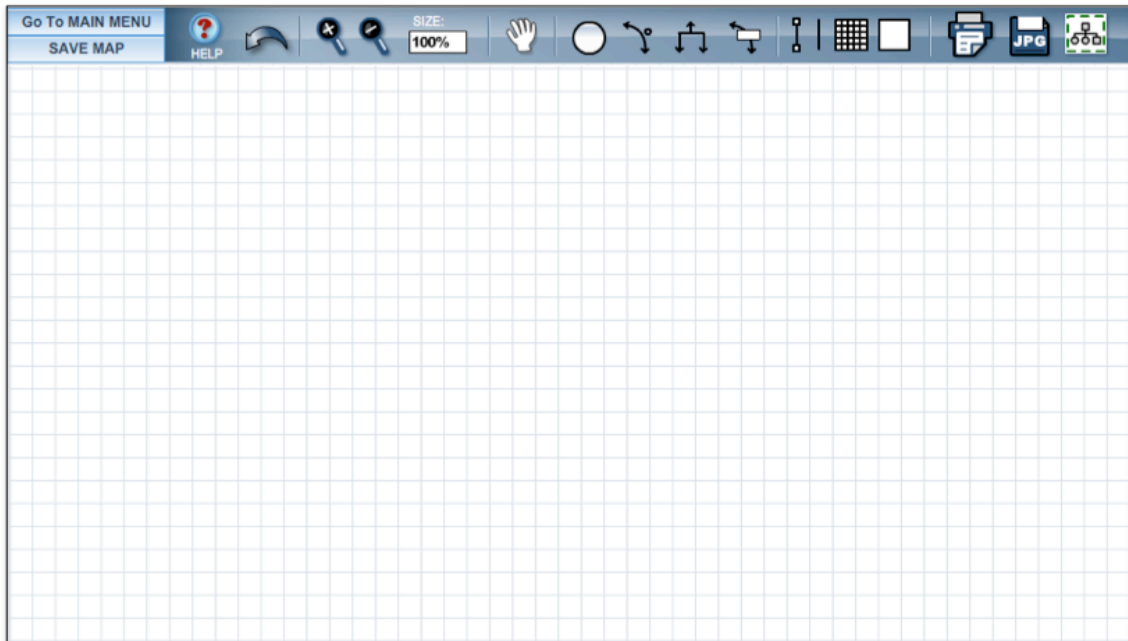
Brings you to the Ocean Climate Interactive

Link to tutorials

To log out:

- Click "Log Out" in the top right corner below your name.

Concept Map Builder Workspace



CMB Workspace Buttons

General:



Help: Provides helpful tips.



Undo: Un-applies your last change

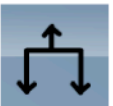
Object Editing:



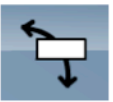
Add Concept: Opens the concept editor which is used for adding or changing concepts.



Add Connecting Line: Opens the line editor which is used for adding or changing lines.



Add Connecting Fork: Opens the fork editor which is used for adding or changing forks.



Add Connecting Phrase: Opens the phrase editor to add or change text that connect lines or forks (i.e., connecting phrases).

Workspace Options:



Magnify/Reduce: Increases or decreases the size of the overall concept map.



Move All: When the hand is red, you can move the entire concept map as a whole. Click on the hand again (turns it white) to move individual objects.



Show/Hide Handles: Turns handles on or off, which are used to manipulate lines and forks.



Show or Hide Background Grid: Turns the grid pattern on or off in the workspace.

Export Options:



Print Concept Map: Opens a frame for map placement and printing.



Export As Image: A tool for exporting your concept map as a jpg image. Pop-ups must be enabled on your computer for this tool to work.



OCI Preview: Opens a frame for map placement for presentations in the Ocean Climate Interactive.

Adding/Editing Concepts

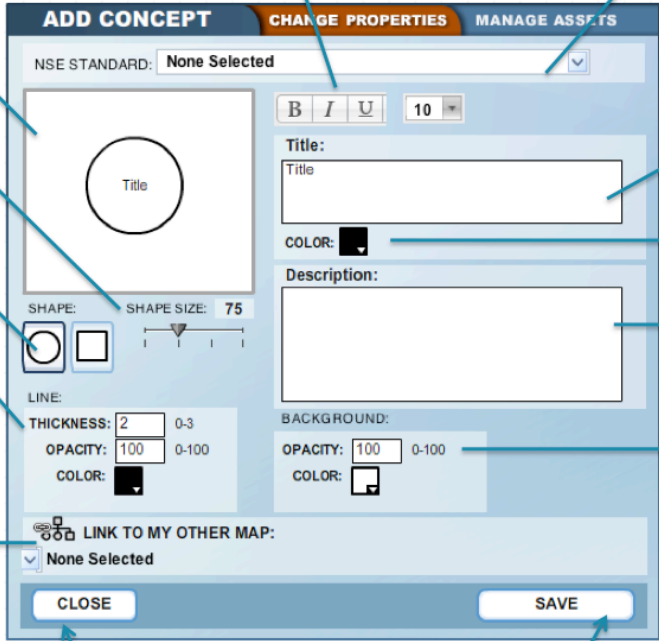
The concept editor is used to add a concept to your concept Map Builder workspace, change a concept's properties and manage assets.

To create a new concept

- Click on the "Add Concept" button



Concept Properties Box:



Text Formatting: Click to make the concept text bold, italic or underlined. Use the drop down menu to choose a font size. Changes to text can be seen in the concept preview square to the left.

NSE Standard: A drop down list containing the National Science Education (NSE) Standards that can be associated with a concept. This selection allows color-coding of the concept map according to NSE Standards in the Ocean Climate Interactive

Concept Preview: This window allows you to preview changes to concept attributes (like font size, color, concept shape, etc.). It shows what a concept will look like in the CMB and OCI.

Shape Size: Use the slider bar to adjust the size of the circle or square.

Shape: There are two options: circle or square.

Line: This adjusts the thickness, opacity and color of a concept's outline. Select a line thickness between 0 (none) and 3 (thickest). Opacity changes (from 0 to 100) will adjust the intensity of the line.

Link to My Other Map: A drop-down list of other maps saved under the same profile. Linking a map will create an icon that allows you to connect to a map when viewing it in the OCI.

Title: Enter a title for your concept in the Title textbox.

Color: Click on the color block to select a color for your title text.

Description: Enter a description of your concept in the "Description" textbox. *Note: HTML is not allowed.*

Background: This adjusts the opacity and color of a concept's background. Select an opacity between 0 (no fill) and 100 (intense color). Click on the color block to select a background color.

Save: To save the concept to your map, click the **SAVE** button.
Close: To discard the concept, click the **CLOSE** button.


- Adjust the concept properties by using the tools shown above.
- Enter a text title and/or description for the concept.
- When you have completed editing the concept, click 'Save' to keep the changes.
- To leave the window without accepting changes, click 'Close' to return to the workspace.

To edit an object on the CMB:

- Hold down the 'Shift' key and click on the object.
- Click 'Change' to open the item's properties.

Working with objects in the workspace

Once concepts are on the workspace they can be moved around the screen, and lines and forks can also be stretched or shrunk.


Before moving individual items on the workspace, make sure that the  button is white. If it is red, you can only move the entire workspace at one time! Click on the red hand to return it to being white.

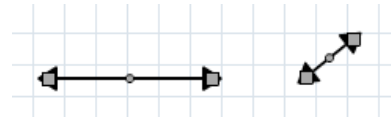
To move an object on the CMB:

- Click on it with your left mouse button
- Drag the object to the desired location.


To manipulate lines and forks:

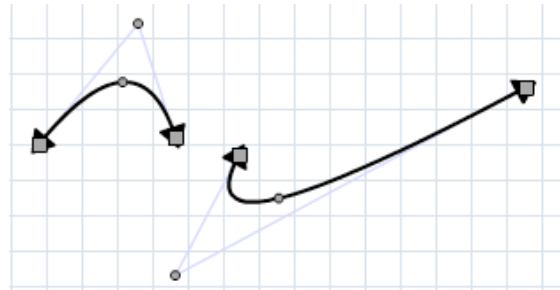
Lines and forks move and stretch via their handles - small squares and rounds attached to these objects.

- Turn handles on by using the  button
- Click on a handle to stretch or move a line or fork.



To manipulate curved lines:

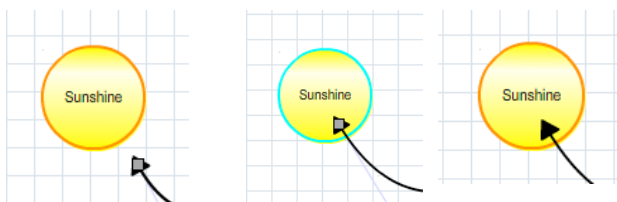
- Turn handles on by using the  button
- A round handle will appear away from the body of the curve, attached by faint grey lines.
- Drag this handle to adjust the curvature and direction of a line.



To snap lines/curves/forks to concepts together:

To connect concepts, they can be “linked” together by snapping.

- Click and drag the end handle of an arrow or line over a concept. Release the arrow over the top of the concept
- If done correctly, a momentary blue outline will appear around the concept
- Test to see if the concepts are linked by moving the concept. If the line moves with it, then they are successfully linked.



To unsnap lines/curves/forks from concepts:

- Hold down 'Shift' and click on the concept.
- Select “Unsnap” from the menu.