

DropMindTM
picture your thoughts

API Overview

CONTENTS

1	DROP MIND ARCHITECTURE OVERVIEW	3
2	DROP MIND API	5
3	HOW TO USE DROP MIND FROM YOUR APPLICATION	7
4	HOW TO CREATE DROP MIND ADDIN	8

1 DROPMIND ARCHITECTURE OVERVIEW

Seavus Desktop DropMind is a dynamic mind mapping software tool for visual thinking, brainstorming, planning and organizing in real time. Seavus DropMind helps map out information and improve memorization, productivity and creativity. It is great for solving problems, improving communication, and making plans quicker and more creatively. With its smooth usability and highly interactive interface, it saves time, energy and effort, and improves every aspect of your work. Seavus DropMind™ allows capturing all important information on a simple, easy-to-use, cross-platform friendly mind map.

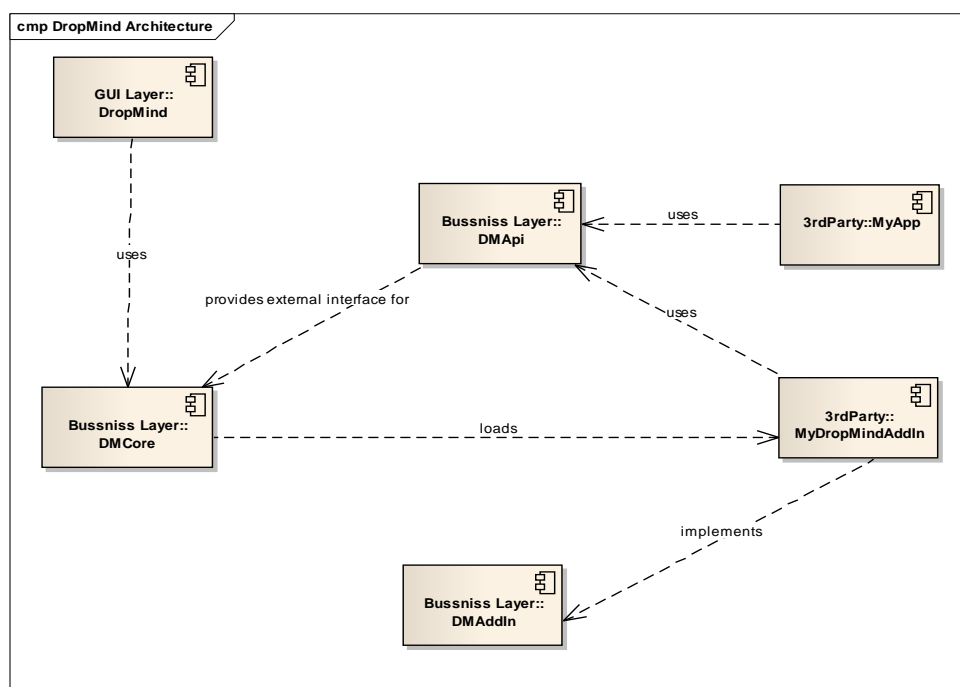


Figure 1: DropMind Architecture

DropMind is composed of the following components (component diagram is presented into a Figure 1):

- *DropMind* – DropMind GUI module;
- *DMCore* – DropMind core component. It contains classes for working with map documents, map elements and allows access to the DropMind libraries (icons, images, shapes, etc.);
- *DMApi* – provides interface to the DMCore classes. It wraps DMCore module and gives the possibility to develop, extend and use already implemented features of DropMind for managing DropMind documents. The API is implemented in C++/Qt4 (see details in §2);
- *DMAAddn* – contains abstract and helper classes which have to be implemented by each addin library you are developing (see details in §4);



- *MyApp* – 3th party application - you can use DropMind object model for creation/managing of map documents from your application (see DropMind API documentation, located in DropMind SDK folder). See details for using of DropMind in other applications in §3.
- *MyDropMindAddIn* – 3rd party modules which can extend DropMind functionalities. AddIn modules are loaded by DropMind during runtime and are allowed to perform various actions within DropMind (for example: export to word, cvs, etc...). See details for creation of AddIn libraries in §4.

2 DROPMIND API

DropMind API module allows creation/managing of map documents using DropMind object model, without knowing exact structure/format of DropMind map document file. Globally DropMind API classes are divided in two groups. First group of classes is used for accessing of DropMind resources (documents, icons, images, shapes, etc...) and second group of classes is used for managing of map document.

In the following table are given classes used for accessing of DropMind resources:

Class	Description
IDMApplication	Application object interface. You can access icon, image, shape library or to access container with all documents via this interface.
IDMIconLibrary	Icon library object interface. This interface allows access to the DropMind icons and icon groups.
IDMImageLibrary	Image library object interface. This interface allows access to the DropMind images and icon groups. This interface also allows managing of DropMind image library (you can add, remove or rename image/image group from DropMind image library via this interface)
IDMLayoutLibrary	Layout library object interface. This interface allows access to the DropMind layouts.
IDMMapStyleLibrary	Map style library object interface. This interface allows access to the DropMind map styles.
IDMShapeLibrary	Shape library object interface. This interface allows access to the DropMind shapes. This interface also allows managing (adding/removing) of shapes from this library.

In the following table are given classes used for managing of DropMind map document:

Class	Description
IDMMapDocument	Document object interface.
IDMMapSelection	Map selection object interface.
IDMAttachment	Attachment object interface.
IDMBoundary	Boundary object interface.
IDMBoundaryStyle	Boundary style object interface

