

# GizmoMarks Help Version 1.50

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Figure 1: **GizmoMarks** Version 1.50

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# 1 What is the use of GizmoMarks ?

This program is a secured electronic block-notes. The data of that block-notes are classified in topics and each topic consists of a unlimited number of categories :

- Categories of notes.
- Categories of links to applications or documents located on your computer or the network..
- Categories of link to web sites or electronic mails.
- Categories of passwords.
- All data of a block-notes can be saved and crypted by a 128 bits key.
- The program **GizmoMarks** exist also for the **Mac** and **Linux** platforms.

The files generated (with the extension .bef) created on a Wintel can be read on a Mac or Linux platform and the reverse is true. So, you may use this program in an heterogeneous network.

Version 1.22 is a significant update since apart from few minors bugs corretions we have:

- The crypting algorithme as been changed to be invariant with an Intel or PowerPC processor.
- It's now possible to copy a topic from a block-note in another..
- It's now possible to merge block-notes.
- We have try to make the program more user friendly by adding new buttons: Recents files, Help, Preferences and Quit to the Tools panel.

## 2 GizmoMarks functionalities.

If the interface is not in english, click on the tool 10 of the figure (3) to put the interface in english.

### 2.1 Interface

One uses 3 tools with **GizmoMarks** : the two windows of the figure 2), and the menus. The window **A** represents the tools of the application that are also usable by the main menu. On the main window we have:

- **B** The list of the topics.
- **C** The title of the current topic.
- **D** The category notes associated to the current topic.
- **E** The category document associated to the current topic.
- **F** The category addresses web (Url) or e-mail.
- **G** The category password.
- **H** A scroll bar, when the number of notes, Url or passwords is big.
- **I** The title of the file containing the data and the number of topics.
- **J** The dates of creation and modification of the topic.

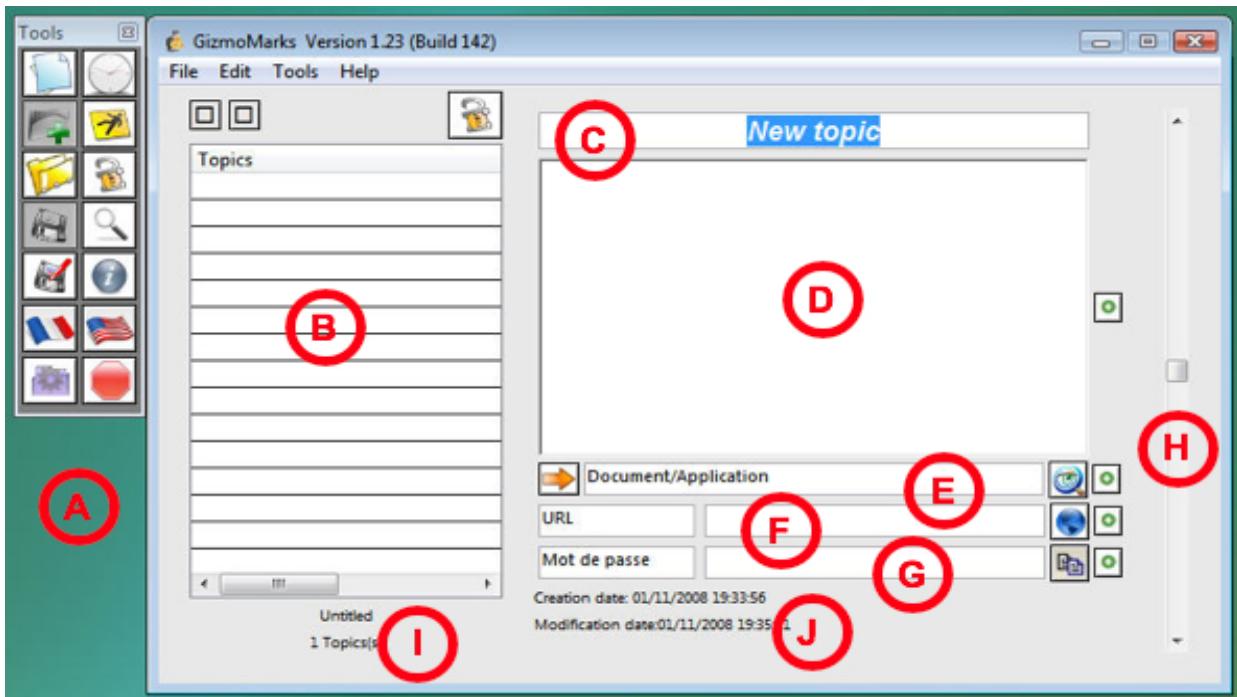


Figure 2: General view of the application's windows



Figure 3: The set of tools

## 2.2 Tools

In the window tools, one has 12 elements that are also accessible by the main menu:

- **1** Creation of a new block-notes.
- **2** Addition of a topic to the block-notes.
- **3** Opening of an existing block-notes.
- **4** Save the current block-notes.
- **5** Save the current block-notes current under another name.
- **6** The interface is in french

- **7** Access to program's Preferences
- **8** Recents files.
- **9** Change the statute of the current block-notes: from public to private (encoded).
- **10** The interface is in english.
- **11** Research of a character chain in the block-notes.
- **12** Acces to program's documentation (this file).
- **13** The interface is in english.
- **14** Quit **GizmoMarks** .

As regards the main window, it has 6 tools to manage the categories:

- **a** Add a category.
- **b** Suppress a category.
- **c** Insert a link to an application or a document.
- **d** Launch the application or reach the document.
- **e** Reach an Url address or to send a message to an address e-mail.
- **f** Copy the category.

## 2.3 The Menus

Besides the standard menus (by the way, About, Preferences and Quit), **GizmoMarks** has 4 menus (to see Fig. (4)):

- The menu File.
- The menu Edition.
- The menu Tool.
- The menu Help.

Most these menus have their equivalent in the window **Tools**, *except for the menu Menu Merge file... The same function can be obtained by a drag and drop from a block-note file (.bef) on the main window.*

Here is the list of the menus:

- File: **New block-notes**. Identical to the tool 1 of the figure (3).
- File: **New topic**. Identical to the tool 2 of the figure (3).
- File: **Open**. Identical to the tool 3 of the figure (3).

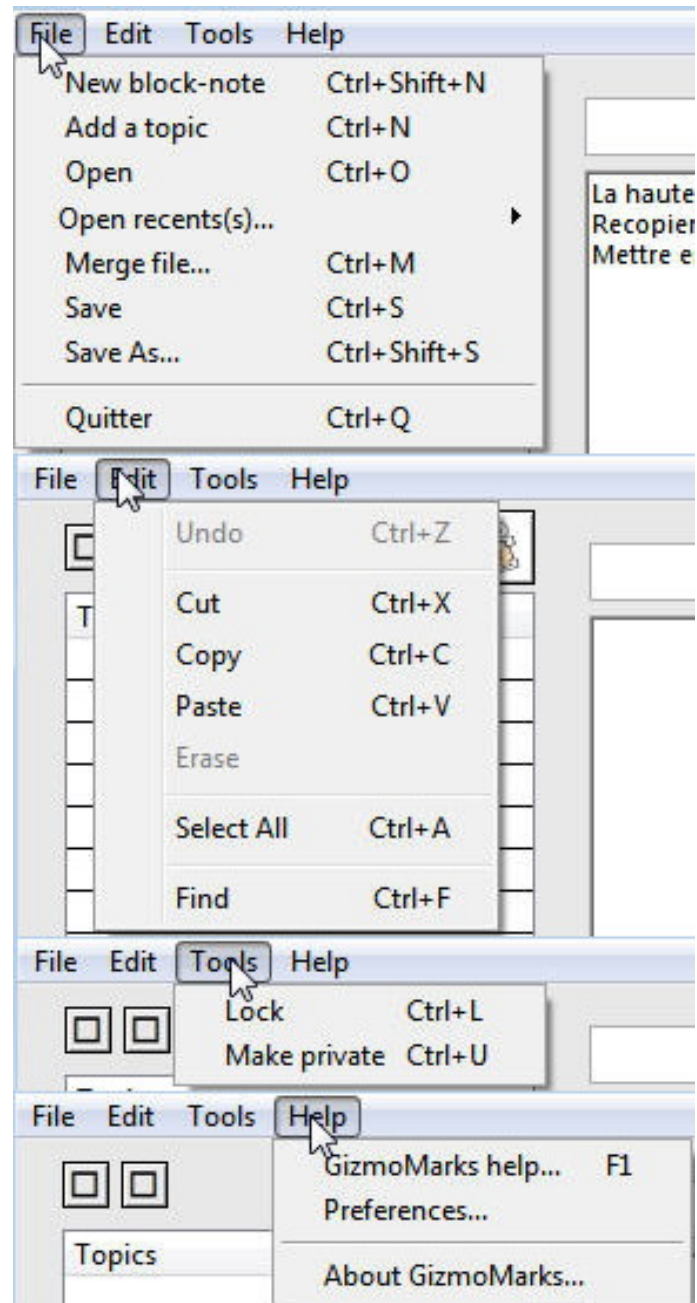


Figure 4: The menus

- File: **Open recent (s)**. Identical to the tool 8 of the figure (3).
- File: **Merge file...** (The same function can be obtained by a drag and drop from a block-note file (.bef) on the main window)
- File: **Save**. Identical to the tool 4 of figure (3).
- File: **Save as**. Identical to the tool 5 of the figure (3).
- Edition: **Cut**. Accessible by the contextual menu (Ctrl+Click mouse or Click right Mouse) in the categories.
- Edition: **Copy**. Accessible by the contextual menu (Ctrl+Click mouse or Click right Mouse) in the categories.
- Edition: **Paste**. Accessible by the contextual menu (Ctrl+Click mouse or Click right Mouse) in the categories.

- Edition: **Select All**. Select a whole category.
- Edition: **Find**. Identical to the tool 11 of the figure (3).
- Tools: **Lock / Unlock**. Identical to the tool 10 of the figure (3).
- Tools: **Public / Private**. Identical to the tool 9 of the figure (3).
- Tools: **Change password**.
- Help: **Help of GizmoMarks...**. Permits to read this file. Identical to the tool 12 of figure (3).
- Help: **Preferences...** by witch you can in particular change the interface language (english or french).
- Help: **About GizmoMarks...**

## 2.4 The contextual Menus

One has 2 contextual menus: one for the list of topics, the other for the categories. The first

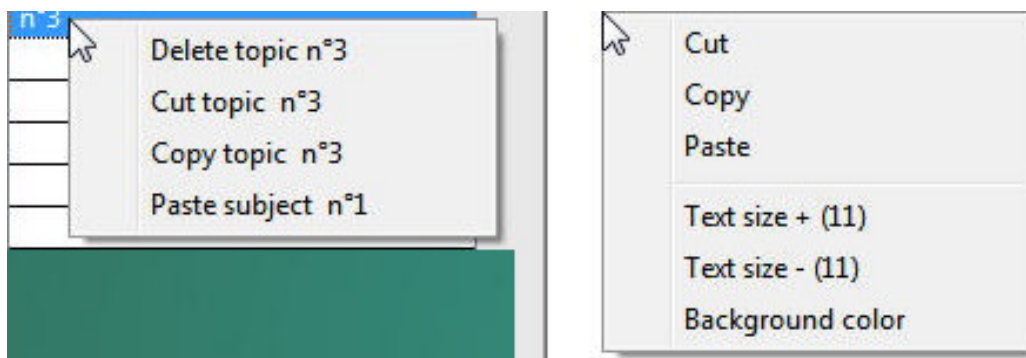


Figure 5: The 2 contextual menus

contextual menu permits to delete/cut/copy/paste a whole topic. *So you can copy a topic from a block-note to another one.* The second permits the traditional operations: cut / copy / paste, and to change the size of the text of the categories and the color of the background of a category.

## 3 Use of GizmoMarks .

### 3.1 Block-notes creation.

To the opening of the program, one is ready to create a block-notes:

- The name of the topic (**New topic**) is in red.
- The tool **Add a topic** (1) is inhibited since we are in this mode.
- The tool **Save** (2) is inhibited since no modification has been made.
- The two **modification indicators** (3) are virgin.
- The block-notes is called **Untitled**.

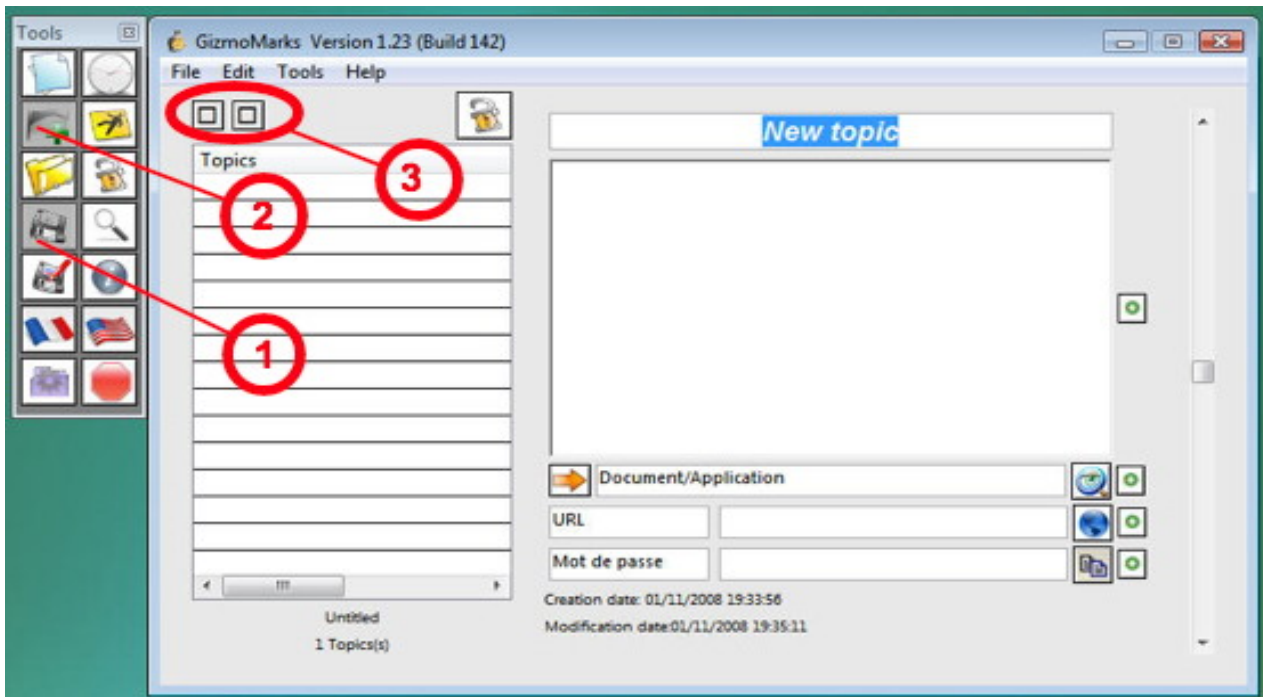


Figure 6: Opening **GizmoMarks**

- The numbers of topic is of one.
- **The dates of creation and modification** correspond to the opening of the program.
- The categories of the topic (1 note, 1 documentation, 1 address URL, 1 password) are the default categories.

In the wording of the topic, we replace **New topic** by **Topic 1**. The indicators of modifications are not longer virgin. The wording being modified, let's hit the **Enter** key or moving the mouse out of the category. The topic appears in the list. The left modification indicator becomes virgin indicating that the topic is in stored in memory, but the second indicator is not more virgin, indicating that the block-notes is not saved on disk.

The tools **Add a topic** (1) and **Save** (2) are activated, the date of modification changed. In the list of the topics, Topic 1 is selected.

While clicking on the tool **Add a topic** (1), one can add a topic by the same procedure. Now let us see the modification of the categories.

### 3.1.1 The category Notes.

It is the **D category** of the figure (6). In this category one can type any text or with the help of the contextual menu (figure (5)) to modify it by /Cut/Copy/Paste. Let's recall that the contextual menu gets itself, either by a Control+Click of the mouse (mouse with 1 button), or by a left click (mouse with 2 buttons).

### 3.1.2 The category Documentation.

To use this category, one clicks on the tool **Insert a link to an application or a document** (c) of the figure (3). The program allows you then to navigate through your computer or the network to fix the path of access to a document or an application. While clicking on the tool **Launch the application or reach the document** (c) of figure (3), you can reach the selected element.

### 3.1.3 The category URL.

It is the **category (F)** of the figure (2). To use it, it is sufficient to write the address URL or the electronic address that one wants to join. This can be made also using the contextual menu to Paste in this category.

### 3.1.4 The category Password.

It is the **category (G)** of the figure (2). To use it, it is sufficient to write the password to memorize. This can be made also using the contextual menu Cut/Copy/Paste in this category. The password is concealed as for oneself leaves this category. To copy the password one is able either to use the contextual menu to Copy, either the tool to **Copy the category**, (f) of the figure (3).

### 3.1.5 Encoding a block-notes.

If you want to protect your passwords, or of other data, you can choose to encode the file. For this purpose one uses the tool 6 of the figure (3), **to Change the statute of the block-notes: public or private (encoded)**. The program asks you then to fix a password and to confirm it. When you will record your block-notes, it will be encoded. You will have to keep this password in your memory to reread your block-notes.

### 3.1.6 Add / suppress a category.

With the tool (a) and the tool (b) of the figure (3) you can add or can suppress a category of any type (Note, Documentation, Url or Password). The number of categories is then arbitrary.

## 3.2 Use of a block-notes.

### 3.2.1 Opening of a block-notes.

While clicking on the tool **Opening of a block-notes existing** (3) of the figure (3) one can reload a block-notes. One can also use the menu **Open** or **Open recent (s)** of the figure (4).

If it is encoded, you need the password for loading the file. When the block-notes has just been open it is locked to avoid all involuntary modification. You can unlock it by using the tool (7) of the figure (3) or the menu **to Lock / Unlock** of the figure (4).

### 3.2.2 The tool Find.

This tool (8) of the figure (3) or of the menu accessible Edition by Pomme+F permits search in the block-notes a chain of any characters. One can spread research to all categories or can limit it to some categories.

**Other research mean:** When the list of topics has the focus, typing a letter or number will scroll the list until the first topic having this letter as first character.

### 3.2.3 The menu change password.

If you opened an encoded file, you can change its password while using this menu.

### 3.2.4 Creation of a new block-notes.

It is the tool (1) of the figure (3) or the menu **New block-notes** of the figure (4). While creating a new block-notes, one meets in the conditions described to the paragraph (3.1).

### 3.2.5 The menu Open recent.

You may also use this function by clicking on the button 8 from figure (3). In this case you have access to the dialogs of figure (7) where you may choose among the recently saved or opened files..

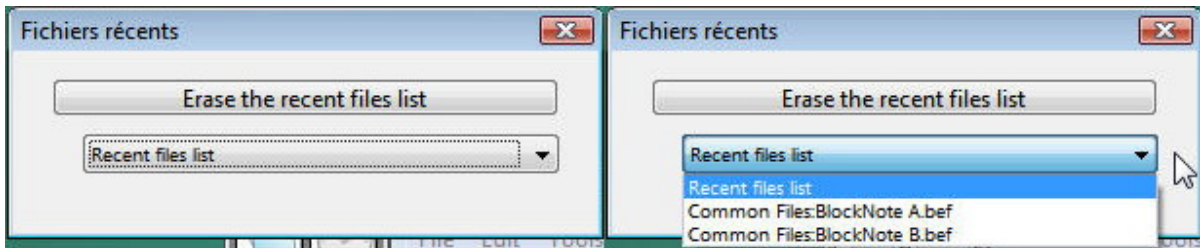


Figure 7: Recent files dialogs

### 3.2.6 The menu Merge file.

This menu allows to merge the current block-note with another one (a file with .bef extension). You can also obtains the same results by drag and drop of a block-note file on the main window.

## 3.3 Using the Preferences.

### 3.3.1 Langage choice.

You can reach the preference or by the item from the **GizmoMarks** or by the tool 6 from figure [3].

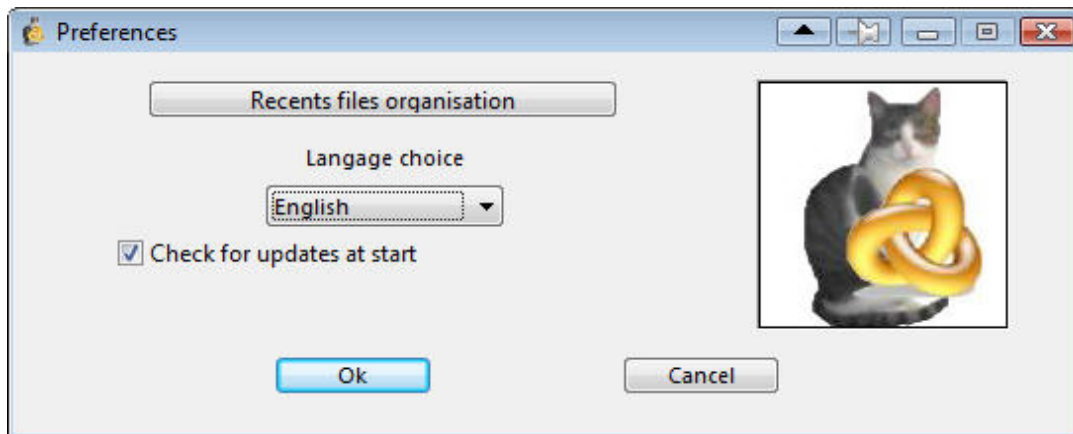


Figure 8: Preferences dialog

With the Preferences dialog you can choose your language (similar to the tools 10 and 11 from figure [3]. The **Auto** option allows the choice of the system language.

### 3.3.2 Update.

You can also choose to **check for updates at startup**, knowing you can always check for updates using the menu **Help**→**Check for Updates** (see figure [4]).

### 3.3.3 Recent files organisation.

You can also choose to organize your recent files (if you have), i-e to define the file loaded when the application starts.

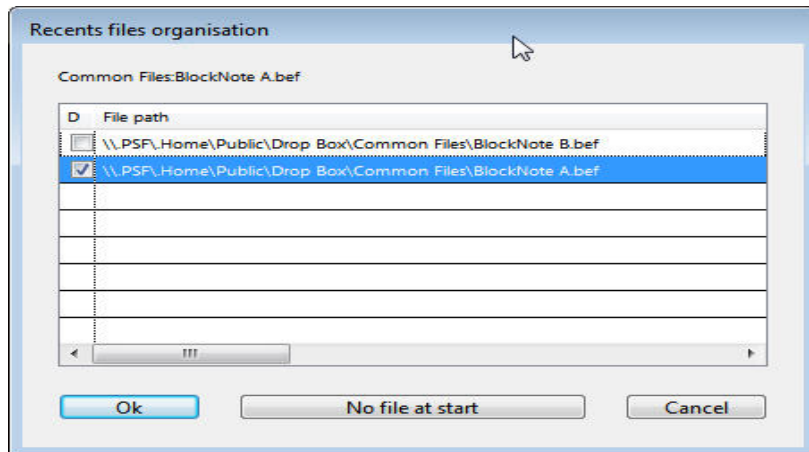


Figure 9: The window Recent files organisation

That window (figure [9]) shows the recent files list. The first column is a check box. When a box is checked, the selected file will be loaded at the next application start. The second column gives the full path. The directory name and the file name from the selected path are shown at the list top. If you don't want any loading at start, simply click the button **No file at start**.