Argumentative Manual

Version 0.5

February 2008

Contents

1 Introduction 5
1.1 What is Argument Mapping? 5
1.2 Why Create Argument Maps? 6
1.3 Mind Mapping 6
1.3.1 Mind Mapping and Argumentative 7
2 Elements 8
2.1 Premise 8
2.1.1 Main Premise 8
2.2 Reason 8
2.3 Objection 8
2.4 Helper 8
2.4.1 Co-Premises 8
2.5 Properties 9
2.5.1 Comments 9
2.5.2 Global Properties 9
2.5.2.1 Author 9
2.5.2.2 Date 9
3 Tutorial 10
3.1 Quick Start 10
4 Reference 12
4.1 Screen Layout 12
4.1.1 Tree View 12
4.1.1.1 Navigation 12
4.1.1.2 Expand and Contract 12
4.1.2 Edit Area 12
4.1.3 Graphical View 13
4.1.4 Tool Bar 13
4.2 Menus 13
4.2.1 File 13
4.2.1.1 New 13
4.2.1.2 Open 14
4.2.1.3 Save 14
4.2.1.4 Save As… 14
4.2.1.5 Print 14
4.2.1.6 Print Preview 14
4.2.1.7 Page Setup 15
4.2.1.8 Export 16
4.2.1.9 Properties 18
4.2.1.10 Recent Files 19
4.2.2 Edit 19
4.2.2.1 Undo 19
4.2.2.2 Cut 19
4.2.2.3 Copy 19
4.2.2.4 Paste 19
4.2.2.5 Delete 20
4.2.2.6 Edit 20

4.2.2.7 Add 20
4.2.2.8 Move 20
4.2.2.9 Properties 21
4.2.2.10 Find 22
4.2.2.11 Find Next 23
4.2.3 View 23
4.2.3.1 Show 23
4.2.3.2 Zoom 23
4.2.3.3 Quick Views 24
4.2.3.4 Orientation 25
4.2.3.5 Expand / Collapse 26
4.2.4 Tools 26
4.2.4.1 Spelling 26
4.2.4.2 Full Stops 27
4.2.4.3 Save Options 27
4.2.4.4 Options 28
4.2.5 Help 31
4.2.5.1 Contents 31
4.2.5.2 Check for Updates 31
4.2.5.3 Home Page 31
4.2.5.4 About 31
4.3 Keyboard Shortcuts 31
4.3.1 Function Keys 31
4.3.2 Control Keys 32
5 Appendix 33
5.1 References 33
5.2 Fallacies 33
5.3 R Notation 34
6 Index 35

Figures

Figure 1, The opening Argumentative screen 5
Figure 2, A sample mind map from FreeMind 7
Figure 3, Exercise 1 10
Figure 4, Print dialog box 14
Figure 5, Print Preview dialog box 15
Figure 6, Page Setup 15
Figure 7, Change Printer 16
Figure 8, The standard map exported to MS Word 17
Figure 9, Transform 18
Figure 10, File / Properties dialog box example 19
Figure 11, An example of the Current Set 19
Figure 12, Properties dialog box 21
Figure 13, Global properties 22
Figure 14, Find and replace dialog box 22
Figure 15, Plain Boxes quick view 24
Figure 16, Colourful quick view 24
Figure 17, R Notation quick view 25
Figure 18, Top Down orientation 25
Figure 19, Bottom Up orientation 26

Figure 20, Left to Right orientation 26
Figure 21, Right to Left orientation 26
Figure 22, Spell Check dialog box 27
Figure 23, Add/Remove full stops dialog box 27
Figure 24, Options - General Tab 28
Figure 25, Options - Graphical View Tab 29
Figure 26, Graphical Continued Tab 30
Figure 27, R Notation diagram example 34

1 Introduction

Argumentative is a software program which allows you to create, manipulate and present argument maps. Argumentative is computer support for Informal Argument.

Argumentative is an open source project to be found on SourceForge (http://sourceforge.net/projects/argumentative/) and is free of charge.

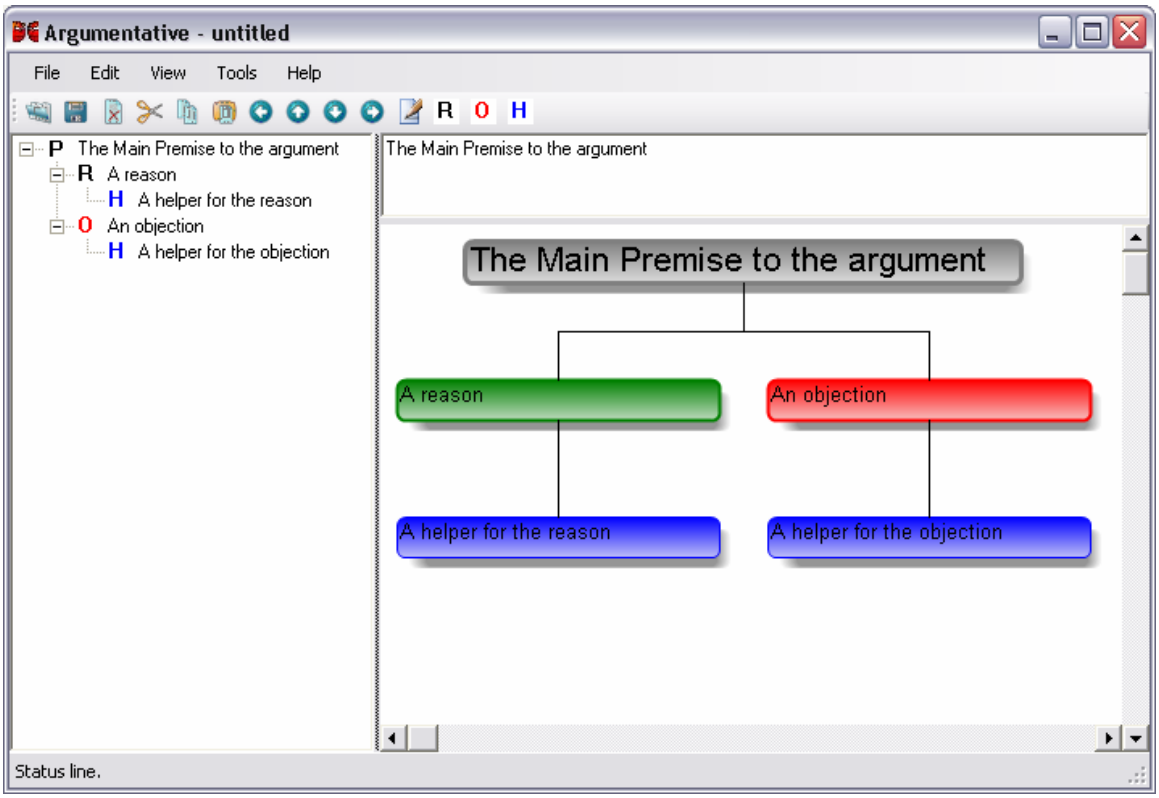


Figure 1, The opening Argumentative screen

Argumentative requires a computer running Microsoft Windows with .Net 2.0. The minimum requirements for Argumentative are the same for .Net 2.0. For the full export feature, Microsoft Word and PowerPoint need to be installed on the same machine. The .Net 2.0 Redistribution Package may be downloaded from the

This document is intended to be a reference and a tutorial on the Argumentative software program. It is not intended to be tutorial or reference on argument itself and associated theory.

The latest version of Argumentative may be downloaded from Sourceforge at the address http://sourceforge.net/projects/argumentative.

1.1 What is Argument Mapping?

Argument Mapping is the expression of an argument is in a structured visual form.

Arguments have been expressed in prose since the time of Socrates. Modern information technology has made little impact on the expression and understanding of arguments. We now use word processing, electronic mail and spell checking instead

of just the pen and paper but this has little changed the way arguments are expressed and comprehended.

Argument mapping allows you to move from prose to a visual structure by expressing premises, reasons, objections, helpers and general commentary. These elements and the relationship between these elements express the underlying argument concisely.

A typical exercise to demonstrate the value of argument mapping is to give a class a piece of prose and ask them to map it. There will be as many different maps as there are students. An argument is expressed more clearly and with less ambiguity than prose.

Argument mapping does not give any immunity from the pitfalls of argument. Common fallacies of argument may still be expressed as an argument map. Issues of validity also need to be adhered to.

1.2 Why Create Argument Maps?

Based on van Gelder (2005). See 5.1 References, page 33.

Understanding
A complex argument is difficult to hold in your head all at once. We tend to remember only parts of a large argument and argue those points disproportionately. An argument map allows the argument to be represented on a single page.

On The Same Page
With an argument expressed graphically, all participants have a common view of the argument, not just the portion they have in mind.

Play the Man, Not the Ball
The argument is moved from the personal positions of those involved in the debate and onto a printed page.

Argument maps may be used in a meeting to reduce the possibility of the Ad hominem attack.

1.3 Mind Mapping

Mind mapping is a close relation to mind mapping and there is a fair amount of synergy between the two.

There are a few main differences between Argument and Mind Maps.

- Mind Maps deal with concepts and their relationships whereas an argument map is constructed from a premise with a number of reasons and objections.
- Argument maps use complete sentences (or should) whereas mind maps should use as few words as possible.
- Mind Maps may cover one or more arguments – if they cover any at all.

The tree structure used by Argument maps corresponds well to the structure used by the mind mapping software. Cut, copy and paste may be used between Argumentative and MindManager as well as FreeMind.

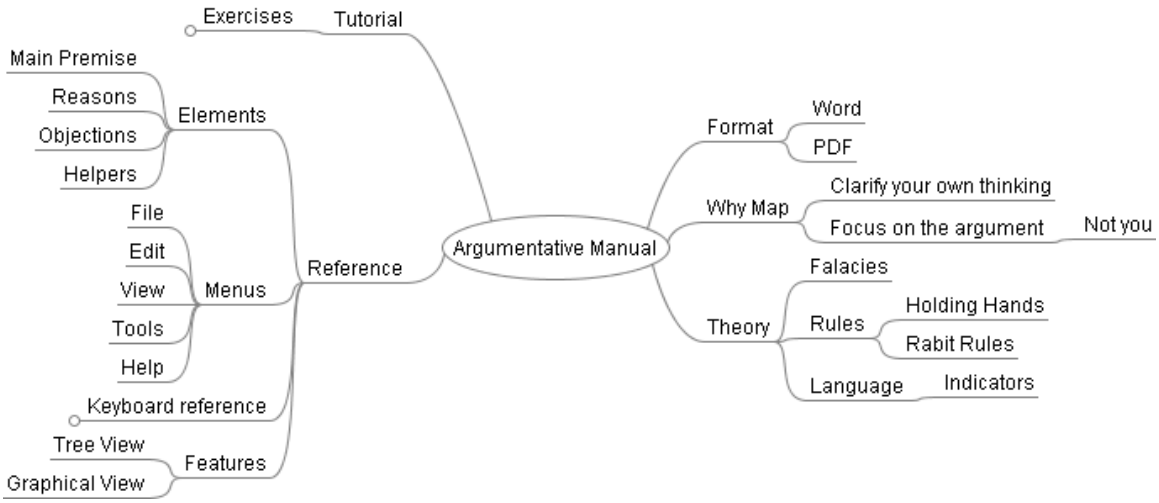


Figure 2, A sample mind map from FreeMind

FreeMind is open source and can be found at http://freemind.sourceforge.net
MindManager is commercial and can be found at http://www.mindjet.com

1.3.1 Mind Mapping and Argumentative

Mind mapping may be used to outline the domain of an argument, the related issues and concepts. Mind mapping may be used for the brain storming and may give the greater context of where an argument fits.

Argumentative is intended to compliment mind mapping software with the ability to copy and paste between FreeMind and MindManager.

Argumentative may be used as a rudimentary mind mapping tool by simply typing points and pressing enter between each one. The elements may be dragged and dropped under other elements to form the appropriate structure. Elements may then be designated as Objections and Helpers in the resulting structure.

2 Elements

This section covers the elements used to create an argument map. These elements comprise of English sentences linked together in a structure.

2.1 Premise

The Premise is the conclusion of an argument. It is not called a conclusion because each argument map may itself be used in a larger argument.

So the definition of an argument changes from

> *A series of premises to support a conclusion.*

to

> *A series of reasons and objections to support a premise.*

where a premise itself may be a reason or objection in a subsequent argument.

2.1.1 Main Premise

The Main Premise refers to the top most premise of an argument. To this reasons and objections may be added supporting or opposing the premise.

The Main Premise may be updated by using the edit element area.

2.2 Reason

This is a premise in favour of the main premise or other argument element.

2.3 Objection

This is a premise against the main premise or conclusion.

2.4 Helper

A Helper is an element that provides additional support for Reasons and Objections. Helpers also expose assumptions. One or more helper may be provided for reasons and objections.

A helper may in turn have reasons and objections.

A helper may not have a helper. In Argumentative, the main premise may have one or more helpers.

2.4.1 Co-Premises

A co-premise is an element which is not the main reason (or objection) but is logically necessary for the reason or objection it belongs to.

Argumentatively uses the term helper and co-premise interchangeably.[1]

2.5 Properties

Properties may apply to individual elements or to the argument map as a whole.

2.5.1 Comments

Each element may have a comment attached to it. The comment attached to the Main Premise is a comment for the whole argument and will commonly contain references and perhaps an extract of the original text.

2.5.2 Global Properties

Global Properties can be found on the Global tab of the Properties tab (see 4.2.2.9 Properties, page 21). This metadata covers the whole map.

2.5.2.1 Author

The author of the argument map should be entered in the Author field. It is initially populated with the log in name..

2.5.2.2 Date

The date the map was created is in the date field.

[1] In future versions of Argumentative, co-premises may be distinguished graphically.

3 Tutorial

3.1 Quick Start

This tutorial gives you a brief introduction to starting a map in Argumentative. In this exercise we will map a trivial argument "Cats are better than dogs".

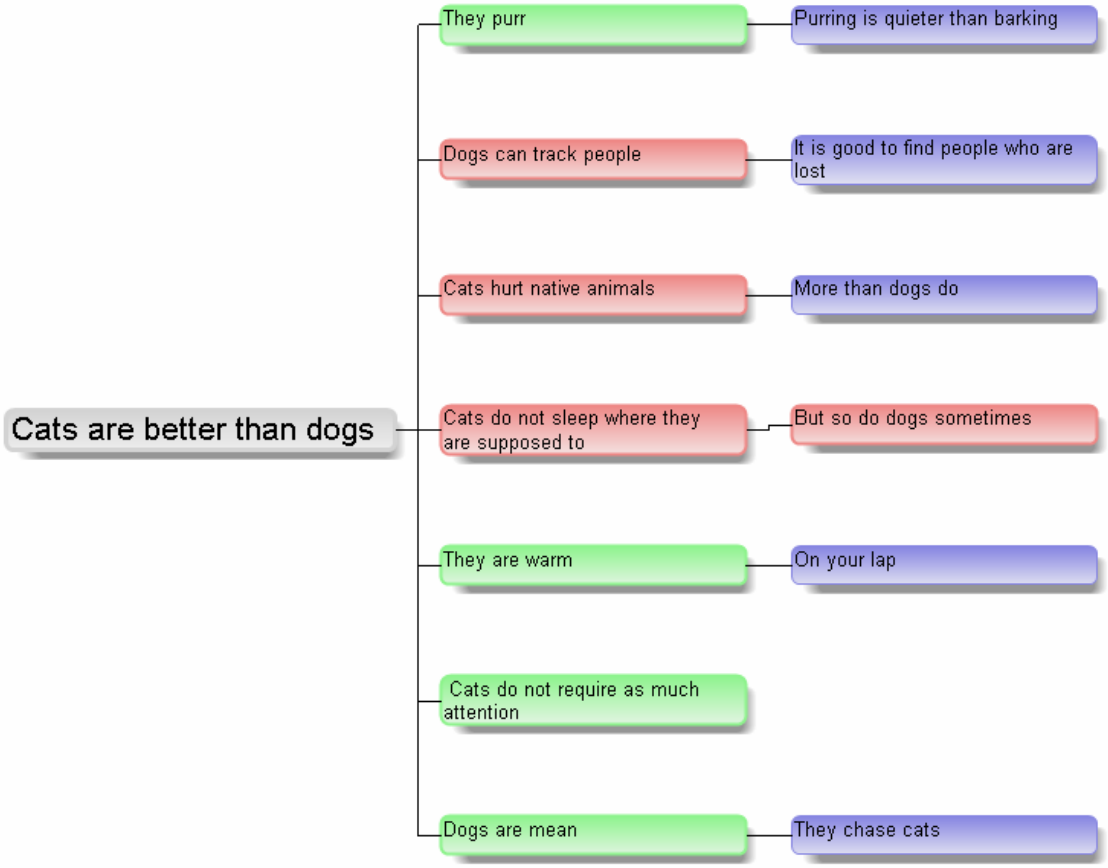


Figure 3, Exercise 1

1. Open Argumentative by clicking on the Start button and navigating to the Argumentative folder.

2. Click on the Main Premise in the Tree View and type "Cats are better than dogs".

3. Click on "A Reason" and type "They Purr".

4. Click on "A helper for the reason" and type "Purring is quieter than barking".

5. Click on "An Objection" and type "Dogs can track people"

6. Click on "A helper for the objection" and type "It is good to find people who are lost".

7. Click on "Dogs can track people" and press the enter key. Pressing enter will create a new Objection.

8. Type “Cats hurt native animals” and press the enter key.

9. Type “Cats do not sleep where they are supposed to” and press the enter key.

10. Type “They are warm” and press the enter key.

11. Type “Cats do not require as much attention” and press the enter key.

12. Type “Dogs are mean” and press the enter key.

13. Type “They chase cats” and press the enter key.

14. Type “More than dogs do” and press the enter key.

15. Type “On your lap”. Do not press the enter key.

16. Click on the “They are warm” objection.

17. The element should be a Reason. Click on the Reason radio button in the Edit Area.

18. Click on “Dogs are mean” objection and change it to a Reason.

19. Click on the “They chase cats” objection. This should under “Dogs are mean”.

20. Press Ctrl-Right Arrow to link it to “Dogs are mean”. Change the element to a Helper.

21. Click on “More than dogs do” should be under “Cats hurt native animals”.

22. Press Ctrl-Up Arrow until the element is below “Cats hurt native animals”.

23. Press Ctrl-Right Arrow to move it to the right. Change the element to a Helper.

24. Click on “On your lap”.

25. Press Ctrl-Up Arrow until the element is below “They are warm”.

Formatting

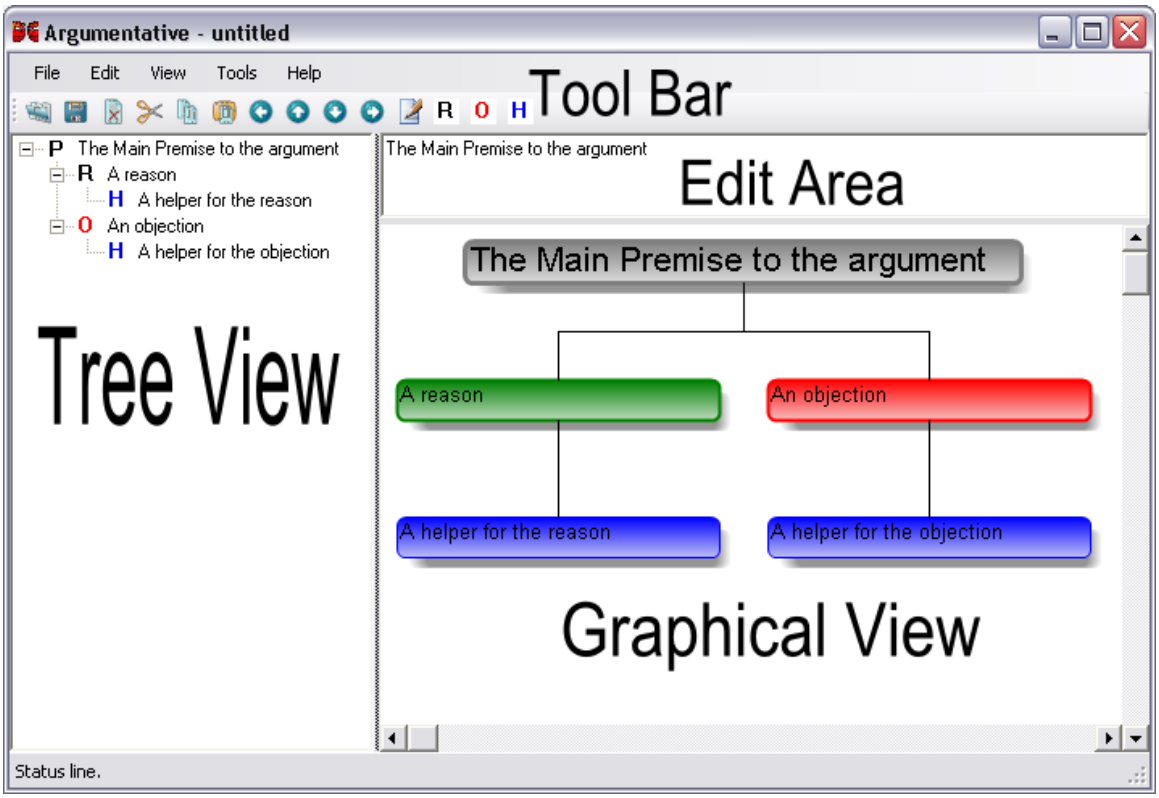
26. Select the menu View / Quick Views / Colourful. This will introduce shading to the Graphic View.

27. Select the View / Orientation / Left to Right. Alternately, press F6 until the view rotates with the main premise to the left.

28. Press F5 (View / Full) to see the whole argument map.

4 Reference

4.1 Screen Layout



4.1.1 Tree View

The tree view is the primary editing and display view for Argumentative. The tree view is similar to a directory view in windows file explorer.

4.1.1.1 Navigation

The up and down arrow keys move the currently selected element.

The right arrow key will expand and left arrow will contract sub arguments.

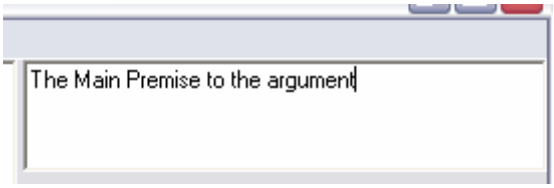
4.1.1.2 Expand and Contract

The [+] and [-] symbols allows each branch of the argument to expand and contract respectively.

The View sub-menu allows you to expand and contract all argument elements.

4.1.2 Edit Area

The Edit Area allows you to edit the text of the current element or change its type between Reason, Objection or Helper.
Cut, copy & paste may be used to manipulate text.



4.1.3 Graphical View

The Graphical View displays the current argument depending on the settings in Tools / Options.

Clicking on an element in the Graphical View will select it in the Tree View.

The menu item View / Find Selection will locate the currently selected element in the Graphical View.

4.1.4 Tool Bar

The Tool Bar allows quick access to common functions.

	File Open	
	Save	
	Print	
	Print Preview	
	Delete	Delete the current element and all elements below.
	Cut	
	Copy	
	Paste	
	Move Left	
	Move Up	
	Move Down	
	Move Right	
	Properties	Display the properties of the current element.
R	Reason	Change current element to a Reason
O	Objection	Change current element to an Objection
H	Helper	Change current element to a Helper

4.2 Menus

This section describes the function of each menu item in Argumentative.

4.2.1 File

4.2.1.1 New

New creates a new argument map with one main premise with a reason and objection, each with a helper.

4.2.1.2 Open

Opens an existing Argumentative (AXL) , Reason!able™ (RE3), Rationale™ (RTNL) or Araucaria (AML) file using a standard File Open dialog box.

4.2.1.3 Save

Saves the current argument to its existing file name. If the file has not been saved before the Save As dialog box appears.

4.2.1.4 Save As…

Brings up the standard windows Save dialog and allows you to save your argument in a number of formats.

Type	Description	File Extension
Argumentative	The native XML file format of Argumentative	AXL
Bitmap	Windows bitmap format	BMP
PNG	Portable Network Graphics file format	PNG
JPEG	Joint Photographic Experts Group format	JPG
GIF	Graphics Interchange Format	GIF
Rationale	Rationale 1.1 format. (see Austhink.com)	RTNL

4.2.1.5 Print

File / Print brings up the print dialog box to allow options to be selected.
Prints the Tree View to your default printer. Print brings up the Page Setup dialog box before printing.

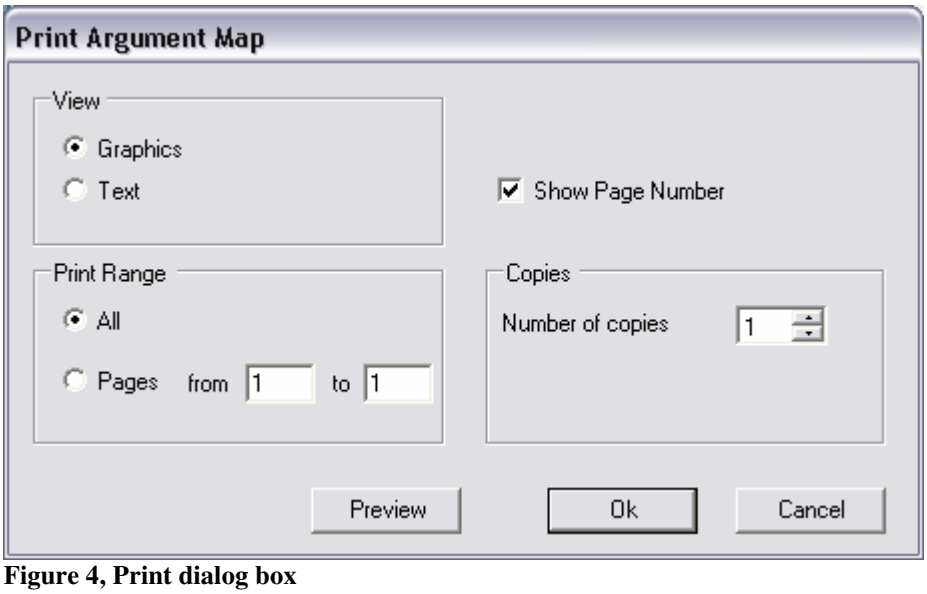


Figure 4, Print dialog box

4.2.1.6 Print Preview

File / Print Preview displays what the result of printing should look like.

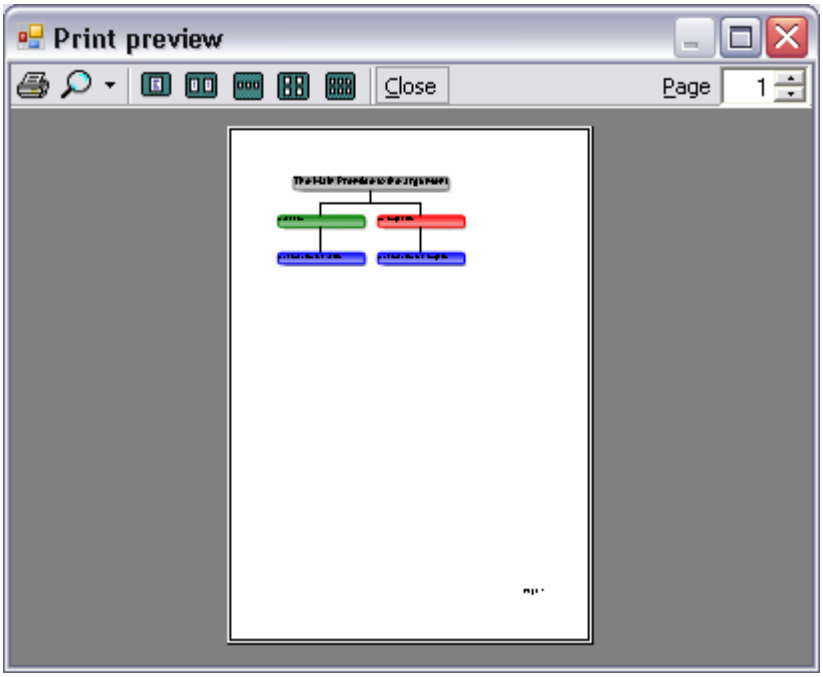


Figure 5, Print Preview dialog box

4.2.1.7 Page Setup

Page Setup allows you to change the current printer settings. The Printer button allows you to change the printer. Print settings are not saved with the argument map.

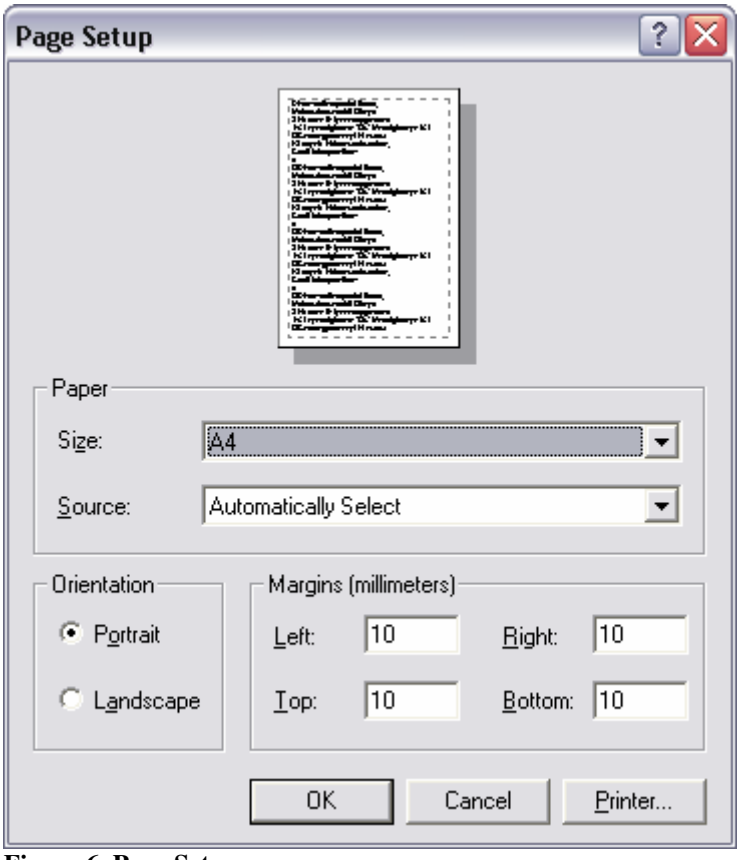


Figure 6, Page Setup

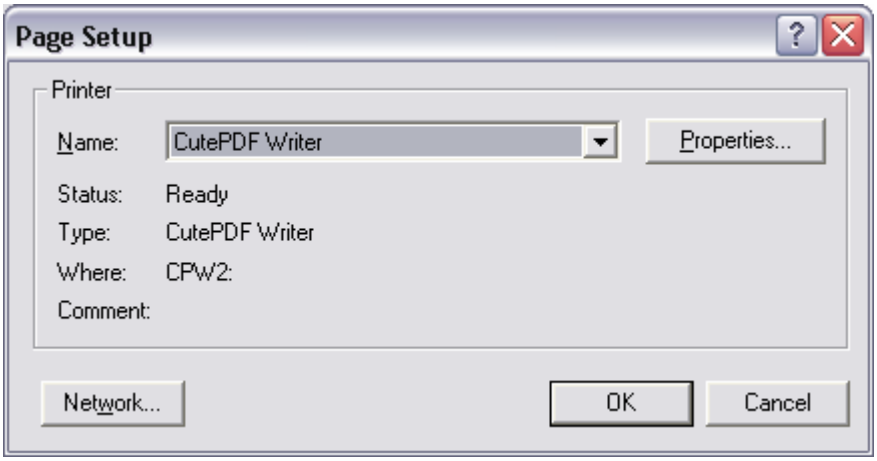


Figure 7, Change Printer

4.2.1.8 Export

The Export submenu allows the creation of numerous presentations and formats from the current argument map. Use File / Save as to save bitmap graphics.

Microsoft Word and / or Microsoft PowerPoint need to be installed in order for the respective export to work.

There is no export to Microsoft Excel but copy and paste do an adequate job.

4.2.1.8.1 MS Word

The File / Export / MS Word menu item exports the current argument map to Microsoft Word. Both graphics and text are exported. The format of the graphics is dependent on the format of the graphical view.

Microsoft Word needs to be installed on the local machine for this function to work.

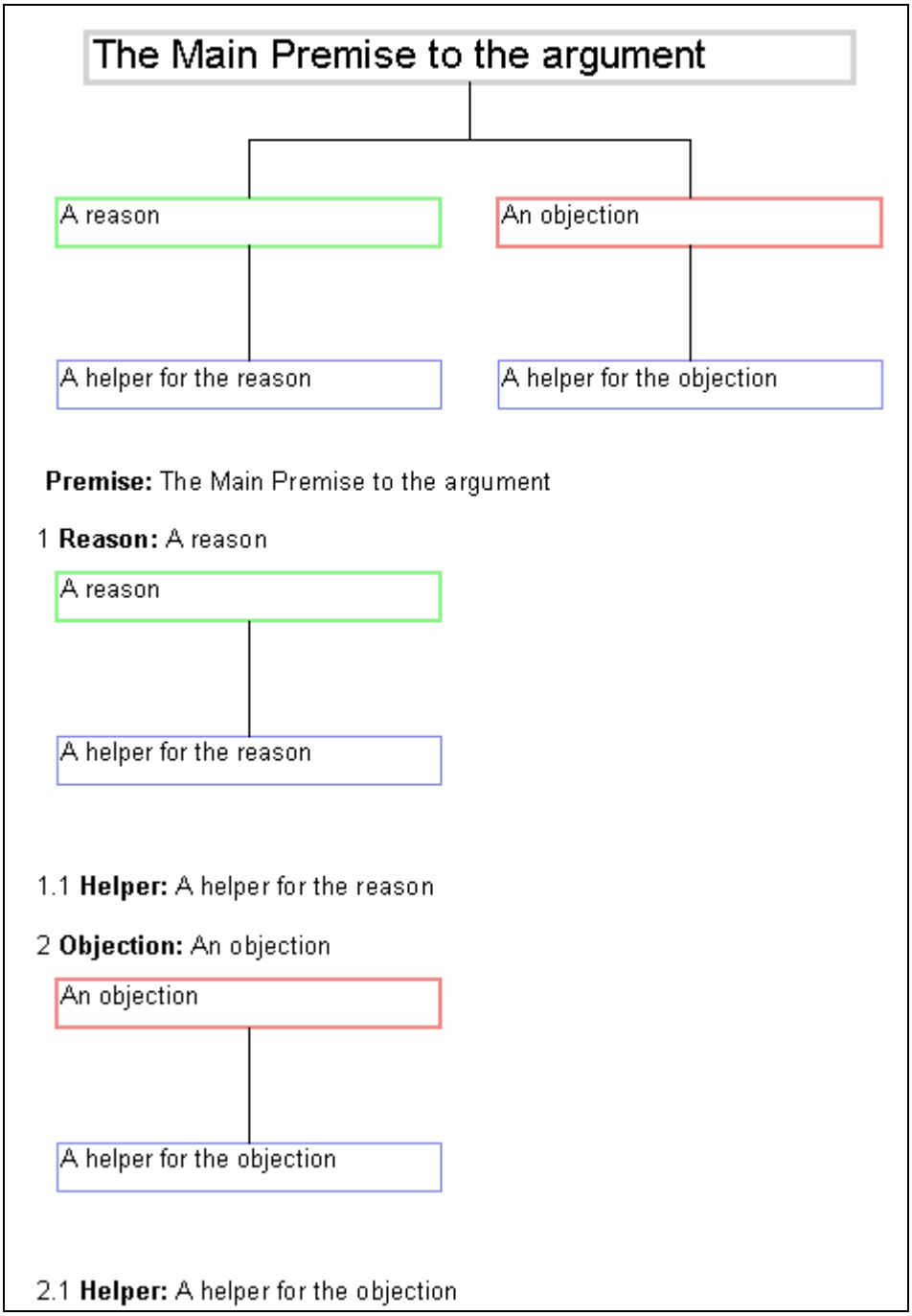


Figure 8, The standard map exported to MS Word

The transformation file "RTF with picture.xslt" is used to create the format exported to Word.

4.2.1.8.2 MS PowerPoint

The File / Export / MS PowerPoint menu item exports the current argument map to Microsoft PowerPoint. Both graphics and text are exported. The format of the graphics is dependent on the format of the graphical view.

Microsoft PowerPoint needs to be installed on the local machine for this function to work.

4.2.1.8.3 Transform

The Transform operation allows you to transform an argument into a number of different file formats. You may write your own transformations in XSL.

The sample transformation (XSLT) files are included to demonstrate the possibilities.

XSLT File Name	Translates to
text	Creates a text file without formatting
essay	Creates a rudimentary essay.
toFreemind	Creates a FreeMind mind map.
boxy web	Creates a web page using boxes to indicate the argument structure.
RTF Export	Creates an Rich Text Format file which contains text formatting.
RTF with picture	Creates an Rich Text Format file which contains text formatting and a bitmap picture of the argument.
Araucaria SchemeSet	Translates an Araucaria SchemeSet into a list of arguments.[2]

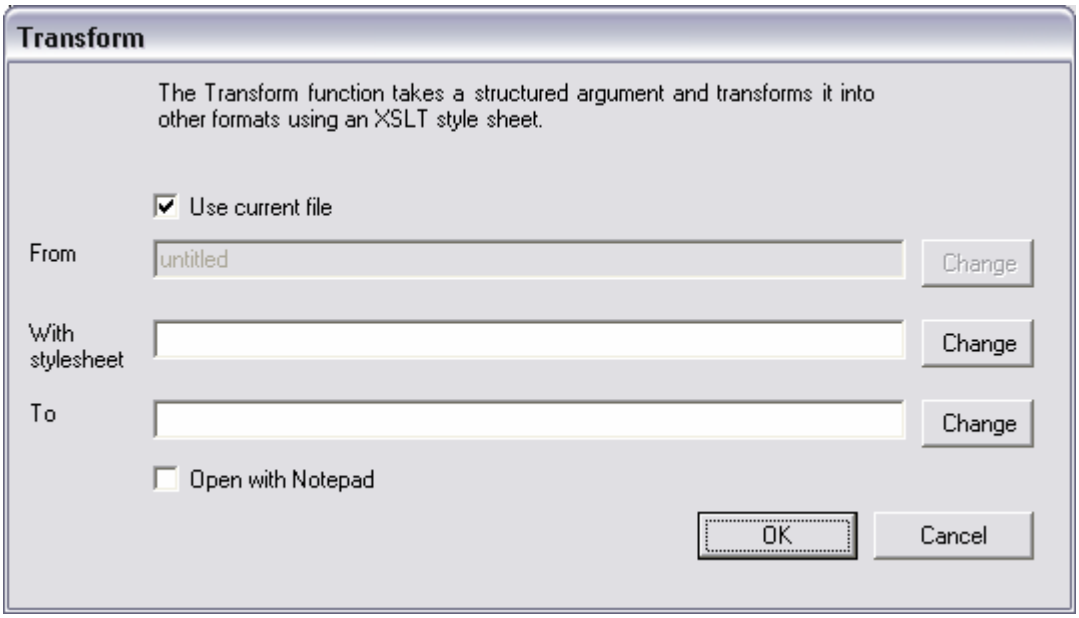


Figure 9, Transform

Use current file – uses the argument map you are working on as the input file.
From - Specifies the argument file you are transforming.
Shortcut: F9

4.2.1.8.4 Current Element

File / Export / Current saves the current set as its own argument map.

4.2.1.9 Properties

File / Properties displays the following aspects of the argument map:

- Number of elements

[2] For more information go to http://araucaria.computing.dundee.ac.uk/

- Depth of argument
- Word count

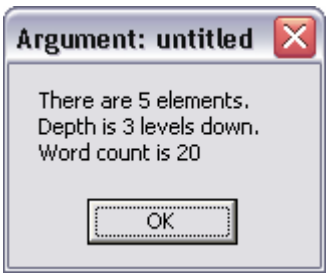


Figure 10, File / Properties dialog box example

4.2.1.10 Recent Files

Lists the last files opened for quick retrieval.

4.2.2 Edit

Most of the editing operations operate on the current set. The Current Set refers to currently selected element in the Tree View and all the sub elements.

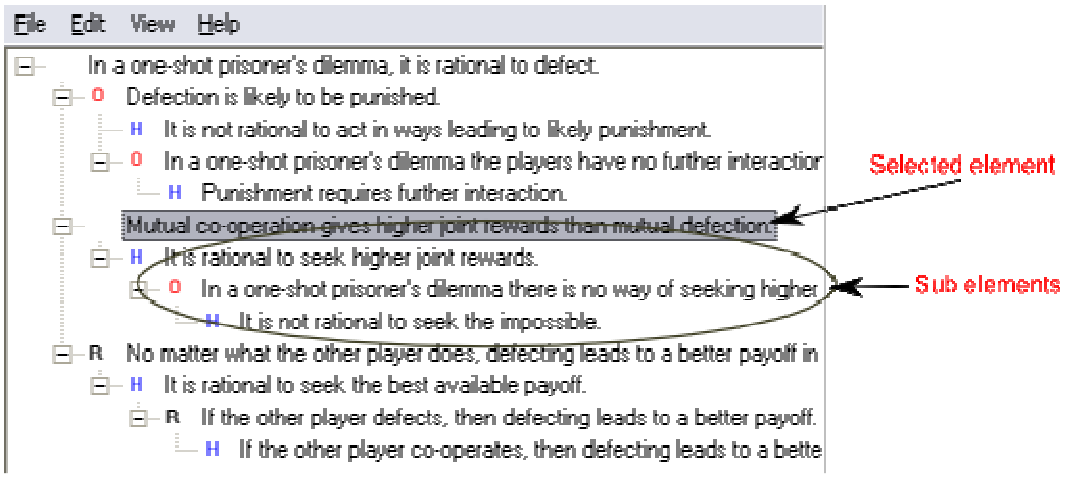


Figure 11, An example of the Current Set

4.2.2.1 Undo

Edit / Undo only works for text editing and only does one level back.

4.2.2.2 Cut

Copies the current set to the clipboard and deletes it from the map.

4.2.2.3 Copy

Copies the current set to the clipboard. This includes a bitmap image as well as text.

4.2.2.4 Paste

Paste will attempt to add the clipboard to the currently selected element.

Text copied from MindManager or FreeMind will paste in the correct hierarchy.

4.2.2.5 Delete

Deletes the current set. Undo will reverse this operation.

4.2.2.6 Edit

Edits the current element. The focus is shifted to the edit area and the text of the current element is selected.
Shortcut: F2

4.2.2.7 Add

Add new elements to the current element of the argument map.

4.2.2.7.1 Reason

A new reason element is added under the currently selected element.
Shortcut: Ins

4.2.2.7.2 Objection

A new objection element is added under the currently selected element.
Shortcut: Shift Ins

4.2.2.7.3 Helper

A new helper element is added under the currently selected element.
Shortcut: Ctrl H

4.2.2.8 Move

4.2.2.8.1 Up

Moves the current set up within the same level.
Shortcut: Ctrl+▲ or Ctrl I

4.2.2.8.1.1 Down

Moves the current set down in the same level.
Shortcut: Ctrl+▼ or Ctrl M

4.2.2.8.1.2 In

Moves the current set up a level (to the left). You cannot promote an element to a main premise. Use Move / Swap instead.
Shortcut: Ctrl+◄ or Ctrl J

4.2.2.8.1.3 Out

Moves the current set down a level (to the right).
Shortcut: Ctrl+► or Ctrl K

4.2.2.8.1.4 Swap

Swaps the current element with its parent. For example you may swap a top level reason with the main premise.

4.2.2.9 Properties

4.2.2.9.1 Element Properties

The Edit / Properties dialogue box allows you to add or change comments for any element.

A comment against the Main Premise is the comment for the argument map overall. It is recommended to include a reference to the original text and the background to the argument itself.
Shortcut: F4

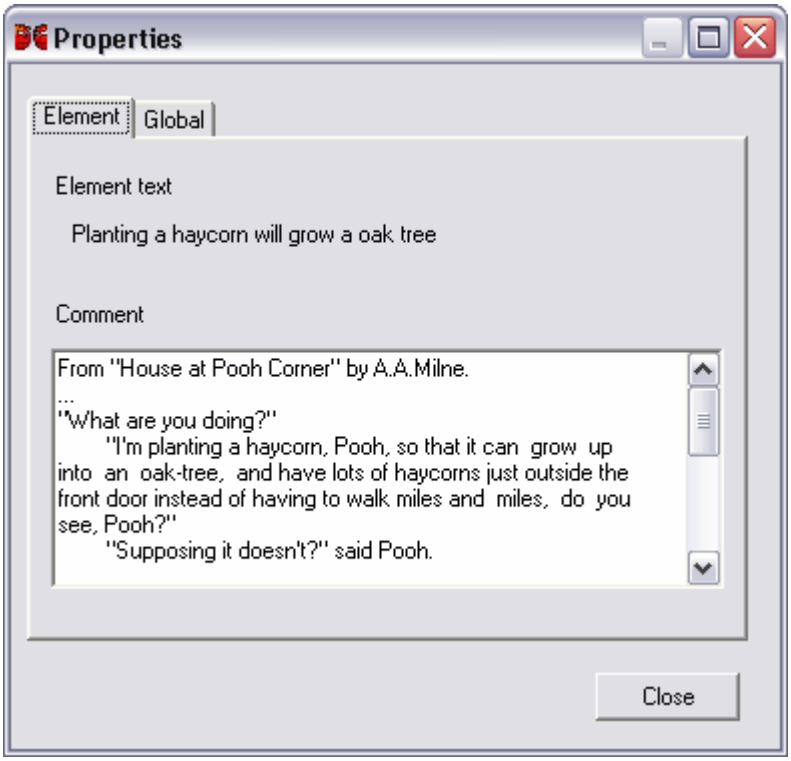


Figure 12, Properties dialog box

4.2.2.9.2 Global Properties

The Global tab lets you change properties that apply to the whole argument map. Author is preset to the current sign on. The Creation Date is not valid until ticked and set.

Figure 13, Global properties

4.2.2.10 Find

The Find dialog searches for the given text from the currently selected element. If you wish to search the entire argument, select the main premise at the top of the "Tree View.

When an element is found it is highlighted in the Tree View.
Shortcut: Ctrl F

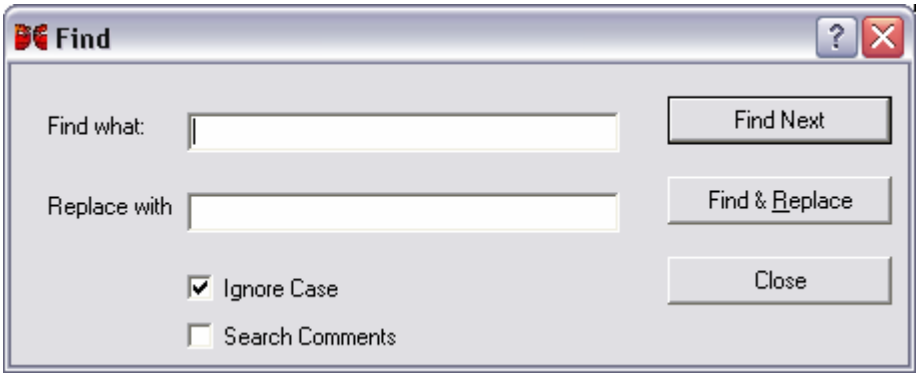


Figure 14, Find and replace dialog box

Ignore case
Matches text without regard for capitals. E.g. sydney matches SyDnEy when case is ignored.

Search Comments
Searches the comments for each element.

4.2.2.11 Find Next

Finds the next occurrence of the text entered in the Find dialog.
Shortcut: Ctrl G

4.2.3 View

The View menu allows you to control the view display, primarily the graphical view.

4.2.3.1 Show

4.2.3.1.1 Graphical View

Turns the graphical view on and off.

4.2.3.1.2 Edit Area

Turns the visibility of the edit area on and off.

4.2.3.1.3 Tool Bar

Turns the tool bar on and off.

4.2.3.1.4 Find Selection

Makes the currently selected element in the tree view appear in the upper left of the graphic view.
Shortcut: F3

4.2.3.2 Zoom

Allows limited magnification options for the graphical view.

4.2.3.2.1 50%

Half scale.
Shortcut: Ctrl 5

4.2.3.2.2 100%

Full scale.
Shortcut: Ctrl 1

4.2.3.2.3 200%

Double scale.
Shortcut: Ctrl 2

4.2.3.2.4 Full

Makes the map fit the graphical view.
Shortcut: F5

4.2.3.2.5 Zoom In

Enlarges the graphical view by 25%
Shortcut: F11

4.2.3.2.6 Zoom Out

Reduces the graphical view by 25%

Shortcut: F12

4.2.3.3 Quick Views

The View / Quick View sub menu allows you to quickly switch between different Graphical Views.

The Quick Views are pre-defined options that are changed at the same time.

4.2.3.3.1 Plain Boxes

View / Quick Views / Plain Boxes displays a top-down orientation.

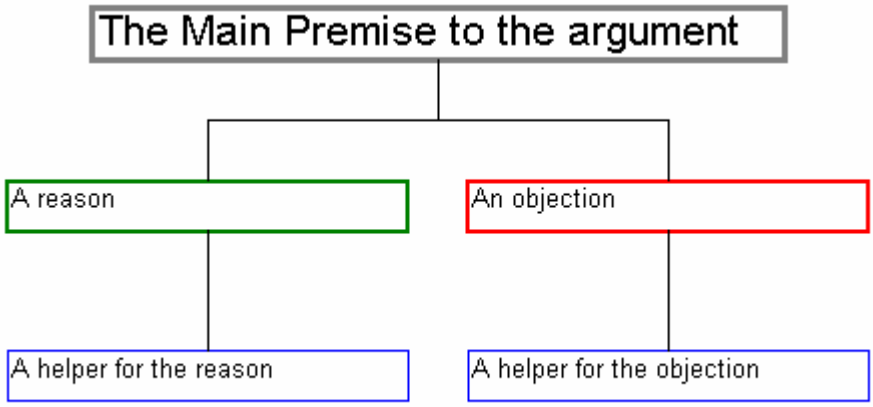


Figure 15, Plain Boxes quick view

4.2.3.3.2 Colourful

The Colourful view adds the shading and shadow options to the Plain Boxes view.

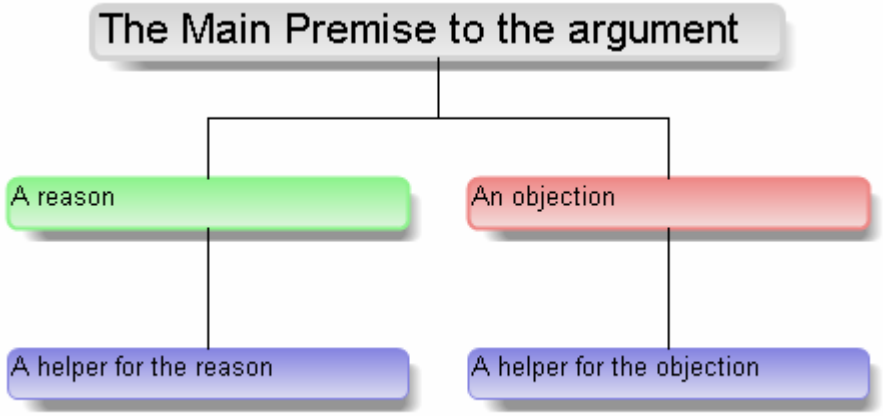


Figure 16, Colourful quick view

4.2.3.3.3 R Notation

The R Notation Quick View displays a more traditional argument diagram.

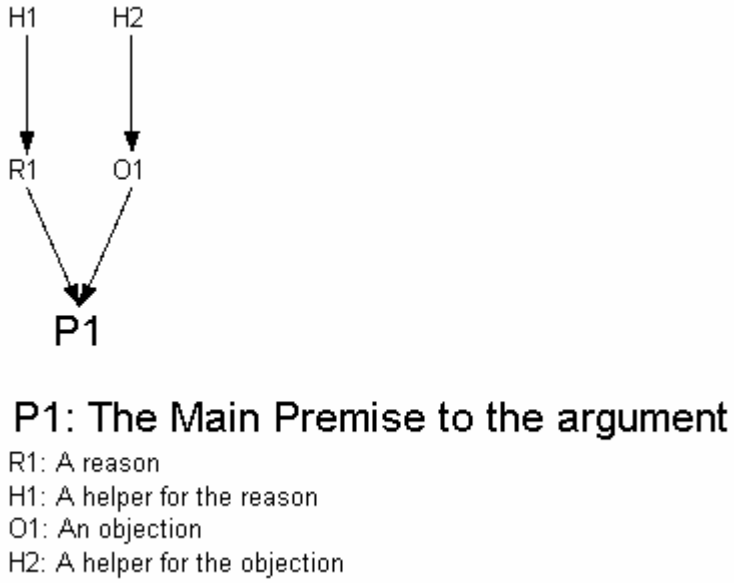


Figure 17, R Notation quick view

4.2.3.3.4 Preferred

Displays the preferred view as defined in the Preferred.xml options file. See 4.2.4.3 Save Options on page 27. If no Preferred option has been saved, then an error message will appear.

4.2.3.3.5 Cycle

This menu item cycles through the Quick views including the Preferred Quick View. Shortcut: F8

4.2.3.4 Orientation

Orientation alters the flow of the Graphical View between top down, bottom up, left to right and right to left.

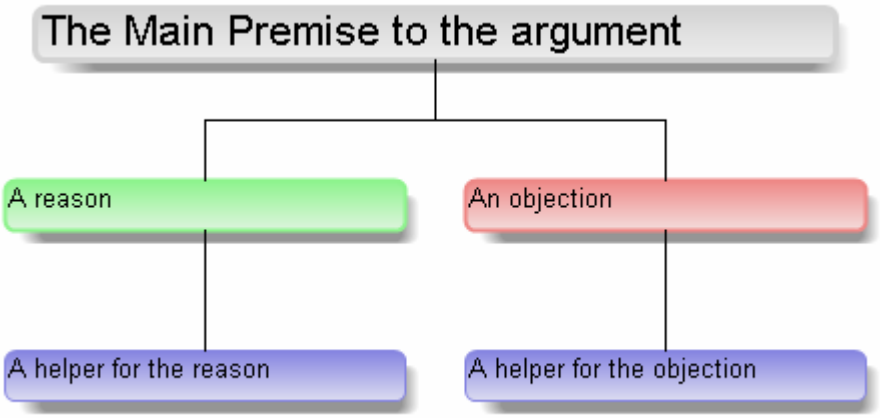


Figure 18, Top Down orientation

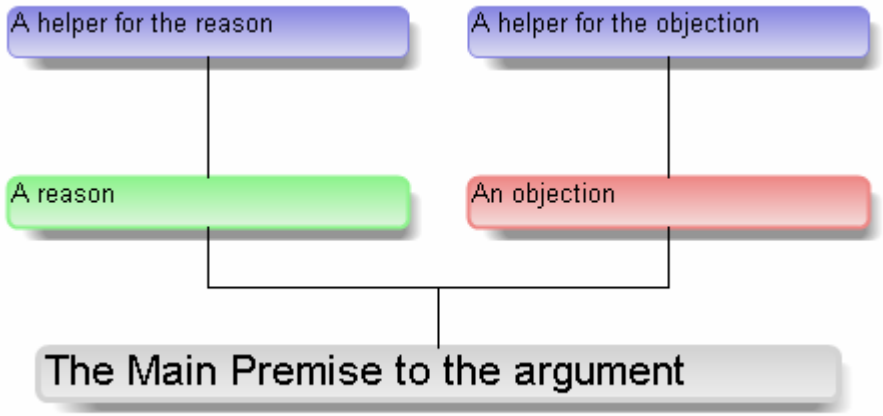


Figure 19, Bottom Up orientation

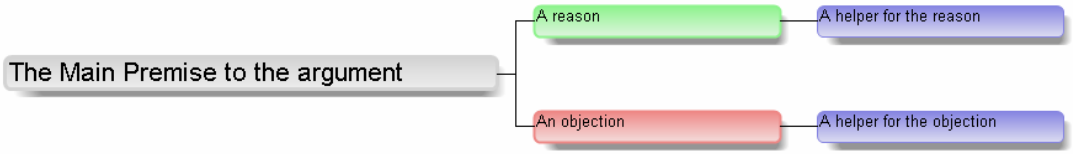


Figure 20, Left to Right orientation

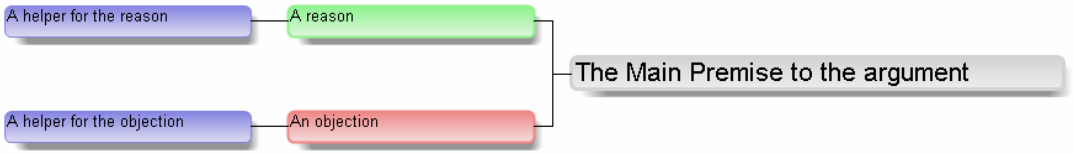


Figure 21, Right to Left orientation

Shortcut: F6

4.2.3.5 Expand / Collapse

The options Expand All and Collapse All perform those actions on the Tree View. Expanding or contracting can be controlled by clicking the plus (⊞) and minus (⊟) symbols on the Tree View.

4.2.3.5.1 Expand all

Expands all elements of the Tree View. By default the Tree View is fully expanded. It is the same action as clicking all the plus (⊞) symbols.
The right arrow will expand an element. The left arrow will collapse an element.

4.2.3.5.1.1 Collapse All

Collapses all elements of the Tree View.

4.2.4 Tools

4.2.4.1 Spelling

Spell check uses the dictionary specified in options to check the spelling in all the elements.

Shortcut: F7

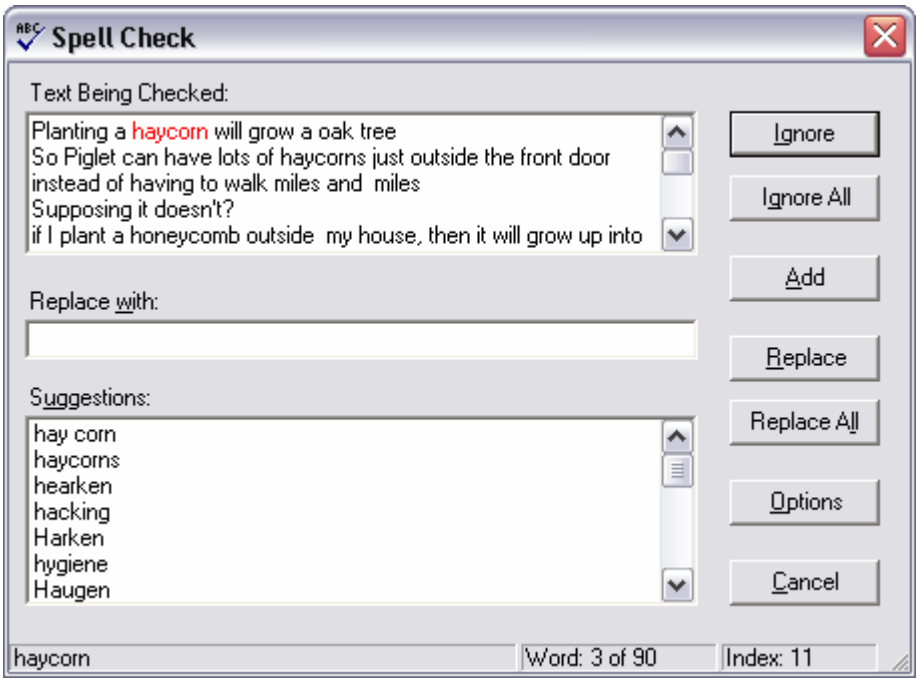


Figure 22, Spell Check dialog box

The user defined dictionary is to be found in the directory:

C:\Documents and Settings*username*\Application Data\NetSpell\user.dic

where *username* is your login name.

4.2.4.2 Full Stops

This item adds or removes full stops from your argument. This allows consistency in style.

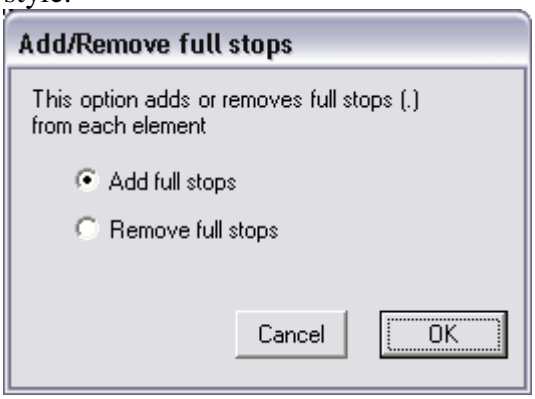


Figure 23, Add/Remove full stops dialog box

4.2.4.3 Save Options

Saves the current options as an options file. Only the options that apply to the Graphical View are saved. The default file name Preferred.xml can be quickly retrieved using View / Quick Views / Preferred

4.2.4.4 Options

Options allow you to change the way Argumentative behaves.

Options are stored in the Prefs.xml file in the same directory as the Argumentative software. If you wish to reset the options back default, simply delete the file.

4.2.4.4.1 General

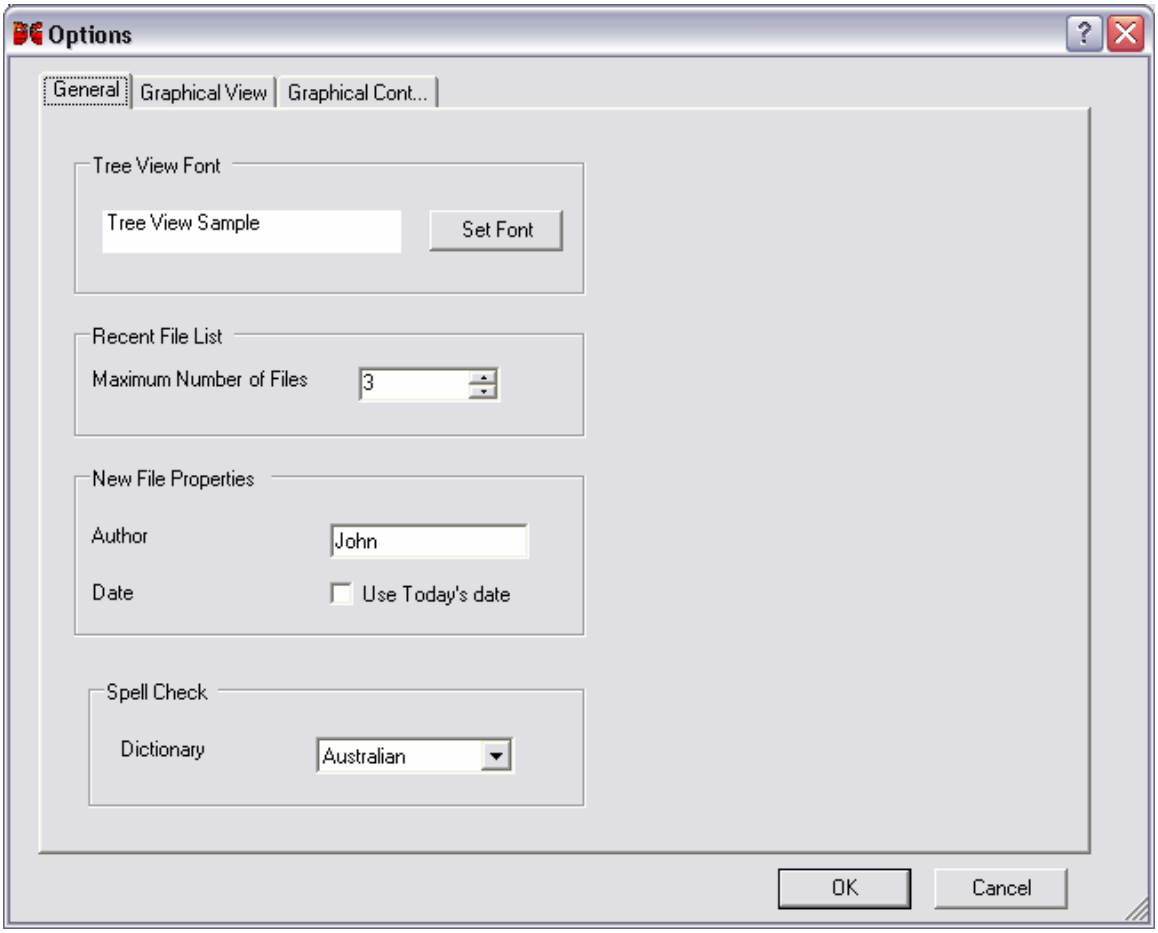


Figure 24, Options - General Tab

Tree View Font. Sets the text font, size and colour for the Tree View.

Recent File List, Maximum Numbers of Files. Controls the maximum number of files remembered in the File / Recent Files list. The maximum is 9.

New File Properties
Author. The Author is added to all new files created
Date. Selects if today's date is set for each new map.

Spell Check
Dictionary. Sets the dictionary used. The choice is presently Australian, Spanish or US. .

4.2.4.4.2 Graphical View

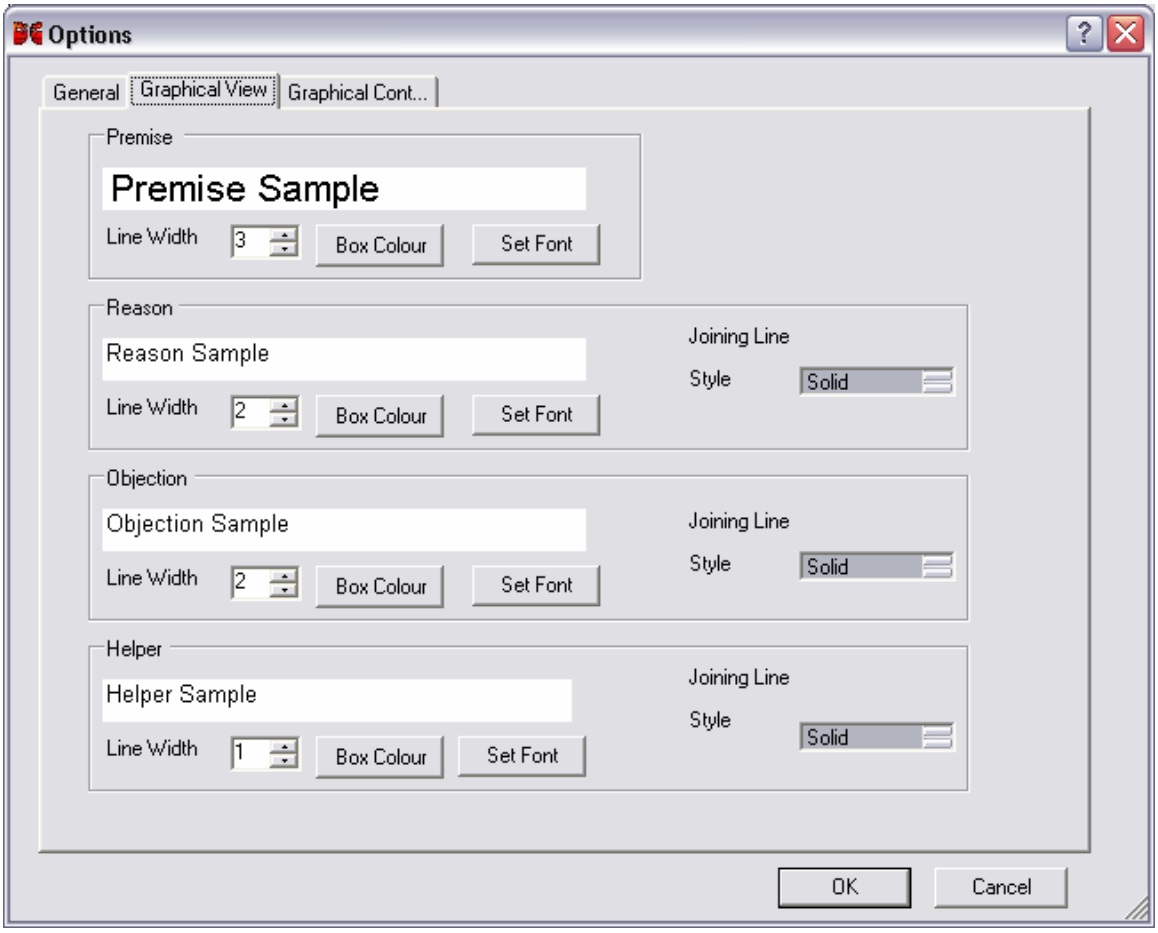


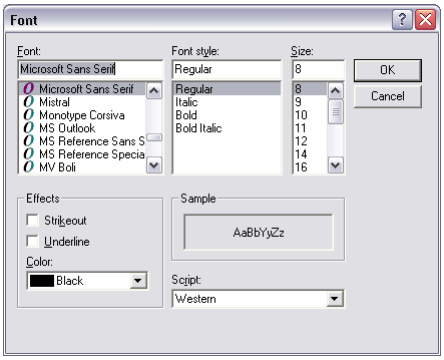
Figure 25, Options - Graphical View Tab

The first tab of the Graphical View sets the appearance of the elements in the Graphical View. Each element has its own area; Premise, Reason Objection and Helper.

Line Width. Sets the width of the box border in pixels.

Box Colour. Sets the colour of the box border line. The colour selection dialog box appears.

Set Font. The Sets the font size, type and style using the Font dialog box. Font colour may be set. Style is not used and is not saved in the AXL format.



Joining Line. Defines the style of the joining line connecting this element. This option allows for a visual distinction to be made between when colour is not appropriate e.g. for black & white printing.

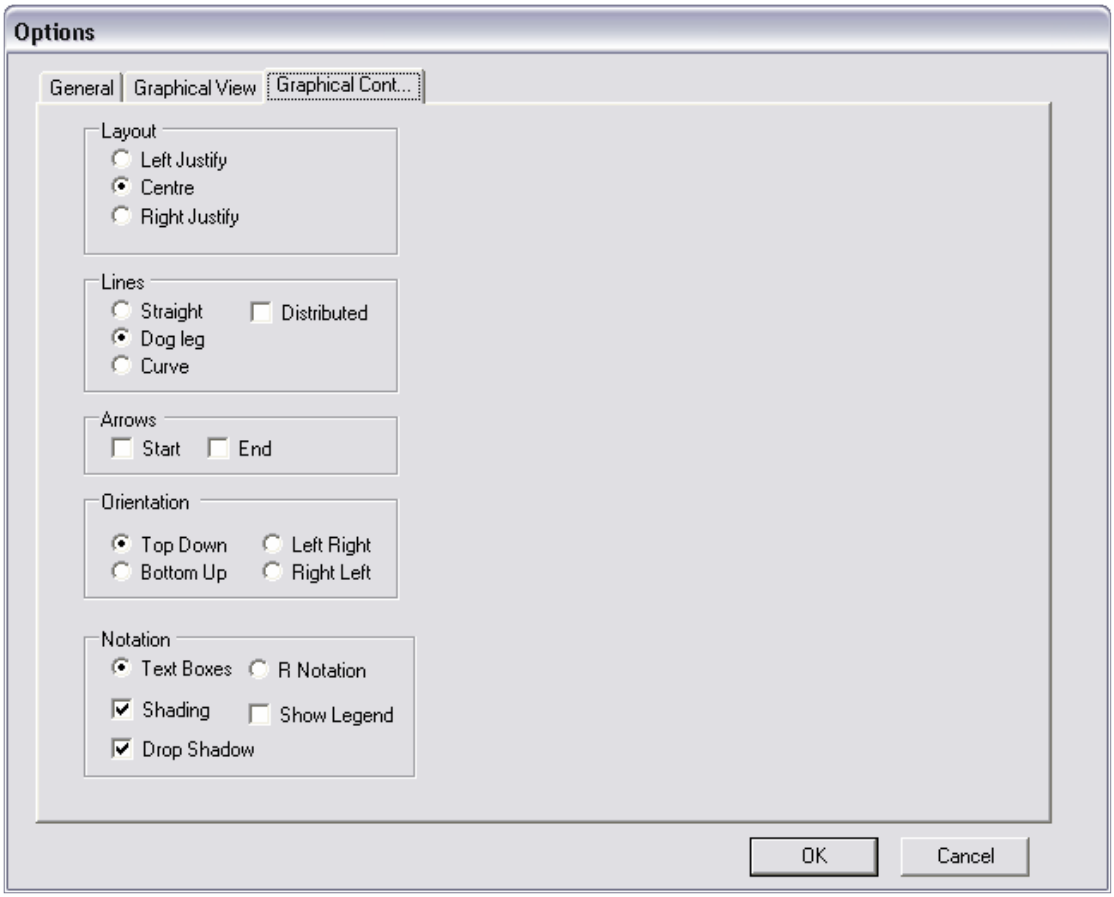
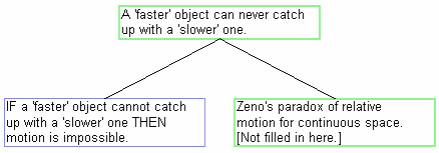


Figure 26, Graphical Continued Tab

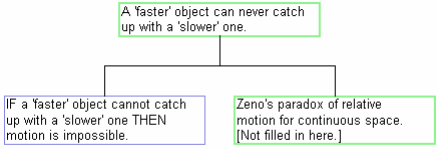
Layout. Alters the layout of the boxes in the Graphical View.

Lines. Changes the joining line style between elements.

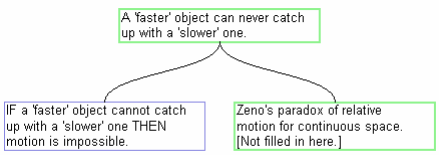
Straight



Dogleg

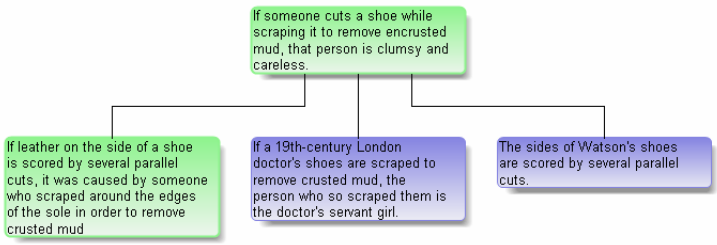


Curve

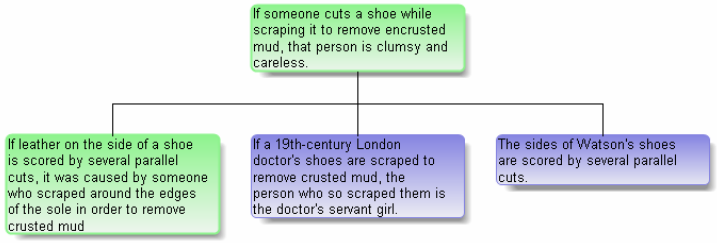


Distributed. The distributed option applies to Straight, Dogleg and Curved lines and distributes the joins from the originating box. It is only available for vertically oriented views (Top to Bottom and Bottom to Top)

Distributed



Distributed off



Orientation. See section 4.2.3.4, page 25.

Notation. See section 4.2.3.3.3, page 24.

4.2.5 Help

Pressing F1 at any time brings up context sensitive Help.

4.2.5.1 Contents

Displays the Contents page of the help file.

4.2.5.2 Check for Updates

Opens a web browser to check to see if you have the latest release of Argumentative. The web page will compare the version of your software with the latest available. Please note: the only information sent is the version number of your software.

4.2.5.3 Home Page

Opens a web browser and takes you to http://argumentative.sourceforge.net/.

4.2.5.4 About

The about box shows the current version information and the build number.

See 4.2.1.9 Properties on page 18 for properties of the argument map.

4.3 Keyboard Shortcuts

4.3.1 Function Keys

Key	*Function*	*Description or reference*
F1	Help	

F2	Edit
F3	Find element
F4	Properties
F5	Zoom Full
F6	Cycle Orientation
F7	Spell Check
F8	Cycle Quick Views
F9	Transform
F10	Menu
F11	Zoom In
F12	Zoom Out

4.3.2 Control Keys

Key	*Function*	*Description or reference*
Ctrl+C	Copy	Copy selected text or element (including image) set to clipboard.
Ctrl+V	Paste	Paste text from the clipboard.
Ctrl+X	Cut	Copy & delete.
Ctrl+N	New	Creates a new file. Saves the current file if required.
Ctrl+O	Open	Displays the standard File Open dialog box.
Ctrl+S	Save	Save as
Ctrl+P	Print	
Ctrl+▲	Move up	Moves current element up. ▲is the up arrow.
Ctrl+I		
Ctrl+▼	Move down	Moves current element down.
Ctrl+M		
Ctrl+◄	Move left	Moves current element left.
Ctrl+J		
Ctrl+►	Move right	Moves current element right.
Ctrl+K		
Ctrl+Z	Undo	
Ctrl+1	100%	
Ctrl+2	200%	
Ctrl+5	½ (0.5) size	

5 Appendix

5.1 References

Araucaria (2008), viewed 3 February 2008,
<http://araucaria.computing.dundee.ac.uk>

van Gelder, T. J. (2005). Enhancing and Augmenting Human Reasoning. In A. Zilhão (Ed.), *Cognition, Evolution, and Rationality*. London: Routledge.
http://www.philosophy.unimelb.edu.au/reason/papers/oporto.pdf

Fisher, A. 1988,.*The Logic of Real Arguments*,
Cambridge University Press, Cambridge.

5.2 Fallacies

A fallacy is a bad argument. Below is a number of what are called informal fallacies, common problems of reasoning that you will find in careless arguments.

Post hoc ergo propter hoc fallacy ("after that, therefore because of that") -- a faulty or assumed cause-effect relationship that doesn't necessarily hold. Example: The fact that the Bush administration has sold the rights to clean up the oil fields in Iraq to Halliburton proves that the war was about oil after all.

Hedging or equivocation -- changing the meaning of a word or concept from one part of an argument to the next. Example: We can never stop war, since even in families there are sometimes wars.

Red herring -- a decoy, an idea that is tossed into the argument to lead the line of reasoning in an irrelevant direction (from the practice of dragging a herring across a trail to throw off the scent in a hunt). Example: We haven't yet found any weapons of mass destruction in Iraq, but Syria is a potential problem, don't you think?

Ad hominem attack -- ("against the man") Attacking or criticizing the person rather than his ideas. Example: Our philosophy professor is against the war, but what can you expect? She's a Deadhead and wears a backpack to class.

"Either-or" fallacy (also called "false dilemma") -- Giving or acting as if there are only two choices when in fact there are more than two choices. Example: In the current world situation, regarding terrorism, you are either with us or you're against us.

"Bandwagon" fallacy (also called "appeal to common practice or common belief") -- accepting an idea because everyone else believes it or assumes it. Example: We went after Saddam because of 9/11.

Appeal to false authority -- accepting an idea because someone you like accepts it, whether or not that person has the authority to know. Example: Martin Sheen is against the war and he plays the President on TV so I'm with him.

"Slippery slope" fallacy -- jumping to conclusions on the basis of one event or connection. Example: If we had left Saddam in power, next every other despot in the region would get overconfident, then all the ones in Latin America and Africe, and before you know it we'd be threatened by the entire Third World.

"Straw man" or "Straw Dog" fallacy -- Putting words in someone's mouth to make them look bad or depicting them or their ideas in such a caricatured way as to trivialize them or their ideas. Example: Anti-war protestors walk around with their scruffy hair, slovenly dress, and sloppy thinking saying "Peace" like that was somehow a solution to world political problems.[3]

5.3 R Notation

The R Notation option for the Graphical View displays the argument in short form with reasons being numbered R1, R2,R3 etc, objections O1,O2... and helpers starting with H1.

The detail text for the elements is shown as a legend at the bottom of the Graphical View

The sample below shows the R Notation view with the Bottom Up orientation and arrows at the end of the straight lines.

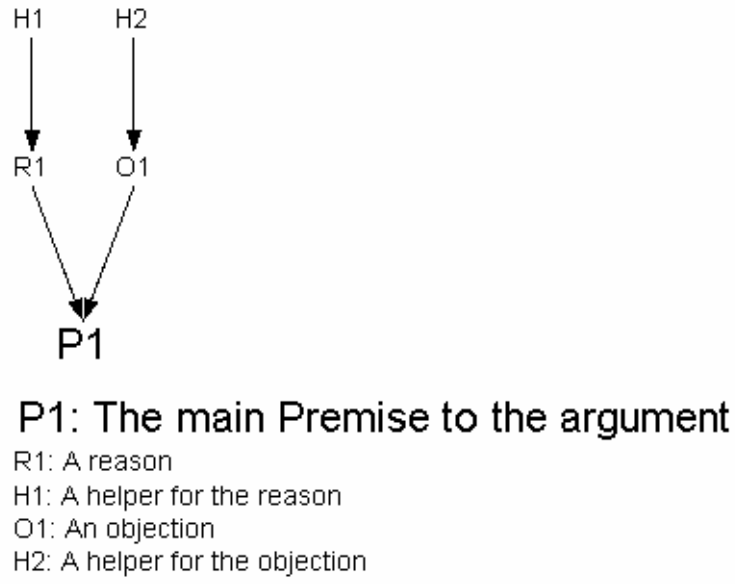


Figure 27, R Notation diagram example

The R notation is loosely based on the notation used by Fisher (1988) in *The Logic of Real Arguments*.

[3] Reproduced from http://www.csuchico.edu/phil/sdobra_mat/fallacies.html. Author Unknown

6 Index

Ad hominem, 33
Ad hominem attack, 6
Add, 20
  Helper, 20
  Objection, 20
  Reason, 20
AML, 14
Appeal to false authority, 33
Araucaria, 14
  Transform, 18
Argumentative
  File Format. *See* AXL
Author, 21
AXL, 14
Bandwagon fallacy, 33
Collapse, *26*
Colourful, 24
Comments, 9, 21, *See*
Contents, 31
Co-Premise, 8
Copy, 19
Created, 21
Cut, 19
Delete, 20
Dictionary, 28
Edit, 20
  Copy, 19
  Cut, 19
  Delete, 20
  Paste, 19
  Properties, 21
  Undo, 19
Edit Area, 12
Either-or fallacy, 33
Element
  Main Premise, 8
  Premise, 8
Equivocation, 33
Essay, 18
Expand, *26*
Expand and Contract, 12
Export
  Current Element, 18
  Word, 16
  XSLT, 18
Falacy
  Ad hominem, 6
Fallacy
  Ad hominem, 33
  Appeal to false authority, 33
  Bandwagon, 33
  Either-or, 33
  Equivocation, 33
  Hedging, 33
  Post hoc ergo propter hoc, 33
  Red herring, 33
  Slippery slope, 34
  Straw dog, 34
  Straw man, 34
File
  Export, 16
  New, 13
  Open, 14
  Page Setup, 15
  Print, 14
  Print Preview, 14
  Properties, 18
Find, 22
Find Next, 23
FreeMind, 7, 18, 19
Full Stops, 27
Function Keys, 31
General Options, 28
Graphical View, 13, 23
  Options, 28
Hedging, 33
Help, 31
  Contents, 31
Helper, 20
Ignore Case, 22
Main Premise, 8
Mind Map, 7
Mind Mapping, 6
MindManager, 7, 19
Move
  Down, 20
  In, 20
  Out, 20
  Up, 20
Navigation
  Tree View, 12
New, 13
Objection, 20
Options, *28*
Orientation, *25*
Page Setup, 15

Paste, 19
Periods. *See* Full Stops
Plain Boxes, 24
Post hoc ergo propter hoc fallacy, 33
PowerPoint, 17
Preferred, 25
Premise, 8
Print Preview, 14
Properties, 9, 18, 21
  Author, 21
  Created, 21
  Global, 9
Quick Views, 24
  R Notation, 24
R Notation, 24, 34
Rationale, 14
Reason!able, 14
Red herring, 33
Save
  Current Element, 18
Save Options, *27*
Show
  Graphical View, 23
Slippery slope fallacy, 34
Spelling, *26*, 28
Statistics
  Depth, 19
  Elements, 18
Straw dog fallacy, 34
Straw man fallacy, 34
Tree View, 12
Undo, 19
Word, 16
Word Count, 19
XSLT, 18
Zoom, 23