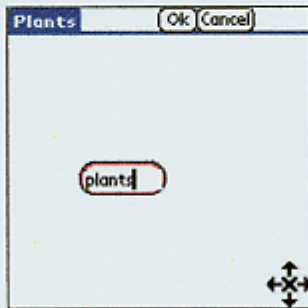After tapping on the new button you will be prompted to title your new PiCoMap and also to enter the creator's name. These will be used to identify the files for later use.

There are two main elements that are used when drawing concept maps. First, there is the node. A node is the "bubble" where an idea is written. To create a new node, draw a circle with your stylus in the main screen area. Make sure to draw slowly and create a closed figure. It is also important to not draw in the graffiti area. Once a node is created, you have the option of naming it or leaving it blank.
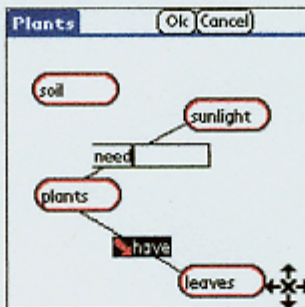
The second element in a PiCoMap is the edge, representing a relationship between ideas. An edge connects two nodes in a certain direction. To create an edge, drag your stylus from the center of the first node to the center of the second. You will then be able to name the edge. To rename or delete an edge, simply tap the red
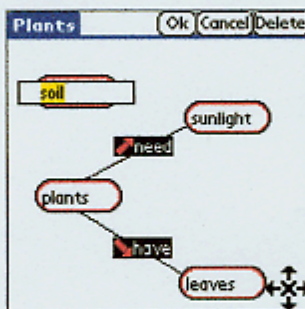
Once you have created nodes and edges in PiCoMap you can edit, move or delete them. To edit or delete a node, tap on the center of the node and then either edit the text or tap the delete button in the top right corner of the screen.