BIBLIOCAVE MANUAL

Time Will Tale

Contents

Chapter 1: Introduction

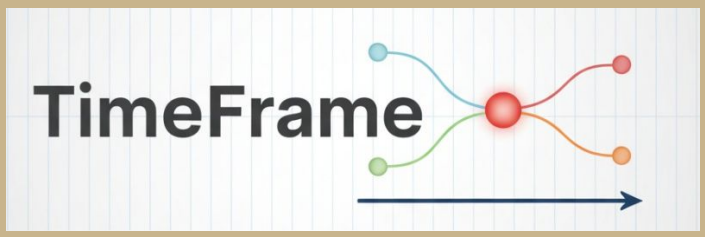
BiblioCave is a desktop software. It is a Writing-Plot-Muse-World building managing program. It might sound as an exaggerated title, but in a fact it can do much more. Here is how it works in a nut shell:

1.1 Writing Management

BiblioCave provides a full visual interface to write paragraphs and build chapters fully modular, flexible and can serve both discovery writers and outliners. The text system has structured yet flexible place to organize all the notes and random thoughts and ideas in an organized easy to find space, while keeps the plot itself clean and focused. BiblioCave allows easy way to follow and synchronize characters, events and locations, and make any word in the text into Character, Event or Location item.

1.2 Plot Management

The plot management is one of the major highlight of BiblioCave. In BiblioCave you are introduced to a simple yet powerful model to track, build and start form nothing – multi-character, multi-plot, multi-timelines, multi-dimensions (etc) tool. This tool is so powerful that you can just use it with a corkboard, pins and strings, but BiblioCave make it digital and compact. This is called “TimeFrame” model.



1.2 Muse management

Sometimes, happens, writers are out of muse… or the writer can have an idea but hardships on developing the plot. BiblioCave can help by introducing several modules to create the plot:

Timeframe module (plot structure and requires zero muse. Form random structure to basic plot. Writer can prompt AI with the basic structure to get muse help)

Technology/Magic/Race/Class modules to start developing the idea and build it into a plot. Sometime writers just have a technical idea they want to bring a live in a plot.

Maps Module allows to draw Schematic maps, helps track the plot and get muse by drawing the map. Drawing map in parallel to writing sketch can co-benefit them both.

MindMap module allows the writer to simply brainstorms ideas

1.3 Word Building management

BiblioCave has modules for map drawing (schematically. There are amazing map builders out there), for magic systems, for technologies, races and classes. Open canvas to create any part of the world. It has a strong TimeFrame module for time and plot managing and visually order and synchronize different parts of the plot to avoid contradictions and loopholes. Family free automation yet full customization is also important in following vast characters branches.

1.4 Mind Mapping Module

BiblioCave contains a built in mind mapping module to have your brainstorming. The reality is that everywhere in the program can be used as mind mapping area, since the tools are global in the program.=, However a special place is available.

1.5 Computer Writing Assistant (CWA) and AI

Computer Writing Assistant (CWA) is available, working mostly be prompting AI. This is optional and by no means can replace the human writer (if you try writing a full book this way, without super close human control, it would be an epic fail).

This module is optional and can help creating out of almost nothing. This is mostly to help when muses are stuck, and helping track complex plots.

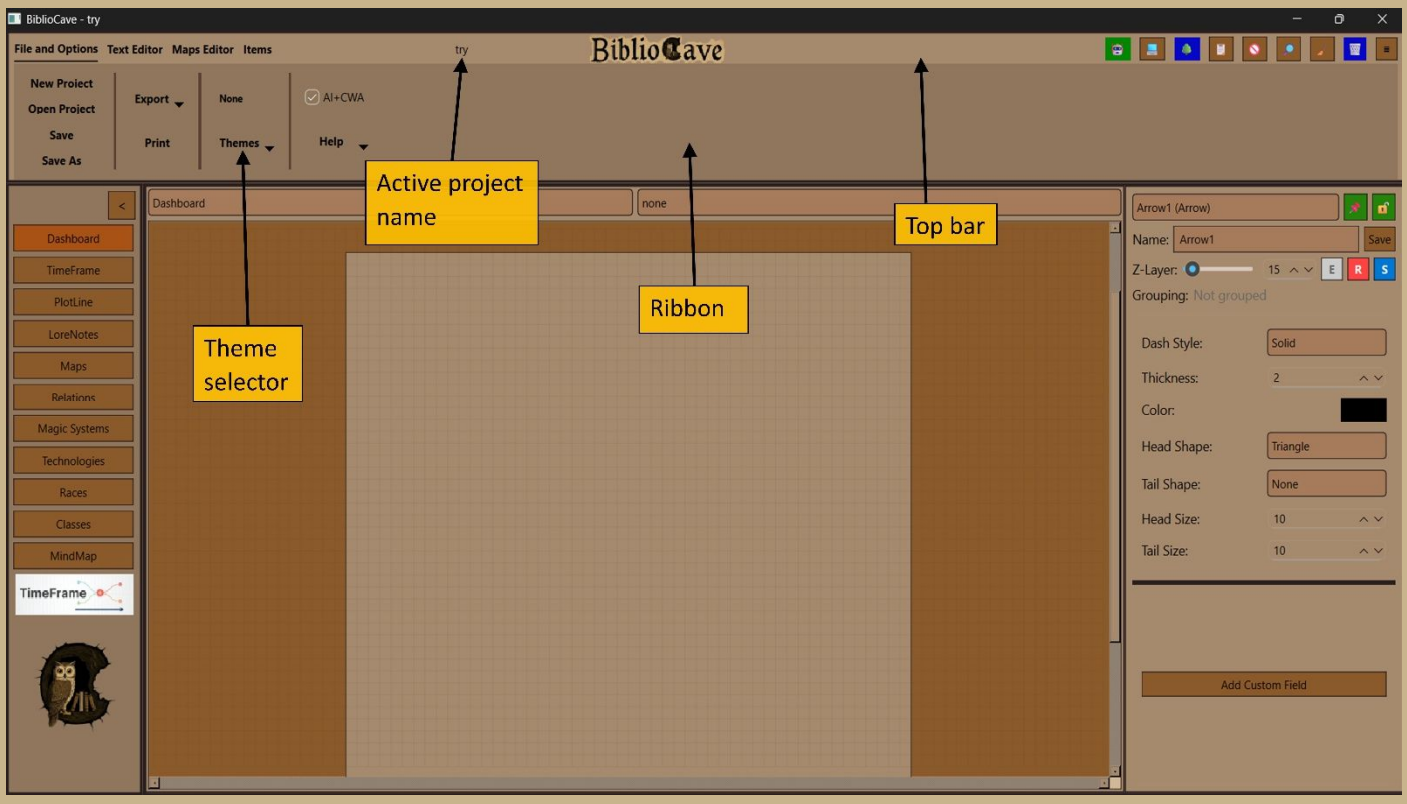
Disclaimer: The CWA+AI module is en experimental one-of-a-kind system – bugs and AI hallucinations might happen more often then not.

1.6 Who is BiblioCave for?

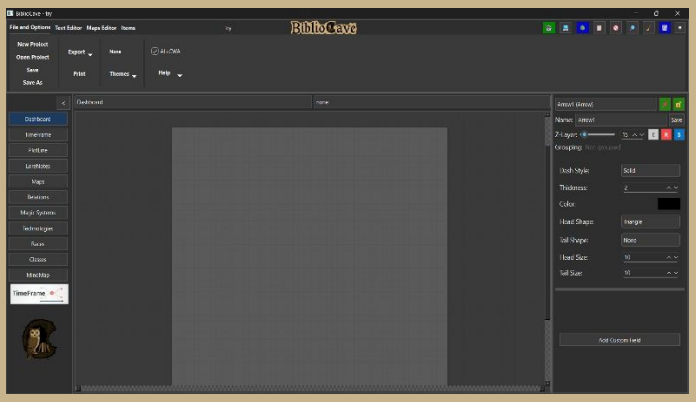
1. Professional and amateur writers
2. TV series, and movies writers
3. World builders
4. Saga writers
5. Fans who seek to reverse engineer plots and back track complex plot
6. Computer games plot and lore writers
7. Historians who work with timelines
8. Anyone who is interested in family trees of all kinds
9. Anyone who wants to have all the project data in one place. Any project.

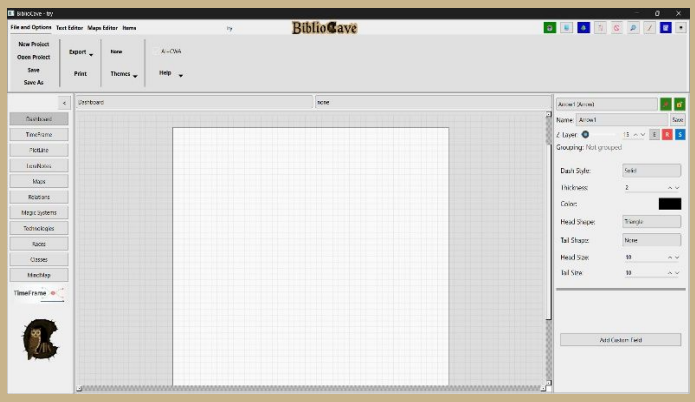
Chapter 2: Main Window

2.1 Theme selector



The first thing to choose when starting up the program is the color theme. This is done form the File and Options Tab in the Top Bar, using the Theme dropdown button in the Ribbon. User can select one of three themes: Brown (default, and unique), Dark and Light

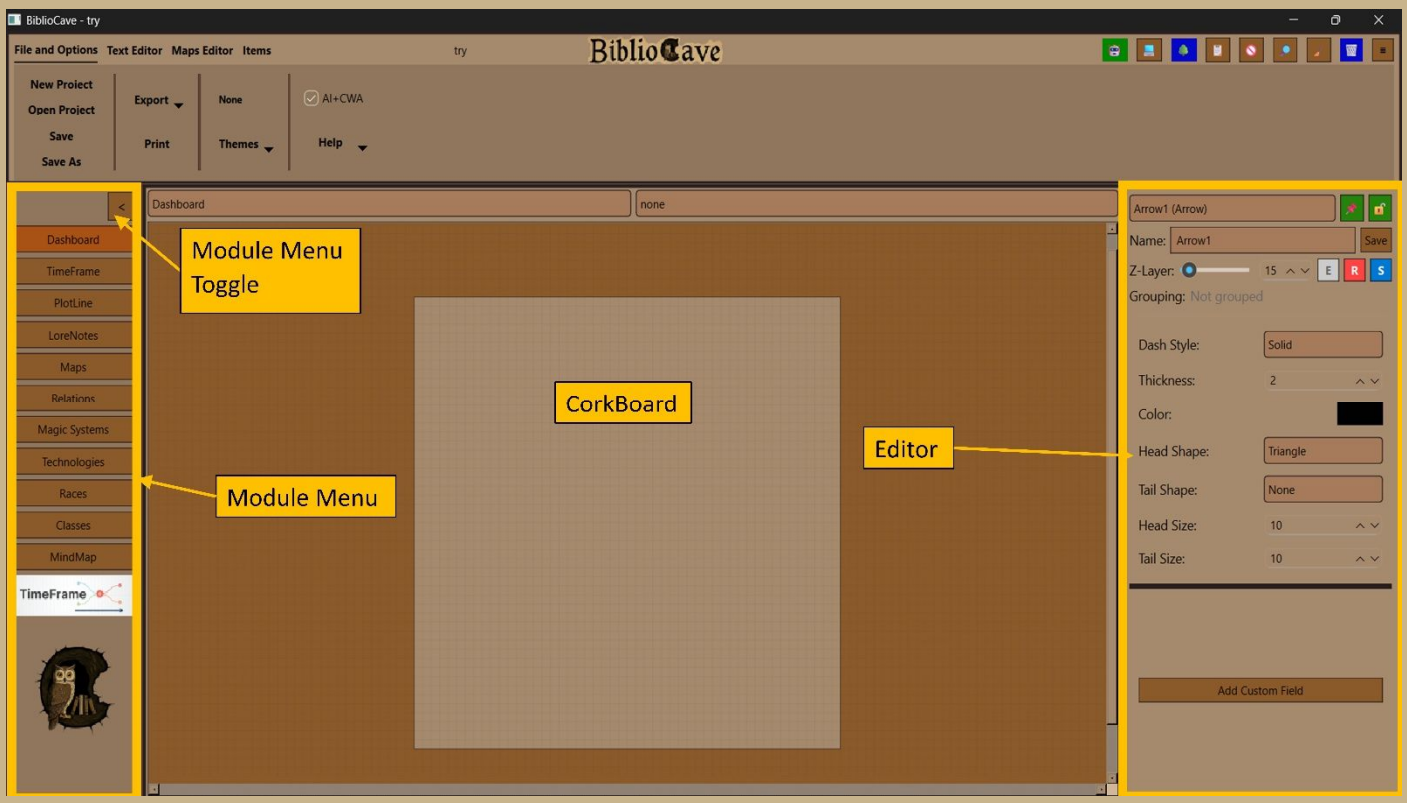


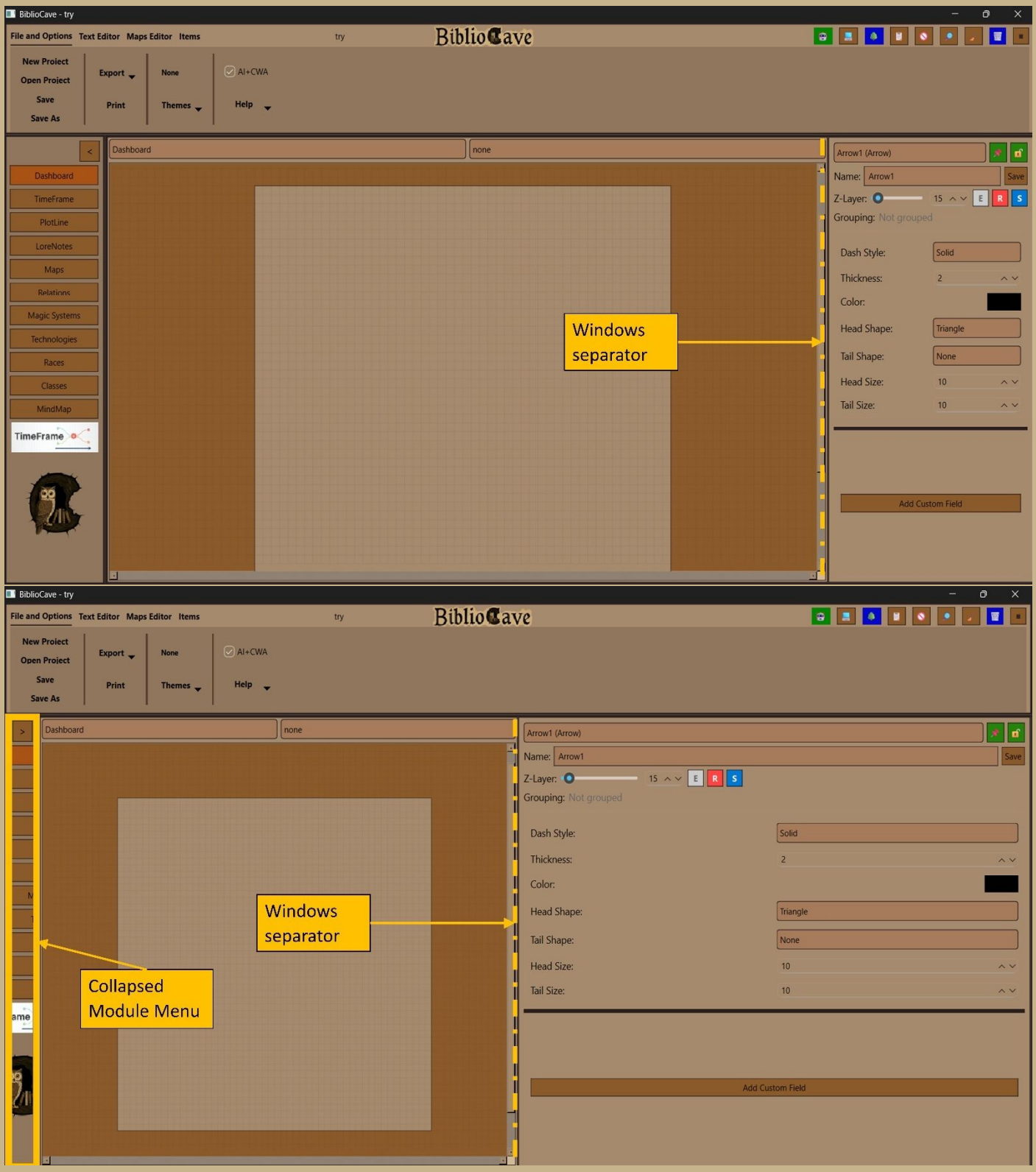


2.2 Main Window's Structure and Buttons

2.2.1 Main three parts

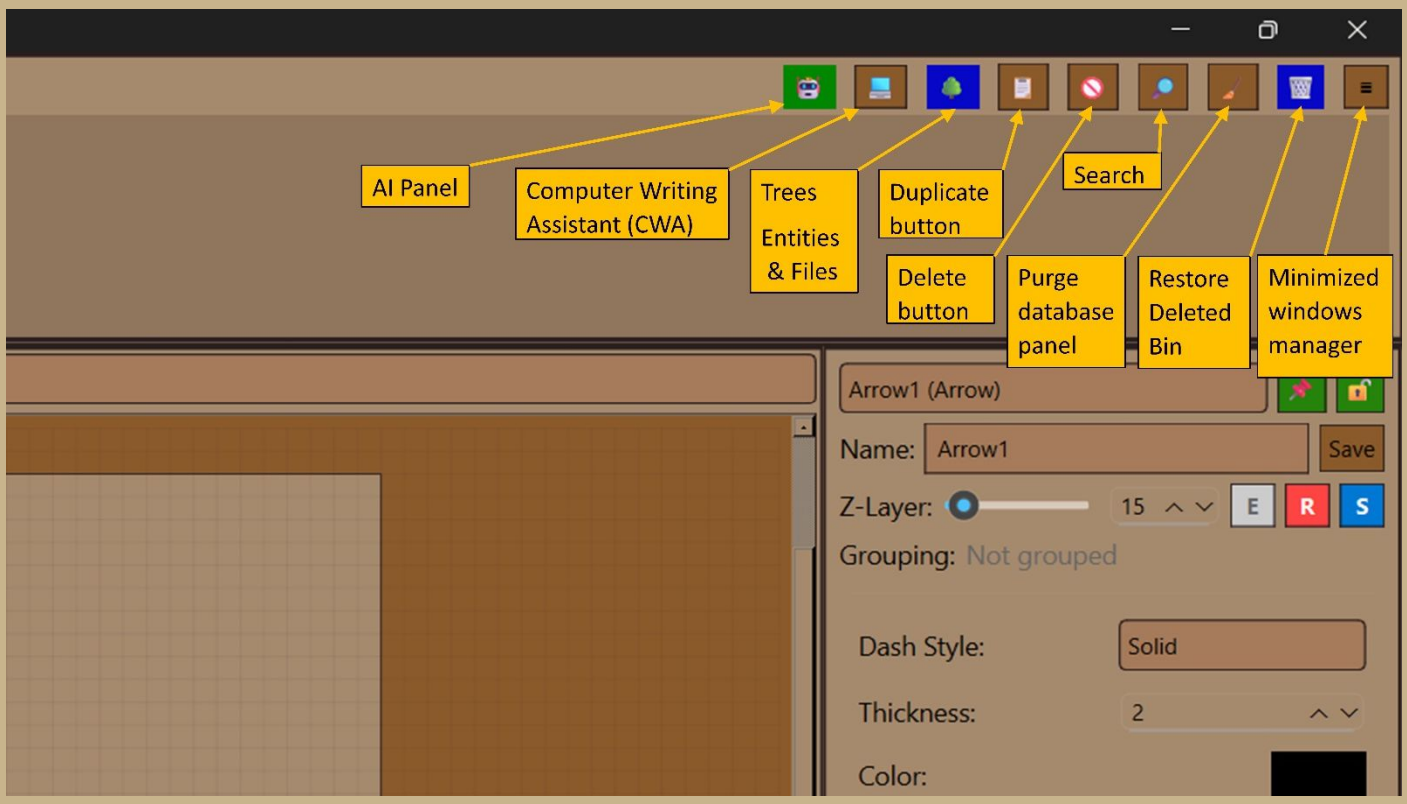
Module menu on the left - this is a collapsible vertical menu to select working module. The highlighted button indicates the active module. Editor on the right – this is the property editor of items and entities. CorkBoard in the middle – this is the main visual working space to place and organize entities.





The working space's width is flexible and can be changed anytime using simple grab and drag of the separating border between the Editor and the CorkBoard. The Module menu can be collapsed sidewise making more space.

2.2.2 Nine icons on the right side of the Top Bar:



AI Panel – opens the AI interaction panel window (internal link here).

Computer Writing Assistant (CWA) – opens the CWA interface window (internal link here).

Trees – opens the tree interface window (internal link here).

Duplicate – uses for duplication of an entity (and all the included entities within its interface in cascading logic)

Delete – uses for deleting items placed on the Corkboard, can use delete keyboard and sometime right-click menu (Context Menu) option. "Delete" operation moves the item to a temporal database (mediator). The deleted items can be restored using the Restore Deleted Bin Window button. this temporal database is purged on Saving (or auto-saving). Bibliocave will prompt if there is anything in the "Bin" before purging on save.

Search - uses for searching in the text files. The text written in BiblioCave is stored in HTML files and can be edited and accessed at any time by user – DO NOT USE MS WORD TO OPEN HTML FILES – this will mess them up and system might crush on opening them.

Purge – opens the purging window. This window uses to determine what files are deleted on "save". User can delete manually using this window. This is to clean database of orphaned files (files without an entity. (internal link here).

Restore Deleted Bin – opens the recycle bin window, to restore deleted items. The deleted items are purged on saving. System will prompt user.

Minimized Windows button – opens a window that shows all minimized windows so user can keep on working without reopening windows, and just restore them.

2.2.3 Top Bar Tabs and Ribbon Categories

The Top Bar Tabs select the toolset (File and Options, Text Editor, Maps Editor, Items).

Each tab has buttons, divided in categories, similar to Word's ribbon.

2.2.4 Name Tabs

2.2.4.1 Module NameTab

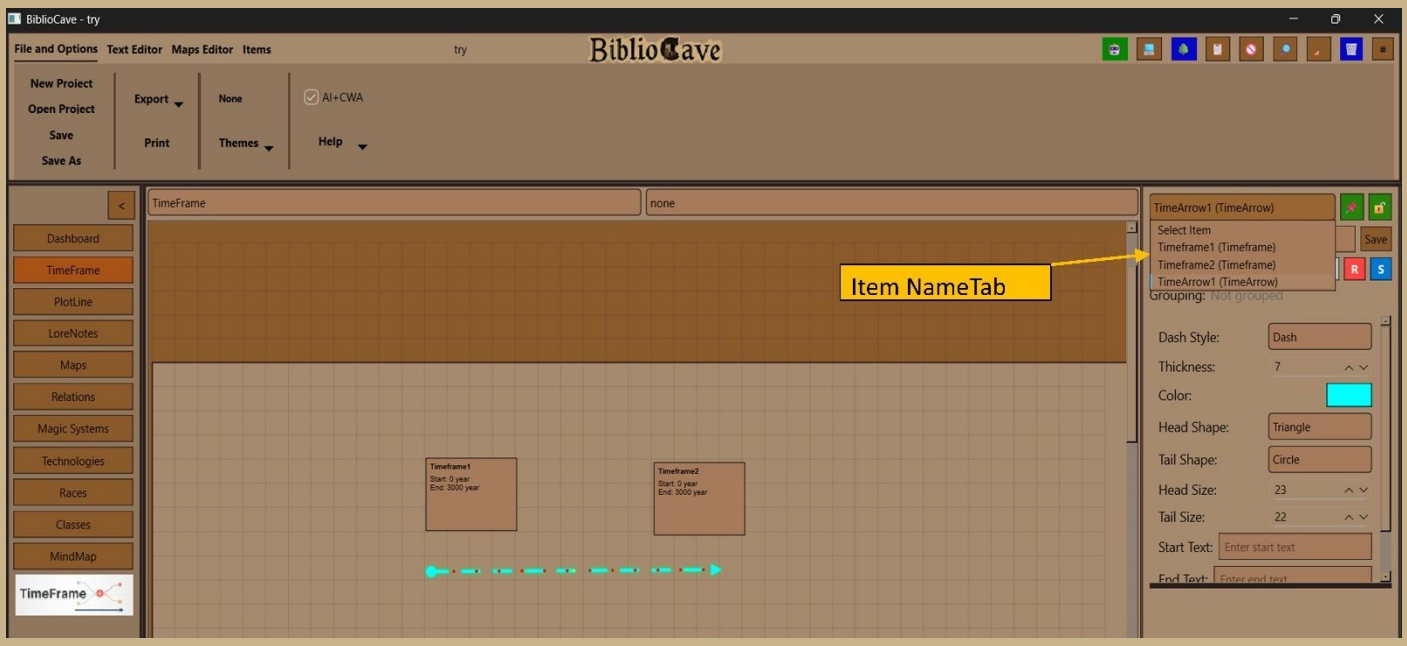
Module NameTabe indicates what module user is in, and uses for travelling, by selecting form the list. The list of Modules is finite and predetermined. User can use mouse wheel to cycle and travel to a module.

2.2.4.2 Interface NameTab

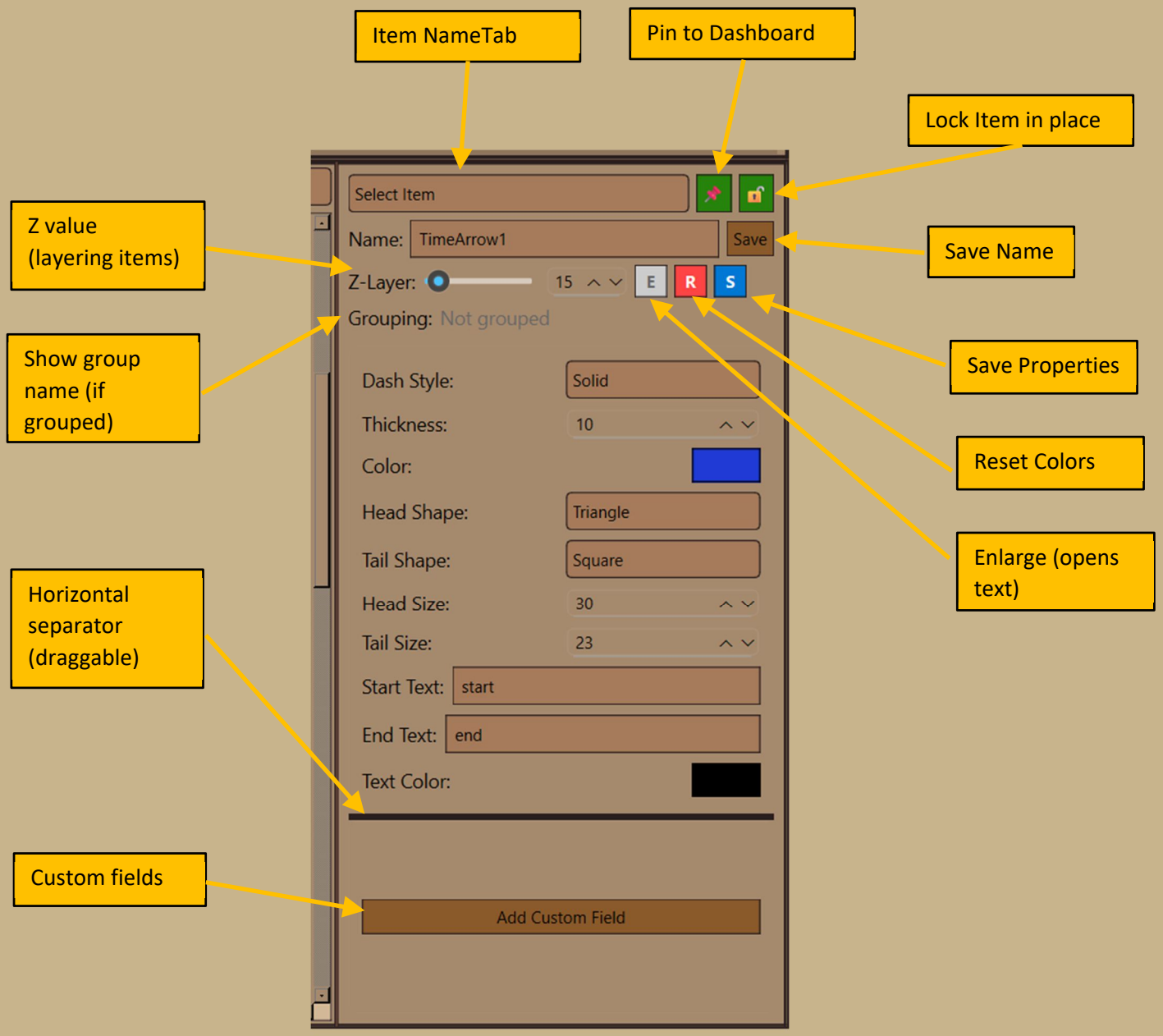
Interface NameTab presents the Dynamic Interfaces available under the current Module. BiblioCave is a visuality based program, where user puts items on the screen. Some of those items are Miniframe type items, and usually used as portal into working space called Dynamic Interface. In the image below, you can see two “Timeframe” Miniframes, each is a portal to its own working space. The Interface NameTab allow a fast switch, fast travel between the Interfaces. User can scroll using mouse wheel.

2.2.4.3 Item NameTab

Item NameTab in the Editor section is showing the list of items in the selected Module + Interface. Selecting an item will select it (load its properties into the Editor), travel to the item and center on it. Hovering over selected item in the NameTab will tooltip Metadata.



2.2.5 Editor


Item NameTab
Pin to Dashboard
Lock Item in place
Z value (layering items)
Save Name
Show group name (if grouped)
Save Properties
Reset Colors
Enlarge (opens text)
Horizontal separator (draggable)
Custom fields
Select Item
Name: TimeArrow1
Save
Z-Layer: 15
E
R
S
Grouping: Not grouped
Dash Style: Solid
Thickness: 10
Color:
Head Shape: Triangle
Tail Shape: Square
Head Size: 30
Tail Size: 23
Start Text: start
End Text: end
Text Color:
Add Custom Field

The Editor is the space to show, edit and use the properties of each item. It has three parts. The top part with or without a TextBlok (shows preview of the text) with its metadata, starts with the NameTab, ends with the grouping info.

The middle section of the per item type properties, and the third part of the custom fields. This part is important for user to add whatever information needed and is not predetermined. For example, for Character entity, user can add fields with a list of coworkers, or hair color and description of artificial limbs. user can grab and move the separator border between the Editor and the CorkBoard, thus resizing the workspace.

- Pin to Dashboard – an important feature, allows user to pin a proxy of the selected item on the Dashboard module, for fast easy access. Unpinning can be done from both Proxy and original item. Editing proxy edits the original item.
- Lock – locks the item in place, prevents movement.
- Save name – should be pressed after renaming.
- Z Value – ordering the items in back/front direction. Scale is 0 – 300, so users have plenty of room to order the items.
- Enlarge button – opens the adjoint text file for editing. This button is active for items with text vie their Proxy and directly their text file. All texts are accessible directly using TextFrame item, located in the LoreNotes module, in the relevant Category. For example: Note itmes store their TextFrames in LoreNotes module, in NotesTB Category. This information is shown in the Textblock metadata. Items-Proxy-TextFrame share the same text file.
- Reset button – resets the colors back to theme compliant defaults. It is adjusted automatically when theme is changed.
- Save properties button – saving the changes made. User should save properties before moving item, or changes will be lost.
- Grouping info – shows the name of the group the item is in. Groups are selectable items with smart listing system, allow to organize items visually.
- Horizontal separator – is a draggable line between the second part and the custom fields part. User can drag it and resize properties spaces for editing comfort.
- Custom fields – here user can add and remove and property the user want to have written in the entity's list.

2.2.6 CorkBoard

The CorkBoard is the main visual working space for pacing and manipulating and ordering the information, via entities (items). The Corkboard has a toggleable grid (on/off) 50px squares. Using right click of the mouse, context menu is opened and shows different options for different clicking positions (on background, on selected item, on hovering over item). The background menu provides the grid toggle, background color change and reset back to theme compliant.

Other options are Delete option on items (this option is not working in Dashboard – use delete keyboard or global delete button), and item creation options. there are seven global items:

Note, Line, Arrow, Image, FileFrame, LineText, Group.

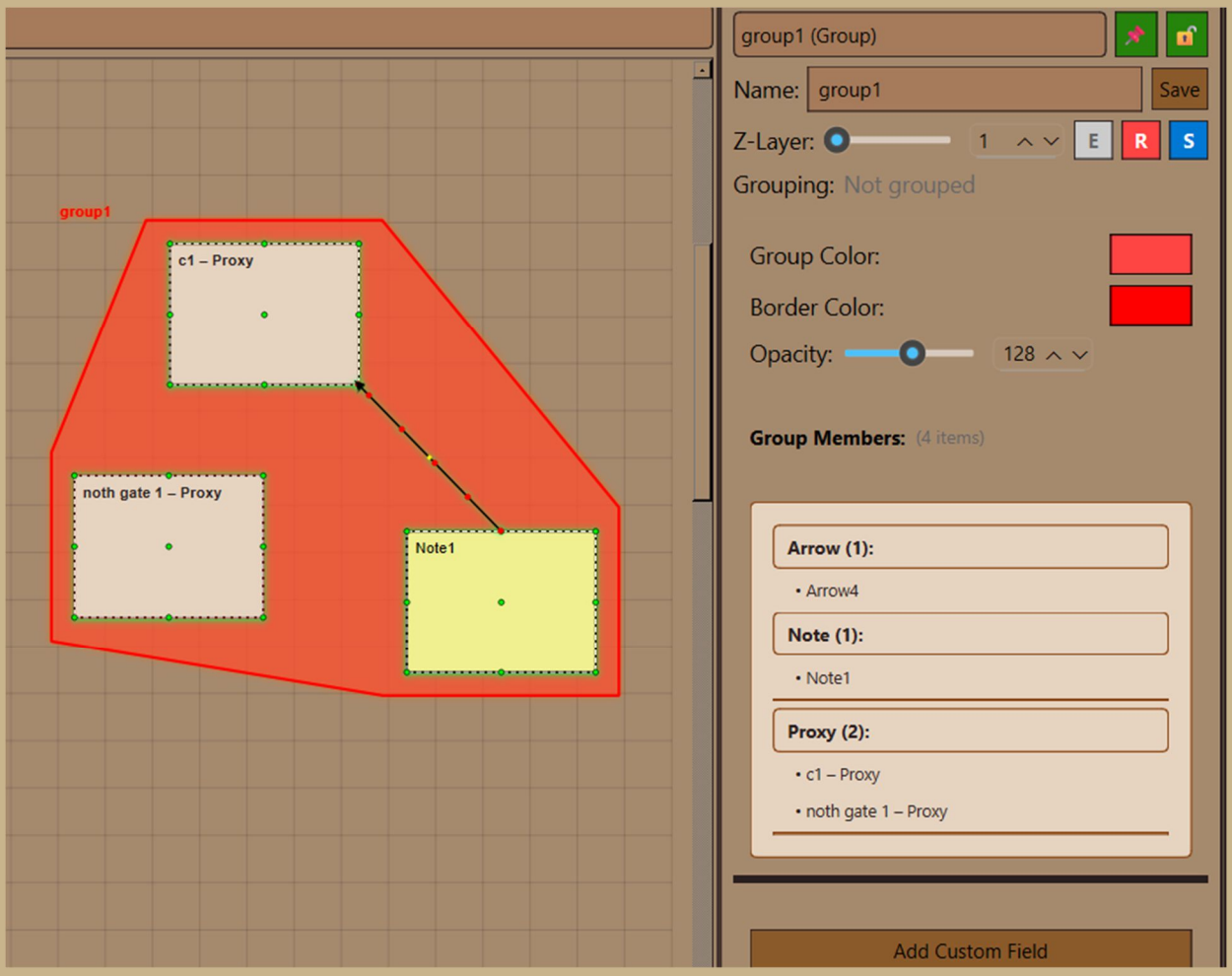
Using those item can make any CorkBoard into a mind-map.

In the lower part of the menu, the Module/Interface specific create options (TimeArrow and Timeframe in the image bellow).

Mouse wheel uses for zoom in and out, middle holds for panning, left uses for selection and multi selection, holding and dragging.

2.2.6.1 Group

Group is a special entity. on multi selecting entities, user can choose to Group them. User can remove an entity from Group or add to it. This feature can help organize and of course keep related items always together, this is visually helping.



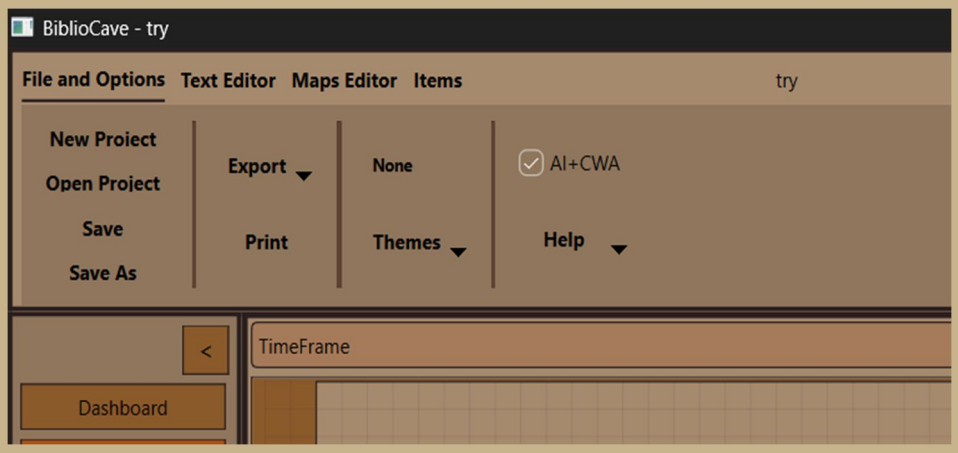
Group is a real entity with properties and behavior, but it is unconnectable. It is pinable and lockable. Group presents in its Editor a smart list of the entities included, pressing a name will center and select the entity.

Chapter 3: Top Bar Tabs and Ribbon

3.1 File and Options – saving/loading/salvage mechanisms

This Top Bar Tabs is different than the other three, since it deal with non-editing options:

- New Project – each project has its own database, and they do not share it. Names are unique per project. System will not allow usage of same name twice and should prompt user. When user starts a new project, it will create directory in Projects directory with the same name the user chose. The directory will contain AIchats, db (database) directory, images, maps, Files, and text directories. The agenda is that user can have access to the data with external non BiblioCave programs and own the data. Images are stored as PNG, so as maps. Files are stored as they are (pdf, docx, etc.). Maps have Json format for the layers, but PNG for image. The text is stored in HTML files. THE USER OWNS THE DATA is an important feature of BiblioCave. The project file *.bcproj is the managing file of the save/load processes and holds some global data.
- Open Project – loads saved project.
- Save – (ctrl+shift+s) the saving system is a dual system. While working, the system is writing live from cash to Saving directory. On Saving, the system copies the data to the Loading directory. When loading, it is done form Loading directory. On saving, system purges (user can toggle) orphand files, and purges recycling bin.
- Why do you as a user should now this? In case of pre-save crush, you can still salvage the data by copying the saving content to the loading content.
- Save As – saves the project with different name. this is one more way to backup project. Just save it twice.
- Export – exports text from TimefremPlot interfaces, or the text of Timeframe, to raw docx or smart PDF. By using Headlines in writing, the exported Docx can become smart in a second, using “insert table of content”.
- Print – opens printing dialogue for the active text window.
- The button seen as None – is auto save button. User can select ((5, 10, 15 , none - minutes) time interval for auto saving. If there are any deleted items in the delete bin (the blue button in Top Bar), auto save will prompt for confirmation. The saving process purges the temporal (mediator) database using to store deleted entities.
- Theme selector – a dropdown list.
- AI+CWA toggle button. AI and computer assistant can trigger creators, so user can just set them inactive and invisible.
- Help button – opens this Manual or the website for tutorials (www.bibliocave.com).



Beside the Modules, the Interfaces and Corkboard, there are few Windows in the system that are floating over and parallel or completely separate and draggable to a second screen. The main working windows are Text Editor, Maps Editor and lists window of Plot Managing entities (Characters, Locations, Events, Nodes, Strings).

Top Bar Tabs opens different controllers, to work with different windows.

3.2 Text Editor Tab

The Text editor window is in sync with the Text Editor Ribbon options. This means that wherever the text cursor is, the Ribbon's toggles will be lightened up and show the current setting, including font type and size, headline setting (this is important for easy auto table of content when exported to docx). the options are rather common for text editors, including line spacing.

The important to notice options are:

Page Color/Reset Page – user can change the page color, and reset back to theme compliance.

Line Color/Line Reset – the text in the Text Editor is one endless sheet. There are lines drawn every A4 size page – user can change its color and rest it (default is a sort of magenta).

Find – finds words on text files (also opens via the global search button).

Replace – allows to replace any text with other system wide.

3.2.1 Named Object

– this is one of the special smart features of BiblioCave. In order to not interfere in the creative process, yet help follow the data for keeping creativity without conflicts, user can mark any word (up to a string of 5 words) and making it into Character/Location/Event entity, by simple selecting form a list. This will register this new entity in the database, for user to elaborate editing later.

3.2.2 Text Window

Text windows can be open parallel to each other.

Auto Save, Save – an auto save unrelated to the global auto save. The text files have their own saving process, still using dual saving, but user needs to use the Green Save button to save the changes in the text. This is similar to pressing

property save button in editor. (The global save button, copies to loading directory, the saving button writes the changes to saving directory to start with)

maximize – maximize window size.

minimize – minimize window out of sight. Minimize windows can be restored using the minimized window button in Top Bar (right to the blue Bin button).

At the low frame there are **word and characters counters**, and a **zoom scale**. User can zoom using ctrl+wheel (cmd+wheel), using the zoom arrows or direct value in the numerical window.

Scrolling is used by hovering the mouse over the margins and using wheel.

All windows have on hovering over their top frame, the mouse cursor turns to a **grabbing hand** – click and hold for dragging.

On the low right corner and top left corner, the mouse will turn into **resizing arrow**. Hold and drag for resizing.

3.3 Maps Editor Tab

The Maps Editor ribbon options are working with the Maps window. The maps in BiblioCave are schematic maps, purposed to help creativity and consistency. There are AMAZING map builder out there, but the in-program map builder allows users to create map, while registering Locations in the database and making this alive.

Maps are built in layers. Each layer has selector button under the category name (toggle). Under view layers category, user will find view layer toggle buttons. In the image bellow, all four layers are visible.

Layer 1 – Topography. Coloring the area using paints, with size and brush adjustments.

Layer2 – Elements. Covering the landscape with icons suck as trees and sand dunes. user can select brush size and percentage of density.

Layre3 – Point Locations. Placing point entity on the map. There are pre-defined types, but user can add of their own. User can select form a list of existing entities, or create a draft item (draft item must be renamed and activated in Editor before editing is possible. This allows flow of creativity, while keep the lore in order (pun intended).

Layer4 – borders. This is a real entity, to mark borders of zones, such as kingdoms etc. user can select the border visuality and the areal coloring. By selecting and editing in Editor.

In the image bellow, you can see a TextBlock property – means this type of item (a border) has text, for user to tell the story of the Location.

3.3.1 general Image property controls

The item also has image property, so user can upload an image to represent the Location (single click on image – select image. Double click – opens image in a window for proper view. I button – clears image).

Next to the Layer View Toggles, there is “Create new” button, for creation Locations without draft (user will select layer 3 or layer 4 by toggling the layer).

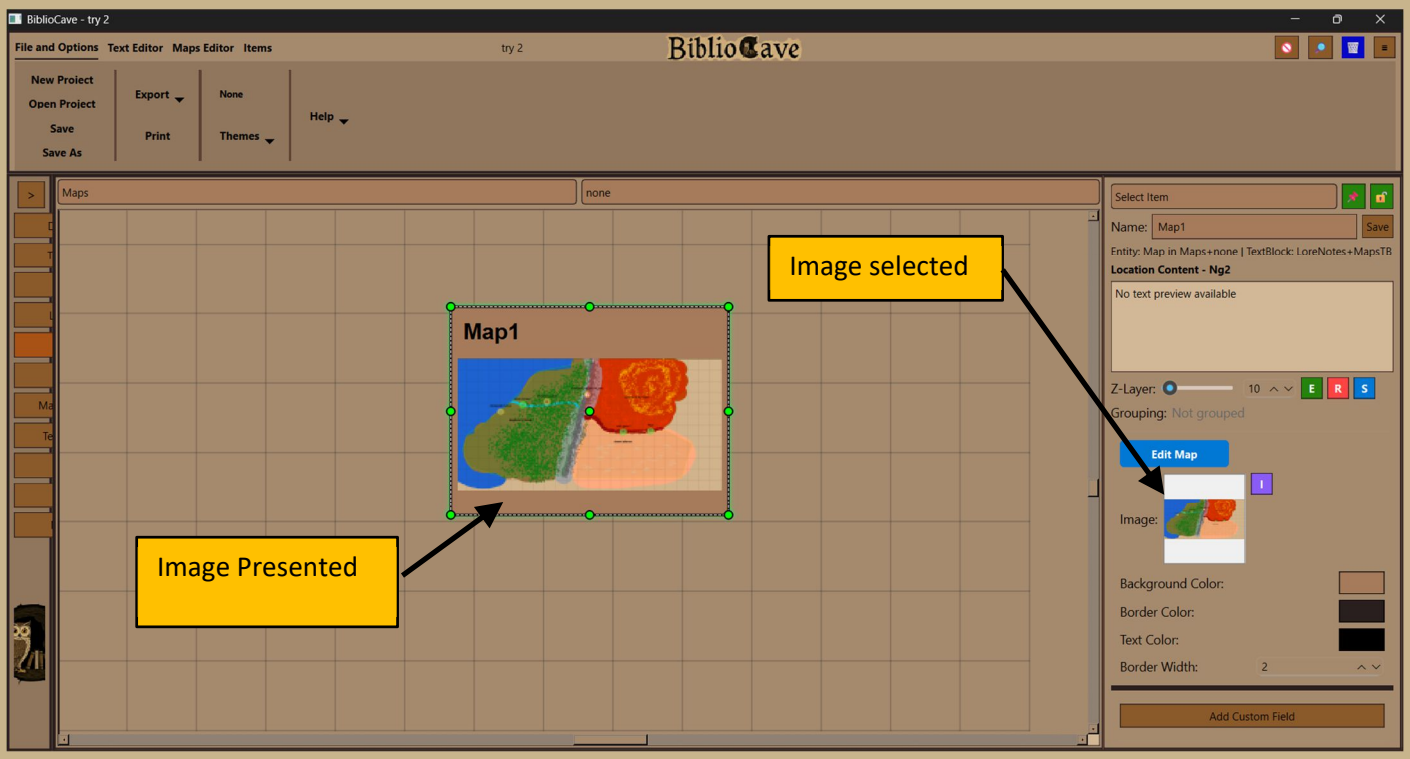
Erase button – selecting layer and brush size in the layer category and toggling erase will allow user to erase this layer only. When selecting layer2, the eraser brush is in the form of the element selected, so user can have random erasing, or select a denser element (such as mountains) to have continuous erasing.

Canvas button – allow user to select map canvas size or custom size.

Restore defaults - restores database locations types to default.

Layer 3 and 4 Locations can be removed from map using context (right click) menu. This will not delete them from database.

Saving button – the saving button does two things. First it Saves the map to saving directory. Second it captures the viewed map part as a PNG file. User can select this captured image to the image property of the map Miniframe and have it presented on its face.



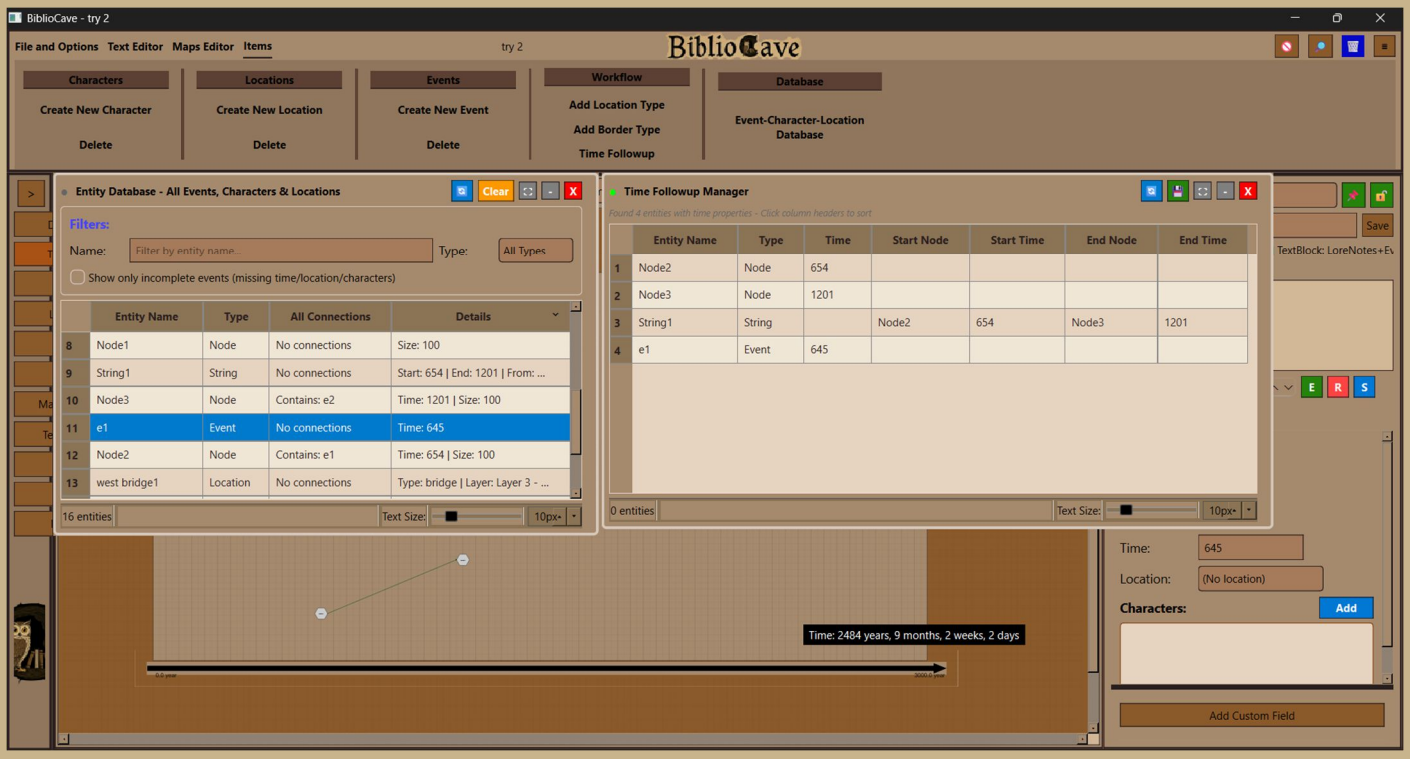
3.4 Items Tab

Items tab is the managing Characters-Events-Locations interface. Here user can create them, but only here user can delete them form database (in order to prevent accidental deletion of key plot element. Each type has its own delete button. Only selected entity in the Editor can be deleted.

Under workflow category user will find adding types for Locations and Borders (Layer3, Layer4) and the very important Time Followup window opener. The last button is the Even-Character-Location database window opener (it includes nodes and strings as well).

3.4.1 Time Followup Window

On the right of the image, there is open Time Followup window. It shows nodes, strings and Events that have Time property. String deriver their Time property automatically from Nodes, but Nodes and Event need to be in sync. This table makes it easy to Sync and edit the entities. It does not move the Nodes automatically to the correct place in the Timeframe interface (explanation later in this manual), but it makes it much easier to follow time line. double clicking the entity selects it in the Editor, and user can update its property and sync the Time.



3.4.2 Entity Database Window

Nodes, Strings, Characters, Locations, Events - have all in their Editor, list properties that they can relate to each other. This data is presented in this list. Moreover, Locations, Events and Characters, that have not been placed on the board but exist in the database are abstract entities, and this table allow managing them. Abstract entity can be Pinned to Dashboard and have a Proxy manifestation.

working with those two windows parallel helps tracking complex Plots with multi character – multi plot - multi Time to synchronize.

Chapter 4: Modules

4.1 Dashboard (and Proxy)

The Dashboard module is the welcoming screen of BiblioCave. Here user can pin any item for quick access and keep on working smoothly without the need for long navigation to the item, and without the need to remember what user was working on.

When an item is pinned, its Proxy will appear above the top left corner of Dashboard's CorkBoard. The proxy will present the background color as the main color property of the item. In the image bellow, a black String made black faced Proxy. There is a little glitch regarding Proxy position, so the best way to deal with it is locking Proxies in place.

Proxy will edit the original's properties, not its own. They will reflect upon proxy after saving.

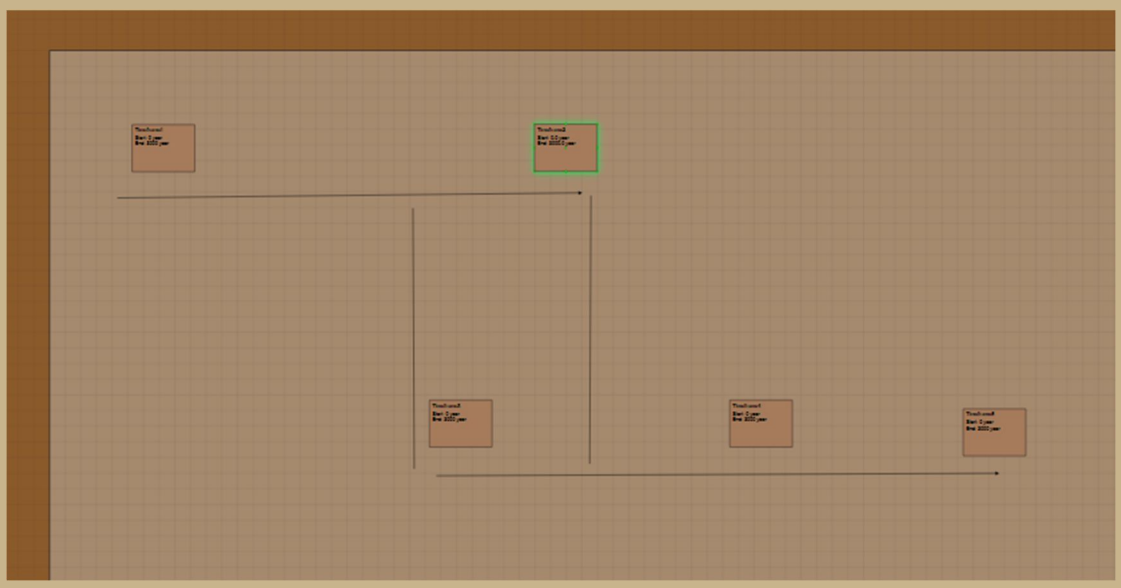
User can of course add native items such as note, image line and arrows to proxy, and form work flow chart ft to-do list (just an idea).

4.2 TimeFrame

4.2.1 TimeFrame Module

TimeFrame Module is the heart of BiblioCave. This model is unique (even though it can easily be done with physical corkboard, strings and pins) and serves as a main plot-muse management mechanism.

The module itself contains two special items: TimeArrow and Timeframe Miniframe. The module is the place to synchronize and coordinate the big picture of sagas (for example). In the image bellow there is a world, built by two books, and a trilogy. Each Timeframe Miniframe represents a book (example). It can be seen that the trilogy starts in a time between the first two books. Using lines (as in the image), arrow and notes user can flowchart the entire complexity of the plot and world building. each Miniframe shows on its face the start and end time of its TimeLine



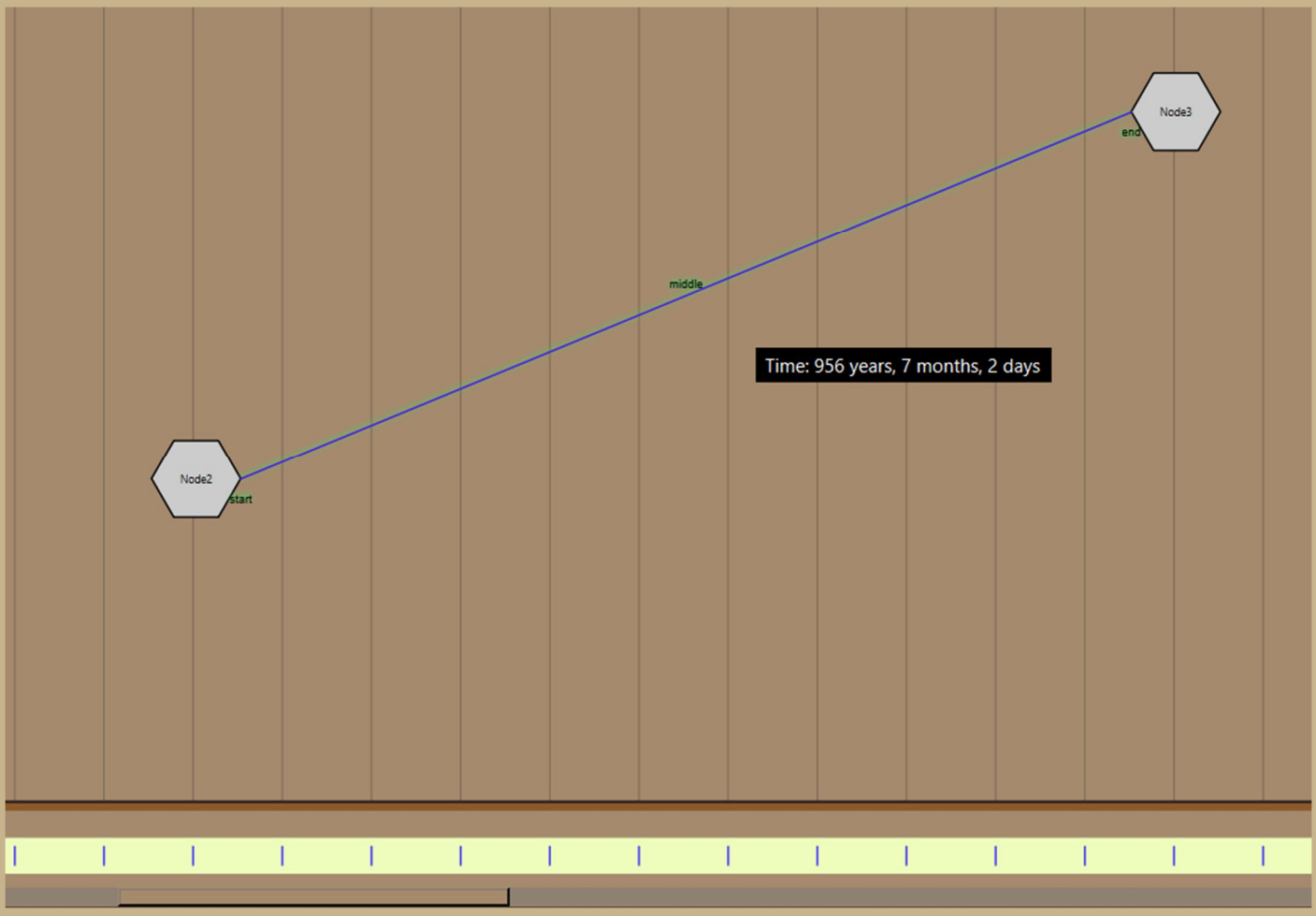
4.2.2 Time Frame Interface

Double clicking Timeframe Miniframe, portals the user into the Timeframe Interface. In the image bellow, the Corkboard's grid is toggled off. The grid seen is the TimeGrid, that is in sync with the TimeLine ticks (fully customized colors) and as seen a live Time tooltip is synchronized to show Time on location. The tooltip is toggleable as well. the time line is fully customable; user can select temporal system as pleased.

The main entities to be placed are Nodes and Strings. String derives its time parameters by connecting to Node.

(Dragging linear edge to a snapping point of linear/non-linear item, connects them until user breaks it manually).

String can show middle text (as start and end text) for short remarks.



4.2.3 TimeFrame Model

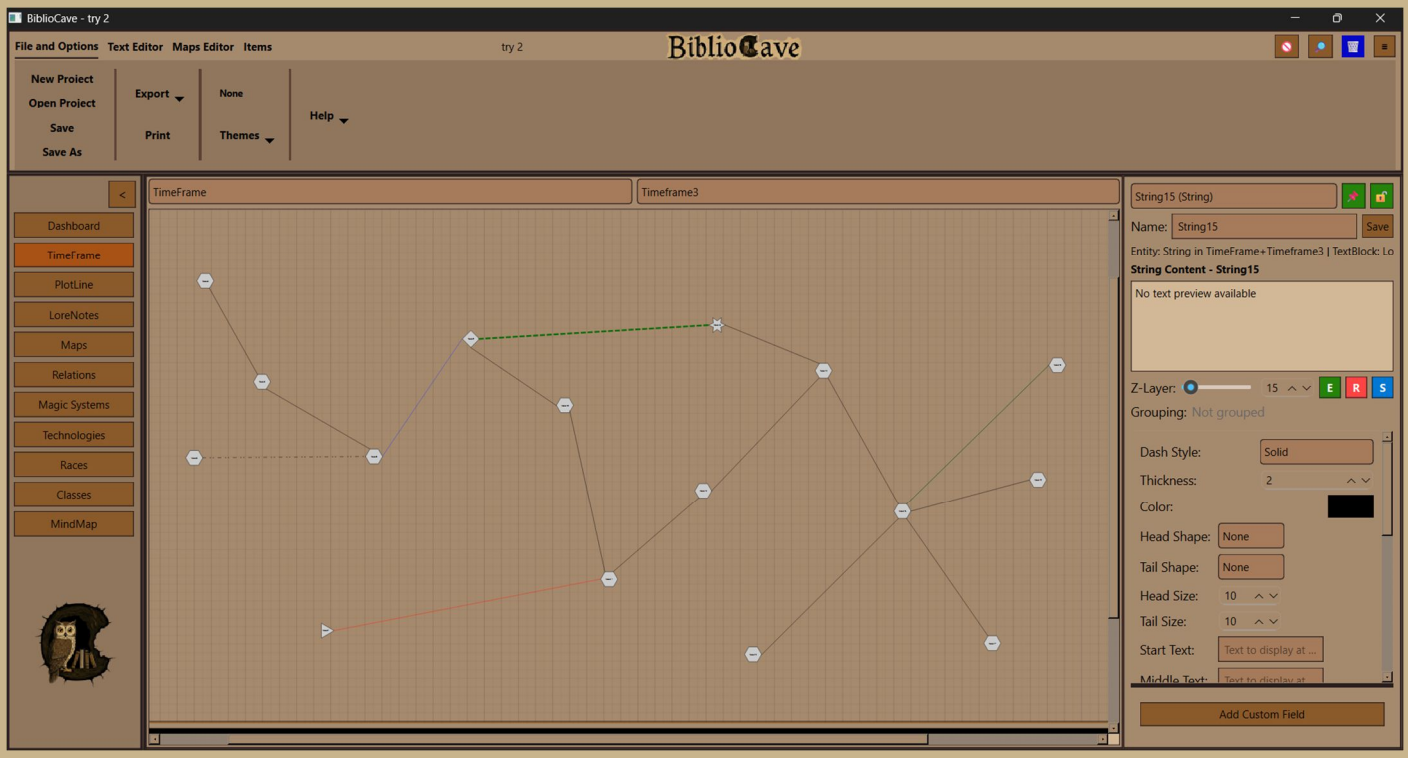
What make this model so useful and powerful? Its simplicity.

This is the model:

Each node is a combination of location-event-character (who did what were and when) – a chronotope. User don't have to have any idea of what actually happens, and can randomly scatter Nodes on bord. (Nodes have many visual custom properties, including image encapsulated in the shape) a location can repeat in several different Time (Nodes), for example the plot moves form London to Paris and back to London.

In the image bellow you can see randomly placed Nodes.

The next stage is connecting the Nodes randomly (if no real plot behind it) with Strings. User can use specific dash and color for each character, or for a group. In a real physical corkboard version, real colorful strings are used, each for a character. In the digital version, user can combine Node shape (effects number of connecting points), String color and dash to represent characters or groups (digitally, strings connecting same points will overlap so might be better using a string per group and not only per character). Strings represent traveling phase between nodes – temporal vector.



You can see in this image how a skeleton for a plot is looked like. It can be seen that nod 16 is a nexus point where all the plot is focused to, as a final battle (for example), and the aftermath epilogue for three different characters or groups. If it was an end of a book in a saga, the end point would be at very and of the time frame at the nexus, with no epilogue. That would be a cliffhanger for the start of the next book. The strings are basically Arrow entities, as such they have head and tail. And the direction is important. A string pointing left is a travel back in time, thus easily representing time travel in the plot.

4.2.4 Cascading Creation, Cascading Deletion

When a timeframe is created, it creates with it:

- Timeframe Textframe (if using AI+CWA automation, this is where the plot will be placed)
- TimeLine
- TimeframePLot (this is the interface where the plot related to the Timeframe is written)
- TimeframwPLot Textframe

On deleting timeframe, all of the above are deleted as well, together with all the Nodes, Strings and the adjoint Textframes.
the TimeframePlot is deleted with its Textframe and all the Textframes and TOC it is hosting inside the Interface.

On restoring – all of those entities are restored as a bulk.

user can open the Bin using the blue Bin button in the Top Bar, and find all of those entities in one Bulk.

Duplicating a Timeframe will also duplicate all the cascading entities, thus allow user to draft changes in plot structure safly.

4.3 PLotLine

PlotLine Module is where all the manual plots are located. The special entity of this module is the TimeframePlot Miniframe.

There are two kinds of TimefremePlots:

The type that is created by Timeframe Miniframe automation, and this is adjoint and controlled by the Timeframe, in terms of name and deletion. Hence, the text inside supposed to be related to the Timeframe. For example, the Timeframe will be the relate to episode 6 in a TV series, so the text in the TimeframePlot will be the script for the episode. The automated are auto-placed and locked, but user can unlock and move as pleased. The second type is stand-alone TimeframePlot, created via context menu (right click) on the CorkBoard of the module (as shown in the image below).

4.3.1 TimeframePlot Interface

This is where the Plot TextFrames are located. Each textFrame can be a paragraph, a chapter, or entire book.

The context menu contains few important options:

1. Create textFrame – this creats a TextFrame (this type of Miniframe has rounded corners to distinguish of other types visually. Double clicking opens the textEditor, same as pressing E button in Editor. User can add image to the TextFrame (not to the text. Text does not get images nor tables).
   Free created TextFrame (not by automation) can be transferred to other TimefrmePlot Interfaces or Categories (user can always manually copy paste).
   TextFrame is the entity that responsible of the text managing and connect the text to the database, it is not the text itself, but the gate to the text and the text file creator.
2. TOC (Table of Content) – this entity is unique per TimeTramePLot Interface. This open sub menu with create TOC option, add/remove to/from TOC and Gather.
   Creating TOC (can be deleted) Creates a single large Miniframe called TOC. This special item opens on double click a window, where user can rearrange and remove chapters. User can do that also in the TOC Editor, but in a smaller view.
3. Add/Remove are options relevant when clicked on Item called TextGroup.
   Gather – Gathers all the chapters to the TOC (left to right, up – down priority).
   TextGroup - when multi or single selected TextFrames, the context menu will present options of TextGrouping (similar to Grouping but specific only for TextFrames). TextGroup can be Grouped. the special about text group is that each TextGroup, collected by TOC is a chapter. By TextGrouping TextFrames, user constructs the chapter. User can TextGroup a single TextFrame, and must do so if wants to collect it as a chapter.

In the image above three TextGroups (ameboid, unlike Group polygon) are collected to TOC. The Toc editor and the window show same list and both can used for reordering chapters.

TextGroups present similar list (such as Group), but reordering the TextGroup List, means reoredeing the text in the chapter.

When exporting, the export collects the TOC, following by the text in each chapter as ordered in the textGroup list.

4.4 LoreNotes

This is a very simple Module. It collects all the automated created Categories. Each Category contains the TextFrames of the entities. User can add manual Category and, in each Category, can add manual TextFrames.

This is where all the non-plot goes. All the notes, all the little lore parts of the world building. The Character background story, as well as technical Notes of the secret of whatever user wants to keep but is not part of the plot itself.

this place is concentrating the texts. User can still get them form their original entities using E button, but here is where the TextFrames are stored.

4.5 Maps

This Module is simply hosting the Maps Miniframes. Context menu option to create Map. (Map creating was discussed in Ribbon chapter in this manual)

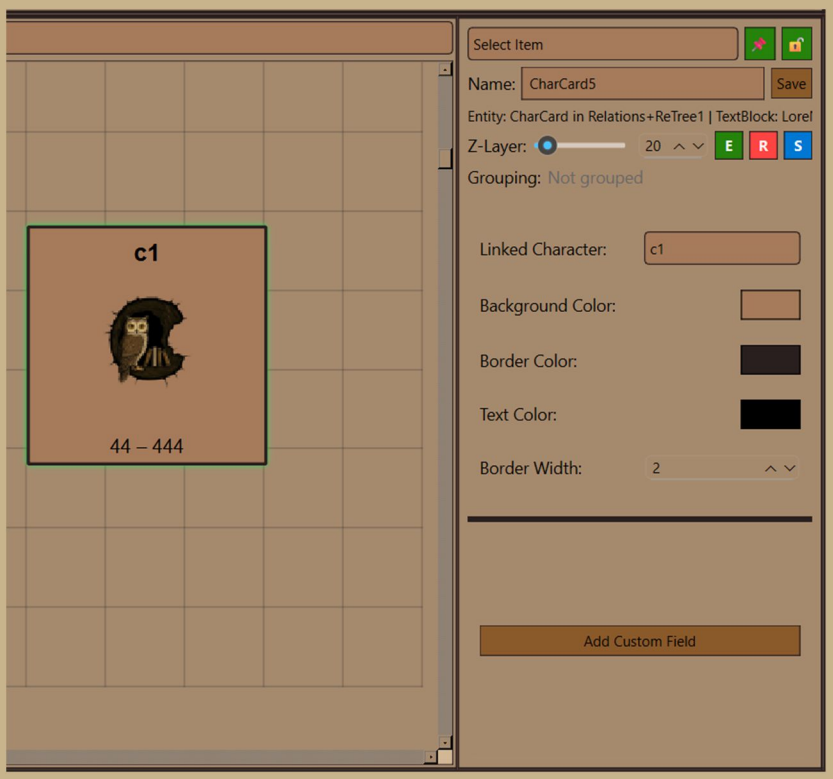
4.6 Relations

This module lets user build relations trees. The module itself has context menu option for adding relation tree. this is a ReTree Miniframe type.

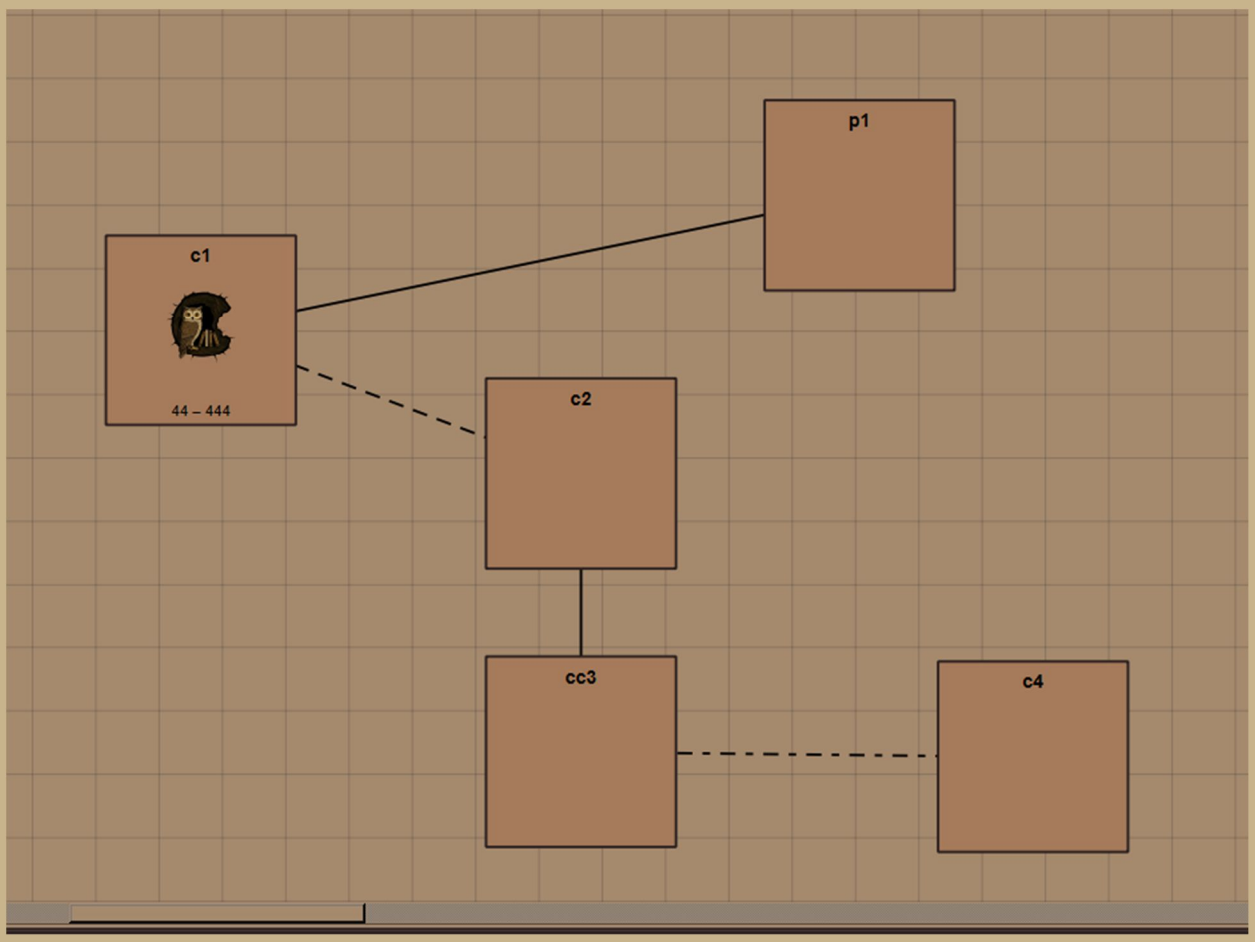
Double clicking portal into the ReTree interface.

The interface special entity is CharCard.

This will add a card that linked to a Character vie Editor (each Character added, is removed from picking list for that interface). The card shows name, image, birth to death.



Now the fun part begins, when Characters are connected via lists in editor (spouse, siblings, children), there is automation for creating family frees, all it takes is one card of entity connected to others in the Editor properties lists.



Line – parent to child

-------- dash – spouse

-.-.-.-.- dash dot dash dot - sibling

One more option is social tree. This will connect friends and foes using red and green connectors. Family tree and social tree can use same tree at same time.

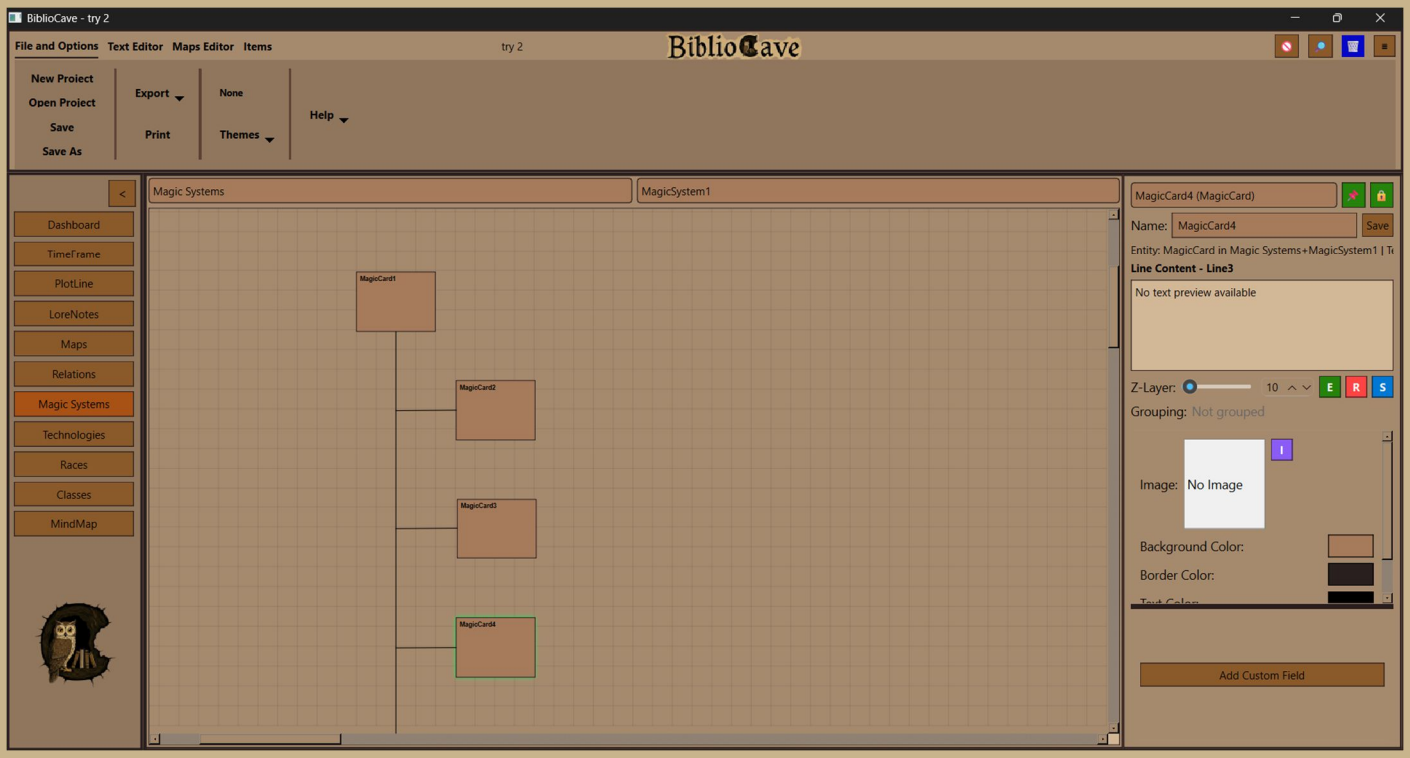
The tree is made of system standard entities (arrows), this makes it fully customable. User can change visuality, move, add manually add notes, etc.

The automation runs recursively until no more connections available.

4.7 Magic Systems, Technologies, Races, Classes

Those Modules are very simple, and let user space to concentrate the Lore. User can add module specific Miniframes, that portal into interfaces and using standard tools user can build trees as willing.

In the image bellow you can see a tree made of MagicCard Miniframes, and lines, all locked in place. Simple and flexible for user to use.



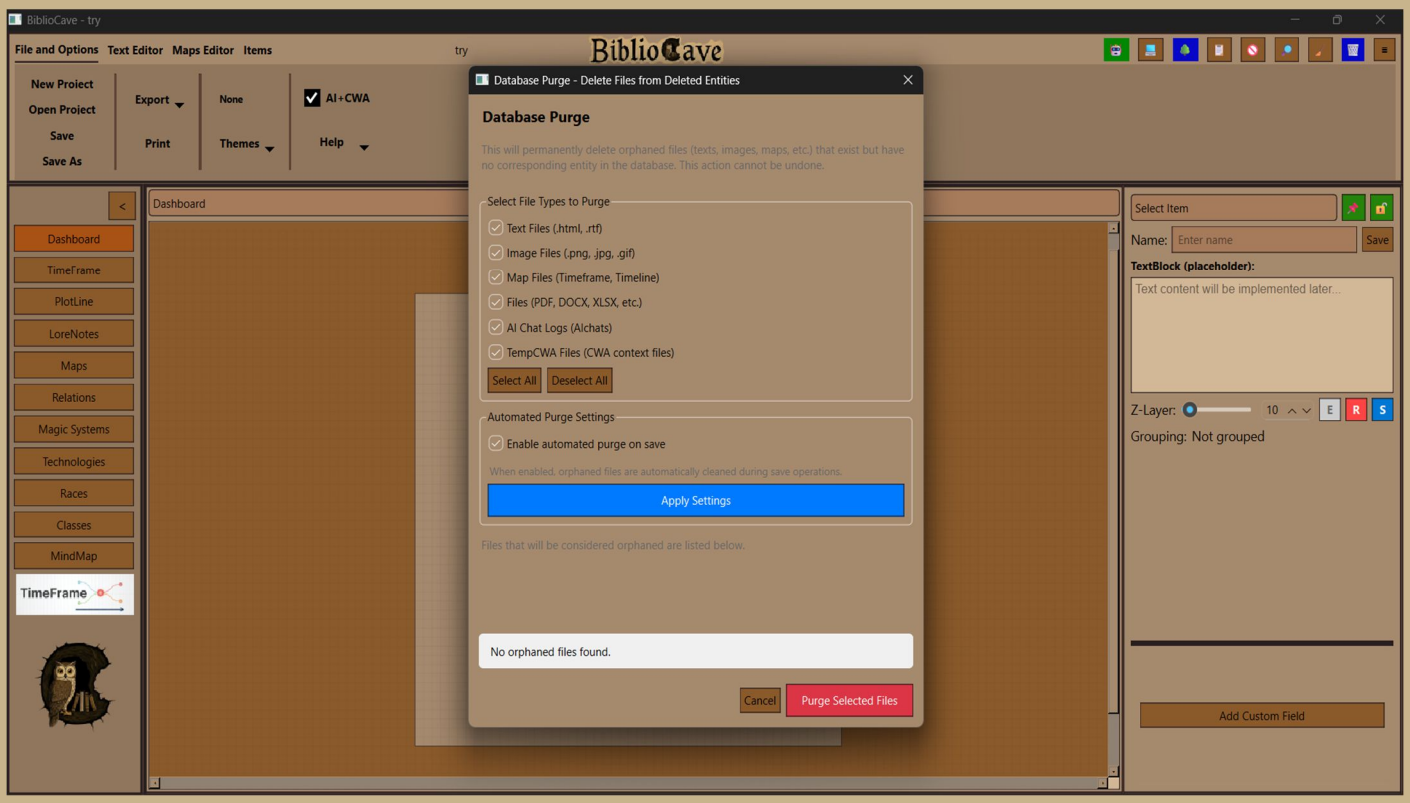
4.8 MindMap

MindMap Module is just a huge CorkBoard user can use to mindmap and brainstorm using the standard tools

Chapter 5: AI, CWA, Trees, Purge

5.1 Purge

This window is the interface that allows user to select what files will be deleted on saving (or manually using “Purge Selected Files” button). Orphaned files are files such as html, that the entity that created them was deleted, erased from databse, but the file remains. Purging is the mechanism to clean the database, but leaves the user the option not to, thus saving old files at will.



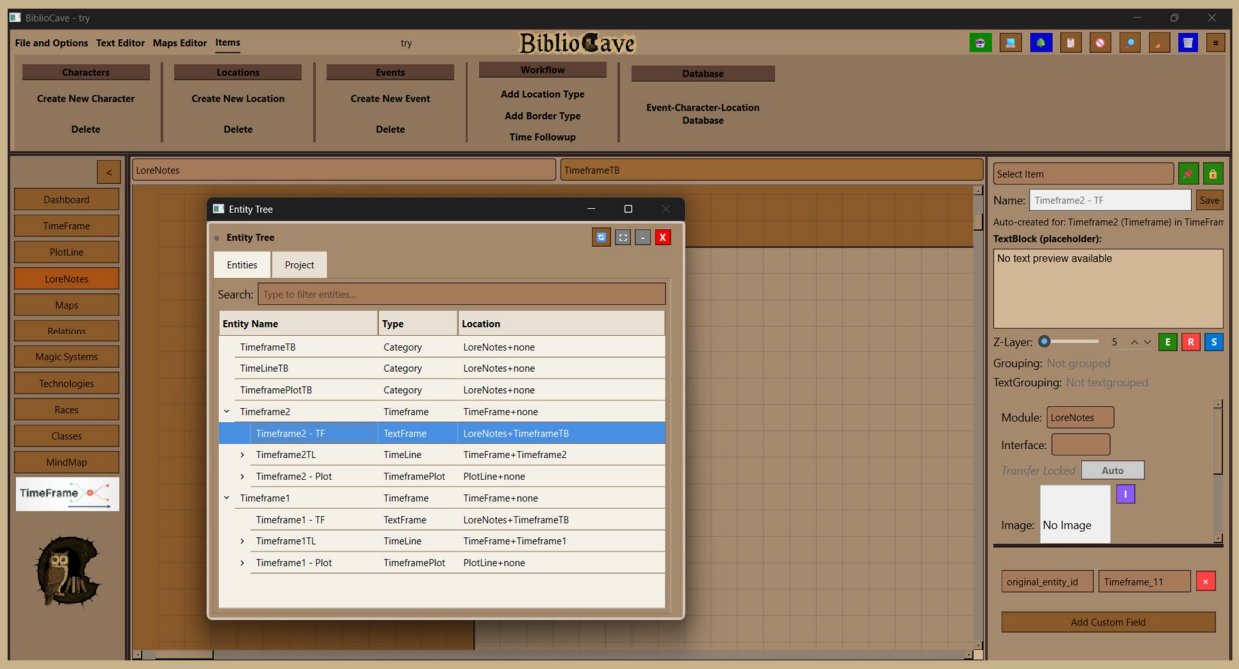
5.2 Trees

Trees opens a window that allow user full control and easy access to the database and the entities.

There are two tree tabs in the window

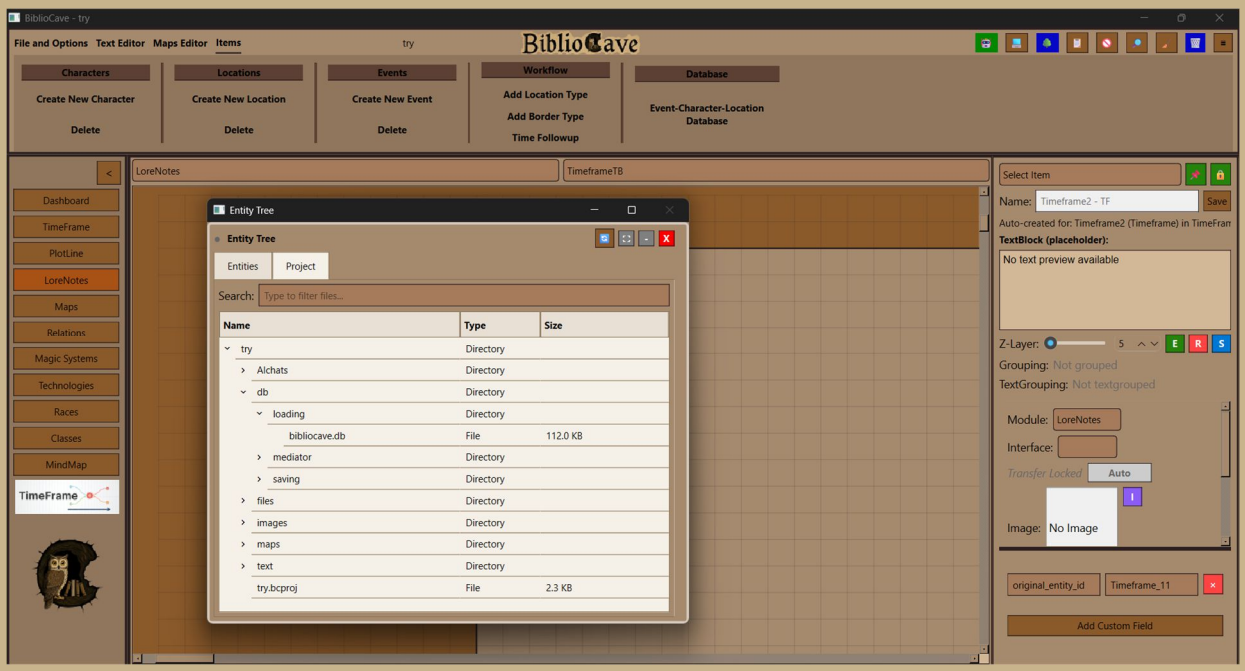
5.2.1 Entities

Here user can track all the entities in the system by name , and see parent-child hierarchy, selecting entity by clicking and travel to by double clicking. Right click to delete (as delete mechanism), duplicate (as duplicate mechanism) or rename.



5.2.2 Project

Here user can see the entire project database file structure. This file browser is locked to the project directory. Double clicking a file will open it in the system default program. Right click to delete (as a file, be careful) or rename.

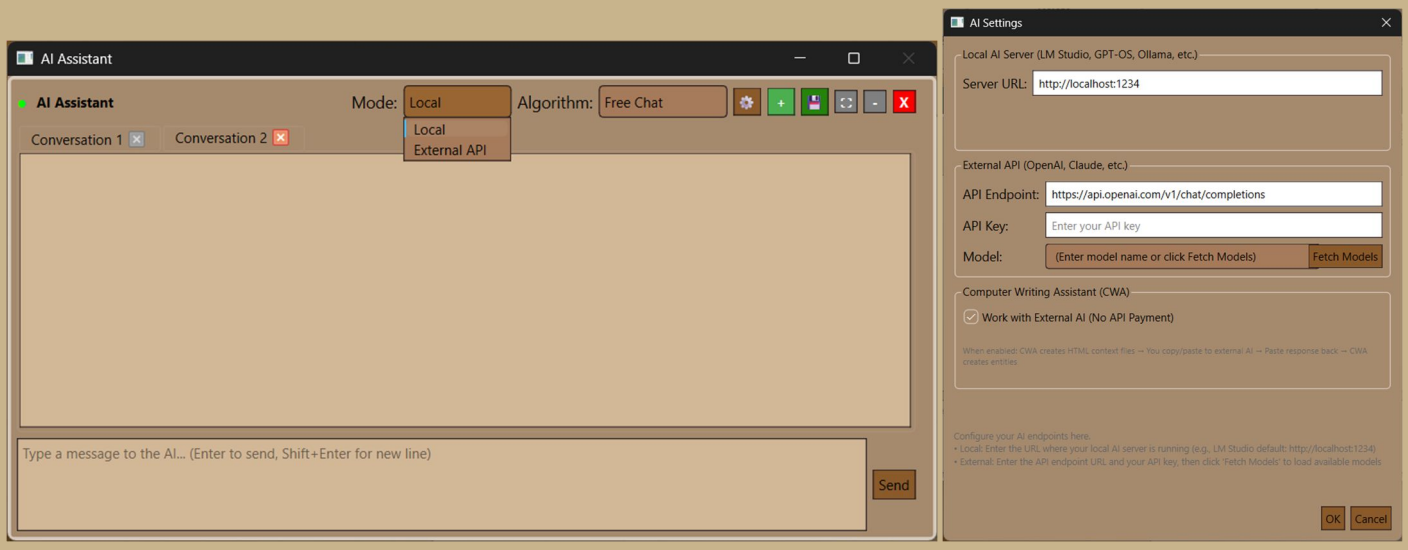


5.3 AI

AI in BiblioCave is a major feature. The interface has the regular chat window, where userc can select model for local installed AI or API to servers. The algorithm tab is to be ignored.

Pressing the settings button (gear wheel) opens the settings, where use can setup the local or API model to work with.

Underneath youwill find the Computer Writing Assistant (CWA) setting, with a checkbox (work with external AI). If you mark this (default is marked) than no API on local communication is active, but all the automations in CWA will have to be manually transferred to external AI (such as Grok, Gemini, Clause, etc.). This option is suggested to save money and move large files, but this is not an off line option. Unlike with a local model.



5.4 Computer Writing Assistant (CWA)

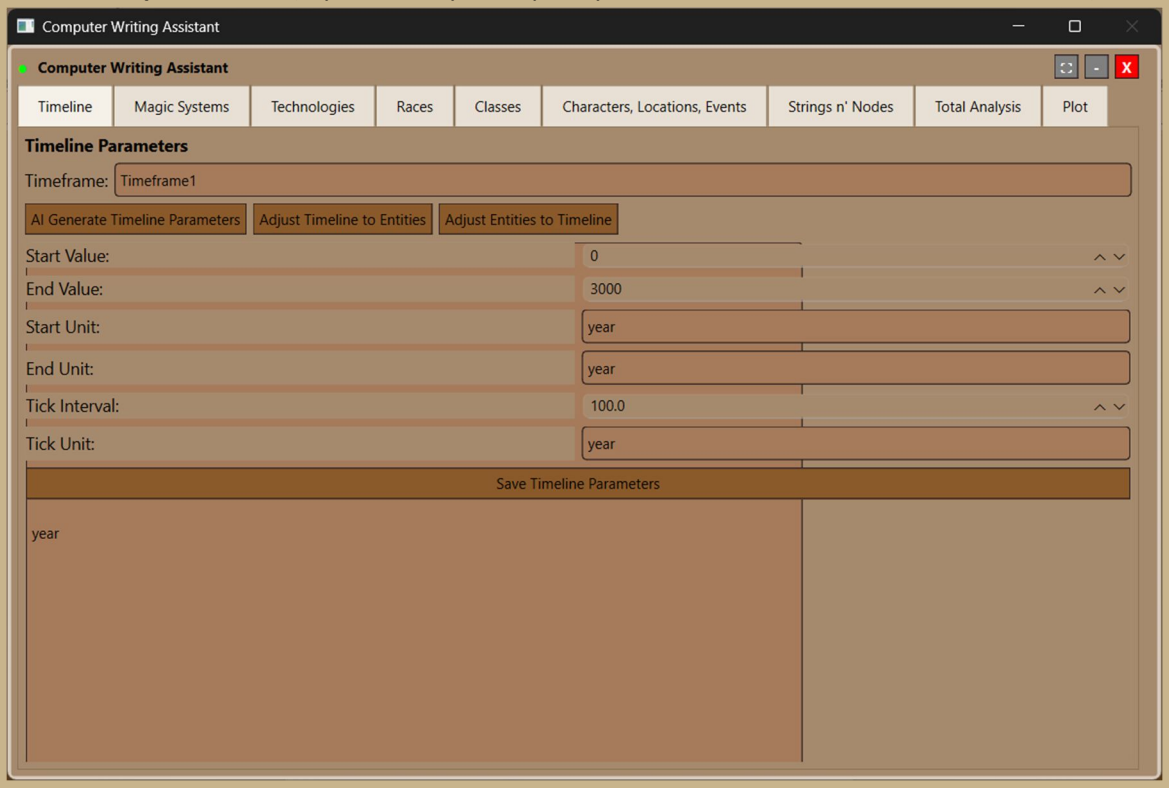
This module is unique to BiblioCave. This solves the AI problem of inconsistency when creating plots. The TimeFrame model with the CWA is what makes it possible – context and structure awareness.

What can this module do?

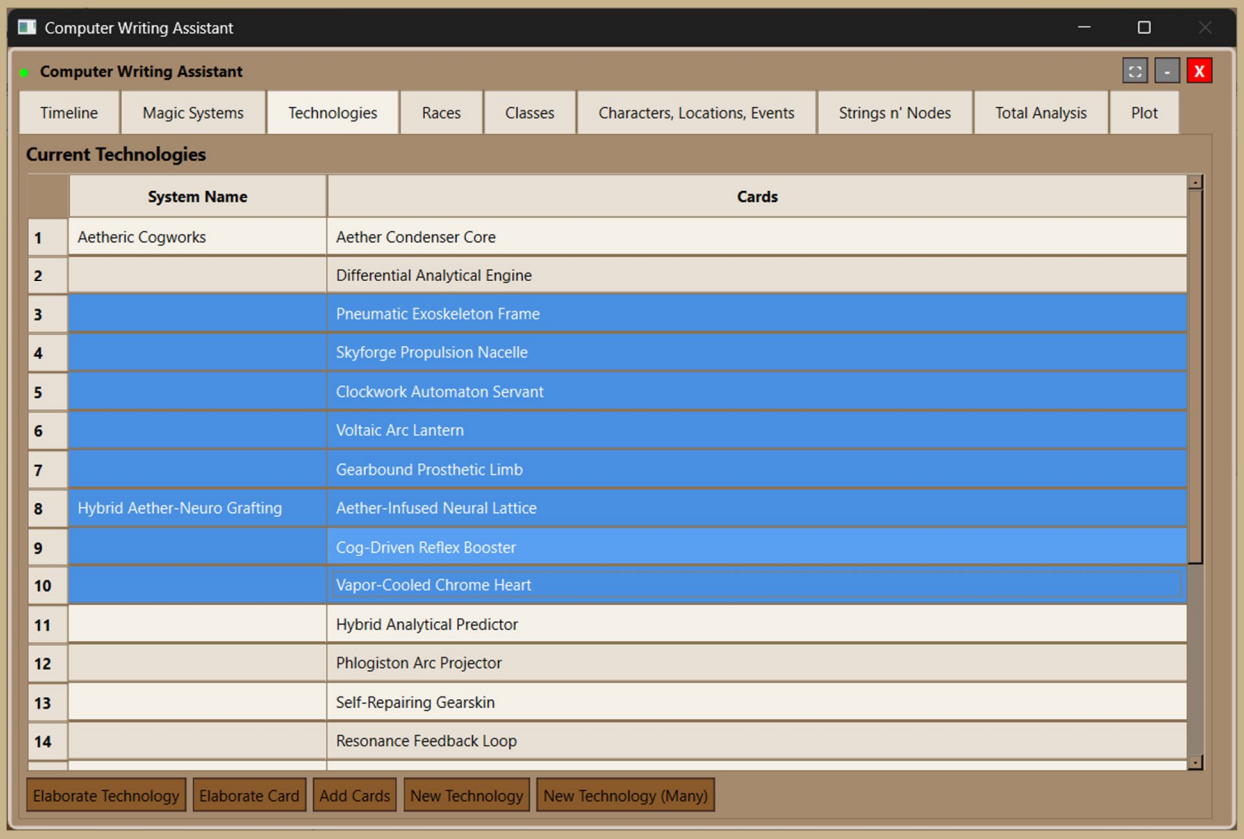
- Use as QA for plot (finding holes, missing data, misplacement of characters and events) and report for user to fix manually or automaticaly, it can easily set Time index to nodes.
- create world building data, characters, events, locations.
- Create plot segments and metadata (Lore)
- Elaborate plot and metadata (Lore)
- With iterative work (and human supervision) it should be able to write stories

This is basically an iterative process, starting with creating a timeframe.

1. Create a **Timeframe** (this is a must for timeframe specific operations. Not for world building)
2. Set the **TimeLine parameters** (if you already have plot, you can ask the AI to fit the TimeLine to it)



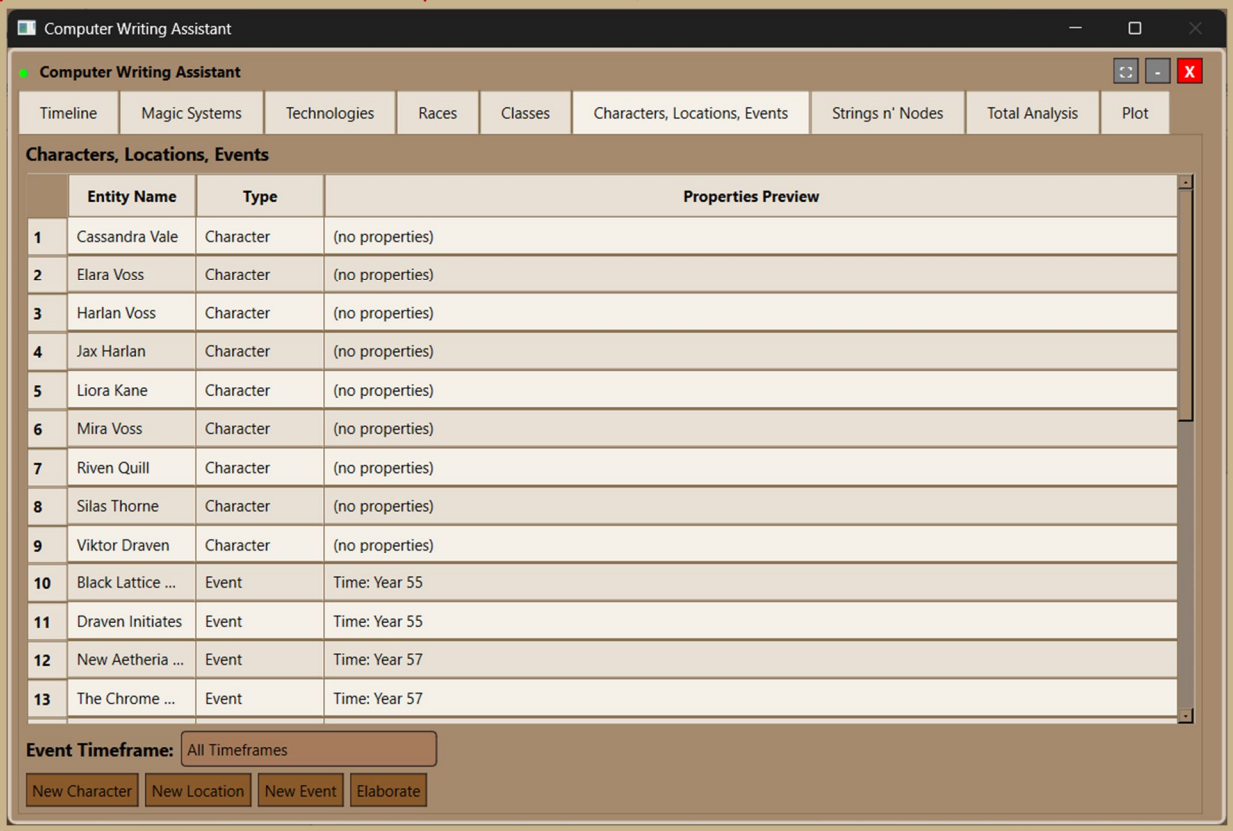
   You can manually set the TimeLine parameters here, as if you do it in Timeframe (ignore the large field under the “Save Timeline Parameters” button).
3. The **Lore tabs (Magic Systems, Technologies, Races, Classes)** are all following same pattern, so example will use Magic Systems. The system is made of a system and cards as child entities. Fire magic – system, fireball – card, firewall – card…
   You will see four buttons: Elaborate System (elaborates the text of the system), Elaborate Cars (elaborates the text of the card/cards). Using those buttons, you can elaborate text of selected system or cards, add cards and systems. You can delete any redundant system/cards that are created, it creates more than you need deliberately – select what you need, delete redundant.



4. The next tab is **character, locations and events**

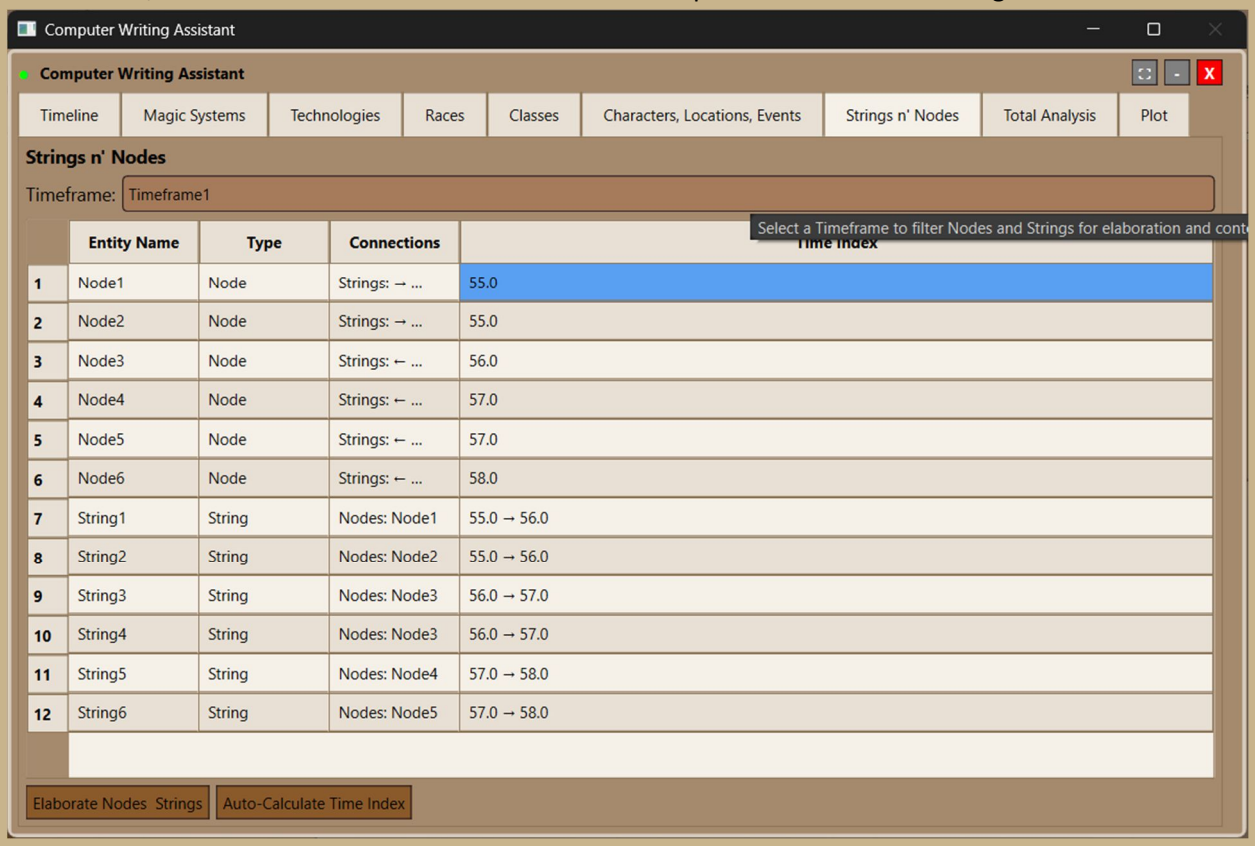
   Here you can elaborate description of existing or create new entities. Once again, the system might create more than you need. Delete the redundant and make sure the details are correct (later this audit may be done using automation, however human supervision is always recommended to avoid AI hallucinations and general errors).

   Pay attention – Events are related to specific Timeframe, unlike Locations or Characters.

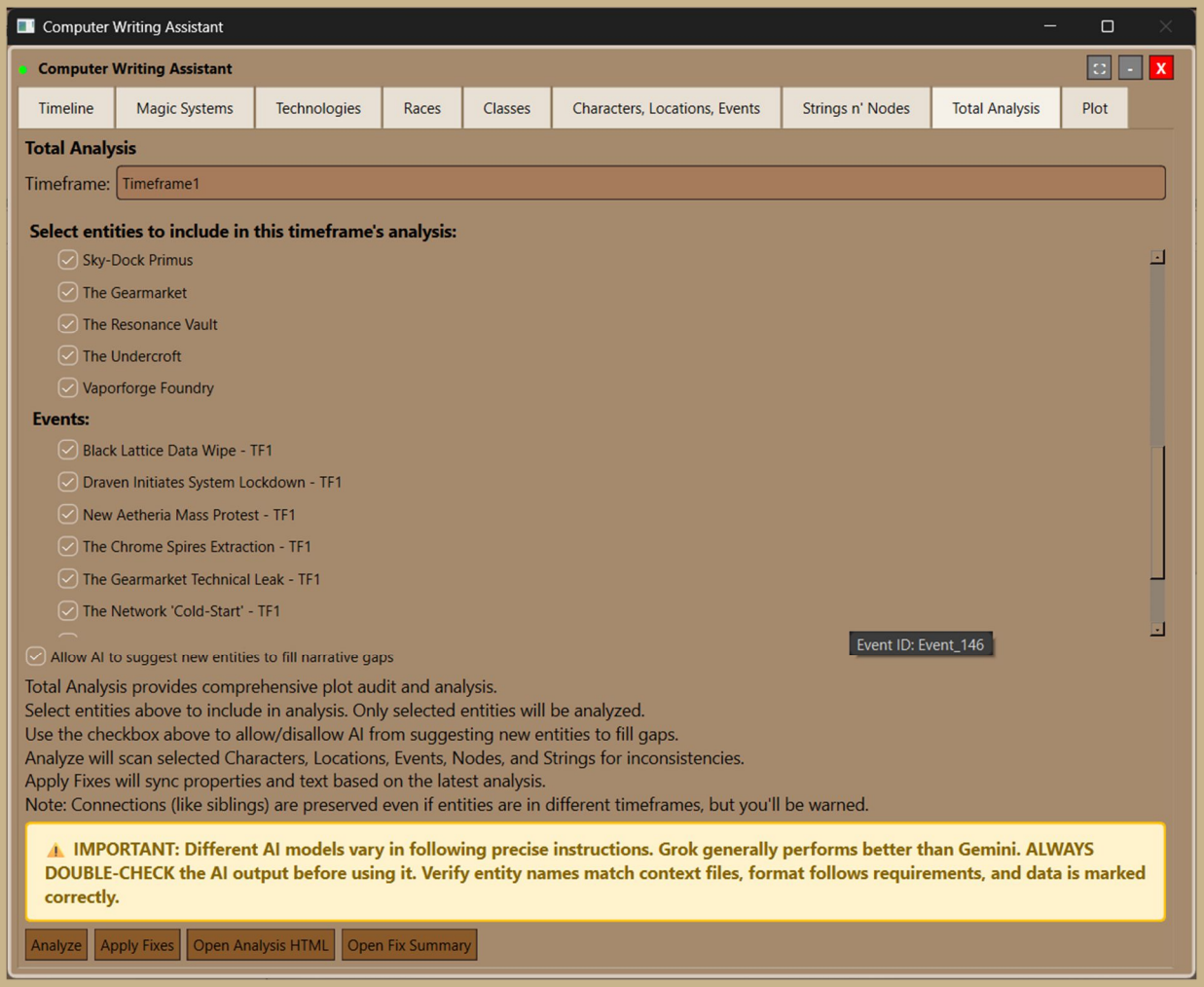


   All buttons lead to similar system to AI interface of producing prompt files, directly or dragging to external AI, and pasting AI answer for processing by system.

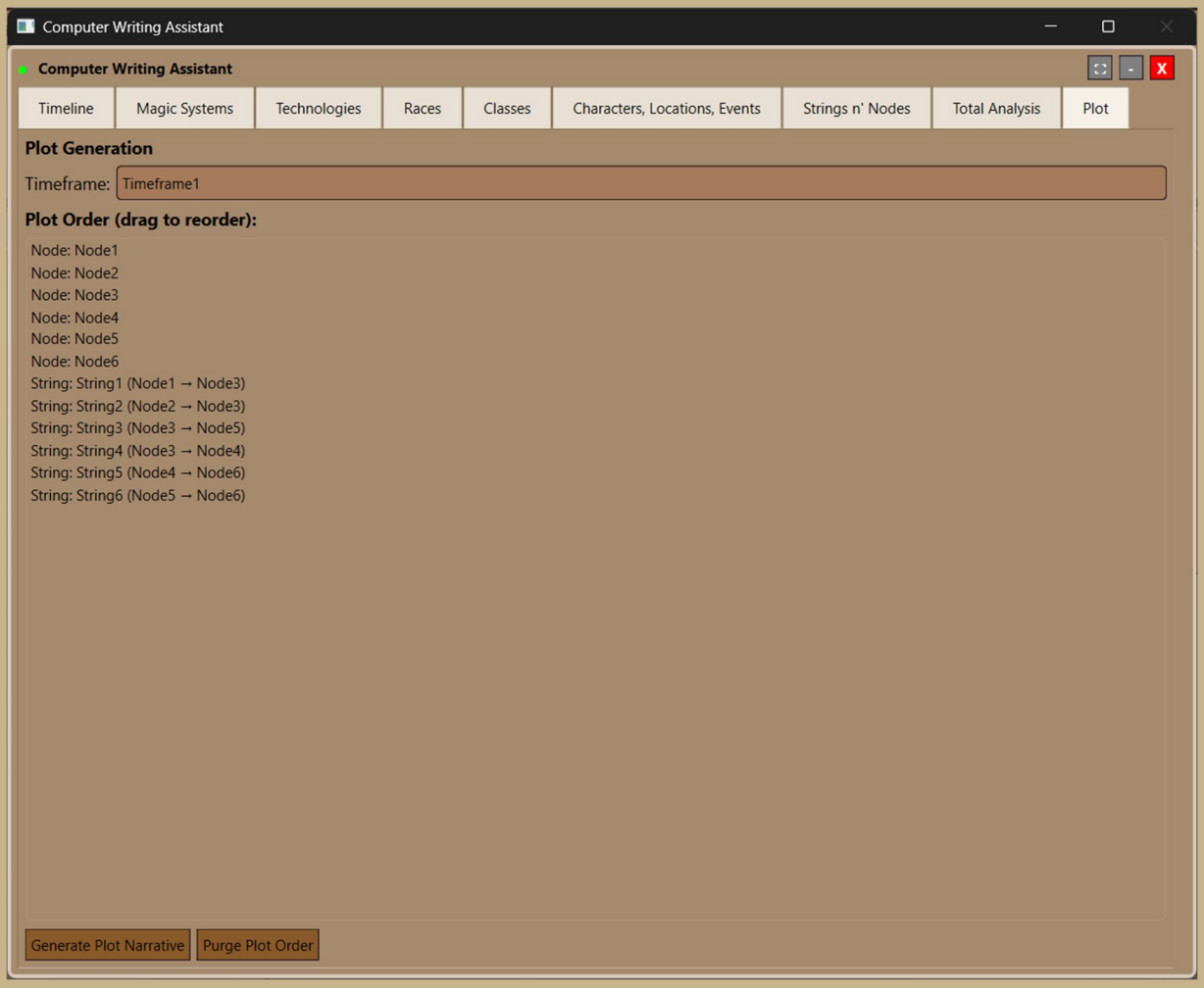
5. **Strings and nodes** are next. Here user must select Timeframe to work with.
   User makes the construct of nodes and string. This part has no automation and remain as a constraint during automation.
   Here user can automatically adjust the Time index for selected nodes and strings (saves manual work regardless any AI), and can ask to elaborate the plot of each selected nodes and strings. The final plot is based on those texts, and automation can collect events' text into prose for nodes and strings.



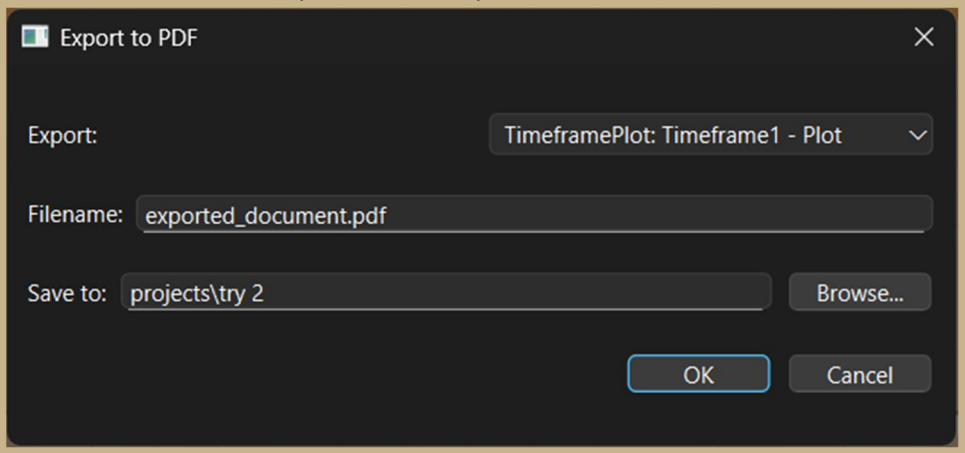
6. **Total analysis tab** is taking all the data, and audits it.
   User selects Timeframe and the entities to include (Events are Timeframe dependent).
   After which, Analyze button is pressed.
   This stage is extremely sensitive to what AI you are working with. Some are better in procedural thinking and following precise instructions (and here is long prompt file filled with precise instructions). Some AI can gaslight and be extremely frustrating to work with, or have length limitations on text. I had trouble using some know AI (free use), but had really easy life working with Corsur as my AI for the test (Corsur is my coder and generated nice prose for texts).
   Upon pasting AI's output into the system, it creates a temp HTML file that can be seen using Open Analysis HTML button (or in the tempCWA directory in database. You can copy the file and save it anywhere on your computer). This file is the report and contains the suggestions and the todo list for the fixes.
   User can manually apply the fixes or do nothing – your choice.
   Next button will be Apply fixes. this will make the system to follow the AI generated prompt HTML. It will produce a summary post fix HTML file (accessible same as the analysis file) and viewed by "Open Fix Summary".

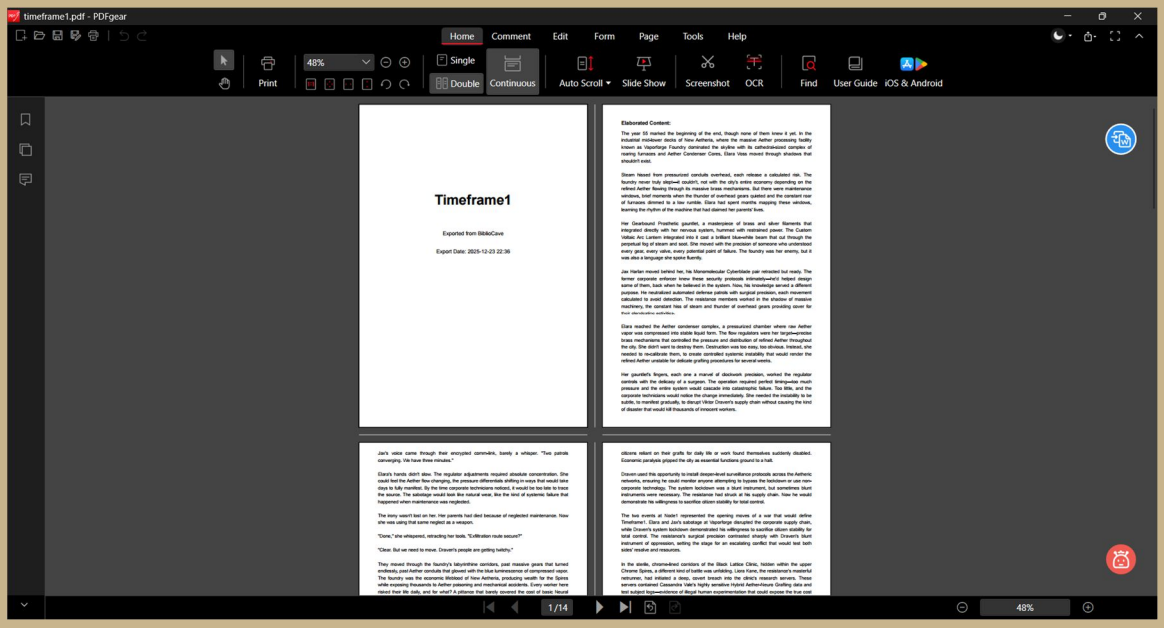

Computer Writing Assistant
Computer Writing Assistant
Timeline
Magic Systems
Technologies
Races
Classes
Characters, Locations, Events
Strings n' Nodes
Total Analysis
Plot
Total Analysis
Timeframe:
Timeframe1
Select entities to include in this timeframe's analysis:
Sky-Dock Primus
The Gearmarket
The Resonance Vault
The Undercroft
Vaporforge Foundry
Events:
Black Lattice Data Wipe - TF1
Draven Initiates System Lockdown - TF1
New Aetheria Mass Protest - TF1
The Chrome Spires Extraction - TF1
The Gearmarket Technical Leak - TF1
The Network 'Cold-Start' - TF1
Event ID: Event_146
Allow AI to suggest new entities to fill narrative gaps
Total Analysis provides comprehensive plot audit and analysis.
Select entities above to include in analysis. Only selected entities will be analyzed.
Use the checkbox above to allow/disallow AI from suggesting new entities to fill gaps.
Analyze will scan selected Characters, Locations, Events, Nodes, and Strings for inconsistencies.
Apply Fixes will sync properties and text based on the latest analysis.
Note: Connections (like siblings) are preserved even if entities are in different timeframes, but you'll be warned.
IMPORTANT: Different AI models vary in following precise instructions. Grok generally performs better than Gemini. ALWAYS DOUBLE-CHECK the AI output before using it. Verify entity names match context files, format follows requirements, and data is marked correctly.
Analyze
Apply Fixes
Open Analysis HTML
Open Fix Summary

7. **Plot** is the last tab. Here user selects Timeframe and reordering the plot by dragging items (later to be edited into chapters). AI can't really do this for you. This is where User can decide what to tell when and how. Pressing generate plot narrative and copy the AI output into the system.
   The system will generate text in the selected Timeframe's HTML, the text property. It will be generated in red so user can understand it requires audit.



8. **Exporting** the Timeframe's text to Docx or pdf using export menu in the ribbon is the last stage. User can edit the outcome in external text editor, or print or use as pdf.





9. Last stage is running **iterations** of required stages, manually editing, or perfecting the prose and story, deeping the world building etc. Your story, your rules.

Context	Action	Windows	Mac
Global	Save (local active window)	Ctrl+S	Cmd+S
Global	Save (project/global)	Ctrl+Shift+S	Cmd+Shift+S
Text editor (Window3)	Zoom	Ctrl + Wheel	Cmd + Wheel
Corkboard	Zoom	Wheel	Wheel
Maps (Window8)	Save	Ctrl+S	Cmd+S
Maps (Window8)	Context menu	Right-click	Right-click or Ctrl+Click
General	Select/activate	Left click	Left click
General	Open (lists/tables)	Double-click	Double-click
General	Context menu	Right-click	Right-click or Ctrl+Click
General	Scroll	Wheel	Wheel

BiblioCave