BIBLIOCAVE MANUAL

Time Will Tale

17082026-787

Contents

Chapter 1: Introduction

BiblioCave is a desktop software. It is much more than just a Writing-Plot-Muse-World building managing program. It might sound as an exaggerated title, but in a fact, it can do much more. BiblioCave is a 2D object-oriented engine.

In a fact, BiblioCave is a Second-Mind Project Hub, design to centralize most of users projects needs in one place.

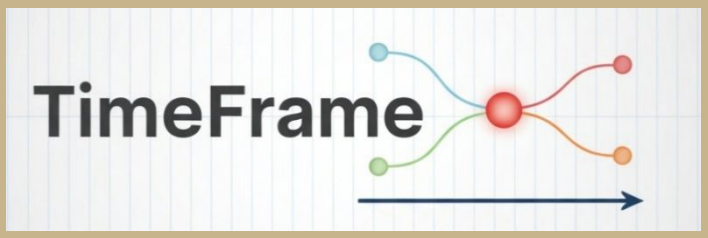
Here is how it works in a nut shell:

1.1 Writing and Plot 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.

1.1.1 Plot Management – TimeFrame model

The plot management is one of the major highlights 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 real world hardcopy corkboard, pins and strings, but BiblioCave make it digital and compact. This model is called “TimeFrame” model.



1.1.2 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 that requires zero muse). Form random structure to basic plot. Writer can prompt AI with the basic structure to get muse help, or structure manually and think their way in the web of thoughts

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 to life 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.

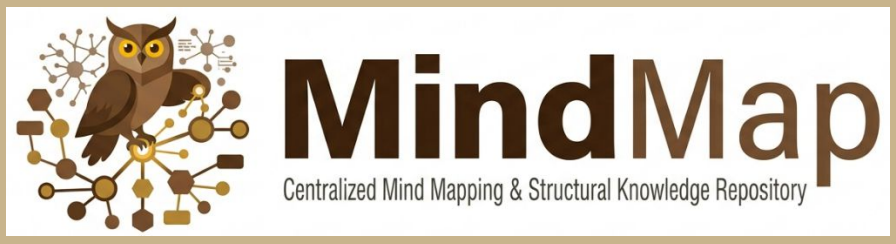
MindMap module allows the writer to simply brainstorms ideas (the entire software allows mind mapping and brainstorming almost everywhere, including pinning files, images, notes, tables, and complex arrows scaffolds.

1.1.3 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.

1.2 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.



1.3 Computer Writing Assistant (CWA) and AI

Computer Writing Assistant (CWA) is available, working mostly by 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 failure). CWA allows also several no-AI automations to make some technical work easier.

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.

AI driven analysis is mainly for reverse engineering plots (mostly for fan-domes) and for auditing the work for gaps.

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

1.4 TrafficPeak Module

This module is a traffic jam simulator. It is not for huge nets, but to test local architecture and how it sums up to form traffic jams – to test when design fails, and how to overcome it. Plus, who doesn't love trains?

1.5 Owl Manager Module

Owl Manager modules are a several related modules. Those modules are connected via a CRM system. User can collect different object in a CRM Hub to make them use same database.

The project managing module has a built in smart Gantt chart maker, reciprocal entities.

The Shift manager module allow smart organization tree drawing, that is translated to shifts structure with a butten click.
The school module organizing school structure and courses and can be translated directly to organization tree and shifts.
All those modules are connected to a calendar Ribbon tool (not a stand-alone module) that is connected to the Shift module – make the shifts structure, attendance of students, and the personal calendar to show with automation on the calendar, and sync with google calendar.

1.6 Owl Tours Module

Owl Tours module is a trip planner. Based on hybrid of TimeFrame and Owl Manager modules, just used for planning trips, or document trips retrospectively.

1.7 Owl Museum Module

This module is a gallery module to drag files (of any sort) and present it for a quick view

1.8 Dashboard Module

Dashboard module is the welcoming face of BiblioCave, designed to pin shortcuts of any other object in BiblioCave for quick access, and easy editing.

1.9 BiblioTXTs Module

This module it BiblioCave's library. All the texts that are written in BoblioCave, for any item, are stored in categories in TXT objects in this module.

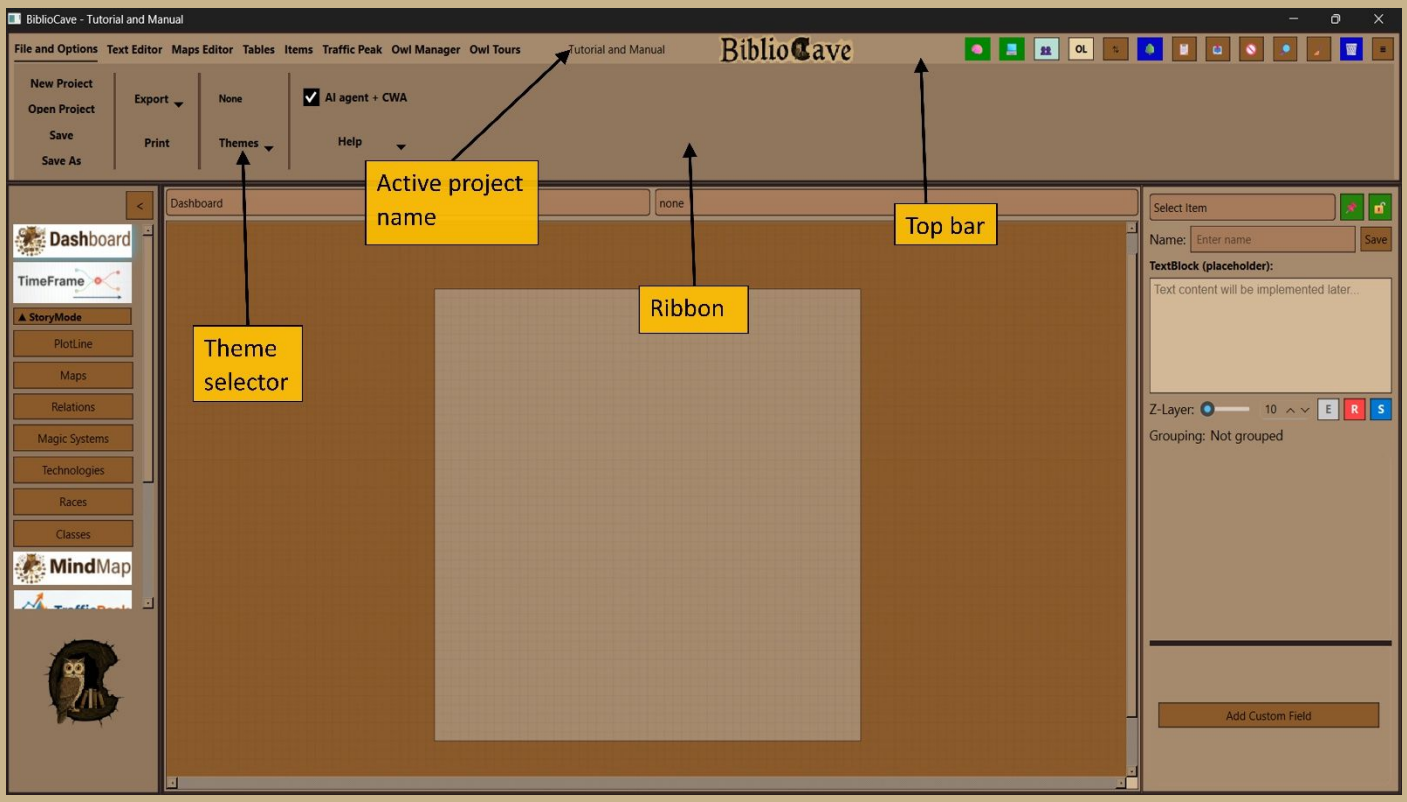
1.10 Who is BiblioCave for?

1. Professional and amateur writers (both outliners and discovery)
2. TV series, and movies writers
3. World builders

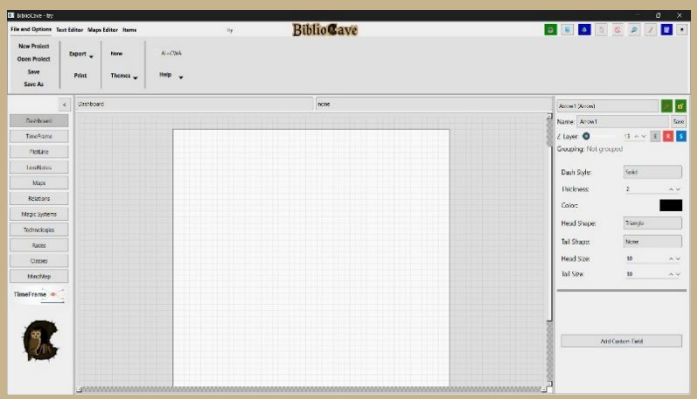
4. Saga writers
5. Fans who seek to reverse engineer plots and back track complex plot
6. Computer games plot and lore writers
7. Historians who work with timelines
8. Anyone who is interested in family trees of all kinds
9. Traffic engineers and hobbyists
10. People who need Gantt charts and project management tools
11. Anyone who plans a trip
12. Anyone who needs straight forward local simple CRM (I myself using it to manage my martial arts schedule, school and students).
13. People with noisy mind full of ideas and thought, who need a place to put it all out, in harmony of order and chaos
14. People who love mind mapping.
15. **Anyone who wants to have all the project data in one place. Any project – including non-literature projects.**

Chapter 2: Main Window

2.1 Theme selector



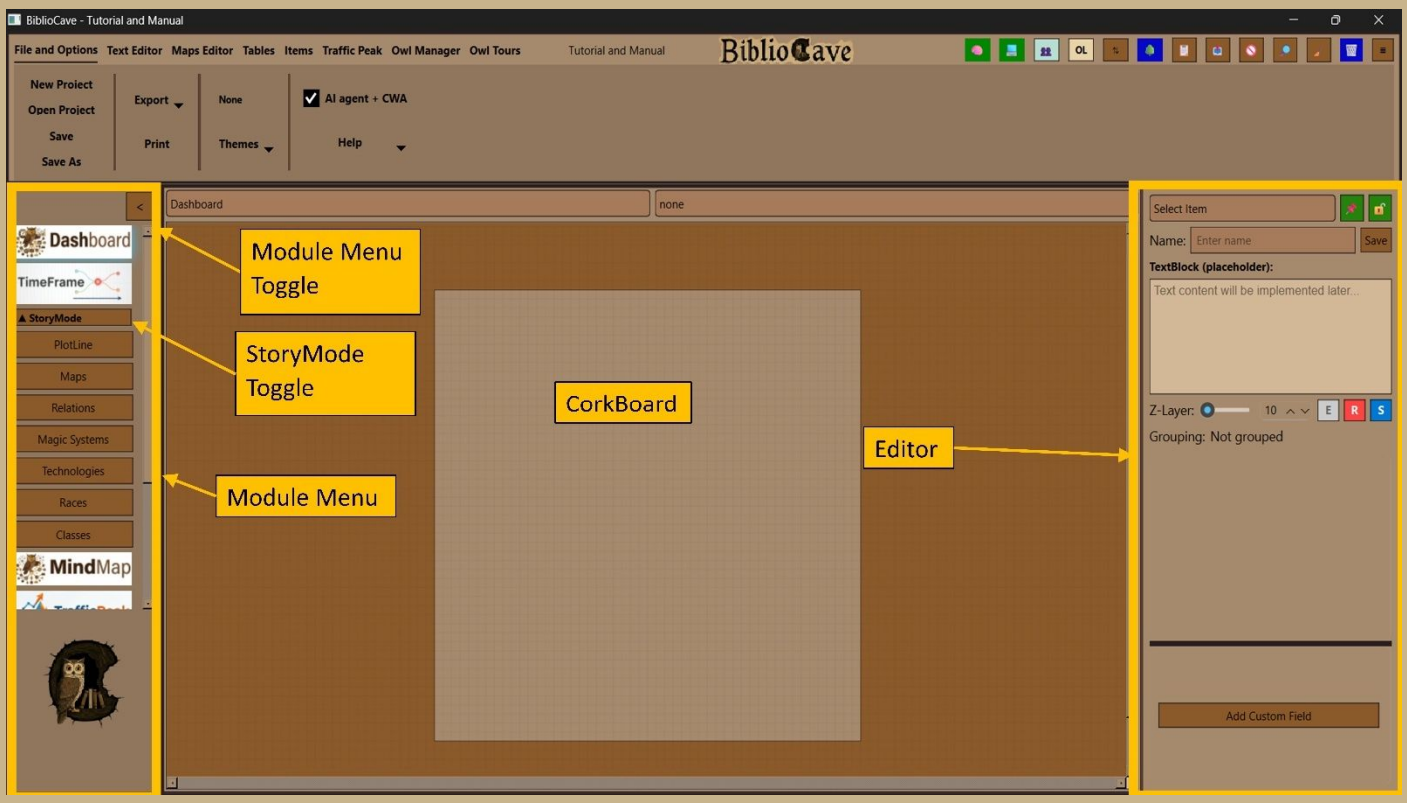
The first thing to choose when starting up the program is the color theme. This is done form the File and Options Tab in the Top Bar, using the Theme dropdown button in the Ribbon. User can select one of three themes: Brown (default, and unique), Dark and Light

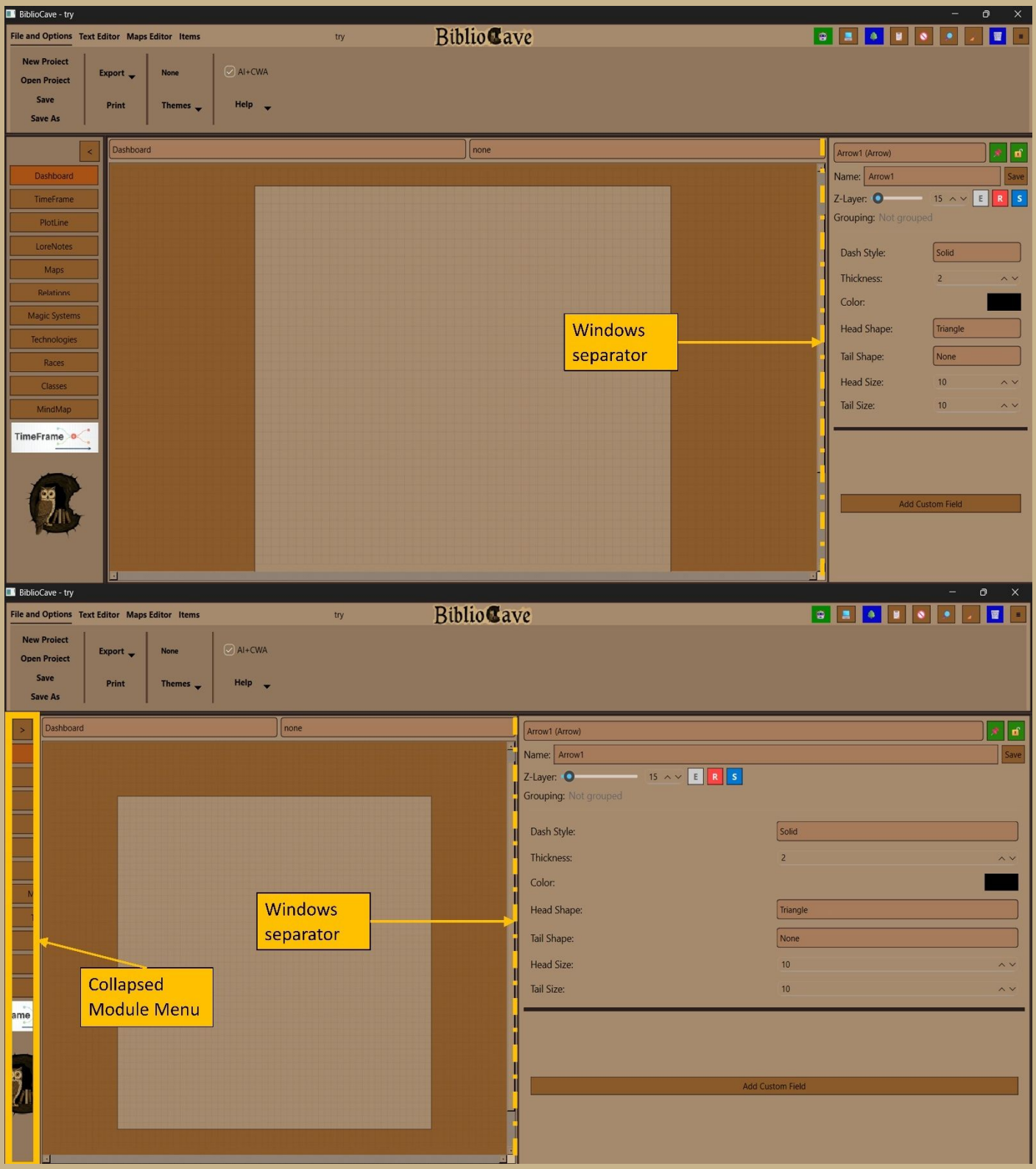


2.2 Main Window's Structure and Buttons

2.2.1 Main three parts

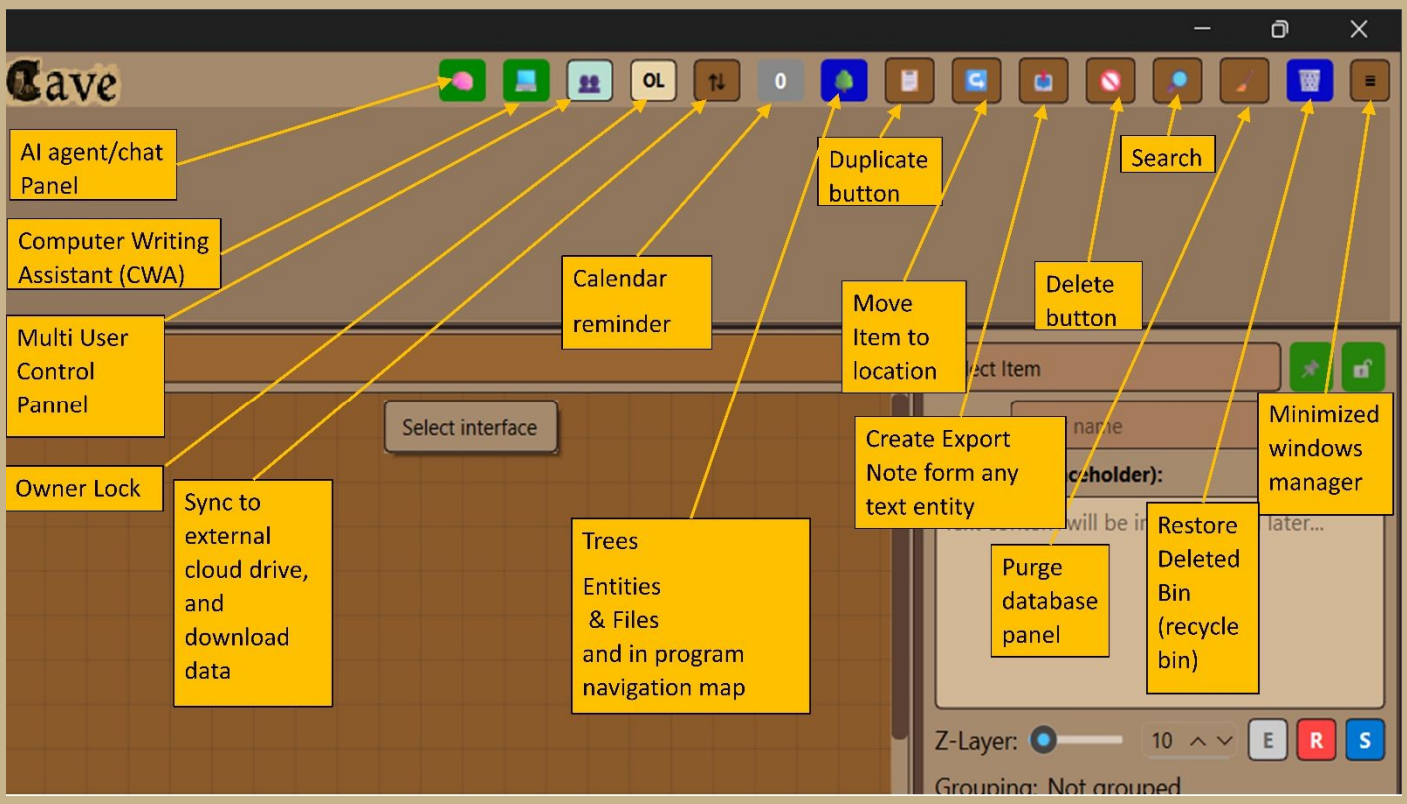
Module menu on the left - this is a collapsible vertical menu to select working module. The highlighted button indicates the active module. Editor on the right – this is the property editor of items and entities. CorkBoard in the middle – this is the main visual working space to place and organize entities. The module Menu has StoryMode toggle, button, to deploy and collapse the writing related modules, coworking with TimeFrame module. For user who don't do writing, this section is collapsible to reduce load.





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).

Multi User Control Pannel – this panel ise used to sync project with other users, to toggle this mode on, and push up the chain, download canon version of the project, etc.

Owner Lock – this button uses the owner in multi user mode, to lock items from being edited by others.

Sync to External Cloud – syncing zipped project directory to the uploading to cloud directory of user's choice.

Calendar Reminder – calendar notifications will be here.

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

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

Move Item to Location – moves item from location to location in BiblioCave.

Create Export Note – this button creates an entity of an ExportNote type, that can have its text exported to PDF, DOCX, TXT files using the exporting menu. (the reason not all entities are exportable is to not overflow the export selection menu).

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

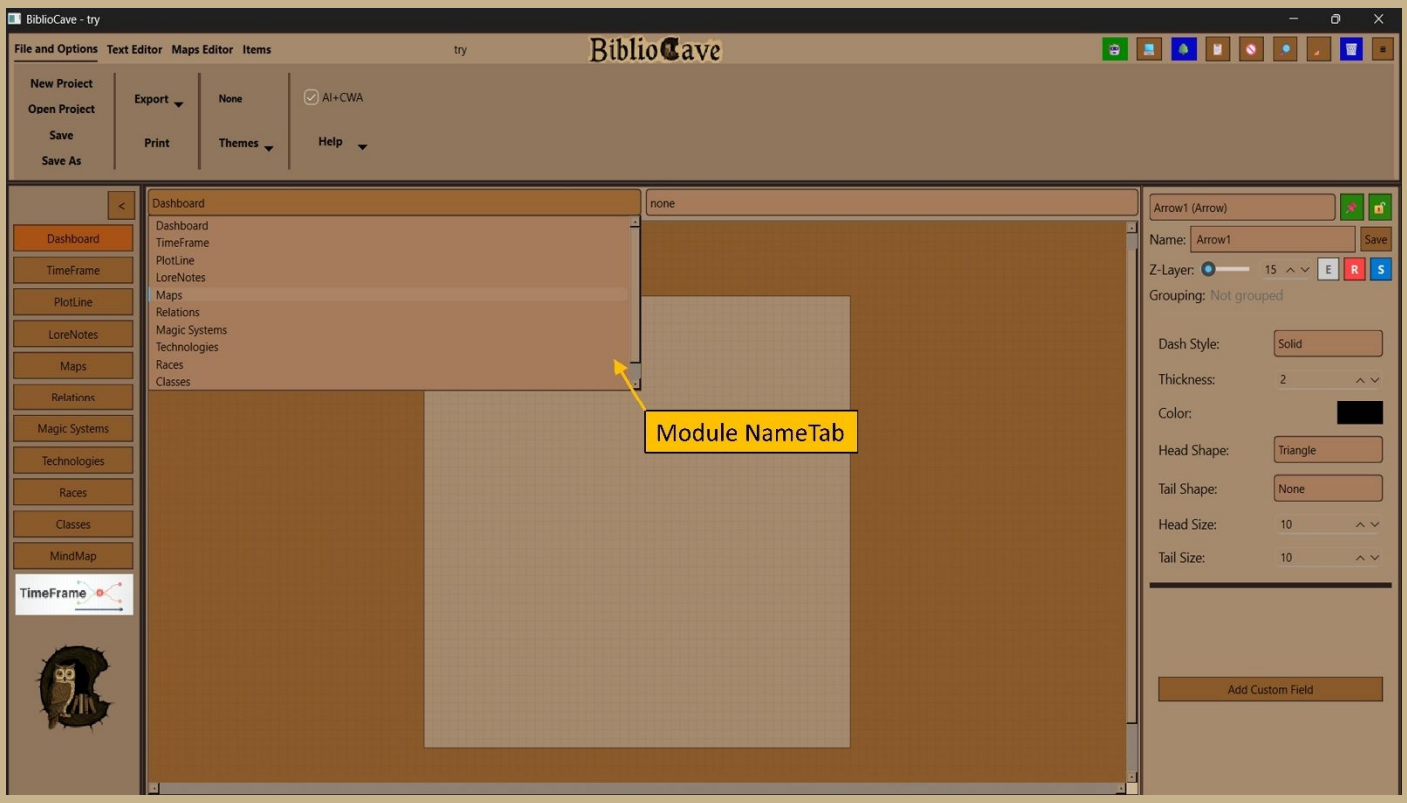
The Top Bar Tabs select the toolset (File and Options, Text Editor, Maps Editor, Items).

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.

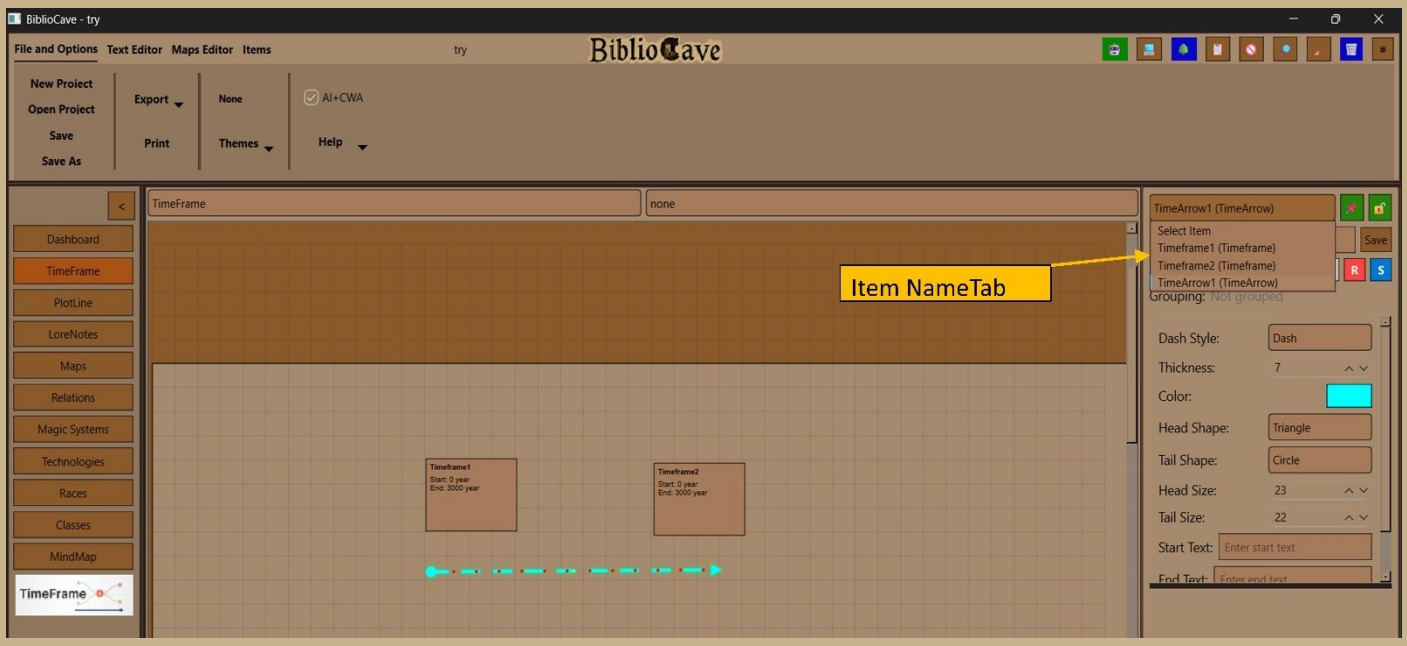


2.2.4.2 Interface NameTab

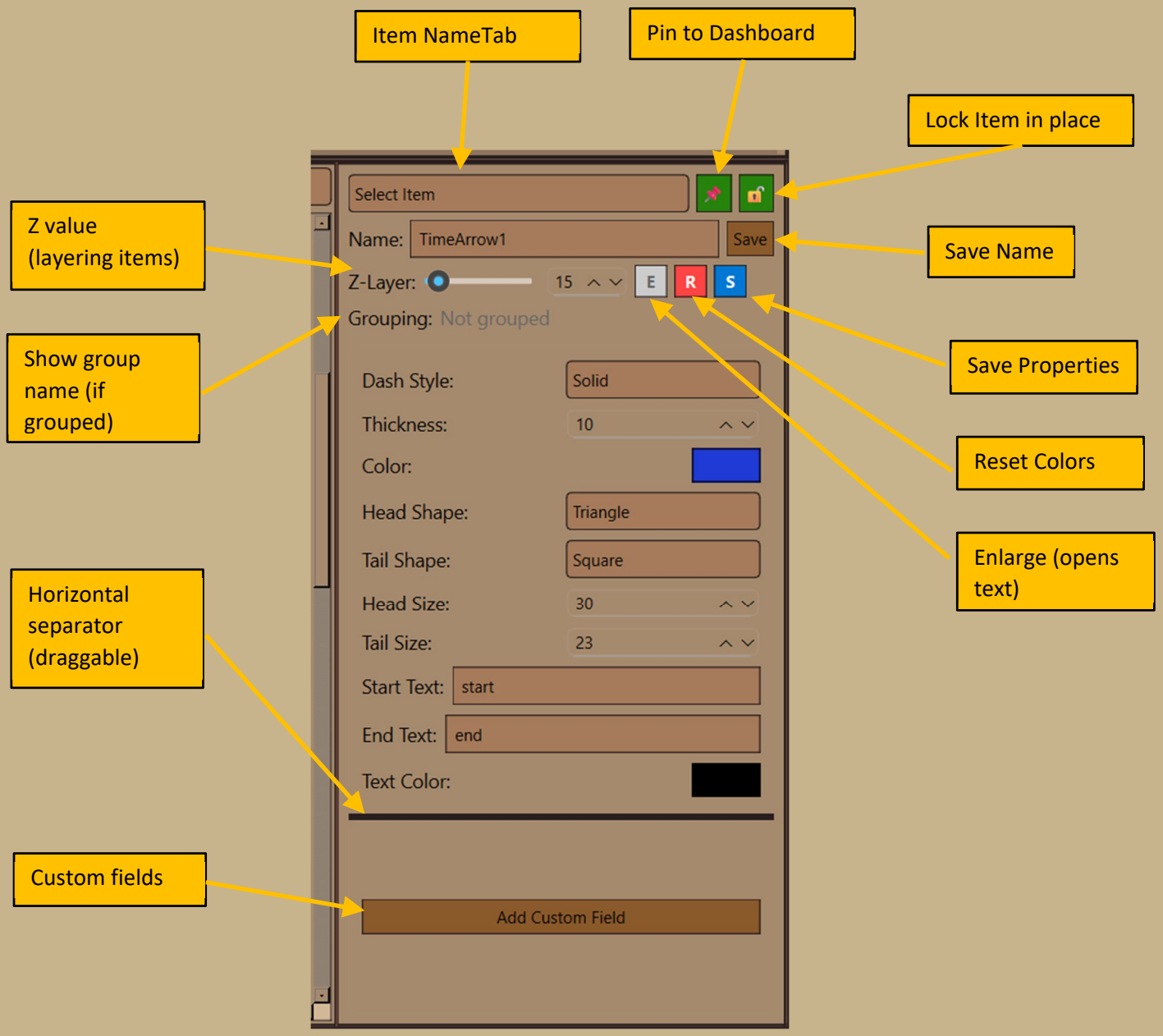
Interface NameTab presents the Dynamic Interfaces available under the current Module. BiblioCave is a visuality based program, where user puts items on the screen. Some of those items are Miniframe type items, and usually used as portal into working space called Dynamic Interface. In the image below, 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 TextBlock (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.

The best way to learn working with BiblioCave, is placing entities, and play a little with their properties. Usually, the properties are straight forward and will teach you about the interface, the item and possibilities better than any written guide.

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, and item creation options. there are several global items:

Note, Export Note, Photo Export (three formations), PDF Export (three formations), Table, CheckList, Binder, Connections (Line, Arrow, Curve, BreakLine), Image, FileFrame, LineText (links are property), Group.

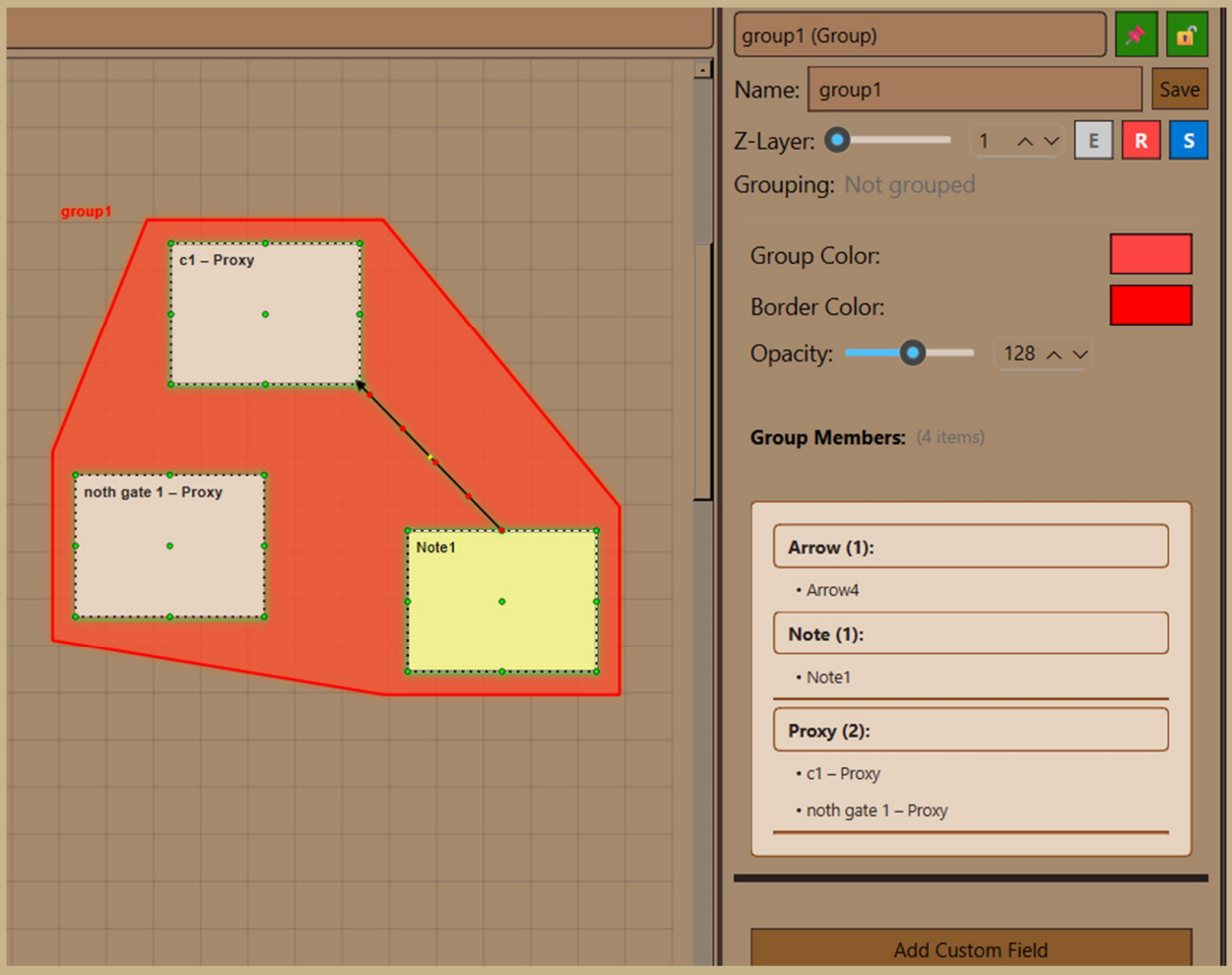
Using those items can make any CorkBoard into a mind-map.

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

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, and moving around related items.



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.

2.2.6.2 Binder

Binder is an entity that similar to group, but keep entities bound in a rectangle structure, where user can merge and split cells (all manipulations are in the properties). User drags entities into binder and drags them out. This is simple and useful for procedural thinking.

2.2.6.3 PhotoExport

Most of the items are simple to use and understand, just by placing and playing wit the properties.

PhotoExport is a frame the user places on top of most other items. User can encapsulate the entire CorkBoard with it.

Next stage is user goes to Export menu in ribbon and selects Exporting PNG, then the entity – this allows user to screen capture anything on the CorkBoard in high resolution. For example, think of a huge mindmap you have built, and want to export it visually for sharing – this is the way to do it.

2.2.6.4 PDFExport

Similar to PhotoExport, but this zone encapsulates fileframes and tables entities, in top-down left-right order. You can reorder using properties. Its exports the selected file into one pdf file. It collects images, documents, tables, PowerPoint, pdf files and skip other types.

2.2.6.4 CheckList

CheckList entity is exactly how it sounds – a checklist. User can use it as to do list in projects, for example, or as to do list writing this manual, etc. This is a smart item, double click opens window that helps manage the list in a large view.

2.2.6.5 Connections (Line, Arrow, Curve, BreakLine)

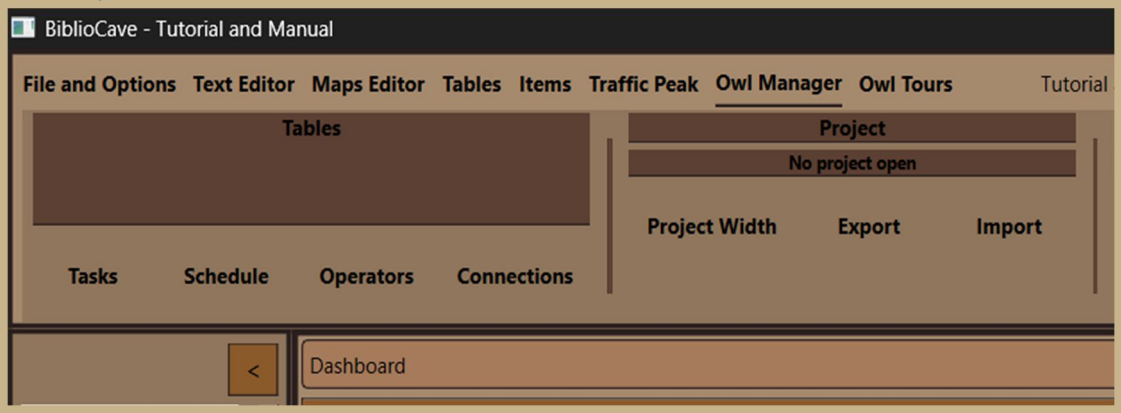
Those are linear entities, used to connect other and each other to form logical structures.

Connections are real data in database, makes it robust and restorable after delete, as any entity. You should play with those entities to understand the full potential. You can connect linear item to other linear item to other linear item and form cascading movement up to depth of 15 elements in the chain. Honestly, I have no idea if this is useful to anyone, but it definitely unique and cool feature.

2.2.6.6 LIneText

This is a simple entity made of three shapes and two lines, to show headline or a short text. This also uses to put a link on the CorckBoard for fast use.

Chapter 3: Top Bar Tabs and Ribbon

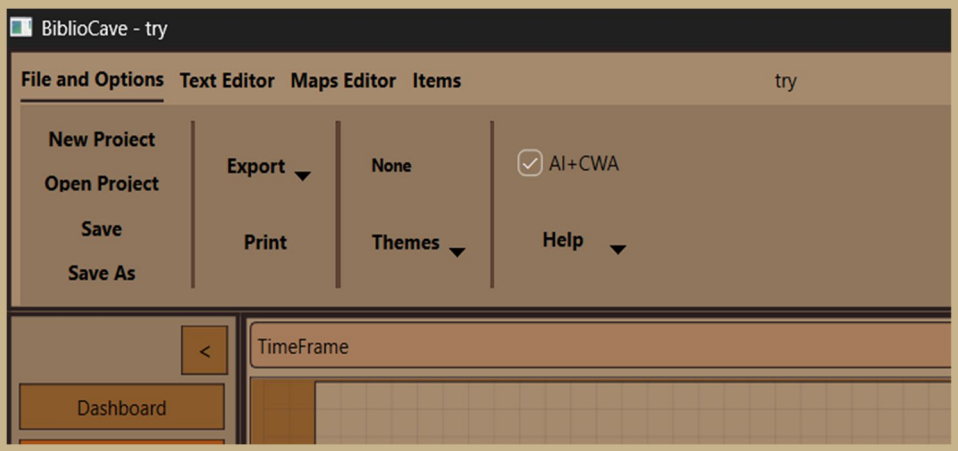


3.1 File and Options – saving/loading Options

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. Saving as is not active under multi-user. This is because of how data is structured, and how it shifts when multi-user is on.
- Export contains sub menu for exporting text form text entities, exporting from zone entities (PNG, PDF), tables and entire project.
- Exports Texts - exports from TimefremPlot interfaces, TimeframePlot text, Export Note, FlowFrames, or the text of Timeframe, to TXT, raw docx or smart PDF. By using Headlines in writing, the exported Docx can become smart in a second, using “insert table of content” in Word.
- Export Zones– PDF, PNG exports form PhotoExport and PDEExport entities, as described before.
- Export xlsx – exports table entities.
- Export CRM contacts to Excell – export all contacts in database.
- Export Project uses to export all the files of the project. User can do it manually just by browsing with file manager, but this option makes it faster, not including sql formats, but all external files (txt. Png, pdf, etc.).
- 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 agent+CWA toggle button. AI agent/chat and computer assistant can trigger creators, so user can just set them inactive and invisible. Some of CWA options are just technical automation, no AI involved.
- Help button – opens this Manual or the website for tutorials (www.bibliocave.com), opens license information and version information.



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), Tables (tools for Table entities), TrafficPeak (tools to work with TrafficPeak module), Owl Manager (tools to work with Owl Manager module), Owl Tours (tools to work with Owl Tours module).

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

3.2 Text Editor Tab

The text system in BiblioCave is a simple txt format. That means that there are no paragraphs or font special options. the options are global and applied to all txt windows:

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.

Editor Font /Reset Font– user can select the font of the text. On printing or exporting this will use the selected font (it is not just visual for BiblioCave, unlike page or line colors). Reset font resets to ariel 12.

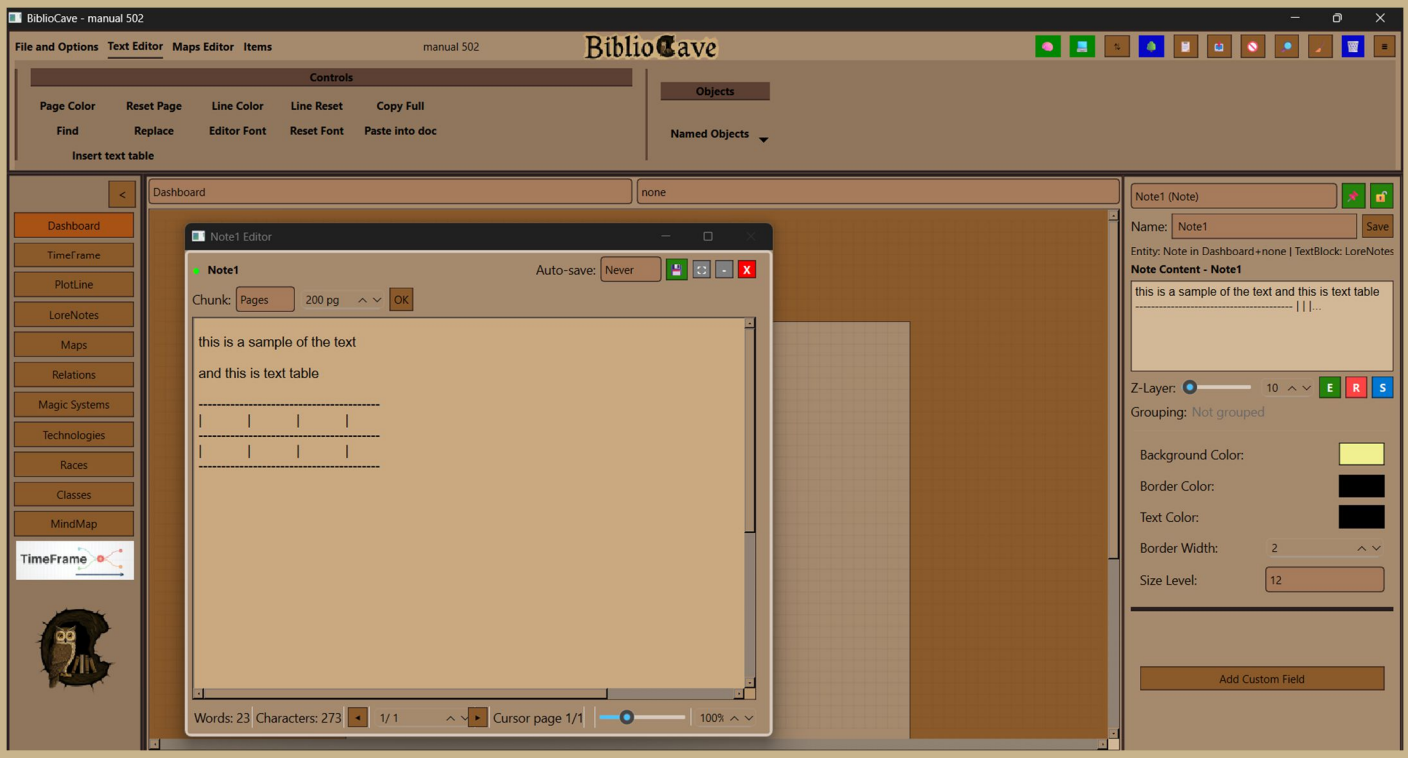
Copy Full – the system is using chunking of text (due to format limitations and AI limitations). Ctrl+A only selects all text of current chunk. Copy Full copies entire text of all chunks together.

Paste into Doc – pastes the entire text into the open document.

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).

Chunks controller - selects the limit and divider of chunks. The default for NoteToAI (to upload to AI) is 7500 words per chunk (for uploading limits of Ais, if user wants to manually or via API upload the text).

At the low frame there are **word and characters counters**, chunks navigator, 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).

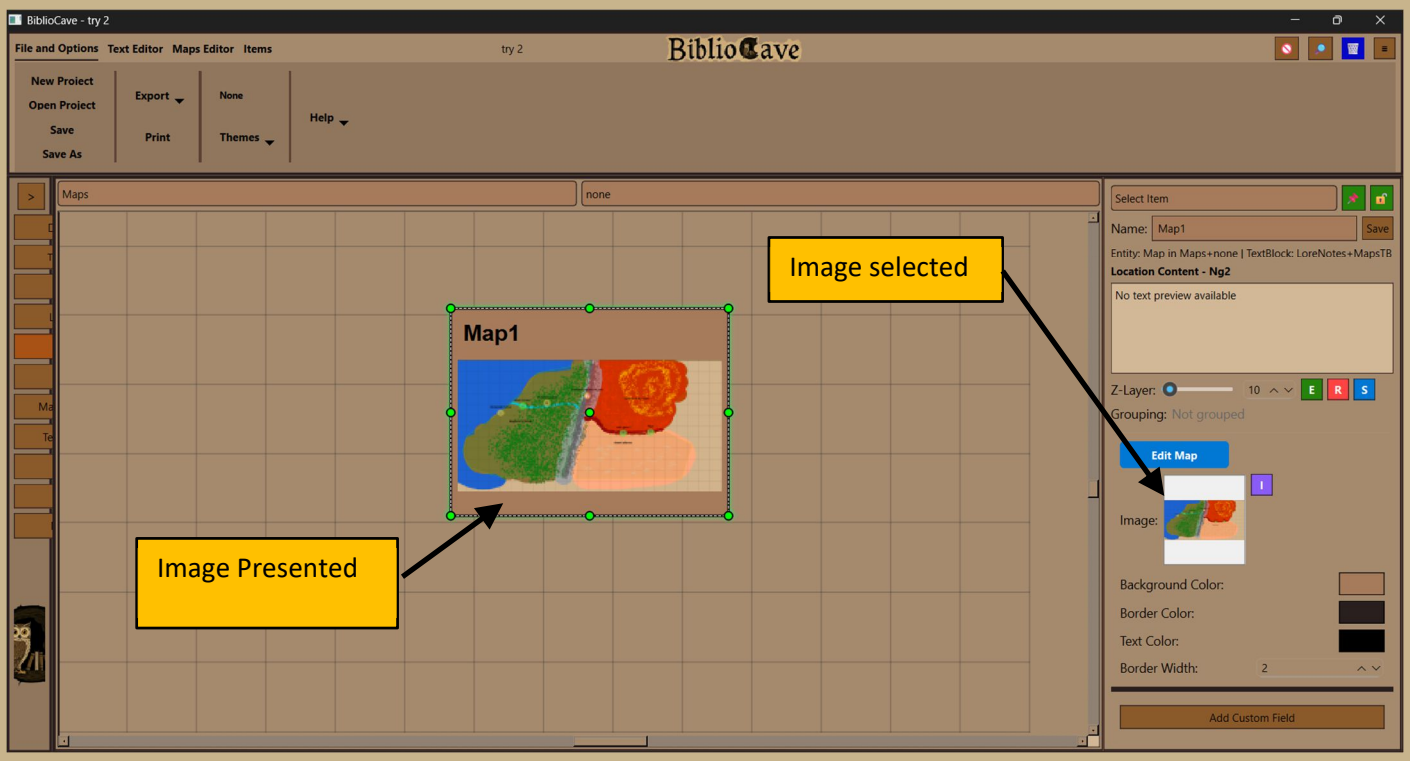
Erase button – selecting layer and brush size in the layer category and toggling erase will allow user to erase this layer only. When selecting layer2, the eraser brush is in the form of the element selected, so user can have random erasing, or select a denser element (such as mountains) to have continuous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

Story 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 Story Items database window opener (it includes and coordinates Characters, Locations, Events, Nodes and Strings).

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 move the Nodes automatically to the correct place in the Timeframe interface (explanation later in this manual), and 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.

Time Followup table, location of Node and Time property of Node are interconnected and updating each other automatically.

3.4.2 Story Items 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.

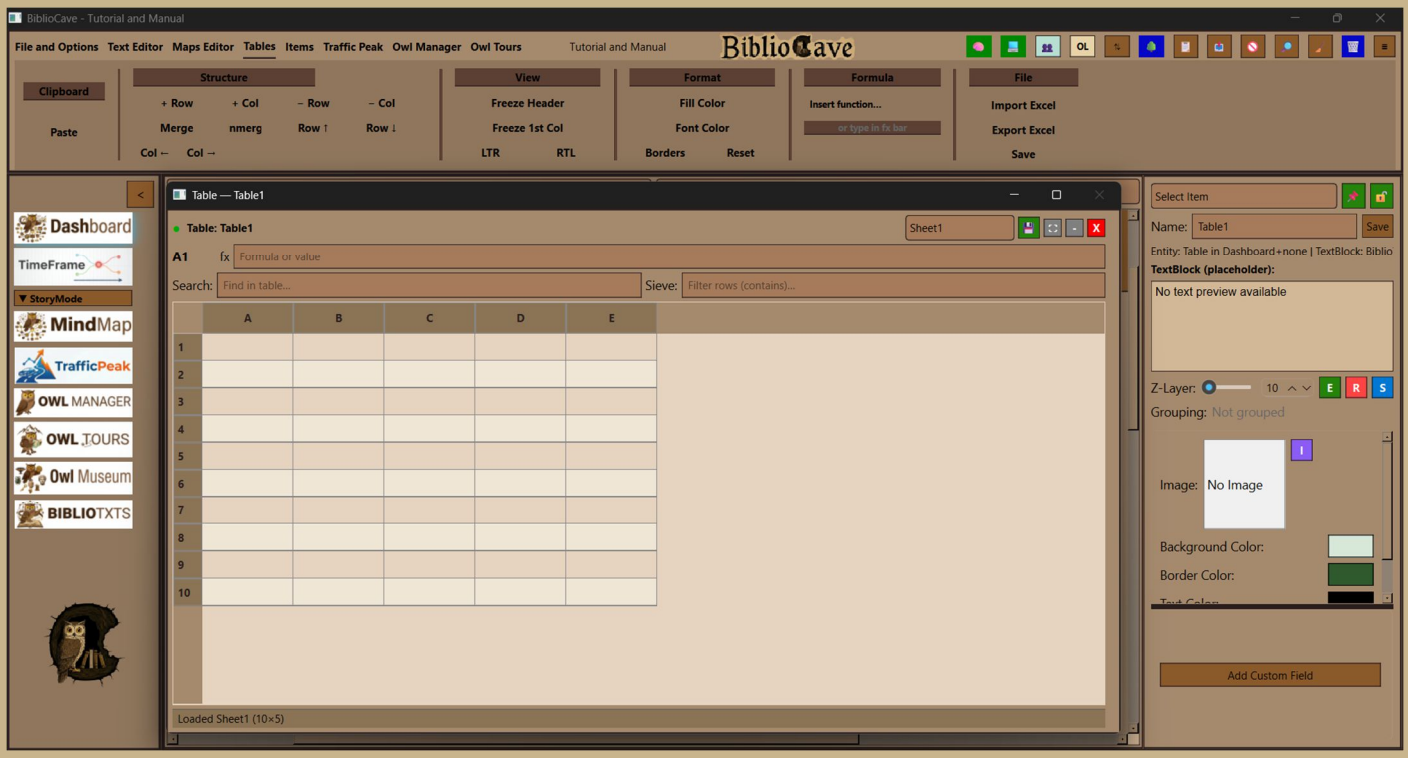
working with those two windows parallel helps tracking complex Plots with multi character – multi plot - multi Time to synchronize.

3.5 Tables Tab (and Table entity and window)

A special common entity is Table. On creation user select rows and columns, but can be changed later.

This gives basic tables creation and manipulation.

You can paste tables copied form external programs, add and remove rows and columns, merge and split, freeze headers and first column, fill colors, manipulate borders, use basic math and functions.



3.6 TrafficPeak, Owl Manager, Owl Tours, Owl Shifts, Owl Calendar, Owl Schools

Those Ribbon Tabs are related to the adjoint modules, and will be elaborated each in its own chapter.

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.

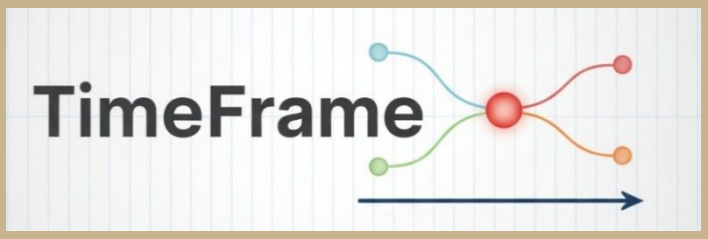
When an item is pinned, its Proxy will appear above the top left corner of Dashboard's CorkBoard. The proxy will present the background color as the main color property of the item. In the image bellow, a black String made black faced Proxy. There is a little glitch regarding Proxy position, so the best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


BiblioCave - try 2
File and Options
Text Editor
Maps Editor
Items
try 2
BiblioCave
New Project
Open Project
Save
Save As
Export
Print
None
Themes
Help
Dashboard
TimeFrame
PlotLine
LoreNotes
Maps
Relations
Magic Systems
Technologies
Races
Classes
MindMap
Dashboard
none
e1 – Proxy (Proxy)
Name:
e1
Save
Timeframe Content - Timeframe2
No text preview available
Z-Layer:
10
E
R
S
Grouping:
Not grouped
Proxy Name:
e1 – Proxy
Image:
Time:
654
Add Custom Field

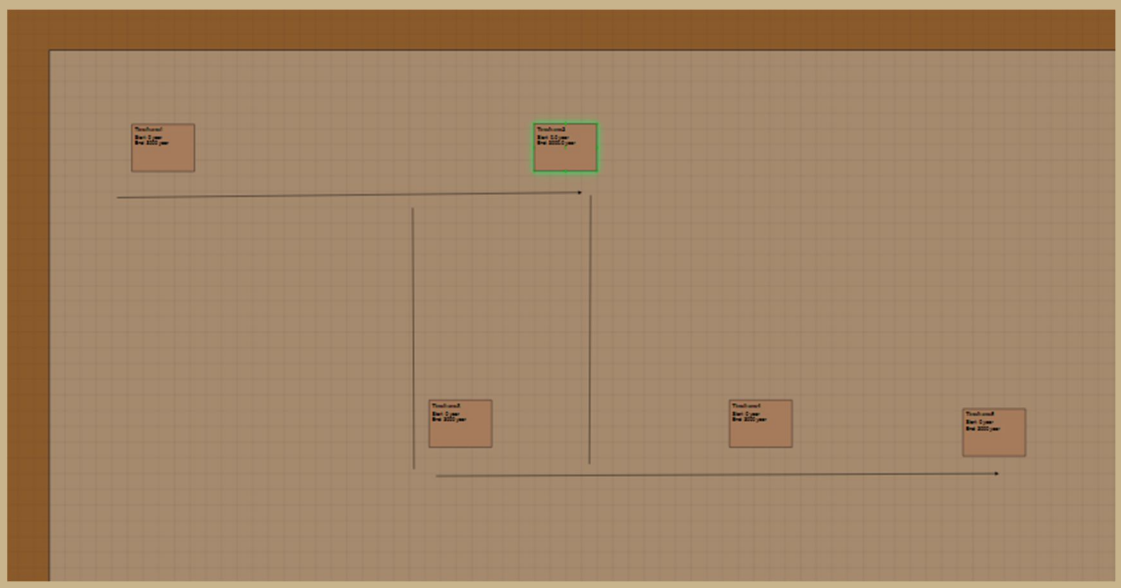
4.2 TimeFrame



4.2.1 TimeFrame Module

TimeFrame Module is the heart of BiblioCave's StoryMode. 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 (Miniframes are entities in BiblioCave that open up/teleports into specific working interfaces). 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



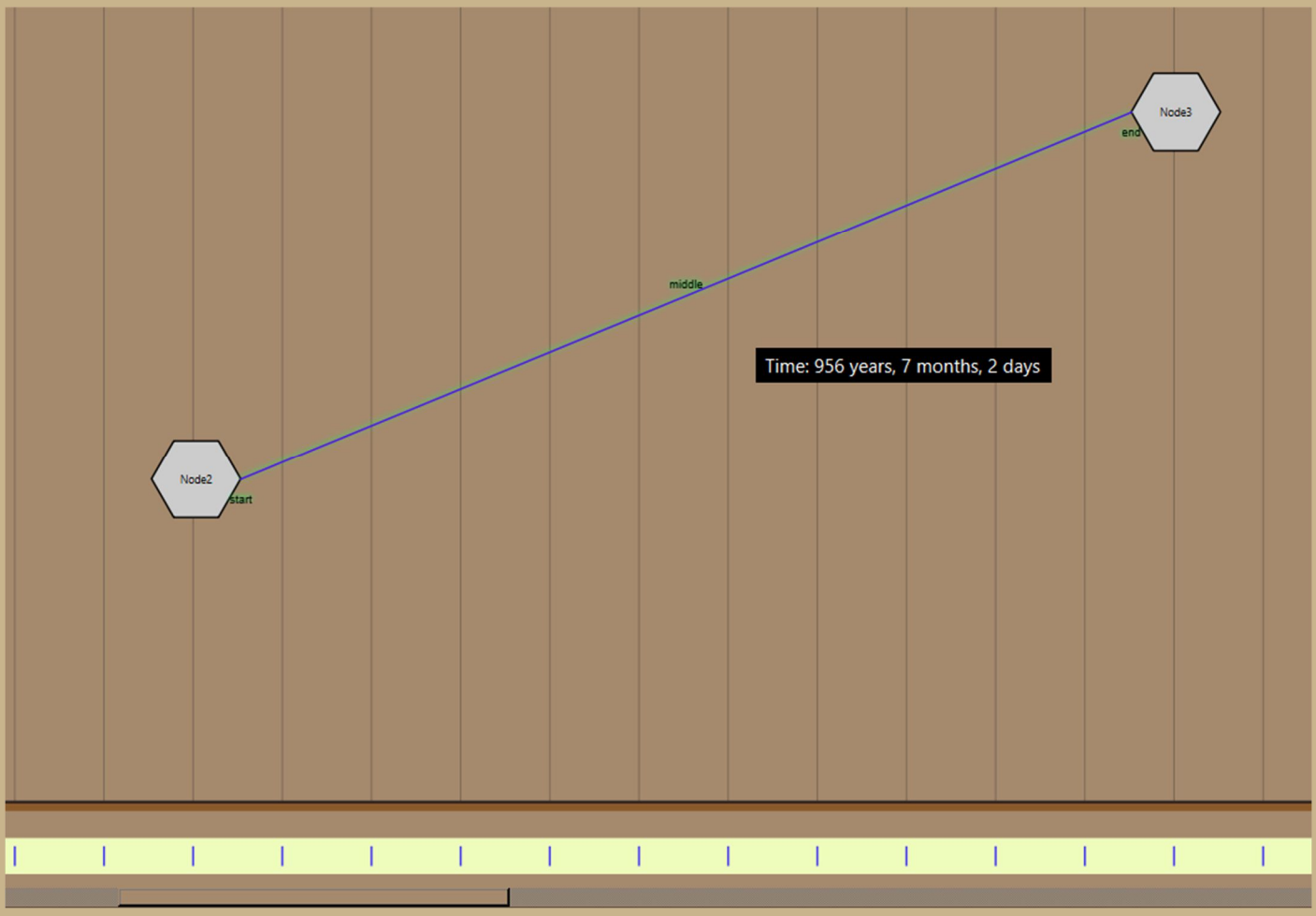
4.2.2 Time Frame Interface

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

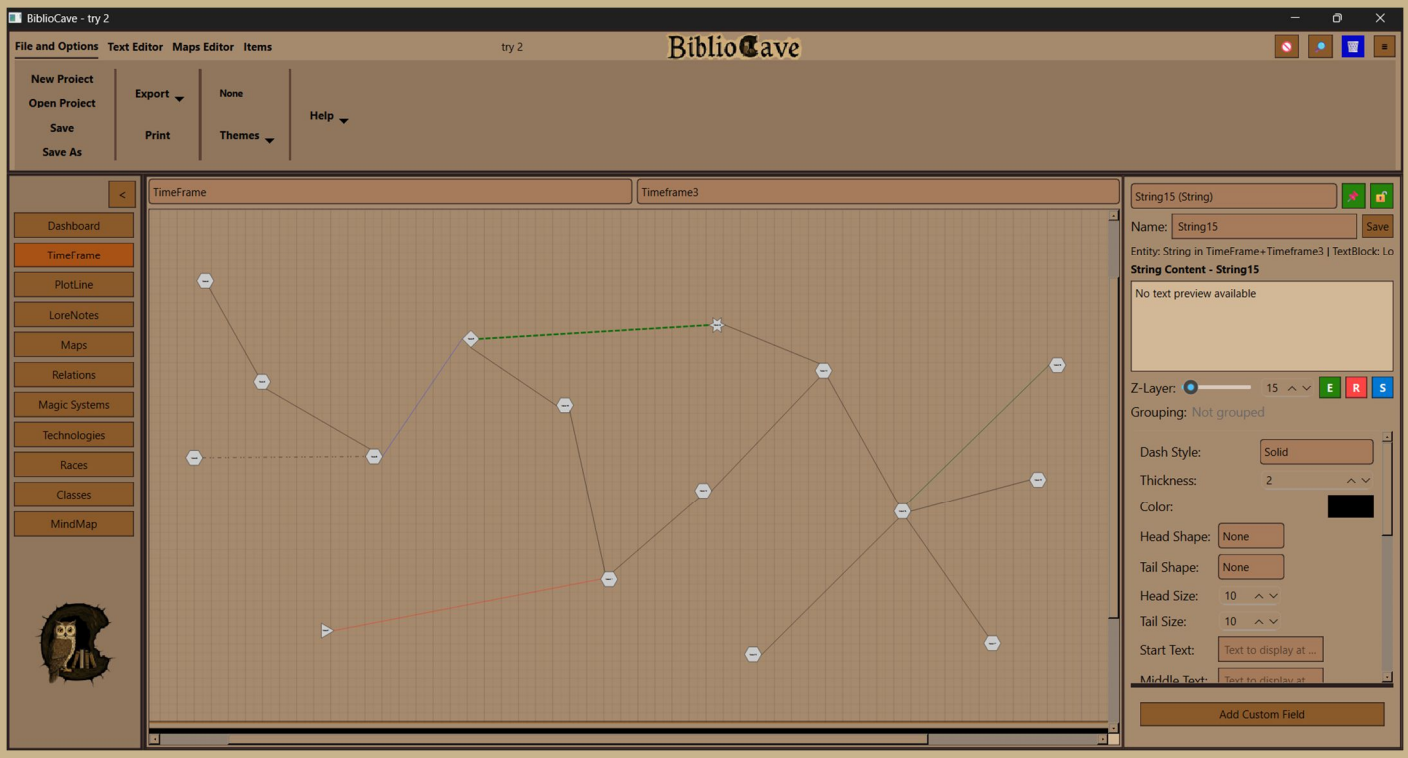
What make this model so useful and powerful? Its simplicity.

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 from 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 AI generated plot will be placed)
- TimeLine
- TimeframePLot (this is the interface where the plot related to the Timeframe is written and constructed manually – real writing)
- TimeframwPLot Textframe (if using AI+CWA automation for helping gathering manually written plot, here it will be placed - in the text of the TimeframePlot adjoint to the Timeframe)

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 an 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 BiblioTXTs

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.

Effectively this is the BiblioCave library.

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

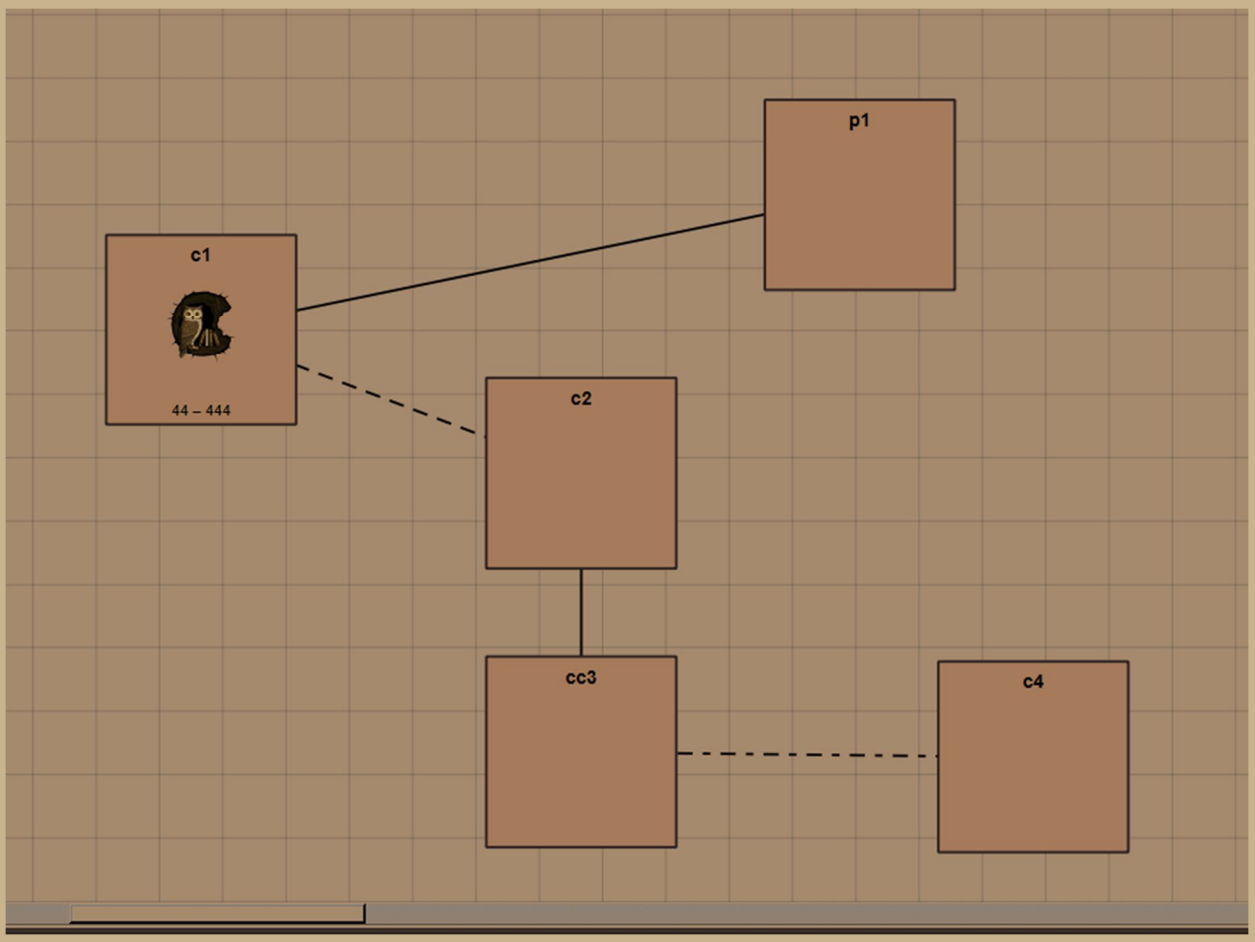
This module lets user build relations trees. The module itself has context menu option for adding relation tree. this is a ReTree Miniframe type.

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.

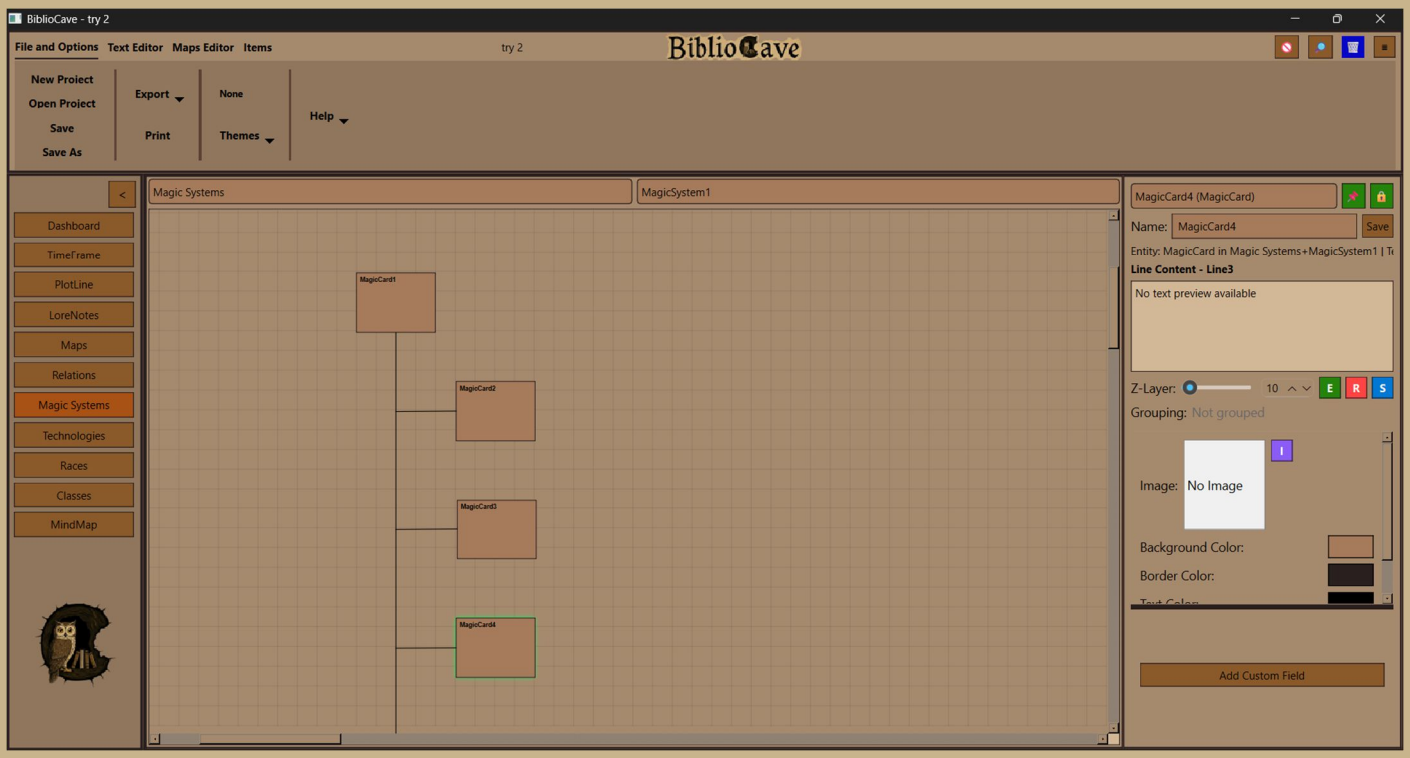
The tree is made of system standard entities (arrows), this makes it fully customable. User can change visuality, move, add manually add notes, etc.

The automation runs recursively until no more connections available.

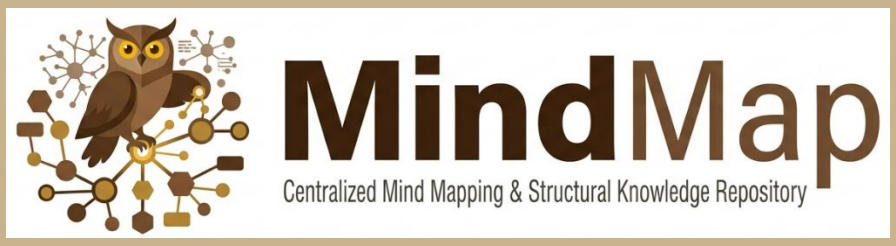
4.7 Magic Systems, Technologies, Races, Classes

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

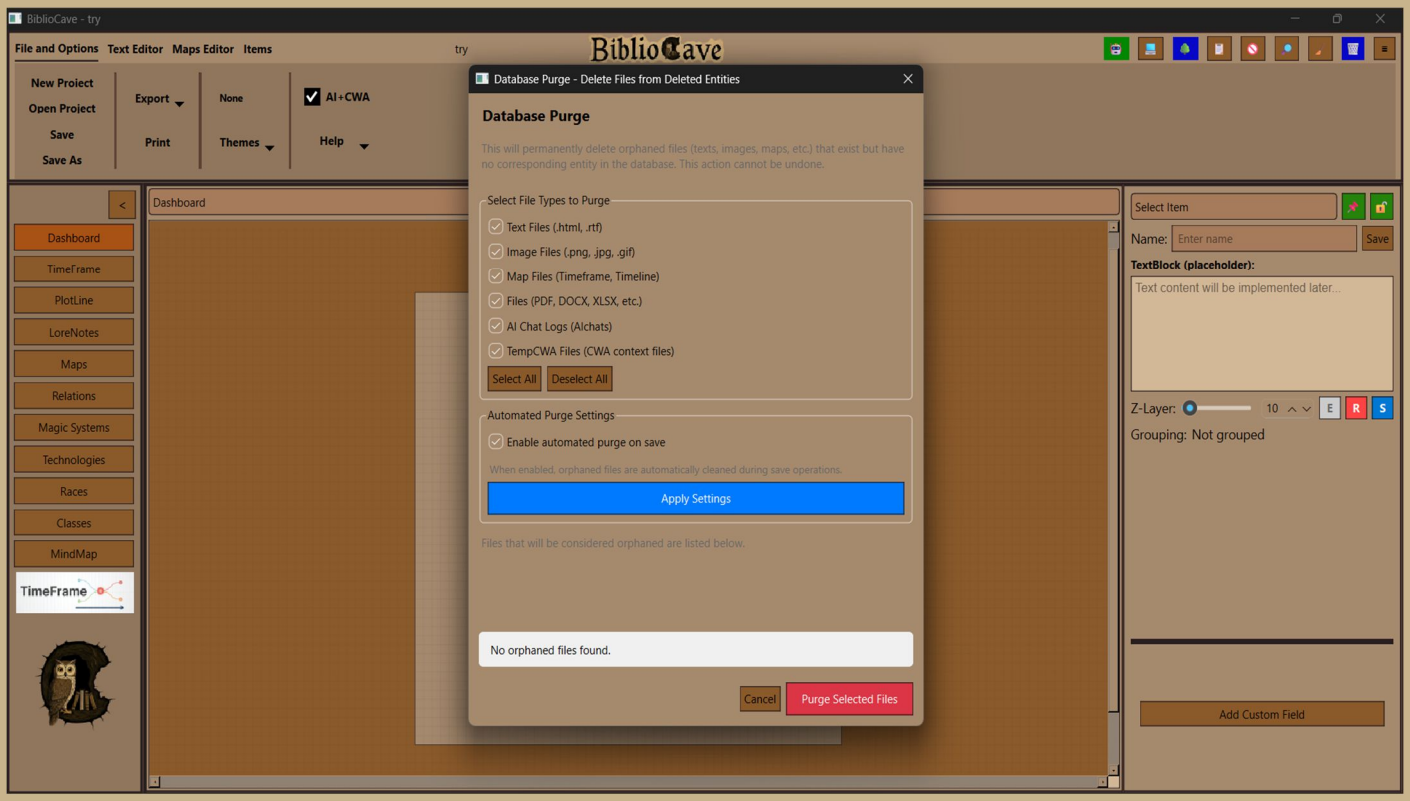


MindMap Module is just a huge CorkBoard user can use to mind-map and brainstorm using the standard tools

Chapter 5: AI Agent, 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.



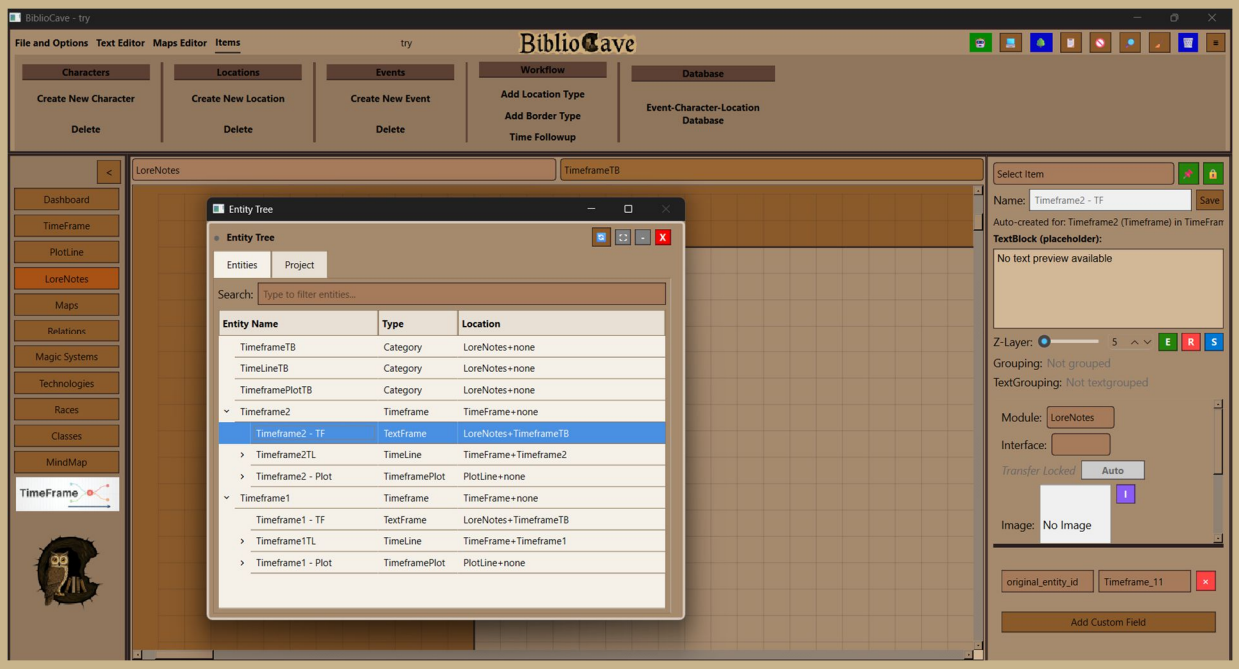
5.2 Trees

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

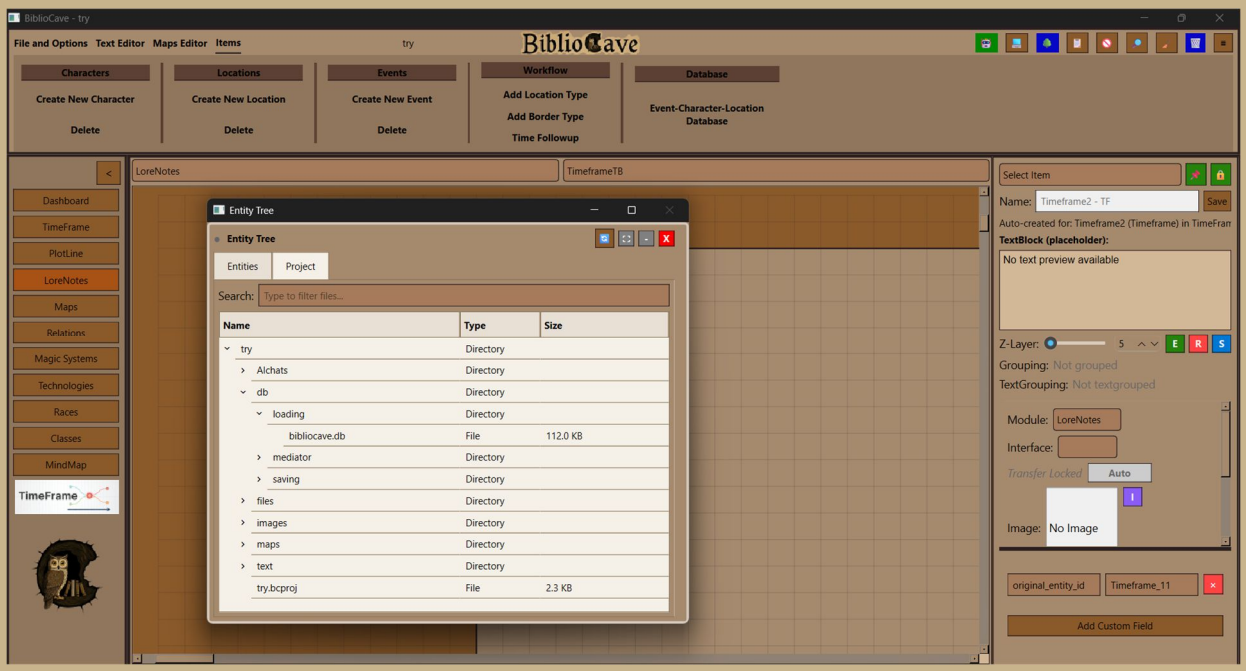
5.2.1 Entities

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.



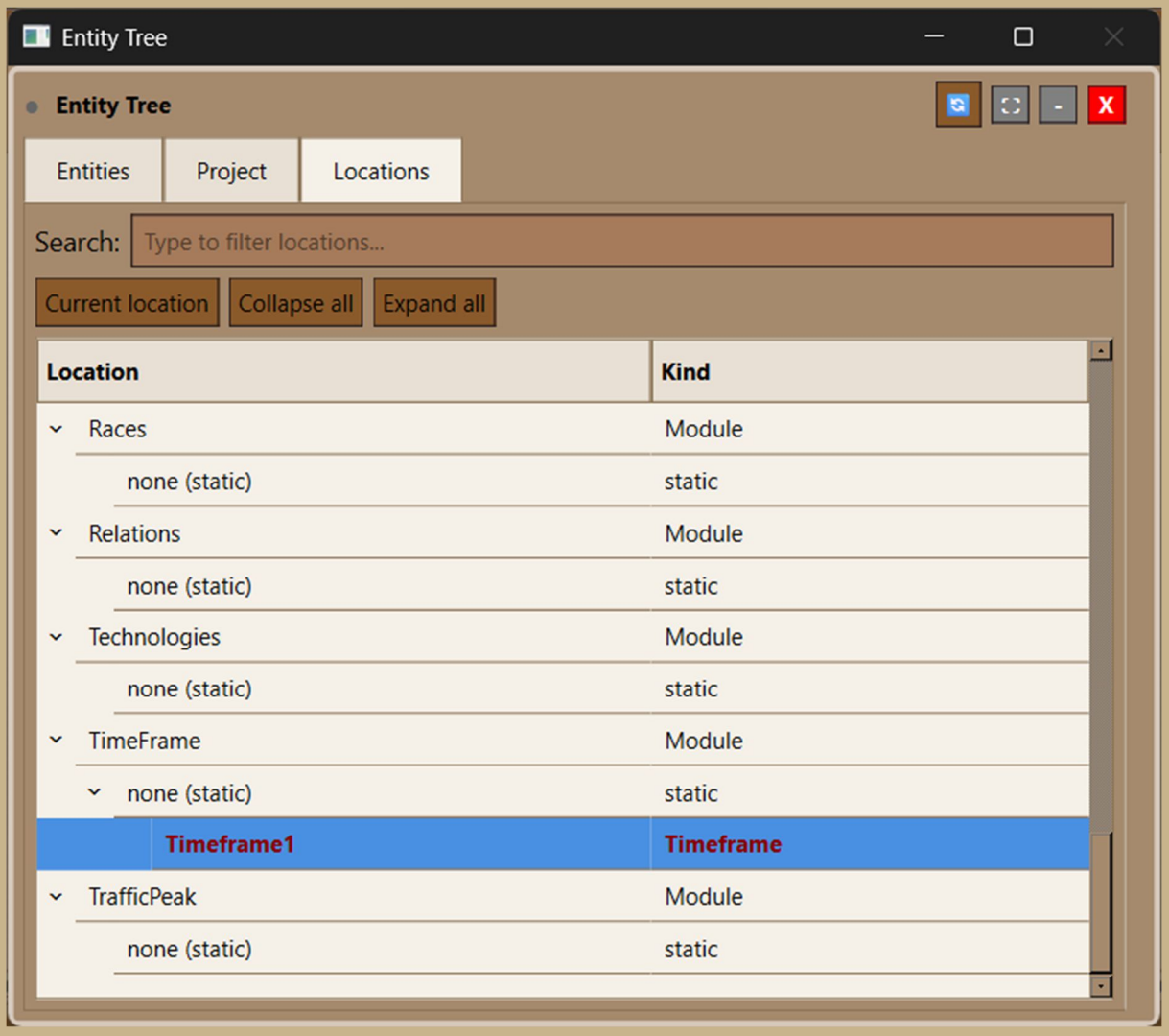
5.2.2 Project

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.



5.2.3 Locations

This is extremely important feature. This is the navigation tool in BiblioCave. The program grew and there can be many entities within entities. Some interfaces allow endless depth. So this is the tool preventing you form get lost, find all your data, and travel quickly to locations in the project. None (static) is the module itself.

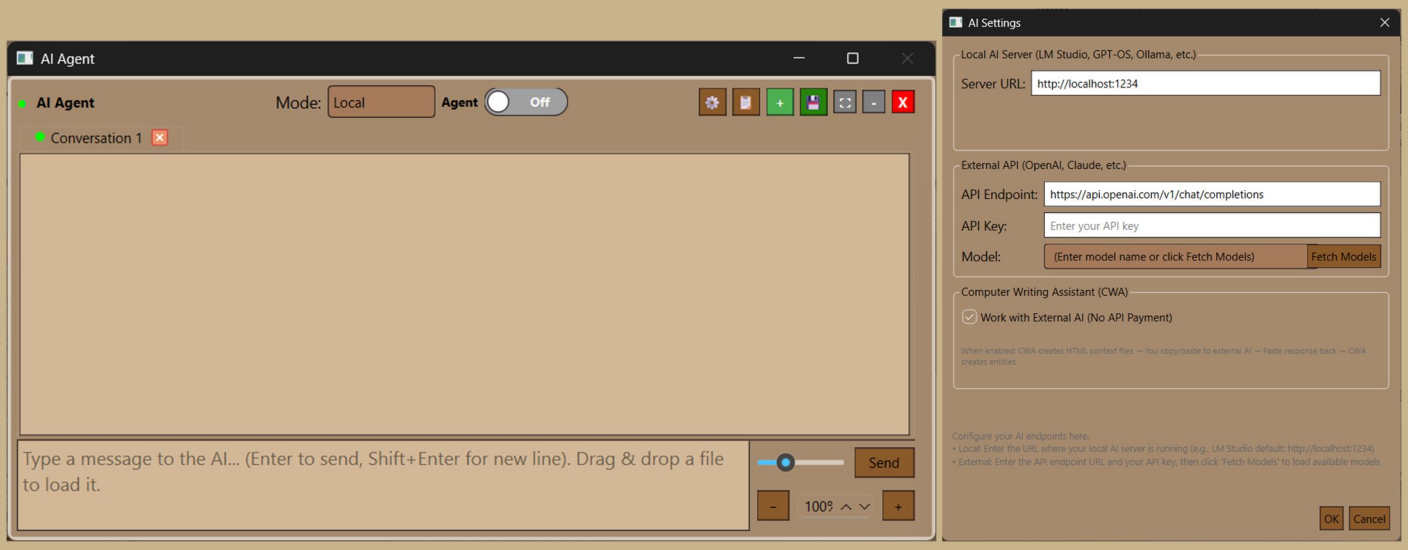


5.3 AI Agent

AI in BiblioCave is a major feature. The interface has the regular chat window, where user 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 you will 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.



In BiblioCave the AI chat can operate tools, thus making it semi-agent. The list of tools is opened by the button next to the settings gear. The action pannel (list of tools) contains several tabs. Each tool is explained in the list itself. Most tools can be operated manually (using AI engine) but creating entities tools are not. Those are single operations, that the agent engine knows to run in loop on user request. So pay attention to ask AI to create foem list of charaters, for example, so it run in loop.

The unique usage is for reverse engineering. The scheme is written in last tab. The operations in steps is in Reverse engineering tab. This is used to break a plot into characters, locations, events – make them real entities in the system, and reconstruct the Timeframe of the plot. By doing so user can save time for Fan-doms, for example, mapping characters for relations trees etc.

Pay attention – this is not bulletproof, and requires user supervision.

You will find several buttons for two stage uploading to AI. This allow taking any file or text and create NoteToAI entity – a chunked txt rdy to upload.

User can find the chunked files as real files that are not deleted (unlike any txt chunks that are temp as long as txt is opend) and can be manually uploaded to any AI (not just paid API) – this mechanism can be used for general purpose and not just plot related analysis.

5.4 Computer Writing Assistant (CWA)

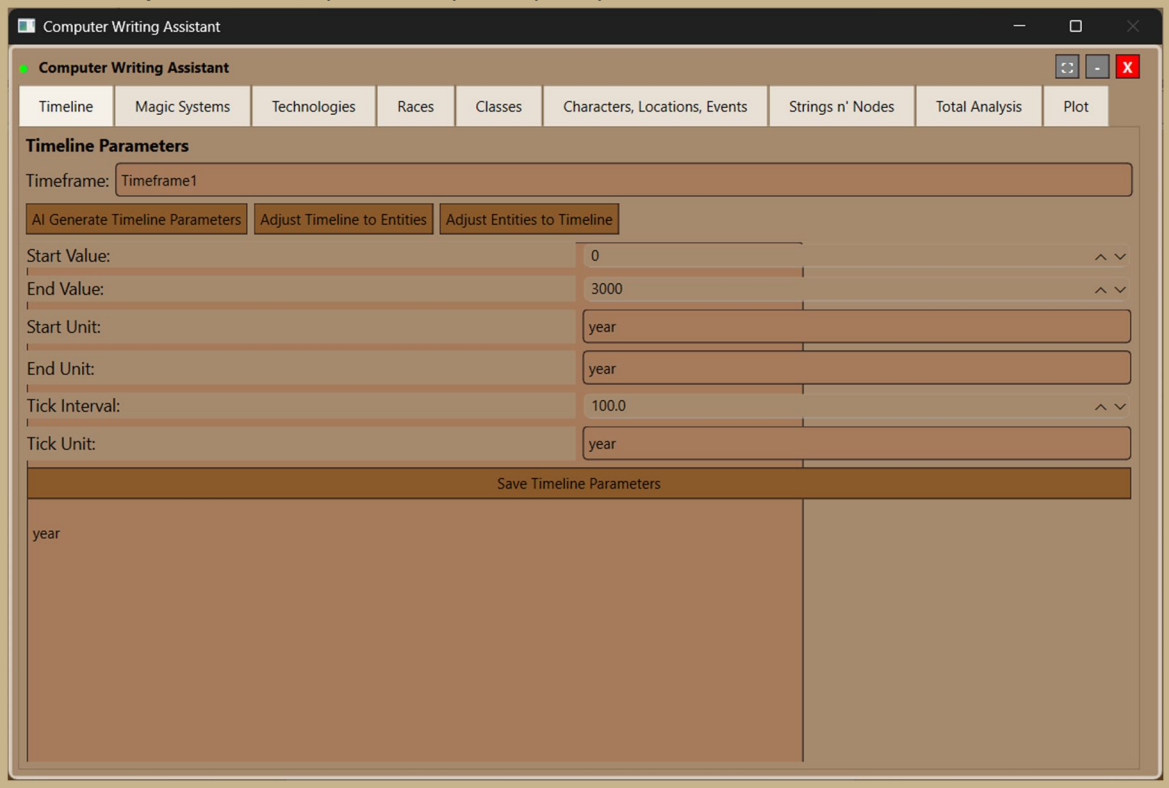
This module is unique to BiblioCave. This solves the AI problem of inconsistency when creating plots. The TimeFrame model with the CWA is what makes it possible – context and structure awareness.

What can this module do?

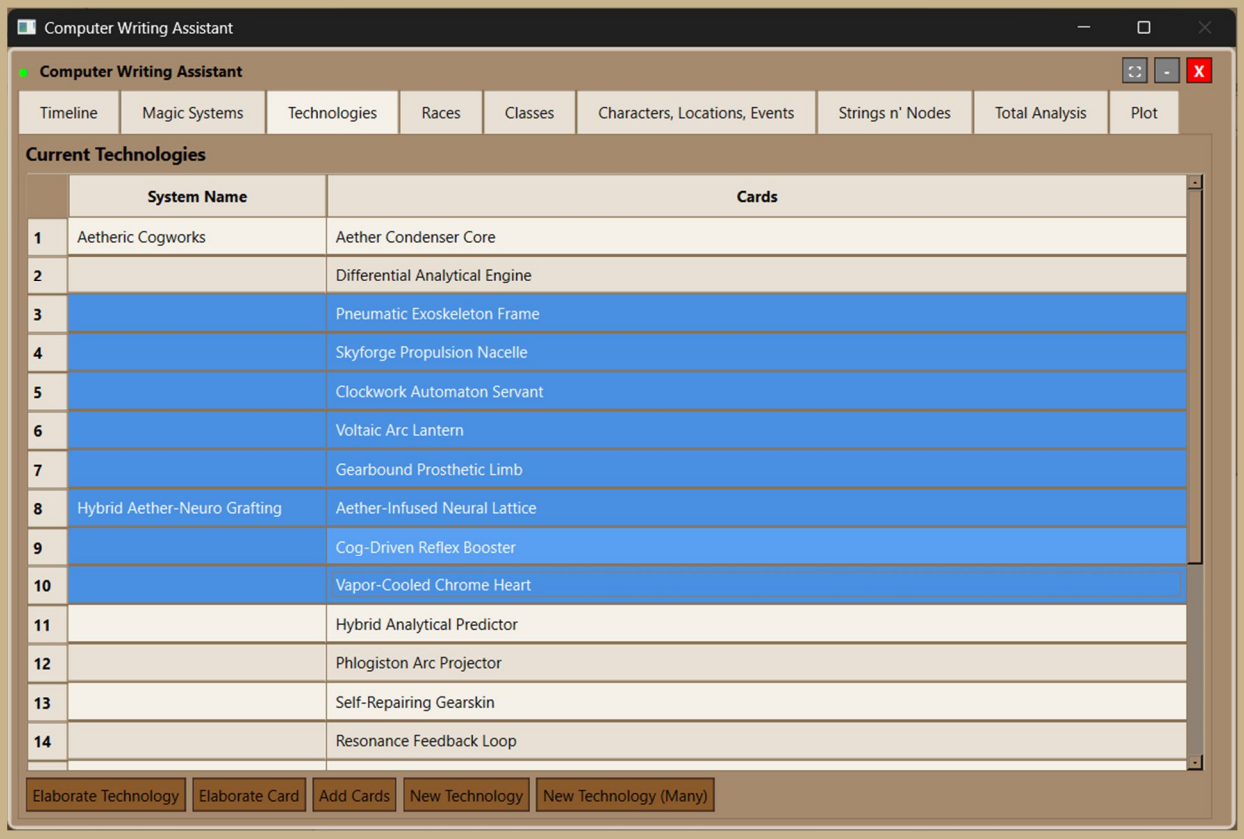
- Use as QA for plot (finding holes, missing data, misplacement of characters and events) and report for user to fix manually or automatically, it can easily set Time index to nodes.
- create world building data, characters, events, locations.
- Create plot segments and metadata (Lore)
- Elaborate plot 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.

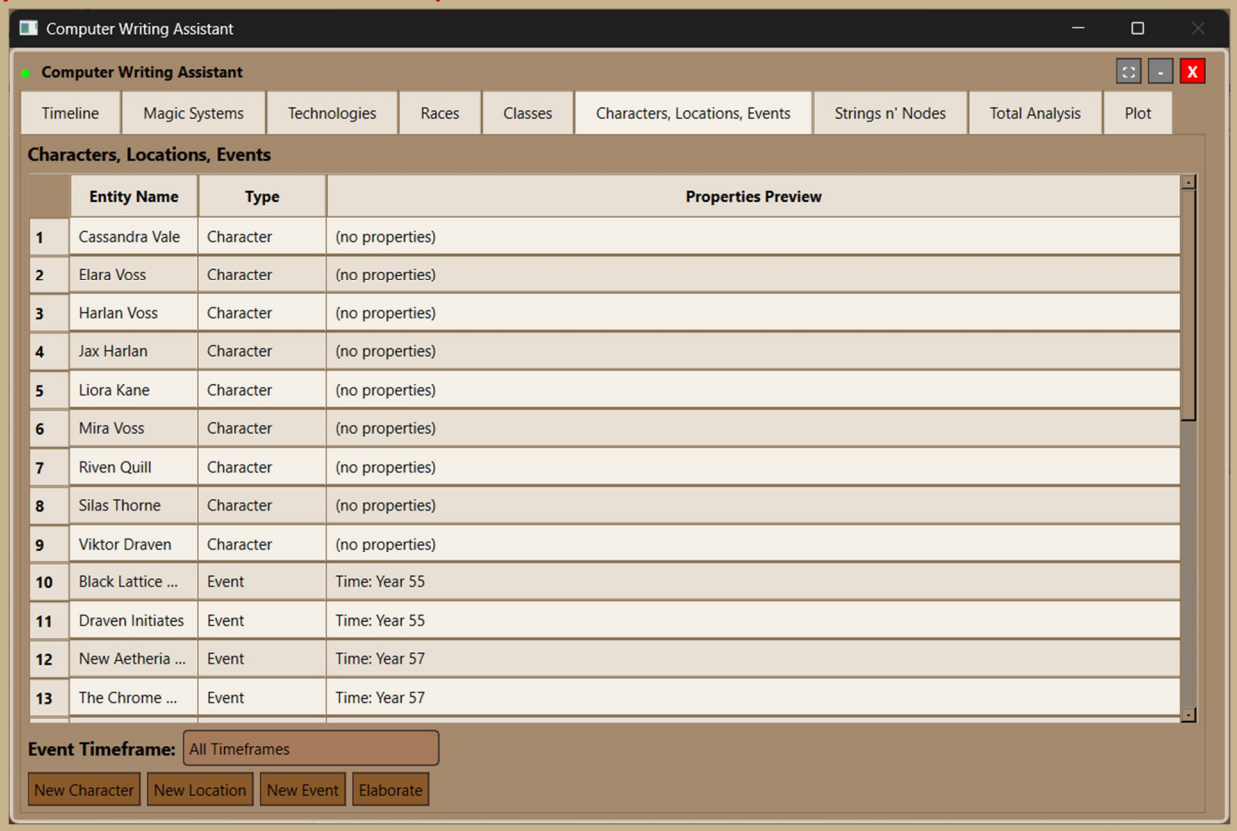
1. Create a **Timeframe** (this is a must for timeframe specific operations. Not for world building)
2. Set the **TimeLine parameters** (if you already have plot, you can ask the AI to fit the TimeLine to it)



   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).
   In case you hate AI - this stage does not have to involve AI
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.

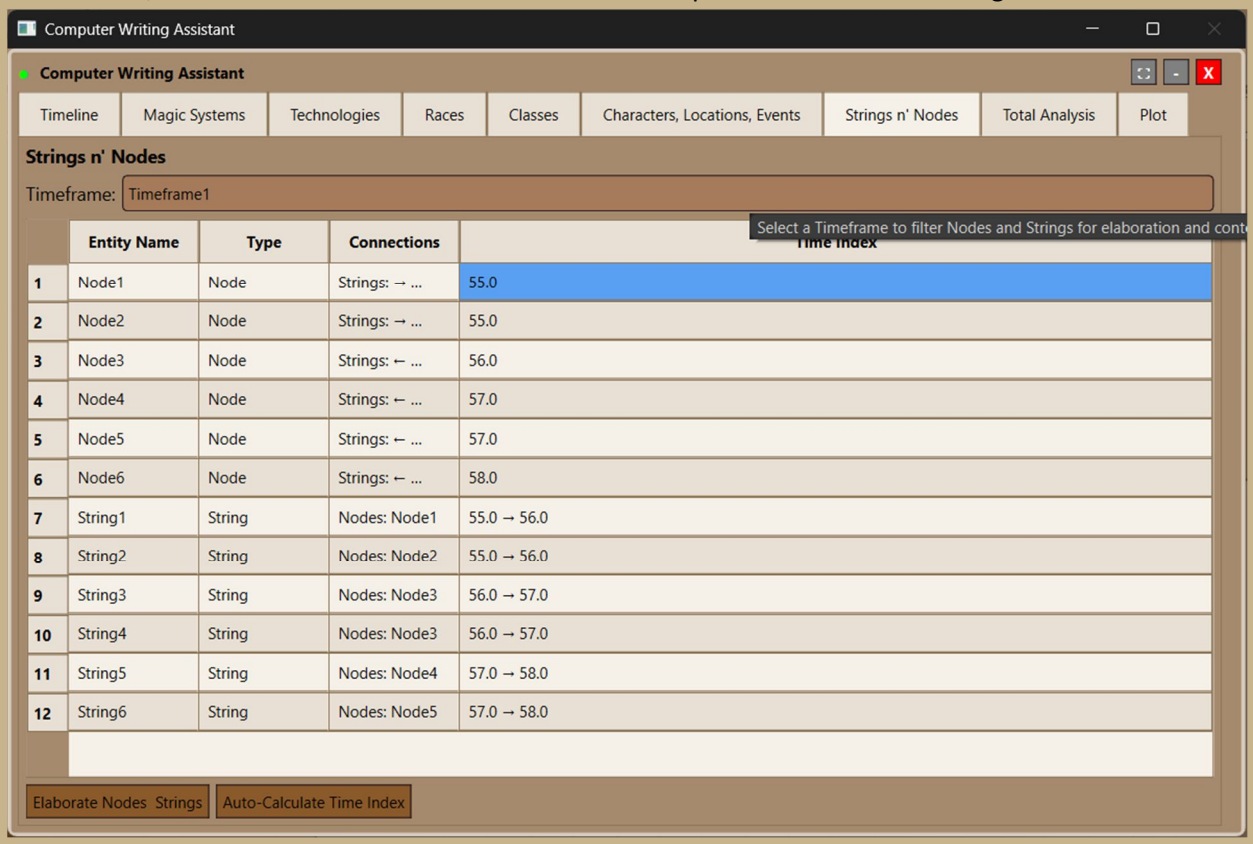


4. The next tab is **character, locations and events**
   Here you can elaborate description of existing or create new entities. Once again, the system might create more than you need. Delete the redundant and make sure the details are correct (later this audit may be done using automation, however human supervision is always recommended to avoid AI hallucinations and general errors).
   Pay attention – Events are related to specific Timeframe, unlike Locations or Characters.

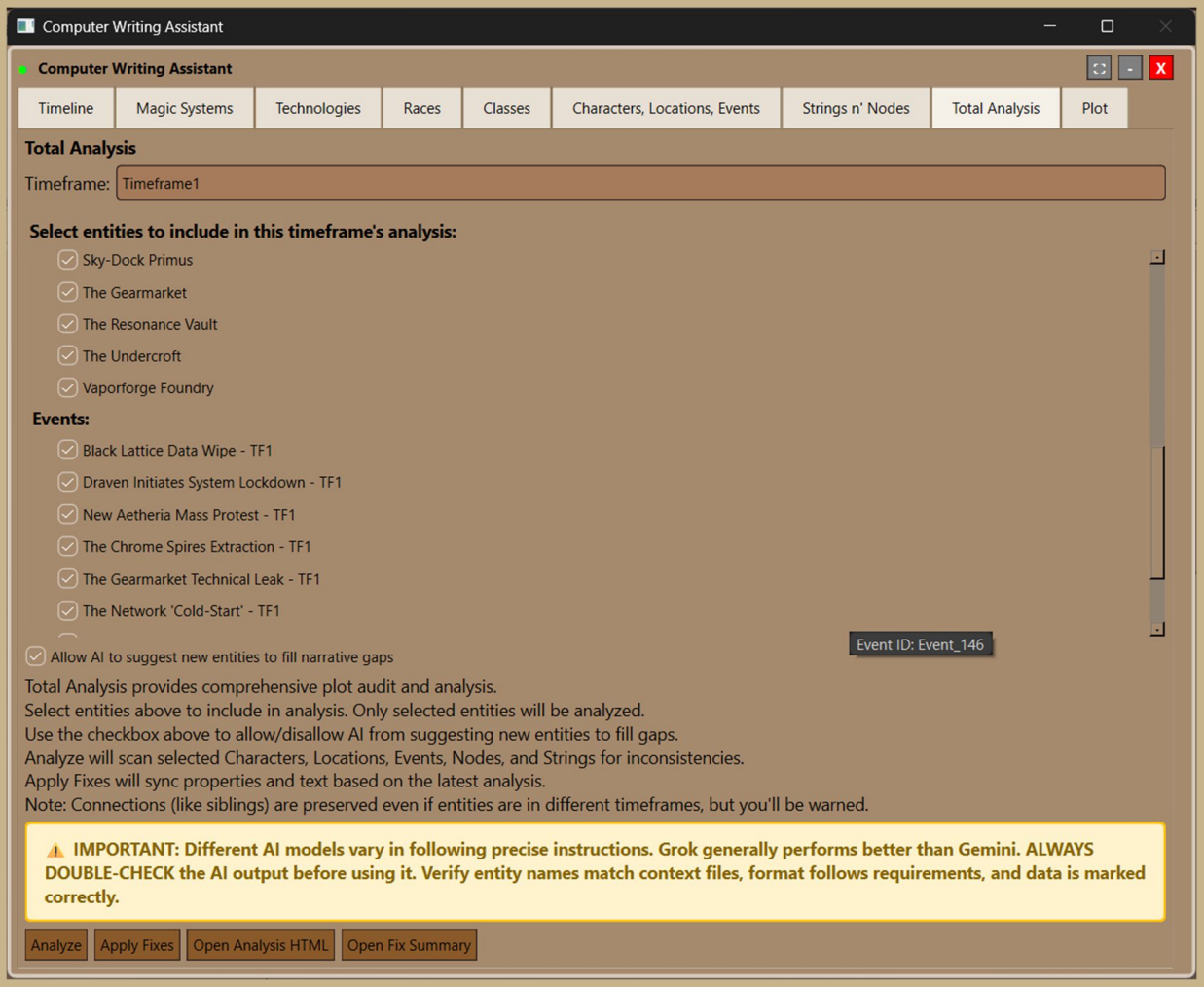


All buttons lead to similar system to AI interface of producing prompt files, directly or dragging to external AI, and pasting AI answer for processing by system.

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.
   Upon pasting AI's output into the system, it creates a temp HTML and TXT files that can be seen using Open Analysis HTML\TXT 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 file. It will produce a summary post fix TXT\HTML file (accessible same as the analysis file) and viewed by "Open Fix Summary".

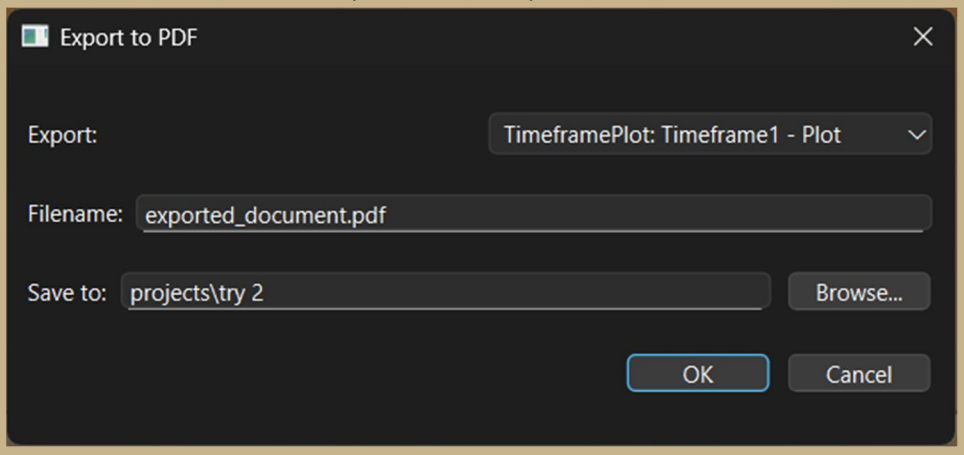

Computer Writing Assistant
Computer Writing Assistant
Timeline
Magic Systems
Technologies
Races
Classes
Characters, Locations, Events
Strings n' Nodes
Total Analysis
Plot
Total Analysis
Timeframe:
Timeframe1
Select entities to include in this timeframe's analysis:
Sky-Dock Primus
The Gearmarket
The Resonance 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

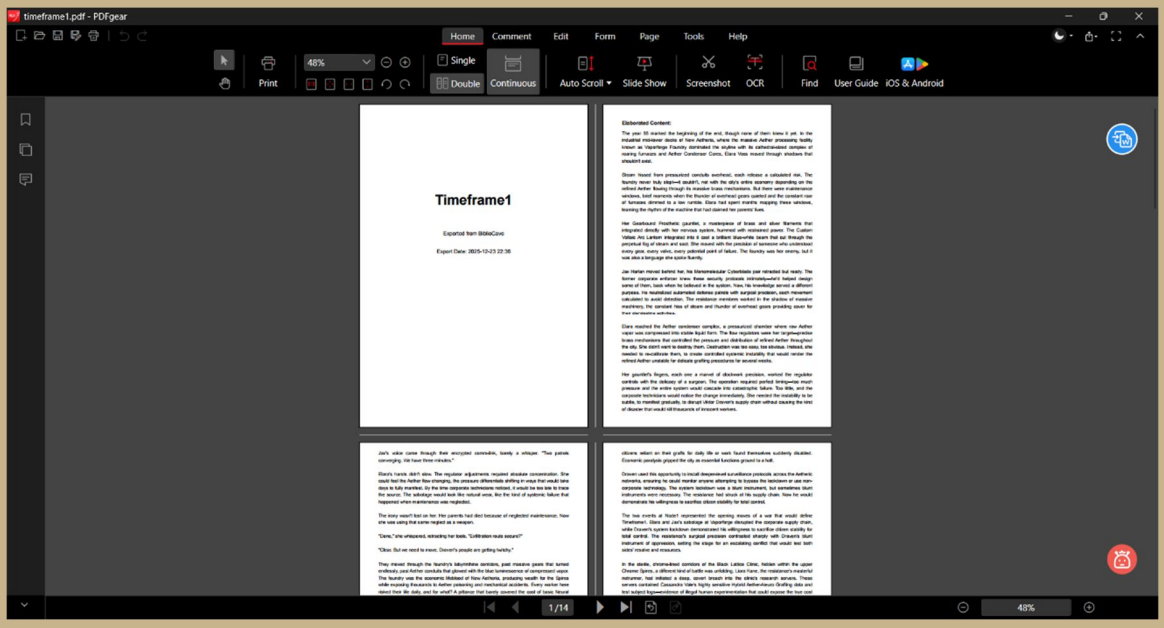
7. **Plot** is the last tab. Here user selects Timeframe and reordering the plot by dragging items (later to be edited into chapters).
   User can add Act separators to make the plot better organized. The lines can be dragged and dropped on demand, added and removed.

   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 TXT, the text property.

   User can also just use this as automation to collect manually written plot in nodes and strings, into one text, instead of copy pasting manually. The text will be placed in the TXT of the TimeframePlot entity, adjoint to the Timeframe.

8. **Exporting** the Timeframe's text to txt, 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.





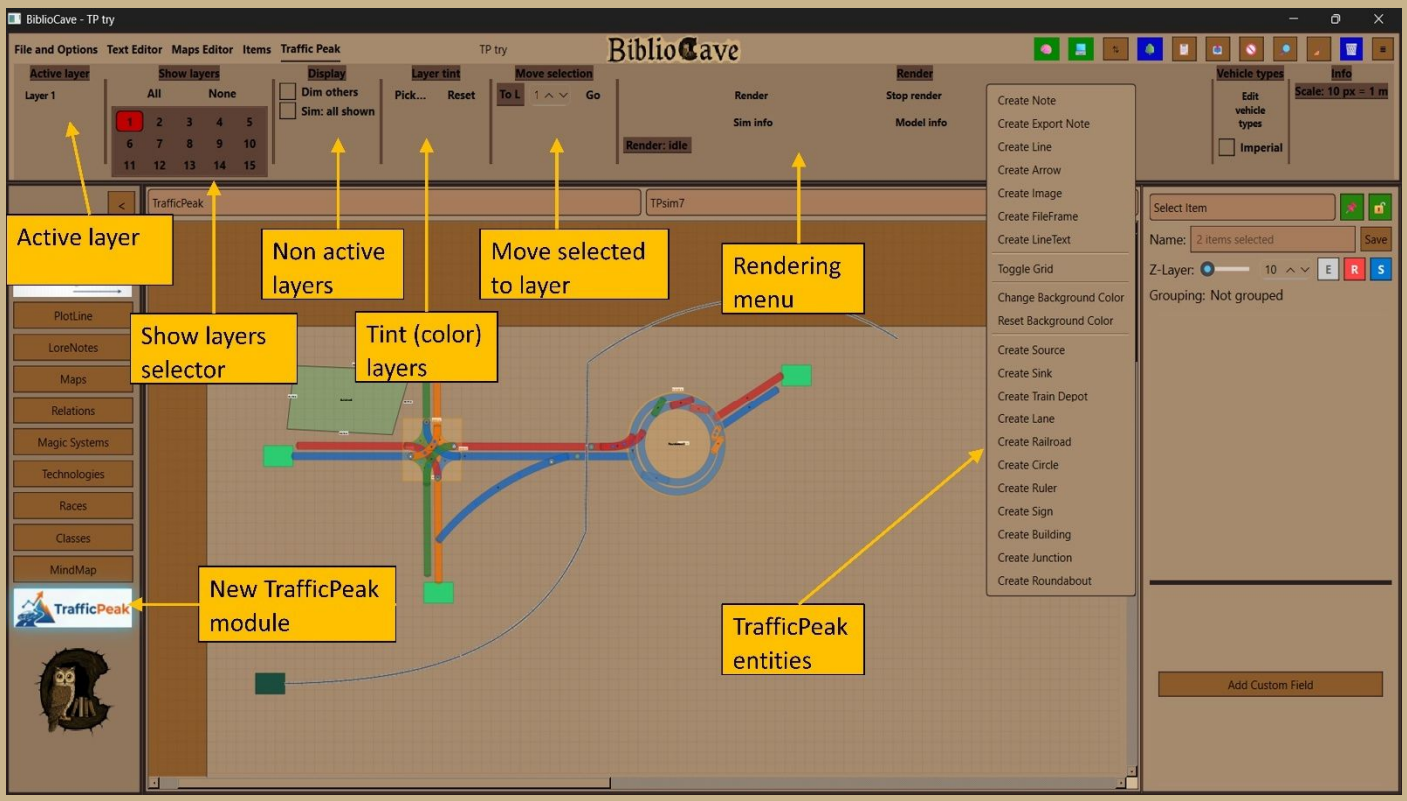
9. Last stage is running **iterations** of required stages, manually editing, or perfecting the prose and story, deepening the world building etc. Your story, your rules.

Chapter 6: TrafficPeak

6.1 What is TrafficPeak

TrafficPeak is a module, utilizing the 2D object-oriented engine of BiblioCave, utilizing its database structure (based on real files).

This module is a traffic micro-sim simulator. Unlike many other simulators, TrafficPeak does not require heavy setup and coding. In this module, as in others, user have a miniframe (TPsim) that opens an interface. In the interface the user can build and test different architectures for traffic elements, such as junctions, roundabouts, interchanges, etc.



This module has special ribbon options, and special entities to place.

Lanes are connected and formed, circles, and railways. User should build junctions and roundabout manually, and define them as zones (build the circles and lanes, and cover them with junction or roundabout entities), adding signs.

TrafficPeak is unique it the way it is not seeking for perfect behavior of sims, but allow, by design, chaos and more humanly behavior.

TrafficPeak is not a standard traffic engineering tool, but is designed to fast build and test architectures, and local behavior. It is not flow simulator for big nets, buts traffic jam simulator for local architectures.

6.2 Features

6.2.1 Sim behavior

Unlike many other traffic simulators, TrafficPeak design to have far from perfect sim behavior – sims have random speed, reaction time, individual decision making per sim - rather than collective follow the leader behavior. This is more a jam simulator than a flow simulator, designed to make traffic jams.

Individual brain, rather than "follow the leader" or IDM, is a big difference form standard tool.

6.2.2 Layers

TrafficPeak allow user to build in up to 15 layers, with ability to move selected items between layers, connecting them by making lanes into ramps, and display the layers in many ways (color tinting, blurring).

Layard structure allow the user to lay subways under roads, for example, and highway over-passes.

6.2.3 Parameters

User can change the model parameters, and customize many features, globally and locally, such as lane width, lane speed, sim dimensions, etc.

6.2.4 Elements

TrafficPeak allow the user to manually build the scenarios to test and compare, using several elements:

1. Lane, railroad – the basic road element
2. Circle – same as lane but for roundabouts. Building concentric circles connected by short lanes makes multi lane roundabout
3. Source, Train depot – origin for sims
4. Sink – not a must, absorbs sims (sims disappear on end of the road as well)
5. Zones – Junction and Roundabout – encompassing area with zone entity allow crossing lanes to recognize each other and make signs connected (crossing gates) and apply yielding rules
6. Sign – bring order to chaos by placing signs on lanes (traffic light, stop, yield, crossing gate)
7. Building – a visual entity to make the scenario more real
8. Ruller – measuring distances

6.2.5 Rendering, Data, View, Export

After building the scenario, user should render. When rendering is ended, real files are created in database. User can analyze the exported data in the excel file, watch the automated MP4 video (mainly for showing to others), or load the *.tpsim file to the viewer – for full visual simulation analysis (panning, zooming…)

6.3 Who is it for?

This module, this traffic architecture, jam simulator is for:

1. Hobbyists who love traffic simulators.
2. Researchers who seek for architecture innovations, and looking for researching tool or proof of concept tool.
3. Engineers who need a quick setup test or proof of concept test, and show of to the boss

6.4 Known issues

TrafficPeak is far from perfect, but it is good enough without real alternative of this sort. Saying that, it has few issues derived from its architecture:

1. The rear bumper will "jump" from lane to lane. This is derived from the "bifocal" structure of the individual sim rod, defined by front bumper, rear bumper and a solid rod in between.
2. Sometimes, under chaos, sims might pileup or ghost through each other. This is derived by the fact that although they look 2D, sims are actually 1D. and sometimes it caused by the fact that they are not really solid

ridged items but made of front and rear bumper, and sims react to front – this will happen mainly on merging lanes.

6.5 How to and What to?

The basic mechanism of building is laying lanes (as linear items), curve them, and connect them. Cirles are basicly lanes.

In the properties of each item, you can find the micro management and options, such as speed limit.

Lanes can become ramps to other layers, the end part is treated as next layer part.

You should place signs and select their type when lanes interact with each other.

Lanes interact with each other only when are snapped, this is why when making circles or crossing lanes – need to add roundabout and junction entities to let them know what they are and interact.

Crossing lanes in junction will not make 90 degrees turn. You have to build the turn using lane connecting the crossing lanes. Crossing awareness by junction entity is for yielding and avoid crushes.

The rest is best learnt by testing the properties and the different ribbon buttons, and just building stuff.

Building entity is for making the scene more real, you can build full streets for simulation.

Source entity generate sims, same sim same time to all attached lanes.

Sink is not a must, but helps making order.

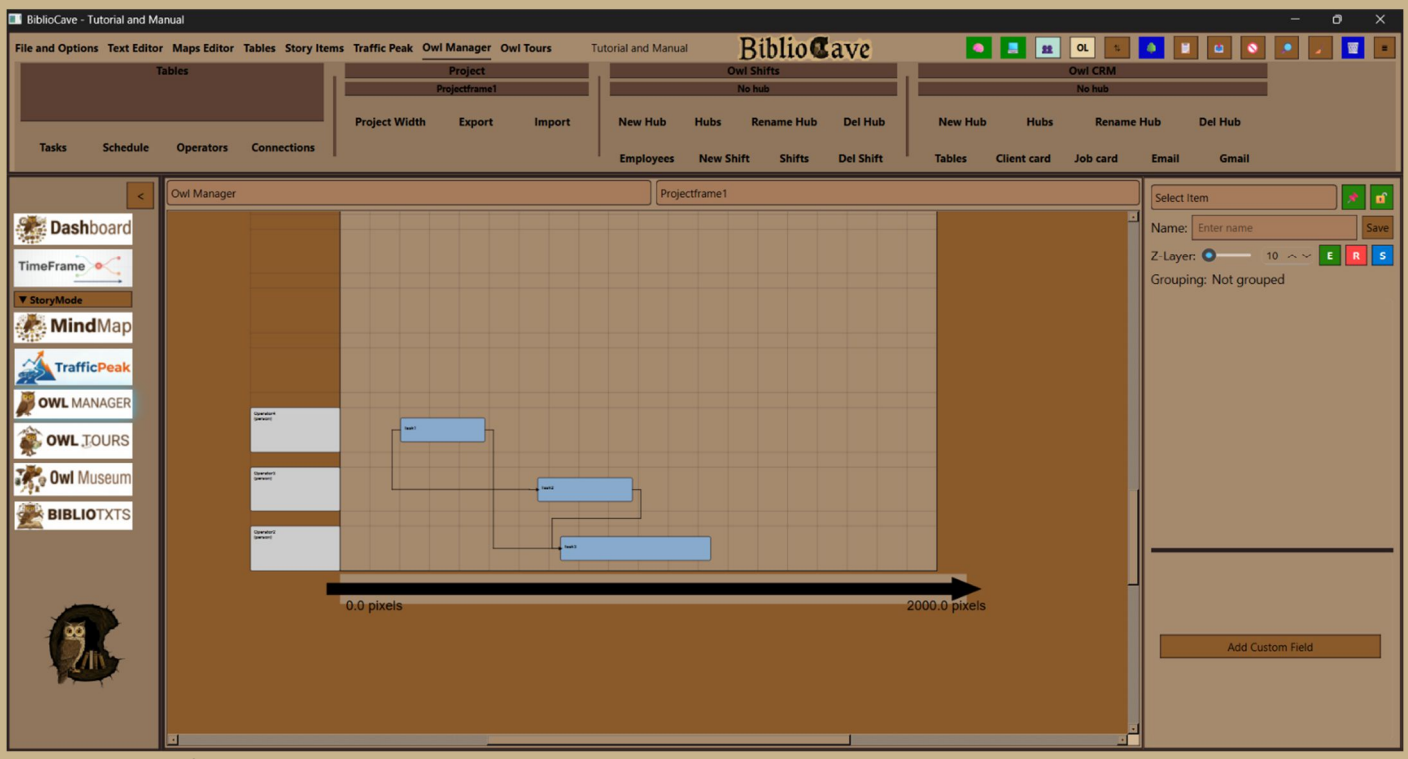
Train Depot is train's source.

Chapter 7: Owl Modules

7.1 Owl Manager

This module is designed for project managing. The main tool it the Gantt chart.

Operator entity can be used as resource, has specific slot on the left. Each operator has a raw. Tasks occupy rows and connections show dependencies between tasks. Properties, visuals, and table are reciprocal and user can build it as pleased. User can articulate connection as pleased or let the automation do the job.

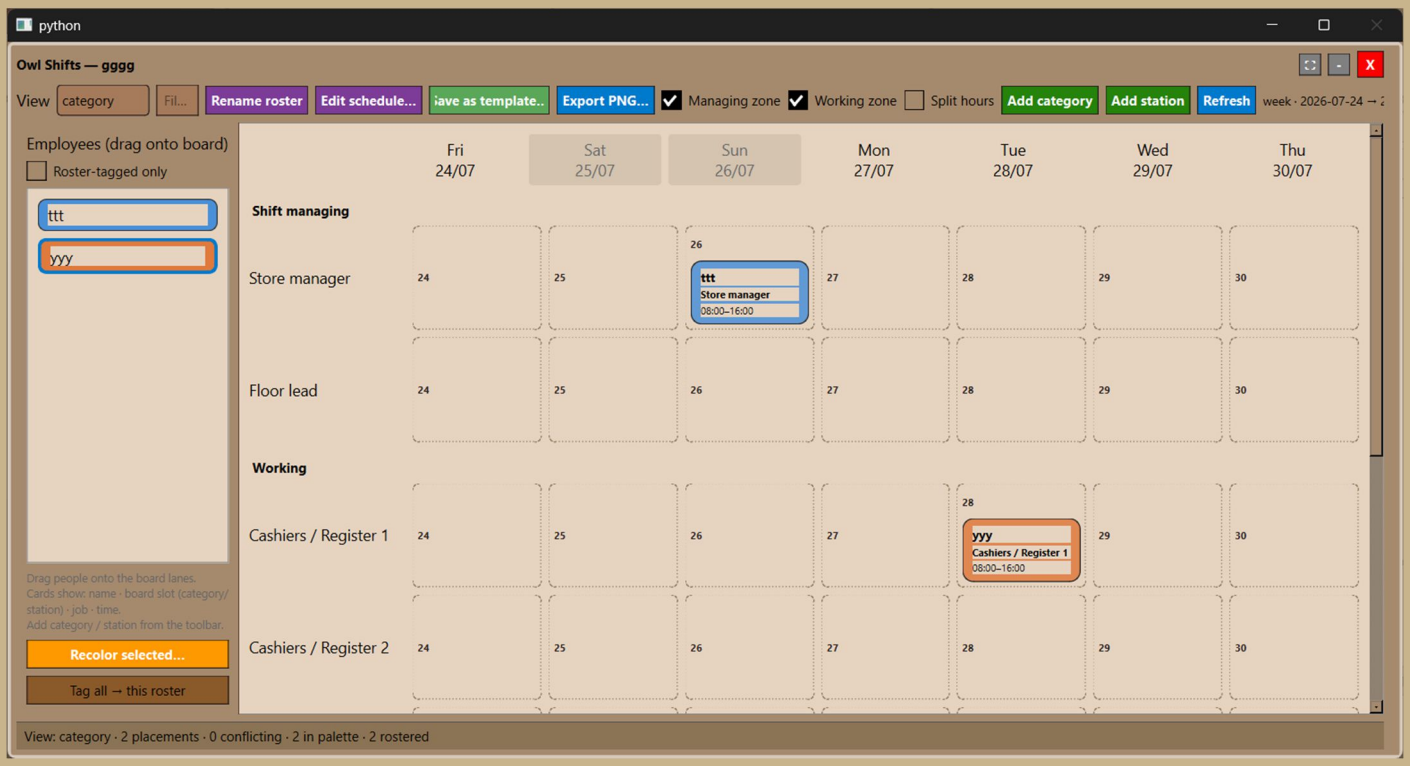


An important feature is exporting to xml, and importing. That allows corresponding with MS Project. Using with manual Table entity (that can be exported to Excell) makes it a really usable project managing module.

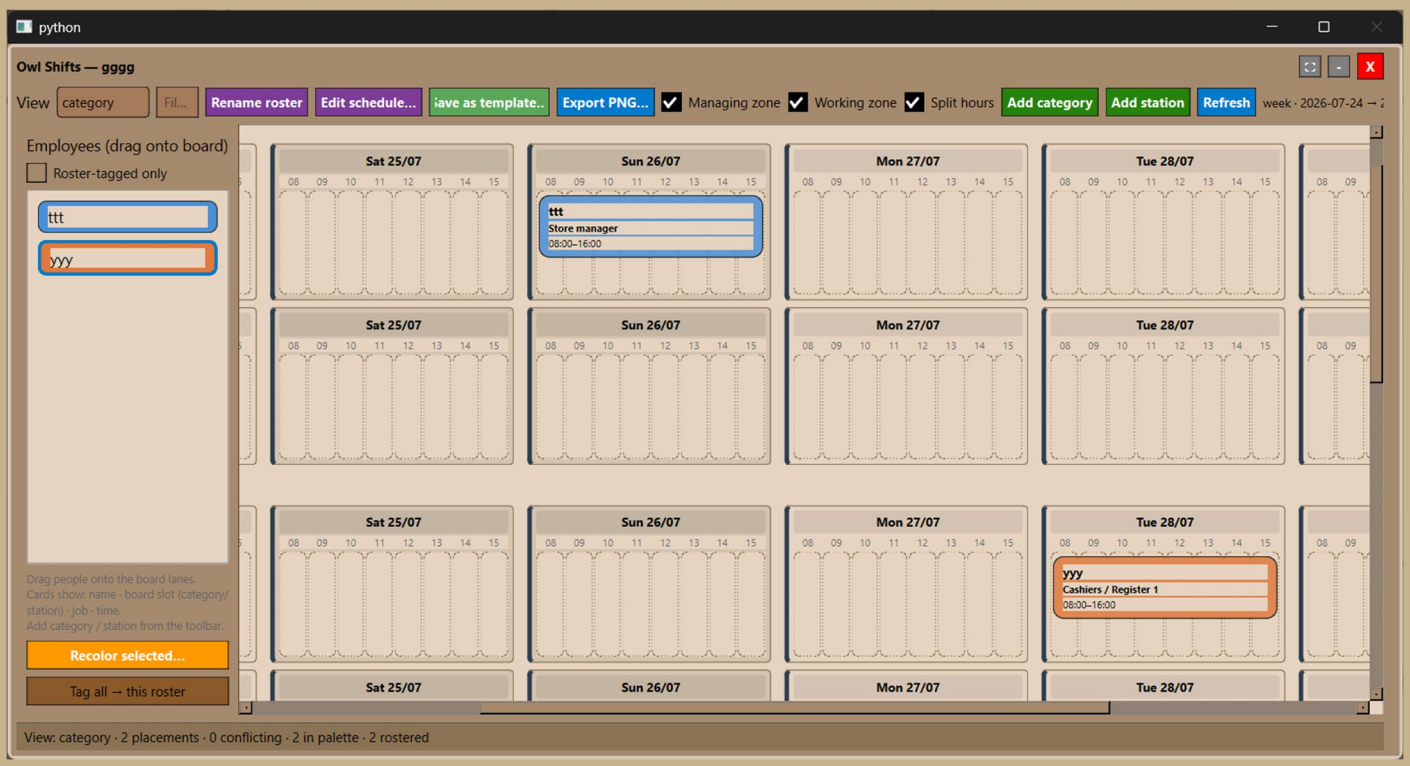
7.2 Owl Shifts

This part of the Owl Projects is design to manage shifts. You can start with a template or make your own shifts and structure and organization tree. You manage employees using tables and sub menus, organization tree, and shifts using visual interactive window

7.2.1 Mannin Table

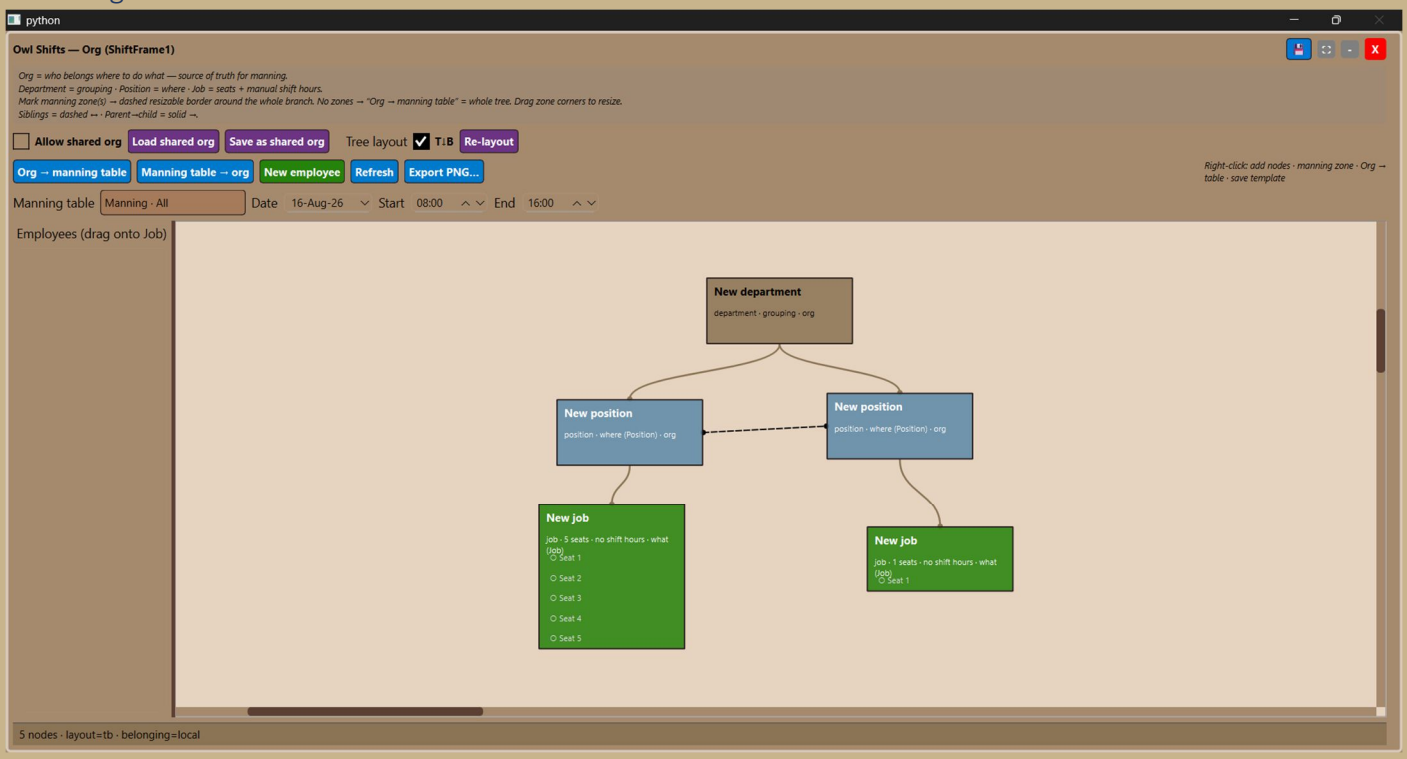


You can even switch to hourly schedule breaking each day to hours



You can export it to PNG file. As always, best way to learn this part is paly with it. You can change the view by category, station, employee and by job. All the definitions are embedded into the tables.

7.2.2 Organization Tree



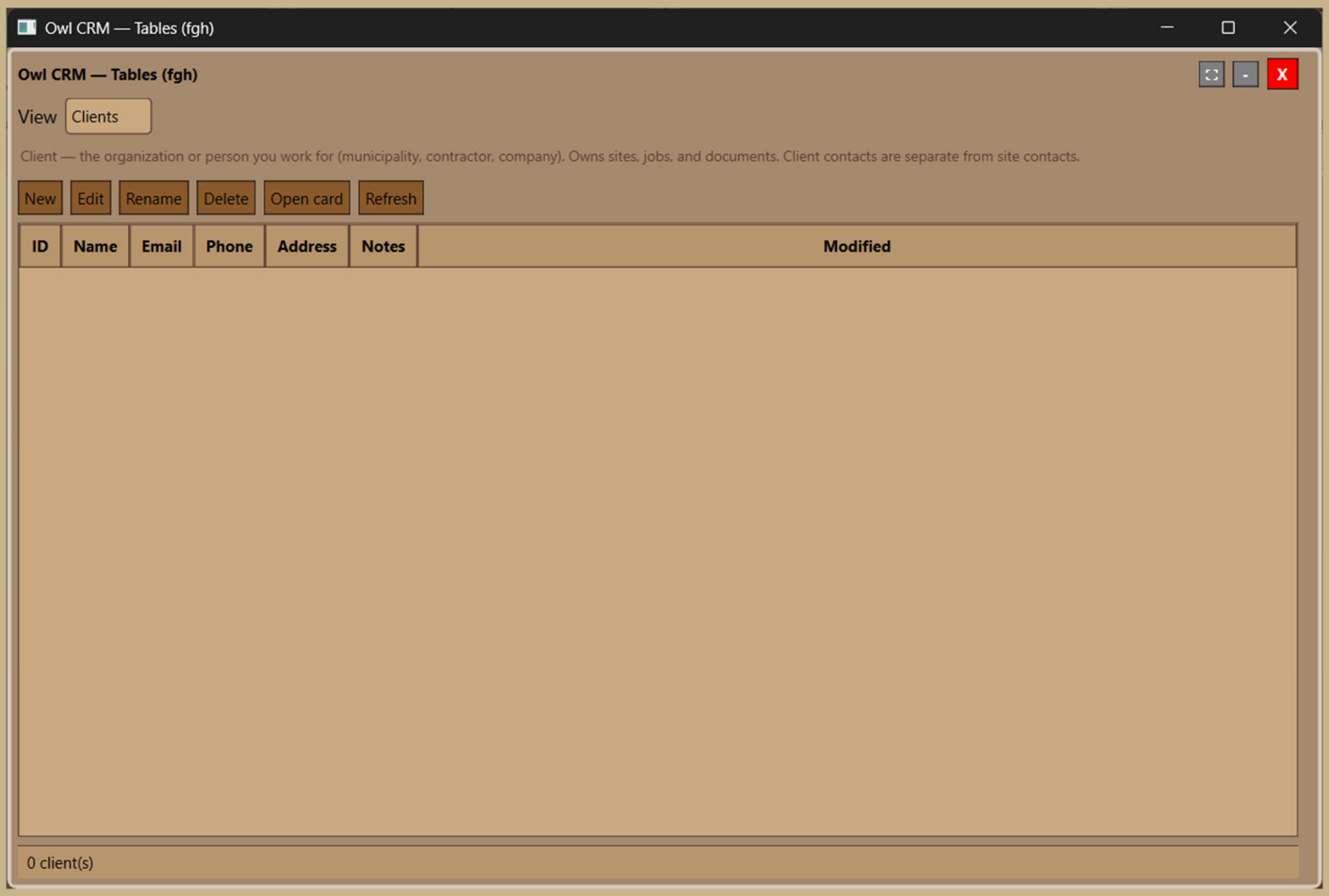
The organization tree is a graphical easy interface to make the shift structure. You can draw the structure, create and add employees, drag them to jobs, make it into shifts structure (Manning table) and connect to calendar, all from this interface window.

7.2.3 OrgGroup

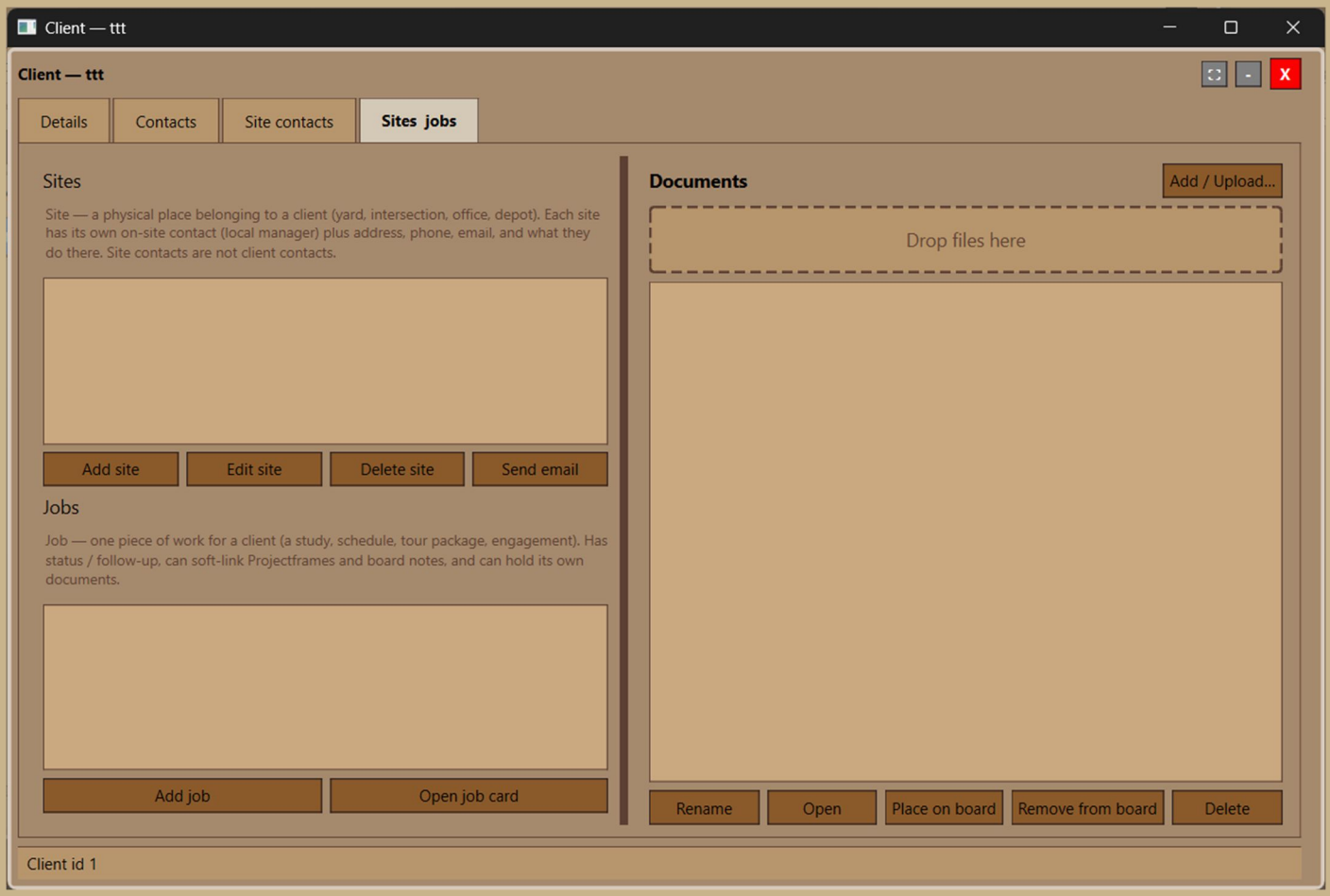
OrgGroup is entity inside the ShiftFrame interface. This entity can be a department, a machine, a whole sub-division of the organization. Double clicking this entity opens its interface where you can free structure and text the data and metadata of the department (the group). In the Organization Tree, you can link the items to those OrgGroups, by this, linking the personnel to man the jobs.

7.3 Owl CRM

CRM module. This allows you managing clients, their sites, that are related to you and the jobs related to them. All in friendly tables windows.
CRM has CRMhub entities, that binds together different elements regarding contacts. A contact can belong to several CRM hubs simultaneously, without duplicating the contact.



You can manage client's information, documents (uploaded as files to the system database)

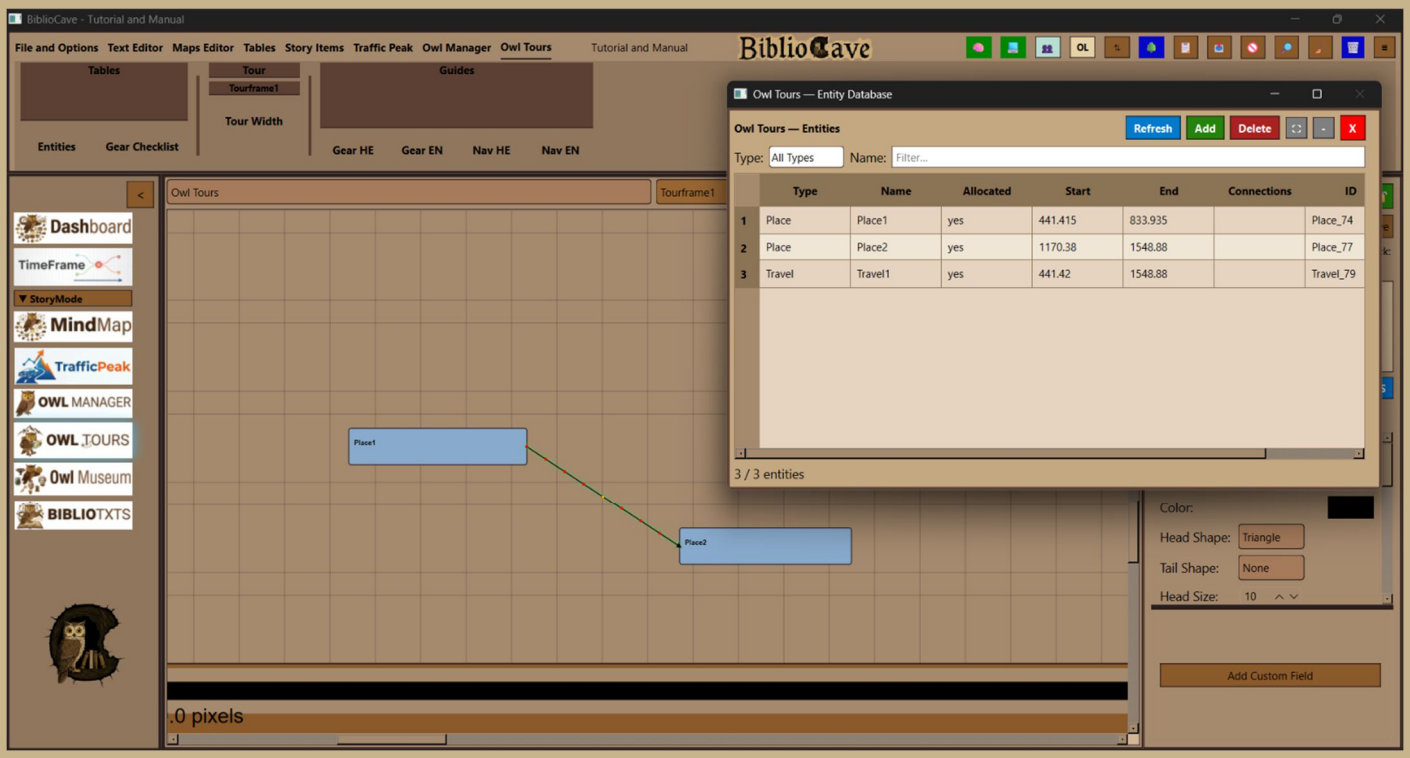


and communicate by email (Gmail connection only), including sending mails to a list of clients and not one by one.

All pretty much direct and easy to learn form playing with the options of BiblioCave.

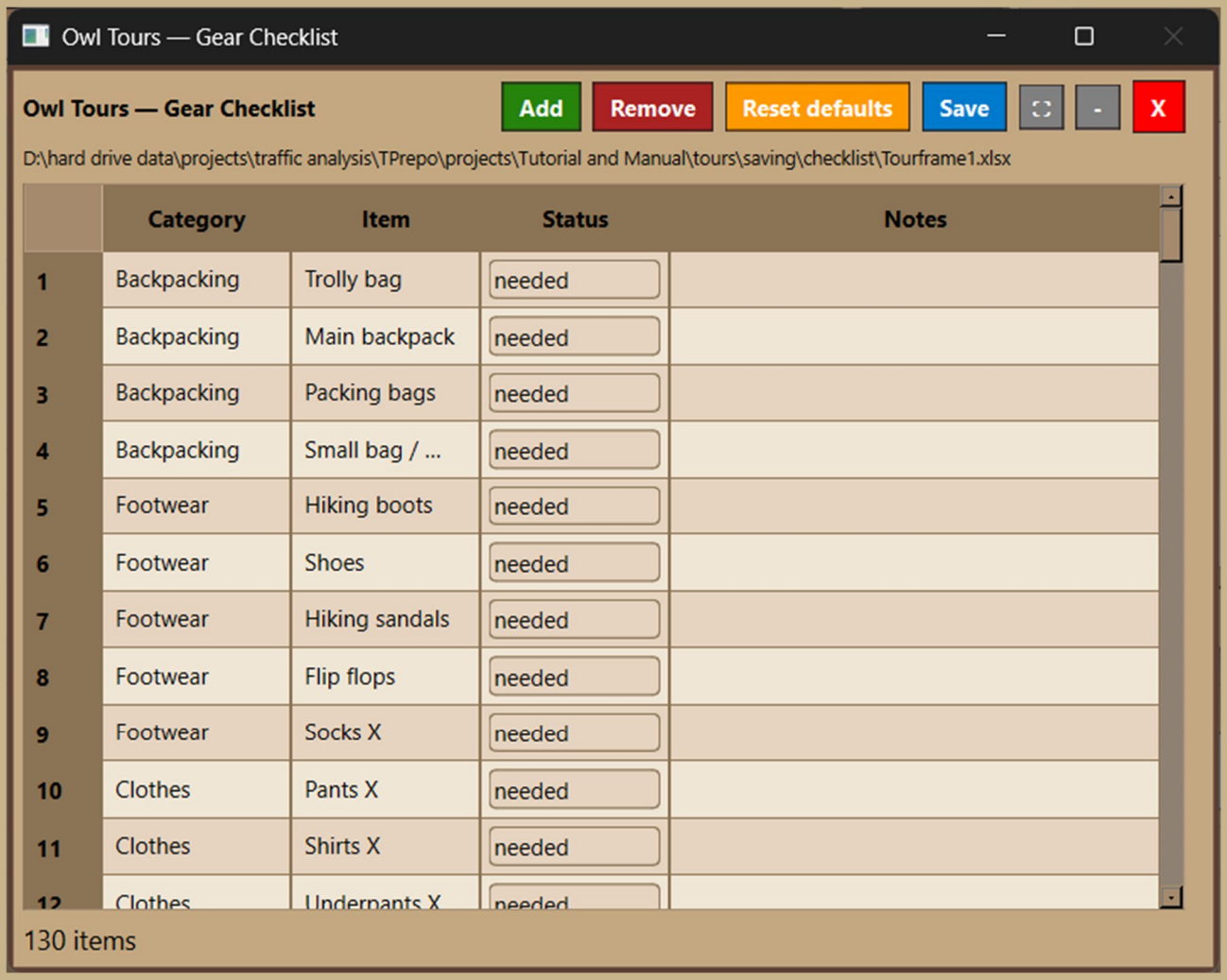
Chapter 8: Owl Tours

Owl Tours is a tour planning module (or retrospective documentation of tours). It is a hybris of TimeFrame and Owl Manager. You can place task like entities (Place) freely as timeframe Nodes, connect them with String like entity Travel.



There is entity table to follow all relevant entities and sync them up, or visually of course (bound to the interface). Place entity is exactly that. Since traveling is all about travel between places, and doing things at travel and places, this is what it is.

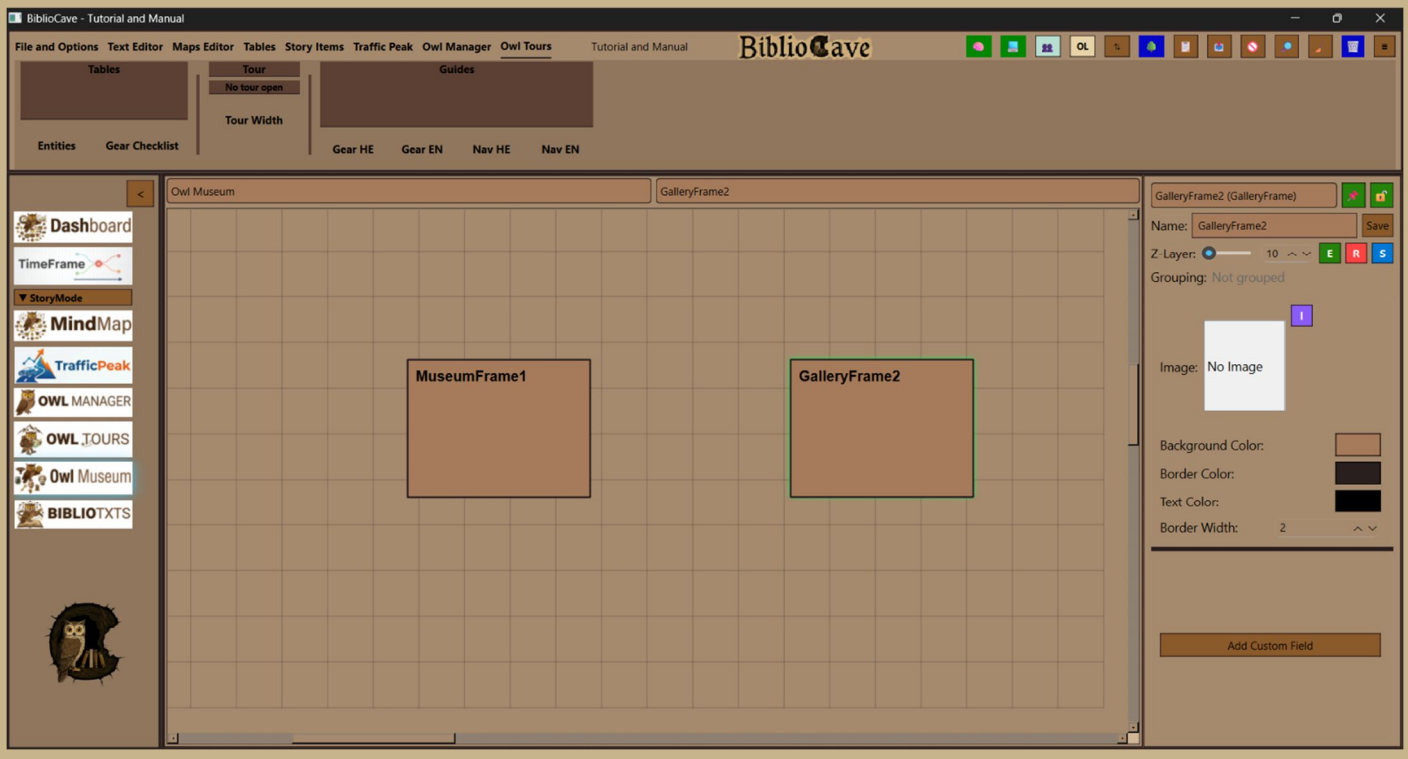
You can find travel gear checklist for planning, map and compass navigation guide and a hiking gear guide.



This module allows user to simply visually plan and retrack trips, however complex they might get.

Chapter 9: Owl Museum

Owl Museum module is just a place for you to present or simulate a gallery layout. You have two MiniFrame entities in this module. MuseumFrame and GalleryFrame.

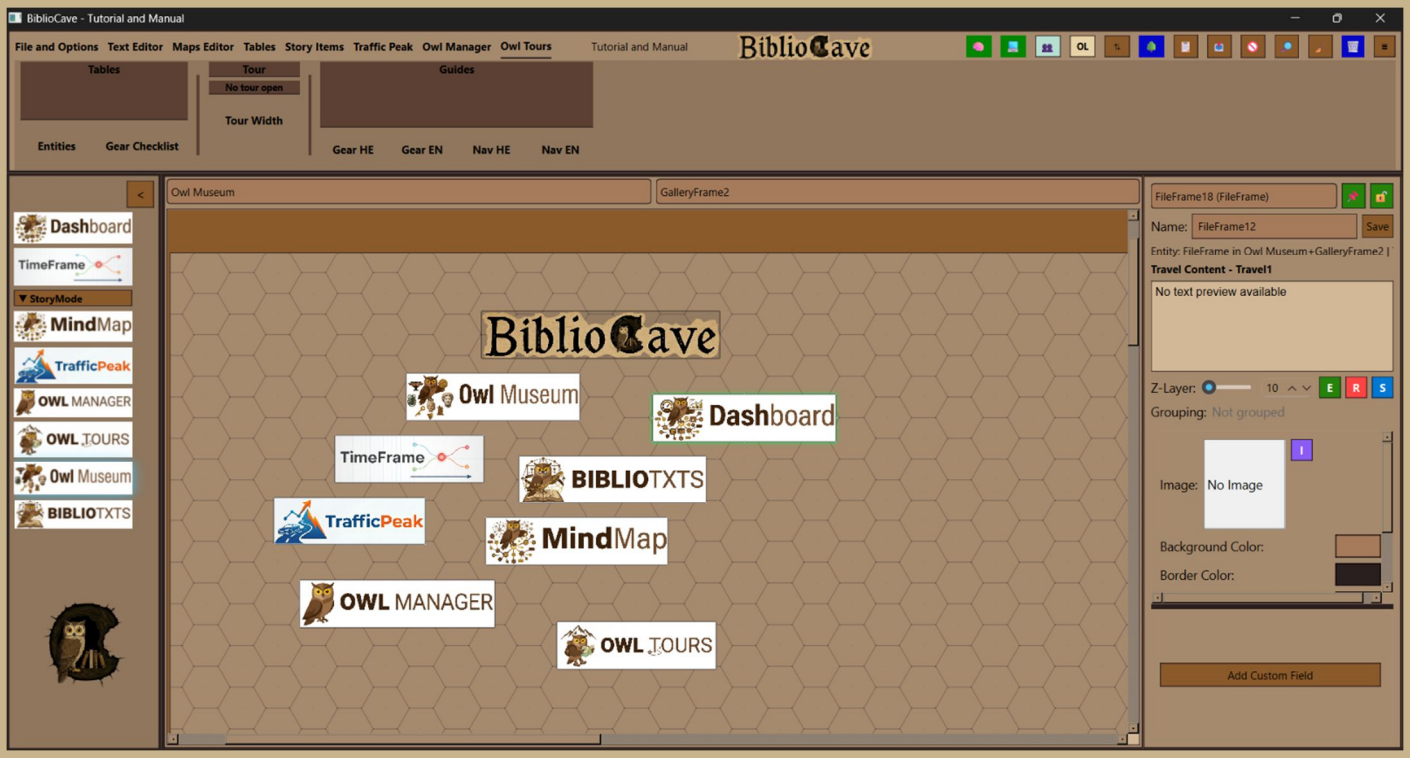


MuseumFrame just opens to an interface where you can place Galleries.

GalleryFrame opens to a special interface, where you can drag and drop files directly (they are FileFrame entities)

You can multi drag and drop, files of any kind. Music files will become sound representing animation. Videos will become silent but playable, PowerPoint will be sliding, documents will present the first page, and images will be images. All items are presented as resizable object, snapped to the hexagonal grid nodes by the center of the item. Of course, the hexagonal grid is as al grids – fully customable in color and can be removed form view. You can use it for mood boarding, just presenting your own gallery, use it to export as a preview or making logic structure using all the BiblioCave standard tools.

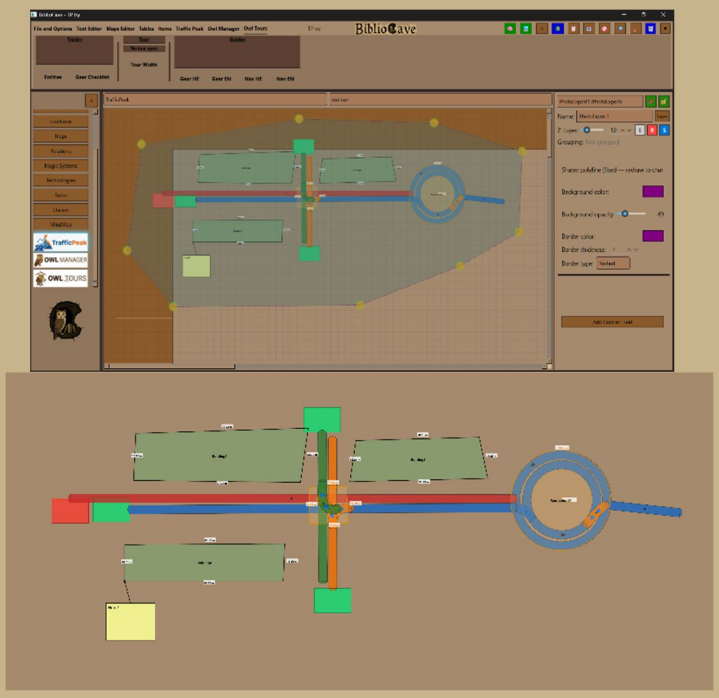
Items can be un-anchored and then they become simple FileFrame, and they can be re-anchored to the hexagonal grid.


BiblioCave - Tutorial and Manual
File and Options
Text Editor
Maps Editor
Tables
Story Items
Traffic Peak
Owl Manager
Owl Tours
Tutorial and Manual
BiblioCave
Tables
Entities
Gear Checklist
Tour
No tour open
Tour Width
Guides
Gear HE
Gear EN
Nav HE
Nav EN
Dashboard
TimeFrame
StoryMode
MindMap
TrafficPeak
OWL MANAGER
OWL TOURS
Owl Museum
BIBLIOTXTS
Owl Museum
GalleryFrame2
BiblioCave
Owl Museum
Dashboard
TimeFrame
BIBLIOTXTS
TrafficPeak
MindMap
OWL MANAGER
OWL TOURS
FileFrame18 (FileFrame)
Name:
FileFrame12
Save
Entity: FileFrame in Owl Museum+GalleryFrame2 |
Travel Content - Travel1
No text preview available
Z-Layer:
10
E
R
S
Grouping:
Not grouped
Image:
No Image
I
Background Color:
Border Color:
Add Custom Field

Chapter 10: Exports

BiblioCave can export several formats (not including the common format files saved in database – respecting user's ownership of the data).

- Text entities, NoteToExport can be exported to txt, pdf, Docx
- Table entity allows user to export to xlsx (the file in database is xlsx)
- Photo export allows user to gather an area for export into png



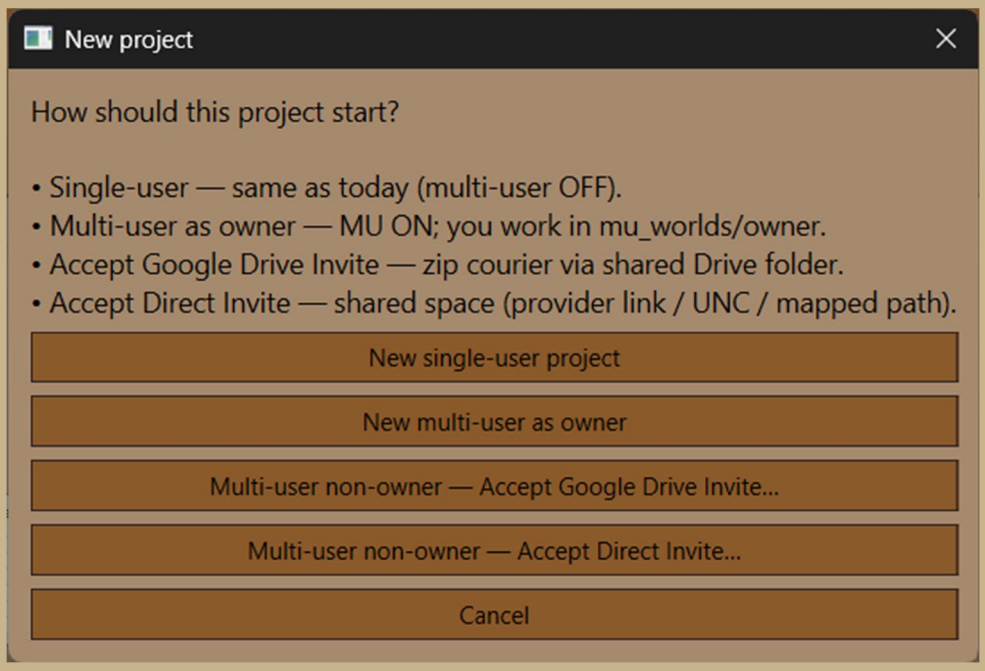
Using this feature, allow user to build any mind-map or logical structure, and easily export it. Resolution, background color etc. are in the export dialogue box.

- Exporting TrafficPeak simulation. The simulation itself is in BiblioCave – user can dynamically load simulation file, run it, manually pan, zoom, layer change.
  But the simulation also exports the data into Excel tables, and exports the simulation itself into MP4 video file.

Chapter 11: Multi User Mode

Disclaimer: This mode is a pilot – bugs, glitches, etc. are expected at this stage.

Whan you start a new project; you will have this panel:



Most of the instructions and procedures are embedded in the Multi-User window

There are two modus operandi (mode or operation):

1. Syncing data via google drive (yes you must have Google account to use this mode). This is for remote work on different desktops, or DaaS when no shared workspace option, and anything in between them.
2. Syncing data directly. This is for working on same machine, such as family computer or future DaaS option if shared workspace is allowed.

Pay attention: contributors push work to managers; managers push it to owner (can push directly as well). Each role can only do its part. User that has two rolls, can only edit as contributor, and only review changes as a manager.

Use rolls, follow instructions, it should be ok.

Chapter 7: Windows Controllers

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

BiblioCave