FOGBOTTOM

FogFrames

User Manual



Plan your scenes. Organize your illustrated story.

Detailed guide to application version 1.0.0
November 2026 edition

Chapters - scenes - portable projects - PDF and PNG

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QUICK NAVIGATION

Contents

Start with the walkthrough, or jump to the tool you need. Page numbers include the cover.

Welcome to FogFrames 1.0.0	3
Install or start the released application	4
Find your way around	5
Your first released-version storyboard	6
Navigate, number and filter the story	7
Create and organize chapters	8
Chapter information and status	9
Import pictures and empty scenes	10
Inspect and select scenes	11
Duplicate and delete selected scenes	12
Reorder individual scenes and groups	13
Transfer scenes between chapters	14
Edit scene details and notes	15
References, primary swaps and removal	16
Larger image view	17
Story Preview modes and scope	18
Continuous scrolling and workspace size	19
Save projects and relative image paths	20
Previous-save backups and recovery	21
Locate missing pictures individually	22
Search and review missing-image matches	23
Package an editable portable project	24
Export Storyboard: settings and scope	25
Export a PDF storyboard	26
Export PNG contact sheets	27
Output quality, cancellation and limits	28
Shortcuts and edit history	29
Troubleshooting	30
Worked example: share a story for review	31
Release basis and verification notes	32

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USER MANUAL / 01

Welcome to FogFrames 1.0.0

FogFrames by Fogbottom helps you plan an illustrated story as picture cards, arrange scenes into chapters, keep notes and reference images, and share the result as a PDF storyboard or PNG contact sheets. It works locally and offline without accounts or subscriptions.

This manual documents **the public 1.0.0 release** downloaded from Fogbottom.com and verified on November 2, 2026. The installer and portable ZIP match the local release manifest byte for byte. It replaces the earlier manual for 0.1.0 Alpha 1; the instructions have been revised for the released controls and workflows, not simply relabelled.

Your project at a glance

Item	What it contains
Project	An ordered storyboard of chapters, scenes and image metadata, saved as .fogframes.
Scene	Title, description, characters, location, detailed notes and an ordered picture list.
Primary / reference	The first picture represents the scene on cards and exports. Additional pictures are references with independent metadata.
Package ZIP	A portable copy of the project and available primary/reference source images.
PDF / PNG export	A rendered review document or contact sheets, not an editable project backup.

Use the correct save for your purpose

Save .fogframes to continue editing; keep its source pictures available. Use Package to send an editable project with pictures. Use Export for a printable storyboard or contact sheets. Story Preview provides a read-only visual walkthrough inside the application.

The ordinary project references pictures in place. FogFrames does not move, rename, edit or delete your original artwork. Packaging makes additional copies; export creates new rendered output.

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USER MANUAL / 02

Install or start the released application

Windows installer

1. Run **FogFrames-1.0.0-Setup.exe** from the verified release download.

2. Follow setup for the current Windows user. Administrator rights are not required. The default folder is **%LOCALAPPDATA%/Programs/Fogbottom/FogFrames**.

3. Start FogFrames through the Fogbottom Start Menu group or the optional desktop shortcut. Getting Started and User Guide shortcuts are supplied as well.

The release includes its runtime and graphics libraries. Use Windows 10 or 11, 64-bit x64; no separately installed .NET runtime, account or internet connection is required. The application is unsigned, so Windows may ask for confirmation. Check that the download comes from the intended source.

Portable edition

Extract the entire **FogFrames-1.0.0-win-x64.zip** into a writable folder and run FogFrames.exe. Keep all program files together. The portable ZIP includes **Sample/Forest-story.fogframes** and its pictures. The installer deliberately excludes the Sample folder; a missing installed sample is not an installation fault.

Identify, update or remove

The released window header shows **FOGBOTTOM / VERSION 1.0.0**. It does not show Alpha or RC. Run a newer installer to upgrade in place; remove the installed edition through Settings > Apps > Installed apps. Projects, pictures, exports and packages are separate from installed program files and are not removed by uninstall.

> Keep work in your own project folders, not in the program folder. Earlier development folders remain useful historical checkpoints, but their executable names alone do not identify the downloadable release.

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USER MANUAL / 03

Find your way around

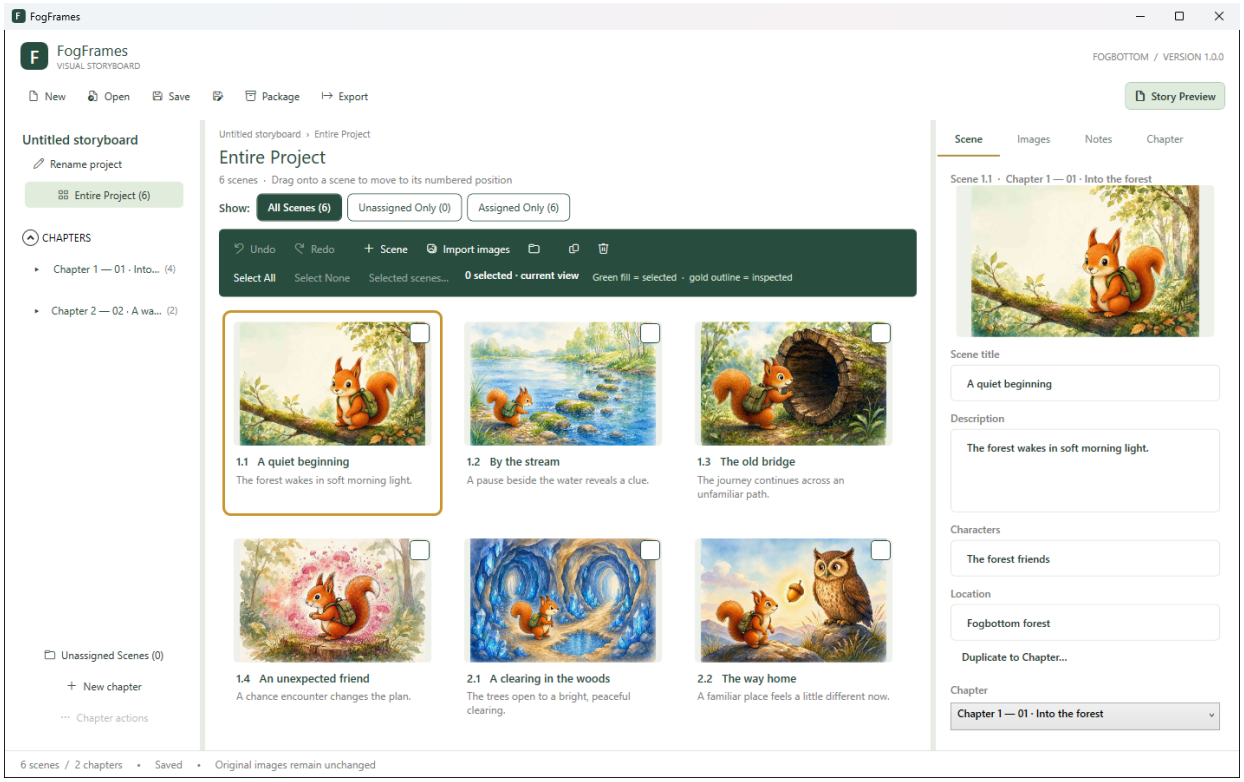


Figure 1. Released 1.0.0 workspace: chapter navigation, continuous storyboard, green selection toolbar and four inspector tabs. The gold outline marks the inspected scene.

Area	Purpose
File toolbar	New, Open, Save, the Save as icon, Package and Export. Story Preview is at the right.
Left navigation	Rename project, Entire Project, expandable chapters, Unassigned Scenes, New chapter and Chapter actions.
Storyboard toolbar	Undo/Redo, Scene, Import images/folder, Duplicate/Delete, selection commands, count and selection legend.
Inspector	Scene, Images, Notes and Chapter tabs. Each tab can scroll independently.
Status bar	Scene/chapter totals, Saved/Unsaved changes and missing-image guidance.

Hover over icon-only controls for their labels. The two vertical dividers resize the navigation, storyboard and inspector. There is no conventional File menu; the file commands are toolbar buttons.

USER MANUAL / 04

Your first released-version storyboard

1. Choose **New** or Ctrl+N. Use **Rename project** in the left panel to give the storyboard its name.

2. Choose **New chapter**, enter a title or leave it blank, and confirm. FogFrames supplies the chapter number and opens it.

3. With the chapter selected, choose **Import images**. Each supported file creates a scene. Use the folder icon for top-level folder import.

4. Click a card to inspect it. In the **Scene** tab, enter its title, description, characters and location. Use **Notes** for detailed scene notes. Edits update as you type.

5. Drag a card onto the whole highlighted target tile to move to that numbered position. Blank-space release cancels; it does not append.

6. Use the corner boxes, Ctrl-click or Shift-click to select scenes for a batch operation. Check the green fill, selection count and gold inspection outline before moving or deleting.

7. Use the **Images** tab to add references. Select the best picture and choose **Set as Primary** to represent the scene.

8. Save with Ctrl+S. For easy portability, keep the project in a folder with an images subfolder, or use **Package**.

9. Open **Story Preview** to review order. Choose Export for PDF or PNG contact sheets, inspect its page preview and choose Export....

> Inspection and selection are different. Gold means the inspector is showing that scene; green and a tick mean selected. A group can stay selected while you inspect another scene.

USER MANUAL / 05

Navigate, number and filter the story

Chapter-relative scene numbers

FogFrames numbers chapters automatically. A title The River appears as **Chapter 2 - The River**; a blank title appears as Chapter 2. Enter the meaningful title rather than manually maintaining its number. Existing stored titles are not silently rewritten.

Scene display numbers follow chapter position: **1.1, 1.2, 2.1** and so on. Unassigned scenes use **U.1, U.2**. These are derived positions, not permanent object identities. Reordering a chapter or scene updates them while keeping metadata attached to the same records.

Choose a view

Entire Project shows chapters in their ordered sequence, their scenes in order, then unassigned scenes. Click a chapter for its scene subset, or Unassigned Scenes to see records without membership. Expand a chapter with its arrow for individual scene links; clicking one locates it in the grid.

Filter Entire Project

Below the title, **All Scenes**, **Unassigned Only** and **Assigned Only** show their current counts. They change visibility only; they do not assign, delete or reorder scenes. The active button is filled. These filters are not shown inside a chapter view.

Selections can survive a filter or view change. The count reports selected scenes in the current view and any hidden elsewhere. Inspect it before issuing a batch command. Use Select None to clear all selections.

View, filter, selection and scroll memories are session navigation. Reopening the project does not restore them as part of its story content.

USER MANUAL / 06

Create and organize chapters

Add a named or untitled chapter

Choose **New chapter** in the left panel. Enter a title or accept a blank one. The new chapter becomes current and its number is supplied automatically. Add scenes directly there or transfer existing scenes into it.

Use Chapter actions

Select the chapter and choose **Chapter actions**, or right-click the chapter. The menu provides Chapter information, Add scene to chapter, Rename..., Duplicate chapter, Move up, Move down, Move to position... and Delete chapter....

Rename changes its stored title; F2 also opens rename for the selected chapter. Move up/down shifts it one position. Move to position accepts a number from 1 to the chapter count, which is useful in a long outline.

Duplicating a chapter copies its chapter information, scenes, image metadata and references into independent project records. The picture files are shared by reference rather than copied unnecessarily. Scene titles in a chapter duplicate are preserved.

Delete with the intended outcome

1. Select the chapter and choose Delete chapter....

2. In the dialog choose **Keep scenes in Unassigned Scenes** or **Delete the chapter and its scene records**. Keeping scenes is the default.

3. Confirm and inspect the result. Undo can restore either operation in the current session.

> Deleting a chapter no longer always preserves scenes. Read that dialog carefully. Neither choice deletes original image files from disk.

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USER MANUAL / 07

Chapter information and status

Select a chapter, then choose **Chapter information** in Chapter actions or open the **Chapter** inspector tab. Entire Project is not itself a chapter, so select an actual chapter to edit its information.

Field	Use
Title	Meaningful chapter name; the application supplies the chapter number.
Description (optional)	A short summary of the chapter's story purpose.
Status (optional)	No status, Planning, In Progress, Review or Complete.
Detailed chapter notes	Longer planning and revision information for this chapter.

Keep information at the right level

Chapter description, notes and status belong to the chapter, not its currently inspected scene. Scene fields remain independent. Changing the scene you inspect does not copy its notes into Chapter information.

Typing changes update the project immediately. A continuous field edit is grouped for Undo; leaving the field ends that edit group. Status changes are also undoable. Save stores the current text even if the field still has focus.

Expand the chapter navigator

The chapter arrow reveals its scene links and an empty chapter shows No scenes. Counts and breadcrumbs update when you rename, add, delete or transfer scenes. Use those cues to verify that you are editing the intended chapter, especially when names are similar.

Chapter status uses a fixed list. Image Status on the Images tab remains a free-text field; do not assume both controls have the same options.

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USER MANUAL / 08

Import pictures and empty scenes

Supported artwork

Import JPEG/JPG, PNG, **WebP**, BMP, GIF and TIFF (.tif/.tiff). GIF/TIFF previews use the first frame. The application adds references to source files and does not alter their bytes.

Import images opens a multi-file picker; the adjacent folder icon imports pictures directly inside one folder. Folder import is not recursive. Explorer file/folder drops on the storyboard use the same discovery. Drop onto a chapter heading for an explicit chapter destination.

Check the destination first

Inside a chapter, new scenes belong to that chapter. In **Entire Project**, import and the Scene button use the chapter of the **inspected scene**; without an inspected scene they create unassigned scenes. Selecting Entire Project alone therefore does not guarantee unassigned imports.

For predictable placement, open the destination chapter or Unassigned Scenes first, or drop files onto the intended chapter heading.

Order and naming

Each file creates a scene titled from its filename without the extension. Discovery is case-insensitive lexical ordering, not natural numeric sorting: scene10 can precede scene2. A batch deduplicates repeated source paths, but separate imports can create more occurrences.

Choose **Scene** to add a blank scene before artwork exists. Add its first image through Add references in the Images tab; it becomes primary. Use the inspector's Add references rather than Import images when additional pictures belong to one existing scene.

> An import is a snapshot of discovered paths, not a live folder link. Later additions to that folder do not silently become scenes on reopening.

USER MANUAL / 09

Inspect and select scenes

Action	Result
Plain click with zero/one selected	Inspects the card and makes it the single selection.
Plain click with two or more selected	Inspects without replacing the selected group.
Ctrl-click / corner checkbox	Adds or removes one scene without clearing the others.
Shift-click card or checkbox	Replaces selection with the anchor-to-clicked range, both endpoints included.
Ctrl+Shift-click	Adds that displayed-order range to the selection.
Select All	Adds every scene in the current view.
Select None	Clears selection everywhere, including hidden selections.

Read the visual cues

The **gold outline** identifies the inspected scene whose details appear at right. **Green fill and a ticked box** identify selection. They can point to different records when you inspect while keeping a group selected.

The last clicked or added scene anchors the next Shift range. If you remove the anchor, it falls back to the most recently added scene still selected. Ranges follow the displayed order in the current view, even after scrolling.

Hidden selections

Selections persist across chapters, Entire Project and filters. The count can say, for example, 20 selected - current view - 53 hidden by view. Batch commands use selected scenes in the **current view**; hidden scenes remain selected for a later visit.

> Before an operation intended for just one scene, use Select None and then click the intended card. Merely looking at a card while a group is selected does not clear the group.

USER MANUAL / 10

Duplicate and delete selected scenes

The Duplicate and Delete icons in the green toolbar use the selected scenes in the current view. **Selected scenes...** offers Duplicate Selected and Delete Selected using the same operation model.

Duplicate a set

1. Select the intended scenes and read the visible/hidden count.

2. Choose Duplicate or Duplicate Selected.

3. Inspect the copies. Each follows its original, preserving the relative order and scene/image metadata while receiving independent identities.

4. Rename or edit copies as needed. Their pictures still reference the same original files.

One batch duplication is one Undo/Redo step. When a single inspected scene is the only selection, the single-scene behaviour makes its copy inspected.

Delete without touching source files

1. Check the active view, selection count and intended records.

2. Choose Delete. The confirmation describes the scene records being removed.

3. Confirm only when the count and selection are right. Original image files remain on disk.

4. Undo immediately if the wrong records were removed.

Copy into a different chapter

For an inspected scene, **Duplicate to Chapter...** in the Scene tab or scene context menu lets you choose another chapter or Unassigned Scenes. Its destination list can be searched. This duplication route opens the copied scene in its destination, unlike ordinary chapter transfers that keep your current view.

A scene deletion removes its image records and notes from the project. It is not a command for removing one alternative picture; use Remove reference for that.

USER MANUAL / 11

Reorder individual scenes and groups

Drop onto a numbered position

Drag a card onto the **whole highlighted destination tile**. The forest-green highlight and move label show the target. Drop to move the record to that numbered position, shifting intervening scenes rather than swapping image content.

For A, B, C, D, moving A onto C yields B, C, A, D. Moving D onto B yields A, D, B, C. Inspect the renumbered cards after a drop; Undo restores an unintended move.

Hold near the top or bottom edge of the grid to scroll during a long drag. **Escape or release over blank space cancels.** Blank release is not an append command.

Move a selected group

Dragging a selected card carries the selected scenes visible in that view, in their previous storyboard order. Dragging an unselected card carries only that card and keeps the existing selection.

A group drop onto a scene tile must stay within one chapter (or within the unassigned collection), use a destination outside the selected group, and retains the group's internal order. Mixed-chapter selections cannot be repositioned as a block onto a scene tile; use a chapter heading or Chapter dropdown for cross-chapter transfers.

Single-step movement

Right-click a scene for **Move earlier** or **Move later**. These move the inspected scene within its chapter. They replace the old Alpha 1 row of scene arrow buttons.

> Choose a visible highlighted destination, not the empty gap inferred from the old Alpha 1 workflow. The released application deliberately cancels empty-space drops.

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USER MANUAL / 12

Transfer scenes between chapters

Drag onto chapter navigation

Select scenes, then drag a selected tile onto the desired chapter heading in CHAPTERS. A forest-green outline marks the chapter target. The records append there in their prior story order. Use **Unassigned Scenes** as the destination to remove membership without deleting records.

Dragging an unselected tile transfers only that tile. A mixed-chapter selected group can be transferred through chapter headings even though group insertion onto a scene tile is restricted to one chapter.

Use the Scene tab's Chapter dropdown

1. Select the intended scenes in the current view, or inspect a single scene.

2. Open **Scene > Chapter**. When a selected set will move, the control indicates its count; otherwise it shows the inspected scene's current chapter.

3. Choose the numbered chapter or Unassigned Scenes. Keyboard selection commits when the dropdown closes; Escape cancels it.

4. Read the transfer confirmation in the toolbar and check counts.

Keep the current view

A transfer does not navigate to the destination. It retains the view/scroll position; moved scenes disappear if they no longer belong in that view but remain selected, reported as hidden by view. Navigate to the destination explicitly when you want to inspect them there.

Right-click and choose **Remove from Chapter** for the same safe unassignment workflow. Batch transfer is one Undo step and preserves scene/image metadata.

> Do not look for the older Move to Chapter grid button or extra transfer dialogs. The released workflow centres on chapter drops and the Scene tab's Chapter dropdown.

USER MANUAL / 13

Edit scene details and notes

Inspect a scene and use the **Scene** tab for its primary-image summary, chapter-relative number, title, description, characters and location. Use the separate **Notes** tab for detailed scene notes.

Field	Purpose and output
Scene title	Recognizable scene name, shown on cards, Story Preview and exports.
Description	Narrative or visual summary. Included in PDF storyboard layouts; not PNG contact-sheet labels.
Characters / Location	Free-text planning fields, not managed databases. Retained in the native project/package.
Detailed scene notes	Longer planning/revision information on Notes. Not included in the standard PDF/PNG exports.

Immediate edits and Undo grouping

Changes update the document as you type. You no longer need to leave a field before it exists in project state. Save captures text even while the field has focus.

Consecutive typing in one field forms one project Undo group; leaving the field ends that group. Ctrl+Z/Ctrl+Y are handled as project Undo/Redo by this release, including while an inspector text field is focused. Use the toolbar if that makes the target behaviour clearer.

Scene versus image metadata

Description and scene notes belong to the scene regardless of which picture is primary. An image caption or detailed image note belongs to the picture record in Images. Swapping primary preserves both layers of information.

Standard exports are deliberately selective. Save or Package preserves editable metadata; a PDF of scene titles/descriptions is not a complete backup of every field.

USER MANUAL / 14

References, primary swaps and removal

Use the **Images** tab for pictures belonging to the inspected scene. Choose **Add references** for files or its folder icon for top-level folder import. This appends to the scene, not to the storyboard as new scenes.

The first image is marked PRIMARY and appears on the scene card, Story Preview and exports. Click another thumbnail to inspect its larger image and editable Image title, Caption, Detailed image notes and Status. Image Status is free text, initially Draft.

Choose a different primary

1. Select the intended reference thumbnail.

2. Choose **Set as Primary**.

3. Check the card and PRIMARY label. The old primary is retained in the reference position, with both records' captions/notes unchanged.

4. Undo/Redo reverses or reapplies the swap.

Reorder or remove a reference

The reference earlier/later arrows change its order without crossing into the primary slot. Use Set as Primary to change that role.

Remove reference is enabled for additional pictures, not the primary. Confirming removes only that image record; its file remains untouched, and Undo restores the record. To remove the current primary record, make another image primary first, then remove the former primary as a reference.

The source path appears below image fields; missing paths are amber and offer Locate Missing Images. There is no need to delete a scene merely because one picture moved.

A scene without images can receive its first primary through Add references. An image-title edit changes a project label, never the original filename.

USER MANUAL / 15

Larger image view

Double-click a scene card to view its primary image, or select a thumbnail in Images and choose **Larger preview**. The separate window shows that picture with its title and caption.

The viewer fits a bounded decoded image into the available area. Resize it for a useful view and close it with its window close control. It does not provide dedicated image-editing zoom/pan, crop, paint, rotation or colour-management tools.

Keep source quality separate from preview size

The grid uses small decoded thumbnails for responsiveness. The inspector and larger viewer have their own bounded sizes. These displays do not reduce the original file, and PDF/contact-sheet export reads the original separately at the required output size.

GIF/TIFF display the first frame; Frames is not a multi-frame editor. If a source is unreadable, inspect it in a suitable image viewer/editor. Missing and unreadable sources are different issues: restoring a path cannot repair damaged bytes.

Use the appropriate workflow

Use an image editor or Scene Builder to change artwork. Use Frames to choose its role, caption, notes and story position. If you move or rename source files externally, reconnect them with Locate Missing Images; if you overwrite a source picture, the project is not a frozen embedded copy of its previous contents.

A larger preview is not a print-quality proof. Review a final PDF at useful magnification and, when necessary, print a sample on your intended output device.

USER MANUAL / 16

Story Preview modes and scope

Choose **Story Preview** at the upper right for a separate read-only view of scene primary images, numbers and titles. Reference images and all inspector notes are not displayed as additional story pages.

Mode	Navigation
Horizontal	Scroll left/right through the scene strip. The mouse wheel also moves it horizontally.
Vertical	Scroll down the story.
Book view	Review two scenes at a time using Previous/Next and the spread indicator.

Choose the right scope

The scope labels are **Selected chapter** and **Entire project**. Entire project follows chapter order, then unassigned scenes, irrespective of the editor's visibility filter.

Selected chapter follows the editor's chapter context. In Entire Project, that context comes from the inspected scene's chapter, with the previously remembered chapter as fallback. This differs from the Alpha 1 manual's rule that whole-project editing always meant Unassigned Scenes. For certainty, select the intended chapter in the editor before using Selected chapter.

Return to a scene

Double-click a preview picture to locate its scene in the editor. The editor activates its chapter and reveals the card. Perform edits there; the preview remains a read-only review.

Book pairs are a planning aid, not cover/verso imposition or final book pagination. An odd final scene occupies a single position in the last spread. Use Export when you need a PDF or image files rather than an on-screen walkthrough.

Previous/Next spread controls appear in Book view. Continuous scrolling is the navigation for Horizontal and Vertical.

USER MANUAL / 17

Continuous scrolling and workspace size

The released storyboard has **no 80-card pagination**. The selected chapter or Entire Project forms one continuous grid. Ordinary scroll position is remembered separately for project/chapter/unassigned views during the session.

Adjust the workspace

Resize the window and drag either vertical divider to balance chapter navigation, cards and the inspector. Cards wrap into a different number of columns as space changes, without changing story order. Scroll inside an inspector tab to reach controls below the visible area.

Chapter expansion can reveal scene links without changing the whole story. Use the breadcrumb, number and gold outline to orient yourself when a long chapter scrolls past similar pictures.

Selection while scrolling

Checkmarks and selection persist as scenes move out of the viewport. The current-view count includes selected scenes elsewhere in that same continuous view; hidden by view means another chapter/filter, not merely below the scrollbar.

Practical performance limits

Only cards near the viewport attach decoded thumbnails. Their longest edge is bounded to 456 pixels and the shared image cache is capped at 96 MiB / 160 entries. Card containers themselves are not fully recycled or virtualized, so thousands of scenes can still have layout costs.

Several-hundred-scene fixtures were tested. This does not establish unlimited performance for very large projects, slow network sources or every monitor/DPI configuration.

> Scrolling and selecting do not change the saved story. Reopen restores document content, not an entire previous session's navigation and checkmarks.

USER MANUAL / 18

Save projects and relative image paths

Use **Save** or Ctrl+S for the current .fogframes project. The first save asks for its filename. The Save as icon or **Ctrl+Shift+S** creates a new saved target; the project name is separately changed through Rename project.

What saving preserves

The file contains chapter/scene order, identities, membership, notes and image metadata/paths. It reads native formats 1 and 2; saving uses **format 2**, distinct from application version 1.0.0. Opening a legacy file does not rewrite it; save a new copy when preserving the original matters.

Ordinary saves do not embed pictures. Images **inside the project folder or its subfolders** are written as relative paths, such as images/slide01.jpg. Images outside that tree remain absolute paths. Save as recalculates stored paths for its new location without copying artwork.

A useful folder arrangement

Create a folder for the story, save Story.fogframes there and keep pictures in its images subfolder. Copying that whole folder retains internal relationships. Merely placing external pictures somewhere on the same drive does not make their paths relative.

Saved and unsaved state

An asterisk in the title means unsaved changes. New, Open and closing offer to save before discarding current work. Edits update immediately, so Save includes focused text fields. Selection/filter changes are session state rather than stored story edits.

> Do not assume every older executable can open format 2. Alpha 1 accepted only format 1; use the released 1.0.0 application for the revised workflow.

USER MANUAL / 19

Previous-save backups and recovery

Saving an existing project keeps its previous saved version beside it as **Story.fogframes.bak**. The new document is written and flushed under a temporary name before replacing the old file. A first save has no earlier version to back up.

This is one previous-save copy, not automatic saving, a permanent revision history or crash recovery for unsaved work. Save often and keep separate milestone copies and image backups.

Recover a previous save

1. Preserve the current .fogframes and .bak files in a safe folder before experimenting.

2. Copy the .bak to a new name ending in .fogframes, for example Story-recovered.fogframes. Show Explorer file extensions to verify the full name.

3. Open the recovered copy in Frames. Check order, notes, primary/reference assignments and any missing-image diagnostics.

4. Save under the intended recovered name once verified. Reconnect images if the new location changes relative path resolution.

What the backup cannot restore

It stores the old project and paths, not old picture bytes. If an external picture was deleted or overwritten, restore it from your separate image backup. A package can preserve a copied set of available source pictures at packaging time.

If Save fails, read the error, verify folder availability, permissions and free space, then retry with a clear target. Do not discard the last working project until its replacement has been checked.

Moving only a .bak to another folder can change relative references. Preserve the folder arrangement or use Locate Missing Images to reconnect deliberately.

USER MANUAL / 20

Locate missing pictures individually

Missing pictures remain as scene/image records with metadata. Cards and paths use an amber Missing image indication; the status bar counts missing **files** and the image **records** that use them. One source can be referenced several times.

Frames offers **Locate Missing Images** on opening an affected project. It is also available in the status bar and for a missing image on the Images tab.

Choose one replacement

1. Open Locate Missing Images and select the expected file.

2. Choose **Choose replacement file...**, locate the intended picture and accept it in the file picker.

3. That individual choice reconnects matching records immediately as an undoable project operation. If other files are missing, Frames offers to search the chosen folder for them.

4. Inspect the summary and picture, then save the updated project if the reconnection is correct.

This immediate individual reconnection is distinct from reviewing a folder-search proposal: the latter waits for Reconnect. Undo reverses either accepted reconnection operation; the picture files themselves are never moved or renamed.

Missing versus unreadable

If the path exists but the image is unreadable, opening it in another image viewer can help determine whether its contents are damaged. The missing-file finder is not an image repair tool. Replacing a picture is your content decision, not merely matching a similar filename.

> Keep source backups. Reconnecting changes references in the storyboard; it does not reconstruct lost original bytes.

USER MANUAL / 21

Search and review missing-image matches

Search a folder... scans that folder **and its subfolders** for missing sources. This recursive search differs from ordinary top-level-only image import.

Review before reconnecting

1. Open Locate Missing Images and choose Search a folder.... Select the likely new source tree.

2. Wait for the search or cancel it if needed. Frames compares folder structure first, then original filenames, preferring stronger parent-folder evidence.

3. Review the proposed matches. Unambiguous candidates have checkboxes you can clear. Equally likely candidates show a list that defaults to **Leave missing**.

4. Choose the intended file for ambiguous cases, or leave them unresolved. Choose **Reconnect** to apply the reviewed mapping.

5. Read the files/records reconnected and still-missing counts. Verify the resulting pictures, then save.

The folder-search review does not change paths until Reconnect. Cancelling the review abandons that proposal. If you already chose one replacement file before starting the optional search, that earlier accepted reconnection remains and has its own Undo step.

Do not silently accept lookalikes

Several folders can contain cover.png or scene01.jpg. Matching a name does not prove it is the correct illustration. The ambiguity list avoids choosing silently, but you should still check the candidate and resulting picture.

Use Undo when a reconnection was wrong, then repeat with the intended mapping. Existing chapter membership, notes, captions and primary roles remain attached to the image records.

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USER MANUAL / 22

Package an editable portable project

Choose **Package** beside Save as to write one ZIP containing a normal .fogframes project and an images folder. This is the editable handoff workflow, not PDF export or a .fogx exchange command.

Create and verify the package

1. Review the current project, including its primary and reference pictures. Package includes current unsaved edits, but save your working master separately when you want them retained there too.

2. Choose Package and its ZIP destination. Confirm replacement if an existing ZIP is the intended target.

3. Wait for copying and validation, or use Cancel in the progress window. The open project and its source files remain unchanged.

4. Read the completion summary for included, missing and unreadable files.

5. Extract the ZIP into a test folder and open its .fogframes file. Verify every required picture before sharing it.

Each distinct source path is copied once even if many scenes reference it. Same-named sources from different folders receive collision-safe names, such as image (2).jpg, inside the package. Copied bytes are preserved and packaged paths are relative.

Incomplete source sets

Missing or unreadable sources are reported; their records are retained for later relinking rather than silently discarded. A package can therefore be created with unresolved pictures if you elect to continue. Do not call it fully self-contained until its summary and extracted project confirm that all required artwork was included.

> Packaging uses a staged temporary file and publishes the ZIP after verification. It is not an automatic backup service and does not update your original project's save target.

USER MANUAL / 23

Export Storyboard: settings and scope

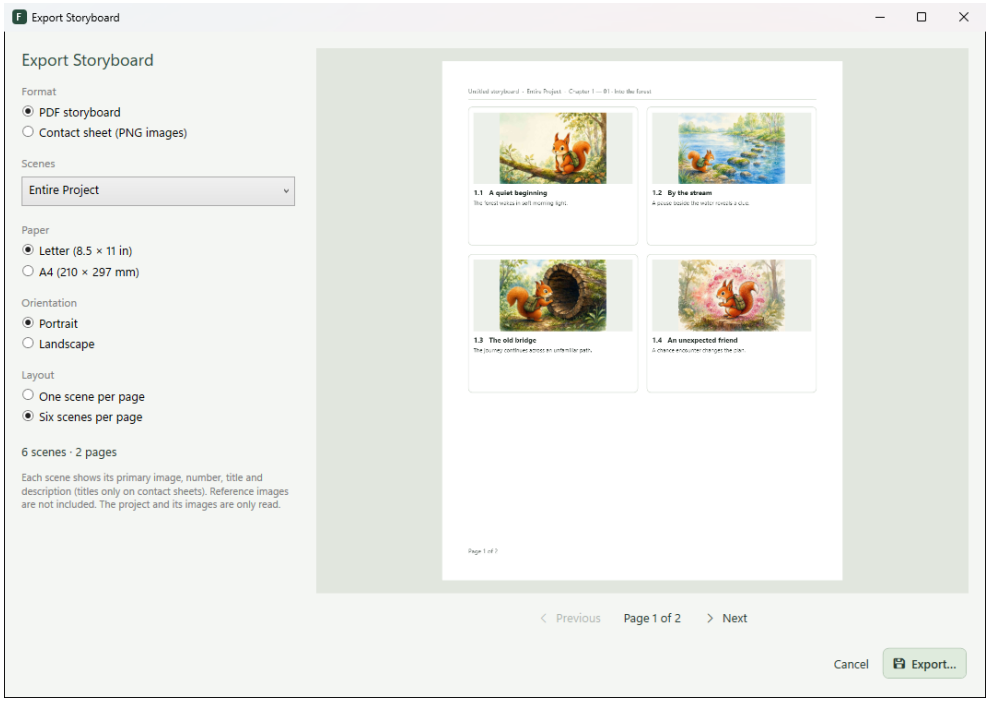


Figure 2. Release export window with PDF/contact-sheet format, scene scope, paper/layout options and live page preview. Four scenes on this first page reflect chapter separation, not missing entries.

Choose **Export** in the file toolbar. Select PDF storyboard or Contact sheet (PNG images). The preview and summary show the planned page/sheet count and any unusable pictures; use Previous/Next below the preview.

Choose scenes explicitly

The Scenes list offers Entire Project, any single numbered chapter, and Unassigned Scenes when present. It starts from the editor's project/chapter scope. Check it deliberately rather than assuming it follows checkboxes or the Assigned/Unassigned visibility filter.

Export has **no selected-scenes-only option**. Entire Project exports the complete story in chapter order, then unassigned scenes. For another subset, prepare a separately saved project copy or choose a single chapter.

The export preview shows rendered output; Story Preview is a different, read-only narrative view. Standard export uses scene primary images and selected scene text, not every reference or note.

USER MANUAL / 24

Export a PDF storyboard

1. Choose Export and **PDF storyboard**.

2. Select the desired Scenes scope, then Letter or A4 and Portrait or Landscape.

3. Choose **One scene per page** or **Six scenes per page**. Inspect Previous/Next and the page count before saving.

4. Choose **Export...**, select a filename ending in .pdf and confirm overwrite only if intended.

5. Review the completion message and open the output in a PDF viewer.

Layout	Included content and pagination
One scene per page	Primary picture, scene number, title and full description. Very long descriptions continue on further pages, so total pages can exceed scene count.
Six scenes per page	Primary pictures, scene numbers, titles and shortened descriptions. Portrait uses two columns by three rows; landscape uses three by two. A new chapter starts on a new page.

Interpret empty space and placeholders

Six per page is a capacity, not a requirement to fill every page. A four-scene chapter followed by a two-scene chapter produces separate chapter pages. A missing, unreadable or absent primary remains as a labelled placeholder; the scene is not silently omitted.

Headers/footers identify the project/scope, chapter and page number. Detailed scene notes, characters/location fields, image notes/captions and reference pictures are not part of this standard PDF layout.

This is a review storyboard, not a final typeset book or a lossless artwork archive. PDF image quality and file size differ from byte-identical source copies in a package.

USER MANUAL / 25

Export PNG contact sheets

1. Choose Export and **Contact sheet (PNG images)**.

2. Choose Entire Project, one chapter or Unassigned Scenes in the Scenes list.

3. Select **2, 3 or 4 columns**. Read the sheet count and review each sheet in the preview.

4. Choose Export... and a .png filename. Read any confirmation for existing output sheets.

5. Check the completion list and open the produced pictures.

Size and filenames

Contact sheets are **2400 pixels wide**. Height depends on the used rows within the sheet-height limit; long stories split into multiple sheets rather than one enormous picture.

A single sheet uses your chosen name, for example Overview.png. Multiple sheets are numbered **Overview-01.png, Overview-02.png** and so on. The application checks those numbered destinations and asks before replacing existing files, beyond the save picker's check of the typed filename.

Content

Each thumbnail uses the scene's primary picture with scene number and title. Descriptions and reference images are not included. Pictures retain their aspect ratio; labelled placeholders preserve positions when artwork cannot be read.

Changing columns changes the size and amount of artwork on a sheet, not project order. For longer text, use the one-scene PDF layout rather than expecting a contact sheet to include full narrative notes.

If you reduce a later export's sheet count, older extra numbered sheets from an earlier run are separate files. Use a new output folder or check the final file list to avoid sharing stale sheets.

USER MANUAL / 26

Output quality, cancellation and limits

Export reads original pictures

PDF images are decoded for **300 DPI at their printed size**, or use full original resolution when smaller. They are encoded with high-quality JPEG compression rather than copied byte-for-byte. Contact-sheet thumbnails are rendered for their actual output pixel size. Both preserve aspect ratio and centre the picture instead of stretching it.

The 1.0.0 release includes the Alpha 6.1 image-quality correction. Large reductions average fine detail; the final export does not use the low-resolution storyboard thumbnails. Smaller source images cannot gain detail by being placed at a larger printed size.

Text uses Segoe UI with Windows font fallback when needed. Actual coverage depends on installed fonts; check unusual scripts in your exported output. Long full-page PDFs can be tens of megabytes.

Cancel or retry safely

The progress window provides Cancel; closing it requests cancellation and waits for work to stop. Output is prepared under temporary names before final publication. Cancelling during rendering discards staged work rather than intentionally retaining a partial batch.

Read any failure report and inspect the destination before retrying, especially when multiple files or existing outputs were involved. The output publication is not a general filesystem transaction or a substitute for backup. Neither export nor cancellation edits your native project or source pictures.

> Package preserves source-file bytes; PDF/PNG storyboard export renders a review layout. Use the one that fits the recipient's needs rather than treating their quality/persistence guarantees as interchangeable.

USER MANUAL / 27

Shortcuts and edit history

Keys / control	Released behaviour
Ctrl+N / Ctrl+O	New / Open project.
Ctrl+S / Ctrl+Shift+S	Save / Save as.
Ctrl+Z / Ctrl+Y	Project Undo / Redo, including inspector typing groups.
F2 with a chapter selected	Rename that chapter.
Shift-click / Ctrl+Shift-click	Replace with a range / add a range.
Ctrl-click / corner box	Toggle one scene's selection.
Escape during a drag	Cancel the drag; blank-space release cancels too.
Scene-card double-click	Larger primary-image preview.
Story Preview double-click	Locate its scene in the editor.

What Undo does

Structural edits, grouped text edits, reference changes, batch operations and image reconnections are undoable. A batch is one history step. Typing is grouped by field/edit session; leaving a field ends the group. New editing after Undo clears the unused Redo branch.

Undo history is session-only and not saved with the project. Undo cannot reverse file operations you performed in Explorer, restore overwritten external artwork or retract a PDF you already sent to someone.

Use visible commands when unsure

Hover over icon-only Duplicate, Delete, Save as and folder controls. The released toolbar and context menus replace older arrows and lower-left chapter controls. Do not borrow undocumented Delete-key or other-app shortcuts for destructive commands.

Green selection and gold inspection can differ. Before Undo-sensitive group work, confirm the current view and selected count, then save a milestone copy if preserving an alternate arrangement matters.

USER MANUAL / 28

Troubleshooting

Symptom	Check or action
Wrong scenes imported into a chapter	In Entire Project, import follows the inspected scene's chapter. Open the intended chapter or drop onto its heading.
Click did not clear the group	With multiple selected, a plain click only inspects. Select None, then click one card for a fresh single selection.
Batch count includes hidden records	Commands act on selected scenes in the current view. Navigate or Select None to clear all scopes.
Card drop did nothing	Use a highlighted destination tile; blank space and Escape cancel. A group target must be outside the group in the same chapter.
Moved scenes vanished	Transfer keeps the current view. They may now be selected but hidden in the destination chapter; navigate there explicitly.
Chapter numbering is repeated	Enter a meaningful title without manually adding a number. Existing legacy title text is preserved.
Need one image removed	Images > Remove reference. If primary, choose another primary first. Do not delete the entire scene.
Picture moved or vanished	Use Locate Missing Images; review individual replacements or recursive folder-search matches.
Package opens with missing pictures	Read missing/unreadable summary. Extract all contents and reconnect unresolved records.
Export ignored checkboxes	Export uses its Scenes scope, not the editing selection or visibility filter.
PDF has fewer than six on a page	A new chapter starts a new six-per-page PDF page. Long descriptions can add continuation pages in the one-scene layout.
No installed sample	The installer excludes Sample. The portable ZIP supplies Forest-story and its artwork.

There is still no autosave, .fogx exchange, online collaboration, audio or image editing. If a source is corrupt, relinking to the same unreadable bytes will not repair it.

USER MANUAL / 29

Worked example: share a story for review

Organize the editable master

Create a folder for the story and an images subfolder. Start FogFrames, use Rename project, add chapters Arrival, Discovery and Return, then import the intended pictures while each destination chapter is open.

Inspect scenes to enter titles/descriptions and use Notes for revision detail. Add alternatives on Images; set one primary per scene. Give chapters optional description/status/notes so those planning records stay distinct from scene information.

Arrange with selection in mind

Use Select None before a fresh single-card edit. Shift-click a run for a chapter transfer or use Ctrl-click for nonadjacent choices. Read the count and drop onto the chapter heading; remain in the current view until you explicitly navigate to the destination.

Open Entire Project and All Scenes to review the full order. Use Story Preview for the visual narrative and double-click weak transitions to locate their scenes. Save the master .fogframes in the story folder.

Send the right deliverable

For comments on flow: Export a six-per-page PDF of Entire Project, review every page and send that file. Choose one scene per page when reviewers need the complete descriptions.

For an illustrated overview: export three-column PNG contact sheets to a fresh review folder and share only the files reported by that export.

For continued editing on another computer: Package the project, check the missing/unreadable summary, then extract and reopen a test copy before handing it over. Include primary and reference pictures, not only the artwork visible on cards.

Save your native master separately from review exports. A later PDF does not contain every note, source file or editable object needed to rebuild the project.

USER MANUAL / 30

Release basis and verification notes

Verified public build

The public download page **https://fogbottom.com/create/fogframes/** identifies FogFrames 1.0.0. On November 2, 2026, both downloaded artifacts matched the local release in **E:/FogFrames-0.4.1-RC2/release/FogFrames-1.0.0**.

Installer SHA-256:

4fca12459435d75298a947147fa9765249e7bb4ac3bc4ab4156100641a22654e

Portable ZIP SHA-256:

e9067a449bad8707ab45608e0d515fd6dade6179c51d592e687c331fe32126fb

Build source commit: **ca06cb7312cbee0ea4501e850e3809694884c830**. All 414 downloaded package files match the recorded manifest. The inspected source/public files match its source archive after Windows line-ending normalization; no substantive difference was found.

Verification and limits

A fresh run of the downloaded executable's automated desktop checks passed **80/80**. The archived-source core checks also passed **80/80**, including portability, PDF/PNG output and image-quality cases. Tests ran on isolated copies; development application files were not changed.

This does not claim a fresh human drag/keyboard acceptance test, installer lifecycle test, every DPI/monitor/accessibility combination, every font/script, every printer or unlimited large-project performance. Those remain practical verification limits, not newly claimed features.

Sources and artwork

Primary user documentation is the downloaded README, GETTING-STARTED, USER-GUIDE and RELEASE-NOTES. Controls were checked against the matching release source, especially App, EditorView, selection/movement, ChapterManagement, PortabilityUI, Preview and ExportUI/Export.

Figures 1-2 are existing 1.0.0 captures in E:/Website/images/screenshots/fogframes-main.png and fogframes-export.png. The cover uses the supplied ASSETS/logo.png. Forest green, gold, parchment, typography and navigation follow the earlier companion manuals.

The accompanying release audit records the full build lineage, old-manual corrections and evidence limits. Copyright 2026 Bernard Munn. Application licences and third-party notices remain with the distributed release.