FOGBOTTOM

Visual Image Sequencer

User Manual



Arrange illustrations. Preserve originals. Export in order.

Detailed guide to application version 1.1.2
November 2026 edition

Add - arrange - number - save - export

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Welcome to Visual Image Sequencer

Fogbottom Visual Image Sequencer, abbreviated **VIS**, helps authors and illustrators put existing pictures into a deliberate order and export numbered copies. It works locally and offline, without an account, activation or subscription.

Arrange the pictures visually, choose a naming pattern, then export copies in that order. The application preserves original image bytes rather than rendering a new illustration. Use an image editor or Scene Builder for picture changes before bringing the results into VIS.

This manual covers **application version 1.1.2**, confirmed against the packaged executable and its release materials. The documentation and source were reviewed on November 2, 2026. Existing screenshots come from the supplied application test folders and use synthetic test pictures. This review did not run a new hands-on acceptance test.

Three different results

Result	What it contains
Numbered image copies	New JPG/JPEG, PNG or WebP files, one for every active entry, in displayed order. Original image bytes and extensions are retained.
Native sequence (.fvis)	Image references, order, naming and local Output Folder. Exchange-aware native saves also have companion items.
Fogbottom Project (.fogx)	An exchange archive that preserves sequence and project information. It can use embedded, external or mixed images.

Read this manual by task

Start with Your first numbered sequence. Use the import, selection, order and naming chapters for everyday work, then the project chapters for saving or sharing. Linked contents and PDF bookmarks let you jump directly to a topic.

> Unlike Scene Builder's embedded .fogscene master, an ordinary VIS .fvis file points to images outside itself. Keep the source pictures available and back up the whole project arrangement.

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Install, start and update

Choose the installed or portable edition

Installer: run **Fogbottom-Visual-Image-Sequencer-1.1.2-Setup.exe**. It installs for the current Windows user without administrator access, adds a Start Menu entry under Fogbottom and offers an optional desktop shortcut.

The default installation is **%LOCALAPPDATA%/Programs/Fogbottom/Visual Image Sequencer**. Start it through the Fogbottom Start Menu group or the shortcut you chose.

Portable ZIP: use Windows Extract All to extract the complete release ZIP into a folder of your own, then run **Fogbottom.VisualImageSequencer.exe**. Keep the licence and notices with the application when redistributing an unmodified copy.

Requirements

The package is for Windows x64; Windows 11 x64 is the tested target. It includes its runtime, so no separate .NET or Node.js installation is needed. First use extracts native components into the normal Windows temporary directory. Temporary and local application-data locations must be writable.

The release is unsigned. Windows or an organisation's policy may warn or block it. Verify the package source and supplied SHA-256 checksum and follow your organisation's policy. Do not disable protection to make it run.

Keep versions and work separate

Use the package labelled 1.1.2 rather than an older acceptance package. Older versions retained in the development folder can have different drag or selection behaviour. Application release 1.1.2 is distinct from the Version 1 native and exchange file formats.

To remove the installed edition, use Windows Settings > Apps > Installed apps. Uninstall removes installed program files, shortcuts and registration, not your pictures, projects or exports. Save and back up work before changing installations.

Store original pictures and project backups in your own working folders. The program is freeware for personal, educational and commercial use; the included LICENSE.txt states the terms.

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Find your way around

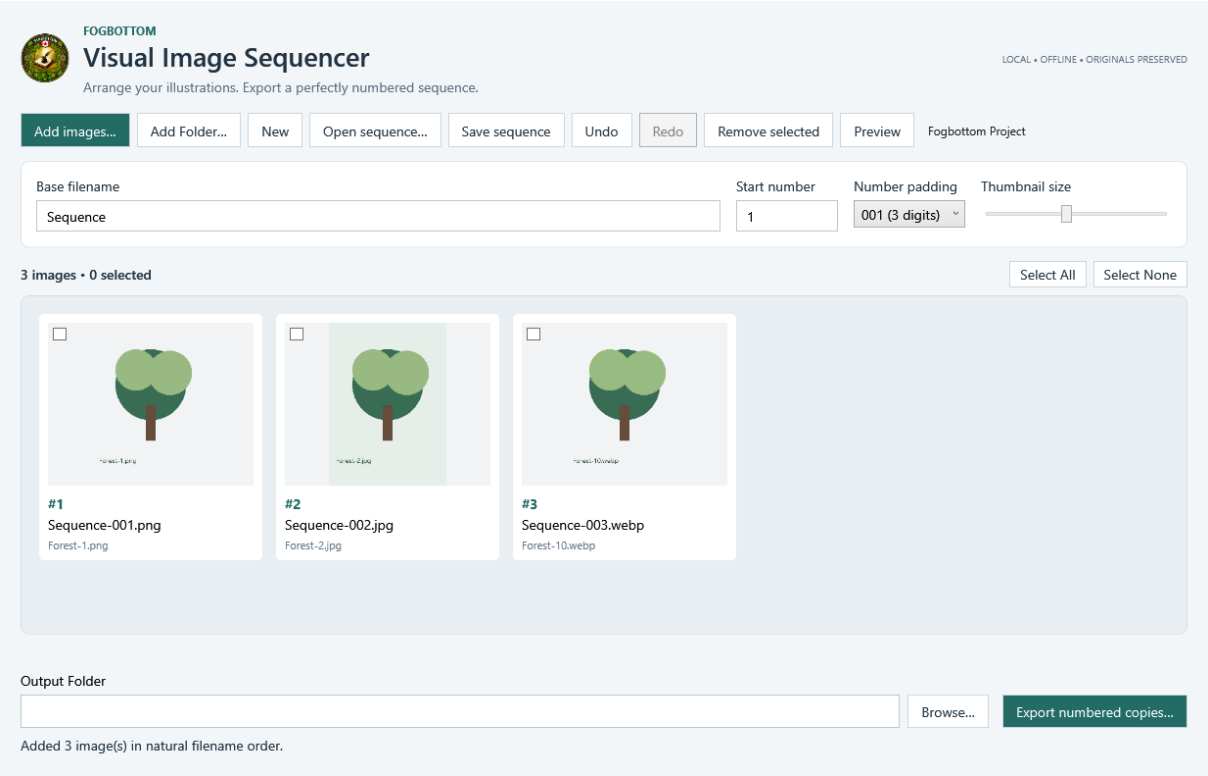


Figure 1. Three test pictures in natural filename order. The toolbar, naming controls, selection count, image grid and Output Folder are all in one window.

Area	What to do there
Top toolbar	Add images/folders, start New, Open or Save sequence, Undo/Redo, Remove selected, Preview and use Fogbottom Project.
Naming row	Set Base filename, Start number, Number padding and Thumbnail size.
Selection strip	Read total/selected counts; Select All or Select None.
Thumbnail grid	Inspect pictures, check entries, reorder by dragging and scroll through the sequence.
Bottom controls	Set Output Folder, Browse and Export numbered copies. Read validation, status and progress.

The grid wraps as the window or thumbnails change size. This changes how many cards fit on a row, not sequence order. Controls may wrap at narrower window sizes.

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Your first numbered sequence

Use a small set of illustrations and an empty existing output folder for your first export.

1. Start VIS and choose **Add images...**. Select several JPG/JPEG, PNG or WebP files. The imported batch arrives in natural filename order.

2. Inspect the cards. Drag any picture to the position it should occupy, watching the thick green insertion marker. Recheck the resulting order after dropping.

3. Double-click a card for a larger Preview. Close the preview or press Escape to return to the sequence.

4. Set **Base filename** to a clear name such as Forest-Story. Leave **Start number** at 1 and choose **001 (3 digits)** for padding.

5. Read the planned names beneath the pictures: Forest-Story-001.png, Forest-Story-002.jpg and so on. Extensions follow the original files; they do not all become PNG.

6. Choose **Save sequence** or Ctrl+S. Pick a .fvis name and location. Keep the source pictures where the saved sequence can find them.

7. Use **Browse...** beside Output Folder to select an existing writable folder, or type its full path. Changing this field changes the saved project state, so save again if you want it remembered.

8. Click **Export numbered copies...**. After success, choose **Open Output Folder** to view the copies in Explorer; the completion dialog closes when the folder opens.

9. Check the files and order before using them downstream. Keep your native sequence if you want to rearrange or export again later.

> Numbered export includes the **whole active sequence**, regardless of which boxes are checked. Checkboxes select entries for editing; they are not export inclusion switches.

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Add individual pictures and folders

Supported sources

VIS accepts **JPG, JPEG, PNG and WebP**, regardless of extension capitalisation. Unsupported files are ignored during discovery. The status line reports added images, ignored files, skipped subfolders and unavailable items.

Add images... opens a Windows file picker that accepts multiple files. **Add Folder...** opens a folder picker and adds supported images directly inside the chosen folder. Both commands append their batch to the existing sequence.

Folder imports are snapshots

1. Choose Add Folder and select a folder of illustrations.

2. Wait while VIS finds its supported files. Subfolders are skipped rather than scanned recursively.

3. Read the status summary and inspect the resulting order. An empty folder or one with no supported images adds nothing.

4. Add any required subfolder separately. Use Undo to reverse an unintended complete import batch.

Adding a folder does not establish a live link to its directory listing. A saved sequence records the expanded image paths and order. Reopening it does not rescan the folder to add newly created images.

Natural ordering and duplicates

Every discovered batch is naturally sorted by filename: scene2 comes before scene10. A deterministic path tie-break handles equal names from different folders. This initial sort does not replace your manually arranged existing order.

The same source can appear several times. A duplicate confirmation asks whether repeated sources are intentional. Declining cancels that import batch; accepting creates independent sequence occurrences referring to the same source.

> Import adds references, not copies of ordinary source images. If those files move, disappear or become unavailable, restoring the .fvis file alone does not restore the artwork.

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Drop pictures from Explorer

Explorer drag-and-drop accepts individual files, folders or a mixture. It uses the same discovery, supported formats, natural ordering and duplicate confirmation as the Add commands.

Insert a batch at a chosen location

1. Select the source files or folders in Explorer and drag them over the thumbnail grid.

2. Hover over a thumbnail or its immediate gap. Read the green insertion marker to see where the complete new batch will go.

3. Drop and wait for discovery and any duplicate prompt. Inspect both the batch's internal natural order and its location among existing pictures.

4. Use Undo once if the batch was inserted in the wrong place, then try again.

Dropping on blank workspace appends instead of inserting at a nearby card. Add Folder likewise appends. When precise placement matters, use a visible card/gap marker rather than a large blank area.

Navigate a long sequence while dragging

Hold near the top or bottom of the workspace to scroll. Pause until the intended target is visible, then drop at the marker. Avoid assuming that the screen row is a permanent section: rows reflow when you resize cards or the window.

If a drop adds fewer files than expected

Check the status line. Folder imports skip subfolders and unsupported extensions; unavailable items are skipped and counted. Open missing subfolders in Explorer and add them explicitly if needed. A refused duplicate prompt means no images from that batch were added.

> Dragging into VIS reads original files. It does not move them out of Explorer or rename them. A batch is one Undo/Redo operation, not one operation per image.

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Select and remove entries

How selection works

Gesture	Effect
Checkbox click	Toggles that image without clearing the others.
Plain thumbnail click	Adds the image to the current selection.
Ctrl-click thumbnail	Toggles one image.
Shift-click card or checkbox	Adds the contiguous range from the last clicked anchor, in displayed order, forward or backward.
Select All / Select None	Checks every entry / clears the selection.
Blank workspace click	Preserves the current selection.

The count above the grid shows total images and selected images. Selection is temporary; it does not mark a saved sequence as changed and is not part of native sequence persistence.

Remove without deleting originals

1. Check the entries you want to remove. Use Select None first when you need a fresh selection.

2. Confirm the selected count, especially after a range selection or scrolling.

3. Click **Remove selected** or press Delete. The entries disappear from the active sequence; source files remain untouched.

4. Undo restores an accidental removal. Remaining planned filenames update to match their new positions.

In exchange-aware projects, removal also retains the removed occurrence and associated project information as a retired entry. It is not a permanent purge of the exchange archive.

> Checked does not mean exported. **Export numbered copies** processes all active entries, including unchecked ones. A drag also moves only the one image grabbed, even when several are checked.

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Rearrange pictures precisely

The displayed sequence determines numbered export order. Read it left to right across a row, then continue on the next row; the # labels identify each position.

Reorder with a drag

1. Grab the picture card itself rather than its checkbox.

2. Drag toward the destination. Watch the thick green edge that marks the insertion point.

3. Drop on the target image. In 1.1.2, the grabbed image takes that target's position, whether moving forward or backward, within one row or between rows.

4. Inspect the new # positions and planned filenames. Undo if the change was unintended.

For example, begin with A, B, C, D. Drag A onto C: the result is B, C, A, D. Drag D onto B in the original sequence: the result is A, D, B, C. Other entries shift to make room.

Use keyboard steps

Select a single image and press **Ctrl+Left** or **Ctrl+Right** to move it one position. A single selection avoids uncertainty about which selected item receives the command. Finish editing any text field first.

Long sequences and version differences

Hold a drag near the grid top or bottom to scroll. The marker follows the visible target as the view changes. Changing Thumbnail size can help you see more of the order, but does not reorder anything.

Version 1.1.2 corrected sideways same-row drag behaviour in 1.1.1. Older builds can leave an adjacent drop unchanged or land one slot short. Use the current release when following these instructions.

> Multi-selection is useful for removal, but a drag moves **one** occurrence. Repeated uses of the same source are separate positions; moving one does not move all copies.

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Previews and thumbnail size

Inspect a larger picture

Double-click a thumbnail to preview that specific image. You can also select a single entry and click **Preview** or press Enter. Close the preview window or press Escape to return.

The preview title includes the planned export name and original filename. The larger window fits the image to its available space; it is a viewing aid, not an editing canvas. For an unambiguous toolbar preview, use Select None and select just the intended entry.

Adjust the grid for your task

Drag **Thumbnail size** to make cards larger for inspection or smaller to compare more sequence positions. The current slider ranges from 150 to 330 in card width. The grid reflows automatically when you change it or resize the main window.

Thumbnails are loaded serially in the background and downsampled to at most 256 pixels; larger previews are bounded to 1600 pixels. Neither preview resolution changes the image exported later.

Orientation, transparency and animation

The display respects embedded EXIF orientation. Numbered export copies the original bytes without baking in a rotation. A downstream viewer that handles orientation differently may display the same bytes differently.

PNG/WebP transparency is shown in previews. Animated formats display a representative frame while numbered export preserves the original animation bytes. VIS is not an animation editor or image converter.

When an image has no preview

Images above 50 megapixels do not receive previews, to bound decoding memory. They can still be copied if otherwise valid for export. Damaged files can show Preview unavailable yet may still be copied byte-for-byte. Missing sources are different: they block export.

> A successful byte copy does not certify that an image is healthy. Validate an important picture in its intended viewer or editor if VIS cannot preview it.

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Choose filenames and numbering

Every card shows both its sequence position and planned export filename. **#1** always means first position, even if your chosen Start number is 10 or 100.

Set the three naming controls

1. Enter a **Base filename** without an extension, such as Forest-Story.

2. Set a nonnegative whole **Start number**. Default is 1; zero is allowed.

3. Choose 2-, 3- or 4-digit **Number padding**. Default is 3 digits.

4. Read the updated names below the pictures before exporting.

Settings / source	Example output
Base Story, start 1, padding 3; fox.png	Story-001.png for the first entry.
Same settings; forest.JPG second	Story-002.JPG. Extension capitalisation is preserved.
Base Chapter-2, start 10, padding 2	Chapter-2-10.webp for a first WebP source.
Start 99, padding 2; three PNGs	Story-99.png, Story-100.png, Story-101.png. Numbers expand.

Padding is a minimum width

Numbers are not truncated when they outgrow the chosen padding. VIS warns when the final number exceeds it. Increase padding for consistent filename sorting, particularly in software that sorts text rather than numbers.

Valid names and numbers

Use 1 to 160 base-name characters. Do not use Windows-forbidden characters such as < > : " / backslash, vertical bar, ? or *, control characters, leading/trailing spaces or a trailing dot. Reserved device stems such as CON, NUL, COM1 or LPT1 are rejected.

The final number must fit a nonnegative signed 64-bit integer; overflow is rejected. Invalid naming displays a message and prevents normal numbered export. Settings changes are not covered by sequence Undo/Redo.

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Set the Output Folder

Output Folder is a local destination preference for numbered pictures. It is independent of where you save a .fvis project or export a .fogx archive.

Choose an existing destination

1. Create a suitable folder in Explorer if it does not exist yet.

2. Click **Browse...** beside Output Folder and select it, or type its complete absolute path.

3. Check that you have write access and enough free disk space for copies of all active pictures.

4. Click Export numbered copies. Validation uses the text already in the field; it does not reopen a folder picker.

A full path such as **E:/My Book/Numbered Images** identifies a specific directory. Relative text such as **exports** is not resolved against your project folder. Browse is the simplest way to avoid an incomplete path.

What is remembered

Native .fvis saves retain the Output Folder text. Changing it marks the sequence as unsaved. Older native projects without a destination open with a blank field. A Fogbottom Project import clears Output Folder because local destination preferences are not exchanged.

Avoid conflicts and long paths

Use an empty folder for a first batch or a fresh attempt after cancellation. VIS refuses existing destination filenames, including a folder occupying the same name; it will not ask to overwrite numbered copies.

Each complete destination path must contain fewer than 260 characters. If it is too long, shorten the folder path or Base filename. A source file cannot be replaced by exporting over itself.

> Choosing an output folder does not copy anything. The actual availability, sources and destination names are checked when you click Export numbered copies.

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Export numbered image copies

Confirm the sequence before writing files

1. Inspect all active entries in order. Remove unwanted occurrences, not merely their checkmarks.

2. Check Base filename, Start number, padding and card filenames.

3. Set an existing writable Output Folder. Save the native sequence if you want these choices retained.

4. Click **Export numbered copies...** and wait for preflight and copying.

Preflight checks every planned source and destination. A missing/unsupported source, invalid path, long destination name or existing destination blocks the batch before copying. Exchange-aware active source checks also detect changed sources.

What export preserves

Each output is a byte-for-byte copy of its source. VIS does not resize, crop, recompress, convert or rotate it, or rename/delete the original. Its embedded metadata remains within the copied bytes. Original extensions and their capitalisation remain unchanged.

Filesystem creation timestamps, permissions and alternate data streams are not promised to match. The guarantee concerns file contents and embedded image metadata, not every filesystem attribute.

Read progress and completion

The status line and progress bar show completed copies and the current name. After full success, the compact **Export complete** dialog reports the image count. **Open Output Folder** opens Explorer and closes the dialog when successful; **Close** only dismisses it.

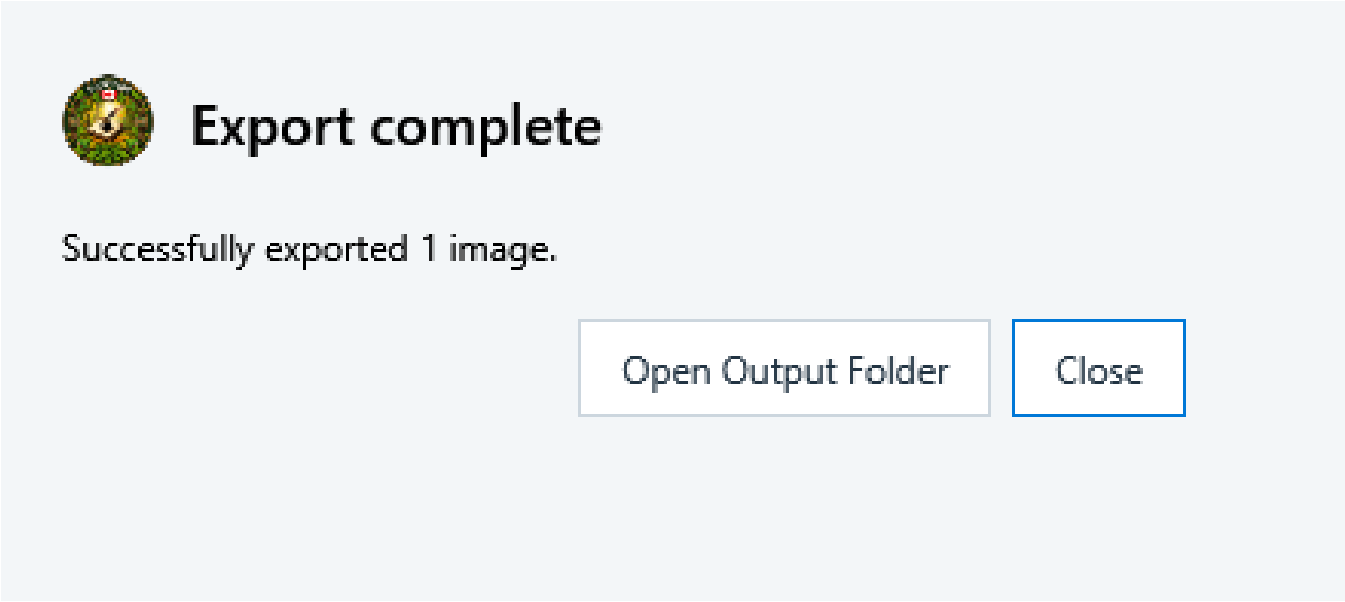


Figure 2. The success dialog appears only for a fully completed numbered export; this test capture reports one image.

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Cancellation, failures and safe retries

Stop a numbered export

Click **Cancel export** or press Escape while numbered copying is active. Wait for the operation to finish stopping and read its report. Controls are disabled while work is busy to keep the export plan stable.

Cancellation does not roll back the completed part of a batch. Previously finished copies remain in the destination. An incomplete temporary copy is removed when possible; if cleanup fails, the report identifies the remaining file.

Interpret a partial report

The report states how many images were copied, how many were not exported, the destination and any error. It lists unexported images in sequence order. Copying stops at the first failure or cancellation rather than skipping a problem and presenting partial work as success.

An existing destination discovered during preflight blocks the whole batch. A file that appears later during a race is also protected from overwrite; some earlier entries may already have been copied by that point.

Start a clean retry

1. Read and retain the report if you need to account for completed files.

2. Correct the cause: restore sources, free space, fix permissions or shorten names.

3. Choose a new empty output folder for a complete fresh batch. Reusing the partially filled folder causes filename conflicts.

4. Verify the sequence and naming, then export again. Review the final count and resulting files.

> Undo does not remove completed exports. Escape cancellation is for numbered image export; the separate exchange import/export operations do not provide an in-progress cancellation control.

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Save and reopen native sequences

Save your editing plan

Choose **Save sequence** or Ctrl+S. This opens a save picker, including when a sequence already has a name. Choose the .fvis file you want to save or enter a new name for a separate version.

An ordinary native file stores image paths in sequence order, naming settings and Output Folder text. Sources are not embedded. Relative paths are written where possible; references on another drive may remain absolute.

Reopen without reimporting

Choose **Open sequence...** and select .fvis. It restores the saved order instead of sorting the pictures by their original names. A missing source stays in its position with a diagnostic; it is not silently skipped.

Native Version 1 files from earlier releases remain readable. Files without Output Folder open with a blank destination. Selection checkmarks are temporary and do not form part of the ordinary native project.

Native loading is limited to **8,000,000 bytes and 20,000 entries**. Hundreds of images were tested; the formal entry limit is not a performance guarantee for very large libraries. Current thumbnails remain in memory for the sequence.

Unsaved work and New

The title begins with an asterisk when the sequence has changed. Order, import/removal, naming and Output Folder affect saved state. Selection and thumbnail viewing size do not constitute the saved editing plan.

Before New, Open, exchange import or closing replaces/discards unsaved work, VIS offers to save. **Yes** continues through saving; **No** continues without saving; **Cancel** leaves the current work in place.

New creates an empty sequence with Base filename Sequence, start 1, three-digit padding and blank Output Folder. It does not delete any source images, previously saved projects or exports.

A native sequence can also have exchange companions after Fogbottom Project work. Check the next chapter before moving, renaming or sharing one. A .fvis file alone is not always a complete saved project.

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Keep exchange-aware native saves together

A native save after exchange-aware work can create three connected items. This preserves scene associations, notes, retained information and durable embedded image copies while leaving ordinary .fvis interchange readable.

Item	Role
My sequence.fvis	Native sequence, naming and local destination. Refers to durable embedded copies or external sources.
My sequence.fvis.fogx.json	Companion binding that connects the native sequence with its matching full exchange generation.
My sequence.fvis.fogx-data/	Folder containing generation subfolders, each with project.fogx and durable active embedded image copies where needed.

Move, copy or back up the bundle

1. Save, close the project/application and locate all three items in Explorer.

2. Copy or move them together, preserving their matching names and the complete data folder, including all subfolders.

3. Keep external source images available too; saving a bundle does not turn external dependencies into embedded images.

4. Reopen the copied .fvis and verify it before relying on the new location or deleting any backup.

Rename through VIS

To save under another name, choose **Save sequence** and enter the new .fvis filename. Renaming only one item in Explorer is unsupported. Do not delete generation folders as a routine cleanup method.

Older VIS builds can read a native image list but may lose exchange metadata if they save over it. Current VIS checks for missing or stale companions and refuses silent detachment. Use the current release and retain a complete backup.

Native companion saving is a multi-file operation, not one atomic filesystem transaction. Power or storage failure can leave mismatched items. Retained project.fogx generations provide a recovery route described later in this manual.

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Choose native, numbered or exchange output

These commands serve different purposes. Pick the result according to what the recipient or your next step needs.

Goal	Use
Continue everyday sequencing locally	Save sequence (.fvis), retaining sources and any companions.
Send only ordered picture files to a publishing tool	Export numbered copies to a fresh output folder.
Share one self-contained project file	Export Fogbottom Project (.fogx), choosing Embed every image.
Keep a project's current embedded/external arrangement	Export .fogx with Keep current embedded / external references; include any external dependencies separately.
Receive a native image list from Storyboarder	Open sequence for compatible Version 1 .fvis.
Receive order plus scenes, notes and retained project data	Import Fogbottom Project for .fogx.

Understand the key difference

Numbered pictures are independent image copies with new names. They do not form a project containing scene notes, active/retired entry identities or edit history. A native file saves the working sequence; an exchange archive preserves a broader project representation.

VIS does not require another Fogbottom application to be installed. It arranges images and preserves exchange information, but does not provide a scene-text or notes editor.

Do not assume all project files are portable

Ordinary .fvis references external artwork. A reference-based .fogx can also depend on external files. A fully embedded .fogx is the intended single-file portable exchange, provided every asset is available and the archive fits the size limits.

Output Folder is a local native preference, not shared exchange data. Set it after importing .fogx before attempting numbered image export.

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Import a Fogbottom Project

Load an exchange archive

1. Choose **Fogbottom Project > Import Fogbottom Project (.fogx)...**. Save current work if prompted.

2. Select the .fogx archive and wait for validation and loading. Editing is disabled during this operation.

3. Inspect active order, thumbnails and imported naming settings. Read the status for unresolved assets and retained retired entries.

4. Choose an Output Folder for this computer. Import deliberately clears this local destination preference.

5. Rearrange or remove occurrences as needed. Use Save sequence for a native bundle or Export Fogbottom Project for another exchange archive.

Import does not rewrite the original archive. Embedded images are materialized into a working location under local application data; a native save creates durable project copies rather than relying on that temporary working materialization.

Missing, changed and unsupported assets

Unresolved active entries stay in position with diagnostics. Numbered export is blocked when an active exchange source is missing, changed or unsupported. Restore expected source files and reopen/import to refresh status; there is no relinking editor.

Exchange network-share references are retained without automatic network access. A reference can therefore remain unavailable even though its location text is preserved. Do not assume import has fetched every external asset.

Rejected projects

Incompatible format versions, unknown required features and invalid/unsafe archives are rejected before replacing the current project. Unknown optional data is retained when the archive is supported. For a rejected file, keep the original and obtain a compatible export from the producing application.

Exchange import/export finishes or fails before the program closes. There is no control to cancel it while it is running; allow sufficient disk space and time.

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Export a portable Fogbottom Project

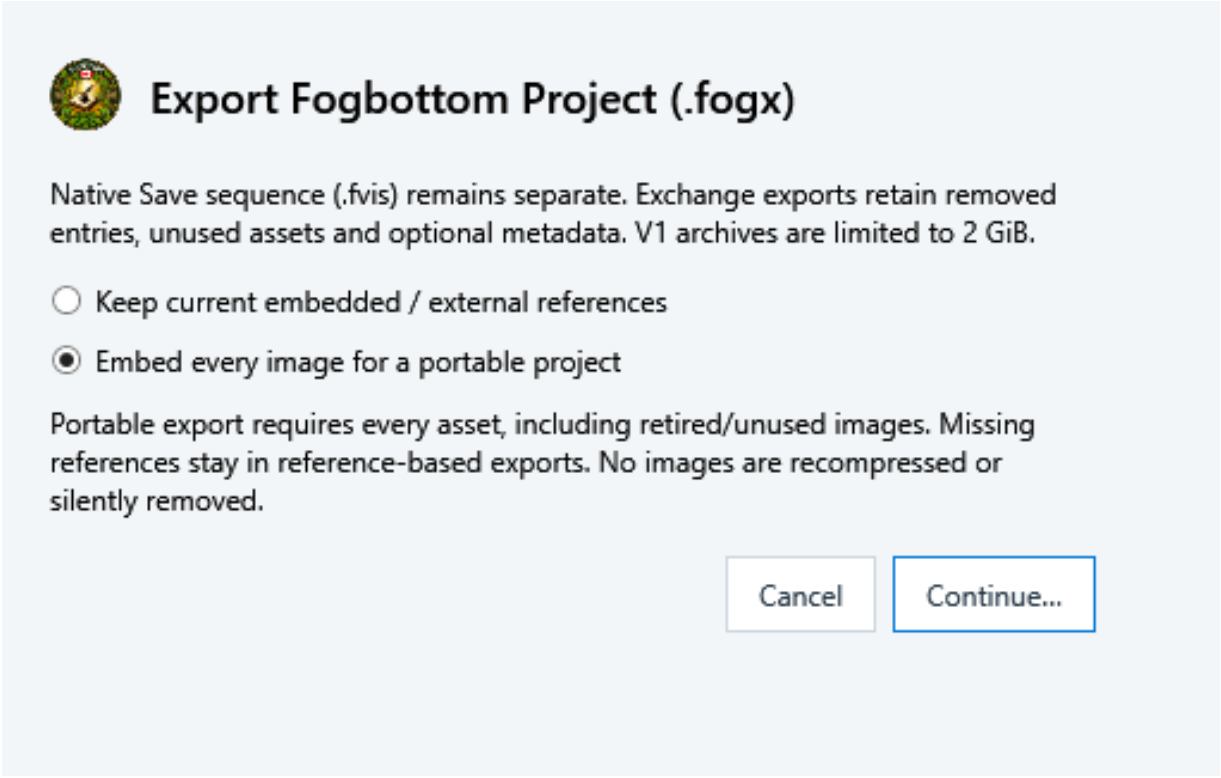


Figure 3. Exchange options distinguish a fully embedded portable file from keeping the current reference arrangement.

1. Choose **Fogbottom Project > Export Fogbottom Project (.fogx)...**.

2. Select **Embed every image for a portable project** and choose **Continue...**.

3. Pick the destination .fogx filename. If replacing an existing exchange file, the save picker asks for confirmation.

4. Wait for validation and publication, then read the success message. Keep your native save separately if you use one.

Portable export embeds original bytes for every referenced asset, including retired/unused images retained in project data. All of those assets must be available; having only the active thumbnails present is not enough.

The archive preserves active order, identities, scene links, notes, optional metadata and retained files. It does not exchange your local Output Folder. Share the resulting file only after reviewing what retained content it contains.

.fogx export is a separate operation from numbered picture export. It can replace an existing .fogx only through the explicit save workflow; numbered image export never overwrites existing destination names.

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Keep embedded and external references

Choose **Keep current embedded / external references** when the project should retain its current storage arrangement instead of embedding all assets.

What this mode does

Existing embedded images stay embedded. External images stay external references; a mixed project remains mixed. Known relative external references are rebased to the new archive location so they continue pointing toward their intended sources on that system.

For a native-only sequence, reference-preserving exchange output uses external image references. It does not automatically package the picture files alongside the .fogx.

Share a referenced project deliberately

1. Identify external sources that the receiver will need. Keep the intended folder tree together.

2. Export in Keep references mode to the intended project location.

3. Copy the required images as well as the .fogx, preserving relative arrangement where it is used.

4. Test import from the copied location. Another drive's absolute paths or another computer's locations may not resolve.

If you need a simple one-file handoff, choose fully embedded portable export instead. Reference-preserving export is useful when preserving dependencies matters, but the file alone is not proof of portability.

Unresolved references can remain

Missing references may be retained in reference-based exchange output rather than silently dropped. They still prevent numbered output if active and prevent fully embedded output if required anywhere in the project.

> Keeping a reference preserves information about an asset; it does not restore missing bytes. VIS has no automatic search, relink or similarly named replacement feature.

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Retained information and archive limits

Removal is not permanent exchange cleanup

In an exchange-aware project, removing an occurrence retires it with its identity, notes and scene relationship. Unused images and opaque optional files can also remain. Undo/Redo preserves occurrence identity across these changes.

This protects information from silent loss, but it means removed content may still travel with a shared .fogx. A recipient may recover it. VIS has no permanent cleanup or retired-entry editor; inspect the project's retained content in a capable workflow before sharing sensitive material.

Unknown optional metadata

Optional information is preserved even when VIS cannot interpret or edit it. Reordering can make another application's order-dependent layout stale. Such metadata is marked for review after structural changes; retained bytes alone do not prove that layout semantics are still correct.

Space limits

Limit	Meaning
2 GiB archive on disk	2,147,483,648 bytes, including ZIP overhead.
2 GiB expanded data	Total uncompressed retained content is also bounded.
256 MiB per asset	One large asset can exceed the limit even if the whole project is smaller.
Additional structural limits	Manifest, member, entry, nesting and other counts are validated too.

Exchange import retains active and retired entries within a combined 20,000-entry limit. Retiring entries does not free that allowance for unlimited additions; start a separate project when required.

Retired/unused images and opaque retained files count. VIS does not silently omit images, split archives or purge data to fit. Oversized export fails; it removes temporary output when possible and leaves an existing destination intact.

Working copies and native generations can require several times the archive's size. Old generations are retained, not automatically pruned. Plan free space for both active work and backups.

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Move, back up and recover projects

Ordinary native project

Back up the .fvis and every source image. Same-drive references are commonly relative to the project directory; moving the project with the same relative picture tree can preserve them. Cross-drive absolute references still depend on their original locations.

Opening .fvis does not scan folders for new pictures and does not search for replacements. Restore missing sources to their expected locations, then reopen to refresh diagnostics.

Exchange-aware native bundle

Back up .fvis, its .fvis.fogx.json companion and the complete .fvis.fogx-data folder together. External pictures remain additional dependencies. A complete backup should come from a finished save rather than a partially completed multi-file publication.

Recover a stale or missing companion

1. Preserve the damaged/mismatched bundle and locate a complete matching backup if one is available.

2. If recovery from retained generations is needed, find **project.fogx** inside the appropriate generation subfolder of .fvis.fogx-data.

3. Use **Fogbottom Project > Import Fogbottom Project** to import that archive explicitly. Choose the generation corresponding to the work you need.

4. Inspect order, artwork and diagnostics. Restore external files if required, then Save sequence under a new name. Set the local Output Folder again.

There is no automatic crash recovery

Save useful milestones and keep backups. Exported image copies are not a complete substitute for project information. Imported .fogx originals remain independent of the native bundle and can be valuable recovery sources.

Do not fix companion errors by deleting bindings or generation folders. The refusal protects scene/notes metadata from silent loss; restore a matching bundle or recover through its preserved exchange archive.

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Undo, shortcuts and focus

Keys / command	Action
Ctrl+S	Save sequence; opens the .fvis save picker.
Ctrl+Z / Ctrl+Y	Undo / Redo import, removal or rearrangement.
Ctrl+Left / Ctrl+Right	Move the selected image one position. Use a single selection for clarity.
Delete	Remove selected entries from the active sequence; preserve originals.
Enter	Preview the selected image when not editing a text field.
Escape in Preview	Close the preview window.
Escape during numbered export	Request cancellation; completed copies remain.
Ctrl-click / Shift-click	Toggle one card / add a displayed-order range.

Know the scope of Undo

Each complete import batch, removal operation or rearrangement is undoable. Undo does not reverse naming changes, Output Folder settings or completed exports. It is an editing history, not a disk rollback or source-image restore tool.

Text fields take keyboard focus

Finish typing in Base filename, Start number or Output Folder before using selection or movement keys. Ctrl+S is handled as Save sequence; other sequence shortcuts do not override ordinary TextBox editing.

Checkbox clicks are for selection and do not start dragging. Grab the card to reorder. Range selection adds to existing checked images, so use Select None when you need an exact new subset.

Busy operations

While importing, exporting or validating a project, editing controls are disabled. Closing while busy asks you to wait; a numbered export can receive a cancellation request, while exchange work completes or fails first.

Save your intended plan before a major rearrangement. Reopening a saved file reconstructs its stored state, not a permanent Undo history across sessions.

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Troubleshooting

Symptom	What to check
Expected pictures were not added	Supported extensions only. Folder import is top-level; subfolders are skipped. Check the status summary and duplicate confirmation.
Dragging seems off by one	Confirm release 1.1.2. Grab the card, read the marker and inspect the final positions. Older releases had a same-row defect.
Too many images were removed	Selection is additive and blank clicks do not clear it. Undo, Select None and select the intended entries again.
Unchecked images exported	Expected behaviour: numbered export includes all active entries. Remove unwanted occurrences from a separately saved sequence.
Preview unavailable	Image may be damaged or above 50 MP. Copying can still succeed; inspect validity in an appropriate image viewer.
Source missing	Restore the expected file and reopen/import. There is no relinking editor or automatic file search.
Numbered export is blocked	Check valid naming, active sources, existing destination names, complete output path, write access and path length.
Exchange export is blocked	Portable mode needs retired/unused assets too. Check missing/changed sources, per-asset/archive limits and free space.
Companion mismatch	Restore all matching bundle items or import project.fogx from a retained generation. Save recovery under a new name.
Expected notes editor is absent	VIS preserves exchange notes/scenes but does not edit them. Use a capable application for that work.
Status does not refresh after source restoration	Reopen the native sequence or import the exchange archive again to refresh diagnostics.

Read the full error/report before retrying. Numbered-copy failures can leave a completed partial batch; use a fresh empty destination for a full retry.

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Worked example: book illustrations

This example prepares a mixed-format picture set for a publishing workflow while preserving an editable ordering plan.

Prepare and arrange

1. Put final illustrations in a stable project folder, such as My Book/Images. Keep a separate backup of the original artwork.

2. Add that folder to VIS. If character or chapter images are in subfolders, add those separately; importing the parent does not recurse.

3. Compare the visual sequence with the manuscript. Drag the opening picture first, then position each following illustration. Preview ambiguous thumbnails.

4. Remove alternate or unwanted occurrences from the active sequence. Checkboxes alone will not exclude them from export.

Name and save

5. Set Base filename to My-Book, Start number to 1 and padding to 3. Check that #1 shows My-Book-001 with the original extension.

6. Save the sequence beside the stable image tree. Reopen it once if you want to confirm the saved order and references before handoff.

7. Select an empty folder, such as My Book/Numbered-v1, then save again to retain that local output preference.

Deliver the right result

8. Export numbered copies and inspect the completion count and files. Mixed sources remain mixed: My-Book-001.png, My-Book-002.jpg and My-Book-003.webp are valid results.

9. If your next tool requires one format, convert images separately through a suitable editor; VIS's export deliberately preserves bytes rather than converting them.

10. For another Fogbottom user's project handoff, export fully embedded .fogx if all retained assets fit. For a later revision, preserve the native master and choose a fresh output folder such as Numbered-v2.

A fresh export folder keeps successive delivery sets distinct and avoids the existing-file protection blocking a revised batch.

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Glossary and source notes

Term	Meaning
Entry / occurrence	One position in the sequence; several can reference the same image.
Active / retired	In the visible sequence / retained exchange entry removed from that sequence.
Padding	Minimum digit width for the exported number.
External / embedded	Image stored outside the project / original bytes contained in exchange data.
Native companion	Binding file and data folder preserving full exchange data beside .fvis.
Preflight	Source and destination checks before numbered copying starts.

Manual basis and version

Read-only review of **E:/vis** on November 2, 2026. Primary end-user sources: release/Fogbottom-Visual-Image-Sequencer-1.1.2-win-x64/README.txt and RELEASE-NOTES.txt. Packaged executable metadata reports 1.1.2 and the release information identifies source commit **4ce4efdfd48b325d25235a63eeeb1e8b89740243**.

Source checks: src/Sequencer.App/MainWindow.xaml, MainWindow.xaml.cs, Dialogs.cs, FogxCommands.cs and Sequencer.App.csproj; src/Sequencer.Core/Core.cs and ImageImports.cs. Supporting notes: docs/fogx/v1/IMPLEMENTATION.md, STORYBOARDER-COMPATIBILITY.md and releases/INSTALLER.md. Current packaged materials take precedence over historical acceptance text.

Figures 1-3: test-results/public-candidate-a6326269974b4ac6806df59fd28f8228/desktop/02-mixed.png, 07-export-complete.png and 11-fogx-export-options.png. These are existing test captures, not new runtime validation by the manual author.

Cover artwork: user-supplied C:/Users/bmunn/OneDrive/Desktop/ASSETS/logo.png. Design matches the Scene Builder manual's forest-green, gold and parchment palette, typography, page size, chapter treatment and navigation.

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