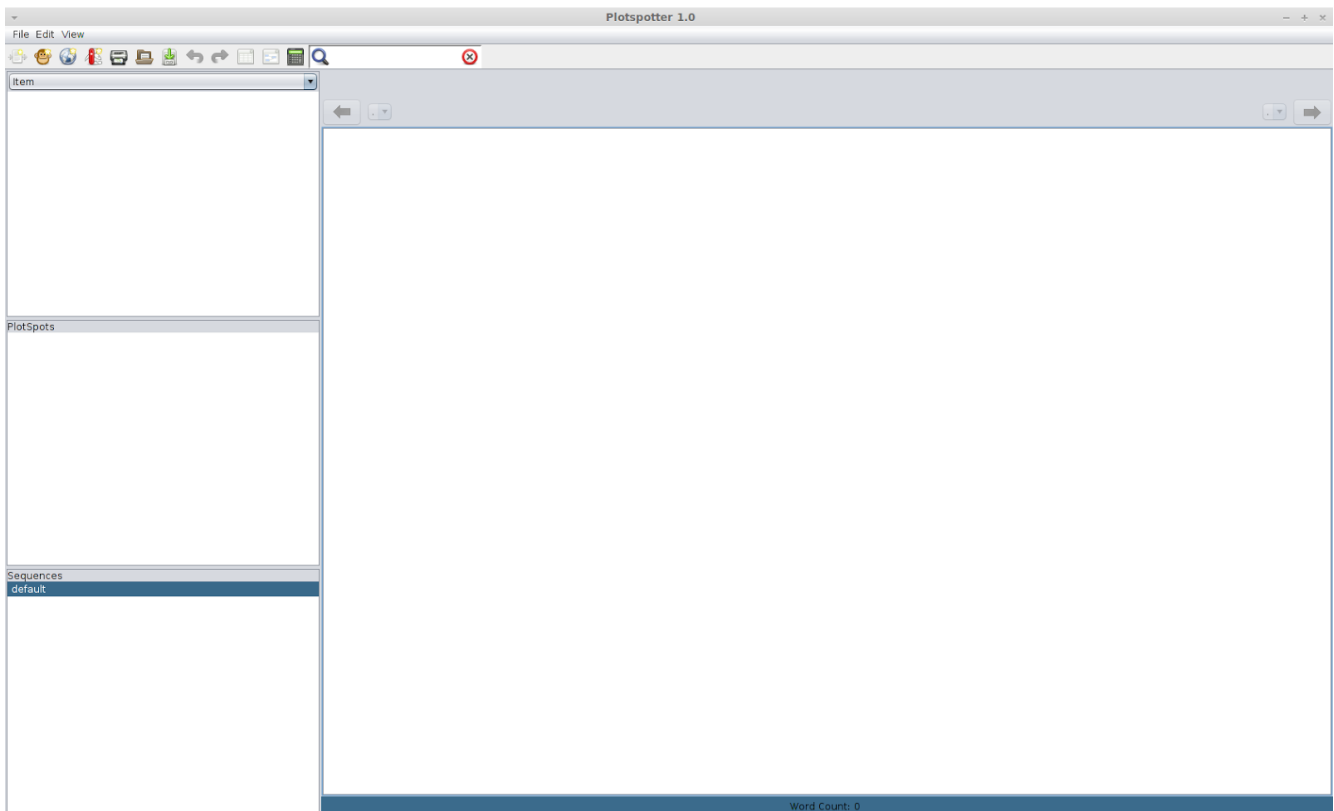
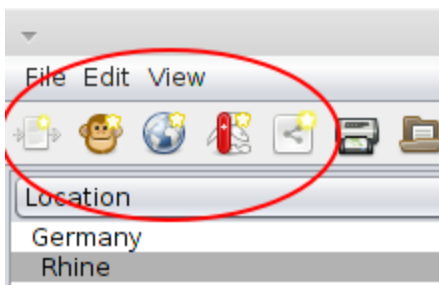


PlotSpotter

Morphogenesis



Create elements



Clicking any of these icons, or alternatively clicking file->New then selecting an option, will allow the creation of a new element

- PlotSpot: A PlotSpot is a segment of text, used to make a story. - Alternatively, press CTRL-1

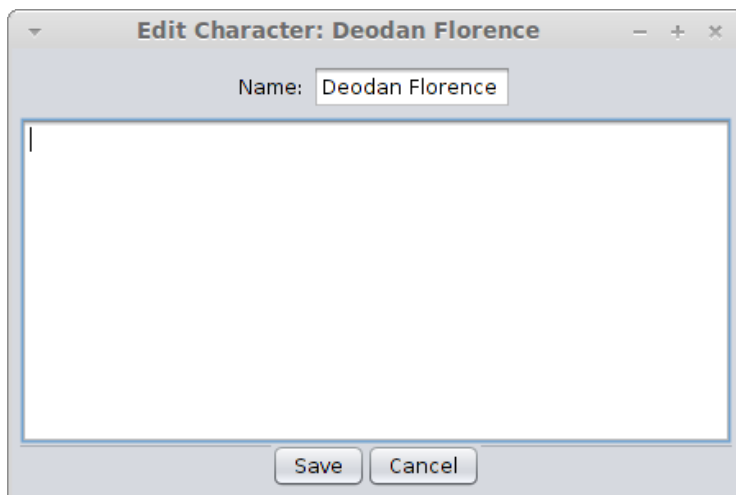
Creating a new PlotSpot will only allow choosing a name, all other attributes are written from within the main editing window.

- Items, Characters, and Locations: these elements are used to populate a story, and are used in conjunction with macros. To create an item, character, or location, click the respective icon, or press CTRL-2, CTRL-3, or CTRL-4, respectively.

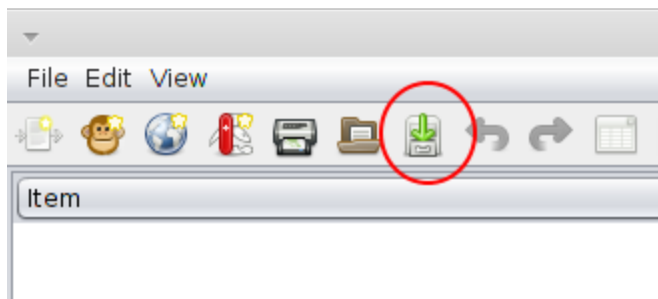
Creating a new Element will allow choosing a name, and a description.

Editing names

Characters, locations, items, plotspots and sequences can be modified by right clicking the relevant element and clicking edit. This opens up a small editing window where the name and description can be edited.



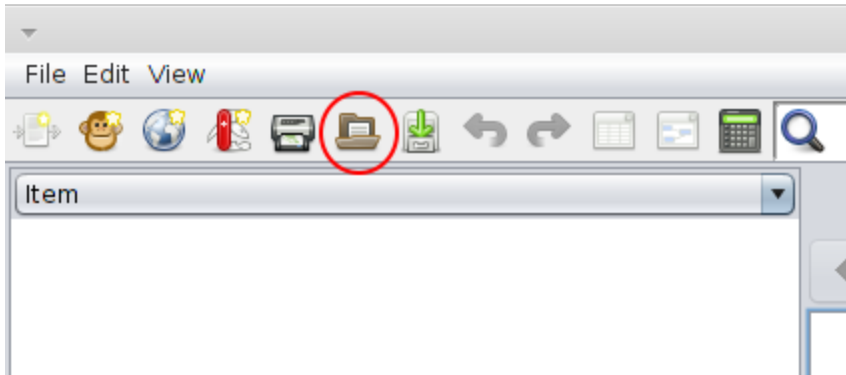
Saving project



Clicking this icon will save the project in its current save location. If a save location has not already been chosen, then a prompt will ask for one.

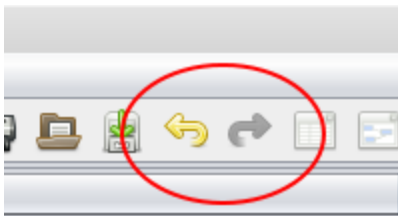
Alternatively, File → Save has two menu items. These are save project and save project as. Save project saves the saves the project under its current name. Alternatively, pressing CTRL-S, or CTRL-Shift-S will save or save as respectively

Opening project



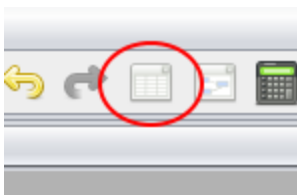
Clicking this icon will present a window to choose a project to open. Alternatively, click File->Open->Open Project

Undo/Redo

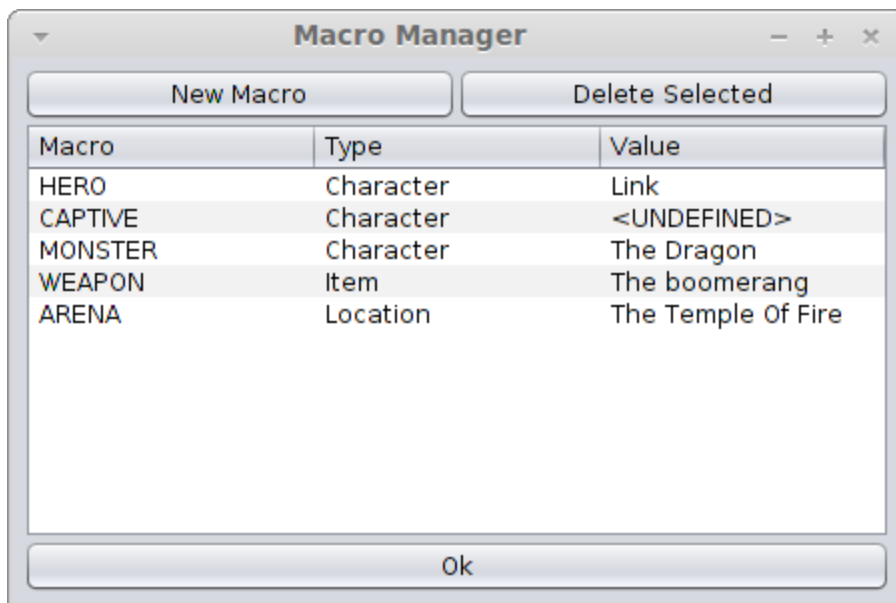


Pressing CTRL-Z will undo the most recent action, while CTRL-Y will redo the most recent undo. Alternatively, click Edit-> undo/redo.

Macros



Macros are all managed from within the Macro Manager. The macro manager can be opened with either the icon, or CTRL-M, or alternatively View->Macro Manager

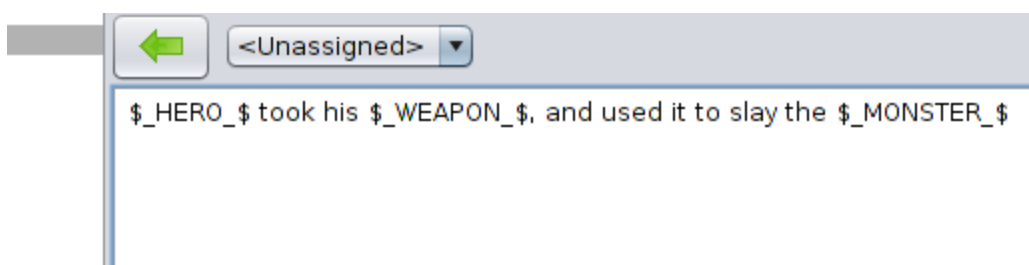


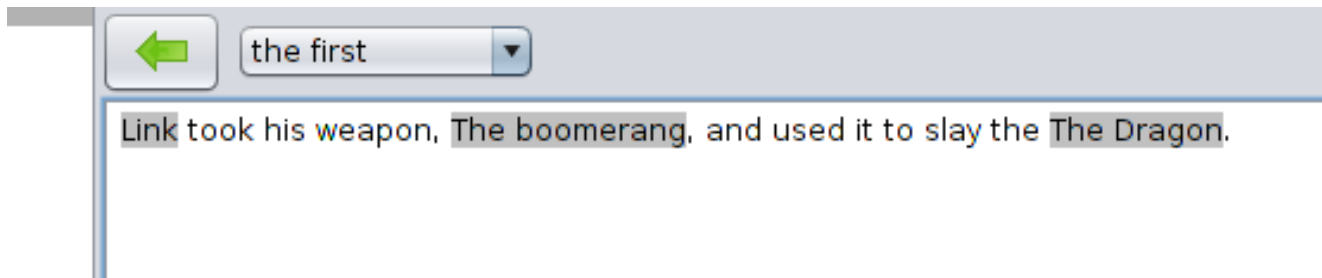
The macro manager allows macro creation. Clicking the "New Macro" button will create a new, blank macro. Each macro consists of 3 fields

- The "macro" field is the value used to name your macro, for instance "HERO" or "VILLAIN"; it is also the value that is typed in to the text area, as well as displayed when macros are not substituted.
- The "type" is a field used for limiting values to only characters, items, or locations
- The "value" field is the element that substitutes in for the macro, and it can be left blank so that a value can be decided on later.

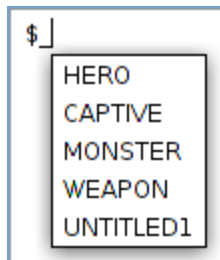
Macros also allow changing who your "hero" or "victim" is as a story evolves, by simply changing the value of the relevant macros from within the macro manager.

Macro Usage

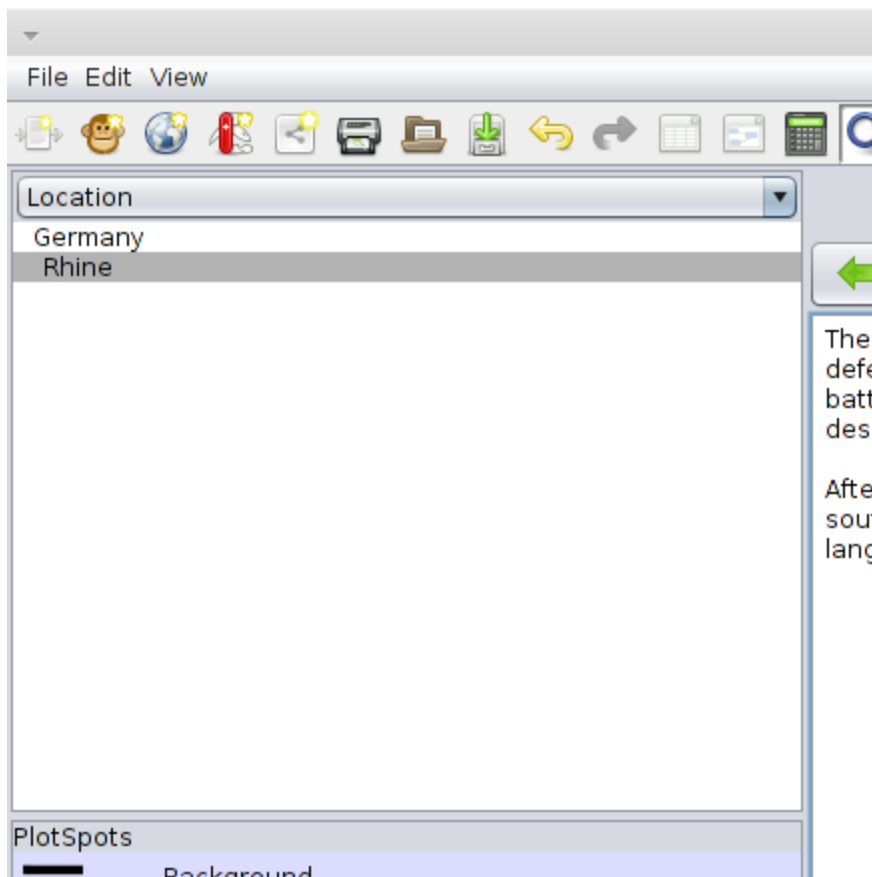




Each macro is indicated with the following syntax `$_MACRO_NAME_$`. Macros will be suggested while typing, starting with “\$”

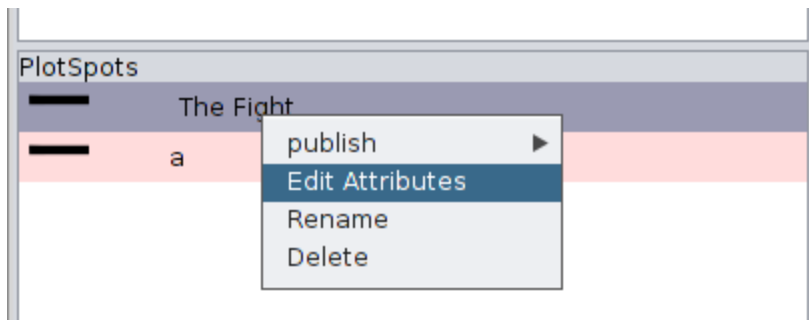


Viewing your Elements

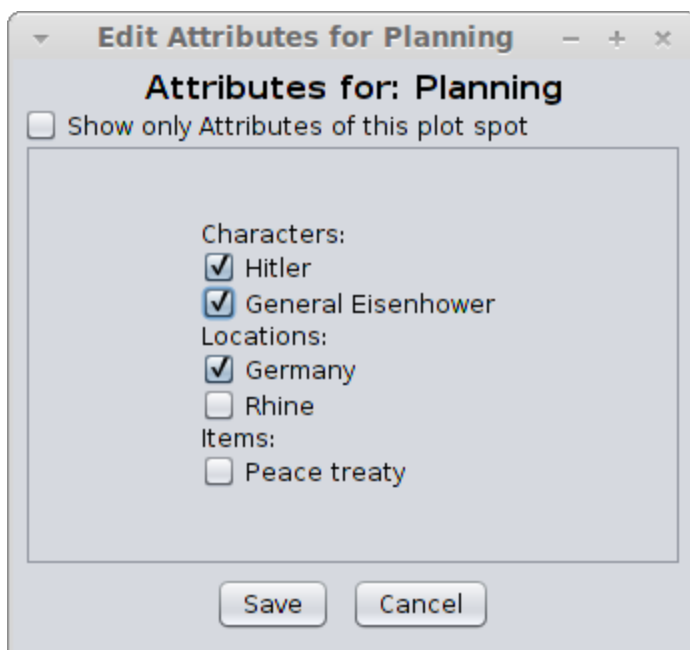


All of the elements used in the project can be viewed on the top left panel of the program. The type of elements being shown can be changed from the dropdown menu above the list.

PlotSpot Attributes



Right-clicking on a plotspot from the list on the left will show a contextual menu. From within that menu, a plotspot can be renamed, published, deleted, or have its attributes edited.

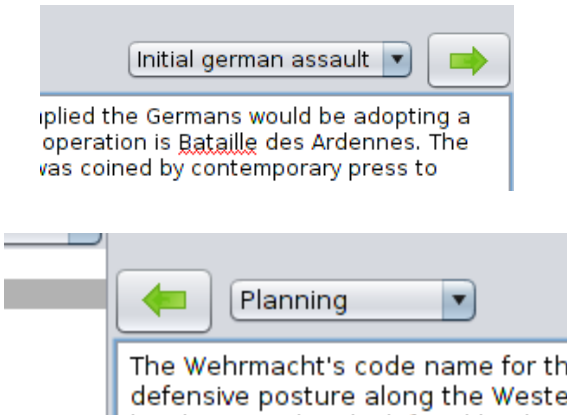


This view can be used to show which elements are relevant to that particular plotspot, as well as add and remove them.

Threads

Plotslots can be linked together in threads by selecting the next/previous plotslot from the dropdown menu.

creating a thread will group plotslots in the plotslot viewer, as well as color them all the same color.

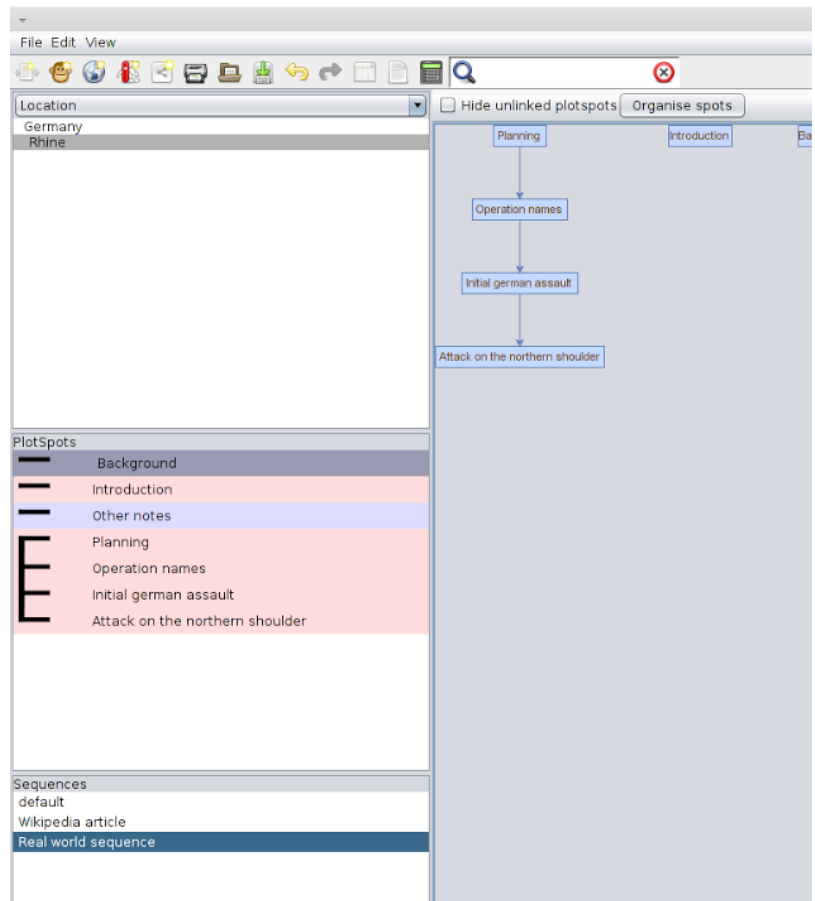


PlotSpots	
—	Background
—	Introduction
—	Other notes
E	Planning
	Operation names
	Initial german assault
	Attack on the northern shoulder
Sequences	
default	
Wikipedia article	
Real world sequence	

Sequences

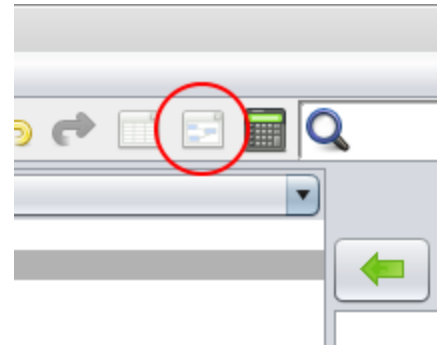
Sequences are a way of organizing the different possible orders of a story. Each project might have a number of different sequences, for example "chronological", "abridged", or "movie".

Changing the sequence being shown will change the links between plotspots

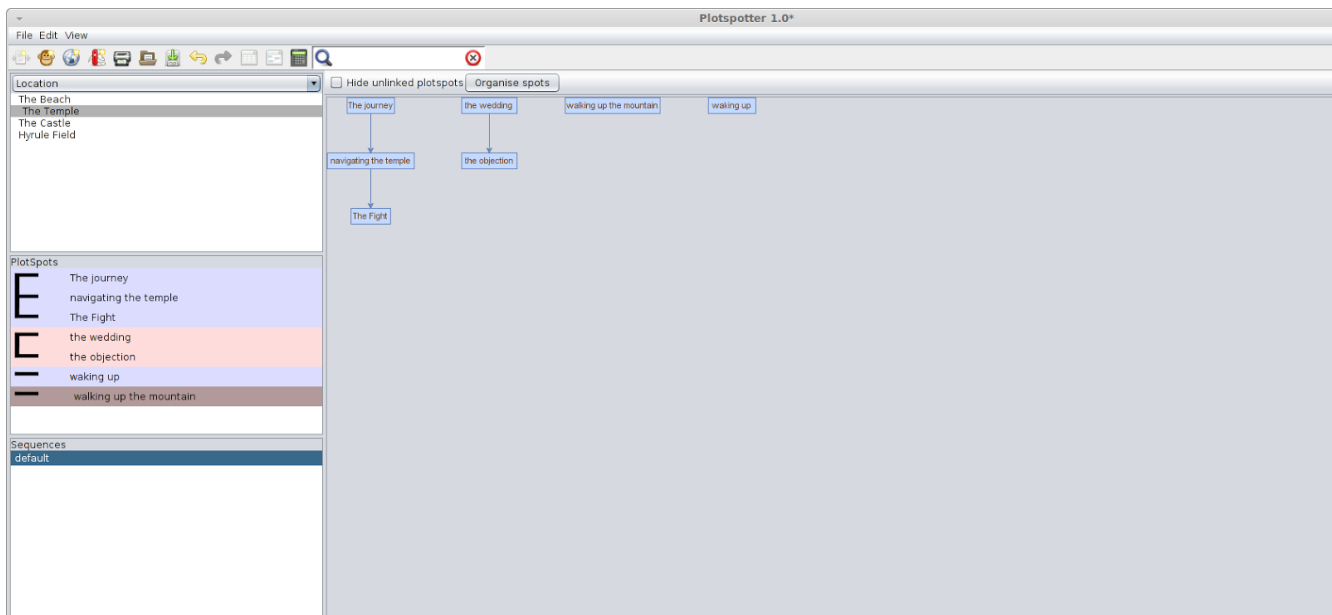


Visual editor

The visual editor allows viewing and editing the order of a story. To show the visual editor, click the icon above, or alternatively click view->visual Editor



Once the visual editor has been opened, the position of plotspots can be manually changed, by clicking and dragging, or automatically rearranged based on existing links. Links between spots can also be created and changed by clicking on the centre of the plotspot, and dragging to another spot.



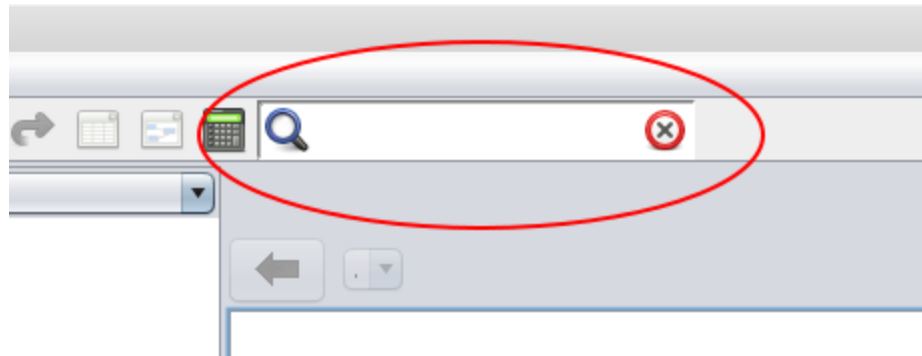
Images

After selecting a plotspot, pressing the icon will present a file browser, where an image can be selected. A small thumbnail will be shown alongside the word count of the plotspot, and a full-sized image can be shown by mousing over the image. The image can be closed by either moving the mouse outside the border of the image, left clicking (while not over the thumbnail) or through the rightclick menu.

Likewise, an image can be deleted or changed by right clicking on it, and selecting either delete or change.

Search

A searchbox is available from toolbar.



the

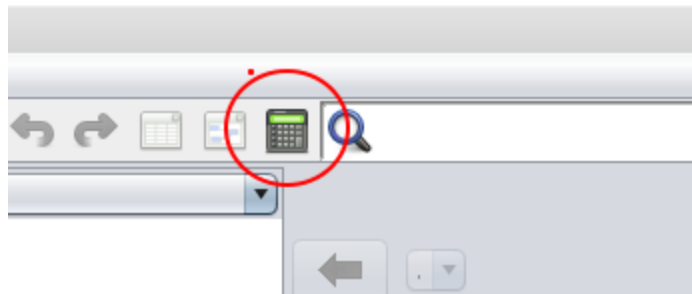
Any word entered the searchbox be searched for, display instances

the menu. Selecting an appearance will navigate to the relative window. Appearances will also be highlighted within the text. The searchbox can also be accessed via CTRL-F.

into
will
and
via

Statistics

The statistics viewer can be shown either by clicking the icon, via the menu bar, VIEW--> Statistics Viewer



or

A statistics viewer is available for the project, which displays values for the story, such as words, and number of elements.

Basic Project Statistics	
Reference spot counts	
Locations	0
Characters	0
Items	0
Total	0
Selected plotspot word counts	
Select a plot spot	
Project-wide PlotSpot word count statistics	
Lowest:	0
Highest:	0
Average:	0.0
Totals	
Project word count (only PlotSpots)	0
Project word count (only Reference Spots)	0
Project word count (everything):	0

Exit

File -> Exit Exits the application. CTRL-Q for short.