# Scaffold User's Manual

Last updated by Daniel Patterson on Saturday, November 28, 2020

## Contribution

You can contribute to this document and its contents by submitting an issue on the GitHub project site at <https://www.github.com/AscendantDesign/Scaffold>, or by submitting a pull request of this document with your requested changes already completed. If you intend to create a pull request, please refer to the CONTRIBUTING document at <https://github.com/AscendantDesign/Scaffold/blob/main/Docs/CONTRIBUTING.md> for general steps on creating a fork and submitting a change.

## Philosophy

The philosophy of this application is simple. If it's difficult to use or confusing in any way, then the UI developers did something wrong and will need to fix it. Sometimes that will take a couple of iterations to get right and other times, everything will just work the way we thought it would. Your interaction with us is important for determining our level of success though.

In other words, we want you to be able to use this application by following your own intuition.

There are bound to be certain procedures in the future that will come up where following a checklist is the safest and most consistent way to accomplish your goal, but for all practical intents and purposes, anything that the application can do for you should be accessible in the place or manner that you expect it would be.

With all of that aside, please remember that Scaffold is still just infant software, and will be for some time.

## Limitations

The Scaffold application is still in the earliest stages of development so there are bound to be a number of limitations not documented here. Your input is welcome about the limitations you have perceived.

### Attached Media - Node Editor

Following are the current limitations on media resources.

**Audio** - Audio file attachments are currently only useful at the question level.

**Images** - Image files can be used at the question, response socket, and output socket locations.

**Links** - External links are currently only useful at the question level.

**Videos** - Video files are currently only useful at the question level.