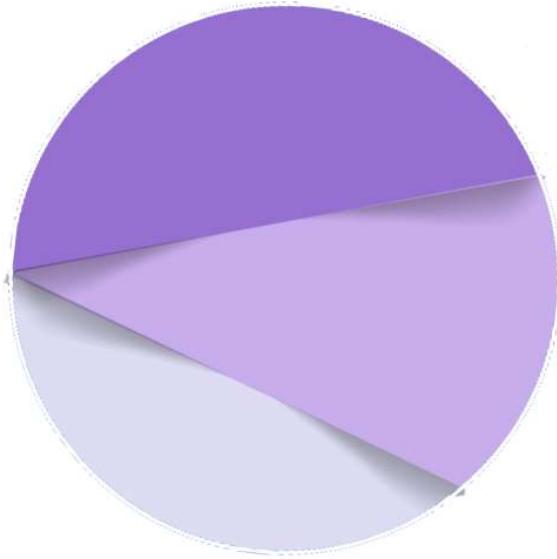


Guide To FileyTale V.5



**Fileytale is now open source
under the MIT license
and the application has been abandoned and
is no longer supported if there are bugs or
errors.**

MIT License

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Specification Prerequisites

For Linux : Fileytale uses NWJS version 0.68.1

For Windows : Fileytale uses NWJS version 0.71.1

NW.js (formerly known as node-webkit) is a runtime environment that lets you create desktop applications using web technologies like HTML, CSS, and JavaScript.

NWJS v.068.1 : with Node.js v18.9.0 and Chromium 105.

NWJS v.071.1 : with Node.js v18.15.0 and Chromium 112.

Component	Minimum Recommended
Processor	Intel Core i3 or equivalent
RAM	4 GB (8 GB preferred for SDK builds)
Storage	1 GB free space
GPU	Supports WebGL rendering
Operating System	Windows 7+, macOS 10.10+, Linux x64

Tested on windows 10 and ubuntu 22

Main Page

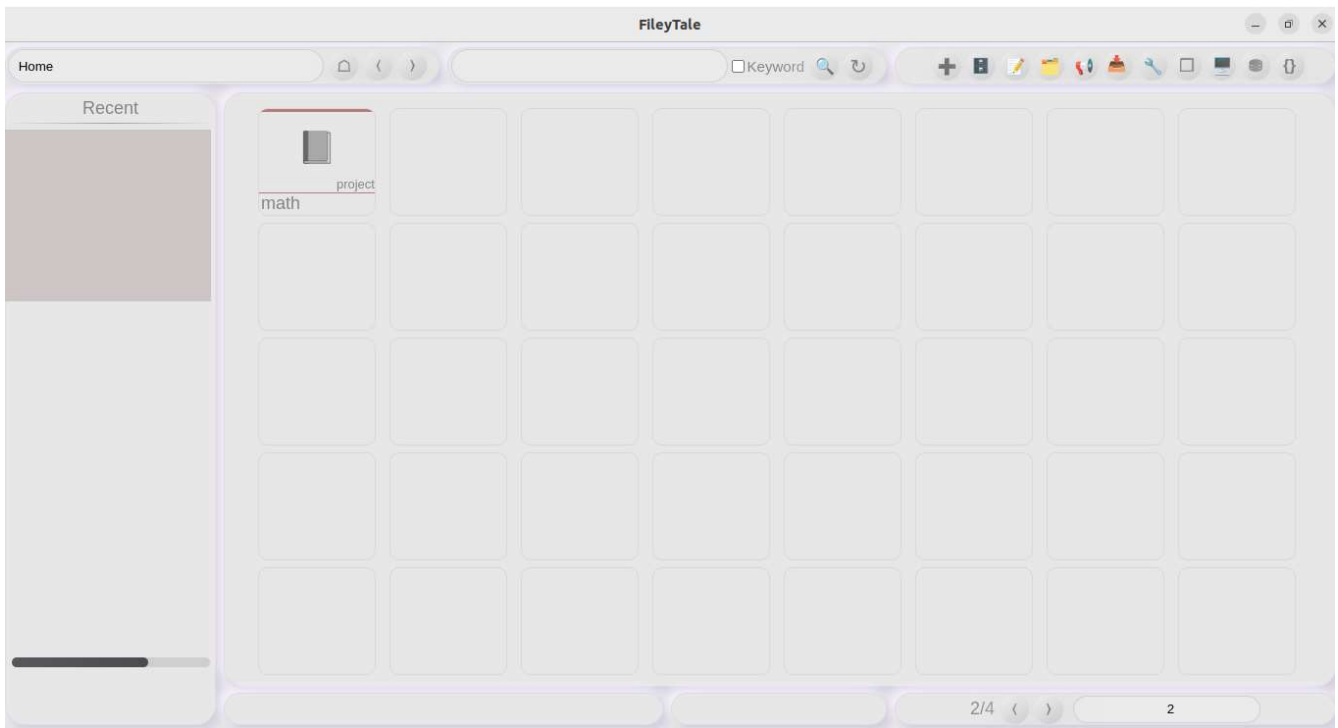


image 1

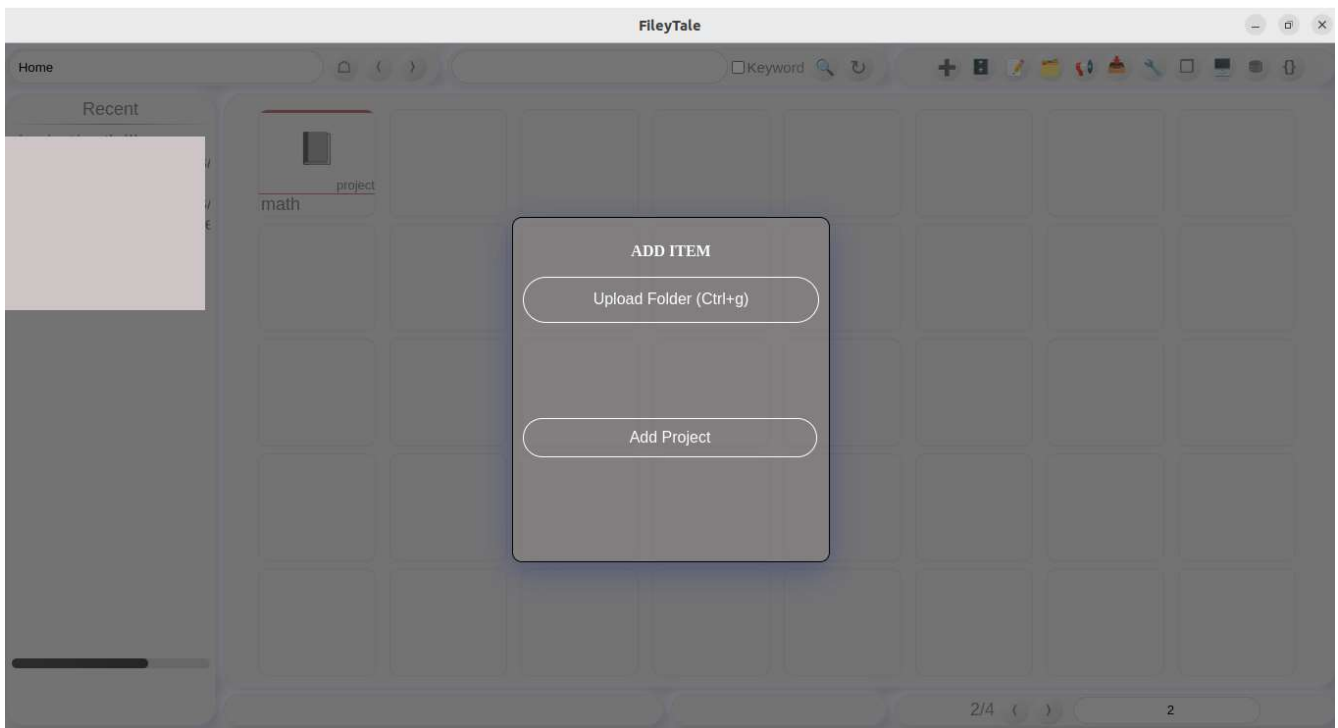


image 2

add item on home only has

Upload Folder button : to take a folder

Add Project button : to create a project or virtual folder

Project /Folder Page

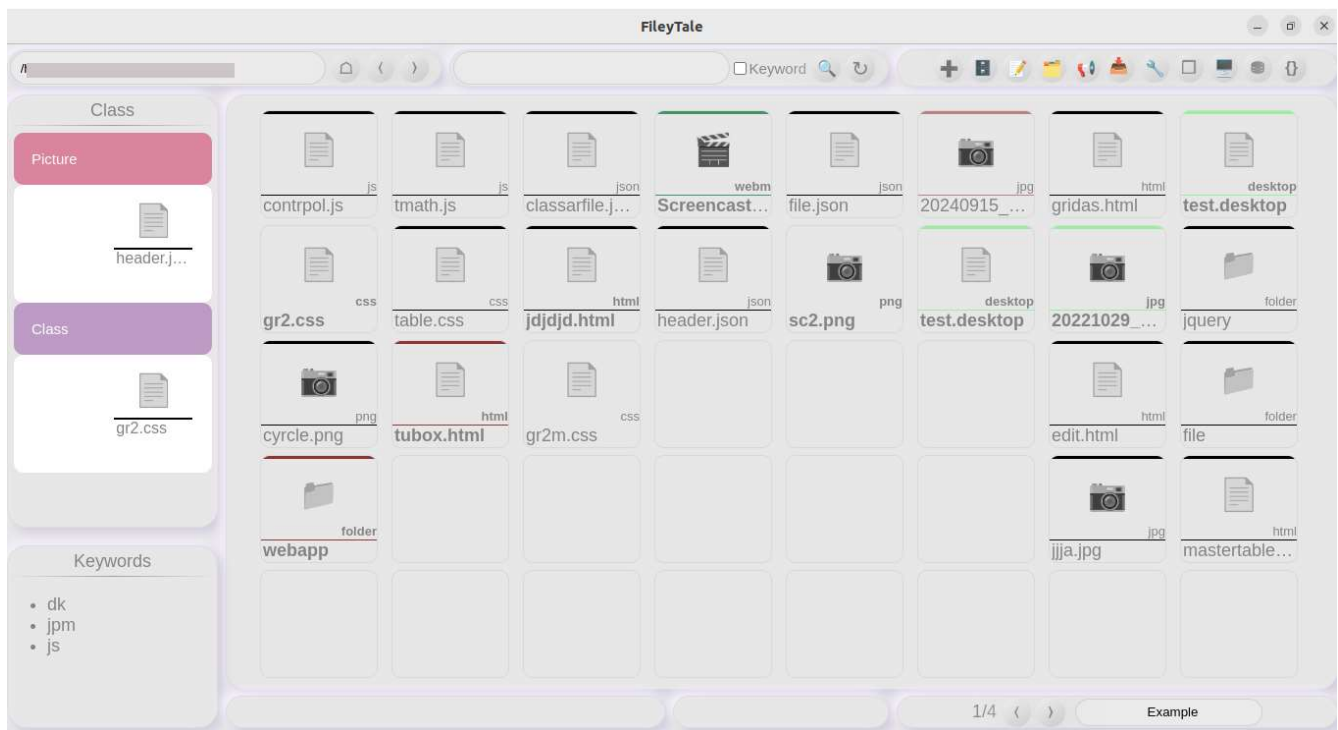


Image 3

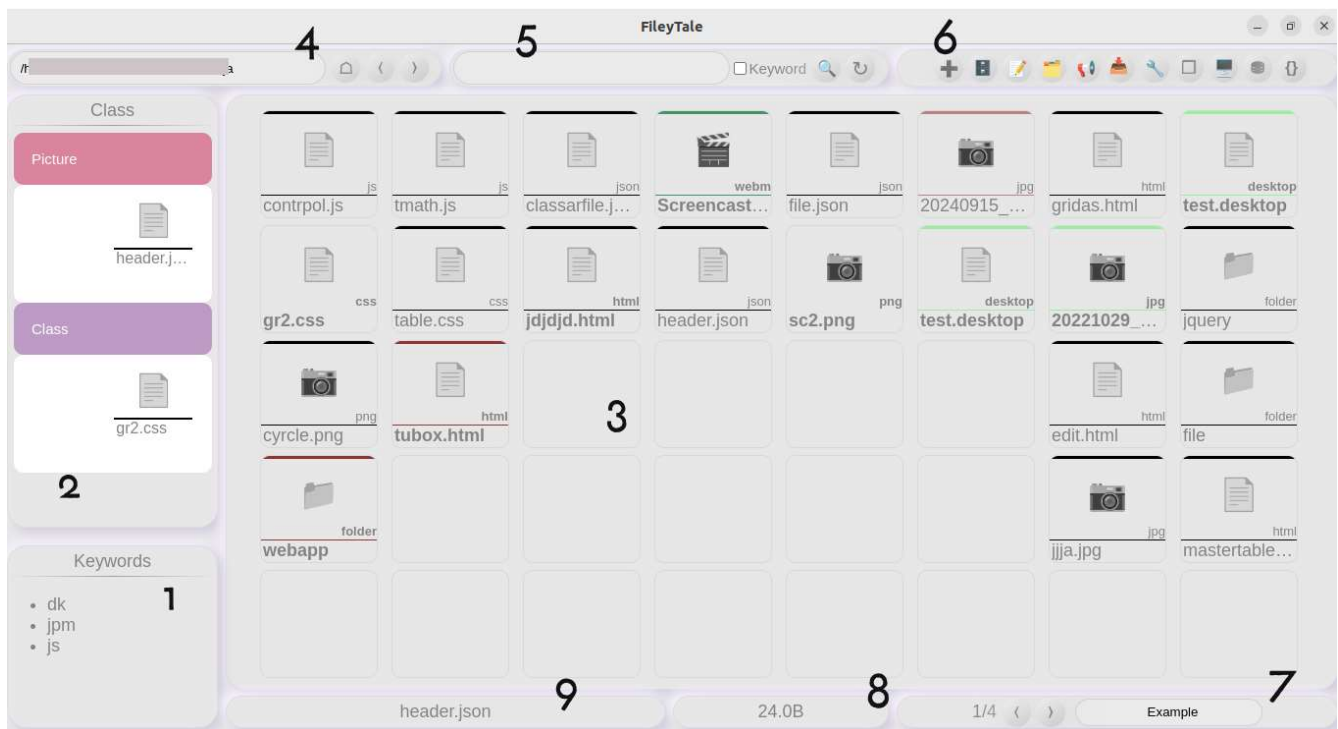


image 4

Explanation for image 4:

- 1.**keyword**: to select keywords
- 2.**class section**: for classes (classes function like folders, to group documents)
- 3.**main section**: as the main placement of documents (you can move documents by dragging and dropping)
- 4.**path section**: (from left to right)
 - a. **path name**
 - b. **home button**: to return to home
 - c. **button to return to previous path**
 - d. **button to next path**
- 5.**search section**: (from left to right)
 - a. **search column**

b. keyword checkbox: to activate keyword search

c. search button

d. refresh button

6.menu section: (from left to right)

a. add item button: to add files, folders, web links, classes and projects (for home)

b. add page button: to add pages (normal pages, class pages, and item pages)

c. note button: to open notes

d. make a folder (experiment) button: to create a folder from the created project (can also be used for managed folders)

e. info button: to open info from wistanomic

f. update button: to open the application update page (button is locked if there is no update)

g. settings button: to open the settings page

h. multiple window button: to open another window

i. make a desktop icon from this folder button: to make a desktop shortcut to the project/folder

j. multiple document button: to use multiple documents at once (such as creating desktop shortcuts, opening multiple documents at once, opening multiple documents at once with selected applications)

k. refresh program button

7.page section: (from left to right)

a. page number section: to show the page number and to open the page list

b. button to the previous page (can be with ctrl+left)

c. button to the next page (can be with ctrl+right)

d. page name section

8.document size section: to show the document size
(documents that can only be files and folders)

9.document name section: to show the document name

Trick

- Double-click on the keyword you selected to display documents with the keyword you selected
- Double-click the class header to close the class body.

Add page options

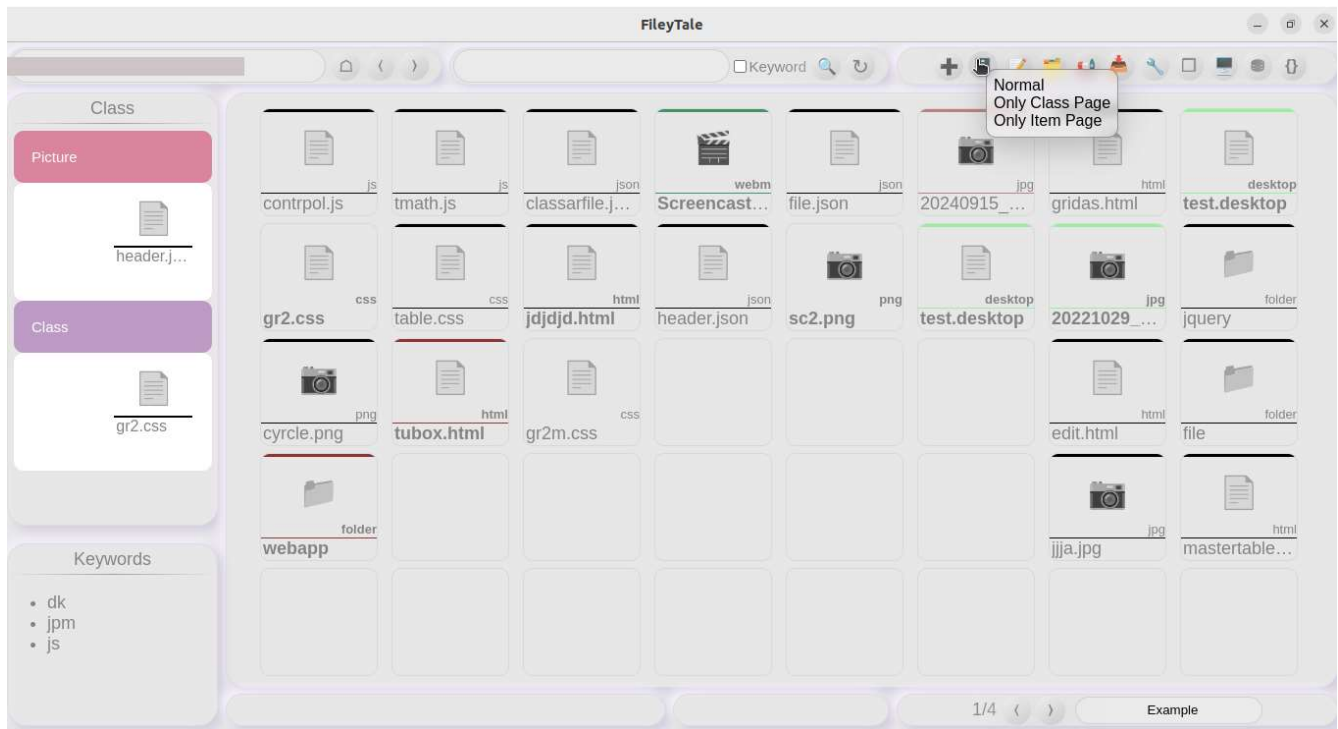


image 5

Normal Page

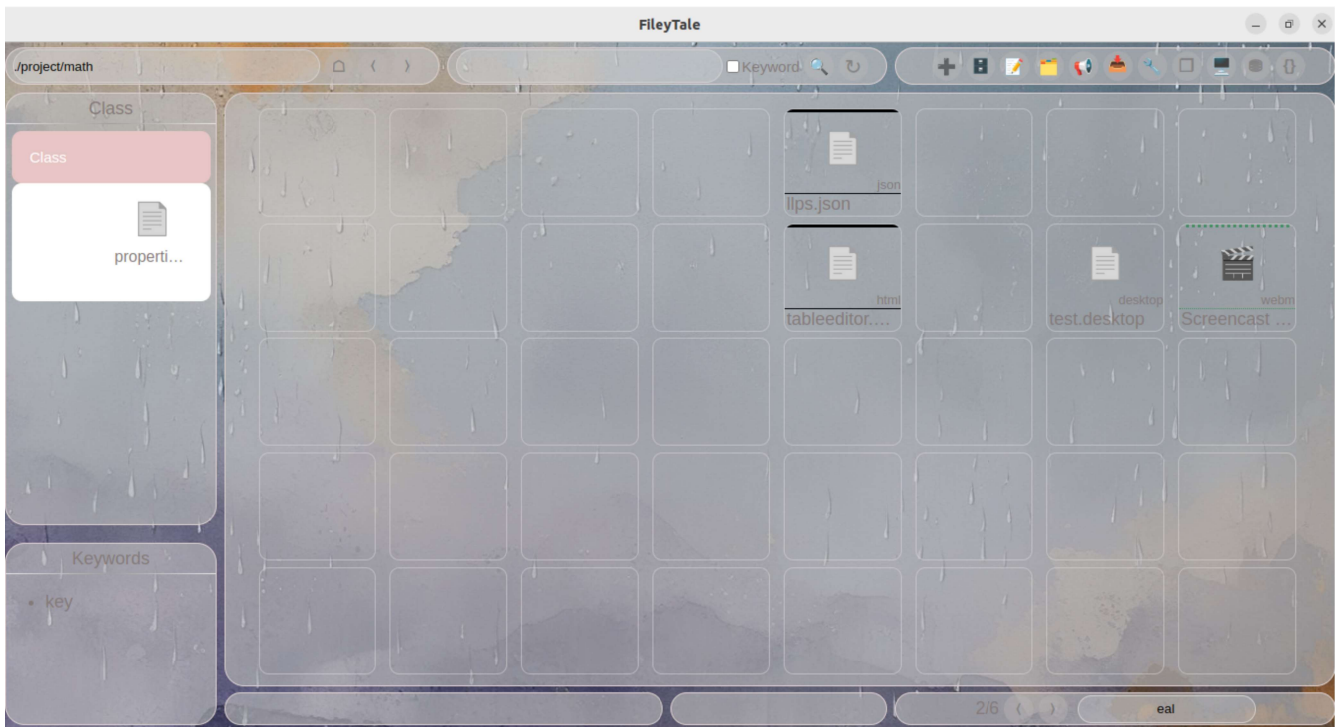


image 6

Only Class Page

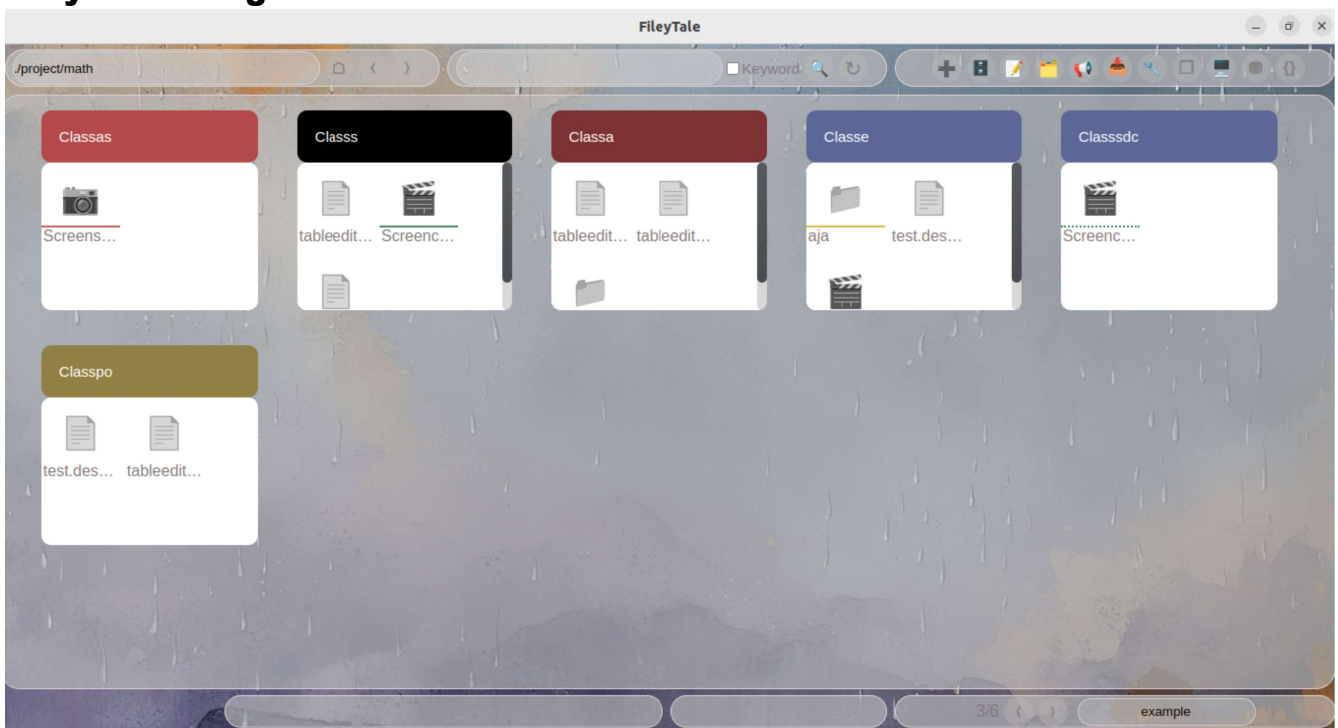


image 7

Only Item Page

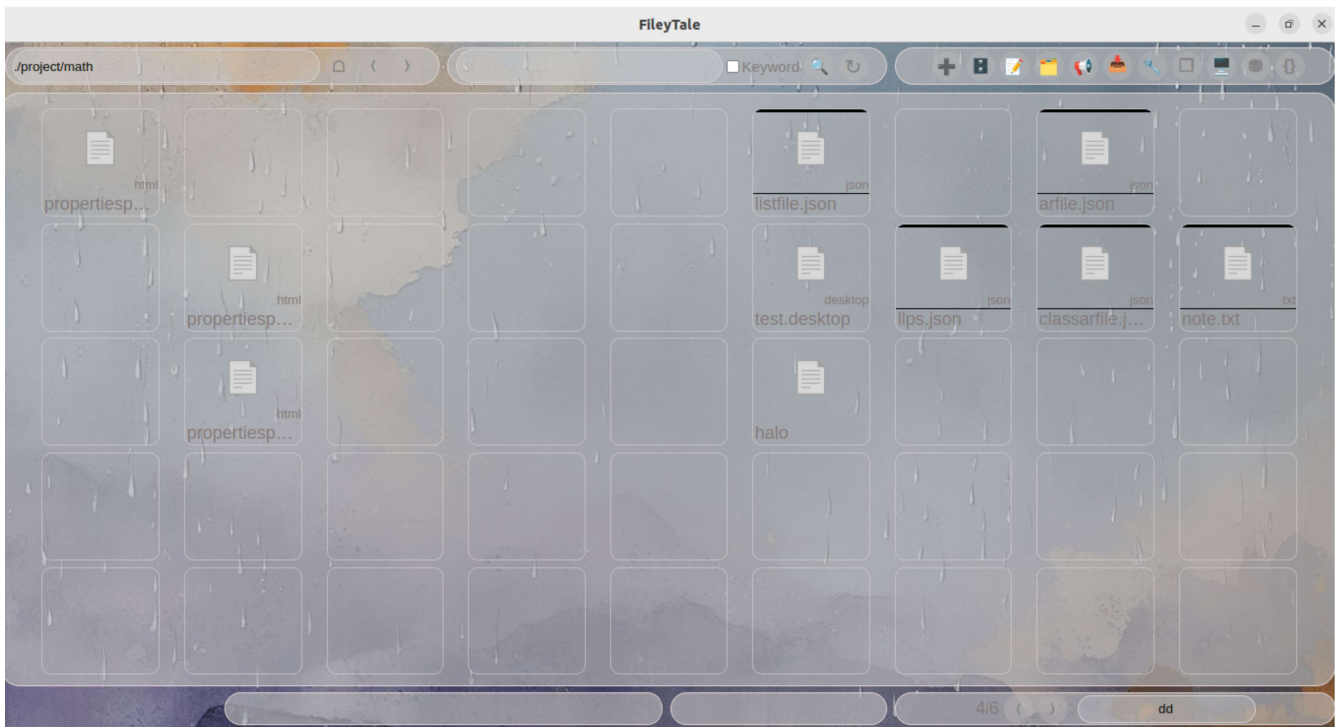


image 8

Setting Options

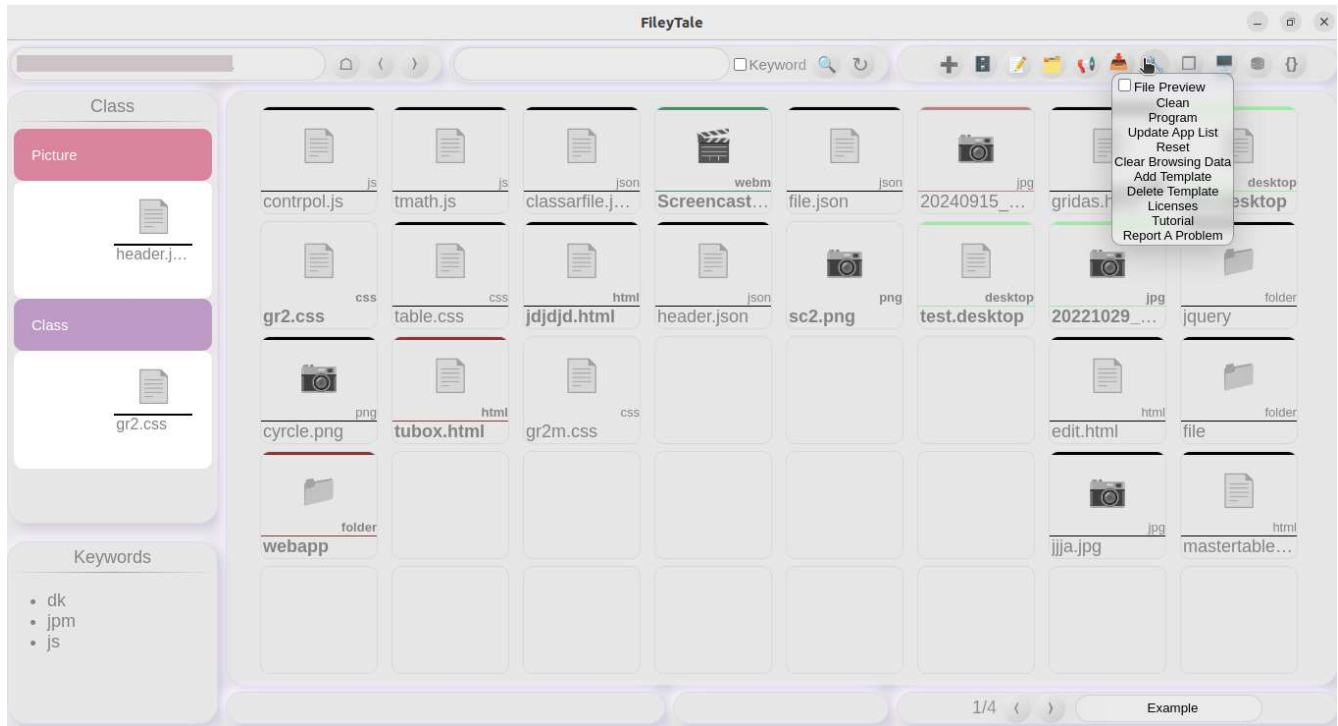


image 9

settings: (from top to bottom)

- a) **File Preview** : to activate the feature to view image files
- b) **Clean** : To clear a project/folder of non-existent documents
- c) **Program** : To create an automatic program in a project/folder
- d) **Update App List** : To update the list of applications to open with
- e) **Reset** : To reset the project/folder
- f) **Clear Browsing Data** : To clear browsing data if using the web

- g) **Add Template** : To add a template (to change the project/folder theme)
- h) **Delete Template** : To delete a template
- i) **Licenses** : to see the license of the library used by fileytale
- j) **Tutorial**
- k) **Report A Problem** : To report a problem with Fileytale

Notes

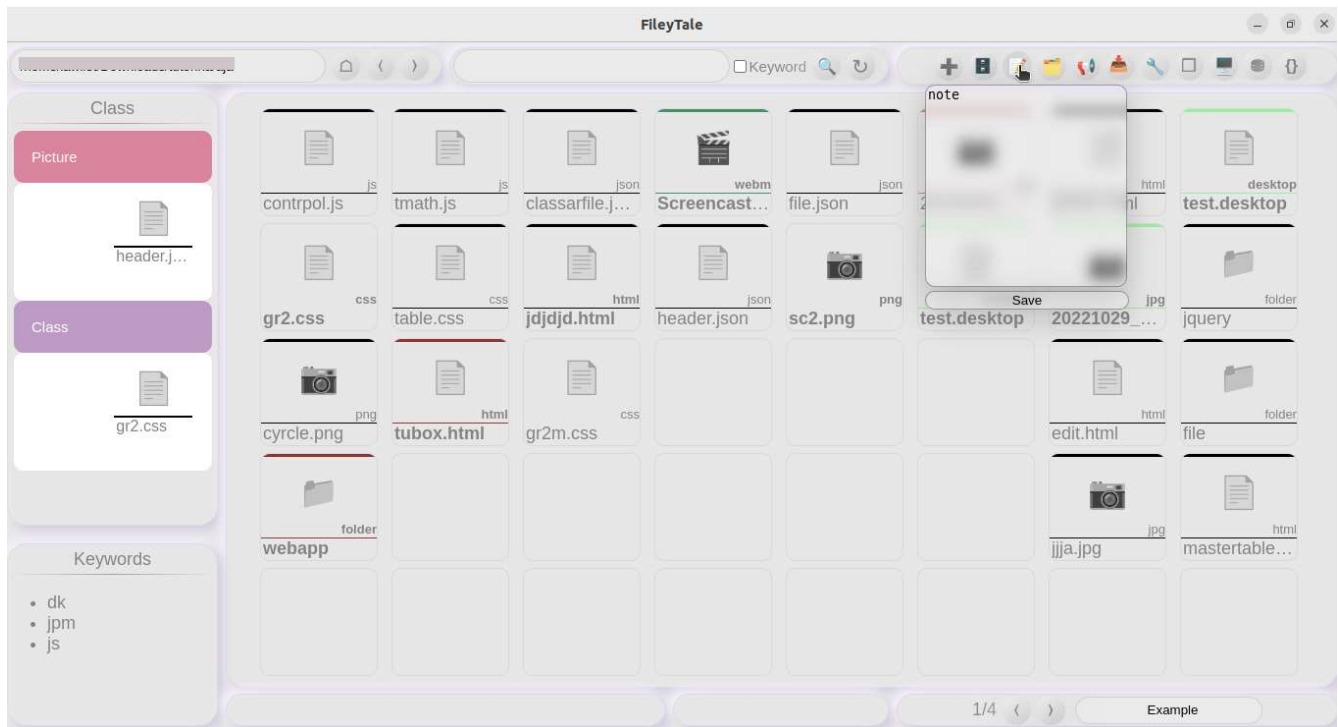


image 10

Notes: To write notes in a project/folder.

Save button to save the note.

The note file name is "fileytailenote.txt".

Multiple Document Options

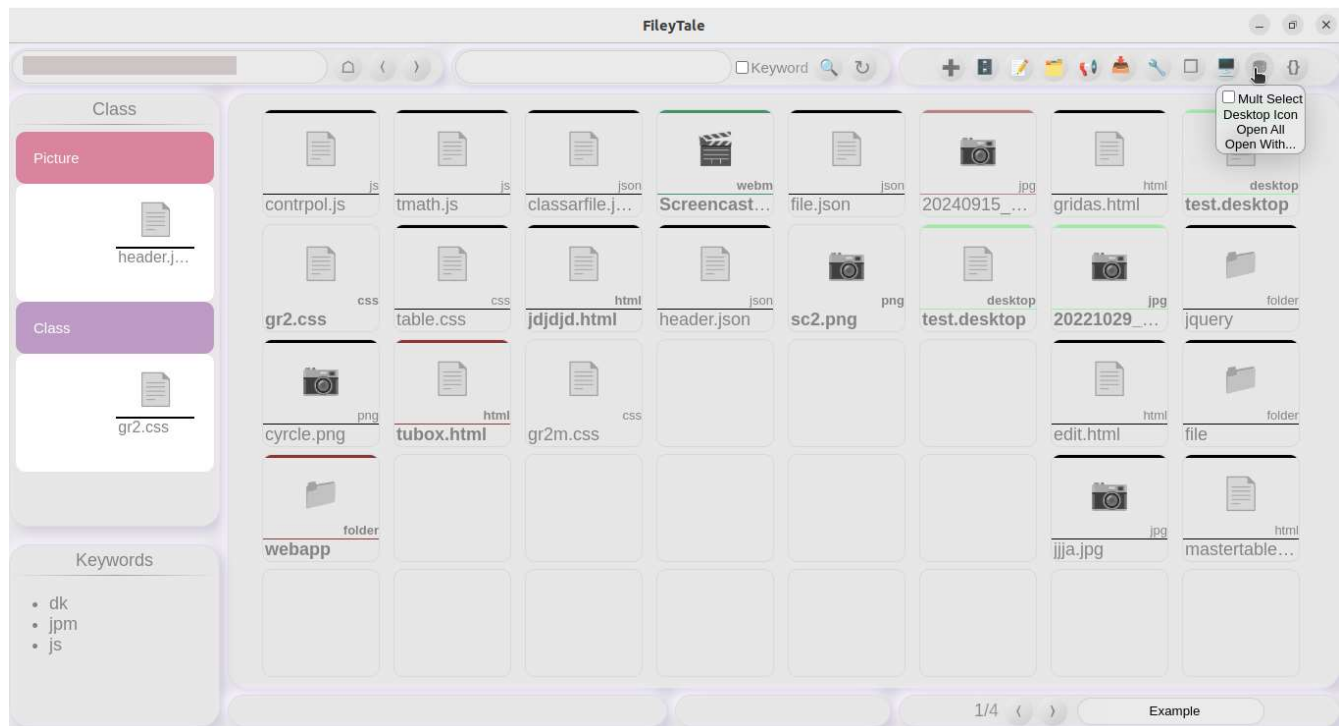


Image 11

a) Mult Select : To activate the multiple document feature.

b) Desktop Icon : To create a desktop shortcut (so you can open multiple documents simultaneously using a single icon).

c) Open All : To open all documents (based on the command/program settings per application).

d) Open With : To open all documents (based on the same application).

After multi-select is activated, click on a document to select it (the document's color will change to a lighter color when selected).

Page list

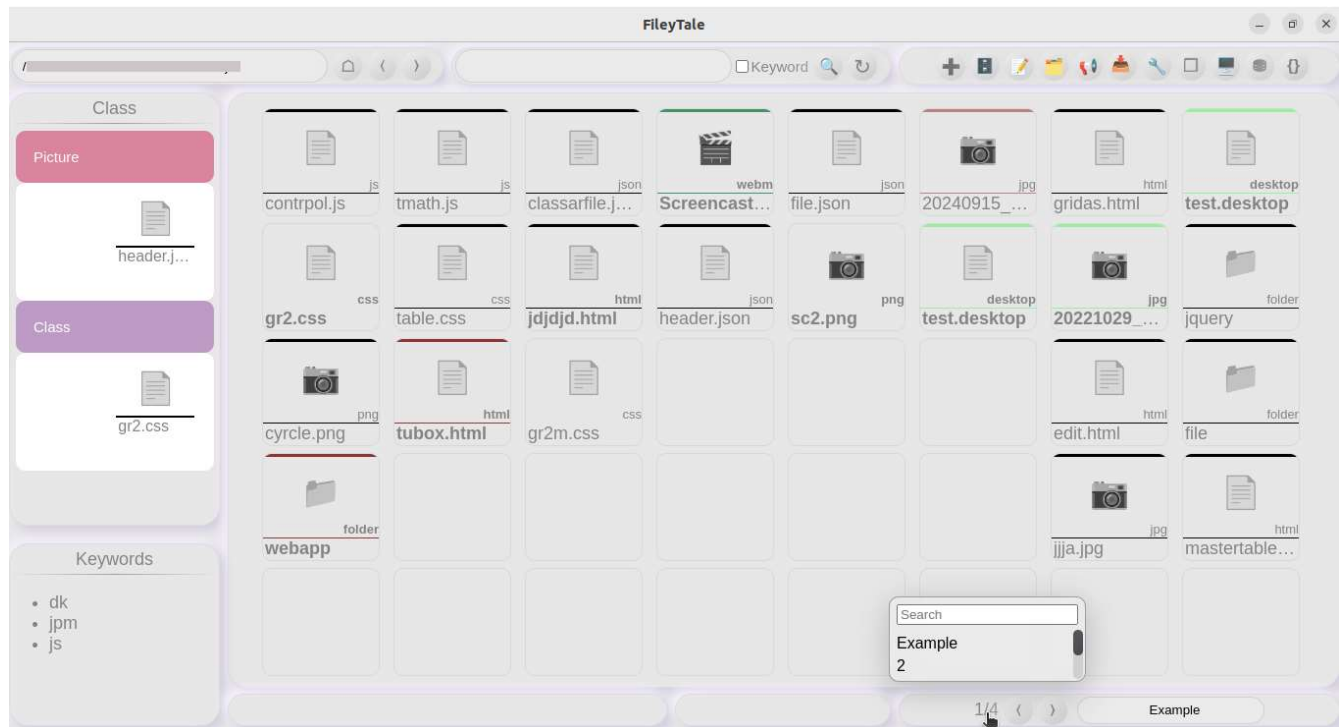


image 12

page list : to search for pages

When you click on the page number (in the example 1 / 2) the page list menu will open.

Right-click menu

Right-click menu on the main page

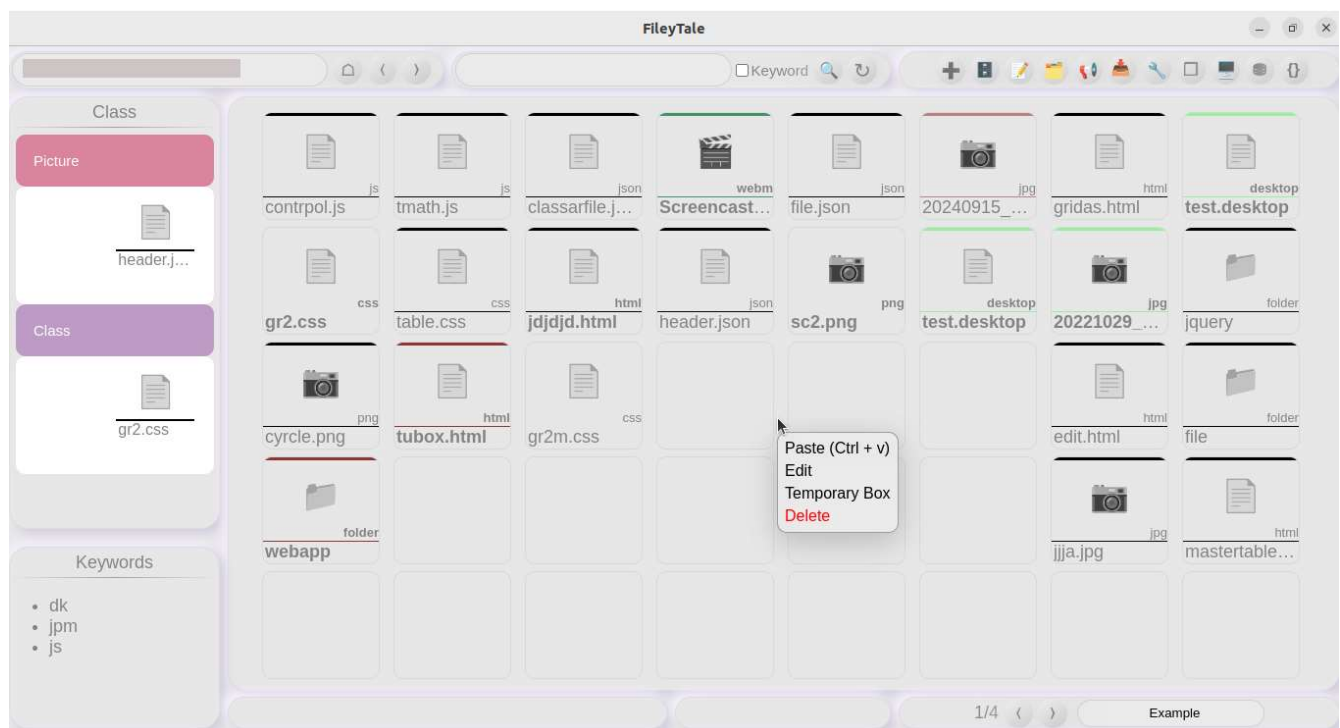


Image 13

from top to bottom

Paste (ctrl + v) : to paste the copied file

Edit : to edit the page name

Temporary Box : to open the temporary boxgunung

Delete : to delete the page

Deleting a page means deleting all the items in it.

Right click menu on the class

Right click menu on the class head

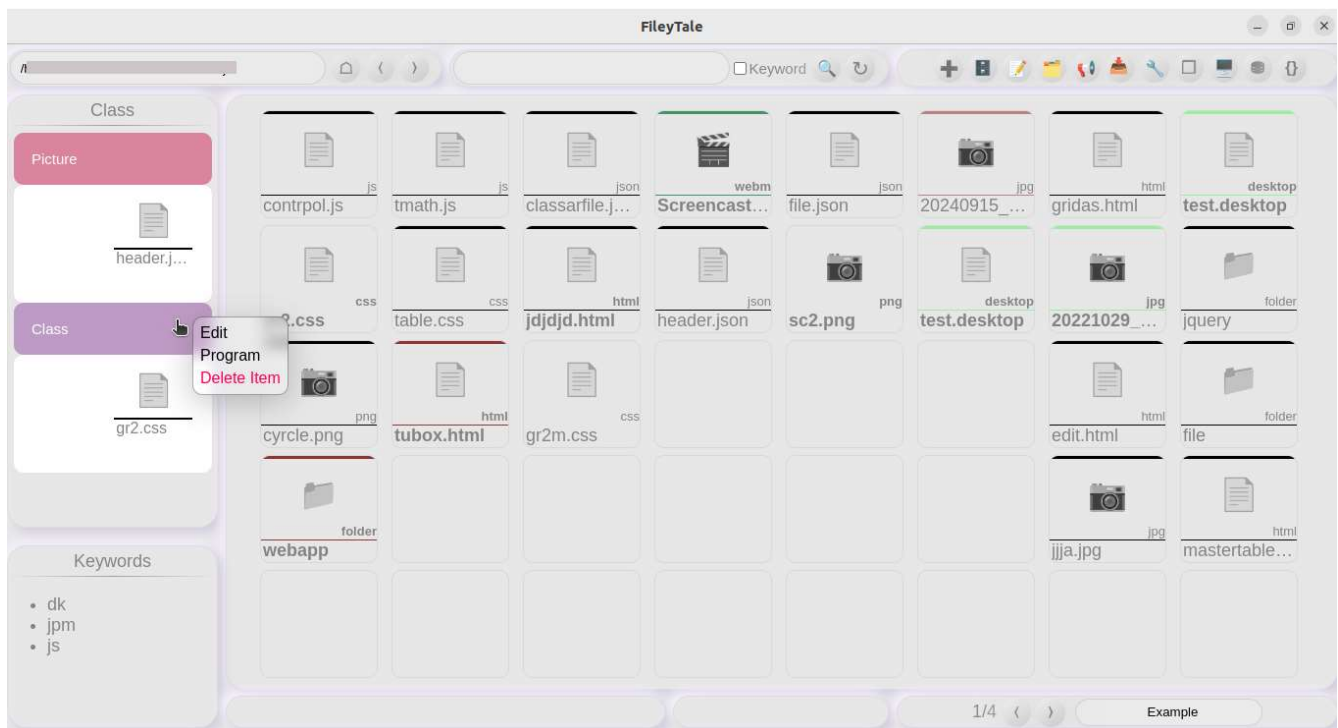


image 14

from top to bottom

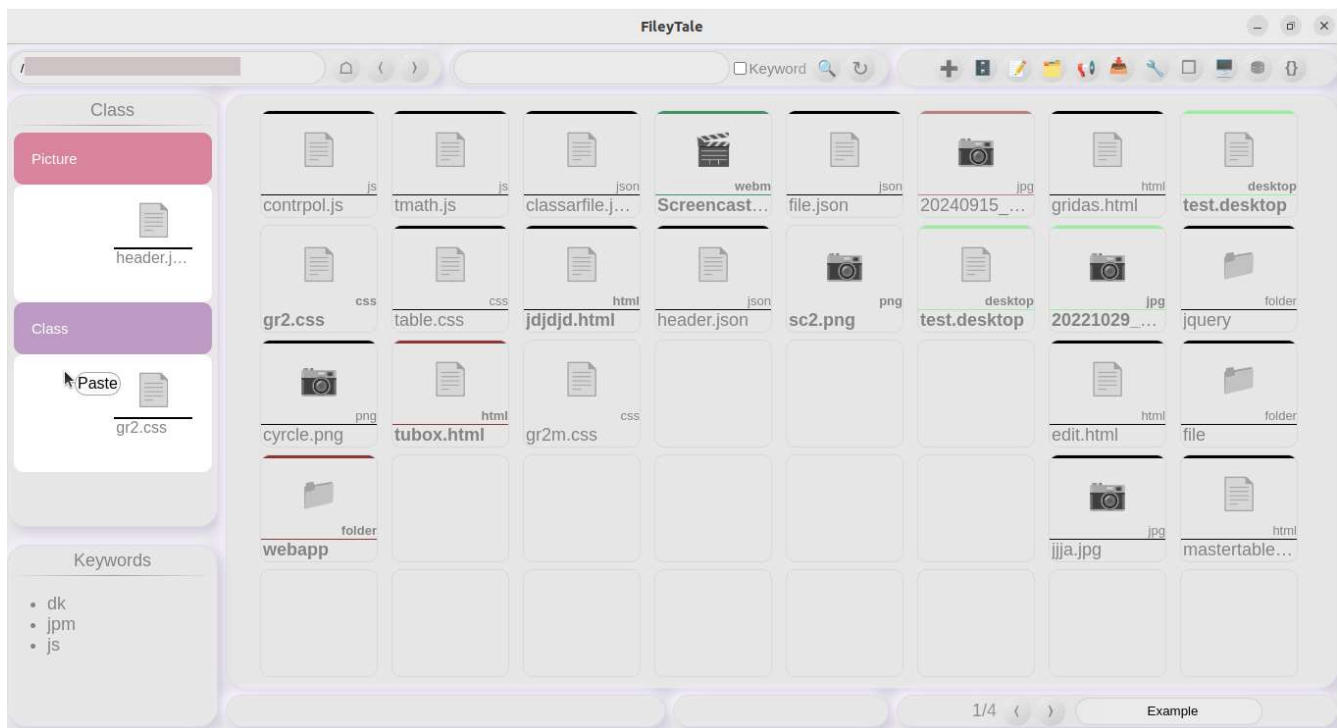
Edit : to edit class

Program : To create an automatic program in a project/folder

Delete Item : to delete a class

Deleting a class means deleting all the items in it.

Right click menu on the class body



Temporary box

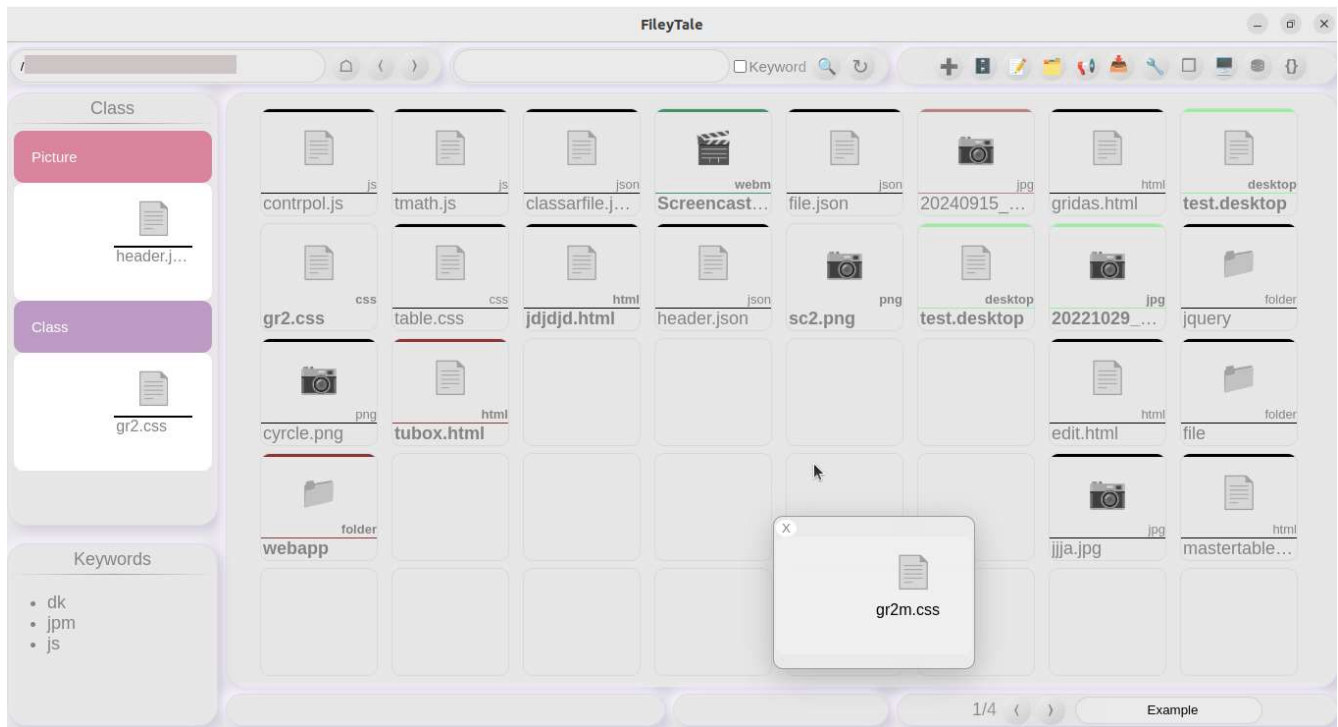


image 16

Temporary box is useful for temporarily storing documents every cut item, copy item, move item to box, and copy file to will go into the temporary box.

to insert into the temporary box can also be drag and drop into the temporary box. To copy documents from the temporary box can be drag and drop from the temporary box to the intended place.

temporary box data is deleted when the application is closed

Right-click menu on item

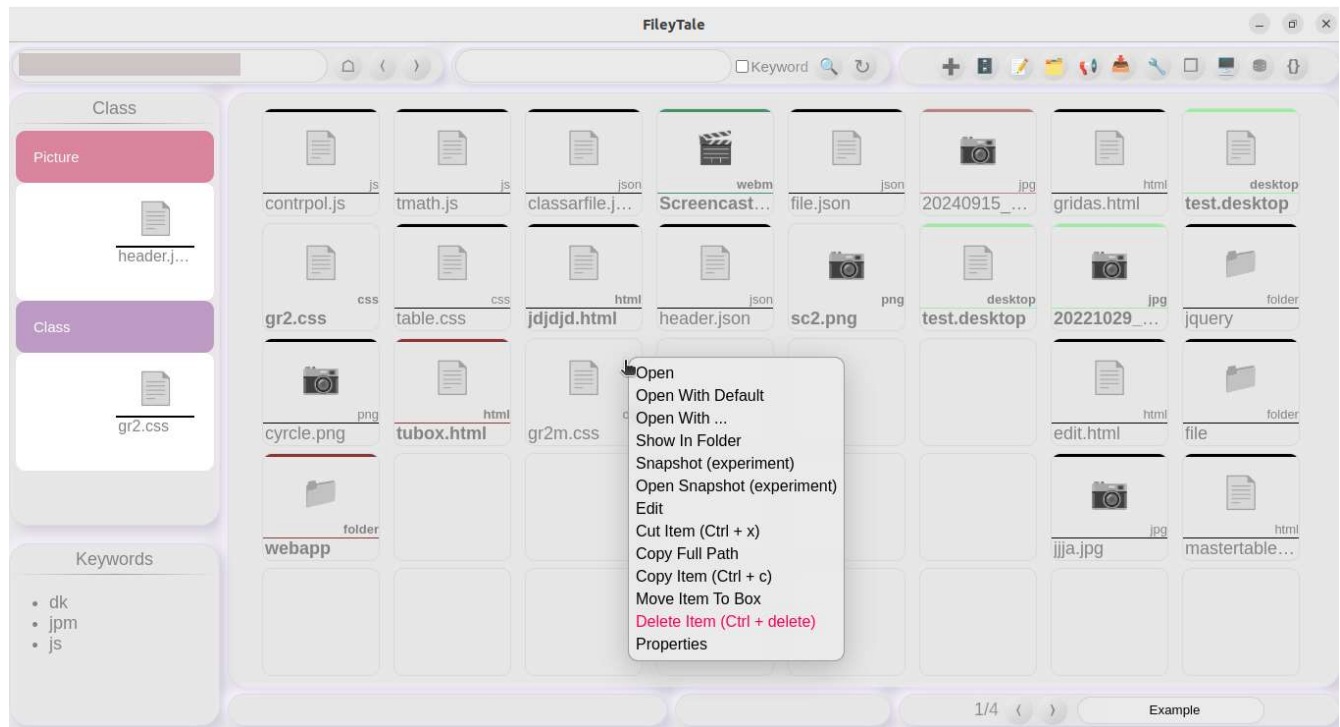


image 17

from top to bottom

Open : to open with fileytale

Open With Default : to open with the computer's default application

Open With... : to open with the selected application

Show In Folder : to open and direct files to the original folder

Snapshot (experiment) : to save a version of a document and save it with the extension ".snap"

Open Snapshot (experiment) : to open a list of snapshots of saved document versions

Edit : to edit document items in fileytale (does not change the original data)

Cut Item (ctrl + x) : to move documents

Copy Full Path : to copy the path from the document

Copy Item (ctrl + c) : to copy documents

Move Item To Box : to move documents to the Temporary Box

Delete Item (ctrl + delete) : to delete items in fileytale

Properties : to open properties

Add item menu

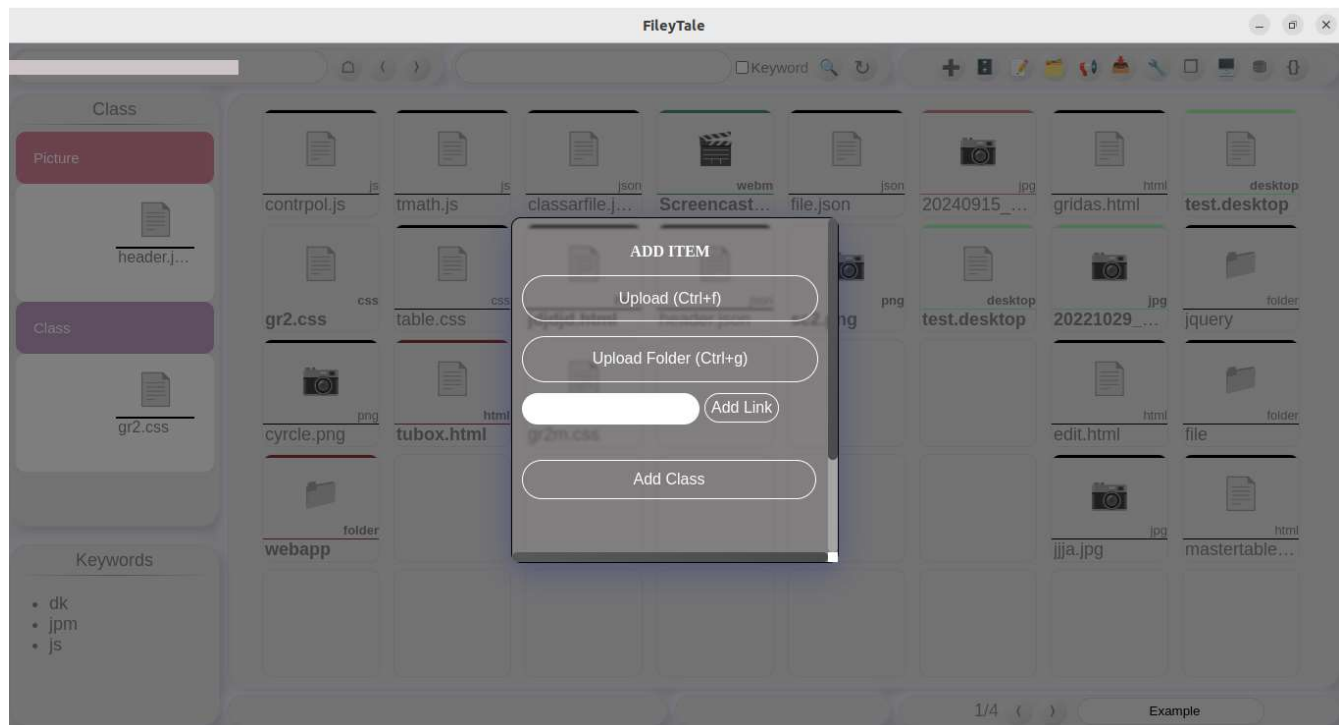


Image 18

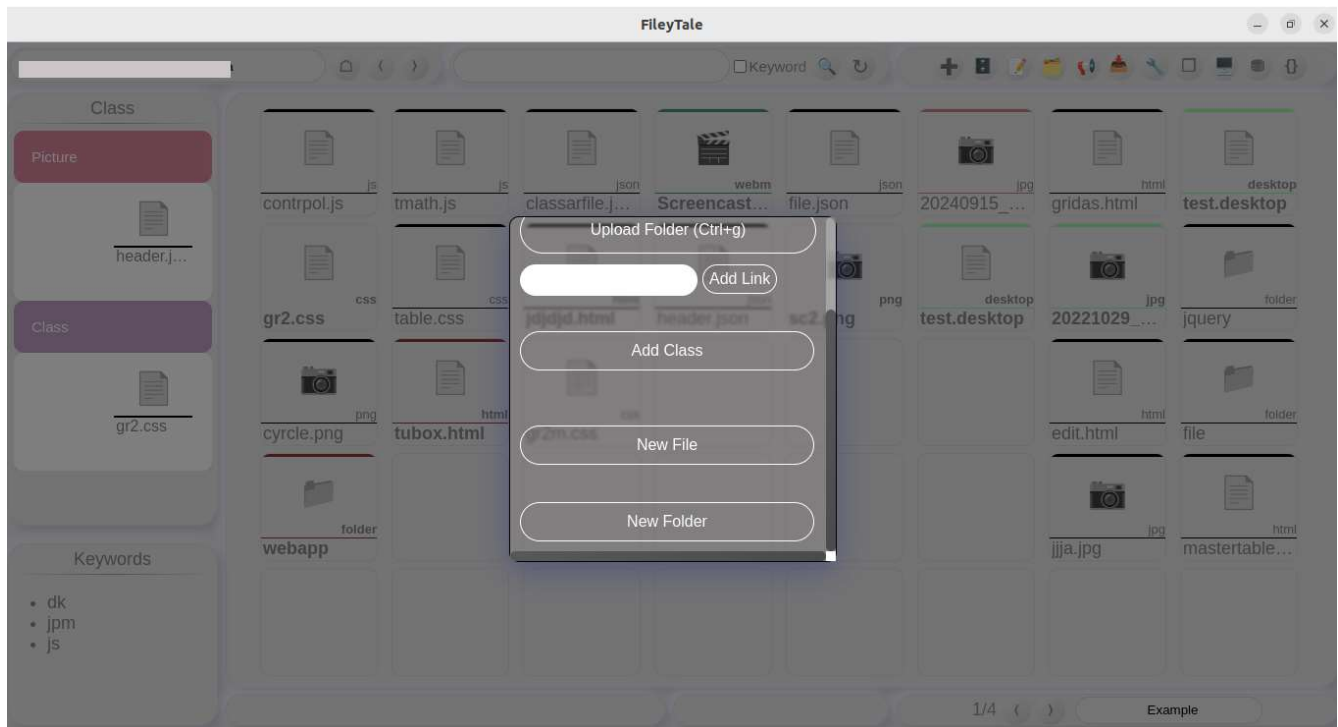


image 19

Upload button : to retrieve files (only metadata is retrieved)

Upload Folder button : to retrieve folders (only metadata is retrieved)

Link column & Add Link button : to enter website links

Add Class button : to add classes

New File button : to create a new **original file**

New Folder button : to create a new **original folder**

Document editing interface

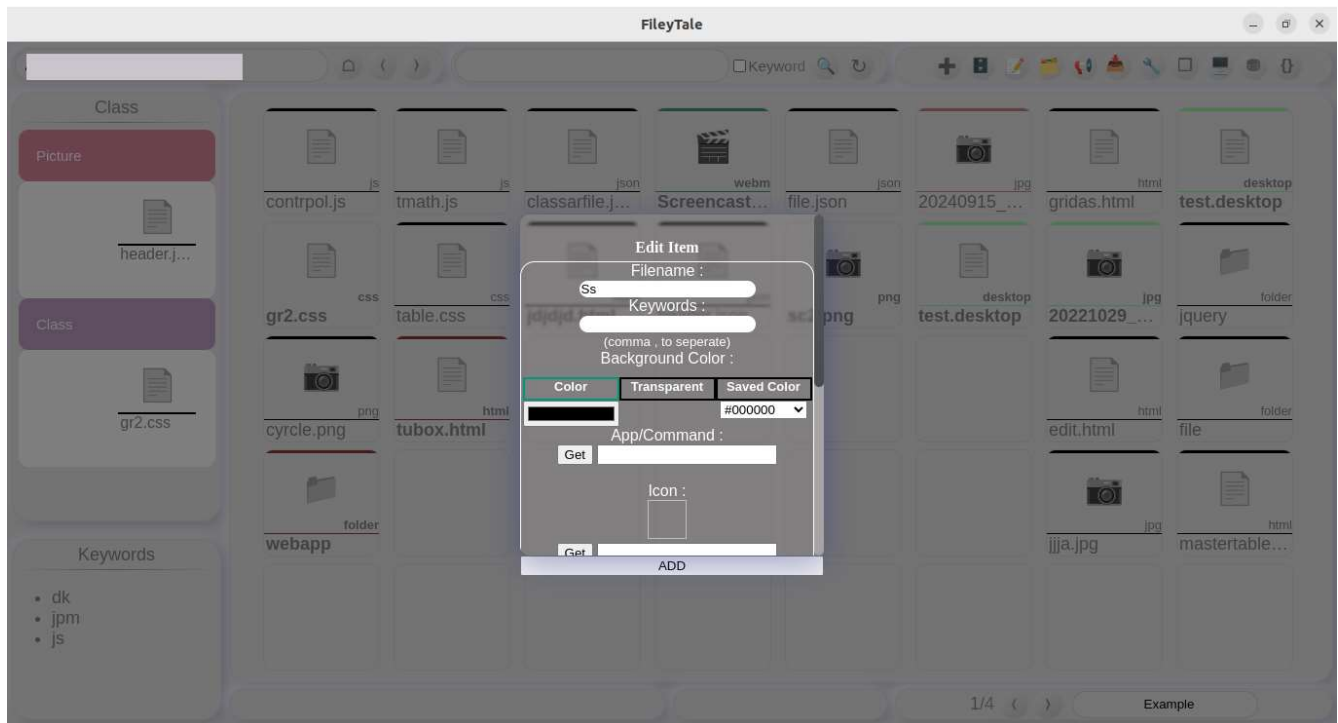


Image 20

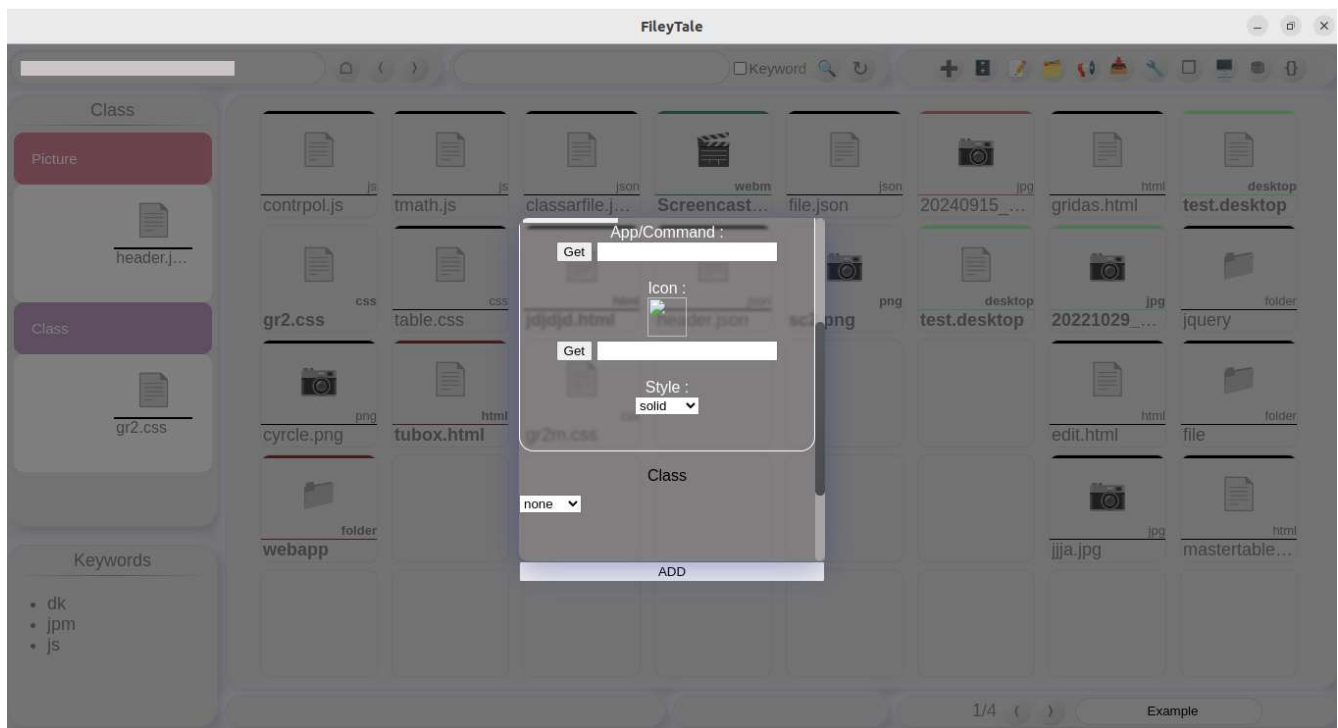


image 21

from top to bottom

Filename : for item/document name in fileytale

keywords : for keywords (comma to separate tags)

Background Color : to select a color for the item

App/Command : to select an application or command for a document (can be written in the input section).

Icon : to select a icon for the item

Style : to select a line style on the item as decoration

Class : to insert items directly into the available class

Program Page (experiment)

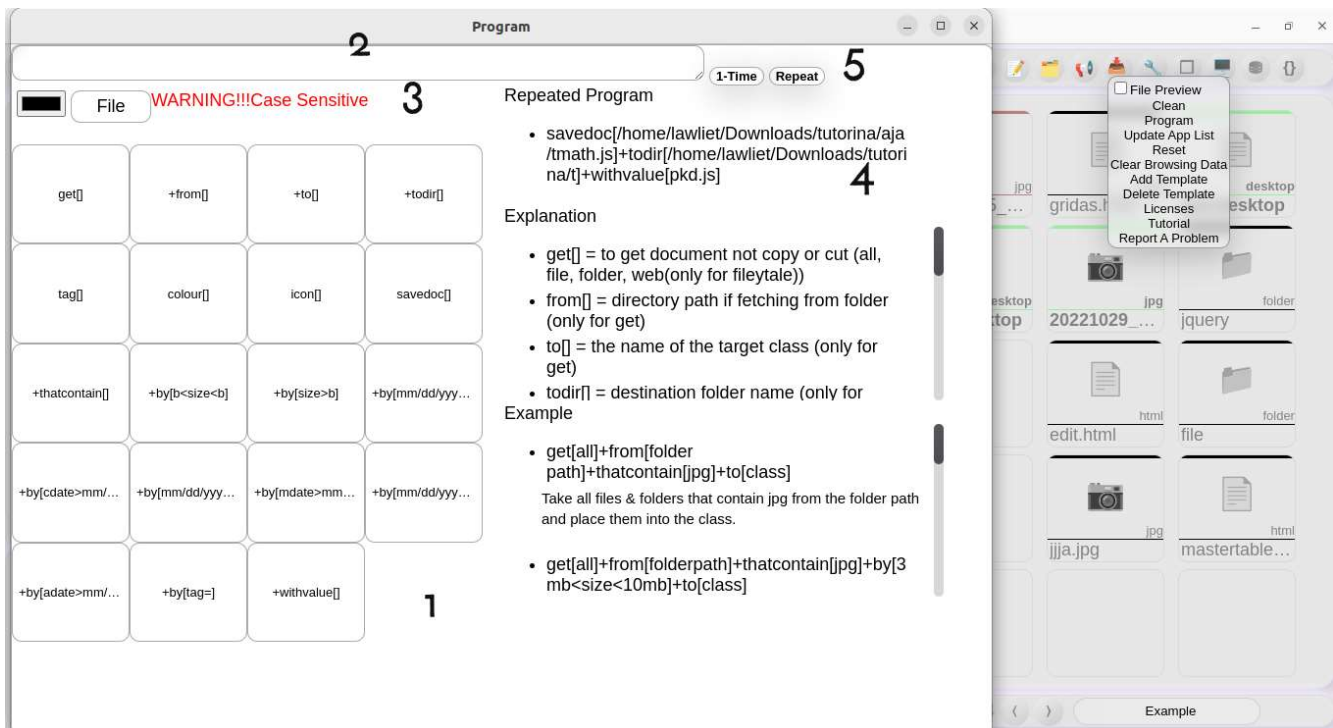


image 22

the program only runs in the project it was created for.

1. Button section: to help select commands

2. Command input section: commands will be written on the input

3. Color and file selection section: to help select colors and files

4. Right section

a. Repeated program section: programs that use repeat will be saved.

b. Explanation section: the section explaining each command.

c. Example section: the section with examples and explanations

5. Options section for running the program

a. 1-time: only once and not saved

b. Repeat: repeats every time the user clicks refresh program and the program is saved

Explanation

- `get[]` = to get document not copy or cut (all, file, folder, web(only for fileytale))
- `from[]` = directory path if fetching from folder (only for get)
- `to[]` = the name of the target class (only for get)
- `todir[]` = destination folder name (only for savedoc) (without double quotation marks " "/" '')
- `icon[]` = to add an icon (only on fileytale) (all, file, folder, web)
- `savedoc[]` = to save the file to the destination folder (todir) (without double quotation marks " " / ' ')
- `tag[]` = to add an tag (only on fileytale) (all, file, folder, web)

- `colour[]` = to add an colour (only on fileytale) (all, file, folder, web)
- `thatcontain[]` = to get files or folders that have a certain word
- `by[]` = to get files or folders that have certain characteristics (size, cdate (create date), mdate (modified data), adate, (access date), tag)
- `withvalue[]` = to enter the values of the tag, color, savedoc and icon

Example

- `get[all]+from[folder path]+thatcontain[jpg]+to[class]`

Take all files & folders that contain jpg from the folder path and place them into the class.

- `get[all]+from[folderpath]+thatcontain[jpg]
+by[3mb<size<10mb]+to[class]`

Take all files and folders that contain jpg from the folder path with a size between 3mb and 10mb and place them in the class.

- `get[file]+thatcontain[jpg]+by[3mb<size<10mb]+to[class]`

Take all files that contain jpg from the current project with a size between 3mb and 10mb and place them in the class.

- `get[file]+by[3.4mb<size<10mb]+to[class]`

Take all files from the current project that are between 3.4mb and 10mb in size and place them in the class.

- `colour[file]`
`+by[10/01/2022<cdate<=02/01/2025]+withvalue[#fe3745]`

color with the value #fe3745 on files created from october 2, 2022 to february 1, 2025 in the fileytale project

- `savedoc[/example/example/example.txt]+todir[/destination/destination/]+withvalue[example.txt]`

save the file "/example/example/example.txt" to
 "/destination/destination/" with the name "example.txt"

Trick

If you click on a program stored in repeated programs, it will appear in the text input section.

exit and re-enter the project/folder for refreshing.

refresh program means to refresh all programs saved for that project/folder

To delete a program in repeated programs, Right-click on the program you want to delete, and the delete button will appear.

Snapshot

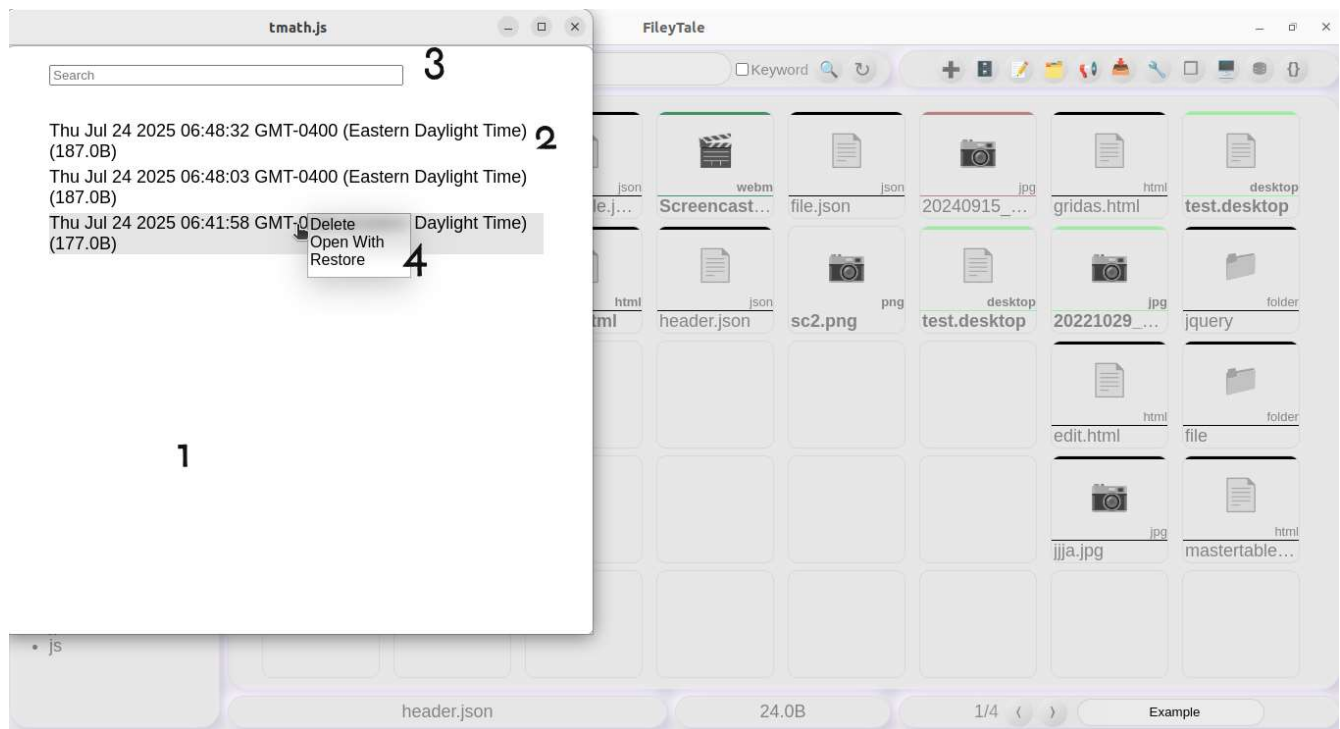


Image 23

1. Open Snapshot Page

2. Snapshot List : Contains the date and size of the document when it was recorded

3. Search : Searches for recordings by date or size

4. Right-click options : From top to bottom

a. Delete: Delete a recording (move it to the trash/recycle bin)

b. Open With: Opens the recording with the selected application

c. Restore: Restores the document (saved in the Home folder -> FileyTale-> Restored)

Trick

Right-clicking on the selected recording will open the recording (if the computer application supports the file extension)

Even if the original file has been deleted, if the snapshot folder hasn't been deleted, the snapshot file is still available.

On Linux: /usr/bin/FileyTale/snapshot_versions/user123/

On Windows: C:\Users\ (userpcname)

\AppData\Local\Programs\Wistanomic\FileyTale\
 \snapshot_versions\\user123\\

Shortcut

- **Ctrl + C:** Copy item (metadata only)
- **Ctrl + X:** Cut item (metadata only)
- **Ctrl + V:** Paste item
- **Ctrl + F:** Grab a file (such as Upload)
- **Ctrl + G:** Grab a folder (such as Upload Folder)
- **Ctrl + Left:** Go to the left page
- **Ctrl + Right:** Go to the right page
- **Ctrl + Delete:** Delete an item (metadata only)

Another Trick In FileyTale

- Files in bold indicate they are not from the folder you opened (only in folders).

- The drag & drop feature helps you place documents in your chosen position (where available).
- To use drag & drop, double-click and long-press on the document, then drag it to a position on the available grid or class.
- If you move it to a box on an existing grid, the documents will be swapped.
- You can copy the full path of a document in File Manager and then paste it into FileyTale, and your document will be added to FileyTale (metadata only).
- Similarly, with websites, you can copy a website link and paste it into FileyTale, and your web link will be added to FileyTale (metadata only).
- You can access folders managed with Fileytale on other operating systems that support Fileytale.
- You can make your project a real folder by “Make a Folder”.
- With “Make a Folder”, you can also create a folder from a real folder managed by Fileytale, so that only the documents in that folder are included in Fileytale.

- If the project is deleted, and want to restore the deleted project, create a project with the same name
- arfile.json, classarfile.json, listfile.json, progar.json, and fileytalenote.txt are files within fileytale.
- arfile.json stores project data.
- classarfile.json stores class data.
- listfile.json stores folder contents.
- fileytalenote.txt stores note data.
- progar.json stores “repeat program” data
- If the last page in the folder is a class, there is the potential for the page to increase by 1, namely the normal page.
- The project will not be deleted even if it has been uninstalled.
- To delete a project, delete the folder directly and also the main folder containing the project data in FileTale.
- On Linux: /usr/bin/FileyTale/project/
- On Windows: C:\Users\(userpcname)\AppData\Local\Programs\Wistanomic\FileyTale\\project\\

How to install a template (change the project/folder theme)



image 24

Visit the Fileyale website, FileyTale section.

Link: <https://fileytale.github.io/>

Click template.

Link: <https://fileytale.github.io/customtemplate.html>

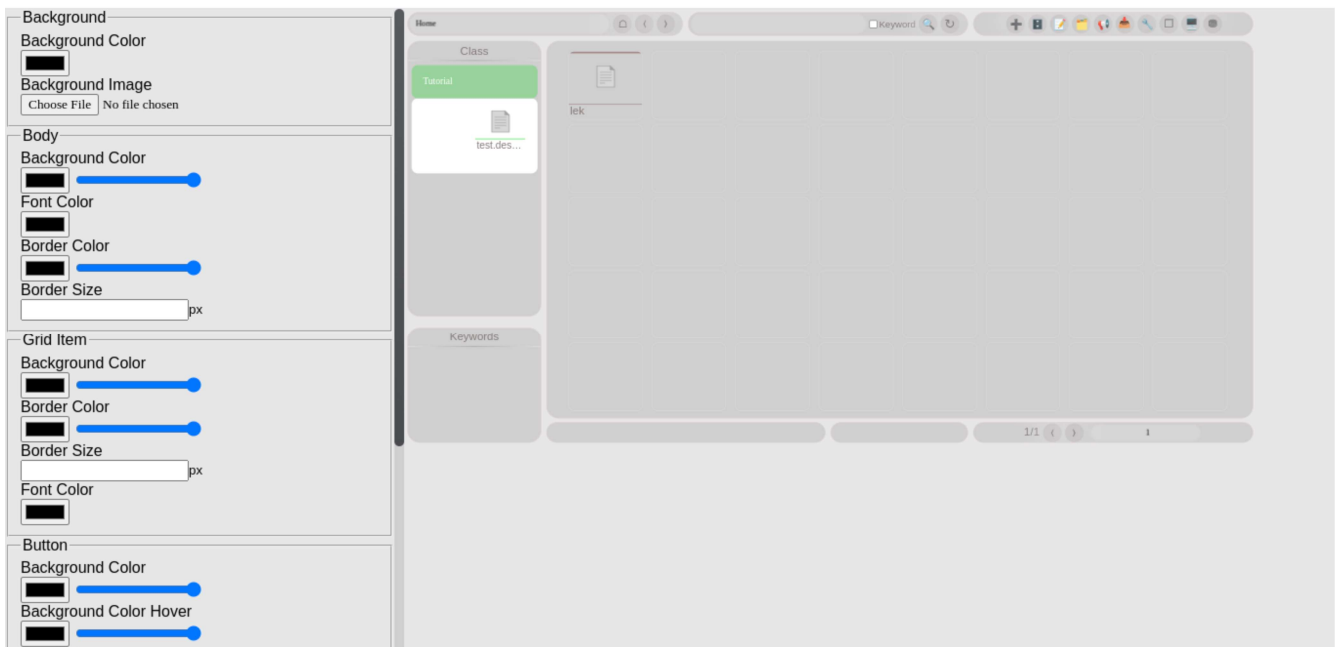


image 25

You can create a theme there.

Then save it.

The template file will download.

Extract it.

Then, through the FileyTale application,

Click "Add Template" in Settings.

Select the extracted template folder.

Then, click Upload.