1. BLANK NEW PROJECT

One required field is TITLE. The project file will be saved with this name.

The scenario type still has no functionality, but the time format defines the scale and interface of the episode editor.

Script Writer A non-editable field containing the name that was used when the program was first run is stored in the personal_security.key file. Your name and edit key are contained in this file. If for some reason the name needs to be changed, the only way is to create a new personal_security.key file.

2. NEW PROJECT FROM PROJECT

The second way to start your project is to import a script from another editor. Now you need to create the basic elements to start your first episode.
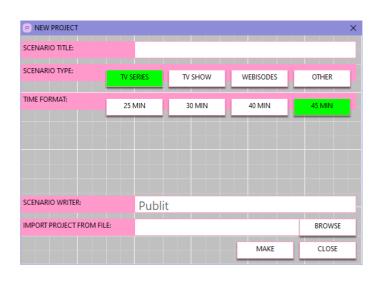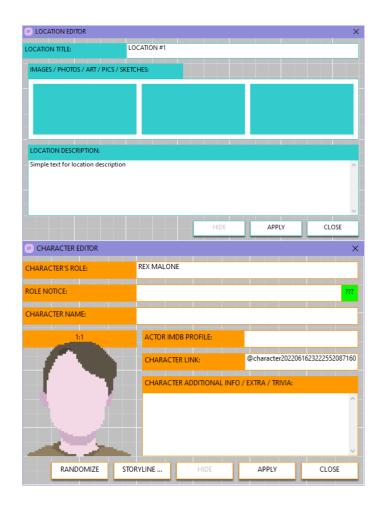
3. ADD NEW LOCATIONS

An important element is the location where the scene takes place. Add a location title and other information of your choice.

4. ADD YOUR CHARACTERS

It's the turn of the characters, the second important element of your future scenes.

All the main steps are completed, it remains only to create your first episode. All the main steps are completed, it remains only to create your first episode.

EDITING EPISODE

1. ADD LOCATIONS TO THE EPISODE

To start writing scenes, place in the editor the locations in which the actions will take place.

To start writing scenes, place in the editor the locations where the action will take place. Elements can be controlled by calling a drop-down menu at the desired location. Move up, down, edit or delete with one click. Further, in order to fill the locations, scenes are needed - the main elements of the classic scenario format. Create a few to get started!

2. ADD YOUR SCENES TO THE EPISODE

Select the desired location, right-click in the drop-down menu, select a scene, create a new one, or open a list of all available scenes.