

CREATING A NEW PROJECT

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.

The 'NEW PROJECT' dialog box features a purple title bar with a close button. It contains several input fields and buttons: 'SCENARIO TITLE:' with a text input; 'SCENARIO TYPE:' with four buttons ('TV SERIES' is highlighted in green, followed by 'TV SHOW', 'WEBISODES', and 'OTHER'); 'TIME FORMAT:' with four buttons ('25 MIN', '30 MIN', '40 MIN', and '45 MIN' is highlighted in green); 'SCENARIO WRITER:' with a text input containing 'Publit'; 'IMPORT PROJECT FROM FILE:' with a text input and a 'BROWSE' button; and two buttons at the bottom right, 'MAKE' and 'CLOSE'.

The image shows two overlapping dialog boxes. The top one is the 'LOCATION EDITOR' with a purple title bar, containing 'LOCATION TITLE:' (text input with 'LOCATION #1'), 'IMAGES / PHOTOS / ART / PICS / SKETCHES:' (three empty image slots), 'LOCATION DESCRIPTION:' (a text area with placeholder text), and 'HIDE', 'APPLY', and 'CLOSE' buttons. The bottom dialog is the 'CHARACTER EDITOR' with a purple title bar, containing 'CHARACTER'S ROLE:' (text input with 'REX MALONE'), 'ROLE NOTICE:' (text input with '???'), 'CHARACTER NAME:' (text input), a '1:1' label above a character portrait, 'ACTOR IMDB PROFILE:' (text input), 'CHARACTER LINK:' (text input with '@character202206162322552087160'), 'CHARACTER ADDITIONAL INFO / EXTRA / TRIVIA:' (a large text area), and 'RANDOMIZE', 'STORYLINE ...', 'HIDE', 'APPLY', and 'CLOSE' buttons at the bottom.

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!

The screenshot shows a 'LOCATION CHOOSE' dialog box. At the top, there are buttons for '<] BACK', 'NEW LOCATION', and 'NEW SCENE'. Below these is a 'NUMBER OF WORDS:' label followed by a text input field containing '0'. To the right is an 'EPISODE DESCRIPTION:' label followed by a text input field. The main area of the dialog is a large white rectangle labeled 'LOCATION #1'. At the bottom right, there are 'CHOOSE' and 'CLOSE' buttons. Above the dialog, a timeline bar shows time slots from 10:13 to 10:33.

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.

The screenshot shows the editing interface. At the top, there are buttons for '<] BACK', 'NEW LOCATION', and 'NEW SCENE'. Below these is a 'NUMBER OF WORDS:' label followed by a text input field containing '0'. To the right is an 'EPISODE D' label followed by a text input field. Below the timeline bar, there is a grid. The first row of the grid is labeled 'DAY - SCENE #1'. The second row of the grid is labeled '... LOCATION #1'. A right-click context menu is open over the '... LOCATION #1' cell. The menu options are: 'ADD SCENE >', 'MOVE UP', 'MOVE DOWN', 'CHANGE LOCATION >', 'DELETE LOCATION', and 'EDIT'. To the right of the menu, there is a list of scenes: 'ALL SCENES ...', 'SCENE #2', and 'NEW SCENE ...'.