Qyllscape

Version 1.0.1

What Mildew Did There

Raindrops as big as Mildew herself continued to fall, and she held tight to the thick red fur of the wolf. Each strong step he took over the rocky terrain forced her to tighten her grip once more.

"Have heart, little mouse," said the wolf, "Do not fall. The storm is bad enough, but if another wolf sees you, it will be trouble for us both."

"More trouble for me, I imagine," said Mildew.

"Indeed," said the wolf, and ran on.

The storm did not last forever, although it might have if they had stayed where they were. Eventually they came to a calm outcropping, and although it was dark and a little cold, Mildew could relax as the wolf slowed to a stop, and the sounds of thunder were far away at last.

"Thank you," said Mildew, "You did not have to help me."

"I only helped you because I saw that if you had been big enough, you would have carried me," smirked the wolf as it shook the water from it's fur, "One cannot let a mouse be braver than a wolf."

"To not have the ability to help and the desire is one thing," said Mildew, "But to have the ability and choose to use it is truly noble. I'll thank you one last time."

"Well," said the wolf, changing the subject, "Where are you off to next?"

"I must make my way to the sea," said Mildew.

46

Only a little is known ab
darker than it had ever bee
herself.

Some say it was dark bec
ung the face of a giant fox.
into the sea, and mighty w

Mildew's mother says th
her daughter's face.

"Mother," asked Mildew

"Listen to me," whispere

Mildew's mother placed

"When you were born, I
yours for myself. So, when
chest, and you will know t

Mildew smiled, and both

About Qyllscape

Qyllscape is a minimalist writing tool designed to offer a unique writing experience by allowing the writer to customize the atmosphere. Qyllscape may be what you are looking for when you need to break through a writing block.

While Qyllscape is designed to be simple, this manual attempts to help answer any questions that might come up as well as highlight features that users may overlook. Furthermore, there is information about the file system to help users understand how their writing will be organized and saved.

Note: Some features will not be available on the non-Steam version, specifically cloud saving.

Updates

The development of Qyllscape will continue after the initial release. Features will be added over time, and many existing features will be improved. If you want to keep up with updates/progress, please visit www.qyllscape.com/updates.

Options

All options can be accessed either by using the **Escape** key to see your toolbar, or using **Right-Click** over the editor or project/chapter controls.

Manual Contents

1. Editor Customization
2. Colors
3. Lighting
4. Sounds
5. Textures
6. Export / Project Backup
7. File Structure

Editor Customization

There are a series of options related to editing the general layout of the editor. Each of the options can be changed responsively, meaning that you can see the editor reflect the changes without having to switch back and forth between the options and the page.

Here are some clarifying statements about a few key terms:

Single Page - Qyllscape is set up with two editors, allowing you to work on two separate chapters simultaneously, or simply view an earlier part of the same chapter. Single page mode will remove the details from the right page editor and allow you to focus on the left.

Minimalist Mode - This setting will remove the graphics related to the page edges and book background. Used together with **Single Page**, a user can create a traditional editor experience with only a background color and a page color in effect.

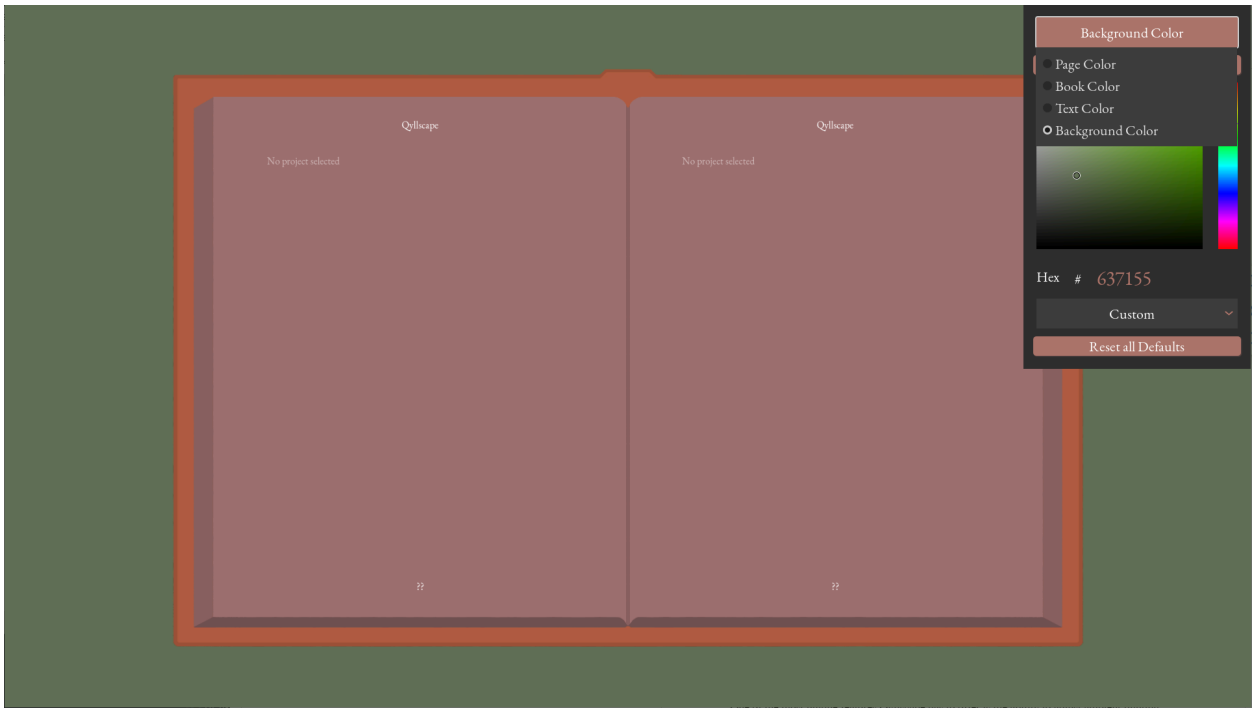
This feature be reached through **Options → Page Layout**

Colors

Along with layout, each of the main colors within the editor can be customized when selected by the top dropdown.

A few color templates have been added within the bottom drop to serve as starting points.

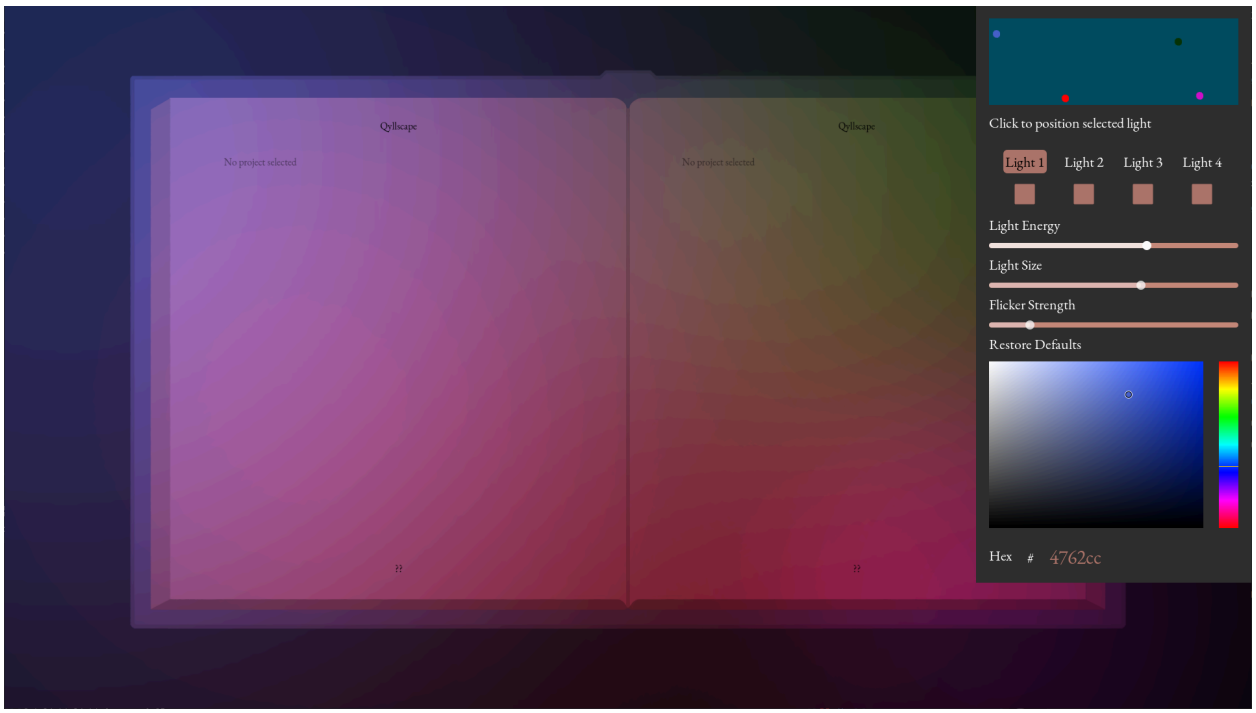
This feature can be reached through **Options → Color Customization**



Lighting

One of the most unique features Qyllscape has to offer is the ability to adjust ambient lighting effects within the editor.

This feature can be reached through **Tools → Candlelight**



In this version, there are four lights, and each light can be positioned, toggled on/off, and adjusted by energy, size, flicker strength and color.

To adjust the position of a light, once selected, click within the placement field at the top of the tool. The placement of the indicators corresponds to placement within the viewport of Qyllscape

Note: In order to apply your changes and see them take effect, make sure that the light you want to edit is selected (In this example 'Light 1' is selected) and the light's checkbox is checked.
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Settings for each light will be saved to the current theme of the editor.

To disable or **turn off** the lighting features, simply make sure all four lights have been unchecked.

Sounds

An experimental feature, the sound tool allows users to add responsive sounds to keystrokes as well as simple ambient sounds.

Only one keystroke sound may be in effect, and in order to completely disable the **Rain** sounds, lower the volume all the way down.

This feature can be reached through **Tools → Sounds**

Textures

The default background for the Qyllscape editor is a simple color rectangle. There are a few basic textures that can be used instead, while still customizable through **color customization**.

This feature can be reached through **Tools → Background Textures**

Note: Textures related to all graphics will be one of the focal points of the first planned Qyllscape update. For more information, please visit www.qyllscape.com/updates

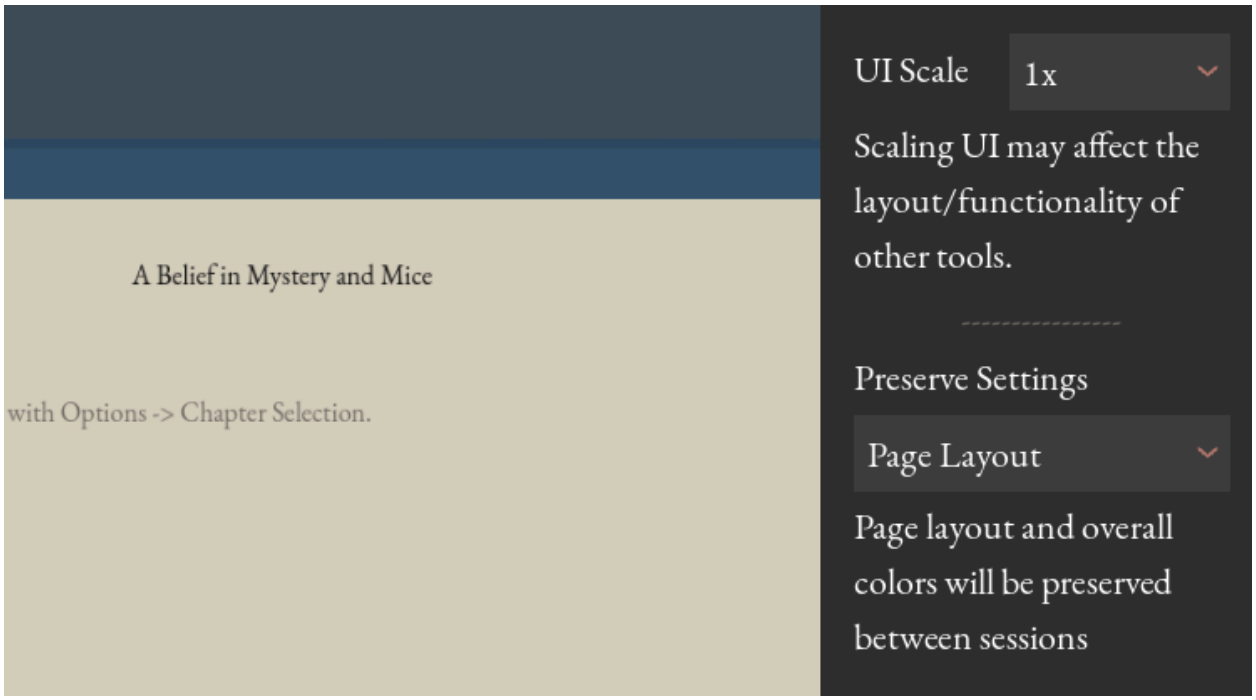
General Settings

Various quality of life settings are included in this area, allowing users to further customize their experience.

An early version of UI scaling has been implemented to help with higher resolution displays, offering options of **1x**, **2x**, and **3x**.

An option has been included to preserve additional settings between sessions. If '**Save Everything**' is selected, active settings like candlelight, single page mode, and minimalist mode will all persist, and settle into place when starting the next Qyllscape session.

This feature can be reached through **Options → General Settings**



Export / Project Backups

It is always important to create backups of your projects. No tool is reliable 100% of the time, and Qyllscape is equipped to help protect your work.

Firstly, the Steam version of Qyllscape uses Steam Cloud to preserve the projects folder of a project. This means that projects should be shareable between devices.

Note: If you intend on working with different projects on separate devices, you may need to disable your Steam Cloud settings in order to prevent projects from one machine overwriting another.

In terms of local backups, Qyllscape offers the ability to create a copy of your project. In the case that work is lost, your backup text files will still be retrievable.

This feature can be reached through **Export** when a project is open.

There is another important option included in the **Export** tool shown above, clicking the button labeled **Export HTML** will lead to additional options related to creating an HTML file.

Qyllscape cannot currently create pdf files directly in the editor, but HTML files can be opened in a browser of your choice for easy pdf creation.

File Structure

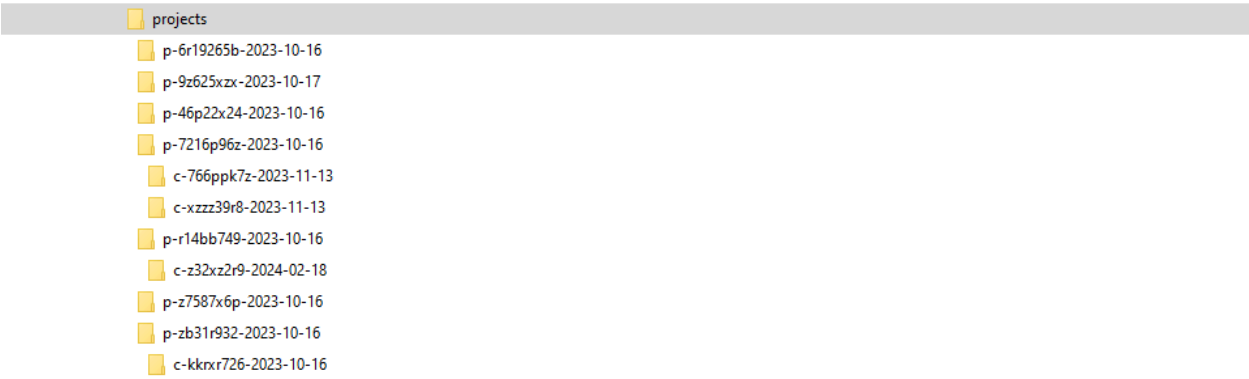
This information will not be necessary for any normal use of Qyllscape, but can be helpful for troubleshooting, or if you want to pursue additional project backups.

Note: In general, users should avoid directly editing these files. Qyllscape uses these files and the unique identifiers to update/save the project. Any changes could lead to projects becoming corrupted or chapters being unrecognized by Qyllscape.

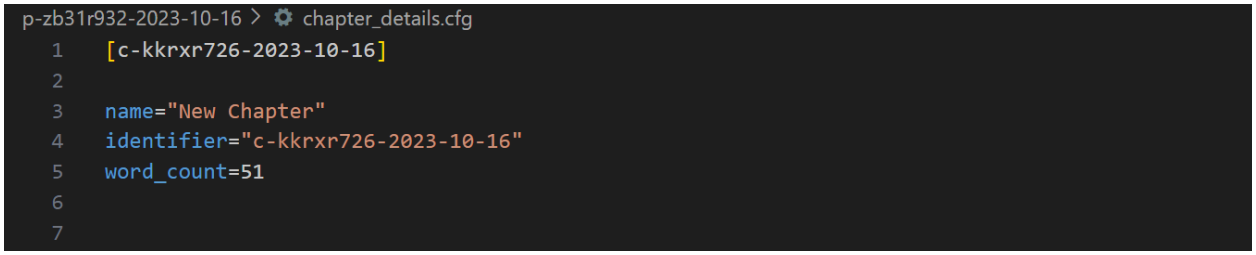
Qyllscape will create a **projects** folder and will continue to create folders as projects/chapters are created. There is a file called **project_details.cfg** that tracks the identifiers for each project, and within each project folder a project specific configuration file called **chapter_details.cfg** that tracks the identifiers for each chapter.

At the lowest level, within the folders corresponding to chapter identifiers, there are **chapter_text.txt** files that will contain the text represented in the editor.

Here is an example of the cascading file structure:



Along with an example of a project's **chapter_details.cfg** file:



Additionally, Qyllscape maintains a file called **theme_settings.cfg** that is used to track all of a user's selections in terms of page layout, color customization, lighting effects, etc.