

Storysmith - Beta (v0.1.3)

=====

Thank you for testing Storysmith! Your feedback is greatly appreciated.

INSTALLATION

Run Storysmith_0.1.3_x64-setup.exe and follow the prompts.

FIRST LAUNCH

On first launch the app will automatically download the AI engine and model. This is a one-time process that requires an internet connection:

- AI engine (llama-server): ~250 MB (NVIDIA GPU) or ~100 MB (CPU)
- AI model (Phi-4): ~8 GB – may take 10-30 minutes depending on your internet connection

Leave the app open and it will continue automatically. You will see a progress bar the entire time. Once complete, the app will not need to download anything again.

LOG FILES

If you run into any issues, please send the following log files along with your bug report:

Installation log:

C:\Users\<YourName>\AppData\Local\Temp\Storysmith-install.log

App startup log (created on every launch):

C:\Users\<YourName>\AppData\Roaming\Storysmith\startup.log

App data folder (config, saves):

C:\Users\<YourName>\AppData\Roaming\Storysmith\

You can get to these folders quickly by pressing Win + R and typing:

%LOCALAPPDATA%\Temp\Storysmith-install.log (installation log)

%APPDATA%\Storysmith (startup log, saves, config)

REPORTING ISSUES

Please report bugs and feedback to: bigdgames85@outlook.com

Include:

- What you were doing when the issue occurred
- A screenshot if possible
- The install.log file (see above)

SYSTEM REQUIREMENTS

- Windows 10 or 11 (64-bit)
- 16 GB RAM recommended (8 GB minimum)
- 10 GB free disk space (for the AI model)
- Internet connection required for first launch only
- NVIDIA GPU recommended for best performance (CPU works too)

CLOUD AI OPTION

If you prefer not to download the local AI model, you can use a cloud AI provider instead. Open Settings (gear icon on the main screen) and switch to Anthropic, OpenAI, or Google Gemini using your own API key.