

Septangular

User Manual

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CHAPTER 1

Getting started

Septangular is a writing studio for novelists: one window for writing the book, planning it, keeping its world straight, tracking your progress and publishing it.

How Septangular keeps a book

A book in Septangular is an ordinary folder on your computer. Each scene is a plain text file in it, and a file called `book.xml` records the book's shape: its parts, chapters and scenes in order, its title page, and the ways you build it. The folder also holds the book's Story Bible, its notes, its outline and the history of every version you've saved.

Nothing is locked inside the app. You can back the folder up, sync it, or open its files in any other program, and Septangular sees the changes the next time it opens the book. Appendix C describes the folder in full.

Seven sections

Septangular's window has seven sections, in the order a writer usually works. The icons down the left side of the window switch between them:

Section	For
Manuscript	Writing: the book's parts, chapters and scenes, the editor, and the title page.
Outline	Planning: the story's beats and threads, each linked to the scenes that tell it.
Story Bible	The book's world: an entry for each character, place and thing.
Notes	Research and loose scraps: text, links, pictures, PDFs and Word documents.

Statistics	Progress: targets, a due date, streaks, and words per day, chapter and status.
Versions	History: every save, snapshots, comparing and restoring.
Publishing	Building the book: manuscripts, and with Septangular Publish, ebooks and print books.

Each has a chapter of its own in this manual.

What you need

Septangular runs on a Mac with macOS 12 (Monterey) or later, with Apple silicon or an Intel processor. Versions for Windows and Linux are planned.

It needs no internet connection and no account: your books stay on your computer, and Septangular never sends them anywhere.

Installing Septangular

> Septangular isn't released yet. When it is, you'll download it from septangular.com; write to us to hear when it's ready.

1. Download Septangular from septangular.com. It comes as a disk image, a file ending in `.dmg`.
2. Open the disk image, and drag Septangular to the Applications folder.
3. Open Septangular from the Applications folder or Launchpad.

The same download runs on both Apple silicon and Intel Macs.

Your first book

The first time Septangular opens, it shows a welcome screen with two choices:

- **New Project…** starts a new book. Give it a title and choose where its folder goes. Septangular makes the folder with a first chapter holding an empty first scene, and opens the book on its Title Page.
- **Open Project…** opens a book you already have: choose its `book.xml` file.

On the Title Page, fill in the book's details and your own: your name and contact details go on the front page of every manuscript you send out. Then click **First scene** in the sidebar, and start writing. Septangular won't make a new book in a folder that already has files in it, so a book never mixes with other files.

Your next book takes your name and contact details from the one that's open, so you type them only once. The quick start follows a new book through its first hour.

Opening and closing books

Septangular shows one book per window. To open another, choose **File → Open Project...** ⌘O and choose its `book.xml`; to start one, **File → New Project...** ⌘N. A book that's part of a series also offers its other books, as Chapter 10 describes.

Closing the window closes the book. Septangular keeps running with no window open, as Mac apps do; choose **File → Open Project...** or **New Project...** to open a window again.

When you start Septangular, it reopens the book you had open when you last quit. A book you closed before quitting isn't reopened.

Saving your work

File → Save ⌘S saves the whole book at once: every scene, entry and note you've changed, and any change to the book's structure, recorded together as one version of the book. The status bar at the bottom of the window says whether everything is saved.

Septangular also saves on its own every five minutes while there are unsaved changes. To change how often, or to turn it off, use **Auto-save** in the Versions section.

Until you save, changes wait: you can switch between scenes, and even sections, without losing them or their undo history. If you close the window or quit with unsaved changes, Septangular warns you first: choose **Cancel** to go back and save, or **Discard Changes** to close without them.

Septangular Ink and Septangular Publish

Septangular comes in two parts:

- **Septangular Ink**, the writing studio, is free: every section, for as many books as you like, with manuscripts in standard format, as PDF and Word.
- **Septangular Publish** is a one-time purchase that adds ebooks, print-ready paperbacks and hardcovers, cover templates, front and back matter, editions and box sets.

Without a licence, Publish's ebooks and print books are built as a sample of their first three chapters, so you can try them first. To enter a licence key, choose **Septangular → Septangular Publish...**. Chapter 9 has the details.

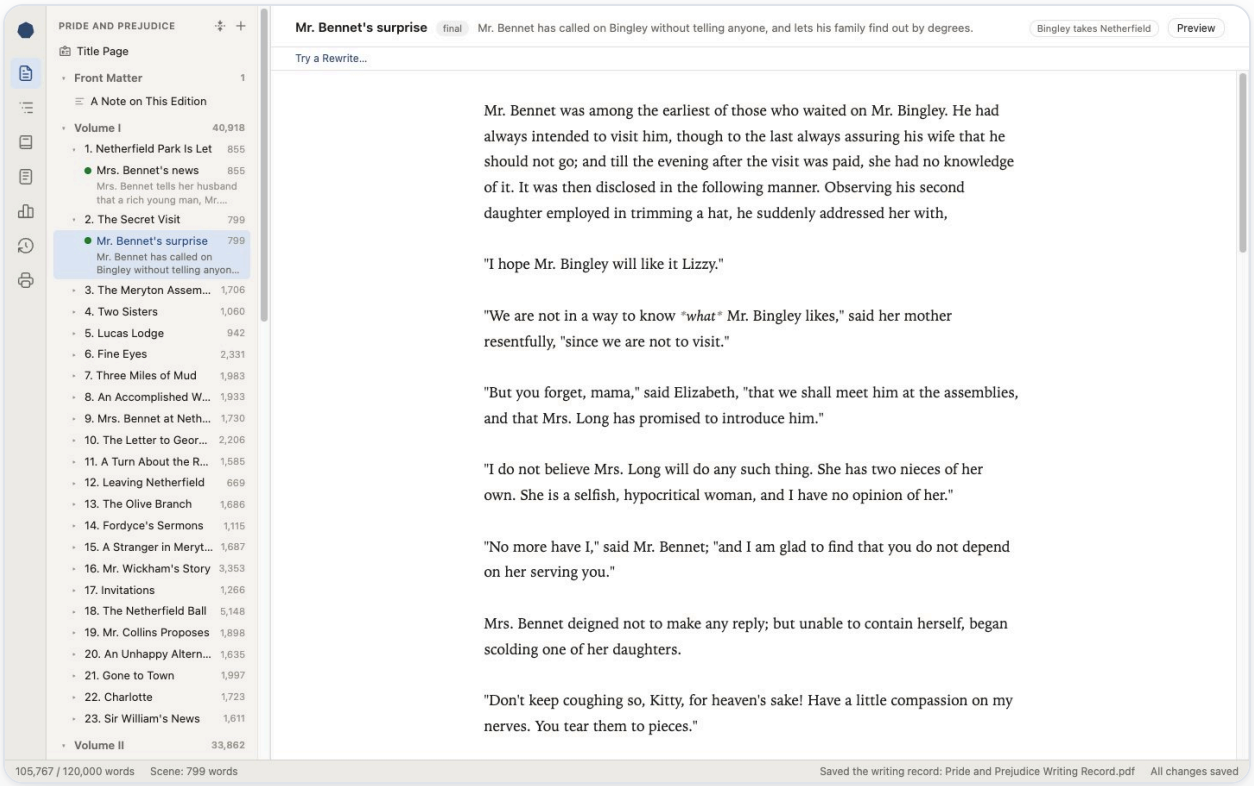
Getting help

If something isn't working as this manual says, see Appendix E. For anything else, write to info@septangular.com.

CHAPTER 2

The window

Every section of Septangular shares one window, laid out the same way: the section icons down the left, a sidebar beside them, the page you're working on in the middle, and a status bar along the bottom.



The window, with a scene open in the Manuscript.

The parts of the window

Part	Where	What it does
Section icons	The narrow strip at the left	Switch between the seven sections. The heptagon at the top hides and shows the sidebar.

Sidebar	Beside the icons	Lists what the section holds: the book's scenes, the Story Bible's entries, the versions you've saved, and so on.
Main area	The rest of the window	Shows what you've chosen in the sidebar: a scene in the editor, a page of statistics, a build configuration.
Status bar	Along the bottom	The book's word count, messages, and whether everything is saved.

The window's title is the book's title, followed by "Septangular".

The section icons

Click an icon to go to its section; hover over one to see its name. The section you're in is highlighted. From the top, the icons are Manuscript, Outline, Story Bible, Notes, Statistics, Versions and Publishing, and each has a chapter of its own in this manual.

Moving between sections loses nothing. The Manuscript, the Story Bible and Notes each remember what they had open, so you can look something up in an entry and go straight back to the scene you were writing, at the same place, with its undo history and unsaved changes intact.

The heptagon above the icons hides the sidebar, and clicking it again brings it back. It does the same as **View → Hide Sidebar**.

The sidebar

What the sidebar shows depends on the section:

Section	The sidebar lists
Manuscript	The Title Page, front matter, parts, chapters and scenes, back matter, and the Stash.
Outline	The outline's items, with buttons to switch between the Tree and the Grid.
Story Bible	Entries, in a section for each category.
Notes	A search box, and All Notes, Text, Links, Pictures, PDFs and Word, to show one kind of note.

Statistics	Its three pages: Overview, By Part and Chapter, and By Status.
Versions	Take Snapshot…, Find in History…, Writing Record… and the auto-save setting, then every version, by day.
Publishing	The book's build configurations, and in a series, its box sets.

When the book is part of a series, a bar at the top of the sidebar names the series and the book, in every section. Chapter 10 describes it.

Making it wider or narrower

Drag the sidebar's right-hand edge to make it wider or narrower. Double-click the edge to put it back to its usual width. You can also click the edge and use ← and → to move it a little at a time, or further with ⇧.

The sidebar can't be made narrower than 180 pixels or wider than 600, and it always leaves room for the main area. Septangular remembers the width for every book, and for next time.

Hiding it

To give the editor the whole width of the window, choose **View → Hide Sidebar** ^⌘S, or click the heptagon. The menu item then reads **Show Sidebar**, and the heptagon's tooltip says it will show the sidebar again. The section icons stay where they are. With two scenes side by side, they share the width the sidebar gave up. Septangular remembers whether the sidebar is hidden.

Headings that stay in view

In a long book, the headings above what you're looking at stay at the top of the sidebar as you scroll. In the Manuscript, the book's title and the Title Page stay put, and under them the part and the chapter you're scrolling through, so you always know where a scene belongs. In the Story Bible, the title and the section you're in stay put the same way.

Folding things away

Anything with a triangle beside it folds away. Click a part or chapter in the Manuscript, or a section in the Story Bible, to fold it and click again to open it. A folded chapter or section still shows its word or entry count.

To fold or open every one at once, ⌥-click any of them, or use the fold button at the top of the sidebar, beside **+**. In the Manuscript, its menu offers **Collapse All Chapters** and **Expand All**

Chapters, and in a book with parts, **Collapse All Parts** and **Expand All Parts**. The same commands are on the **Manuscript** menu. In the Story Bible, the fold button offers **Collapse All Sections** and **Expand All Sections**.

What you've folded stays folded while the book is open. A book always opens with everything showing.

The main area and the editor

The main area shows whatever you've chosen in the sidebar. In the Manuscript, the Story Bible and Notes, that's usually a document in the editor: a scene, an entry, or a text note. With nothing chosen yet, the main area shows the heptagon and a hint, such as "Choose a scene to start writing."

The editor keeps the text to a comfortable line length in the middle of the page, however wide the window. Each document you open keeps its own undo history and its own place, so you can move between them and come back to where you were. Chapter 3 describes writing in it.

The header above the editor

A line across the top of the editor says what you're looking at.

For a scene, it shows:

- the scene's **name**;
- its **status**, in a small pill: outline, draft, revised or final;
- its **synopsis**, on one line, cut short if it's long;
- the **outline items** the scene tells, each a button: click one to go to it in the Outline (Chapter 4);
- the **Preview** button, which shows the finished pages beside the editor. If the preview is already showing, the button refreshes it and takes it to this scene.

Under the header, a strip offers **Try a Rewrite...**; once a scene has drafts, the strip also says which text you're writing in. Chapter 3 explains drafts.

For a Story Bible entry, the header shows its name and the other names it's known by. For a page of front or back matter, it shows the page's name and says which it is. Notes have a header of their own, described in Chapter 6.

The status bar

The status bar runs along the bottom of the window whenever a book is open. From the left:

It shows	When	What it means
105,767 / 120,000 words	Always	The book's words against its target. Without a target, just the words. Only scenes in the book count: the Stash and drafts don't. Unsaved writing counts as you type.
Scene: 799 words	In the Manuscript, with a scene open	The open scene's words, unsaved writing included.
Draft: 812 words	When a scene is showing one of its drafts	The draft's words.
+312 today	With **View → Highlight Today's Writing** on	The words written in this scene today, less any cut. A minus sign means more was cut than written.
2 problems	When something is wrong	Hover over it to see what, such as a scene whose file can't be found. Appendix E explains what to do.

At the right-hand end:

It shows	When	What it means
A message	For a few seconds after something happens	See Messages, below.
1 delete waits for Save (⌘S)	After deleting a scene, chapter or part	Deleted items wait in the Stash until you save with `⌘S`. Auto-save leaves them waiting.

Unsaved changes	When anything has changed since the last save	A scene, an entry, a note, the book’s structure or its outline.
All changes saved	When nothing has	Everything is on disk, and in the book’s history.

The book’s target is set on the Statistics page (Chapter 7).

Messages

When Septangular has something to tell you, it says so in the status bar: “Saved” after a save, “Auto-saved” after an automatic one, or what has just happened, such as “Moved the scene into chapter 2”. A message stays for about three seconds. A message about something that went wrong is shown in red and stays for ten.

A few messages come with a button. After combining two scenes, for example, the status bar says what was combined and offers **Undo Combine**; a message with a button stays for half a minute.

A message is always one line. If it’s too long for the window, it’s cut short with “…”; hover over it to read the whole of it. In a narrow window, the scene’s word count and the waiting-deletes notice make room while a message shows.

When you choose a command that needs something open, the message says what: **Format → Bold** with no scene open says “Open a scene to format its text.”, and **Manuscript → Split Scene at Cursor** outside the Manuscript says to open a scene there first.

Light and dark

Septangular follows your Mac’s appearance. When macOS is set to Light, the window is light; set to Dark, it’s dark; set to Auto, it changes when your Mac does. To change it, use **Appearance** in System Settings. It changes only how the window looks: books are built the same either way.

The editor’s font and text size

View → Editor Font chooses the typeface you write in:

Editor Font

Book Serif	A book typeface. The default.
Georgia	
Times New Roman	
Sans Serif	Your Mac's own system typeface.
Typewriter	A Courier face, like a typewritten page.

View → Editor Text Size sets the size: 14, 15, 16, 17, 18, 20, 22 or 24. The default, 17, is marked "(Default)" on the menu. The menus tick the current choices.

Both apply to the editor in every section and every book, and Septangular remembers them for next time. They change only how the text looks to you while you write: how the finished book looks is set by its build configurations (Chapter 9).

Other View menu choices

The View menu has a few more settings for the Manuscript, each ticked when it's on:

Setting	At first	What it does
Show Synopses	On	Shows each scene's synopsis under its name in the sidebar.
Highlight Today's Writing	Off	Marks what you've written or rewritten today.
Show Revision Heat	Off	Tints scenes by how often they've been revised.
Back Matter Under Front Matter	Off	Lists back matter at the top of the sidebar, rather than after the story.

Like the editor's font and size, these apply to every book and are remembered for next time. **Show Preview** ⇧⌘V and **Focus Mode** ⇧⌘F are on the View menu too. Chapter 3 describes them all.

Zoom and full screen

View → Zoom In `⌘+` and **Zoom Out** `⌘−` make everything in the window larger or smaller: the sidebar, the status bar and the editor together. **Actual Size** `⌘0` puts it back. To make just the text you're writing larger, use **Editor Text Size** instead.

View → Enter Full Screen `^⌘F`, or the green button at the top left of the window, fills the screen in the Mac's usual way. Focus mode goes full screen too, and leaving full screen leaves focus mode.

The welcome screen

When no book is open, the window shows the welcome screen: the heptagon, "Start a new book, or open one to carry on writing.", and two buttons, **New Project…** and **Open Project…**. You see it the first time you open Septangular, and when you start it after closing your book. If the book you had open last time can't be opened, the welcome screen says why. Chapter 1 describes starting and opening books.

CHAPTER 3

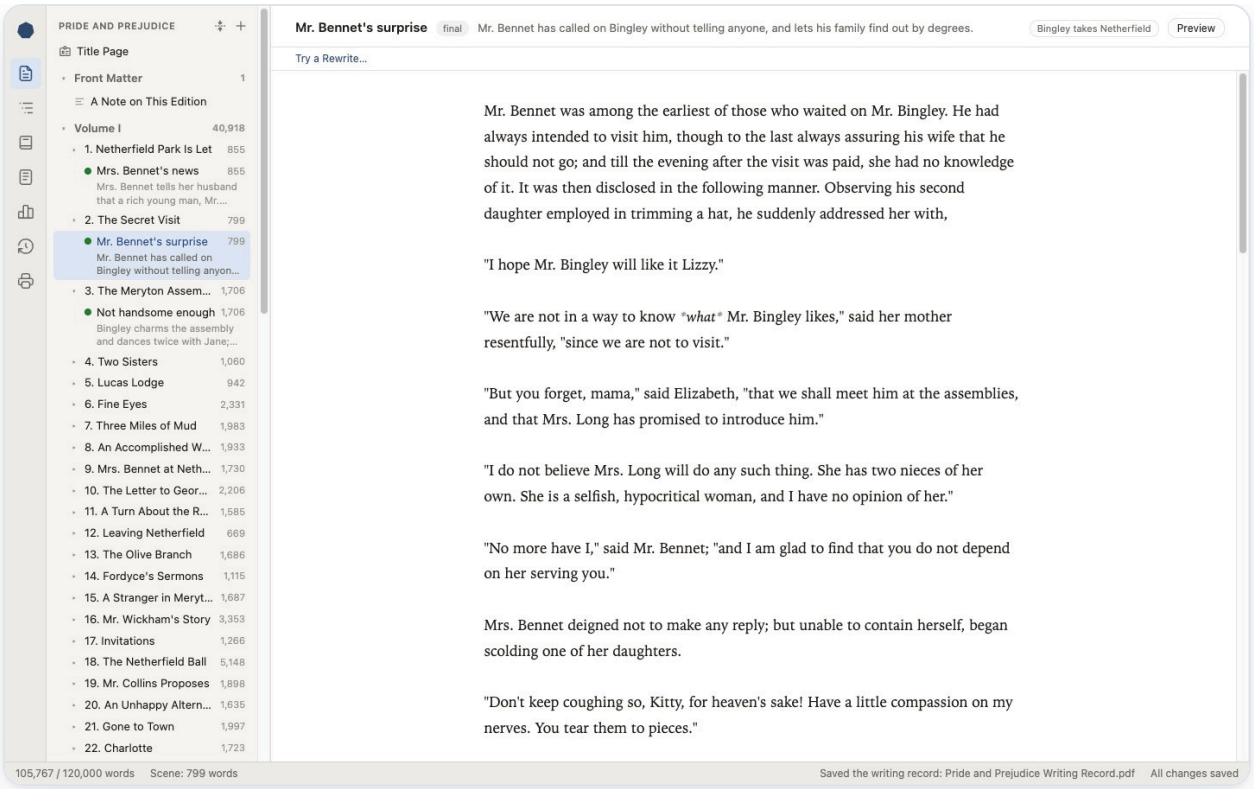
Manuscript

The Manuscript is where the book is written: its parts, chapters and scenes in the sidebar, and the scene you're writing in the editor beside them.

The Manuscript sidebar

The sidebar shows the whole book, in order:

- at the top, the book's title, with the fold button and the **+** button beside it;
- **Title Page**, the book's and your details (see The Title Page);
- **Front Matter**, the pages before the story;
- the story itself: its parts, if it has them, its chapters, and their scenes;
- **Back Matter**, the pages after the story;
- the **Stash**, for what you've taken out of the book.



Parts, chapters and scenes, each with its word count.

Each scene shows a coloured dot for its status, its name, its word count and, if it has one, its synopsis on a line underneath. A scene with drafts has a small page mark beside its name; hover over the mark to see their names. Hover over a scene to read its synopsis in full, or, if it has none, where its file is in the book's folder.

Each chapter shows its number and title, with the words in its scenes, and its target if it has one. Each part shows its title and its words. Chapters are numbered through the whole book, so a new part doesn't start them again at 1.

Word counts are live: they include what you've written but not yet saved. The scene open in the editor is highlighted. A scene whose file can't be found shows its name in red, struck through, and the status bar reports a problem; see Appendix E.

Click a scene to open it in the editor. Click a part or chapter to fold it away, and again to open it; ⌥-click to fold or open all of them. The fold button beside **+** offers **Collapse All Chapters** and **Expand All Chapters** and, in a book with parts, **Collapse All Parts** and **Expand All Parts**; the **Manuscript** menu has them too. Expanding the chapters opens the parts too. Chapter 2 describes the sidebar's headings that stay in view, and how to resize or hide it.

Every part, chapter and scene has a menu: right-click it, or click its ··· button.

Adding scenes, chapters and parts

The **+** at the top of the sidebar adds to the end of the book:

Command	What it does
New Scene at the End	A scene at the end of the last chapter.
New Chapter at the End	A chapter at the end of the book, with a first scene.
New Part at the End	A part at the end of the book, with a first chapter and scene. In a book without parts, this is **Divide into Parts...** instead.
Add Existing Scene File...	Adds files you already have as scenes. See Adding scene files you already have.
Front Matter, Back Matter	Adds a page before or after the story. See Front and back matter.

To add something in a particular place, use the menu of the scene, chapter or part it should follow: **New Scene After** on a scene, **New Scene in This Chapter** (at its end) or **New Chapter After** on a chapter, and **New Chapter in This Part** (at its end) or **New Part After** on a part.

A box appears in the sidebar where the new item will go. Type its name and press ↩, or press Esc to change your mind. Clicking elsewhere keeps what you've typed; leaving the box empty adds nothing.

A new scene opens in the editor, ready to write. A new chapter comes with a first scene named after it, and a new part with a chapter called "Chapter One" holding a first scene; that scene opens, ready to write. New scenes start with the status draft.

A new scene's file is made when you next save, named after the scene and placed beside the book's other scenes. Like every change to the book's shape, an addition is unsaved until then.

Renaming

Choose **Rename Scene...**, **Rename Chapter...** or **Rename Part...** from its menu. The name is selected in place, so typing replaces it; press ↩ to keep the new name, or Esc to leave it as it was. Renaming a scene changes its name in the book, not its file's name.

Dividing a book into parts

A book doesn't need parts. If you want them later:

- **Divide into Parts…**, on the **+** menu or a chapter's menu, puts every chapter into a first part, and asks for its name.
- **Start a Part Here…**, on a chapter's menu, starts a new part at that chapter: it and the chapters after it in its part move into the new part. It isn't offered for the first chapter of a part.
- **New Part at the End** and **New Part After** add more.

A book with parts always keeps at least one: a part can't be moved to the Stash or deleted when it's the only one.

Rearranging the book

Dragging

Drag anything to a new place. A line or a highlight shows where it will go.

Drag	Onto	And it goes
A scene	Another scene	Before it (the upper half of the row) or after it (the lower half), in any chapter.
A scene	A chapter	To the end of that chapter.
A chapter	Another chapter	Before or after it, in any part.
A chapter	A part	To the end of that part.
A part	Another part	Before or after it.
Anything	The Stash, or the space below it	Out of the book, into the Stash.

While you drag a chapter, the scenes fold out of the way; while you drag a part, so do the chapters. They come back when you let go.

A step at a time

Each scene's, chapter's and part's menu has **Move Up** and **Move Down**, greyed when it can't go further. To move the scene you're writing without reaching for the mouse:

Command	Shortcut	What it does
Manuscript → Move Scene Up, Move Scene Down	^⌘↑, ^⌘↓	Swaps the open scene with the one before or after it. From the start or end of a chapter, it moves to the end of the chapter before, or the start of the chapter after, across parts.
Manuscript → Move Chapter Up, Move Chapter Down	^⇧⌘↑, ^⇧⌘↓	Moves the open scene's chapter in the same way, into the next part at either end of its own.

The status bar says when something moves into another chapter or part, and when it's already first or last in the book. Scenes in the Stash can't be moved like this: drag them back into the book instead.

Empty chapters and parts

If a move, or taking something out, would leave a chapter or part with nothing in it, Septangular asks first. **Remove It** goes ahead and takes the empty chapter or part out of the book too; no scene files are deleted. **Cancel** leaves everything as it was. A book always keeps at least one chapter.

Every change to the book's shape is unsaved until you save, and then becomes part of the same version as your words.

Status

Every scene has a status, shown by its dot in the sidebar and in the header above the editor. To change it, choose **Status** from the scene's menu; the current one is ticked.

Status	Dot	For a scene that's…
Outline	Grey	planned, but not yet written.
Draft	Amber	written in a first draft. New scenes start here.
Revised	Blue	revised.
Final	Green	finished.

Status decides what goes into a build. Each build configuration has a least finished status it includes, and takes scenes with that status or a later one: a submission manuscript can leave out everything still in draft, while a reading copy takes it all. Chapter 9 explains configurations, and Chapter 7 shows how many words the book has at each status.

Synopses

A synopsis is a line or two saying what happens in a scene. It shows under the scene's name in the sidebar, and beside its name above the editor.

To write or change one, click the synopsis in the sidebar, or choose **Add Synopsis…** (or **Edit Synopsis…**) from the scene's menu. Type in the box, and press ↩ to keep it, or Esc to leave it as it was. A synopsis is always one line: line breaks become spaces. To remove one, clear the box and press ↩.

To keep a long book compact, turn off **View → Show Synopses**. Synopses still show when you hover over a scene, and **Edit Synopsis…** still works. Septangular remembers the setting for next time.

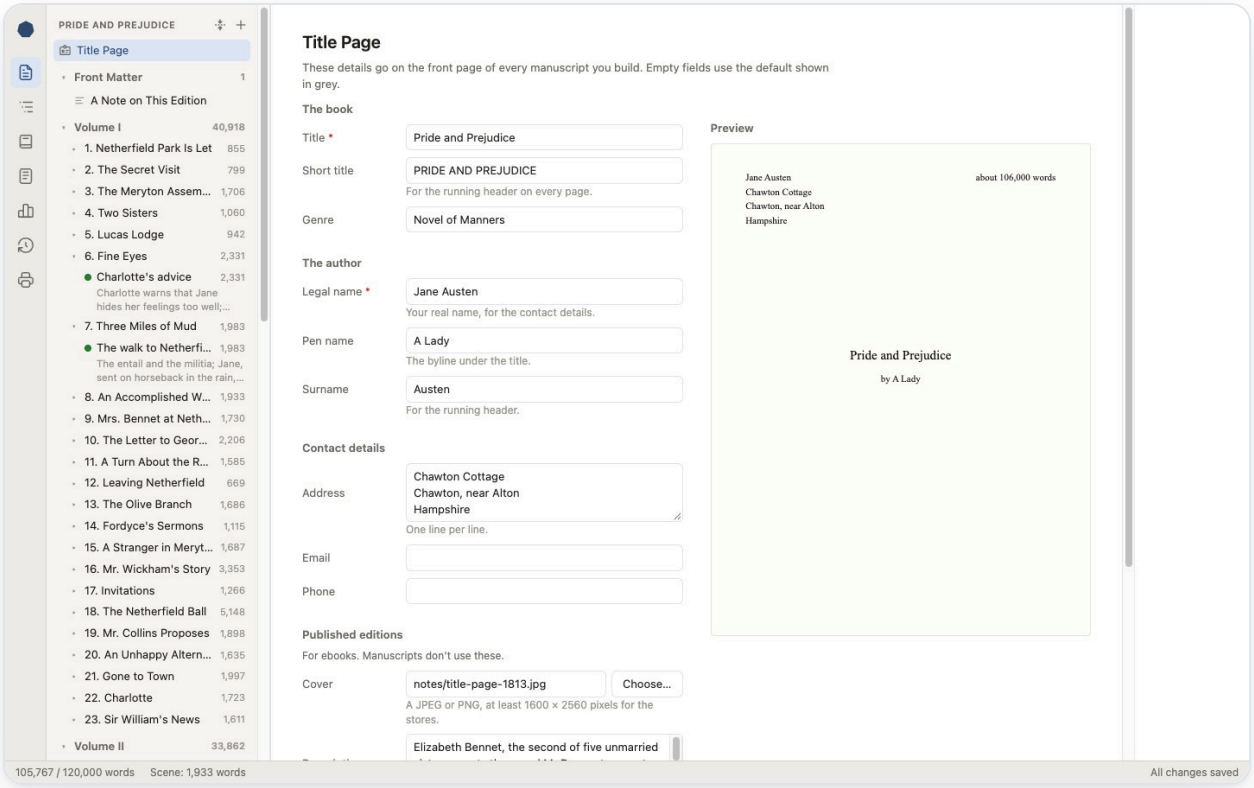
Chapter word targets

To give a chapter a word target, choose **Set Word Target…** from its menu (**Change Word Target…** once it has one). A box takes the place of its word count: type a whole number of words and press ↩, or Esc to cancel. The chapter then shows its words against the target, such as "2,104 / 3,000". To remove a target, clear the box and press ↩.

The book's own target, your daily goal and a due date are set on the Statistics page (Chapter 7).

The Title Page

Click **Title Page** at the top of the sidebar to see the book's details and yours. These go on the front page of every manuscript you build. A preview beside the form shows that page as you type: your contact details at the top left, the book's length at the top right ("about 85,000 words", rounded to the nearest hundred under 10,000 words, and to the nearest thousand above), and the title and byline in the middle.



The Title Page, with its preview.

Field	For	If left empty
The book		
Title *	The book's title. The window's title follows it.	Required.
Short title	The running header on every page.	The title, in capitals.
Genre	The book's genre.	Left out.
The author		

Legal name *	Your real name, for the contact details.	Required.
Pen name	The byline under the title.	Your legal name.
Surname	The running header.	The last word of your pen name (or legal name).
Contact details		
Address	Your postal address, one line per line.	Left out.
Email, Phone	How an agent or editor reaches you.	Left out.
Published editions (for ebooks; manuscripts don't use these)		
Cover	A JPEG or PNG, at least 1600 × 2560 pixels for the stores. Click **Choose…** to pick it; a picture from outside the book's folder is copied into it.	No cover.
Description	The blurb that ebook readers and stores show.	Left out.
Publisher	Your imprint, if you have one.	Left out.
ISBN	The edition's ISBN.	Optional for ebooks: a fixed identifier is made up for the book.
Language	A language tag, such as en-GB for British English.	en.

An empty field shows in grey the default it will use. The title and your legal name can't be left empty: the field is marked, and until it's filled in again, the details keep their last good value.

Changes to the Title Page are unsaved until you save, like any other. Choose a scene in the sidebar to leave it.

Writing in the editor

Click a scene to open it. The editor is a plain page of prose. Scenes are written in Markdown, so styles show as simple marks around the words, such as `*italics*`; you never need to type them yourself. Appendix B describes everything a scene can hold.

The **Format** menu, the editor's right-click menu and the keyboard all format text:

Command	Shortcut	What it does
Bold	⌘B	Makes the selection bold, or takes the bold off again.
Italic	⌘I	Makes the selection italic, or takes the italic off again.
Block Quote		Sets the paragraph apart as a quotation, such as a letter or a sign, or back again.
Scene Break	⇧⌘↩	Puts a break after the paragraph you're in, shown in the finished book as the configuration's scene break.
Clear Formatting	⌘\	Takes bold and italic off the selection.

With nothing selected, Bold, Italic and Clear Formatting act on the word the cursor is in. A selection across several paragraphs is styled one paragraph at a time.

Your Mac's spelling checker underlines misspelt words as you type. Right-click one for up to five suggestions, or **Learn Spelling** to add the word to your dictionary.

In the editor, ⌥↑ and ⌥↓ move the paragraph the cursor is in up or down, and ⌘↑ and ⌘↓ go to the start or end of the scene. Appendix A lists the rest.

When a book is built, Septangular takes care of its typography: straight quotes become curly, two or three hyphens become an en or em dash, and three dots become an ellipsis.

Each scene keeps its own undo history and place. Nothing is written to disk until you save; see Saving your work.

Splitting and combining scenes

Split

To split a scene in two, put the cursor where the second scene should begin and choose **Manuscript → Split Scene at Cursor** `⌘K`, or **Split at Cursor** on the scene's menu. A box under the scene in the sidebar asks for the new scene's name. Press `↩`, and a new scene appears after the first, holding everything from the cursor on, with the same status. It opens, ready to write. Press `Esc` instead to cancel.

Split at a scene break, and the break goes: the two scenes are separated by being two scenes.

Combine

To run a scene and the one after it together, open the first and choose **Manuscript → Combine with Next Scene** `⇧⌘K`, or the same command on its menu. The next scene's text goes onto the end of this one, after a scene break, so the book reads exactly as it did; delete the break to run them together. The combined scene keeps the first scene's name, status and synopsis.

The scene that was absorbed is deleted: it waits in the Stash, struck through, until you next save with `⌘S`, and then goes to the Trash (see Deleting). The status bar says what was combined, with an **Undo Combine** button.

Only the next scene in the same chapter can be combined: the last scene in a chapter has none. Scenes in the Stash can't be split or combined, and neither can a scene while one of its drafts is showing: switch back to **Original** first.

Undoing a split or a combine

Right after a split or a combine, **Edit → Undo** `⌘Z` takes the whole thing back: both scenes' text and the book's structure together. The Edit menu says what it will undo, **Undo Split** or **Undo Combine**, and **Redo** `⇧⌘Z` does it again. It works from either scene of a split.

- Undoing a split puts the text back in the first scene, and takes the new scene out of the book altogether. You can undo a split even after saving; the new scene's file then goes to the Trash at the next save.
- Undoing a combine puts the first scene's text back, and the second scene back after it. A combine can only be undone until you save, because the save sends the absorbed scene to the Trash.
- If you've written in either scene since, undo that writing first; Septangular says so if you try the other way round.

Two scenes side by side

To keep one scene open beside the one you're writing, ⌥-click it in the sidebar, or choose **Open Beside** from its menu. It opens in a second editor to the right, and the sidebar marks it with a bar.

Each side has its own header, text, undo history and cursor, and both save as usual. The header over the scene beside has two buttons: **Swap** trades the two scenes' places, and **×** closes the scene beside, leaving the editor on its own. A scene you close keeps its unsaved changes, like any other.

Clicking another scene in the sidebar opens it on the left. **Split Scene at Cursor**, **Combine with Next Scene** and **Scene History…** act on whichever side you were last writing in. The preview and a scene beside take the same place, so opening one closes the other. For more room, hide the sidebar with **View → Hide Sidebar** ⌃⌘S: the two editors share its width.

Focus mode

View → Focus Mode ⇧⌘F takes the window full screen and shows only the text you're writing: no section icons, sidebar, header or status bar. Every paragraph but the one you're in fades back. With two scenes side by side, it shows the one you were last writing in. It works for Story Bible entries too.

A reminder, "Focus mode: press Esc to leave", shows for a few seconds. To leave, press Esc, choose **Focus Mode** again, or leave full screen. If the window was already full screen, it stays that way; if the sidebar was hidden, it stays hidden.

The live preview

The preview shows the book's finished pages beside the editor, laid out exactly as a build would lay them out. To show it, click **Preview** in the scene's header, or choose **View → Show Preview** ⇧⌘V; the same command hides it again, and so does the preview's **×**.

At the top of the preview:

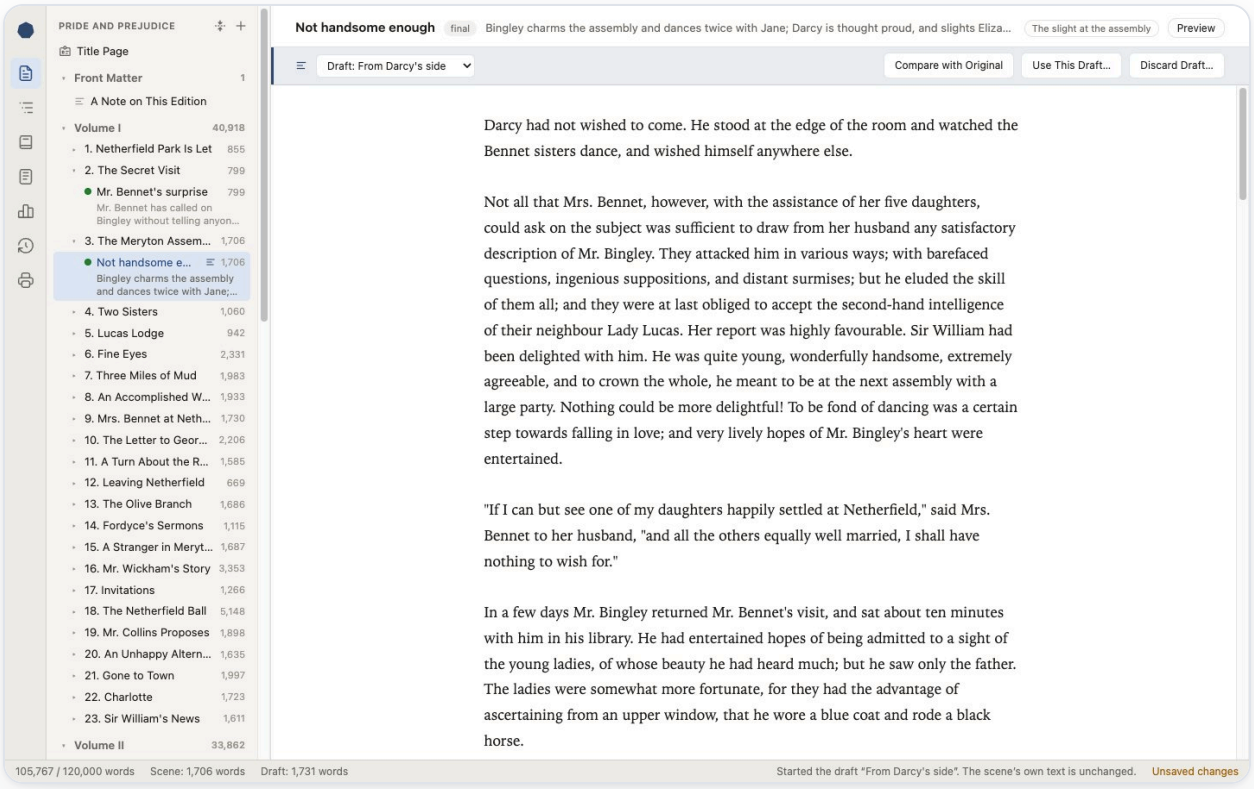
- the **configuration picker** chooses which build to preview. It offers the configurations that make pages (PDF or Word), not those that make only an ebook, and starts with the book's default configuration if it makes pages;
- **−**, **Fit** and **+** zoom out, fit the page to the pane's width, and zoom in;
- a line gives the book's words and pages in that configuration, and how many scenes it leaves out because of their status.

The preview updates a moment after you stop typing, before you save, and redraws only the pages that changed. It follows you: open another scene, and the preview scrolls to its start. Click a page to open the scene on it. When the preview is already showing, the **Preview** button refreshes it and takes it to the scene you're writing.

If the scene you're writing isn't in the configuration you've chosen (a draft, say, in a submission that takes only revised scenes), the preview says why, and offers a button to preview a configuration that includes it. A scene in the Stash isn't in any build or preview, and the preview says that too.

Alternative drafts

A draft is another version of a scene, written alongside it, such as a darker ending you're not sure of. The scene's own text, its **Original**, stays exactly as it was until you choose to use the draft.



A scene's draft, with the strip that says so.

Starting a draft

Click **Try a Rewrite...** in the strip under the scene's header, or choose it from the scene's menu. Name the draft ("Darker ending") and click **Start Draft** or press ↩; **Cancel** or Esc changes

your mind. The draft begins as a copy of the text showing: the scene's own, or the draft you're in. A name already taken gets a number ("Darker ending 2").

Switching between them

Once a scene has drafts, the strip under its header has a menu listing **Original (the scene's text)** and each draft. Choose one to write in it. While a draft shows, the strip is tinted, so you can't mistake it for the original, and the status bar counts the draft's words. Writing in a draft is unsaved until you save, like any writing, and a save leaves the scene's own text alone.

Septangular remembers which text each scene was showing while the book stays open.

Compare, use or discard

While a draft shows, the strip has three buttons:

Button	What it does
Compare with Original	Shows the original on the left and the draft on the right, with the differences marked and long unchanged stretches folded away. The arrow goes back to the draft; **Use This Draft…** is there too.
Use This Draft…	After asking, makes the draft's text the scene's text. The scene's earlier text becomes a draft of its own, "Before "Darker ending"", so nothing is lost. The new text is unsaved until you save.
Discard Draft…	After asking, sends the draft to the Trash. Versions still holds it.

Straight after **Use This Draft…**, **Edit → Undo Use Draft** `⌘Z` takes the whole step back: the scene has its own text again, the draft is back and showing, and "Before …" goes. **Redo Use Draft** does it again. Once you've written in the scene, Undo undoes your writing instead.

Drafts stay out of the book

Builds, previews, word counts and Find always use the scene's own text. Each draft is a plain file in the book's `drafts` folder, saved in every version, and it stays with its scene wherever the scene moves (Appendix C).

Today’s writing

Turn on **View → Highlight Today’s Writing** to tint everything you’ve written or rewritten since midnight, as if with a highlighter. Septangular compares each scene with the last version saved before midnight, so the marks follow your typing, unsaved words included, and stay after you save. A scene that didn’t exist before today is all new, and a draft started today counts from its scene’s text at the start of the day.

While it’s on, the status bar shows the open scene’s words for today, less any you’ve cut: “+312 today”, or with a minus sign on a day of cutting. It works in Story Bible entries and notes too, and starts afresh at midnight. Septangular remembers whether it’s on.

Revision heat

Turn on **View → Show Revision Heat** to tint each scene in the sidebar by how many saved versions changed it, from cool blue (few) to warm orange (many), against the most revised scene in the book. Chapters and parts are tinted by their scenes together. Hover over a row for its count, such as “Changed in 12 saved versions”.

A picker at the top of the sidebar, **Revisions since**, sets the range: **the beginning**, **the last 7 days**, **the last 30 days**, or any snapshot or published edition. Since a snapshot such as “First full draft”, the heat shows exactly which scenes a revision has reached; a scene it hasn’t says “Not changed since “First full draft””. Snapshots and editions are described in Chapter 8.

Find

To find words anywhere in the book, choose **Edit → Find → Find...** `⌘F`. The Manuscript sidebar becomes a search box; type, and every match is listed in the book’s order, each on its own line under the scene or page it’s in, with its chapter beside it. Every match is also marked in the editor. If you had words selected in the editor, Find starts with them.

Click a match to open its scene with the words selected. **Edit → Find → Find Next** `⌘G` and **Find Previous** `⇧⌘G` step through the matches, from scene to scene and round to the start again; in the search box, `↩` and `⇧↩` do the same. The list keeps up as you write. Press `Esc`, or click the **×**, to go back to the book’s parts, chapters and scenes; the marks go too.

⌘F works from any section, and takes you to the Manuscript, except in Notes, where it goes to the notes search (Chapter 6).

What counts as a match

- Capitals don’t matter, unless you tick **Match case**.

- **Whole words** finds only whole words, so “art” doesn’t find “heart”.
- Curly and straight quotes match each other.
- Italic and bold marks between words don’t get in the way, so “never minded” finds “*never* minded”, and a line break counts as a space.

What it searches

Find searches the book as it is now, unsaved writing included: front matter, every scene of the story, back matter and the scenes in the Stash. It doesn’t search drafts, the Story Bible, notes, or the Title Page. If a scene is showing one of its drafts when you go to a match in it, Septangular switches it back to its own text, where the match is, and says so. Above the list, it says how many matches there are and in how many places; when there are more than 500, the first 500 are listed.

When a search finds nothing, **Look for it in the history…** searches every saved version instead, with the same words and options, for text you’ve since cut. Chapter 8 describes Find in History.

The Stash

The Stash, at the end of the sidebar, holds scenes, chapters and parts you’ve taken out of the book, with their text, status and synopses. Stashed scenes aren’t built, previewed or counted, but you can still open them, write in them and find words in them.

- To take something out of the book, choose **Move to Stash** from its menu, or drag it onto the Stash heading or the space below it.
- To put something back, drag it into the book, or choose **Put Back at the End of the Book** from its menu: a scene goes to the end of the last chapter, a chapter to the end of the last part, and a part to the end of the book. A part can only go back into a book that has parts.

Click the Stash heading to fold it away. Files can be dropped into the Stash too; see Adding scene files you already have.

Deleting

Deleting takes two steps, so nothing goes by accident.

1. Choose **Delete** from a scene’s, chapter’s or part’s menu, or from the menu of something in the Stash. It moves to the Stash, struck through in red, and the status bar says “1 delete waits for Save (⌘S)”. Until you save, choose **Undelete** from its menu to take the mark off. An item waiting to be deleted can’t be dragged.
2. Save with `⌘S`. Septangular saves as usual, then finishes the deletes as a version of their own, and moves the scenes’ files to your Mac’s Trash. Auto-save leaves deletes waiting.

A new scene that's deleted before it was ever saved never gets a file. A deleted scene that was open closes when you save.

To get a deleted scene back, drag its file from the Trash into the sidebar: Septangular moves it out of the Trash when you next save, and gives it back its original name. The version before the delete still holds its text too, so Versions can find and bring it back (Chapter 8).

Adding scene files you already have

To bring in scenes written elsewhere, choose **Add Existing Scene File…** from the **+** menu and pick one or more files. They're added at the end of the book, and the first opens in the editor. Or drag files from Finder straight into the sidebar:

- onto a scene, to go before or after it;
- onto a chapter, to go at its end;
- onto the Stash heading or the space below it, to go into the Stash.

Septangular takes Markdown (`.md` or `.markdown`), plain text (`.txt`) and rich text (`.rtf`, from TextEdit, Word or Scrivener, say). Rich text comes in as Markdown, its italics and bold kept. Each file becomes a scene with the status draft, named from its file name: "03-the-storm.md" becomes "The storm".

A file from outside the book's folder is copied into it, as a Markdown file, when you next save; until then, the addition is unsaved like any other. A Markdown file that's already inside the book's folder is used where it is, and one that's already in the book is refused, with a message saying so. A file from the Trash is moved out of it, rather than copied, and gets back the name it had before it was deleted.

Front and back matter

Front Matter, above the story, holds pages such as a copyright page, a dedication or an epigraph; **Back Matter**, below it, holds pages such as acknowledgements and About the Author. Ebooks and printed books include them; manuscripts don't.

To add a page, click the group's **+**, right-click its heading, or use **Front Matter** or **Back Matter** on the sidebar's **+** menu. Clicking an empty group offers pages too. A page you write opens in the editor like a scene; a page that's made when the book is built, such as Next in the Series, says "made when built", and clicking it explains what it will hold. Right-click a page to move it up or down, or to remove it from the book (its file is kept); a page of your own, added with **Other Page…**, can be renamed too.

To keep back matter close at hand in a long book, turn on **View → Back Matter Under Front Matter**, or **Show Under Front Matter** on the Back Matter group's menu. The sidebar then lists it under Front Matter; the book's order doesn't change.

Chapter 9 describes every kind of page and how each is built.

Undo and redo

Edit → Undo ⌘Z and **Redo** ⇧⌘Z work on the text of the scene you're in, with each scene keeping its own history, even when you move between scenes and sections. Three changes to the book are undone whole, straight after you make them: **Undo Split**, **Undo Combine** and **Undo Use Draft**, as the Edit menu says.

Other changes to the book's shape (moving, adding, renaming, setting a status, a synopsis or a target, moving to the Stash) aren't undone with Undo. Until you save, put them back by hand: move the scene back, or rename it again. A deleted item can be undeleted until you save. After saving, Versions can restore the book as it was at any save (Chapter 8).

CHAPTER 4

Outline

The Outline is the plan of your story: its beats, turns and ideas, nested as deeply as you like, each with notes of its own and links to the scenes that tell it.

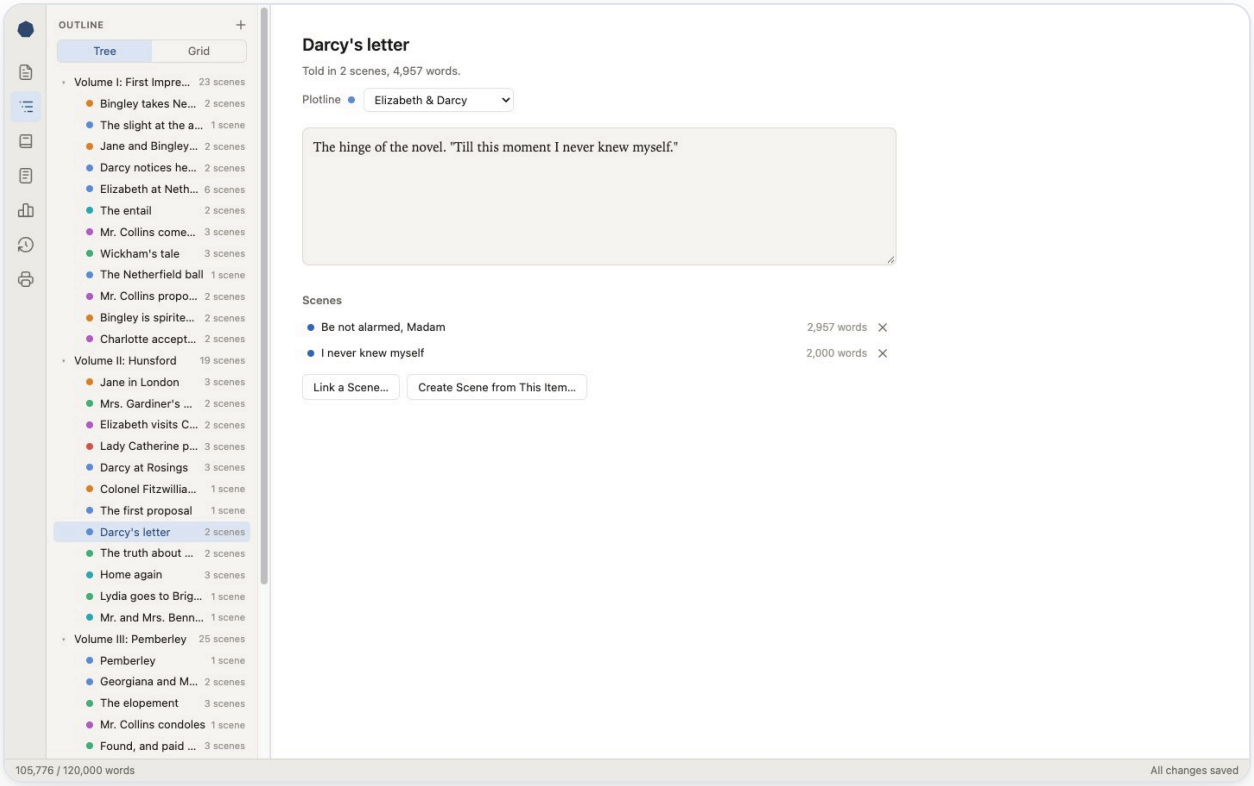
Tree and Grid

The Outline has two views, chosen with the **Tree | Grid** switch at the top of its sidebar:

View	Shows
Tree	The outline item by item, in the sidebar, with the item you choose open beside it: its title, plotline, notes and scenes.
Grid	The plotline grid: each thread or plotline of the story as a row, against the book's chapters as columns. See The plotline grid.

The Outline's title, its **+** button and the switch stay at the top of the sidebar while the items scroll beneath them. Opening an item from anywhere else, such as a scene's header or a card in the grid, switches back to Tree.

Outline items



An outline item, with its notes and the scenes that tell it.

An outline is a tree of items. What an item stands for is up to you: an act, a thread, a beat, a turn, a question to answer. Items can hold other items, as deeply as you need.

Each row in the sidebar shows the item's title and, after it, either *unwritten* or how many scenes tell it (see What's still to write). An item in a plotline has a dot in the plotline's colour before its title. Hover over a row to see the start of its notes.

An item with items inside it has a triangle: click the triangle to fold its items away, or open them again. As you scroll a long outline, the rows of the items you're scrolling through stay at the top of the sidebar, each level a row lower, so you can always see where you are.

Adding items

- To add an item at the end of the outline, click **+** beside "Outline". In an empty outline, **Add the First Item** does the same.
- To add one after an item, right-click it (or click its ⋯) and choose **New Item After**.
- To add one inside an item, choose **New Child Item**. It goes after the item's other children.

A box appears where the item will go. Type its title and press ↩; Esc leaves it out. The new item opens beside the sidebar, ready for its notes.

Renaming

To rename an item, right-click it and choose **Rename…**, then type the new title in place and press ↩. Or open the item and change the title at the top of its page: ↩ keeps it, and Esc puts the old title back. A title can't be empty; extra spaces are tidied away.

Moving and nesting

Drag an item to move it. Where you drop it on another item decides where it goes:

Drop it on	And it goes
The top third of a row	Before that item, at the same level.
The bottom third of a row	After that item, at the same level.
The middle of a row	Inside that item, after its other children.

A line or highlight shows where it will land. An item takes everything inside it along, and can't be dropped onto itself or into one of its own children.

Deleting

To delete an item, right-click it and choose **Delete…**. Everything inside it goes too, with its notes and its links to scenes; the scenes themselves stay in the book. If the item has anything worth keeping (items inside it, notes, or linked scenes), Septangular asks first. Until you save, you can get a deleted item back by closing the book without saving; after that, an earlier version in Versions still has it (Chapter 8).

Notes on an item

Click an item to open its page. Under its title and plotline is a box for its notes: what happens, why it matters, what it has to set up. Write as much as you need. The notes are plain text, kept exactly as you type them, and don't go into the finished book.

The top of the page sums the item up:

It says	When

Unwritten: no scene in the book tells this yet.	Neither the item nor anything inside it is linked to a scene in the book.
Told in 2 scenes, 3,140 words.	The item is linked to scenes in the book; the words are theirs.
Told through the items inside it (3 scenes).	The item has no scenes of its own, but items inside it do.

Linking items to scenes

An item's page lists, under **Scenes**, the scenes that tell it. Each shows its status, its name and its words. Click a scene's name to open it in the Manuscript.

- **Link a Scene…** shows the book's chapters, each with its scenes, and the Stash's scenes at the end if it has any. Choose a scene to link it. Scenes already linked to this item are greyed out.
- **Create Scene from This Item…** asks which chapter, then adds a new scene at the end of it, named after the item, with the status Draft, and links it. The status bar says where it went. Like any new scene, it's unsaved until you save.
- To unlink a scene, click the **×** at the end of its row. The scene stays in the book.

An item can link to any number of scenes, and a scene can tell any number of items.

From a scene to the outline

The link works both ways. When you open a scene in the Manuscript, its header shows a button for each outline item it tells, after its name, status and synopsis. Click one to go straight to that item in the Outline.

When scenes move

Links follow their scenes. Moving a scene to another chapter, or renaming it, keeps its links. A scene in the Stash stays linked, and the item's page marks it *in the Stash*; bring it back and it's told in the book again. When a deleted scene goes for good (at the next save), its links go too. A linked scene whose file can't be found is marked *missing*.

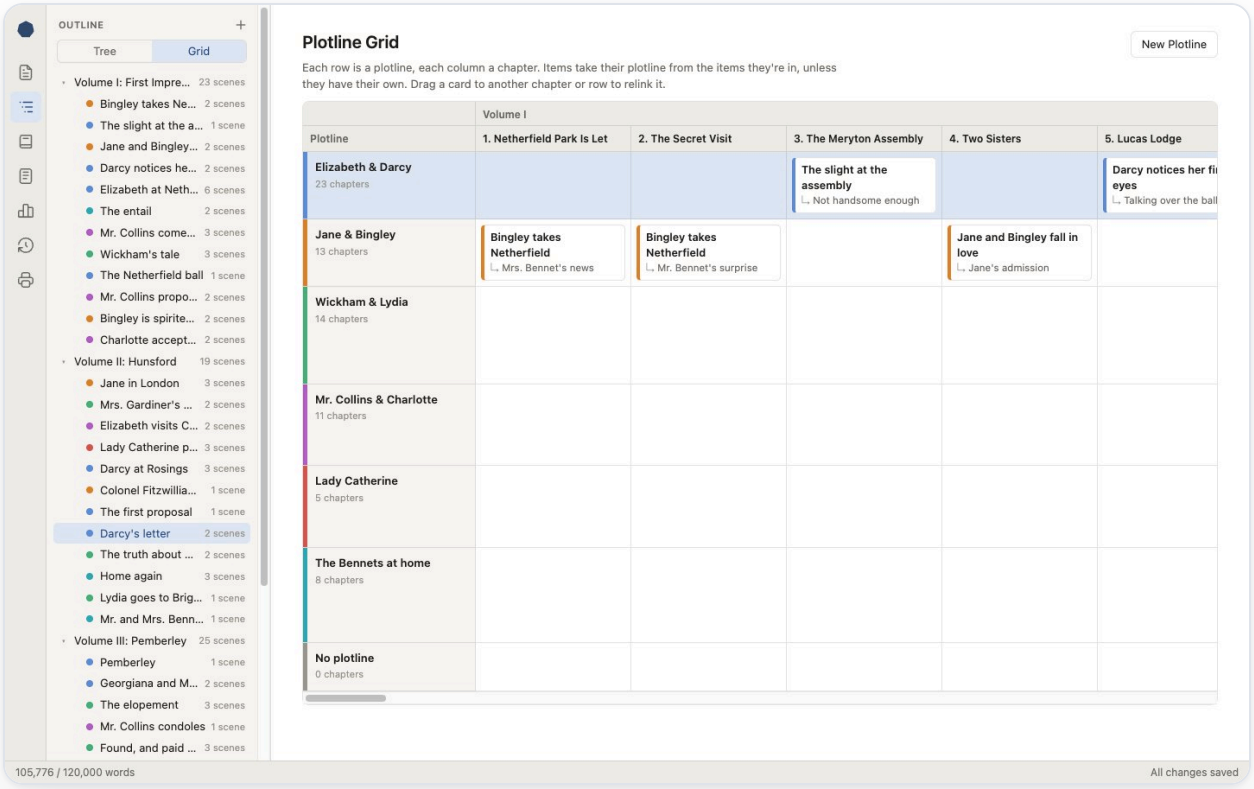
What's still to write

An item that no scene in the book tells is marked *unwritten* in the sidebar, so the gaps in a draft are easy to see. Otherwise the sidebar shows how many scenes tell it, counting the scenes of

the items inside it, and counting each scene once however many of them it tells.

Only scenes in the book count. An item whose only scenes are in the Stash, or missing, is still unwritten.

The plotline grid



Pride and Prejudice's plotlines across its chapters.

Click **Grid** at the top of the Outline sidebar to see the whole story at once. Each row is a thread of the story; each column is one of the book's chapters, in order, under its part if the book has parts. After the chapters comes **Not yet written**, and **Stash** if any beat is told only by scenes in the Stash.

The row names stay on the left and the chapter headings at the top as the grid scrolls. Each row shows how many chapters its thread reaches.

Rows

Until you make plotlines, the rows are the outline's top-level items, each in a colour of its own, with every item inside them as part of their thread. That suits an outline arranged by thread. If

your outline is arranged by act or by chapter, give it plotlines instead: then the rows are the plotlines, in order, followed by **No plotline**.

Cards

Each beat is a card, in its row's colour, in the column of each chapter whose scenes tell it, with those scenes named on the card. A beat told in two chapters has a card in both. A beat linked to no scene in the book waits in **Not yet written**.

A beat is any item that's linked to scenes, or one with nothing inside it. An item that only groups others, with no scenes of its own, doesn't have a card.

- Click a card to open its outline item.
- Click a scene's name on a card to open the scene.
- Without plotlines, click a row's name to open its top-level item.

The grid keeps nothing of its own: it's worked out afresh from the outline's links and the book every time you look. Move a scene to another chapter, and its beats move with it.

Dragging cards

Drag a card to change what tells the beat:

Drop it in	What happens
Another chapter	A menu lists that chapter's scenes: choose the one that tells the beat now, or **New Scene Here** for a new scene at the end of the chapter, named after the beat. The beat is unlinked from the scenes it had in the chapter it came from, and linked to the new one.
Not yet written	The beat is unlinked from the scenes it had in the chapter it came from.
Another row	With plotlines, the beat moves to that plotline (or out of every plotline, in **No plotline**). Without them, the item moves inside that row's top-level item, at the end.

Dropping in another row and another chapter does both. The status bar says what changed. A card can't be dropped in the **Stash** column, or where it already is, and a top-level item can't be dragged into another thread.

Right-click a card for **Open Item**, **Plotline** (once there are plotlines) and, for a card in a chapter, **Unlink from Chapter** and the chapter's number, which unlinks the beat from that chapter's scenes and leaves its other links as they are.

Plotlines

Plotlines let you choose the grid's rows yourself: name your story's threads ("Elizabeth & Darcy", "Jane & Bingley", "Lydia"), give each a colour, and put each beat in one.

Making plotlines

- **New Plotline**, above the grid, asks for a name. The new plotline takes the first colour no other plotline has.
- **Make Plotlines from Threads**, above the grid, gives each top-level item a plotline of its own, named after it. The grid looks the same as before, but its rows are now plotlines. The button is there only until you have plotlines.
- Right-click a row and choose **Make a Plotline from This Thread** to do the same for one top-level item.
- On an item's page, choose **New Plotline…** from its **Plotline** menu to make one and put the item in it at once.

Putting items in plotlines

Give an item its plotline in any of these ways:

- On the item's page, choose from its **Plotline** menu, or **None**.
- Right-click the item in the tree and choose **Plotline**, then a plotline or **No Plotline**.
- In the grid, right-click its card and choose **Plotline**, or drag the card to another row.

Items inside an item follow its plotline, unless you give them one of their own. In the tree, a filled dot shows a plotline the item has itself, and a hollow dot one it follows from an item it's inside. On an item's page, a followed plotline is shown with the name of the item it comes from.

Changing plotlines

Right-click a plotline's row in the grid:

Command	What it does
Rename…	Renames the plotline in place.

Colour	Gives it one of eight colours: Blue, Orange, Green, Purple, Red, Teal, Gold or Stone.
Move Up, Move Down	Moves its row up or down the grid.
Delete…	Deletes the plotline, after asking. Its items stay in the outline, with their notes and scenes; they just leave the plotline.

The **No plotline** row has no menu. Delete every plotline, and the grid goes back to a row for each top-level item.

Where the outline is kept

The outline is kept in its own file, `outline.xml`, in the book's folder beside `book.xml`. Septangular writes the whole file each time; it isn't meant to be edited by hand. A book that's never had an outline has no `outline.xml` until you save one. In a series, each book has an outline of its own.

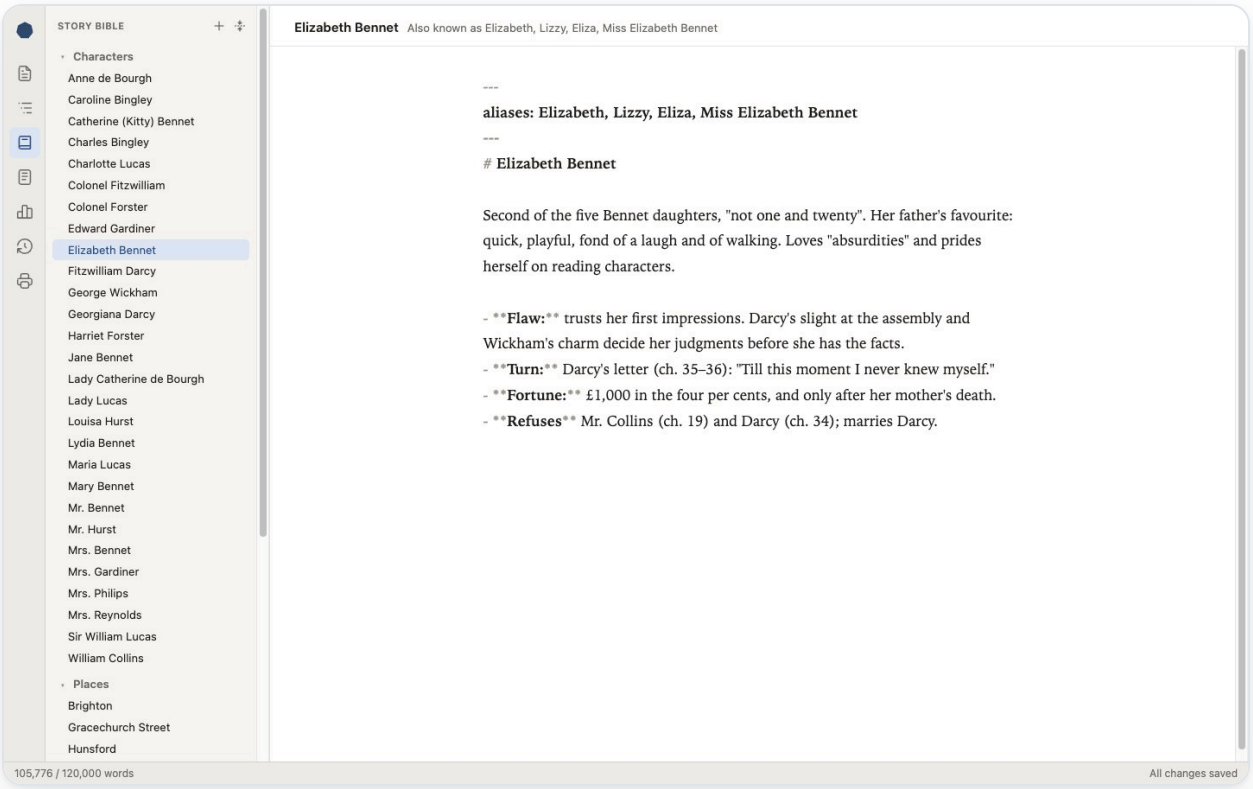
Every change to the outline, from a new item to a dragged card, is an unsaved change, like a change to a scene: the status bar says "Unsaved changes" until you save with **File → Save** `⌘S` (or auto-save does), and the save writes `outline.xml` as part of that version of the book. Notes are kept as you type. If you close the book without saving, the outline goes back to how it was at the last save. Appendix C describes the file with the rest of the book's folder.

CHAPTER 5

Story Bible

The Story Bible keeps what you need to know about the story's world: an entry for each character, place and thing, in categories of your own, read and written beside the book.

Entries and categories



Elizabeth Bennet's entry.

The Story Bible's sidebar lists its entries by category, each category in alphabetical order and each entry in it the same. Categories are whatever your book needs: Characters, Places and Things to start with, then Ships, Families, Regiments, or anything else. A category is there for as long as it has entries in it.

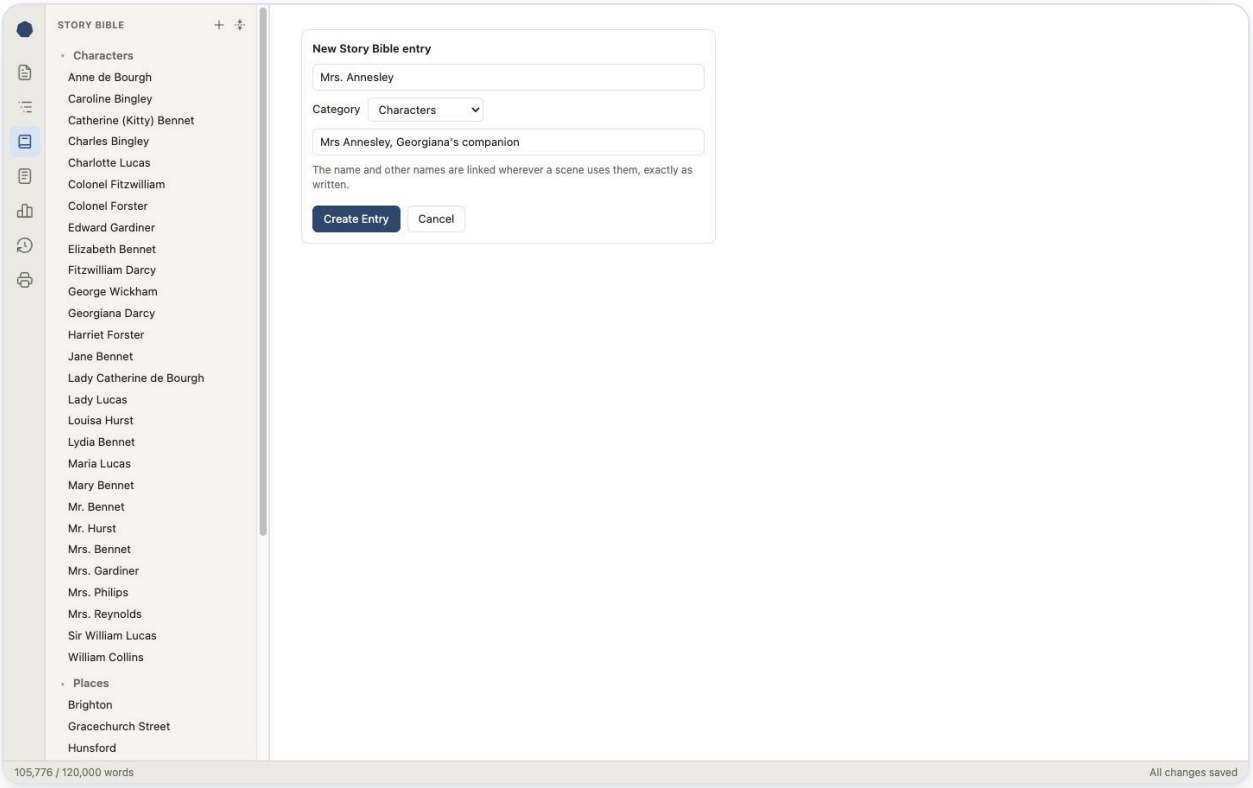
Hover over an entry to see its other names. Click it to open it in the editor.

Folding categories

Click a category's name to fold its entries away; a folded category shows how many entries it holds. Click it again to open it. Option-click any category to fold or open every one at once, or use the fold button beside **+** at the top of the sidebar, which offers **Collapse All Sections** and **Expand All Sections**.

As you scroll, the Story Bible's title and the name of the category you're in stay at the top of the sidebar.

Adding an entry



A new entry for Georgiana's companion.

To add an entry, click **+** at the top of the Story Bible's sidebar, or choose **File → New Story Bible Entry...** from anywhere in the window. To add one to a particular category, right-click an entry in it and choose **New Entry in** and the category's name. The form has three fields:

Field	What to put

Name	The entry's name, as the story writes it: "Elizabeth Bennet", "Pemberley". It can't be empty.
Category	One of the bible's categories (or, while it has none, Characters, Places or Things), or **New Category...**, which asks for the new category's name.
Other names	Optional: the other names the story uses for it, separated by commas, such as "Lizzy, Miss Eliza Bennet". See Other names.

Click **Create Entry**, or press ↩ in any of the text fields. **Cancel** or Esc closes the form without making anything. The new entry opens in the editor, with its name as a heading, ready to write.

The entry is made in the bible's folder straight away. Versions records it at your next save.

Writing an entry

An entry opens in the same editor as your scenes, with everything the editor offers: italics, bold, quotations and the rest (Appendix B). Write it however suits you, as notes, lists or paragraphs. The header above it shows the entry's name and, if it has any, "Also known as" and its other names.

The first line is the entry's heading, written `# Name`: that's its name in the sidebar. If it has other names, they come first, between two lines of three hyphens (see Other names).

Like a scene, an entry's changes are unsaved until you save the book with **File → Save** ⌘S, and they're part of that version. The sidebar and the header show a changed heading or other names once the entry is saved.

Story Bible entries are never part of a built book. **Edit → Find...** ⌘F searches the book itself, not the Story Bible.

Other names

Characters, places and things often go by more than one name: a nickname, a title, a married name, a surname on its own. An entry can list them, so Septangular knows them all as the same entry.

Other names given in the New Entry form are written at the top of the entry, before its heading, like this:

```
---
aliases: Lizzy, Miss Eliza Bennet
---
# Elizabeth Bennet
```

To add, change or remove other names later, edit that `aliases:` line in the editor, and save. Separate the names with commas. If the entry doesn't have the lines yet, type all three at the very top, before the heading. A name the same as the entry's own is left out.

How names are recognised

Septangular recognises an entry in your scenes by its name and its other names:

- **Whole words only.** A character called Will isn't found in "willing".
- **Exactly as written**, capitals included. A character called Will isn't found in "will", so for someone the story calls by a role, such as "the boatman", give the lowercase form as another name.
- A possessive still counts: "Darcy's" is Darcy.
- A name split across two lines still counts.
- Your notes to yourself in a scene, between <!-- and -->, are left out.

In a series, this is how Septangular works out which books mention each entry (see A series' Story Bible).

When two entries share a name

If two entries have the same name or other name (two characters both called "Mr Bennet", say), Septangular counts the name for only one of them: the first in the sidebar's order. The status bar shows a problem; hover over it to read which name it is and which entry it counts for. Give one of the entries a different name to clear it.

Renaming, moving and deleting

Right-click an entry in the sidebar for its menu:

Command	What it does
Open	Opens the entry in the editor, as a click does.

Rename…	Lets you type a new name in place, in the sidebar: ↩ keeps it, Esc leaves the name as it was. The entry's heading and its file's name both change. An entry that's open stays open, under its new name.
Move to Category	Moves the entry to another category, or with **New Category…**, to a new one whose name you type in place.
New Entry in …	Shows the New Entry form with this entry's category already chosen.
Show in Finder	Shows the entry's file in Finder.
Delete…	After asking, moves the entry's file to the Trash, and closes it if it was open.

Before it renames, moves or deletes an entry, Septangular saves the book, so nothing you've typed is lost. That save is an ordinary one: it's a version in Versions, and it carries out any deletes waiting in the Stash (Chapter 3).

A deleted entry is in the Trash, and Versions has it as it was at the last save. **Find in History…** lists files that are no longer in the project and can bring an entry back where it was (Chapter 8).

Where entries are kept

Each entry is a plain text file, one per entry, in the book's `bible` folder, in a folder for its category: `bible/characters/elizabeth-bennet.md`. You can read and write entries in any other program too, and Septangular sees the changes the next time it reads the bible.

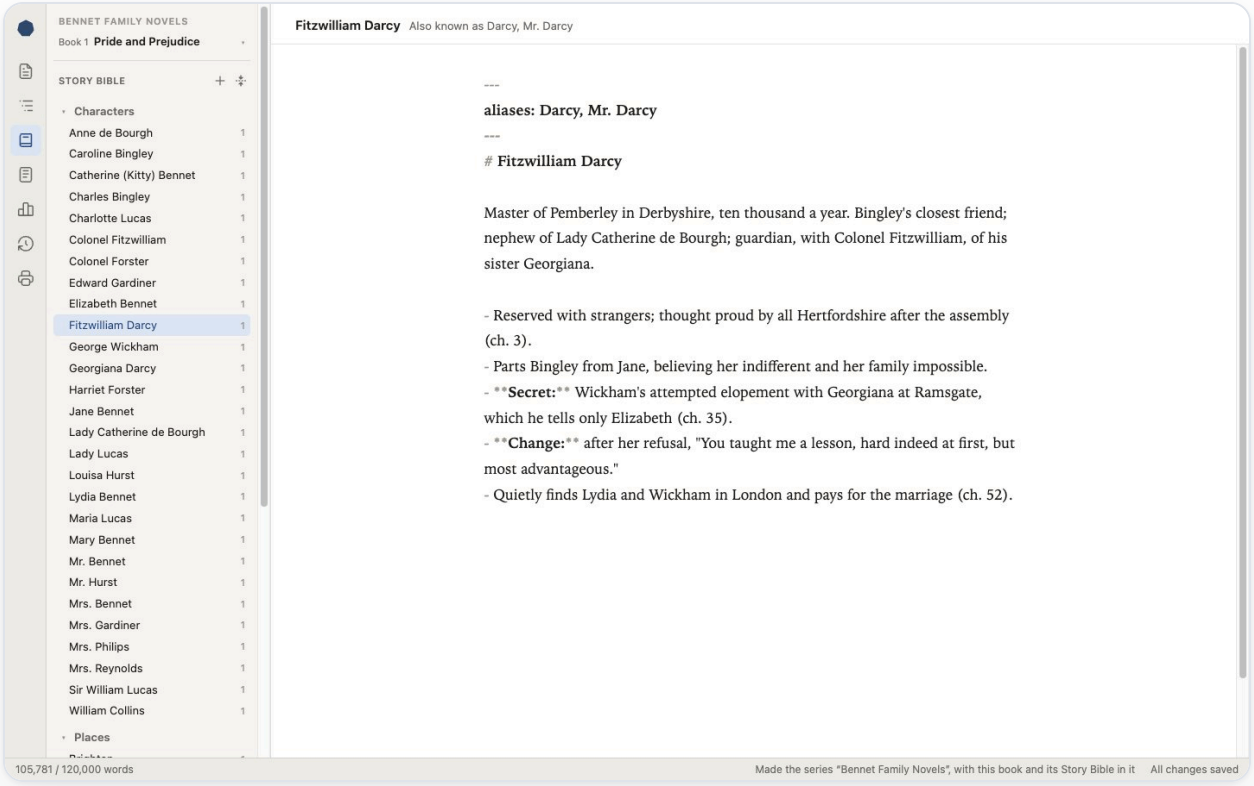
- An entry's file is named after it, in lowercase with hyphens. If the name is taken in that folder, a number is added: `mr-collins-2.md`.
- A new category's folder has the name you typed: a category called "Ships and Boats" is kept in `bible/Ships and Boats/`, and listed as "Ships and Boats". A category's name comes from its folder, with a capital letter to start and hyphens read as spaces, so a folder called `minor-characters` is listed as "Minor characters".
- An entry kept directly in `bible`, in no category folder, is listed under "Other".
- An entry with no `# Name` heading is named after its file.

Appendix C describes the rest of the book's folder.

Turning a note into an entry

A note about a minor character often turns out to be the start of their entry. To move it to the Story Bible, right-click the note in Notes, choose **Turn into Story Bible Entry**, then a category. The note's title becomes the entry's name, its text becomes the entry, and the note leaves Notes. Chapter 6 has the details.

A series' Story Bible



A series' Story Bible, with the books that mention each entry.

In a series, every book shares one Story Bible, kept in a `bible` folder in the series' folder rather than in each book's. Whichever book is open, you read and write the same entries, so a character's eye colour can only be wrong once.

Beside each entry, the sidebar shows the numbers of the books whose scenes mention it by any of its names, such as "1 · 3"; hover for "Mentioned in books 1, 3". An entry that no book mentions yet shows a dash.

Deleting an entry in a series deletes it for every book, as the question before it reminds you.

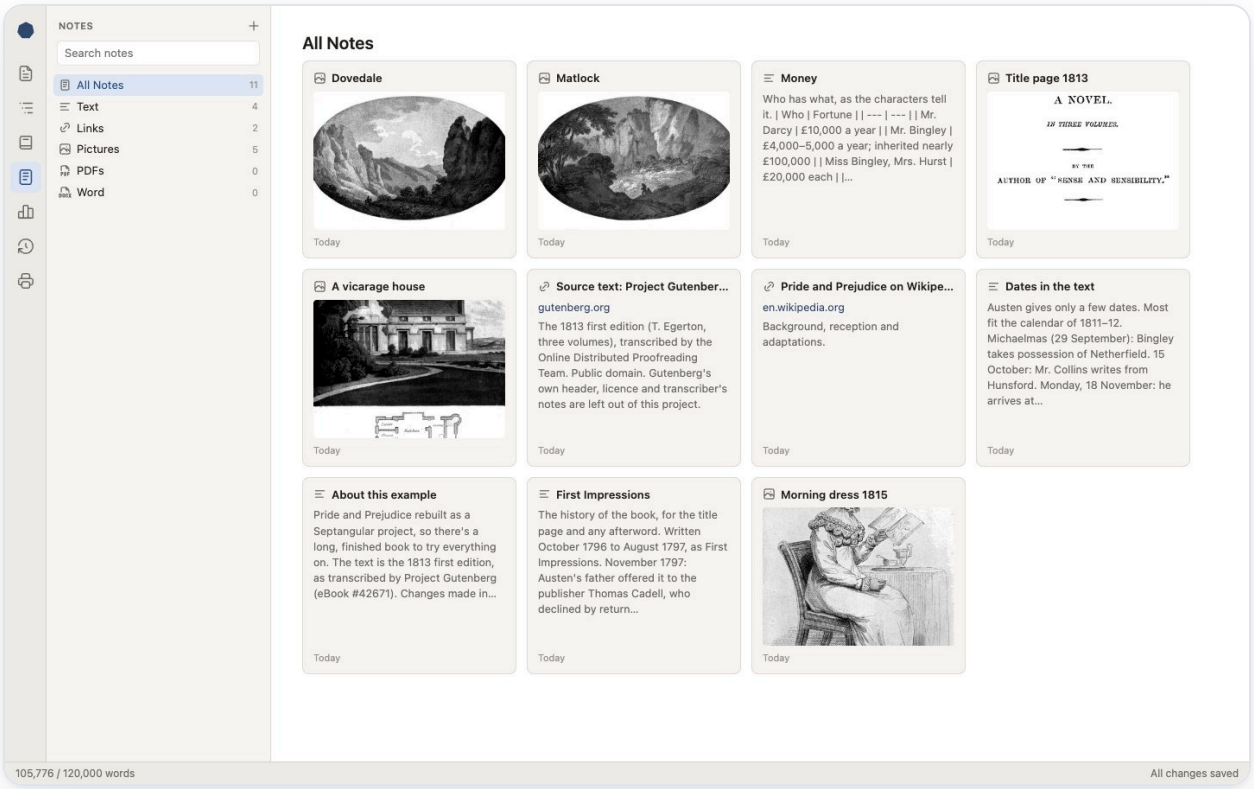
When a book becomes the first of a series, its Story Bible becomes the series'. When you add a book you already have, its entries join the series' Story Bible, in the same categories; if an entry's file name is already taken, the book's folder name is added to it, so neither is lost. Chapter 10 covers series in full.

CHAPTER 6

Notes

Notes are for the scraps that don’t belong anywhere yet: ideas, web pages, pictures, research PDFs and documents, kept with the book they’re for.

The Notes grid



Notes as cards, each with a preview of what’s inside.

Notes shows every note as a card in a grid, the most recently changed first. Each card has the note’s kind and title, a preview, and the day it last changed (“Today”, “Yesterday”, or a date). The preview depends on the kind of note:

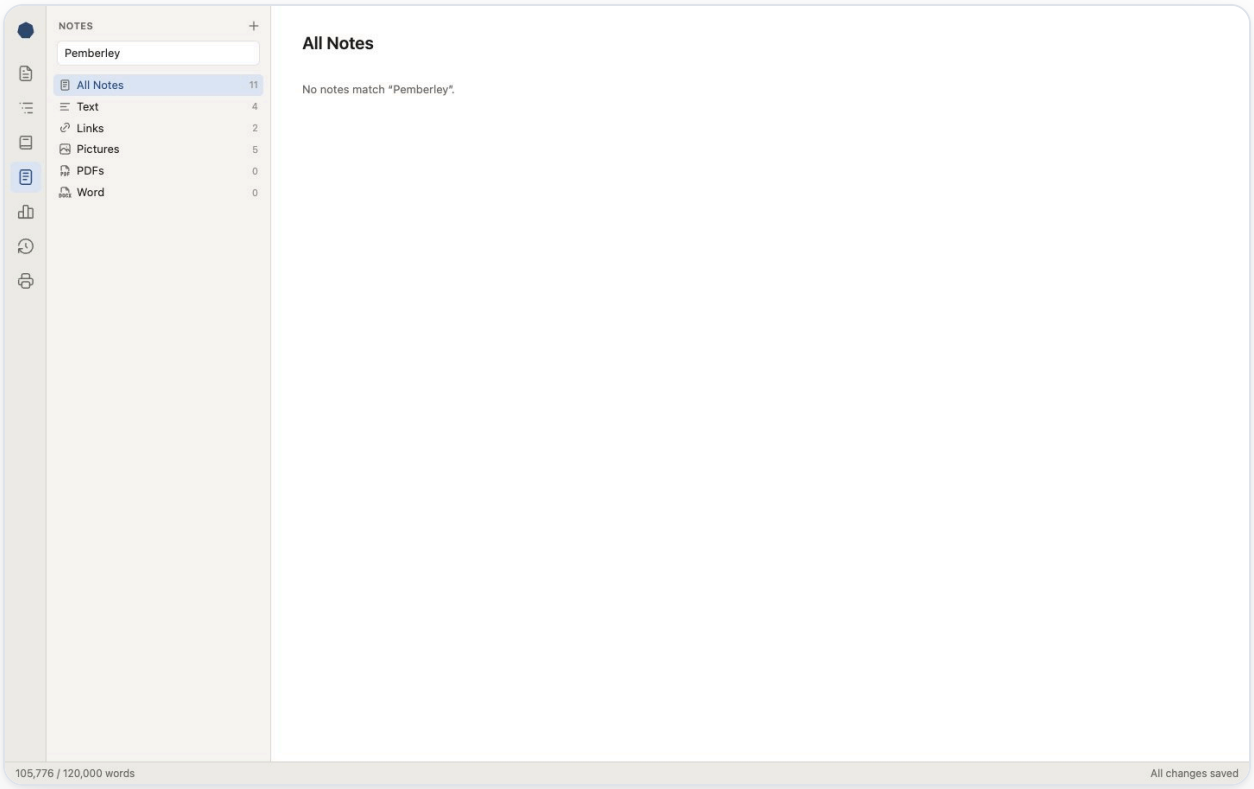
Kind	What it is	Its card shows

Text	A note you write in the editor.	Its opening lines.
Link	A web address, with a title and your notes on it.	The site it’s from, and the start of your notes.
Picture	A PNG, JPEG, GIF, WebP or SVG picture.	The picture.
PDF	A PDF document.	Its first page.
Word	A Word document, `.docx` or `.doc`.	Its first page.

The first pages of PDFs and Word documents come from the Mac’s own previews. If the Mac can’t draw one, the card shows a large icon instead.

In a series, each book has notes of its own; only the Story Bible is shared.

Filtering and searching



Searching the notes.

The sidebar lists the kinds of note, each with how many there are: **All Notes**, **Text**, **Links**, **Pictures**, **PDFs** and **Word**. Click one to show only notes of that kind.

To search, type in the **Search notes** box at the top of the sidebar, or press `⌘F` while you're in Notes to go to it. The grid shows, as you type, the notes whose title, opening lines or web address contain what you've typed, with capitals not mattering. The search works within the kind you've chosen. Pictures, PDFs and Word documents are found by their titles, which come from their file names.

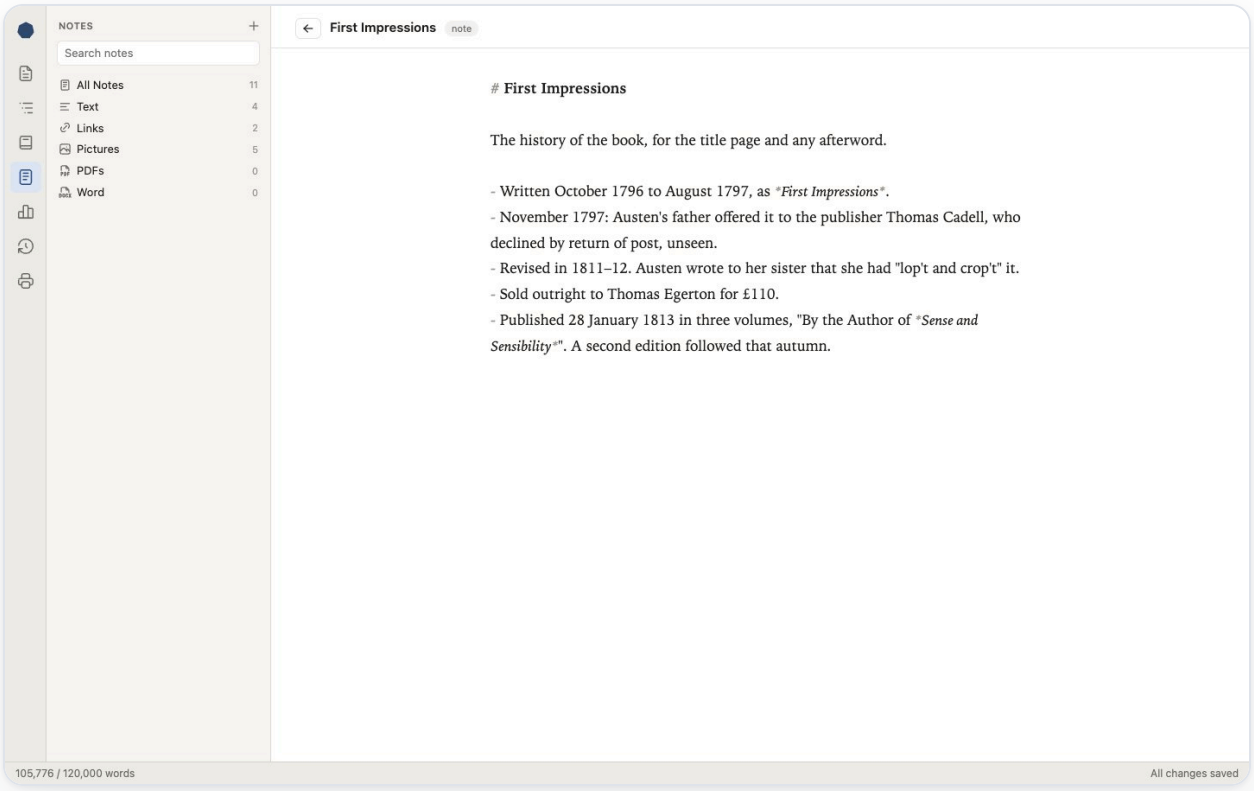
Clicking a kind, or typing in the search box, takes you back to the grid from any note you have open.

Adding notes

Click **+** at the top of the Notes sidebar for its menu:

Command	What it does
New Text Note…	Asks for a title, then makes the note and opens it in the editor.
New Link…	Asks for a web address, and if you like a title and why it matters, then adds the link to the grid.
Add Pictures, PDFs or Documents…	Lets you choose one or more files to add.

Text notes



A text note, in the editor.

Type the note's title and press ↩ or click **Create Note**; **Cancel** or Esc closes the form. The note opens in the editor with its title as a heading, and you write it as you would a scene, with italics, bold and everything else the editor offers.

Links

The New Link form has three fields:

Field	What to put
Web address	The page's address, starting with `http://` or `https://`. Copying it from your browser's address bar is easiest.
Title	Optional. Left empty, the link is titled with the site's name, such as "en.wikipedia.org".
Why it matters	Optional: a line about what the page is for. It becomes the start of the link's notes.

Click **Add Link** or press ↩. The link appears in the grid.

Pictures, PDFs and documents

Choose **Add Pictures, PDFs or Documents…** and pick the files, or drag them from Finder onto the Notes grid. You can add several at once. Septangular copies each file into the book's `notes` folder, so it travels with the book; the file you added from stays where it was.

Files	Become
Pictures: `.png`, `.jpg`, `.jpeg`, `.gif`, `.webp`, `.svg`	Picture notes.
`.pdf`	PDF notes.
Word documents: `.docx`, `.doc`	Word notes.
Text files: `.txt`, `.md`, `.markdown`	Text notes, their text as it was.
Rich text: `.rtf`, as TextEdit saves it	Text notes, titled from the file's name, keeping the paragraphs, italics and bold, and leaving out fonts, sizes, colours and pictures.

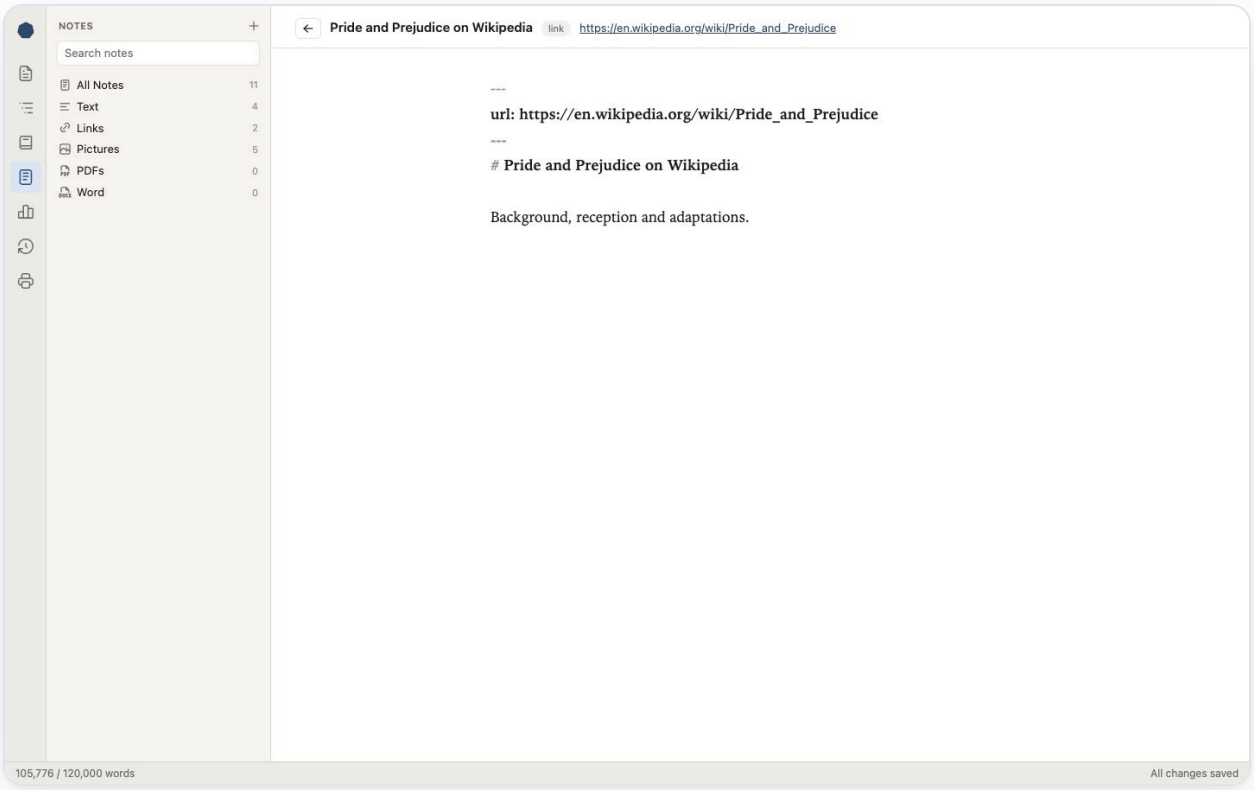
A note's title comes from its file's name: a file called `Headland photo.png` becomes the note "Headland photo". Files of any other kind can't be notes, and Septangular says so.

Opening notes

Click a card to open its note:

Kind	Opens
Text	In the editor. The header shows its title.
Link	In the editor, so you can read or add to your notes on it. The header shows its web address: click the address to open the page in your browser.
Picture	Full size, in place of the grid, with **Show in Finder** and **Delete…** above it.
PDF	In a viewer window of its own, where you can scroll, zoom and search it.
Word	In Word, or whichever app your Mac opens Word documents with.

To go back to the grid from a note, click the arrow at the left of its header.



A link, with why it matters.

A link's web address is written at the top of its note, before its heading, between two lines of three hyphens: `url: https://…`. To change the address, edit that line, and save.

Changes to text notes and links are unsaved until you save the book with **File → Save** `⌘S`, just like changes to scenes. Notes are never part of a built book.

The card menu

Right-click a card, or click its ⋯, for its menu. Which commands it has depends on the kind of note:

Command	For	What it does
Open	All but Word	Opens the note, as a click does. For a Word document it's **Open in Word**.

Open in Your PDF Reader	PDFs	Opens the PDF in the app your Mac uses for PDFs, such as Preview, rather than Septangular's viewer.
Open Link in Browser	Links	Opens the page in your web browser.
Show in Finder	Pictures, PDFs, Word	Shows the note's file in Finder.
Turn into Story Bible Entry	Text, links	Moves the note into the Story Bible, in the category you choose. See below.
Delete…	All	After asking, moves the note's file to the Trash.

Turning a note into a Story Bible entry

When a note turns out to be about a character, a place or a thing, it can become a Story Bible entry. Right-click a text note or a link, choose **Turn into Story Bible Entry**, and then the category: one of the Story Bible's own, or while it has none, Characters, Places or Things.

The note's title becomes the entry's name, and its text becomes the entry. A link keeps its web address as a line of the entry, starting "Link:". The note leaves Notes, and the status bar says where it went; you'll find the entry in the Story Bible under the category you chose (Chapter 5).

Septangular saves the book first, so the note's latest text goes with it. That's an ordinary save: a version in Versions, which also carries out any deletes waiting in the Stash.

Pictures, PDFs and Word documents can't become entries.

Where notes are kept

Notes are files in the book's `notes` folder, all together, with no folders inside it. A text note is a plain text file whose first line is its title, written `# Title`; a link is the same with its address at the top. Pictures, PDFs and Word documents are kept as the files they are.

- New notes' files are named after their titles, in lowercase with hyphens, with a number added if the name is taken: `storm-timing.md`, `storm-timing-2.md`.
- Text files added as `.txt` or `.markdown`, and rich text, are kept as `.md`.
- A text note with no # heading takes its title from its first line.

Adding, deleting and converting notes happen in the folder straight away; Versions records them at your next save, so a deleted note is in the Trash and in Versions. **Find in History…** can bring a deleted note back (Chapter 8). You can also put files into the `notes` folder from Finder yourself, and Septangular lists them. Appendix C describes the rest of the book's folder.

Notes or the Story Bible?

Both hold what you know about the story, but they're kept differently:

	Notes	Story Bible
For	Loose scraps, research and things you've found.	What's settled about the story's characters, places and things.
Holds	Text, links, pictures, PDFs and Word documents.	Text entries only.
Arranged	One grid, newest first, with filters and search.	By category, alphabetically.
Names	Not recognised in scenes.	Each entry's names are recognised in scenes.
In a series	Each book has its own.	Shared by every book.

A note can always move to the Story Bible later, with **Turn into Story Bible Entry**.

CHAPTER 7

Statistics

How the book is going: its length against your target, today and this week against your daily goal, your pace, and the date you'll finish at it. Everything is worked out from the book's own history, so there's nothing to log.

Three pages

The Statistics sidebar has three pages:

Page	Shows
Overview	Four gauges, a row of cards, a chart of the last 30 days, and the book's targets.
By Part and Chapter	Every part, chapter and scene with its words, and a small line of how each part and chapter has grown.
By Status	The book's words in outline, draft, revised and final scenes.

The figures are worked out each time you open the section, and again after every save. While they're being worked out, the Overview shows only the Book gauge, with "Working out your writing history…".

What's counted, and where it comes from

What counts as a word

Septangular counts words as a word processor does: a word is anything between spaces that has at least one letter or digit in it. "Well-known" is one word; a dash standing between spaces isn't a word at all. Only the text of your scenes counts, block quotes included. Comments (<!-- … -->), scene breaks and anything Septangular leaves out of the finished book don't. Appendix B describes what a scene can hold.

The book's words are the words in the scenes of its parts and chapters. The Stash, front and back matter, alternative drafts, notes and the Story Bible aren't counted.

Where the history comes from

Every save keeps a version of the whole book (see Chapter 8), and Statistics reads the book's length from those versions: each day's figure is the book's length at the last version saved that day. A day with no save keeps the figure of the day before. Days are calendar days by your Mac's clock, from midnight to midnight.

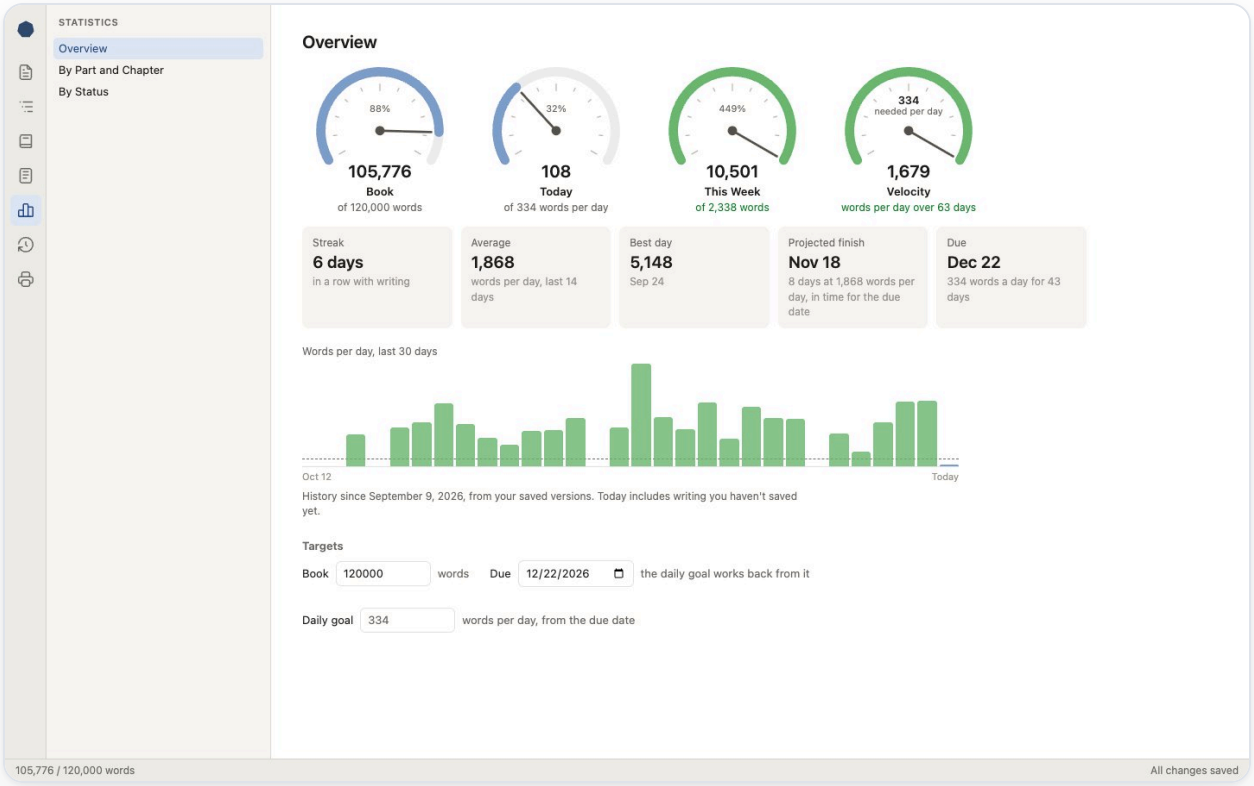
- **Today includes unsaved writing.** Today's figures use the book as it stands in the editor, so you don't need to save to see them move.
- **The history starts with the first version.** Statistics knows nothing from before Septangular began keeping the book's history. Text already there when it began, such as a manuscript you brought in, isn't counted as written on that first day.
- **Changes made in other programs** are saved as a version when the book next opens, so they count on the day Septangular picked them up.

Under the chart, the Overview says when the history begins: "History since …, from your saved versions. Today includes writing you haven't saved yet."

Words written in a day

A day's words are its net change: the book's length at the end of the day, less its length at the end of the day before. Writing 1,500 words and cutting 500 makes a day of 1,000. A day of revision that cuts more than it adds has a negative figure, and Statistics shows it as words cut.

The four gauges



The Overview, for a book due on December 22.

Each gauge is a dial with a needle and a coloured arc up to its value. The number under the dial is the value itself; the percentage in the middle is how far it is towards its maximum (it can pass 100%, though the arc stops at the end of the dial). The arc turns green when the goal is reached. A gauge with no goal set has an empty dial and says so underneath.

Gauge	Value	Measured against
Book	The book's words now, unsaved writing included.	The book's target. Without one: "No target set".
Today	The words written today: the book's words now, less its words at the end of yesterday.	The daily goal ("of 1,000 words per day"). Without one: "No daily goal set". On a day that has cut more than it added, the dial reads 0 and the caption says how many words were cut.

This Week	The words written over the last seven days, today included.	Seven days of the daily goal. Without one, it reads “Last 7 days”.
Velocity	Your pace over the whole book: its words now, divided by its age in days.	The daily goal, which sits at the top of the dial.

Velocity

The book’s age counts calendar days from the day it began to today, both included, so on the first day it’s 1. The day it began is the earlier of two dates: when its `book.xml` file was made, and its first saved version. The caption gives the age: “words per day over 63 days”.

Velocity’s dial runs to twice your daily goal, so the goal is at the top, written above the needle with “daily target” under it, or “needed per day” when the goal is worked out from a due date. Past the top, you’re writing faster than you need to, and the arc turns green.

The cards

Below the gauges is a row of cards:

Card	Shows	How it’s worked out
Series	The words in every book of the series, and which book this is.	Only in a series. This book counts as it stands now, unsaved writing included; the others as they were last saved. See Chapter 10.
Streak	Days in a row with writing.	Counts back from today over the days on which the book grew. If you haven’t written yet today, it counts back from yesterday, so a streak isn’t broken until a whole day goes by. A day that cut more than it added ends a streak. It looks back over the last 90 days.

Average	Words per day, “last 14 days”.	The words written over the last 14 days, today included, divided by 14. Cuts count against it. If the history began less than 14 days ago, it’s the average over the days since, and on the history’s first day it’s simply today’s words.
Best day	The most words written in a day, and the date.	The best day of the last 90, today included. Before any writing: “No writing yet”.
Projected finish	The date you’ll reach the book’s target, at your average.	The words still to write divided by your average, rounded up to whole days, counted on from today: “8 days at 1,868 words per day”. With a due date, it adds whether that’s “in time for the due date” or how many days after it.
Due	The due date, and the pace it needs.	Only when you’ve set a due date. See A due date.

Projected finish shows “—” with “Set a book target to see when you’ll finish.” until the book has a target, or “Write a little each day to see a date.” while your average is nothing. Once the book reaches its target, it shows “Done”.

Words per day

The chart shows the last 30 days, a bar for each, ending with today. A bar’s height is the words written that day; a day of cutting is drawn as tall as the words it cut.

Bar	Means
Blue	Words written, short of the daily goal (or any words, with no goal set).
Green	The daily goal was met.
Red	The day cut more words than it added.

Today’s bar is drawn a little stronger than the rest. The daily goal is a dashed line across the chart. Hover over a bar for its day and its words, or the words it cut; hover over the dashed line

for the goal. A day with no change has no bar.

Targets

Below the chart, under **Targets**, are three fields:

Field	What it sets
Book	The book's target length, in words.
Due	The day the book is due. Choose it from the date picker.
Daily goal	The words a day you mean to write. With a book target and a due date, it's worked out for you instead, and can't be typed in.

A target is a whole number of words; clear a field to remove its target. The fields' small arrows step the book target by 1,000 and the daily goal by 50. Targets are kept in the book's `book.xml` (see Appendix D), so, like any change to the book, a new target is unsaved until the next save. The gauges and cards follow it at once.

A due date

With a book target and a due date, Septangular works the daily goal out for you: the words left at the start of today, divided by the days left, today and the due day both included, rounded up. Every calendar day counts, weekends too. Because it counts from the start of today, the goal doesn't shrink as you write today, so it can be met; tomorrow, it's worked out afresh from where the book stands then.

The worked-out goal runs everything that uses the daily goal: the Today and This Week gauges, the top of Velocity's dial, the chart's dashed line and the Daily goal field, which says "words per day, from the due date". The **Due** card shows the date and the pace:

When	The Due card says
The due date is today or later	The words a day, and for how many days: "334 words a day for 43 days".
The due date has gone by	How many days overdue, and the words still to write.

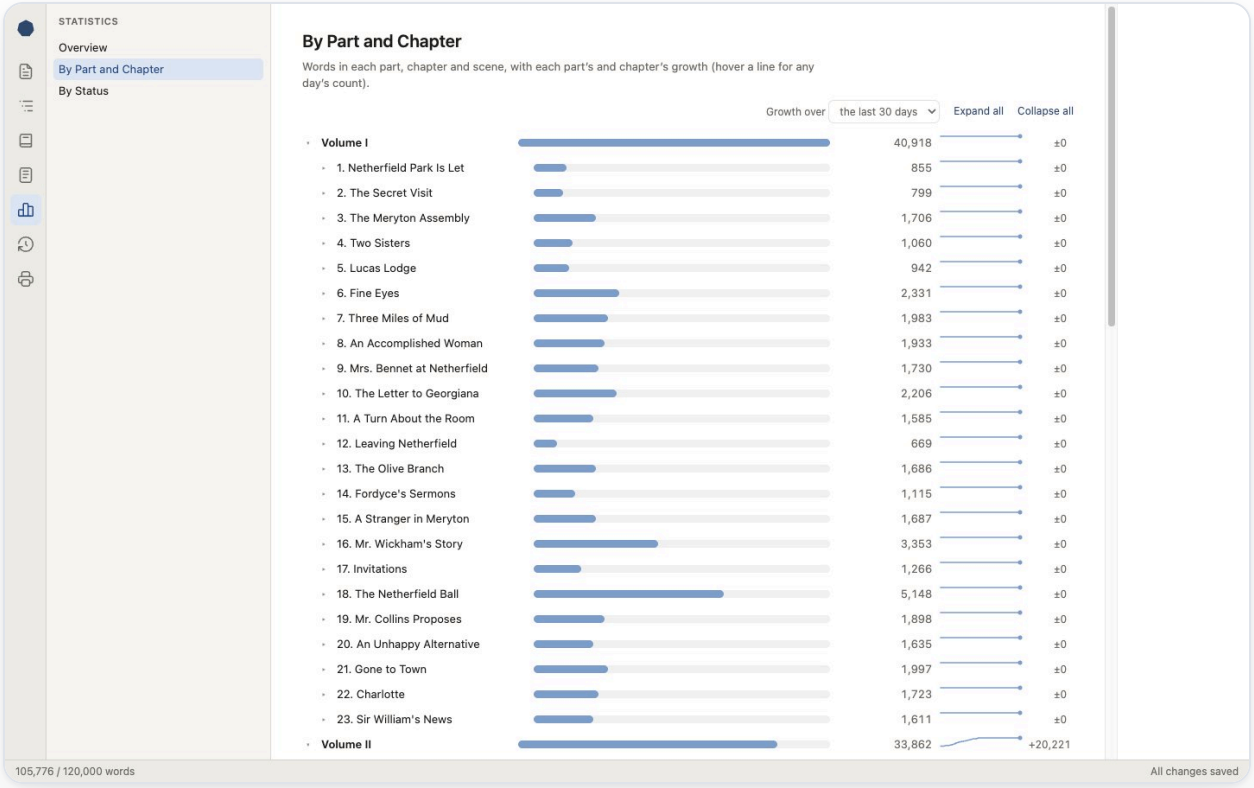
The book had reached its target by the start of today	“You reached your target.”
There’s no book target	“Set a book target to work back from it.” The Due field says the same.

Once the due date has gone by, or the target is reached, your own daily goal applies again. To set your own goal while the due date stands, clear the due date: the daily goal you had before is still there.

Chapter targets

A chapter can have a target of its own. In the Manuscript, right-click the chapter and choose **Set Word Target...** (or **Change Word Target...**), as Chapter 3 describes. Chapter targets show on the By Part and Chapter page.

By Part and Chapter



Each chapter’s length, and its growth.

This page lists the book's parts, with their chapters inside them, and each chapter's scenes inside it. Parts start open and chapters closed; click a part or chapter to open or close it, or use **Expand all** and **Collapse all** at the top. A book without named parts lists its chapters straight away.

Each row has a bar and its words, unsaved writing included:

- A **part's** bar is measured against the longest part.
- A **chapter's** bar is measured against its target, if it has one, and turns green when the target is reached; its words read "2,950 / 3,000". A chapter without a target is measured against the longest chapter.
- A **scene's** bar is measured against the longest scene in its chapter, and a dot shows its status.

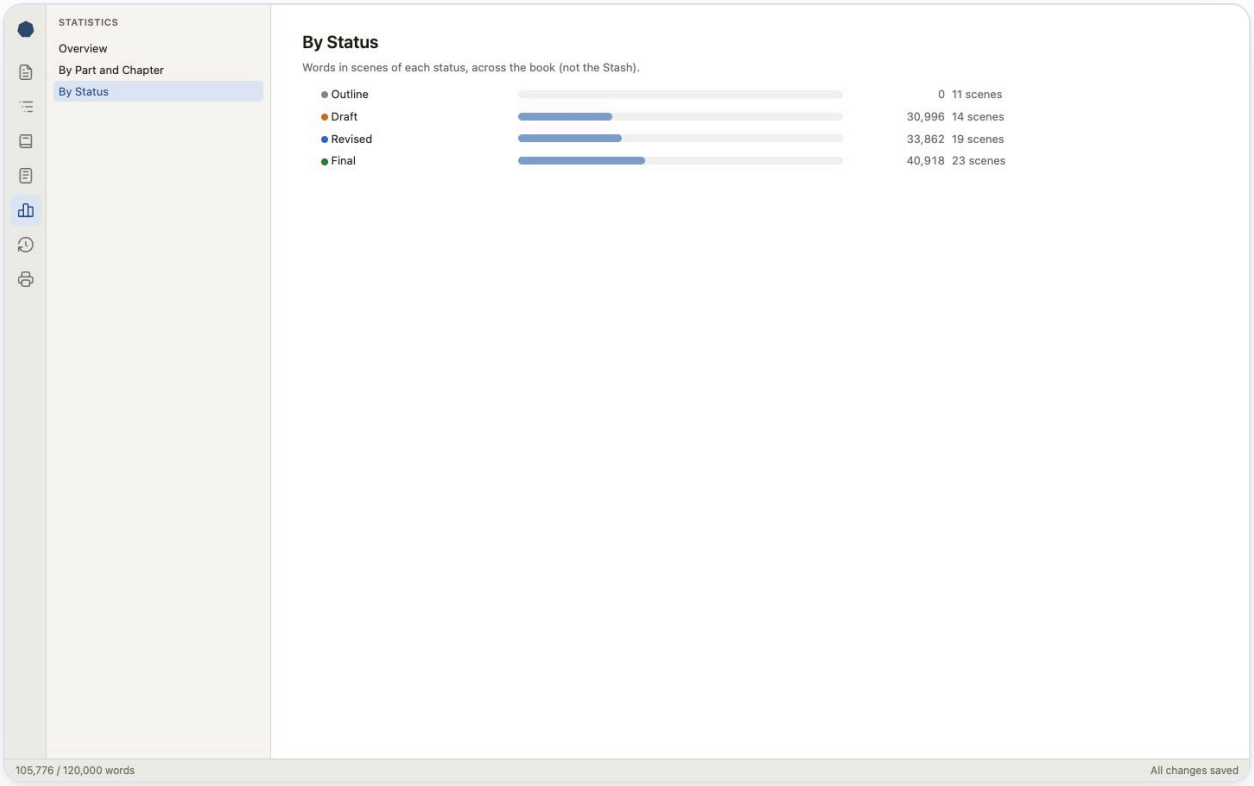
Growth lines

Beside each part and chapter is a small line of its words at the end of each day over the last 30 days, with a dot at today and the change over the period beside it, such as "+3,120". To see further back, set **Growth over** to "the last 90 days".

Hover over a line to see any day's count, or over the change to see the words at the start of the period and today. Each day's figure comes from the last version saved that day, and today's includes unsaved writing. Days before the history began are left blank, and the change is counted from the first day there is a figure for.

A chapter's line adds up the scenes it holds now, whatever chapter they were in before. Move a scene to another chapter, and its past moves with it.

By Status



The book by status.

This page shows the book's words in scenes of each status, **Outline**, **Draft**, **Revised** and **Final**, with how many scenes each, and a bar measuring each against the whole book. As the book moves through revision, its words move down the list. Scenes in the Stash aren't counted.

To change a scene's status, right-click it in the Manuscript sidebar and choose from **Status**; see Chapter 3.

CHAPTER 8

Versions

Every save keeps a version of the whole book. Look back at any of them, see what has changed since, put back one scene or everything, and find a passage you cut months ago.

Every save is a version

When you choose **File → Save** ⌘S, Septangular writes every scene, entry and note you've changed, and any change to the book's structure, and then keeps a copy of the whole book folder as it stands: one version. There's nothing to set up. A save that changes nothing makes no version.

Some versions are made for you:

Version	Made when
Started keeping versions	A book is opened in Septangular for the first time. Its first version holds the book as it was then.
Changes made outside Septangular	The book opens and its files have changed since it was last saved, in another program say.
Auto-saved	Auto-save saves your changes.
Deleted …	Your own save carries out deletions waiting in the Stash. They're kept as a second version, so the version before it still has the deleted scenes' text. Auto-save leaves them waiting.
Restored …	You restore a file or the whole book.
Brought back …	You bring back a file with Find in History.

Auto-save

Septangular also saves on its own, a few minutes after you make a change: by default, five. To change how long it waits, or to turn it off, use the **Auto-save** menu in the Versions sidebar:

Choice	Saves
Off	Only when you save, or when a session ends.
Every minute	A minute after your first unsaved change.
Every 2, 5, 10, 15 or 30 minutes	That long after your first unsaved change. Every 5 minutes is the default.

The time is counted from the first change since the last save, not the latest, so steady typing is still saved on time. With nothing unsaved, auto-save does nothing. The setting belongs to the book: each book keeps its own, and restoring an earlier version doesn’t change it.

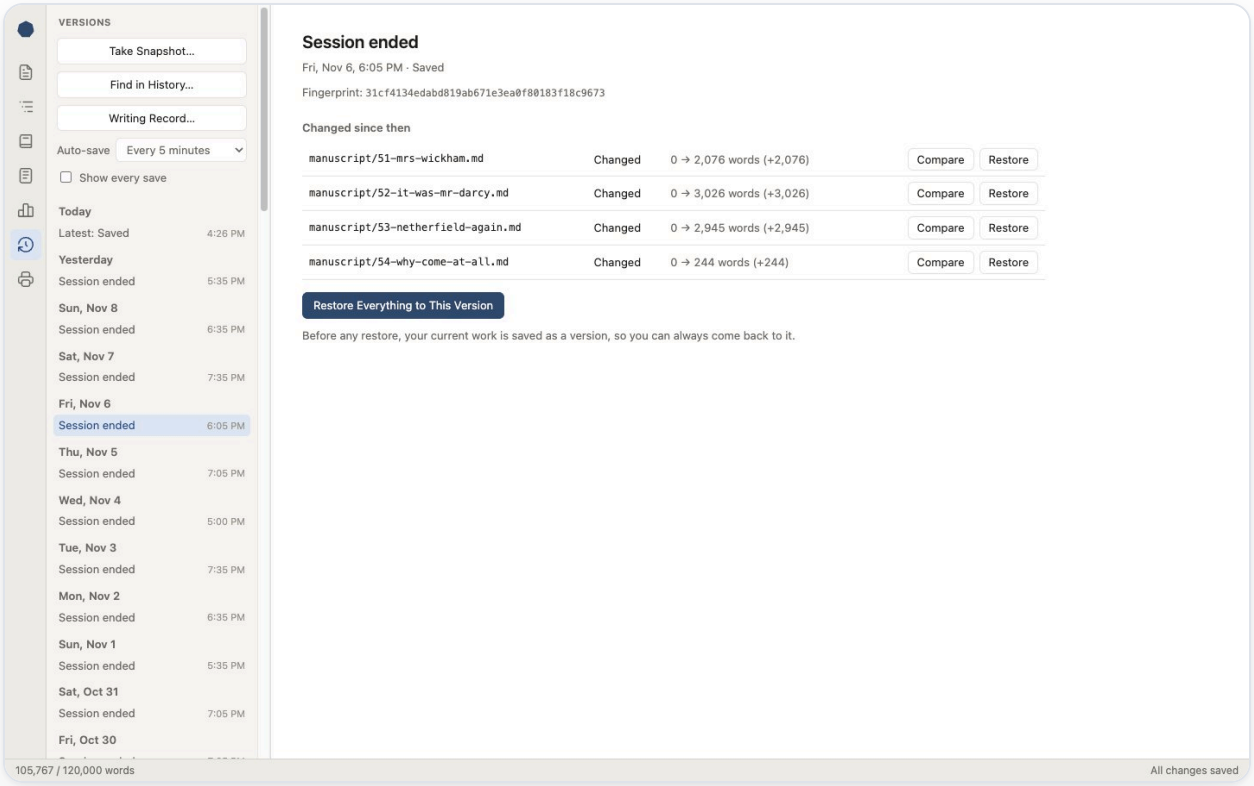
Writing sessions

Septangular marks the end of a writing session for you, at the latest version, when:

- you close the book’s window, or quit;
- you open another book in the same window (moving between books of one series doesn’t end a session, since they share one history);
- thirty minutes pass without typing. Septangular saves first, so the session’s work is in the version it marks.

Each version is marked once at most, so closing the book again without writing adds nothing.

The Versions list



A version, and what has changed since.

The Versions sidebar lists the history newest first, grouped by day under “Today”, “Yesterday” or the date, each version with its time. To keep the list short, it shows:

- the latest version, marked “Latest:”;
- every snapshot and published edition, in bold with a bookmark;
- every “Session ended”.

Tick **Show every save** to list every version, each named by what made it, such as “Saved” or “Auto-saved”. Hover over any version to see that name.

A version’s page

Click a version to see its page. At the top are its name, when it was saved, and its **Fingerprint**: a long string of letters and digits worked out from the version’s contents and from every version before it. If anything in an earlier version were altered, every fingerprint after it would change. The writing record prints fingerprints, so that a record can be checked against the book.

Below, under **Changed since then**, is every file that differs between that version and the latest one, by its place in the book's folder, such as `manuscript/03-the-lamp-room.md`:

Shown as	Means	Buttons
Changed	The file is in both, with different text. Scenes, entries and notes show their words then and now, and the difference: "1,204 → 1,377 words (+173)".	**Compare**, **Restore**
Added since	The file is new since that version.	**Remove**
Deleted since	The file was in that version and isn't now.	**Restore**

The latest version's page has no list: it is the book as last saved.

Compare

Compare sets the file as it was in that version on the left beside the latest version on the right, with the changes marked and long unchanged stretches folded away; click a fold to open it. You see the scene's text as it's written in its file, with its Markdown marks (see Appendix B). Click the arrow at the top left to go back to the version.

Compare in the Versions list shows the book as last saved. To compare a scene with unsaved edits included, use its own history (see A scene's history).

Restore

A restore never loses work. Before it changes anything, Septangular saves what you have, unsaved edits included, as a version. After it, the restored book is saved as a version too, named "Restored …". To undo a restore, restore the version from before it.

- **Restore**, beside a file, puts that one file back as it was in the version, and leaves the rest of the book alone.
- **Remove**, beside a file added since, deletes the file, as it wasn't part of that version. Its text stays in the history, and you can bring it back from the version before the removal.
- **Restore Everything to This Version** makes the whole book folder as it was: every scene, the book's structure and title page, its targets, the outline, Story Bible and notes. Files added since are deleted, and files deleted since come back.

A scene's place in the book is kept in `book.xml`, not in the scene's own file. So restoring the file of a scene deleted since puts its text back in the book's folder, but not in the book. To bring a

deleted scene back into the book, use **Bring Back to the Stash** in Find in History instead.

Septangular asks before each restore. Afterwards the book reloads, and any scene you have open shows its restored text.

> In a series, the books share one history, so **Restore Everything to This Version** puts back every book in the series and the shared Story Bible. See Chapter 10.

Snapshots

A snapshot gives a version a name you can find again, such as “First full draft” or “Sent to my editor”. To take one:

1. Click **Take Snapshot…** at the top of the Versions sidebar.
2. Type its name under “Name this snapshot:”.
3. Press ↩ or click **Take Snapshot**. Esc or **Cancel** puts the box away.

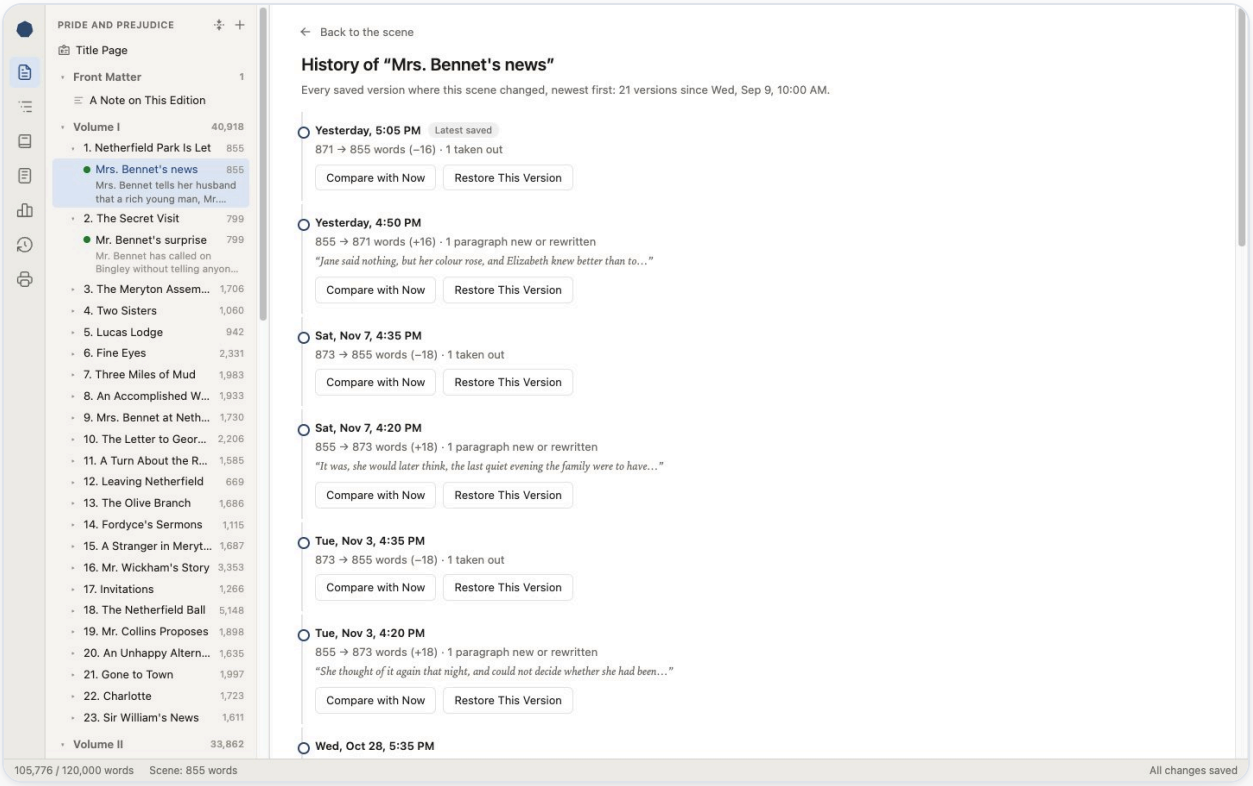
Septangular saves first, so the snapshot holds everything you’ve written, and then names the latest version. A snapshot needs a name. It shows in the list in bold with a bookmark, however the list is set, and its version’s page takes its name. Two snapshots of the same version are listed together, separated by a dot. Snapshots can’t be renamed or removed.

Snapshots show elsewhere too: in a scene’s history, beside the versions of the scene they hold, and in the Manuscript’s revision heat, which can count the revisions since any snapshot (see Chapter 3).

Published editions

When you mark a build as published in Publishing, Septangular records the version it was built from (see Chapter 9). Those versions show in the list like snapshots, as “Published: ” and the edition’s name, such as “Published: Paperback”, and in the writing record’s milestones.

A scene’s history



The history of one scene.

To see how one scene got where it is, right-click it in the Manuscript sidebar and choose **History...**, or choose **Manuscript → Scene History...** for the scene you’re in. Its history takes the editor’s place, listing only the saved versions where that scene changed, newest first. Each entry gives:

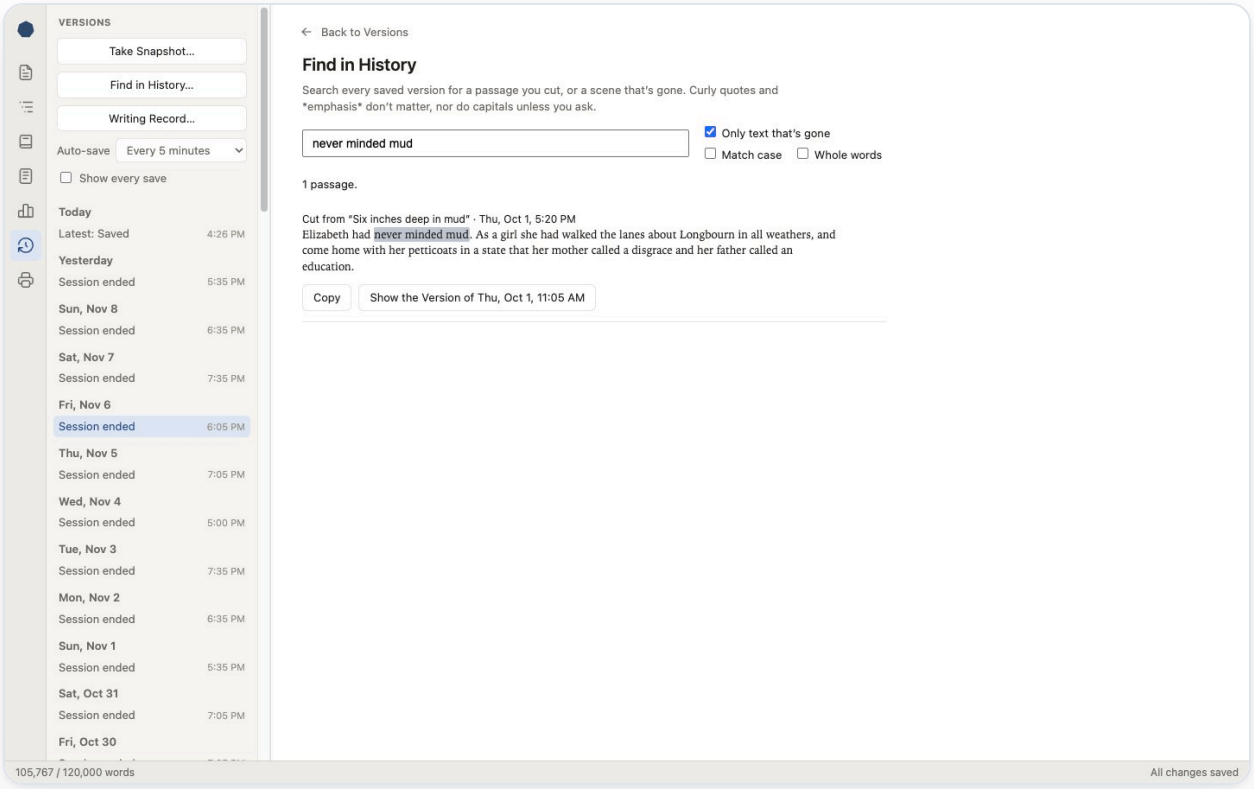
- when it was saved, with “Latest saved” on the newest and the name of any snapshot that holds that text;
- the scene’s words then, and the change: “855 → 871 words (+16)”. The first entry says “Started”, and an entry where the scene left the book says it was “Taken out of the project”;
- how many paragraphs were new or rewritten, and how many taken out, or “spacing only”;
- the first few words of the first new or rewritten paragraph.

Compare with Now sets that version beside the scene as it is in the editor, unsaved edits included. If the scene has unsaved edits, the history says so: they aren’t in its history yet. **Restore This Version**, or **Restore Left** while comparing, puts back just this scene, saving your work first as every restore does.

Click the arrow beside “Back to the scene”, or choose any scene in the sidebar, to go back to writing.

Find in History

Find in History searches every saved version of every scene, note and Story Bible entry for a passage, including ones you cut long ago. To open it, click **Find in History…** in the Versions sidebar, or choose **Edit → Find → Find in History…** ⌥⌘F from anywhere. When **Find** ⌘F finds nothing in the book, it offers **Look for it in the history…**, which carries your words and options over.



A passage cut weeks ago.

Type at least three characters of the passage. Septangular searches as you type, or when you press ↩, and lists each paragraph that ever held the words. The words are found in order, whatever the spacing between them and across line breaks. Curly and straight quotation marks are the same to it, and so are italic and bold marks between words.

Option	When ticked

Only text that's gone	Lists only passages no longer in the book. It's ticked at first; untick it to see passages that are still there too.
Match case	Finds only text with the same capitals.
Whole words	Finds the words only on their own, so "art" doesn't find "heart".

Each passage says where it was and what became of it:

- "Cut from" the scene, and when;
- "removed with its file", when the whole scene, note or entry went;
- "but it's elsewhere in the project now", when it was cut from one file and is in another, as when a paragraph moves to another scene. Such a passage counts as still there;
- "Still in" the scene, for text that hasn't gone.

Each wording of a paragraph is a passage of its own, so a paragraph you rewrote shows its earlier wording as cut. The most recent 200 passages are listed.

Copy copies a passage just as it was written, Markdown marks and all. **Show the Version of ...** opens Versions on the last version that held the passage, comparing its file then with the latest version. To come back to the search, click **Find in History...** again: it opens where you left it. **Back to Versions** leaves it.

Files no longer in the project

Below the passages, **Files no longer in the project** lists every scene, note and Story Bible entry that was saved in some version and isn't in the book now, however long ago it went, with its words and when it was removed. Before you search, it lists them all; with words in the box, only those whose name has the words, or that had the passage when they were removed.

- **Bring Back to the Stash**, for a scene, puts it back in its folder and adds it to the Stash, from where you can move it into the book. The scene's file is saved as a version at once, but its place in the Stash is unsaved until you save.
- **Bring Back**, for a note or Story Bible entry, puts it back where it was, and saves that as a version.
- **Show the Version of ...** shows the file in the last version that had it.

A file comes back under its old name, or with "-recovered" added if that name has been taken since. Your work is saved before anything comes back.

The writing record

The writing record is a PDF account of how the book grew, drawn from its history: a way to show an agent, a publisher or a prize how the book was made, a day at a time.

To make one, click **Writing Record…** in the Versions sidebar. Septangular saves first, then asks where to put the PDF, suggesting "*Title* Writing Record.pdf" in the book's `build` folder, and opens it when it's made. It has these sections:

Section	Shows
The book in figures	When it was begun; the latest saved version; the span in days; days with writing; saved versions; writing sessions ended; the words when the history began and now; the words added and cut, version by version; the typical change between versions; and the most added in one version.
Milestones	Each snapshot and published edition, with its date.
Chapters	Each chapter as the book stands now: when it was begun (the first save of any of its scenes), its revisions (the saved versions that changed one of its scenes after that scene's first save), and its words.
Day by day	Every day on which a version was saved: how many, the words added and cut, and the book's length at the end of the day.
What this record shows, and what it doesn't	A plain statement of its limits.
Fingerprints	The fingerprints of the latest version and the first.

Words are counted in the book's scenes, not the Stash or notes, from one saved version to the next: a version that adds and cuts the same number of words counts as no change. A day with writing is one on which the book's length changed.

The record says what it can't show. It shows the history of the book's files as Septangular saved them, not who was at the keyboard, and its dates come from the computer's clock. To check a record against the book, open the book, go to Versions and find the version whose fingerprint matches the record's "Latest version". If the book has been saved since the record was made, that version is still in the list, with the same fingerprint.

> In a series, the history is the series', so a book's writing record counts every version and session of the series, while its words are the book's own.

Where the history is kept

The history lives inside the book's own folder, in a hidden folder called `.septangular/versions`. It needs no internet connection, account or other program, and it's kept apart from anything else on your computer. Back the book's folder up, and its history goes with it. Don't delete the `.septangular` folder: it holds the history. Appendix C describes the folder in full.

For a book in a series, the history is in the series folder, and covers every book in the series and the shared Story Bible: a save in any book is a version of the whole series, and a snapshot names that version for all of them.

What the history leaves out

Every file in the book's folder is kept in each version, except:

- the folders and files that the book's builds are written to, as its configurations name them (see Chapter 9), so finished PDFs and ebooks don't fill the history;
- the `.septangular` folder itself, which holds the history and Septangular's own settings for the book;
- a folder called `snapshots` at the top of the book's folder;
- files the Mac and other programs leave behind: `.DS_Store`, `Thumbs.db`, and files whose names end in `~` or begin with `.~lock.`.

Statistics reads its figures from the same history, as Chapter 7 explains.

CHAPTER 9

Publishing

The Publishing section builds the book you need from the book you've written: a manuscript for an agent, a reading copy, an ebook, a paperback or a hardcover. Each way of building it is a build configuration.

Build configurations

A build configuration says what to build and how: the files it writes, which scenes go in, and how the pages look. A book can have as many as you like, and builds each one the same way every time, so the manuscript you send in March matches the one you sent in January.

A new book comes with four:

Configuration	Builds	Scenes
Agent / publisher submission	A manuscript in standard format, as PDF and Word.	Revised and final scenes.
Reading copy (drafts included)	A manuscript as PDF.	Drafts and later.
Ebook	An EPUB ebook, as the edition "Ebook".	Every scene.
Paperback (5.5 × 8.5 in)	A print-ready interior at 5.5 × 8.5 inches, and its cover template, as the edition "Paperback".	Every scene.

The submission is the default: the one the preview shows first. The ebook and the paperback are part of Septangular Publish; without a licence they build as a sample of the first three chapters.

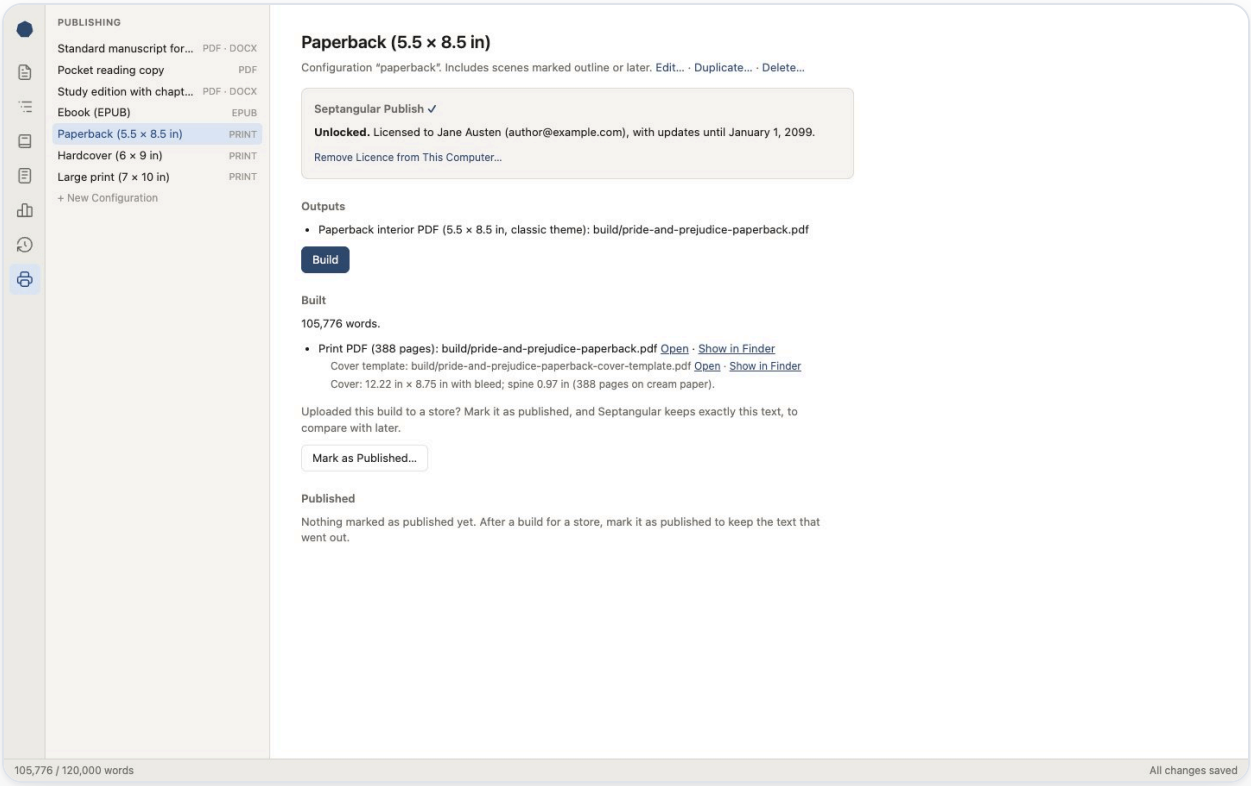
The Publishing sidebar lists the book's configurations, each with the formats it makes (`PDF · DOCX`, `EPUB`, `PRINT`). Click one to show its page: its name, the scenes it includes, its outputs and

the **Build** button. The default's page says "(the default)" after its id. Stashed scenes are never built, whatever a configuration says.

To see a configuration's pages before you build, use the live preview beside the editor (Chapter 3): it can show any manuscript or print configuration.

Building

To build, choose a configuration in the Publishing sidebar and click **Build**. If anything is unsaved, the button says **Save and Build**: Septangular saves the book first, as a version, and then builds, so what you build is always a version you can go back to. If the save can't be made, nothing is built.



A paperback, built: the interior, its cover template and the cover's size.

When the build is done, the page lists what it made under **Built**:

- the number of words, and how many scenes were left out by their status;
- each file, with its page count for PDFs and print books, and **Open** and **Show in Finder** beside it. **Open** opens the file in the app your Mac uses for it, such as Preview, Word or Books;
- for a print book, its cover template and the cover's measurements;

- for a sample, which chapters it holds: “sample: the first 3 of 24 chapters”;
- any problems the build found, such as a cover too small for the stores, a print book too short for the printer, or a newsletter page still linking to example.com. These are warnings: the files are still written.

If the build can’t be made at all, the page says why in red. The usual reasons are a configuration whose scenes are all below its status (“includes no scenes”), a scene or page whose file is missing, and a cover picture that can’t be found or read.

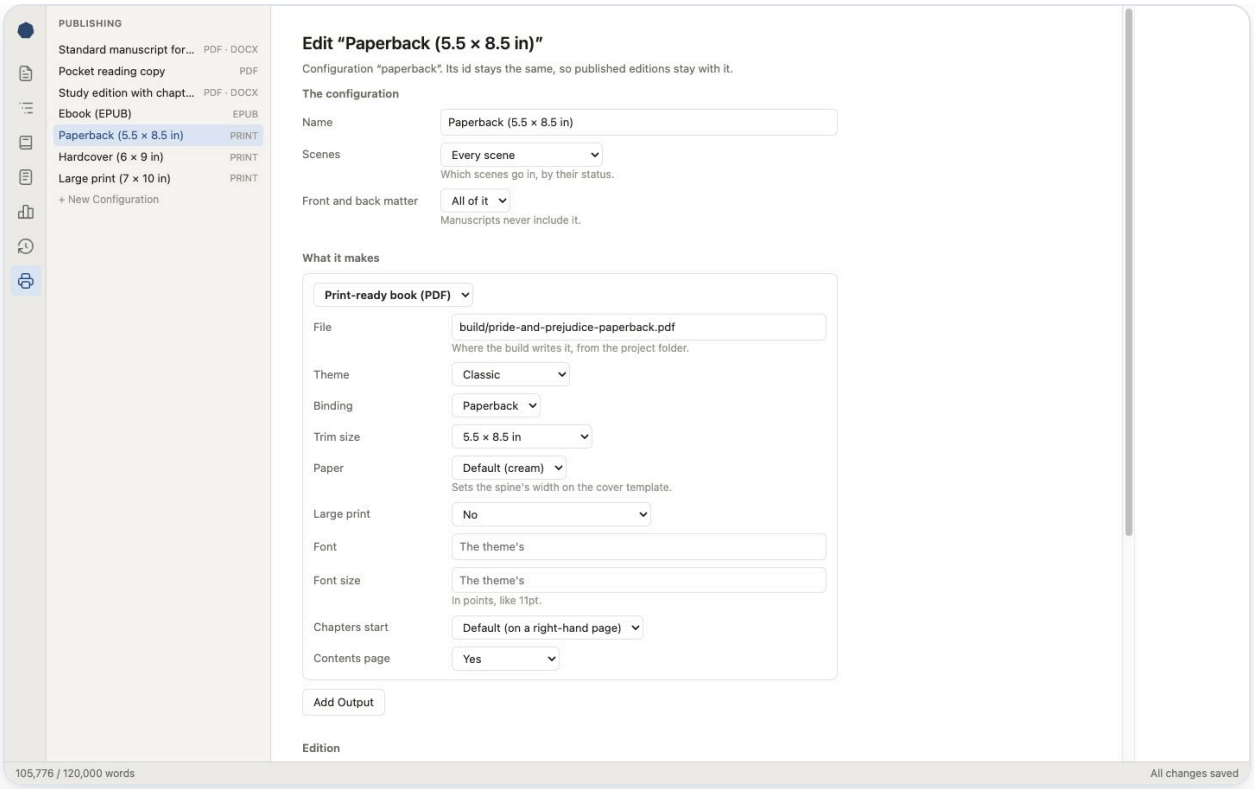
Where builds go

Each output writes one file, named in the configuration. A new book’s configurations write into a folder called `build` inside the book’s folder, with file names made from the title: `build/the-long-tide-submission.pdf`, `build/the-long-tide.epub`. Building again replaces the file. A print book’s cover template goes beside its interior, with `-cover-template` added to the name.

Septangular also keeps working files in a hidden `.septangular` folder inside `build`. You can delete the whole `build` folder whenever you like; the next build makes it again. Versions doesn’t keep built files, since they can always be built again: the folders your configurations write to are left out of the book’s history. Appendix C describes the rest of the folder.

Making and changing configurations

To change a configuration, click **Edit…** under its name on its page, or right-click it in the sidebar and choose **Edit…**. The configuration editor shows every setting on one page. Click **Apply Changes** to make the change, or **Cancel** to leave it as it was. If a setting isn’t right (a font size of “huge”, say), the editor says what’s wrong and nothing changes until you fix it.



Editing the paperback.

A changed configuration is part of the book like any other change: unsaved until you save, and undone by discarding unsaved changes. Its id, shown at the top of the editor, never changes, even when you rename it, so the editions it has published stay with it.

To make a new configuration, click **+ New Configuration** at the foot of the Publishing sidebar and choose:

- **Blank Configuration**: one PDF manuscript in standard manuscript format, with every scene, named "New configuration". It goes at the end of the list.
- **Copy of "…"**, for any configuration the book has: the same settings, named "… (copy)", placed just after the original. A large-print copy of the paperback is a couple of changes away.

Either way the editor opens; click **Create Configuration** to add it. Its id is made from its name ("Large type copy" becomes `large-type-copy`). A copy's files get `-copy` added to their names, so its builds never overwrite the original's.

Right-click a configuration in the sidebar for the rest:

Command	What it does

Edit…	Opens the configuration editor.
Duplicate…	Starts a copy, as **Copy of** does. Also under the configuration's name on its page.
Make Default	Makes it the default, the configuration the preview shows first.
Delete…	Removes it, after asking. Files it has already built stay where they are, and the editions it published stay in Versions. If it was the default, the first configuration left becomes the default. A book always keeps at least one configuration. Also under its name on its page.

All of these are unsaved until you save. Configurations are kept in the book's `book.xml`, a few readable lines each; Appendix D describes them, for anyone who would rather change them in a text editor.

The configuration's settings

The editor's first group, **The configuration**, holds:

Setting	What it does
Name	Shown in the sidebar and at the top of the configuration's page.
Scenes	Which scenes go in, by their status: **Every scene**, **Drafts and later**, **Revised and final scenes** or **Final scenes only**. A chapter whose scenes are all left out drops out of the book, and the chapters after it are numbered on without a gap.
Front and back matter	Only for ebooks and print books: **All of it** or **None**. Manuscripts never include it. A configuration can also take only some kinds of page; that's set in `book.xml`, and the editor then shows it as **Only:** with the kinds.

The next group, **What it makes**, lists the configuration's outputs: one or more files, each in a format of its own. A submission, for example, makes a PDF and a Word file from the same text. **Add Output** adds another (a Word manuscript to begin with: change its format if you want something else), and **Remove** takes one away when there's more than one.

Each output has a format and a **File**, where the build writes it, from the book's folder. The formats are:

Format	Makes
Manuscript (PDF)	A manuscript as a PDF, laid out by the settings under How a manuscript looks.
Manuscript (Word)	The same manuscript as a Word file (`.docx`).
Ebook (EPUB)	An ebook. Septangular Publish.
Print-ready book (PDF)	A printed book's interior pages, and its cover template. Septangular Publish.

Changing an output's format keeps its file name, with the new format's ending, and sets its other settings back to their defaults. An ebook has one more setting, its **Theme** (**Classic**, **Modern** or **Plain**; classic if you leave it). A print-ready book has these:

Setting	Choices	If left as it is
Theme	Classic, Modern, Plain	Classic
Binding	Paperback, Hardcover	Paperback
Trim size	The page size: from 5 × 8 in to 8.5 × 11 in, and A5. A hardcover offers only the sizes hardcovers come in.	5.5 × 8.5 in
Paper	Cream, White, Color. Sets the spine's width on the cover template.	Cream
Large print	Yes: 16-point type, ragged right	No
Font	Any font on your Mac, by name.	The theme's
Font size	In points, like `11pt`.	The theme's (11 point; 16 for large print)
Chapters start	On a right-hand page, or on the next page.	On a right-hand page

Contents page	Yes, No	None

Choosing **Hardcover** for a book whose trim size hardcovers don't come in changes the trim size to 6 × 9 inches. Paperbacks and hardcovers explains what each setting does to the page.

A configuration that makes an ebook or a print book has an **Edition** group too: the edition's name and its own ISBN. See Editions and ISBNs.

How a manuscript looks

The editor's last group sets how a PDF or Word manuscript looks. Leave a setting empty, or on **Default**, and standard manuscript format applies: its value shows in grey in the empty field.

Setting	Standard manuscript format	Notes
Font	Times New Roman	Any font on your Mac, by name.
Size	12pt	In points, like `12pt`.
Line spacing	Double	Single, One and a half, or Double.
Paper	US Letter	US Letter, US Legal, US Trade, US Digest, A4, A5 or A6.
Margins	1in	All four sides. A length like `1in` or `2.5cm`.
Indent	0.5in	Each paragraph's first line.
Title page	Yes	A first page with your contact details, the word count, and the title and byline.
Running header	`{surname} / {shortTitle} / {page}`	At the top right of every page after the title page. Tick **None** beside it for no running header.
Chapter heading	`Chapter {numberWords}`	Each chapter's heading.
Chapter titles	Shown	Whether a chapter's title shows under its heading.

Scene break	`#`	Centred between scenes, and at breaks within a scene.
End marker	`END`	Centred after the last scene. Tick **None** beside it for no end marker.

Lengths can be in `pt`, `in`, `cm`, `mm` or `em`. In the running header, `{surname}`, `{shortTitle}`, `{title}` and `{page}` are filled in from the Title Page and the page number. In the chapter heading:

Write	For chapter 12
`{number}`	12
`{numberWords}`	Twelve
`{numberRoman}`	XII
`{title}`	The chapter's title, if it has one.

So `{number}. {title}` gives "12. The Lamp Room". When the heading includes `{title}`, the title isn't shown again beneath it.

Ebooks and print books take only **Chapter heading** and **Chapter titles** from here; their themes decide the rest. A configuration that makes only ebooks or print books shows just those two.

Manuscripts in standard format

A manuscript is what agents, editors and publishers ask for. With the settings left as they are, Septangular builds it in standard manuscript format:

- **The first page** has your legal name, address, phone and email at the top left, the word count at the top right, and the title in capitals with "by" and your pen name, centred, all from the Title Page. The word count is rounded as agents expect: to the nearest hundred under 10,000 words, to the nearest thousand above ("about 87,000 words").
- **The text** is 12-point Times New Roman, double-spaced, with one-inch margins, paragraphs indented half an inch, and no hyphenation.
- **The running header**, "SURNAME / SHORT TITLE / 7", is at the top right of every page after the first, which is unnumbered.
- **Each chapter** starts on a new page, its heading a fifth of the way down. A part has a page of its own.
- **Scene breaks** are a centred #, and **END** follows the last scene.

As it builds, Septangular turns straight quotes into curly ones, -- into an en dash, --- into an em dash and `...` into an ellipsis. Comments you've written in scenes never appear. Appendix B shows what you can write in a scene.

Word files

The Word file holds the same manuscript as the PDF, but leaves the layout to Word: it's built from named styles (**Manuscript Body**, **Manuscript Quote**, **Scene Break**, **Running Header**, and **Heading 1** and **Heading 2** for parts and chapters) rather than formatting on each paragraph. An editor who changes a style in Word changes it throughout, and chapters show in Word's navigation pane.

Manuscripts, as PDF and Word, are part of Septangular Ink, and always complete. A reading copy is a manuscript with settings of your own: smaller paper, single spacing, a different font.

Ebooks

An ebook is an EPUB file, the format Apple Books, Kobo and Google Play take. Kindle Direct Publishing takes it too, and converts it for Kindle itself.

The ebook has, in order: the cover, if the book has one; a title page with the title, your pen name and the publisher; the front matter; a table of contents; the story, with a page for each titled part and the scenes of each chapter running on with a break between them; and the back matter. The contents list chapters under their parts, and the pages of front and back matter that have headings; the copyright page, dedication and epigraph stay out of it.

Its look comes from its theme:

Theme	Looks like
Classic	A traditional novel: centred headings, small capitals to open each chapter, spaced asterisks between scenes, justified text.
Modern	Left-aligned sans-serif headings and a short rule between scenes.
Plain	As plain as possible, so the reader's own settings decide nearly everything.

Readers choose their own font, size, margins and colours, and stores override books that fight them, so no theme sets those and no fonts are put in the book.

The ebook's details come from the **Published editions** fields on the Title Page (Chapter 3):

- **Cover**: a JPEG or PNG picture. The build warns when it's under 1,400 pixels wide; 1600 × 2560 pixels is the usual size for the stores.
- **Description**: the blurb readers and stores show.
- **Publisher**, on the title page and in the book's details.
- **ISBN**, which identifies the book. Without one, Septangular makes an identifier from the title and your name, which stays the same from build to build, so a rebuilt book stays the same book on a reader. An edition's own ISBN takes the place of the Title Page's.
- **Language**, such as `en-GB`; English if you leave it.

The book's genre goes in as its subject. The ebook also says how it can be read (as text, with a table of contents and headings to move by), for readers that use assistive technology.

Paperbacks and hardcovers

A print-ready book is the book's interior pages, as a PDF to upload to KDP Print or IngramSpark. Its pages, in order:

1. A half title (the title alone), then the title page with the title, your pen name and the publisher.
2. The front matter: the copyright page on the back of the title page, in small type at the foot; a dedication and an epigraph each on a right-hand page of their own; any other page on a right-hand page.
3. A contents page, if the configuration has one, listing parts, chapters and back matter with their page numbers.
4. The story, its pages numbered from 1. A part has a right-hand page of its own. Chapters open on a right-hand page (or on the next page, if **Chapters start** says so), sunk down the page.
5. The back matter, each page following on.

The pages before the story have no page numbers. In the story and after it, your name runs at the head of left-hand pages and the title at the head of right-hand ones, with the page number at the foot; pages where something opens have no running head, and pages left blank before a right-hand page have neither head nor number. The text is justified and hyphenated in the book's language.

Themes

The themes match the ebook's. All three set the text in Libertinus Serif at 11 point.

- **Classic**: centred chapter openings, the chapter's number above its title, the first words of each chapter in small capitals, and spaced asterisks between scenes.
- **Modern**: left-aligned sans-serif headings, and a short rule between scenes.

- **Plain**: simple centred headings.

Font and **Font size** change the text's type; the font must be on your Mac, and is put in the PDF. **Large print** sets 16-point type with more space between the lines, ragged right and unhyphenated, as readers with low vision find easiest.

Trim sizes and margins

The trim size is the page's size. Paperbacks come in the sizes KDP Print and IngramSpark offer, and A5:

5 × 8, 5.06 × 7.81, 5.25 × 8, 5.5 × 8.5, 6 × 9, 6.14 × 9.21, 6.69 × 9.61, 7 × 10, 7.44 × 9.69, 7.5 × 9.25, 8 × 10, 8.25 × 11 and 8.5 × 11 inches, and A5 (5.83 × 8.27 inches).

Hardcovers are KDP Print's case-laminate hardcovers, the printed cover wrapped round boards, and come in five sizes: 5.5 × 8.5, 6 × 9, 6.14 × 9.21, 7 × 10 and 8.25 × 11 inches. A hardcover's pages are laid out just as a paperback's; only its cover template and its page limits differ.

The margins mirror: the inside margin, by the spine, is wider than the outside one. The thicker the book, the wider the inside margin must be, so text doesn't curve away into the spine:

Pages	KDP's least inside margin	Septangular's
Up to 150	0.375 in	0.75 in
151 to 300	0.5 in	0.75 in
301 to 500	0.625 in	0.875 in
501 to 700	0.75 in	1 in
More than 700	0.875 in	1.125 in

Septangular lays the book out, counts its pages, and lays it out again if the count moved it into another band. The outside margin is 0.6 inches.

Checks

The build warns when the book has too few or too many pages for KDP Print: a paperback needs from 24 to 828 pages, a hardcover from 75 to 550. A larger trim size or smaller type makes a long book shorter. It also warns when a picture in the front or back matter is too small to print well: pictures print at 300 dots per inch, so one 600 pixels wide prints 2 inches wide, and one that would print under an inch and a quarter gets a warning.

IngramSpark prefers PDF/X files, which Septangular can't write yet. KDP Print takes the PDF as it is.

Cover templates

A printed book's cover is one piece, wrapped round it: back, spine and front. Its size depends on the trim size and, through the spine, on the page count and paper. Every print build works it out and writes a cover template beside the interior: a one-page PDF the size of the whole cover laid flat, for you or your cover designer to work on top of. It marks:

- the trim, where the printed cover is cut, with an eighth of an inch of bleed all round;
- the spine's folds;
- the safe areas, dashed, that text and faces should stay inside;
- the barcode's place, low on the back cover by the spine. KDP adds a barcode there if you don't.

The build results give the measurements, to check against the printer's own calculator: "Cover: 12.22 in × 8.75 in with bleed; spine 0.97 in (388 pages on cream paper)."

The spine's width is the page count, rounded up to an even number, times the paper's thickness, as KDP Print's calculator works it out: 0.0025 inches a page for cream paper, 0.002252 for white or colour. Spines of fewer than 80 pages are too narrow for lettering, and the template says so. IngramSpark's papers are slightly different, so for an IngramSpark cover, check its own calculator.

A hardcover's template is the case-laminate cover: two boards, each 5 mm wider and 6 mm taller than the page, the spine between them, and 15 mm of wrap all round that folds inside the boards instead of a bleed. A 10 mm hinge beside the spine on each board, where the cover bends, is kept clear of text. The spine is the pages' thickness plus 4.8 mm for the boards; colour paper is premium colour, which is thicker. The results say "Hardcover cover:", with the wrap, the spine and the boards' size.

Front and back matter

Front and back matter are the pages around the story: the copyright page and dedication before it, About the Author and what to read next after it. Ebooks and print books include them; manuscripts never do. They're part of Septangular Publish.

In the Manuscript sidebar, **Front Matter** sits above the book and **Back Matter** below it. To add a page, click the group's **+** (or right-click the group, or click it while it's empty), or use the **+** at the

top of the sidebar, under **Front Matter** or **Back Matter**. A kind of page the book already has isn't offered again, except **Other Page...**.

Group	Page	What it is
Front	Copyright Page	A standard copyright page to edit: your copyright line, all rights reserved, a note that the book is fiction, the ISBN, the publisher and the edition.
Front	Dedication	A line or two, centred on a page of its own.
Front	Epigraph	A quotation, then who said it on a line starting with a dash (type `---` for one).
Back	Acknowledgements	Thanks, under the heading "Acknowledgements".
Back	About the Author	About you, under "About the Author", with a photo if you like.
Back	Also By	Your other books, under "Also by" and your name. In a series, Septangular makes it for you.
Back	Newsletter Invitation	An invitation to your newsletter, under "Stay in Touch", with a link to sign up.
Back	Next in the Series (Its First Chapter)	The next book's first chapter, as a teaser, under "Read On". Only in a series; Septangular makes it for you.
Either	Other Page...	Any page of your own: give it a title, which is its heading.

Most pages are written: Septangular makes a file for the page in the book's `matter` folder, starting from a template with notes on what goes there, and opens it in the editor. Write it like a scene; the notes are comments, which never reach the page. The page belongs to the book once you save. In a picture's place, put the picture in the `matter` folder and write a line like `![Photo of me](author-photo.jpg)`; pictures must be JPEG or PNG. Links work in matter, so a newsletter page can link to your sign-up page; the build warns if it still links to example.com.

Details filled in

In any written page, these are filled in when the book is built:

Write	For
`{title}`	The book's title.
`{author}`	Your pen name (or your legal name, if you have no pen name).
`{isbn}`	This edition's ISBN, or the book's.
`{isbns}`	Every edition's ISBN, one to a line. See Editions and ISBNs.
`{edition}`	This edition's name, such as Paperback.
`{publisher}`	The publisher, from the Title Page.
`{series}`	The series' name, in a series.
`{year}`	The year the book is built.

A line whose detail isn't set is left out altogether, so "ISBN {isbn}" disappears until the book has an ISBN, and "Published by {publisher}" until it has a publisher. The copyright page's template writes the year it was made into its copyright line and its "First edition" line, rather than `{year}`, so they don't change when you rebuild next year.

Pages Septangular makes

Two pages can be made at build time, with no file of their own. They show "made when built" in the sidebar; click one to see what it will hold.

- **Also By**, added in a series, lists the series' name and its books in order, this one among them. Added outside a series, it's a written page for your own list.
- **Next in the Series** is the next book's first chapter, whatever its scenes' status, introduced as "Here is the first chapter of …, book 2 of …". In the last book of a series there's no next book, so the page is left out, with a warning, until there is.

Chapter 10 has more on series.

Your profile

About the Author, the newsletter invitation and Also By are usually the same in every book. Right-click one and choose **Save to My Profile**, and every new page of that kind, in any book, starts from it, with its photo. **Use My Profile's Version** replaces a book's page with the profile's, unsaved until you save, so a book under another pen name can keep its own. Your profile is kept on your Mac, not in any book.

Arranging matter

Right-click a page for **Move Up** and **Move Down**, **Rename Page...** for a page of your own, and **Remove from Book (Keeps Its File)**: the page leaves the book, but its file stays in the `matter` folder. Pages are built in the order the sidebar shows. To keep Back Matter close at hand in a long book, choose **Show Under Front Matter** from Back Matter's **+** menu, or **View → Back Matter Under Front Matter**; it only moves the group in the sidebar.

A configuration takes all the matter, or none (see The configuration's settings). A sample keeps the front matter and leaves out the back.

Editions and ISBNs

One manuscript makes every edition: ebook, paperback, hardcover, large print. Each is a configuration, and each can have its own ISBN, as the stores require. In the configuration editor, the **Edition** group holds:

- **Edition**: its name, such as Paperback or Large Print. A new book's ebook and paperback are already named "Ebook" and "Paperback".
- **ISBN**: this edition's own ISBN, digits and hyphens. It replaces the Title Page's ISBN in this edition: an ebook is identified by it, and `{isbn}` fills it in.

On the copyright page, `{edition}` gives the edition's name, and `{isbns}` lists every edition's ISBN, one to a line, each with its edition's name:

```
ISBN 978-… (Paperback)
ISBN 978-… (Ebook)
```

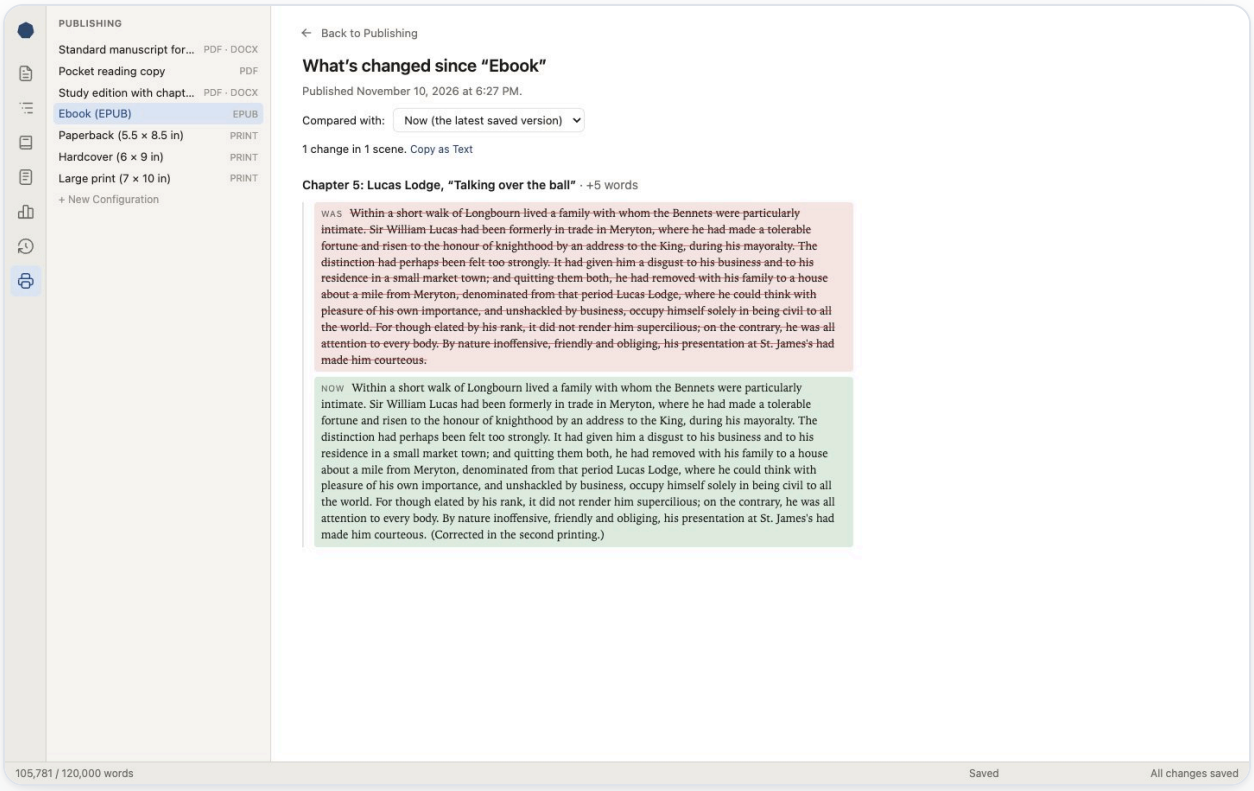
The Title Page's ISBN comes first, if no edition has it. The copyright page's template has a line for `{isbn}`; to list every edition instead, change it to `{isbns}`. Correct a typo once, and every edition has the correction the next time you build it.

Published editions and errata

When you upload a book to a store, mark it as published, and Septangular keeps exactly the text that went out, to compare with later.

After a whole build of an ebook or print book (not a sample), the page offers **Mark as Published...** under what was built. Name the edition (the configuration's edition name is offered) and click **Mark as Published**, or press ↩; Esc cancels. Septangular marks the version the build was made from: since every build saves first, that's exactly the text in the files. The mark is part of the book's history at once.

The configuration's page lists its published editions under **Published**, each with its date and **What's Changed Since...**. Versions lists them too, as "Published: …" (Chapter 8).



The changes since the ebook was published.

What's Changed Since... lists every change to the story since that edition: scene by scene, in the book's order, each change as the paragraphs were (**Was**) and as they are now (**Now**). Each scene is named by its chapter and title, with how many words it gained or lost; a scene added since is marked as new, and one taken out of the book as taken out. Click a scene's name to open it. Only the story's scenes are compared: not the front and back matter, notes or the Story Bible.

- **Compared with** is "Now (the latest saved version)" to begin with; choose another published edition to see the changes between the two. Unsaved changes aren't included until you save.
- **Copy as Text** copies the list, ready for an errata page, or for checking before you upload a corrected edition.
- **Back to Publishing**, at the top, returns to the configuration.

Septangular Publish

Manuscripts, as PDF and Word, are part of Septangular Ink, the free app, and are always built whole. **Septangular Publish**, a one-time purchase, unlocks the rest: ebooks, print-ready paperbacks and hardcovers, cover templates, front and back matter, editions and box sets.

Without a licence, ebooks and print books are built as a **sample** of their first three chapters, with the front matter, ending with a page that says it's a sample and how many chapters the whole book has. The back matter is left out. Open a sample on your reader, or send it to your printer's previewer, before you buy. A sample can't be marked as published.

The **Septangular Publish** panel shows on the page of every configuration that makes an ebook or a print book. To enter your licence key, click **Enter Licence Key…** there, or choose **Septangular → Septangular Publish…** while a book is open, which opens the Publishing section with the key box ready if Publish isn't unlocked. With no book open, the same command says whether Publish is unlocked, and to open a book to enter a key. Paste the key, which starts SEPT–, and click **Unlock**. A key that wrapped over several lines in an email pastes as it is. If the key isn't right, the panel says why: copy all of it, from SEPT– to the end.

Once unlocked, the panel says whom the licence is for and when its updates run until. The key is checked on your Mac, with no account and no internet connection, and kept there. To move it to another Mac, click **Remove Licence from This Computer…**, and enter it on the other; keep your key somewhere safe.

A licence includes a year of updates and keeps working for good: it unlocks every version of Septangular released before its updates end. A version released after that says the licence **needs renewing for this version**, and builds samples until you click **Enter a Renewed Key…** with a renewed key. The versions your licence covers carry on working whether you renew or not.

CHAPTER 10

Series

When you write more than one book in the same world, keep them together as a series: one Story Bible for every book, one history, and a click to move from book to book.

What a series shares

A series is a folder holding its books, each in a folder of its own, with one Story Bible beside them. The books share:

- **One Story Bible.** Every book reads and adds to the same entries, and each entry shows which books mention it.
- **One history.** Every save, in any book, is a version of the whole series, so a snapshot or a restore covers every book and the Story Bible together.
- **A word count for the series**, on the Statistics page (Chapter 7).

Everything else stays with each book: its manuscript and Stash, its Title Page, outline, notes, front and back matter, targets and build configurations. With Septangular Publish, a series can also be published as a box set.

Making a series

A series starts from a book you already have. To make one:

1. Open the book that will be the first, and choose **File → New Series from This Book...**. Septangular saves the book first.
2. In the dialog, name the series, and choose where its folder goes. It offers "*title* Series" beside the book's own folder.
3. Click **Create Series**.

Septangular makes a folder with the series' name, moves the book's folder into it, and makes the book's Story Bible the series' Story Bible. The book's history comes too: every earlier version, snapshot and session is kept, with the book's files now inside its folder, and the first version of the series is "Made the series ...". The book reopens in its new place as book 1, and the series bar appears at the top of the sidebar.

The series' folder must be new or empty, and can't be inside the book's own folder. A book already in a series can't start another: the command is greyed out.

> Because the book's folder moves, anything outside Septangular that pointed at the old place, such as a backup rule or a shortcut, needs pointing at the new one.

The series folder

A series of three books looks like this:

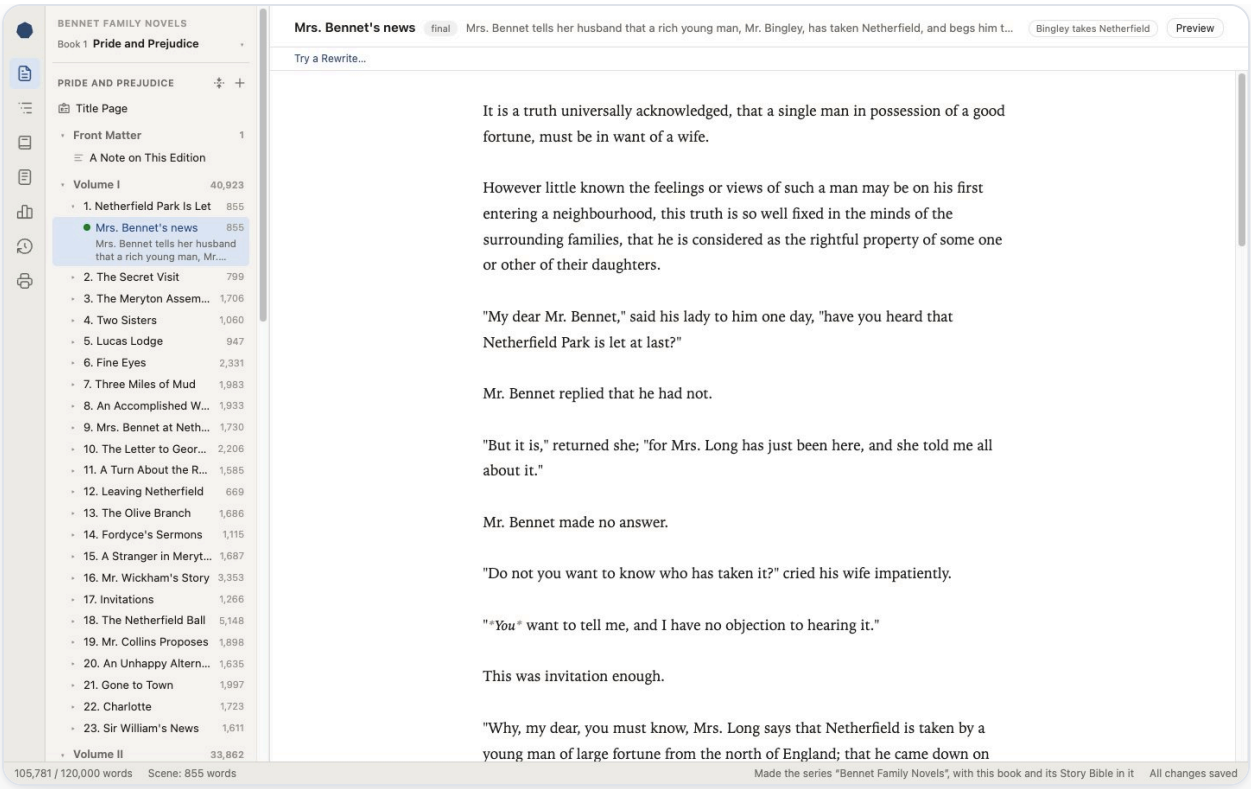
In the series' folder	Holds
`series.xml`	The series' name, and its books in order. Also its box sets.
`bible`	The Story Bible every book shares.
`the-lighthouse`, `the-storm-season`, …	Each book, in a folder of its own, laid out as any book is, but without a Story Bible of its own.
`build`	Box sets, once you've built one.
`.septangular`	The series' history (hidden).

A book knows it's in a series when the folder above it has a `series.xml` that lists it. Septangular writes `series.xml` itself as you make and change the series; Appendix C describes it and the rest of the folder.

To open a series, choose **File → Open Project...** and choose either its `series.xml`, which opens the book you last had open in it (or the first book), or a book's own `book.xml`.

The series bar

When the book you're in belongs to a series, a bar at the top of the sidebar, in every section, names the series, and below it the book: its number, such as "Book 2", and its title. Hold the pointer over the series' name to see how many books it has.



The series bar, above the book's parts and chapters.

Click the book's title for the series' menu:

Command	What it does
1. *title*, 2. *title*, …	Every book in the series, in order, the open one ticked. Choose one to switch to it.
New Book…	Starts a new book at the end of the series. See Adding books.
Add Existing Book…	Moves a book you already have into the series.
Move This Book Earlier, Move This Book Later	Changes the open book's place in the series.
Rename Series…	Renames the series.

New Box Set	Adds a box set of the series. See Box sets.

To switch books, choose one from the menu. Septangular saves the book you're leaving first, as a version, then opens the other in the same section, and the status bar says "Saved, and opened …". If the save can't be made, you stay where you are. Moving between books of a series doesn't end your writing session, since the session belongs to the series' history.

Adding books

A new book

To start the next book, choose **New Book…** from the series bar's menu, or **File → New Book in Series…**. A field opens in the series bar: type the book's title and press ↩, or Esc to change your mind. Septangular saves the book you're in, then makes the new book at the end of the series and opens it, in the same section. The status bar says which book of the series it is.

The new book has:

- the title you typed, and a short title for the running header made from its longest word, in capitals ("The Storm Season" gets "SEASON"), which you can change on the Title Page;
- your name and details, from the book you were in;
- that book's build configurations, so the new book builds the same way. Output files named after the other book's title are renamed after the new one's (`build/the-lighthouse-submission.pdf` becomes `build/the-storm-season-submission.pdf`), and editions don't bring the other book's ISBNs: give each edition its own;
- one chapter, "Chapter One", holding one empty scene;
- the series' Story Bible, with every entry you've made so far.

Its folder is named from its title, inside the series' folder. It doesn't take the other book's front and back matter, outline or notes: those belong to each book. Pages kept in your profile, such as About the Author, start from your profile when you add them (Chapter 9).

A book you already have

To bring in a book you've already started or finished, choose **Add Existing Book…** from the series bar's menu, or **File → Add Existing Book to Series…**, and choose the book's `book.xml`. Septangular saves the book you're in, then:

- moves the book's folder into the series' folder, if it isn't there already;

- moves its Story Bible entries into the shared Story Bible, keeping their categories. An entry whose file name is already taken there gets the book's folder name added to it, so nothing is overwritten;
- adds the book at the end of the series, and opens it.

The book's earlier history isn't joined to the series': it stays in the book's own folder, and the series' history records the book from the moment it joins.

A book can be in only one series. Septangular won't add a book that's in this series or another one already, or one whose folder has the same name as a folder already in the series: rename the book's folder in the Finder first.

Ordering and renaming

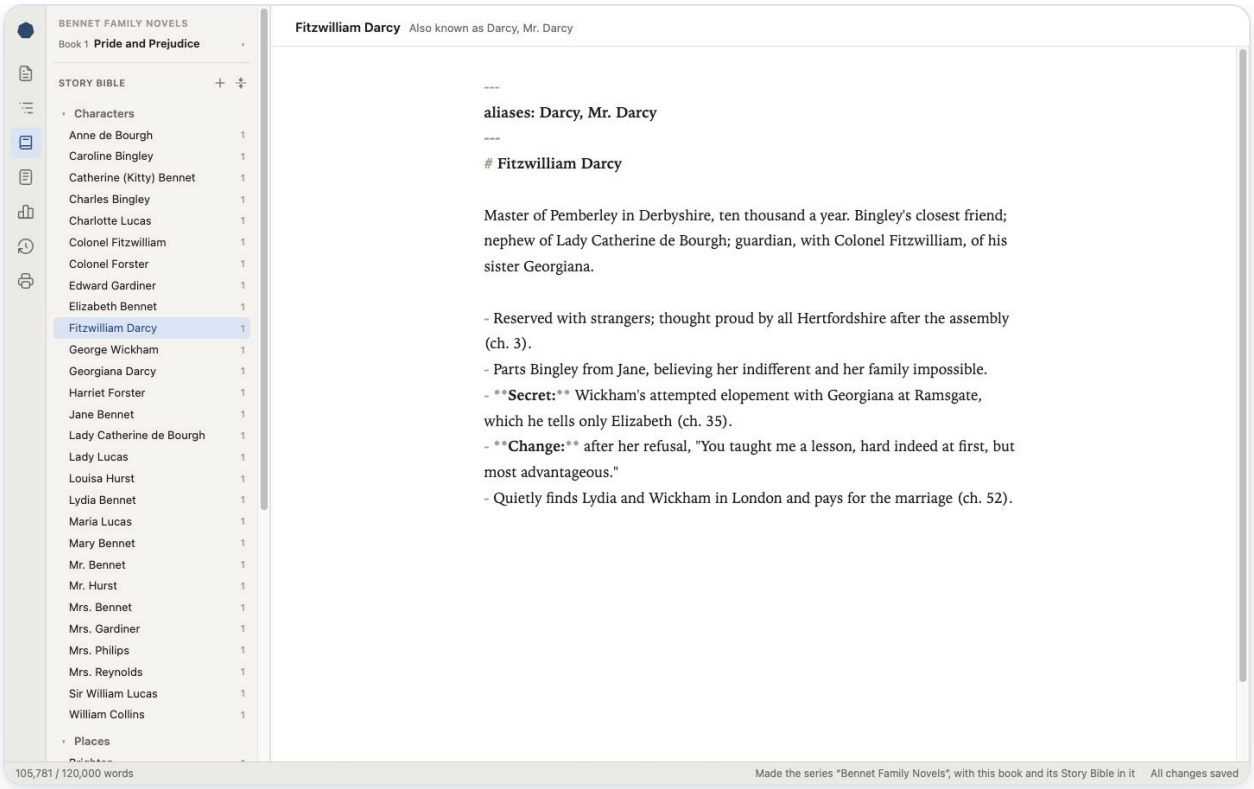
A book's number is its place in the series. To change it, open the book and choose **Move This Book Earlier** or **Move This Book Later** from the series bar's menu: it swaps places with its neighbour, and the two books' numbers change.

To rename the series, choose **Rename Series…**, type the new name in the series bar, and press ↩. The series' folder keeps its name; only the series' name changes, wherever it's shown and in `{series}` on pages of front and back matter.

Renaming and reordering are written to `series.xml` straight away, not at the next save. The order decides what the generated pages say: Also By lists the books in it, and Next in the Series shows the book after this one.

The shared Story Bible

Every book in a series reads and writes the same Story Bible, kept in the series' folder. An entry made while writing book 3 is there in book 1, and an alias added in one book is recognised in all of them. Chapter 5 describes the Story Bible itself.



A series' Story Bible, with the books that mention each entry.

In a series, each entry in the Story Bible's list shows the numbers of the books whose scenes mention it, by its name or an alias: "1 · 3" for an entry in the first and third books, or "—" for one no book mentions yet. Hold the pointer over the numbers to see them in words.

Deleting an entry deletes it for every book in the series, and Septangular says so before it does.

One history

A series has one history, kept in its folder. Every save in any book is a version of the whole series, and Versions (Chapter 8) lists every book's saves together, with the series' own changes, such as "Started …" for a new book and "Added a book to the series". A snapshot keeps every book and the Story Bible as they are at that moment; restoring one brings them all back together.

The series' history leaves out each book's built files, as a single book's does.

Also By and Next in the Series

Two pages of back matter make themselves in a series (they're part of Septangular Publish; Chapter 9 describes front and back matter):

- **Also By**, added to a book in a series, lists the series' name and every book in it, numbered in order, this one among them. Add a book to the series, and every book's Also By lists it the next time it's built.
- **Next in the Series** is the next book's first chapter, as a teaser after the story, under the heading "Read On". It's offered only in a series. In the last book there's no next book yet, so the page is left out, with a warning, until there is.

Neither has a file: they show "made when built" in the sidebar, and are made fresh every time the book is built, so they're always up to date. Click one to see what it will hold.

Box sets

A box set publishes several books of the series as one: one ebook, or one printed book. Box sets are part of Septangular Publish; without a licence they build as a sample of the first three chapters, as ebooks and print books do.

To make one, click **+ New Box Set** under **Box Sets** in the Publishing sidebar, which shows below the book's configurations in a series, or choose **New Box Set** from the series bar's menu. Septangular adds a box set of every book in the series, as an ebook, named after the series ("The Skerry Light Books: Books 1–3"), and shows it under **Box Sets**. It belongs to the series, not to any one book, so it's the same in every book's Publishing section.

Click the box set to see its page: the books it holds, its outputs, and **Build**. Build it as you would a configuration (Chapter 9); its files go in the `build` folder of the series' folder. In the box set:

- **Each book** opens with a title page of its own ("Book Two: The Storm Season"), and its chapters are numbered afresh, from 1.
- **Each book's scenes** go in as that book's own configuration for the same format includes them, so if a book's ebook takes only final scenes, so does the box set. A book with no configuration for the format goes in as its default configuration does.
- **The copyright page** is the first book's, filled in with the box set's title and ISBN. The first book's other front matter isn't included.
- **The back matter** is the last book's, without Next in the Series.
- **In the ebook**, the contents list each book with its parts and chapters beneath it. **In print**, the running head on right-hand pages is the title of the book being read.

The box set takes your name and details from the first book. A box set's build can't be marked as published.

Choosing books, and a print edition

A new box set holds every book, as an ebook. To choose which books go in, give it an ISBN, a cover or a print edition, change it in `series.xml` in a text editor. A box set there looks like this:

```
<boxSet id="series-complete" title="Skerry Light: The Complete Series" books="all"
isbn="978-…" cover="cover.jpg">
  <output format="epub" file="build/skerry-light.epub"/>
  <output format="print" file="build/skerry-light.pdf" trim="6x9"/>
</boxSet>
```

Setting	What it does
`id`	Its name in the file; each box set needs a different one.
`title`	The box set's title, on its title page and in the store.
`books`	`all`, or the numbers of the books it holds, such as `1 2 3`.
`isbn`	The box set's own ISBN.
`cover`	Its cover picture, for the ebook: a JPEG or PNG, its path from the series' folder.
`<output>`	One for each file it makes, with the same settings as a configuration's outputs. Add one with `format="print"` for a printed box set, with its trim size, binding and the rest; it gets a cover template too.

Paths are from the series' folder. Since `books` names books by number, moving a book earlier or later changes which books a box set of some of them holds. A box set can also have a `<style>` with its own chapter heading, as a configuration does; Appendix D describes configurations' settings. Septangular reads `series.xml` again when you switch books or change the series, and keeps your box sets as you wrote them when it writes the file.

APPENDIX A

Menus and shortcuts

Every command in Septangular's menus, with its keyboard shortcut, and the keys that work in the editor and the sidebar.

The symbols are the Mac's: ⌘ Command, ⇧ Shift, ⌥ Option, ^ Control, ↩ Return.

The Septangular menu

Command	Shortcut	What it does
About Septangular		Shows the version you have.
Septangular Publish…		Shows your Publish licence, or a place to enter one. See Chapter 9.
Hide Septangular, Hide Others, Show All	⌘H, ⌥⌘H	The Mac's usual commands.
Quit Septangular	⌘Q	Quits, warning you first if anything is unsaved. The book that's open reopens next time.

File

Command	Shortcut	What it does
New Project…	⌘N	Starts a new book in a folder of its own. See Your first book.
Open Project…	⌘O	Opens a book: choose its `book.xml`.

New Series from This Book…		Makes the open book the first of a series. See Chapter 10.
New Book in Series…		Adds a new book to the series (only in a series).
Add Existing Book to Series…		Moves a book you already have into the series (only in a series).
New Story Bible Entry…		Shows the form for a new entry. See Chapter 5.
Save	⌘S	Saves the whole book as one version. See Saving your work.
Close Window	⌘W	Closes the book, warning you first if anything is unsaved.

Edit

Command	Shortcut	What it does
Undo, Redo	⌘Z, ⇧⌘Z	Undoes or redoes your last change. The menu names what it will undo, such as “Undo Split” after splitting a scene, which undoes the split as a whole.
Cut, Copy, Paste	⌘X, ⌘C, ⌘V	The usual commands.
Paste and Match Style	⌥⇧⌘V	Pastes as plain text.
Delete, Select All	⌘A for Select All	The usual commands.
Find → Find…	⌘F	Finds words anywhere in the book, as it is now. In Notes, goes to the notes search instead. See Chapter 3.
Find → Find Next	⌘G	Goes to the next match, from scene to scene.

Find → Find Previous	⇧⌘G	Goes to the match before.
Find → Find in History…	⌥⌘F	Searches every saved version, for text you've cut. See Chapter 8.
Speech		Reads the selected text aloud, or stops.

Format

These work in the editor, and on its right-click menu too.

Command	Shortcut	What it does
Bold	⌘B	Makes the selection bold, or plain again.
Italic	⌘I	Makes the selection italic, or plain again.
Block Quote		Sets the paragraph apart as a quotation, such as a letter or a sign.
Scene Break	⇧⌘↩	Puts a break within the scene, shown in the finished book as the configuration's scene break.
Clear Formatting	⌘\	Takes bold and italic off the selection.

Appendix B shows how each of these is written in a scene's file.

View

Command	Shortcut	What it does
Editor Font		The editor's typeface. It changes only how the editor looks, not the finished book.
Editor Text Size		The editor's type size.
Hide Sidebar, Show Sidebar	^⌘S	Hides the sidebar, for a wider editor. Clicking the heptagon at the top of the icons does the same.

Show Synopses		Shows each scene’s synopsis under its name in the sidebar.
Highlight Today’s Writing		Marks what you’ve written or rewritten today. See Chapter 3.
Show Revision Heat		Colours scenes by how often they’ve been revised.
Back Matter Under Front Matter		Lists back matter at the top of the sidebar, under front matter, rather than after the story.
Show Preview	⇧⌘V	Shows the finished pages beside the editor, or hides them.
Focus Mode	⇧⌘F	Fills the screen with the scene you’re writing. Esc leaves it.
Actual Size, Zoom In, Zoom Out	⌘0, ⌘+, ⌘–	Makes everything in the window larger or smaller.
Enter Full Screen	^⌘F	The Mac’s full screen.

Manuscript

These act on the scene that’s open, wherever you are in the window.

Command	Shortcut	What it does
Move Scene Up, Move Scene Down	^⌘↑, ^⌘↓	Moves the open scene one place, into the next chapter at either end of its own.
Move Chapter Up, Move Chapter Down	^⇧⌘↑, ^⇧⌘↓	Moves the open scene’s chapter one place.
Split Scene at Cursor	⌘K	Makes the text after the cursor a new scene.

Combine with Next Scene	⇧⌘K	Joins the next scene onto the end of this one.
Scene History…		Lists the saves that changed this scene. See Chapter 8.
Collapse All Chapters, Expand All Chapters		Folds every chapter in the sidebar away, or opens them all.
Collapse All Parts, Expand All Parts		The same for parts.

Window and Help

The **Window** menu has the Mac's usual commands, such as Minimize ⌘M. **Help → Open Source Licenses** lists the free software Septangular is built with, and its licences.

Keys in the editor

Keys	What they do
⌥↑, ⌥↓	Move the paragraph the cursor is in up or down.
⌘↑, ⌘↓	Go to the start or end of the scene.
⌥←, ⌥→	Move by a word. Add ⇧ to select as you go.
Right-click	Spelling suggestions for a misspelt word, Learn Spelling, then Cut, Copy, Paste and the Format commands.

Keys and clicks in the sidebar

Keys or click	What they do
Click a scene	Opens it in the editor.
⌥-click a scene	Opens it beside the scene you're writing.

Click a chapter or part	Folds it away, or opens it.
⌥-click a chapter or part	Folds or opens every chapter, or every part.
Right-click anything	Its menu: rename, status, move, new scene after, and more.
↩, Esc	While naming something in place: keep the name, or leave it as it was.
Drag the sidebar’s edge	Makes the sidebar narrower or wider. Double-click the edge to put it back as it was. Once you’ve clicked the edge, ← and → move it too, further with ⇧.

Keys in Find

Keys	What they do
↩	Goes to the next match.
⇧↩	Goes to the match before.
Esc	Closes Find, and goes back to the book’s parts, chapters and scenes.

APPENDIX B

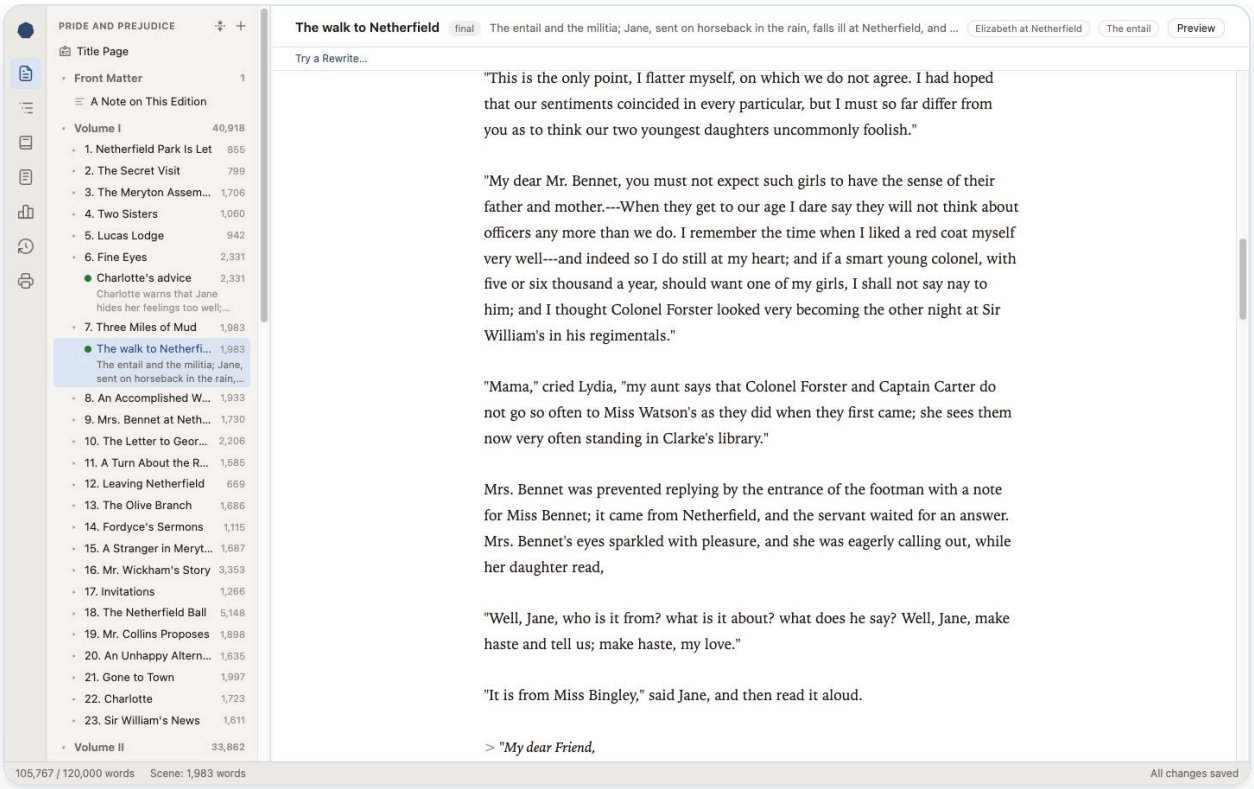
Writing scenes

What you can write in a scene, and how each part of it comes out in a manuscript, an ebook and a printed book. The same rules apply to front and back matter and Story Bible entries, with the few differences at the end of this appendix.

What a scene is on disk

Each scene is a plain text file ending in `.md`, usually in the book's `manuscript` folder. The text is written in Markdown, a way of marking italics, quotations and breaks with ordinary characters, so the file reads naturally in any program. Septangular uses only the parts of Markdown a manuscript needs.

You never have to type the marks yourself: the **Format** menu, the editor's right-click menu and the shortcuts in Appendix A write them for you. The editor shows the marks in a fainter colour, with the text they style already in italics or bold.



The marks show faintly in the editor. Quotes and dashes are set properly when the book is built.

Fonts, sizes, spacing and margins are never part of the text. Each build configuration sets them, so the same scenes can become a double-spaced manuscript or a typeset paperback (see Chapter 9).

Paragraphs and line breaks

Leave a blank line between paragraphs: press ↩ twice. Lines with no blank line between them belong to the same paragraph, and are joined with a space when the book is built.

Don’t indent paragraphs yourself: the finished book indents each paragraph’s first line as its configuration says. Text indented with a tab or four spaces is read as plain text: it becomes ordinary paragraphs, but any italics or bold in it are left as typed, asterisks and all, and the build warns *Indented text was treated as plain paragraphs (indent is applied automatically)*.

For a line break inside a paragraph, as in a poem, a letter’s sign-off or an address, end the line with a backslash, `\`. (Two spaces at the end of the line do the same, but you can’t see them.)

You write	You get

A blank line between two lines of text	Two paragraphs
Two lines with no blank line between	One paragraph; the lines run together
`Yours ever,\` then `Jane` on the next line	One paragraph, broken after “Yours ever,”

Italics and bold

You write	You get
`*italics*` or `_italics_`	*italics*
`**bold**` or `__bold__`	**bold**
`***both***`	***both***
`un*frigging*believable`	un*frigging*believable: stars work inside a word
`\*`	A star, *, that isn’t a mark

Format → Italic ⌘I and **Format → Bold** ⌘B write stars. With nothing selected they style the word at the cursor; used again, they take the style off. A selection over several paragraphs is styled paragraph by paragraph. **Format → Clear Formatting** ⌘\ takes out every star, and every underscore used as a mark, in the selection.

Italics and bold come out as italics and bold in every format: in a PDF manuscript, a Word manuscript, an ebook and a printed book.

Block quotes

A block quote sets a passage apart: a letter, a newspaper cutting, a sign. Start each of its lines with > and a space. **Format → Block Quote** does this for every line in the selection, or takes it off again.

- For several paragraphs in one quotation, put > on the blank lines between them too. A blank line without > ends the quotation.
- > > puts a quotation inside a quotation.

Format	How a block quote comes out
Manuscript PDF	Indented half an inch from both margins.

Manuscript Word	In the paragraph style *Manuscript Quote*, so it can be restyled in Word all at once.
Ebook	Indented from both sides, with no first-line indent.
Print book	Indented from both sides, with no first-line indent.

Scene breaks

A scene break marks a jump in time or place inside a scene. **Format → Scene Break** ⇧⌘↩ puts a line holding just # after the paragraph you're in, with a blank line either side. Any of these, alone on a line, is a scene break too:

You write	Notes
#, ## or ###	What the Format menu writes. It works even without blank lines around it.
*** or * * *	Three or more stars, with or without spaces.
––– or ___	Three or more hyphens or underscores. Leave a blank line before them: a line of text directly above ––– becomes a heading, and is left out of the book (see Headings).

You don't need a break between two scenes: Septangular puts one between consecutive scenes of a chapter when it builds the book. A break at the very start or end of a scene is left out, and two breaks in a row count as one.

Format	How a scene break comes out
Manuscript PDF and Word	The configuration's scene break, centred on a line of its own: # unless the configuration says otherwise. In Word it has the paragraph style *Scene Break*.
Ebook	The theme's: spaced asterisks for **classic** and **plain**, a short rule for **modern**. The paragraph after it isn't indented.
Print book	The same as the ebook's theme.

Splitting a scene at a break uses the break up, and combining two scenes puts a # between them; see Chapter 3.

Notes to yourself

Anything between <!-- and --> is a note to yourself. It can sit on a line of its own, run over several lines, or sit in the middle of a sentence:

You write	You get
`<!-- Check the tide tables for March. -->`	Nothing
`She took the <!-- earlier? --> last ferry.`	She took the last ferry.

Notes are never built into any format, aren't counted as words, and the Story Bible doesn't look for names in them. The editor shows them faint and in italics. **Edit → Find...** does search them, so a note such as `<!-- TODO -->` is easy to come back to.

Headings

Scenes have no headings. Chapter titles, part titles and the chapter numbers come from the book's structure (see Appendix D), and each configuration decides how they look.

A line starting with # and a space followed by words, such as `# The Crossing`, is a heading in Markdown. Septangular leaves it out of the book, and the build warns *Heading "The Crossing" ignored: chapter titles come from book.xml*. So does a line of text with a line of === or --- directly under it. A line holding nothing but # marks, with no words, is a scene break.

Quotes, dashes and ellipses

Type plain characters; Septangular sets them properly when it builds the book, in every format:

You write	You get
`"Yes," she said.`	“Yes,” she said.
`'Yes,' she said.`	‘Yes,’ she said.
`don't`, `Tobias's`	don’t, Tobias’s
`back in '89`	back in ’89

`pages 10--12`	pages 10–12 (an en dash)
`she said---and stopped`	she said—and stopped (an em dash)
`Well...`	Well…

- A quote opens at the start of a paragraph, or after a space, a bracket or a dash; anywhere else it closes. Italics don't confuse it: `"*Persuasion*," he said` comes out right.
- An apostrophe at the start of a word, as in 'tis or 'em, comes out as an opening quote, ‘tis. Type the curly apostrophe, ’, there yourself. Curly quotes and real dashes you type are always kept as they are.
- Quotes are curled the English way, whatever the book's language.
- Your file and the editor keep what you typed; only the finished book changes.
- Titles in the book's structure (the book's title, and its parts' and chapters') are used exactly as typed, so type curly quotes in them if you want them.
- ` ` is a space that never breaks between lines, as in `Mr. Darcy`.

What's left out or simplified

Anything else Markdown can do is either made into plain paragraphs or left out. Where something is changed or dropped, the build says so under **Problems** on the Publishing page, so nothing goes missing without a word.

You write	What happens	Warning
A list: lines starting `-` , `*` , `+` or a number and a full stop	Each item becomes a paragraph, starting with • or its number.	Lists are rendered as plain paragraphs

A link, `[words](https://…)`	The words are kept; the link is dropped. (Front and back matter may have links: see below.)	None
A picture, `![…](…)`	Left out. (About the Author may have a photo: see below.)	Images are not supported in scene files
A table	Left out.	Unsupported Markdown (table) ignored
HTML tags, such as `<span>`	The tags are dropped; text between inline tags is kept. A block of HTML is left out.	Inline HTML tags are ignored, or Raw HTML blocks are ignored
`~~struck through~~`	The words are kept, not struck through.	None

`code`	The words are kept as ordinary text.	None

A paragraph that begins with a hyphen and a space, as some languages set dialogue, is read as a list item and comes out starting with •. Start it with an em dash instead: type ––– or —.

How words are counted

Septangular counts words as a word processor does: a word is any run of characters between spaces that holds at least one letter or digit. Everywhere it shows a count, it counts the same way: the sidebar, the status bar, Statistics, the preview and the finished book.

- *Seventy-one* is one word, and so is *years—long*, written without spaces around the dash. *#2* is a word; a dash standing alone between spaces isn't.
- Notes to yourself, headings left out of the book, scene breaks and list bullets aren't counted. Block quotes are.
- The book's total counts the scenes in the book. Scenes in the Stash, alternative drafts, front and back matter, Story Bible entries and notes each have counts of their own, but none of them adds to the book's.
- A build counts only the scenes its configuration includes. A manuscript's title page rounds that count, as publishers expect: to the nearest 100 words under 10,000, and to the nearest 1,000 from there ("about 85,000 words").

Front and back matter

The pages before and after the story, such as a copyright page, a dedication and About the Author, are files in the book's `matter` folder, opened in the editor like scenes. They're part of Septangular Publish, and appear only in ebooks and print books, never in manuscripts. Chapter 9 describes adding them. Everything above applies to them, with these differences.

Details filled in

These are replaced when the book is built:

You write	You get

`{title}`	The book's title.
`{author}`	The pen name (or, without one, the legal name).
`{isbn}`	This edition's ISBN: the configuration's own, or else the book's.
`{isbns}`	Every edition's ISBN, one to a line, such as "ISBN 978-… (Paperback)".
`{edition}`	The edition's name, such as "Paperback".
`{publisher}`	The publisher.
`{series}`	The series' name, for a book in a series.
`{year}`	The year the book is built.

A line whose detail isn't set, such as `ISBN {isbn}` before you have an ISBN, is left out altogether, so the page never shows an empty "ISBN". The new copyright page uses this: fill in the details on the Title Page and they appear. A name in braces that isn't one of these is left as typed.

Links and pictures

- **Links** work here: `[sign up here](https://example.com/news)`. Only web addresses (`https://` or `http://`) and email addresses (`mailto:`) become links; anything else keeps just its words. In an ebook a link can be tapped; a printed book shows its words. The build warns about a link still pointing at example.com, as the newsletter page's starting text does.
- **A picture**, such as an author photo, goes on a line of its own: `![Photo of {author}](author-photo.jpg)`. Put the picture in the same folder as the page's file. It must be a JPEG or PNG. The words in the brackets describe it for readers who can't see it. A picture in the middle of a line is left out, with the warning *A picture needs a line of its own*. In print, a picture is printed at 300 dots per inch, and the build warns when it's too small to print an inch and a quarter wide.

Headings and layout

- Each kind of page has its heading already: Acknowledgements, About the Author, "Also by" and your name, "Stay in Touch" for the newsletter page, "Read On" before the next book's chapter, and an other page's own title. A copyright page, dedication and epigraph have none. As in scenes, # headings in the file are left out.
- On an epigraph page, a paragraph that starts with a dash (type ---) is the quotation's source, and is set apart from it.

- The notes at the top of a new page, explaining what to write, are notes to yourself: they never appear, and details named in them aren't filled in.

Story Bible entries

Each Story Bible entry is a Markdown file in the `bible` folder, in a folder for its category. You write it like a scene, with italics, bold, block quotes and notes to yourself. Entries are never built into the book, so lists, links and headings stay just as you typed them.

Two things in an entry's file mean something to Septangular:

- **Its name** is its first line starting with # and a space: `# Tobias Venn`. Without one, the entry is named after its file. Renaming the entry in Septangular changes this line.
- **Its other names** go in a short block at the very top of the file, between two lines of three hyphens, after `aliases:`, separated by commas. (A list, one name to a line starting – , works too.)

```
---
aliases: Tobias, Venn, the keeper
---
# Tobias Venn

Keeper of Skerry Light for thirty-four years.
```

Septangular finds the name and the other names in your scenes as whole words, exactly as written, capitals and all: an entry called Will doesn't match "will", but "Tobias's" still counts as Tobias. For someone the story calls by a role, add the lower-case form as another name, as with "the keeper" above. If two entries share a name, the status bar reports it, and the name goes with the first entry. Chapter 5 has the rest.

APPENDIX C

The project folder

A book in Septangular is an ordinary folder of ordinary files. This appendix describes each of them, what's safe to change or delete, and how to back the folder up and move it.

What's in a book's folder

A new book's folder holds `book.xml`, a `manuscript` folder with an empty first scene, and empty `bible` and `notes` folders. The rest appear as you need them:

In the folder	What it is	Appears
`book.xml`	The book itself: its details, its parts, chapters and scenes in order, its front and back matter, the Stash, and its build configurations.	With the book
`manuscript/`	The scenes, one file each.	With the book
`bible/`	The Story Bible, one file per entry, in a folder per category. (In a series, the series' folder has it instead.)	With the book
`notes/`	Notes: text, links, pictures, PDFs and Word documents.	With the book
`outline.xml`	The Outline and its plotlines.	When you first save a change to the Outline
`drafts/`	Alternative drafts of scenes.	With the first **Try a Rewrite…**

`matter/`	Front and back matter pages, and their pictures.	With the first page you add
`cover.jpg` or `cover.png`	The ebook's cover, when you choose one from outside the folder.	When you choose a cover on the Title Page
`build/`	Built manuscripts, ebooks and print books.	With the first build
`.septangular/`	Hidden: the book's history, and Septangular's settings and working files for it.	The first time the book opens

Keep each book in a folder of its own. Septangular won't start a new book in a folder that already has files in it, and Versions keeps every file in the book's folder in each version, so anything else left there would fill the history.

book.xml

`book.xml` is the one file a book must have; to open a book, you choose it. Septangular writes it whenever you save a change to the book's structure, its Title Page, its targets or its build configurations, changing only the part of the file involved. It can be read and edited in any text editor, and Appendix D describes every part of it. Edit it by hand only while the book is closed (see Changing files outside Septangular).

Scenes

Each scene is a Markdown file, described in Appendix B. `book.xml` names each scene's file, so a file's place in the folder has nothing to do with its place in the book: moving a scene in the sidebar changes `book.xml`, not the file.

- **A new scene's file** is named after the scene, in lower case with hyphens: a scene called "The Night Watch" is `the-night-watch.md`, in the same folder as the scenes near it (usually `manuscript`). If the name is taken, a number is added: `the-night-watch-2.md`. The file is made when you save.
- **Renaming a scene** changes its name in `book.xml`; its file keeps its name, so its history in Versions stays in one piece.
- **A scene with no name of its own** is named after its file, without any number at the front: `01-the-crossing.md` shows as "The crossing".

- **A file added from elsewhere** (with **Add Existing Scene File…**, or dragged in from Finder) is copied into `manuscript` when you save, under a free name made from its own; a file from the Trash is moved instead. Plain text and rich text files become `.md` files. A Markdown file already inside the book's folder is used where it is.
- **A deleted scene's file** goes to the Trash when you save with `⌘S`, with its drafts.

Every scene must be inside the book's folder: Septangular won't open a file outside it.

Alternative drafts

A scene's alternative drafts are kept in `drafts`, in a folder that mirrors the scene's own path, each draft a Markdown file named as you named it:

```
drafts/manuscript/03-the-lamp-room/Darker ending.md
```

A draft is written to disk as soon as you start it, and saved in every version from then on. Since the folder follows the scene's file, not its place in the book, a scene's drafts stay with it however you rearrange the book. Drafts are never built or counted in the book's words. A discarded draft goes to the Trash.

The Story Bible and Notes

- `bible/` holds one Markdown file per entry, inside a folder per category: `bible/characters/tobias-venn.md`. An entry kept directly in `bible` is listed under "Other". Appendix B describes an entry's file, and Chapter 5 how files and folders are named.
- `notes/` holds every note in one flat folder; folders inside it are ignored. A note's kind comes from its file: `.md`, `.markdown` and `.txt` are text notes; a text note whose file starts with a `url:` line between two lines of `---` is a link; `.png`, `.jpg`, `.jpeg`, `.gif`, `.webp` and `.svg` are pictures; `.pdf` a PDF; `.docx` and `.doc` Word documents. See Chapter 6.

Unlike changes to the book's structure, adding, renaming, moving and deleting entries and notes happen on disk straight away. A deleted entry or note goes to the Trash. The next save records the change in Versions.

The Outline, front and back matter

- `outline.xml` holds the Outline: its items, their notes, the scenes each is linked to (by file), and the plotlines. Septangular writes the whole file each time you save a change to the Outline. If it has a mistake in it, the book won't open until it's put right (see Appendix E).
- `matter/` holds the front and back matter pages you write, each a Markdown file named after its kind (`matter/copyright.md`, `matter/about-the-author.md`) or, for an other page,

its title. Put an author photo in this folder too. A page's file is made as soon as you add it; **Remove from Book (Keeps Its File)** leaves the file there.

The build folder

A new book's configurations write into `build`, as each configuration names (Chapter 9). A print book's cover template goes beside its interior. The **Writing Record…** is saved here too, unless you choose elsewhere.

Inside `build`, a hidden `.septangular` folder holds the working files of builds and the preview. You can delete the whole `build` folder at any time: the next build makes it again. The folders your configurations write to are left out of the book's history, so keep builds in a folder of their own, not among the scenes.

The hidden .septangular folder

Every book's folder has a hidden folder called `.septangular`. Finder doesn't show it unless you press ⇧⌘. in a Finder window. It holds:

In `.septangular`	What it is	If it's deleted
`versions/`	The book's history: every version, snapshot, session and published edition.	The history is gone for good. The book itself is untouched, and the next time it opens, Septangular starts a new history from it as it stands. Don't delete this.

`app.json`	The book's own settings: how often it auto-saves.	Auto-save goes back to every five minutes.
`word-history.json`, `blob-words.json`, `revisions.json`	Word counts and lists of changes worked out from the history, kept so they're only worked out once.	Nothing is lost: Statistics and revision heat work them out again, which takes a moment the first time in a long history.

Snapshots, session marks and published editions are kept inside the history, not as separate files. A folder called `snapshots` at the top of the book's folder is left alone, and left out of the history. See Chapter 8 for what else the history leaves out.

A series' folder

A series is a folder holding its books, each in a folder of its own laid out as above, with what they share:

In the series' folder	What it is
`series.xml`	The series' name, its books in order (by their folders' names), and its box sets. See Appendix D.

`bible/`	The Story Bible every book shares. The books' folders have none of their own.
A folder per book	Each with its own `book.xml`, scenes, notes, outline and builds.
`.septangular/`	The one history of the whole series, with its word counts and lists of changes.
`build/`	Box sets, once built.

Each book's own `.septangular` folder still holds its auto-save setting. A book added to the series from elsewhere keeps its earlier history there, while its versions from then on are the series'. A book is in a series when the folder above it has a `series.xml` that lists it. Chapter 10 has the rest.

What happens when a book opens

When you open a book, Septangular:

1. reads `book.xml`, and stops with a message if it has a mistake in it (Appendix D lists the messages);
2. reads `outline.xml`, if there is one, and stops if that has a mistake;
3. looks in the folder above for a `series.xml` that lists the book's folder, and if it finds one, uses the series' Story Bible and history;
4. opens the history, starting one if there's none, and saves any changes made to the folder since the book was last open as a version of their own, "Changes made outside Septangular";
5. reads the scenes, to count their words, and the Story Bible, notes and drafts.

A scene whose file it can't find doesn't stop the book opening: the scene shows in red, struck through, and the status bar counts it as a problem (see Appendix E).

To open a book, choose its `book.xml` with **File → Open Project...** `⌘O`. For a book in a series you can choose the series' `series.xml` instead, which opens the book you had open last (or the first).

Changing files outside Septangular

Every file in the folder is yours to open in any other program. The safe way to change them is with the book closed. When you open it again, Septangular reads everything afresh and saves

your changes as a version, “Changes made outside Septangular”, so you can see exactly what changed in Versions.

Septangular doesn’t watch the folder while a book is open. If you change a file outside it while the book is open:

- **A scene, entry or note** that Septangular has already opened keeps the text it read. If you then change it in Septangular and save, its text replaces yours. One it hasn’t opened yet shows your changes when you open it.
- `book.xml`: your changes may be written over by Septangular’s own the next time it saves a change to the book’s structure. And if they leave a mistake in the file, saving still saves your writing and records a version, but the status bar reports the problem, and the book is shown as it was until you put the file right.

So close the book (`⌘W`) before editing its files elsewhere, and open it again afterwards.

Backing up and syncing

To back up a book, copy its whole folder: book, history and all. Copying the folder in Finder, or backing up with Time Machine, includes the hidden `.septangular` folder. Whatever you use, make sure it copies hidden folders too: without `.septangular` the book is safe, but its history isn’t. For a series, back up the series’ folder, which holds every book and the shared history.

A book can live in a folder that a sync service keeps in step between computers. Open it on one computer at a time, and let the sync finish before you open it on another, since Septangular writes to the folder, and its history, whenever it saves.

Moving or renaming a book’s folder

Everything in `book.xml` is named relative to the book’s folder, and the history is inside it, so a book can be moved or renamed as a whole. Close the book first, move or rename the folder in Finder, then open it with **File → Open Project...**. If it was the book open when you last quit, Septangular starts at the welcome screen instead, since the book isn’t where it was.

In a series, move or rename the series’ folder as a whole in the same way. Don’t rename a book’s folder inside a series by itself: `series.xml` lists each book by its folder’s name, so the book would open on its own, without the series’ Story Bible or history. If you must, close the book and change the folder’s name in `series.xml` to match.

Your own settings and profile

A few things belong to you rather than to a book, and are kept in Septangular's folder in your Mac's Library, at `Library/Application Support/Septangular` in your home folder. (In Finder, hold ⌥ and choose **Go → Library** to see it.)

In that folder	What it holds
`settings.json`	The book to reopen at the next start; your name and contact details, for your next new book; the editor's font and text size; the View menu's settings; and the sidebar's width.
`author-profile/`	Your profile: the About the Author, newsletter and Also By pages saved with **Save to My Profile** (`about-the-author.md`, `newsletter.md`, `also-by.md`), and the pictures they show.
`publish-licence.txt`	Your Septangular Publish licence key, once entered.

None of these are part of any book or its history. To keep your profile, back this folder up too.

APPENDIX D

book.xml

Every book has a file called `book.xml` that describes it: its details, its parts, chapters and scenes in order, its front and back matter, the Stash, and the ways it's built. This appendix describes every part of it.

You never need to open `book.xml`: the Title Page, the Manuscript sidebar, Statistics and Publishing change it for you. It's an ordinary text file, though, so you can read it in any text editor, and change it by hand with the book closed (see How Septangular changes the file).

The shape of the file

`book.xml` is written in XML: each part of the book is an *element*, written between a start tag such as `<title>` and an end tag such as `</title>`, or as a single tag ending in `/>` when it holds nothing. Settings inside a start tag, such as `status="draft"`, are *attributes*. Anything between `<!--` and `-->` is a comment, which Septangular ignores. Names are case-sensitive: `legalName`, not `legalname`.

Inside `<book>`, these elements are usually in this order, though Septangular reads them in any order.

Element	Required	Holds
`<metadata>`	Yes	The book's and the author's details: the Title Page.
`<frontMatter>`	No	Pages before the story.
`<manuscript>`	Yes	The parts, chapters and scenes, and the book's targets.
`<backMatter>`	No	Pages after the story.
`<stash>`	No	Parts, chapters and scenes taken out of the book but kept.
`<configurations>`	Yes	The ways the book is built.

The `<book>` element itself must have `version="1"`, and a new book's also names the format, as in the example below. Every file named in `book.xml` is written relative to the book's folder, with forward slashes: `manuscript/the-crossing.md`.

A complete example

A book with every part filled in. The comments explain each part; a book needs none of them.

```
<?xml version="1.0" encoding="UTF-8"?>
<book xmlns="urn:septangular:project:1" version="1">

  <!-- The Title Page. Only the title and legal name are required. -->
  <metadata>
    <title>The Lighthouse Keeper</title>
    <shortTitle>LIGHTHOUSE</shortTitle>
    <genre>Literary Fiction</genre>
    <author>
      <legalName>Jane Q. Writer</legalName>
      <penName>J. Q. Writer</penName>
      <surname>Writer</surname>
      <address>
        <line>123 Harbour Road</line>
        <line>Port Ellis, ME 04000</line>
      </address>
      <email>jane@example.com</email>
      <phone>(555) 010-0199</phone>
    </author>
    <!-- For ebooks and print books. -->
    <language>en-GB</language>
    <isbn>978-1-23456-789-7</isbn>
    <publisher>Harbour Press</publisher>
    <description>A keeper, an island, a storm.</description>
    <cover>cover.jpg</cover>
  </metadata>

  <frontMatter>
    <copyright file="matter/copyright.md"/>
    <dedication file="matter/dedication.md"/>
  </frontMatter>

  <!-- 80,000 words by 1 March 2027. -->
  <manuscript target="80000" dailyTarget="500" due="2027-03-01">
    <part title="Part One: The Island">
```

```
      <chapter title="The Crossing" target="3000">
        <scene file="manuscript/the-crossing.md" status="revised"
               synopsis="Mara takes the boat out."/>
        <scene file="manuscript/02-the-keeper.md" status="draft"
               title="The keeper"/>
      </chapter>
    </part>
  </manuscript>

  <backMatter>
    <aboutTheAuthor file="matter/about-the-author.md"/>
    <alsoBy/>
  </backMatter>

  <stash>
    <scene file="manuscript/the-old-opening.md" status="draft"/>
  </stash>

  <configurations default="submission">
    <!-- Standard manuscript format: revised and final scenes. -->
    <configuration id="book-xml-submission" description="Submission">
      <output format="pdf" file="build/lighthouse-submission.pdf"/>
      <output format="docx" file="build/lighthouse-submission.docx"/>
      <include minStatus="revised"/>
    </configuration>

    <!-- A reading copy: drafts too, on smaller pages. -->
    <configuration id="book-xml-reading-copy" description="Reading
copy">
      <output format="pdf" file="build/lighthouse-reading.pdf"/>
      <include minStatus="draft"/>
      <style>
        <font family="Libertinus Serif" size="11pt"/>
        <lineSpacing>1.3</lineSpacing>
        <paper>a5</paper>
        <margins>0.75in</margins>
        <titlePage>false</titlePage>
        <runningHeader>{title} · {page}</runningHeader>
        <chapterHeading>{number}. {title}</chapterHeading>
        <sceneBreak>* * *</sceneBreak>
      </style>
    </configuration>

    <!-- Septangular Publish: an ebook and a paperback. -->
```

```
    <configuration id="book-xml-ebook" description="Ebook">
      <output format="epub" file="build/lighthouse.epub"
              theme="classic"/>
      <include matter="copyright dedication aboutTheAuthor"/>
      <edition name="Ebook" isbn="978-1-23456-790-3"/>
    </configuration>

    <configuration id="book-xml-paperback" description="Paperback">
      <output format="print" file="build/lighthouse-paperback.pdf"
              trim="5.5x8.5" theme="classic" paper="cream"/>
      <include minStatus="final"/>
      <edition name="Paperback"/>
    </configuration>
  </configurations>
</book>
```

metadata: the book’s details

`<metadata>` holds what the Title Page shows. Each is an element holding text; leave out any that aren’t required, and the default is used.

Element	Title Page field	Required	Without it	Used for
`<title>`	Title	Yes		Everywhere the book is named.
`<shortTitle>`	Short title	No	The title in capitals	A manuscript’s running header, `{shortTitle}`.
`<genre>`	Genre	No	None	An ebook’s subject, which stores and readers may show.
`<author>`		Yes		The author’s details, below.

`<language>`	Language	No	`en`	An ebook's language, and a print book's hyphenation. A language tag such as `en`, `en-GB` or `fr`.
`<isbn>`	ISBN	No	A fixed identifier made from the title and author	An ebook's identifier, and `{isbn}` on a copyright page. An edition's own ISBN takes its place (see edition).
`<publisher>`	Publisher	No	None	The title page of an ebook or print book, and `{publisher}`.
`<description>`	Description	No	None	The blurb an ebook carries for readers and stores.
`<cover>`	Cover	No	No cover	An ebook's cover: a `.jpg`, `.jpeg` or `.png` file, relative to the book's folder.

author

Element	Title Page field	Required	Without it	Used for
`<legalName>`	Legal name	Yes		The contact details on a manuscript's first page.
`<penName>`	Pen name	No	The legal name	The byline, `{author}`, and a print book's left-hand running heads.
`<surname>`	Surname	No	The last word of the pen name	A manuscript's running header, `{surname}`.

`<address>`	Address	No	None	The contact details. It holds one `<line>` element for each line of the address.
`<email>`	Email	No	None	The contact details.
`<phone>`	Phone	No	None	The contact details.

manuscript: parts, chapters and scenes

`<manuscript>` holds the book in order: either `<part>` elements, each holding chapters, or `<chapter>` elements directly, never a mix of the two. A book needs at least one chapter, every part at least one chapter, and every chapter at least one scene.

Element	Attribute	Required	What it is
`<manuscript>`	`target`	No	The book's word target, a whole number.
	`dailyTarget`	No	Your daily goal, in words.
	`due`	No	When the book is due, written `YYYY-MM-DD`. With a target, the daily goal is worked out from it (see Chapter 7).
`<part>`	`title`	Yes	The part's title.
`<chapter>`	`title`	No	The chapter's title. Without one, the chapter has its number only.
	`target`	No	The chapter's word target.
`<scene>`	`file`	Yes	The scene's file.
	`status`	No	`outline`, `draft`, `revised` or `final`. Without it, `draft`.
	`title`	No	The scene's name in Septangular. Without it, the name comes from the file's name. Never printed in the book.

	`synopsis`	No	A one-line summary, shown in the sidebar and above the editor. Never printed in the book.

Chapters are numbered straight through the book, across parts, in the order they appear. Titles are used exactly as typed, so type curly quotes in them if you want them.

stash

`<stash>` holds what's been moved to the Stash: `<part>`, `<chapter>` and `<scene>` elements, in any order, written just as in `<manuscript>`. The Stash is never built, and its words don't count toward the book.

An item in the Stash may have `pendingDelete="true"`: it has been deleted, and waits for your next save with `⌘S`, which removes it and sends its scene files to the Trash. Auto-save leaves it waiting.

frontMatter and backMatter

`<frontMatter>` and `<backMatter>` list the pages before and after the story, in order. Each page is an element naming its kind. They appear in ebooks and print books only (see Chapter 9), and their files are written as Appendix B describes.

Element	In Septangular's menus	Usually	Its file
`<copyright file="…"/>`	Copyright Page	Front	Required
`<dedication file="…"/>`	Dedication	Front	Required
`<epigraph file="…"/>`	Epigraph	Front	Required
`<page title="…" file="…"/>`	Other Page…	Front	Required, with a `title` for the page's heading
`<acknowledgements file="…"/>`	Acknowledgements	Back	Required
`<aboutTheAuthor file="…"/>`	About the Author	Back	Required

`<alsoBy file="…"/>`	Also By	Back	Optional. Without a file, the page lists the books of the series; outside a series it’s then left out, with a warning.
`<newsletter file="…"/>`	Newsletter Invitation	Back	Required
`<nextBook/>`	Next in the Series (Its First Chapter)	Back	None: it’s the next book’s first chapter, made when the book is built. Left out, with a warning, outside a series or in its last book.

Any kind of page may go in either list.

configurations

`<configurations>` holds one `<configuration>` element for each way the book is built: at least one. Its `default` attribute names the configuration the preview and the Publishing page start with; without it, the first is the default.

A `<configuration>` has these attributes and elements, its elements usually in this order:

Part	Required	What it is
`id` attribute	Yes	A short name, unique in the book, used to refer to the configuration. Use letters, digits and hyphens, starting with a letter or digit: `large-print`.
`description` attribute	No	The configuration’s name in Septangular, such as “Agent submission”. Without it, the id is shown.

`<output>`	At least one	A file to build: see output. Several outputs build the same book in several formats at once.
`<include>`	No	Which scenes, and which front and back matter, go in: see include.
`<style>`	No	How a manuscript looks, and the chapter headings: see style.
`<edition>`	No	Which edition this is, and its ISBN: see edition.

output

Each `<output>` builds one file. Only `format` and `file` are required; the rest belong to ebooks and print books, as the table says, and are refused on other formats.

Attribute	For	Values	Without it
`format`	All	`pdf` (a manuscript as a PDF), `docx` (a manuscript as a Word document), `epub` (an ebook) or `print` (a print book's interior, as a PDF). `epub` and `print` are Septangular Publish's.	Required
`file`	All	Where the file goes, relative to the book's folder, such as `build/the-long-tide.epub`.	Required
`theme`	epub, print	`classic`, `modern` or `plain`.	`classic`
`trim`	print	The page size: see trim sizes.	`5.5x8.5`
`binding`	print	`paperback` or `hardcover` (a case-laminate hardcover).	`paperback`
`paper`	print	`cream`, `white` or `color`. It sets the spine's width on the cover template.	`cream`
`font`	print	The text's typeface, by its name on your Mac, such as `Garamond`.	Libertinus Serif

`fontSize`	print	In points: `10.5pt`.	`11pt`; `16pt` for large print
`largePrint`	print	`true` for a large-print edition: bigger type, more space between lines, ragged right and unhyphenated.	`false`
`chapterStart`	print	`recto` (chapters open on a right-hand page) or `any` (on the next page).	`recto`
`contents`	print	`true` for a contents page with page numbers.	`false`

- Building replaces the file, and makes its folder if need be. A print output also writes its cover template beside it, with `–cover–template` added to its name.
- Versions leaves the folder each output is written to out of the book's history. Give outputs a folder of their own, such as `build`: never the `manuscript` folder, or your scenes would be left out of the history with it.
- Keep outputs inside the book's folder, so Septangular can open them for you.

Trim sizes

Width by height, in inches: the sizes KDP Print and IngramSpark offer, and A5.

Paperback	Hardcover too
`5x8`, `5.06x7.81`, `5.25x8`	
`5.5x8.5`	Yes
`6x9`, `6.14x9.21`	Yes
`6.69x9.61`	
`7x10`	Yes
`7.44x9.69`, `7.5x9.25`, `8x10`	
`8.25x11`	Yes

`8.5x11`, `a5` (5.83 × 8.27 in)	

include

Attribute	Values	Without it
`minStatus`	The least finished status that goes in: `outline` (every scene), `draft`, `revised` or `final`. Each takes in the statuses after it, in that order: `revised` includes revised and final scenes.	`outline`: every scene
`matter`	`all`, `none`, or the kinds of page to include, by their element names, separated by spaces: `copyright dedication aboutTheAuthor`. Only ebooks and print books have front and back matter.	`all`

A chapter whose scenes are all left out by status is left out too, and the chapters are numbered without it. A configuration that leaves out every scene can't be built (see Appendix E).

style

`<style>` sets how a manuscript looks. Each setting is optional, in any order, and anything left out follows standard manuscript format, the defaults below. In ebooks and print books, only the chapter heading settings apply; their themes decide the rest.

Element	Values	Default	Applies to
`<font family="…" size="…"/>`	A typeface by its name on your Mac, and a size.	Times New Roman, `12pt`	Manuscripts
`<lineSpacing>`	`single`, `onehalf`, `double`, or a number from 1 to 3, such as `1.3`.	`double`	Manuscripts

`<paper>`	`us-letter`, `us-legal`, `us-trade`, `us-digest`, `a4`, `a5` or `a6`.	`us-letter`	Manuscripts
`<margins>`	A length, on every side.	`1in`	Manuscripts
`<paragraphIndent>`	A length: each paragraph's first-line indent.	`0.5in`	Manuscripts
`<titlePage>`	`true` or `false`: a first page with your contact details, the title, the byline and the word count.	`true`	Manuscripts
`<runningHeader>`	The header on each page, with `{surname}`, `{shortTitle}`, `{title}` and `{page}` filled in. Empty for none.	`{surname} / {shortTitle} / {page}`	Manuscripts
`<chapterHeading>`	Each chapter's heading, with `{number}` (3), `{numberWords}` (Three), `{numberRoman}` (III) and `{title}` filled in.	`Chapter {numberWords}`	All formats

`<showChapterTitles>`	`true` or `false`: the chapter's title under its heading. A heading with `{title}` in it doesn't repeat the title below.	`true`	All formats
`<sceneBreak>`	The mark centred between scenes and at scene breaks.	`#`	Manuscripts
`<endMarker>`	The mark centred after the last scene. Empty for none.	`END`	Manuscripts

- **A length** is a number and a unit: `pt`, `mm`, `cm`, `in`, or `em` (times the type size): `12pt`, `2.5cm`, `1.5em`.
- **Empty** means an element with nothing in it: `<endMarker></endMarker>` or `<endMarker/>`.
- **Fonts:** if a PDF manuscript's font isn't on your Mac, Septangular uses Times New Roman, then Liberation Serif, then Libertinus Serif, without a warning. A Word manuscript names the font, and Word chooses a substitute if the reader hasn't got it.
- **Paper:** a PDF manuscript can use any paper size the Typst typesetting engine knows by name, but a Word manuscript only those in the table, so a configuration with a Word output should keep to them.
- **Numbers in words** go up to Nine Hundred Ninety-Nine, and Roman numerals to MMMCMXCIX; beyond them, the chapter's number is written in figures.

edition

`<edition>` says which edition of the book a configuration makes. Each edition of a published book has an ISBN of its own.

Attribute	What it is
`name`	The edition's name, such as `Paperback` or `Large Print`: `{edition}` on a copyright page, and the name offered by **Mark as Published...**.

`isbn`	This edition's ISBN, in digits and hyphens (and X). It takes the place of the book's ISBN in this configuration's builds: as an ebook's identifier, and as `{isbn}`. `{isbns}` lists every edition's.

How Septangular changes the file

Septangular writes `book.xml` only when you save, and changes no more of it than it must:

- **Rearranging, adding, renaming and deleting** parts, chapters and scenes, and changing statuses, synopses and targets, change only the lines involved. Your comments, indentation and the layout of attributes stay as you wrote them, and a one-line comment directly above a scene or chapter moves with it.
- **The Title Page** rewrites `<metadata>` as a whole, in the order above, leaving out what isn't set. **Front and back matter** rewrite `<frontMatter>` or `<backMatter>`, and **the configuration editor** rewrites the one `<configuration>` it changed. A comment inside the element is lost then; a comment just above it stays. Deleting a configuration deletes a comment just above it too.

Edit the file by hand only while the book is closed. Septangular doesn't watch the file while a book is open: it may write its own version over your changes the next time it saves a change to the book's structure, and if your changes leave a mistake in the file, your writing is still saved, but the status bar reports the problem and the book is shown as it was, until the file is put right. When you next open the book, your changes are saved as a version, "Changes made outside Septangular". Appendix C has more.

Messages about book.xml

If `book.xml` has a mistake, the book doesn't open, and Septangular shows the message: on the welcome screen, or in the status bar if another book is open. Correct the file in a text editor, save it, and open the book again. The messages, with … standing for the part that varies, and the element they're about:

About	Message	What it means

The file	XML syntax error at *line*:*column*: …	The file isn’t well-formed XML at that line: a tag not closed, a missing quote, or a bare `&` or `<` in a name or title (write `&` and `<`).
	Missing <book>, Missing <metadata>, Missing <manuscript>, Missing <configurations> or Missing <metadata>/<author>	A required element isn’t there, or is misspelt.
`<book>`	Unsupported project version "…" (expected 1)	`<book>` needs `version="1"`.
`<metadata>`	<metadata> needs a non-empty <title>	The book has no title.
	<author> needs a non-empty <legalName>	The author has no legal name.
	<metadata>: <language> "…" is not a language tag like en or en-GB	The language should be a code such as `en`, `en-GB` or `fr`.
	<metadata>: <cover> "…" must be a .jpg or .png image	The cover’s file name must end in `.jpg`, `.jpeg` or `.png`.
`<manuscript>`	<manuscript> may contain <part> elements or <chapter> elements, not both	Put every chapter into a part, or take away the parts.
	<manuscript> is empty: add at least one <chapter>	The book has no chapters.

	<manuscript>: target="…" must be a whole number of words (or dailyTarget)	A target must be a number such as `80000`, with no comma. A chapter's target gives the same message.
	<manuscript>: due="…" must be a date, written YYYY-MM-DD	Write the due date as `2027-03-01`.
`<part>`	<part> *#n* needs a title attribute	The *n*th part has no title.
	<part title="…"> has no chapters	A part is empty.
`<chapter>`	<chapter title="…"> has no scenes	A chapter is empty.
`<scene>`	<scene> needs a file attribute	A scene doesn't say which file it is.
	<scene file="…">: status "…" must be one of outline, draft, revised, final	A misspelt status.
`<stash>`	<part> in <stash> needs a title attribute, or <part title="…"> in <stash> has no chapters	As for the book, in the Stash.
Front and back matter	<frontMatter>/<…>: unknown kind of page (kinds: …)	The element isn't one of the kinds of page in the table above. (Or `<backMatter>`.)
	… needs a file attribute	That kind of page is written in a file, so it needs one.
	… is made when the book is built, so it takes no file	`<nextBook/>` takes no file.
	… needs a title attribute	An other page, `<page>`, needs a title.

`<configurations>`	<configurations> needs at least one <configuration>	The book has no way to be built.
	Duplicate configuration id "…"	Two configurations have the same id.
	Default configuration "…" is not defined	`default` names no configuration.
`<configuration>`	<configuration> needs an id attribute	A configuration has no id.
	<configuration id="book-xml-…"> needs at least one <output>	A configuration builds nothing.
`<output>`	…: unsupported output format "…" (supported: pdf, docx, epub, print)	A misspelt format.
	…/<output> needs a file attribute	An output doesn’t say where its file goes.
	…: theme="…" is only for epub and print outputs, or unknown theme "…"	Themes are for ebooks and print books, and are `classic`, `modern` or `plain`.
	…: trim is only for print outputs (or another print setting)	A print setting on another format.
	…: unknown trim size "…" (sizes: …)	Use one of the trim sizes above.
	…: hardcovers come in 5.5x8.5, 6x9, 6.14x9.21, 7x10, 8.25x11, not …	That trim size isn’t made as a hardcover.
	…: fontSize="…" should be in points, like 11pt	Write the size as `11pt`.

	…: chapterStart should be recto or any; … should be true or false; paper should be one of cream, white, color; binding should be one of paperback, hardcover	A print setting with a value it can’t take.
`<include>`	…: status "…" must be one of outline, draft, revised, final	A misspelt `minStatus`.
	…: matter="…" should be all, none, or kinds of page (…)	A misspelt kind of page.
`<edition>`	…: <edition> isbn="…" should be digits and hyphens	An ISBN with other characters in it.
`<style>`	…: <…> "…" is not a length like 12pt or 1in	A size or margin without a unit, or with one Septangular doesn’t know.
	…: <…> must be true or false	A yes-or-no setting with another value.
	…: <lineSpacing> must be single, onehalf, double or 1–3	Line spacing out of range.

A scene whose file is missing doesn’t stop the book opening; see Appendix E.

series.xml

A series’ folder holds a file called `series.xml` that names the series and lists its books, in order, by their folders inside the series’ folder (see Chapter 10). It may also hold the series’ box sets, a Septangular Publish feature.

```
<?xml version="1.0" encoding="UTF-8"?>
<series xmlns="urn:septangular:series:1" version="1"
        title="The Skerry Light Books">
  <book folder="the-lighthouse"/>
  <book folder="the-storm-season"/>
  <boxSets>
```

```
    <boxSet id="book-xml-complete" title="Skerry Light: The Complete
Series"
            books="all" isbn="978-1-23456-791-0" cover="cover.jpg">
      <output format="epub" file="build/skerry-light.epub"/>
      <output format="print" file="build/skerry-light.pdf" trim="6x9"/>
    </boxSet>
  </boxSets>
</series>
```

Element	Attribute	Required	What it is
`<series>`	`version`	Yes	Always 1.
	`title`	No	The series' name. Without it, the folder's name.
`<book>`	`folder`	Yes	A book's folder, directly inside the series' folder. The books are numbered in this order.
`<boxSet>`	`id`	Yes	A short name for the box set, unique in the series.
	`title`	Yes	The box set's title.
	`books`	No	`all`, or the books' numbers in the series: `"1 2 3"`. Without it, all.
	`isbn`	No	The box set's own ISBN.
	`cover`	No	The box set's ebook cover.

A `<boxSet>` holds one or more `<output>` elements, just as a configuration's, and may hold a `<style>` for its chapter headings. Its cover and its outputs' files are named relative to the series' folder.

Septangular rewrites `series.xml` as a whole when you rename the series or add or reorder its books, keeping `<boxSets>` exactly as written. If `series.xml` has a mistake in it, its books won't open: Septangular says "The series file beside this book (series.xml) has a problem" and what it is. Correct the file, and open the book again. The messages are much like `book.xml`'s: "series.xml is not well-formed", "A <book> in series.xml needs a folder inside the series folder", "Two box sets are called "…"", and so on.

APPENDIX E

Troubleshooting

Problems you might meet, what Septangular says about them, and what to do. Most messages appear in the status bar at the bottom of the window, in red; if one is cut short, hover over it to read the whole of it.

Opening books

Septangular started at the welcome screen, not at my book

Septangular reopens the book that was open when you quit. It starts at the welcome screen if you closed the book's window before quitting, or if the book has been moved or renamed since. Choose **Open Project…** and choose the book's `book.xml`.

A book won't open

Septangular shows why: on the welcome screen, or in the status bar if another book is open. The usual reasons:

- **A mistake in** `book.xml`, usually after it was edited by hand. The message says what's wrong and often where, such as *XML syntax error at 12:5* or *<chapter title="The Crossing"> has no scenes*. Appendix D lists the messages and what each means. Correct the file in a text editor and open the book again.
- **A mistake in** `outline.xml`, the Outline's file: *outline.xml is not well-formed*, *outline.xml should start with <outline>*, or *An <item> in outline.xml needs a title attribute*. Correct it the same way.
- **The wrong file chosen.** Choose the book's `book.xml`, or for a book in a series, the series' `series.xml`. *Cannot read project file* means the file can't be read at all.

A scene is in red and struck through

Septangular can't find the scene's file. The book still opens, the status bar counts a problem (hover over it to read *Scene file not found:* and the file's name), and builds that include the scene stop with the same message. The scene can't be opened until its file is back:

- If you moved or renamed the file in Finder, move it back, or give it back its name.

- If you deleted it in Finder, open the Trash, right-click the file and choose **Put Back**.
- Otherwise, go to Versions and select a version from before the file went. Its list of changes shows the file as **Deleted since**; click **Restore** beside it.

If you don't want the scene, delete it from the book: right-click it, choose **Delete**, then save with `⌘S`. A page of front or back matter whose file is missing shows the same way, and **Remove from Book (Keeps Its File)** on its right-click menu takes it out.

The status bar says there are problems

Hover over "1 problem" (or however many) to see them. Besides missing scene files, it reports two Story Bible entries sharing a name: *"Will" names both Will Turner and Will Ashby; it will be linked to Will Turner*. Give one of the entries a different name or other name; see Chapter 5.

A book in a series opened without its series

If the series bar is missing and the Story Bible is empty, Septangular didn't find the book in its series. A book is in a series when the folder above it has a `series.xml` that lists the book's folder by name. The book's folder was probably renamed or moved out of the series' folder. Close the book, put the folder back where it was, and open the book again. (If `series.xml` itself has a mistake, the book won't open at all, and Septangular says what's wrong: correct the file as Appendix D describes.)

Septangular won't start a new book where I chose

Septangular makes each new book in a folder of its own. It says *There's already a book in "…". Open it with File → Open Project… instead.* if the folder holds a book, and *The folder "…" already has files in it. Choose a new name for the book.* if it holds anything else. Give the book a new name, or choose another place.

A book should never share its folder with other files: Versions keeps everything in the book's folder in each version, so the history would fill with them. If you have a `book.xml` in a folder with other things, close the book, make a new folder, and move the book's files into it: `book.xml`, `manuscript`, `bible`, `notes` and the others in Appendix C, including the hidden `.septangular` folder.

There's a version I didn't save, called "Changes made outside Septangular"

When a book opens, Septangular saves anything in its folder that changed while it was closed, such as a scene edited in another program or a file deleted in Finder, as a version of its own. Select it in Versions to see what changed, and restore anything you didn't mean to change.

Saving

“You have unsaved changes.”

Septangular asks before closing the window, quitting, or opening or starting another book while there are changes you haven’t saved. **Cancel** takes you back, so you can save with `⌘S`. **Discard Changes** goes on without them: every change since the last save, or auto-save, is lost.

“Couldn’t save:”

The save didn’t finish: no version was recorded, and the window still shows your changes as unsaved. The rest of the message says why. If it’s about the disk, make room or check that you can still write to the book’s folder, then save again. Until a save works, don’t close the window.

“book.xml has a problem, so the book is shown as it was”

The status bar reports this, as a problem, when `book.xml` was edited in another program while the book was open and now has a mistake in it. Your writing was saved, and recorded as a version, all the same. Until the file is put right, Septangular shows the book’s parts, chapters, scenes and settings as they were before the change, and changes to the book’s structure can’t be made. Hover over the problem to read what’s wrong, then correct `book.xml` in a text editor (Appendix D), or restore it from an earlier version (Chapter 8). The next save clears the problem.

A deleted scene is still in the Stash

Deleting takes two steps. **Delete** moves the scene into the Stash, struck through, and the status bar says “1 delete waits for Save (⌘S)”. Only saving with `⌘S` finishes it; auto-save leaves it waiting. Until then, right-click it and choose **Undelete** to change your mind.

Changes I made in another program were lost

Septangular doesn’t watch the book’s folder while the book is open. If it had already opened a scene, and you then changed the scene elsewhere and changed it again in Septangular, its save wrote its own text over yours. Close the book before editing its files in another program; see Appendix C. If your changes were ever saved in a version, **Edit → Find in History…** `⌥⌘F` can find them.

Getting things back

I deleted a scene

- **Before saving:** find it in the Stash, struck through, right-click it and choose **Undelete**.

- **After saving:** its file is in the Trash. Right-click it there and choose **Put Back**, which returns it to the book's `manuscript` folder, then drag it from Finder onto the Manuscript sidebar, or use **+ → Add Existing Scene File...**. You can also drag it straight out of the Trash onto the sidebar.
- **If the Trash has been emptied:** choose **Edit → Find in History...** `⌥⌘F`. Under **Files no longer in the project**, find the scene and click **Bring Back to the Stash**. It comes back into the Stash, ready to drag into the book; save to keep it there.

I deleted a note or a Story Bible entry

Notes and entries go to the Trash as soon as you delete them, so **Put Back** in the Trash brings them back where they were. Or use **Find in History...**: under **Files no longer in the project**, click **Bring Back**. Septangular saves before deleting an entry, so its latest text is always in Versions. A note is in Versions only if it was there at a save before you deleted it.

In a series, every book shares the Story Bible, so an entry deleted in one book is gone from them all, and comes back to them all.

I cut a passage I want back

Edit → Find in History... `⌥⌘F` searches every saved version. Type a few words you remember; each paragraph that ever held them is listed with the scene it was in and when it was cut. **Copy** copies it, ready to paste. See Chapter 8.

For something you've only just cut, `⌘Z` is quicker: each scene keeps its own undo history until you close the book.

I restored a version, and want my work back

Before any restore, Septangular saves your work as a version, so a restore can always be undone, though not with `⌘Z`. Go to Versions and tick **Show every save**. The newest version is the restore, "Restored …"; the one just below it is your work as it was before. Select it and choose **Restore Everything to This Version**, or restore just the files you need from its list of changes. See Chapter 8.

I used a draft, or discarded one

Right after **Use This Draft...**, `⌘Z` (**Edit → Undo Use Draft**) puts the scene's text and the draft back as they were. Even later, nothing is lost: the scene's earlier text is kept as a draft called "Before …". A discarded draft goes to the Trash, and Versions keeps it once it has been saved.

Building

“Configuration "submission" includes no scenes”

A configuration builds only scenes of the statuses it includes. A new book’s **Agent / publisher submission** takes revised and final scenes, and a new scene is a draft, so at first it has nothing to build. Mark the scenes that are ready as revised (right-click them, **Status**), build the **Reading copy (drafts included)** instead, or change which scenes the configuration includes (Chapter 9).

Some scenes are missing from the built book

The build’s results say how many scenes were left out by status, as in “3 scenes left out by status”: their status is below what the configuration includes. A chapter whose scenes are all left out is left out too. Scenes in the Stash are never built.

A build stops with a message

The message shows in red under the **Build** button:

Message	What to do
Scene file not found: …	A scene’s file is missing: see above.
Copyright file not found: … (or another kind of page)	A page of front or back matter is missing its file. Put the file back in `matter`, or remove the page from the book.
Cover image not found: …	Choose the cover again on the Title Page.
The cover isn’t a JPEG or PNG image that can be read: …	Save the cover as a JPEG or PNG and choose it again.
Picture not found: …	A picture in front or back matter isn’t in the same folder as the page’s file, or its name is misspelt.

Pictures must be JPEG or PNG images: …	Save the picture as a JPEG or PNG and change its name in the page.
Paper "…" is not supported for .docx output	A Word manuscript can't use that paper size: choose one the configuration editor offers.
Typst compilation failed: …	The typesetting engine couldn't lay the book out. Please report it, with the whole message (see below).

The build lists problems

A build can finish and still list problems under its results. They're warnings: the book was built, but something in it may not be as you meant. The commonest:

- *Heading "…" ignored: chapter titles come from book.xml*, *Lists are rendered as plain paragraphs*, and other warnings about what a scene holds: Appendix B explains each. If a paragraph is missing from the book, look for a line of ––– directly under it, with no blank line between: that makes the paragraph a heading, which is left out.
- *Also By is left out* or *Next in the Series is left out*: those pages list or show the series' books, and this book isn't in a series, or is its last book.
- *… still links to example.com: put your own link there.* The newsletter page still has its starting link.
- *The cover is … pixels.* Stores ask for a cover at least 1,400 pixels wide; 1600 × 2560 is usual.
- *The book is … pages*: a print book shorter or longer than KDP Print allows for its binding.
- A picture "prints only … inches wide": use a larger picture for print.

The ebook or print book is only a sample

Ebooks and print books are part of Septangular Publish. Without a licence on this computer, they're built as a sample of the first three chapters, with the front matter, a closing page saying it's a sample, and no back matter. The build's results say so: "(sample: the first 3 of 24 chapters)".

To unlock the whole book, with a book open, choose **Septangular → Septangular Publish...**, paste your licence key, which starts SEPT–, and click **Unlock**. Then build again. If the key is refused, the message says why:

- *That isn't a Septangular licence key. Keys start with "SEPT-".* Copy the key from its start.
- *The licence key is incomplete. Copy all of it, from "SEPT-" to the end.* Part of the key is missing.
- *The licence key doesn't check out. Copy all of it exactly, from "SEPT-" to the end.* The key has been changed or mistyped: copy and paste it rather than typing it.
- *This licence key is for a different version of Septangular.* Write to us (see below).

A licence is kept on the computer you enter it on. To move it to another Mac, choose **Remove Licence from This Computer...** on the first, then enter the key on the second.

The licence says it needs renewing

A licence includes a year of updates. It unlocks every version of Septangular released within that year, for good, but not versions released after it, which say **Needs renewing for this version** and build samples. Either renew it and enter the renewed key with **Enter a Renewed Key...**, or keep using a version released while your licence covered updates.

The book isn't in the font I chose

The font must be installed on your Mac, and its name typed as the Mac knows it. If a PDF manuscript's font isn't found, Septangular uses Times New Roman instead, without a warning. A Word manuscript names the font, and Word substitutes another if it isn't installed where the file is opened.

The window and the editor

The sidebar has disappeared

Choose **View → Show Sidebar** `^⌘S`, or click the heptagon at the top of the section icons. If the section icons and status bar have gone too, you're in focus mode: press `Esc`. To put the sidebar back to its usual width, double-click its right edge.

The text in the editor is too small or too large

Choose **View → Editor Text Size**, from 14 to 24 (17 is the default), and **View → Editor Font** for the typeface. They change only how the editor looks, never the finished book, and Septangular remembers them for every book.

If everything in the window is larger or smaller than it should be, it has been zoomed: **View → Actual Size** `⌘0` puts it back.

A command says to open a scene first

Formatting, splitting, combining, moving a scene and **Scene History…** act on the scene open in the editor. If none is open, the status bar says so, as in “Open a scene to format its text.” Click a scene in the Manuscript sidebar, then try again. While a scene shows one of its alternative drafts, split and combine wait until you switch back to **Original** above the editor.

Reporting a problem

If something isn’t working as this manual says, write to info@septangular.com. Please include:

- the version of Septangular you have, from **Septangular → About Septangular**;
- the version of macOS, from **Apple menu → About This Mac**;
- what you did, what you expected, and what happened instead;
- any message Septangular showed, word for word;
- whether it happens every time.

There’s no need to send your book. If a book won’t open, the message, and `book.xml` if you’re happy to share it, are usually enough.