

FOR
BEGINNERS



Q-BOOTH

PHOTOBOOTH SYSTEM

ESSENTIALS

A BEGINNER'S GUIDE TO Q-BOOTH



CAPTURE



AI POWER



CREATE



PRINT



SHARE



LumaQube
TECHNOLOGY

About This Tutorial

This document is a companion to the "Q-Booth Manual Guide." The Manual Guide explains WHAT each button and panel does (reference). This document explains HOW to use them step by step to get real work done — from starting the app for the first time, through building templates, to an event ready to run at the venue.

Every step is written in order and can be followed while the app is open. Boxes marked "TIP" contain practical suggestions; boxes marked "CAUTION" cover things that commonly confuse or trip up new users — both are taken directly from the actual behavior of the app, not guesswork.

The Two QBooth Modes: Event and Studio

Before moving on to the steps, it helps to understand the two main modes of QBooth first — this is the single most important concept behind how the whole app works:

- Event — the "container" for one occasion or booth. One Event holds a set of templates, categories, the design of every kiosk screen, result-sharing settings, and statistics. The Event is what actually gets run (Launched) at the venue.
- Studio — where a single template gets built. There are 8 Studios (AI Offline, AI Online, Photo, Collage, Motion, Lenticular, Flipbook, Automation), each for a different kind of result (face swap, collage, boomerang video, and so on). Each Studio produces one template file (.qsd/.qso/.qsp/.qsc/.qsm/.qsl/.qsb).

The key thing to understand: a Studio does NOT stand alone. The end goal of building a template in any Studio is always the same — so that template can be added to an Event. An Event with no templates cannot be Launched.

There are TWO valid ways to get a template into an Event:

1. The standalone way (Studio sidebar): open a Studio directly from the left sidebar, design a template from scratch, and Save it as a .qsX file on the computer or in the Template Gallery. Later, inside an Event, this template gets added via the Open File or From Gallery button.
2. The direct-from-Event way (faster for one-off use): open the Event Editor, go to the CONTENT > Templates section, and click Create in Studio. A studio-picker dialog opens; pick the desired studio, and it opens as its own WINDOW (not a sidebar page) with a special "Save & Return" header at the top of the left panel. Design the template as usual, then click Save & Return — the template is automatically added as a new row in the Templates list of the Event that was open, with no manual Save-Export-Import needed.

TIP: Use "Create in Studio" (directly from an Event) for templates meant for just one occasion. Use the standalone way (Studio sidebar, then Save to the Template Gallery) for templates meant to be reused across many Events — for example, a standard Face Swap style the team always uses.

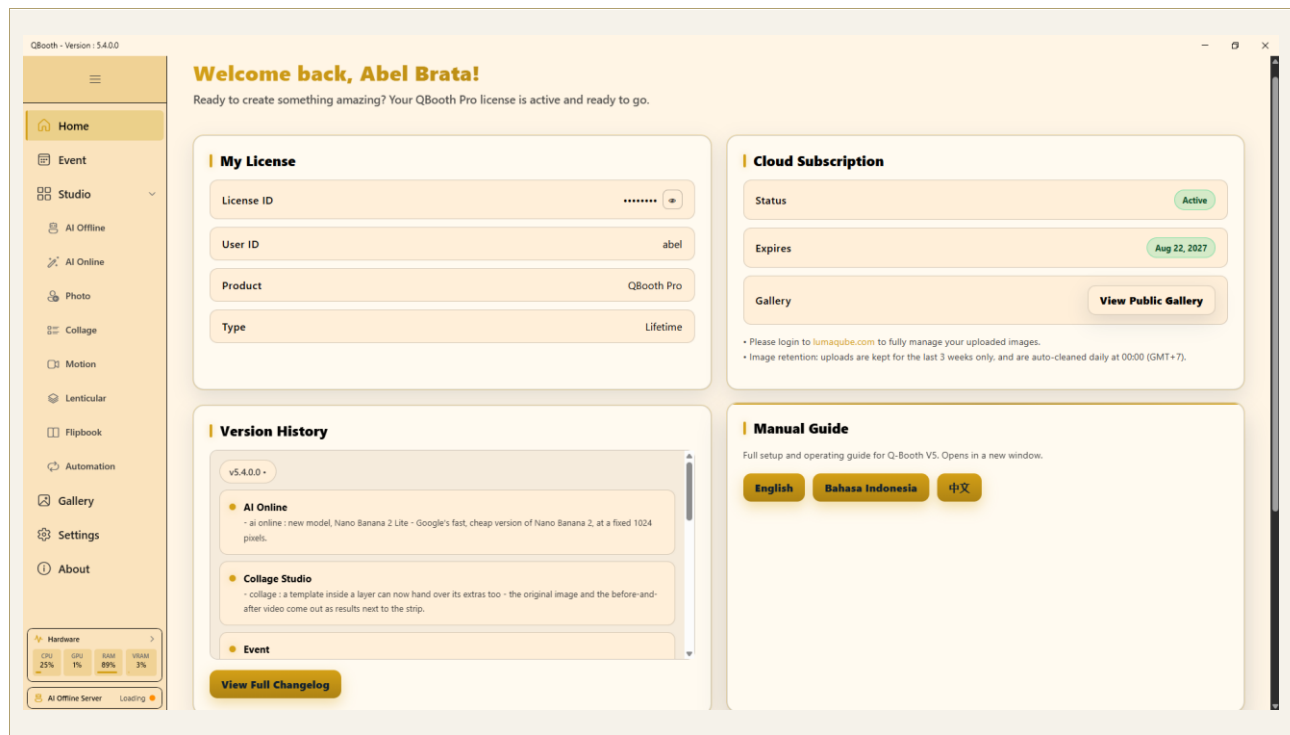
Because the two are so closely linked, this tutorial is organized around a COMPLETE SINGLE-EVENT WORKFLOW — from creating the Event to Launching it — and the step "build a template in Studio X" appears at exactly the point where it would really happen (whether via Create in Studio, or as a reference when building it standalone first).

Part 1 — Getting Ready

1.1 Running QBooth for the First Time

3. Run QBoothPro.exe from the install folder. A splash screen appears.
4. The app loads its local AI engine in the background. This normally takes a few seconds up to one or two minutes depending on the specs of the computer.
5. Watch the "AI Offline Server" status at the bottom of the left sidebar. It changes from "Loading" to "Active" (green) once the AI engine is ready.

CAUTION: Do not process an AI Offline template (Face Swap, Imagine, Composite, etc.) while the AI Offline Server status still reads "Loading" or "Inactive." The Process button will fail with a "server not online" message. Wait until the status pill turns green.



1.2 Tutorial: Initial Settings Setup

Before creating the first Event, it is best to finish the basic app setup in Settings. This only needs doing once per computer (unless the hardware changes).

6. Click Settings in the left sidebar. The App Settings dialog opens with 6 sections in the left panel: General, Hardware, Overlay, QR Share, Other, Advanced.

1.2.1 General — Folders & Appearance

7. Open the General section.
8. Folders & Files: leave Result Folder and Camera Output on their defaults unless there is a specific reason not to (for example drive C is full). Set a Filename Prefix to give result filenames a prefix other than the default "QIMG".
9. Appearance: pick Language, Theme, Theme Style, and UI Size to taste. Everything applies instantly with no restart needed, except Theme Style, which sometimes needs an app restart to fully take effect.
10. Studio Navigation: choose Selector (a studio-picker dialog when Studio is clicked in the sidebar — keeps the sidebar compact) or Expanded (all 8 Studios shown as separate sidebar items).
11. Sidebar Position: Left (default) or Right.

The screenshot shows the 'App Settings' dialog box with the 'General' tab selected. The dialog is divided into two main sections: 'FOLDERS & FILES' and 'APPEARANCE'. In the 'FOLDERS & FILES' section, there are three rows: 'Result Folder' with the value 'app folder \images\result', 'Camera Output' with 'app folder \images\camera', and 'Processing Animation' with 'app folder \assets\shared_media\process_animation.mp4'. Each row has a 'Change' button to its right. Below these is a 'Filename Prefix' field containing 'QIMG' and an example 'e.g. QIMG_20260425_001.jpg'. The 'APPEARANCE' section contains several dropdown menus: 'Language' (English (United States)), 'Theme Color' (Mustard), 'Theme Style' (Modern), 'UI Size' (Standard), 'Studio Navigation' (Show in sidebar), and 'Menu Position' (Left side). Each dropdown has a small downward arrow. At the bottom right of the dialog are 'Cancel' and 'Save Settings' buttons.

FOLDERS & FILES	
Result Folder	app folder \images\result Change
Camera Output	app folder \images\camera Change
Processing Animation	app folder \assets\shared_media\process_animation.mp4 Change
Filename Prefix	QIMG e.g. QIMG_20260425_001.jpg

APPEARANCE	
Language	English (United States) ▼
Theme Color	Mustard ▼
Theme Style	Modern ▼
UI Size	Standard ▼
Studio Navigation	Show in sidebar ▼
Menu Position	Left side ▼

Cancel Save Settings

1.2.2 Hardware — Connecting a Camera

QBooth supports two camera slots (Camera 1 and Camera 2), each of which can be a different type: Webcam, Canon DSLR, or GoPro. Follow the sub-section for the camera type in use.

Connecting a Webcam / USB Camera

12. On the Camera 1 (or Camera 2) card, turn on Status, then set Camera Type = WebCam.
13. Pick the device from the Device list. Click the Refresh icon if a camera was just plugged in and has not appeared yet.
14. Click Configure. A live preview window opens.
15. Pick Resolution from the list of capabilities the camera reports.
16. Pick Orientation. The preview updates instantly to match.
17. Choosing an orientation that mirrors the view (flip) reveals a Flip Result checkbox — check it to keep the FINAL photo from being mirrored even though the live view is (commonly used so the photo looks "normal," not like a mirror).
18. Click Save to close the dialog and save to conf.json.

TIP: A mirrored live view is normal and intentional — it makes the guest feel like they are "facing a mirror," which feels natural. What matters is that the FINAL photo usually should not be mirrored — that is what the Flip Result checkbox is for.

Connecting a Canon DSLR Camera

19. Connect the Canon camera body via USB cable and turn the camera on.
20. To control ISO/Av/Tv manually from QBooth, turn the mode dial of the camera to a Creative/Manual mode (not full Auto) — full Auto mode rejects manual commands from the app.
21. In Settings > Hardware, set Camera Type = Canon. The camera is auto-detected in the Device list.
22. Click Configure. The Canon Config window opens a live SDK session with the camera.
23. Pick Capture Mode: Quick Shoot / Shutter Press / Freeze Frame.
24. Pick Live View Mode: Capture Settings (live view uses the same ISO/Av/Tv as the shooting settings) or Separate (live view has its own exposure profile, restored after the shot).
25. Set ISO, Av (aperture), and Tv (shutter speed) — only active when the camera is not in full Auto mode; Av/Tv availability also depends on the physical dial position of the camera (Av mode only allows Av, Tv mode only Tv, M mode allows both).
26. Set White Balance. Choosing Kelvin/Color Temperature mode reveals a Kelvin field (2500–10000K, must be a multiple of 100) with an Apply button. Some entry-level camera bodies (e.g. EOS 1200D) do not support Kelvin WB — QBooth automatically falls back to Auto WB and shows a warning.
27. Set Orientation and Flip Result as with a webcam.
28. Save Location: Save to Host (results go to the computer only) or Save to Both (computer + memory card).
29. Click Save.

CAUTION: Canon cameras are prone to hanging if the camera powers off on its own (auto power-off) or the USB cable loosens briefly. QBooth caps the wait at 5 seconds to keep the app from truly hanging (a failed shot offers an immediate retake instead of a full freeze) — but it is still best practice to: set the Auto Power Off of the camera to a long duration, and always use a power adapter (not battery) for all-day events.

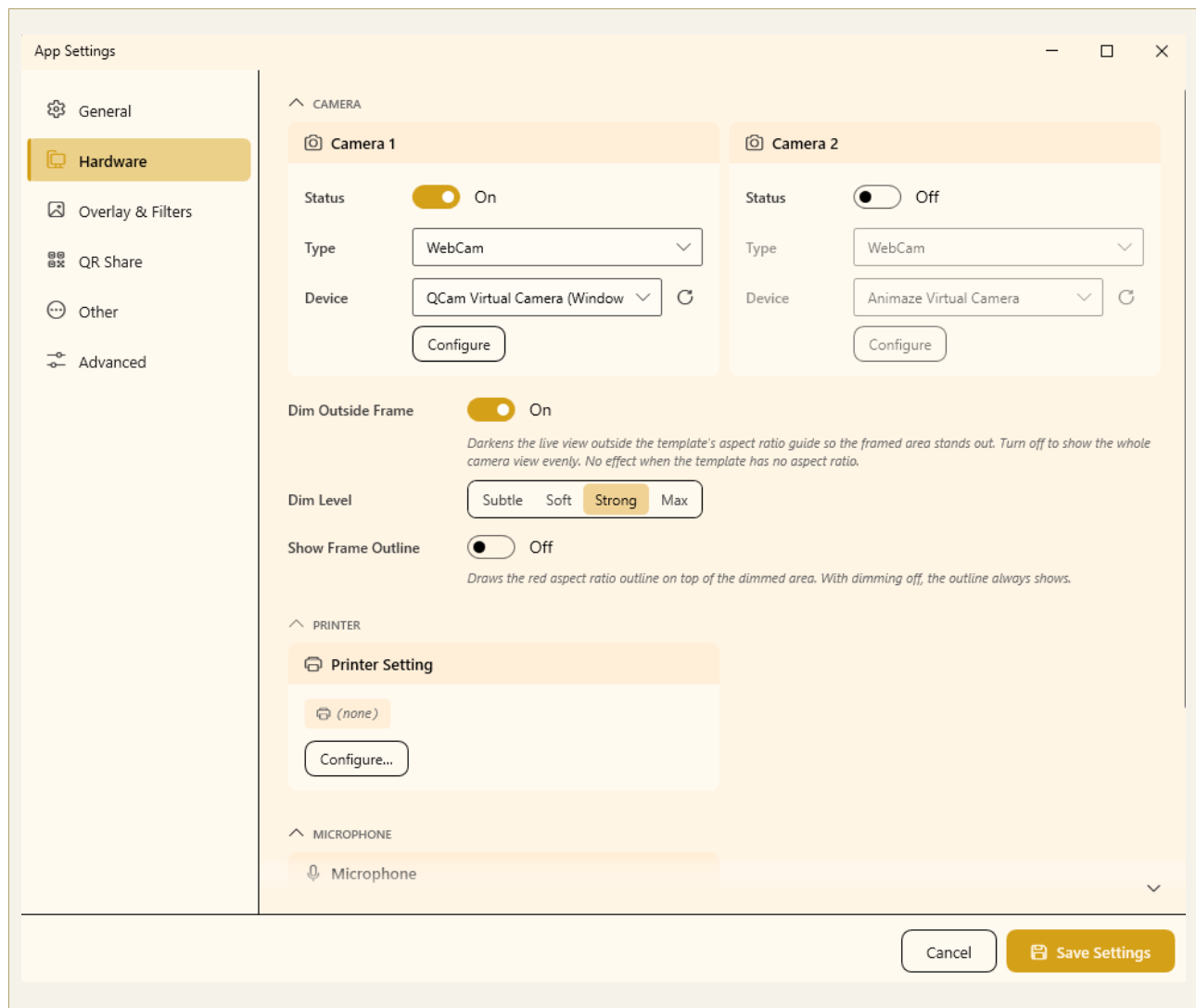
Pairing a GoPro Camera

30. Turn on Bluetooth/pairing mode on the GoPro (usually via the Connect Device menu on the camera).
31. In Settings > Hardware, set Camera Type = GoPro for the Camera 1/2 slot.
32. Click Add Camera (or Pair New Camera). A Bluetooth scan window opens and automatically searches for nearby GoPro cameras — make sure the laptop/PC has Bluetooth 4.0 or newer.
33. Pick the detected camera (signal strength shown live), click Connect.
34. From here the process is fully automatic: the laptop connects to the GoPro's own WiFi hotspot without typing an SSID/password manually. If the laptop has more than one WiFi adapter, an adapter picker appears — choose which adapter is dedicated to the GoPro.
35. Once connected, the Configure window opens automatically: set Capture Mode (Video/Photo), Resolution, Record Seconds, Auto-download after record, Delete from camera SD after copying, and Pause live preview during recording.

CAUTION: While the GoPro is connected, the laptop's WiFi adapter used for it becomes "dedicated" to the GoPro hotspot and cannot be used for regular internet. For a booth that needs internet (e.g. for QR upload), set up a wired Ethernet connection or a second WiFi adapter. GoPro also does not yet support a live preview — the operator only sees a "Live preview not available" box and a countdown while using it in Studio.

Live-View Frame Controls, Printer, and Microphone

36. Live View Framing (applies to both cameras): turn on Dim Outside Frame so the area outside the aspect-ratio frame of the template looks dimmed, set Dim Level (Subtle/Soft/Strong/Max), and turn on Show Frame Rectangle for a red frame outline that is always visible.
37. Printer: click Configure Printer to open the printer pool manager. Click Add Printer to add a new entry — each entry has its own settings: which Windows printer to use, paper size, orientation, size mode (Preserve Full Image or Fill and Crop), margins, and alignment. This pool saves separately from the main Save Settings button.
38. Microphone: turn on Status, pick a Device, set Gain (50–300%), then click Test to record a voice sample and play it back while watching the level meter live.



1.2.3 Overlay & Filter (App Defaults)

39. Open the Overlay section in Settings.
40. Turn on Enable Overlay by Default for ALL templates (that do not have their own override) to automatically use this overlay frame.
41. Fill in the per-ratio table: Default (Any), 1:1, 2:3, 3:4, 9:16, 3:2, 4:3, 16:9. Click Choose File on the ratio row in use, and pick a frame image (a PNG with a transparent area where the photo shows through).
42. Filter Presets: click Configure to manage LUT/texture-style camera filter presets (similar to Instagram filters) that guests can pick on the Camera Page.

TIP: This overlay is an APP-LEVEL frame (the lowest priority). A per-Event overlay and a per-Template overlay will override it when set. Good to use as a fallback/default frame for when an operator forgets to set one at the Event level.

1.2.4 QR Share — Web QR, Local QR, Email Share

Three ways to share results with guests, each configured separately. Each one **MUST** be tested with its Test button before the event — this is the only way to catch a wrong FTP credential, a mistyped SMTP password, or a venue network that blocks access, **BEFORE** a real guest runs into it.

43. Web QR — pick a method: Qbooth Cloud Service (default, just needs an active license — click Check API Status to verify) or FTP (click Add Session, fill in Session Name, Upload URL, User, Password, Result URL — NOTE this is different from Upload URL; it is the public address used to build the QR code, do not mix them up — Timeout, and SSL options).
44. Click Test QR on the chosen method to make sure the upload path actually works.
45. Local QR — click Add Session, fill in Session Name, IP Address, Port, WiFi SSID, and WiFi Password. This method runs a small web server on the booth computer itself, so guests can download photos over local WiFi with no internet at all.
46. Click Check Status to confirm the local server is actually running.
47. Email Share — pick a method: API (via the QBooth backend, needs a license — click Check License Status) or SMTP (your own email server, managed through a separate multi-account list).
48. For a Gmail account, use an App Password, NOT the regular Gmail password (click the help link available in the dialog for guidance on creating one).
49. Click Test Send, enter a test email address (must contain "@"), then check the inbox to confirm the email actually arrived and looks tidy.

CAUTION: Do not skip the Test step for any of these three methods. A wrong FTP/SMTP credential or a venue network blocking a port will only surface through the Test button — not by assuming "it must be right."

The screenshot shows the 'App Settings' window with a sidebar on the left containing 'General', 'Hardware', 'Overlay & Filters', 'QR Share' (highlighted), 'Other', and 'Advanced'. The main content area is divided into three sections: 'Web QR', 'Local QR', and 'Email Share'. The 'Web QR' section has a 'Method' dropdown set to 'Qbooth cloud service', a description 'Sends through the QBooth cloud service. Requires an active subscription.', and buttons for 'Check License Status' and 'Test QR'. The 'Local QR' section has a 'Session' dropdown, a '+' button, and buttons for 'Check Status' and 'Test QR'. The 'Email Share' section has a 'Method' dropdown set to 'Qbooth cloud service', a description 'Sends through the QBooth cloud service. Requires an active subscription.', a 'Check License Status' button, an 'Email address to receive the test email' input field, and a 'Test Send' button.

Section	Method	Description	Buttons
Web QR	Qbooth cloud service	Sends through the QBooth cloud service. Requires an active subscription.	Check License Status, Test QR
Local QR	Session		Check Status, Test QR
Email Share	Qbooth cloud service	Sends through the QBooth cloud service. Requires an active subscription.	Check License Status, Email address to receive the test email, Test Send

1.2.5 Other — Quality, API Key, and Backup

- 50. Image Quality / Video Quality: pick Optimal / High / Maximum based on the file-size-vs-quality tradeoff needed.
- 51. AI-Online API Provider: if planning to use AI Online Studio, pick a Provider (fal.ai or wavespeed.ai) and enter its API Key here (see Part 3.4 for details on getting this key). Keys are stored separately per provider. [For how to set up a fal.ai account, refer to the "Manual Guide" document, page 67.](#)
- 52. Backup & Restore: click Export occasionally to bundle every settings file into one portable .qbset file — useful for moving configuration to another computer.
- 53. Export Logs: pick a time range, click Export when the support team asks for diagnostic logs.

1.2.6 Advanced — Compute Engine for AI Offline

- 54. Compute Engine controls the local AI engine used by Face Swap, Face Restore, and background replacement.
- 55. Device: pick Auto (default), CPU, or GPU. The GPU option is automatically disabled on computers with no Nvidia GPU.
- 56. If the computer is detected as having an Nvidia GPU and the GPU pack is not installed yet, a Download GPU Pack button appears — click to download it (a fairly large file, around 2.4 GB).
- 57. Warm-Up Engine: control whether the AI engine stays "ready" in memory (speeds up the first process) or loads on demand.
- 58. Click Test to run an automatic check on the selected device.

CAUTION: Changing Device or Warm-Up Engine (GPU only) needs an APP RESTART to fully take effect — the engine does not switch mid-session while something is running.

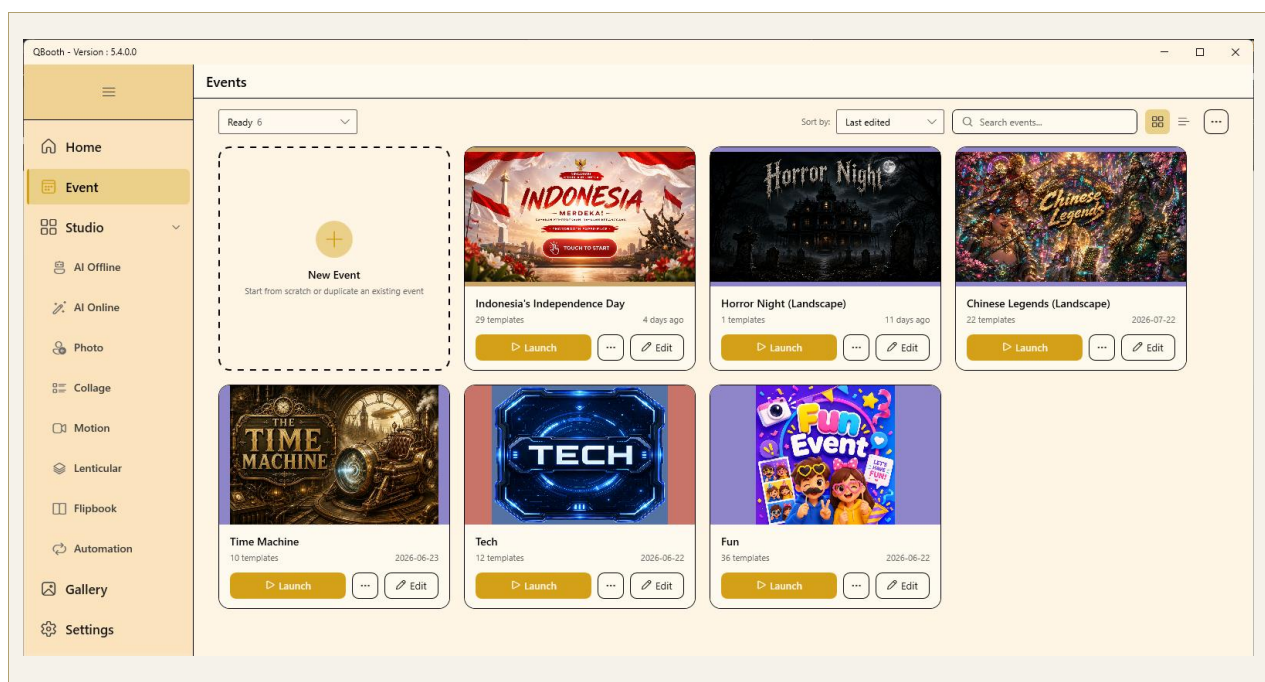
Part 2 — Creating the First Event

2.1 Tutorial: Creating a New Event

59. Open the Event module from the sidebar. The Event List page always shows a "+ New Event" card first.
60. Click + New Event. A theme-picker window opens.
61. Pick Blank (empty, selected by default) OR pick one of the saved themes (.qtheme) shown as picture cards previewing their Welcome page. Browse can also be clicked to load a .qtheme file from disk manually.
62. Double-click the chosen card (or select it then click Create). Clicking Cancel cancels the whole thing — the editor will not open.
63. The Event Editor opens directly at the GENERAL > Overview section.

CAUTION: The Event ID (the folder name used to store the event) is created AUTOMATICALLY right at this moment, formatted as a timestamp + 4 random characters. Nothing is written to disk yet until Save is pressed for the first time — a newly created event will NOT be visible anywhere (it does not even have a folder) until it is Saved.

TIP: The Survey and Report sections in the left panel only appear AFTER the event has been saved at least once — both read from a per-event database that gets created on the first Save. Do not be confused if neither is visible yet on a brand-new event.

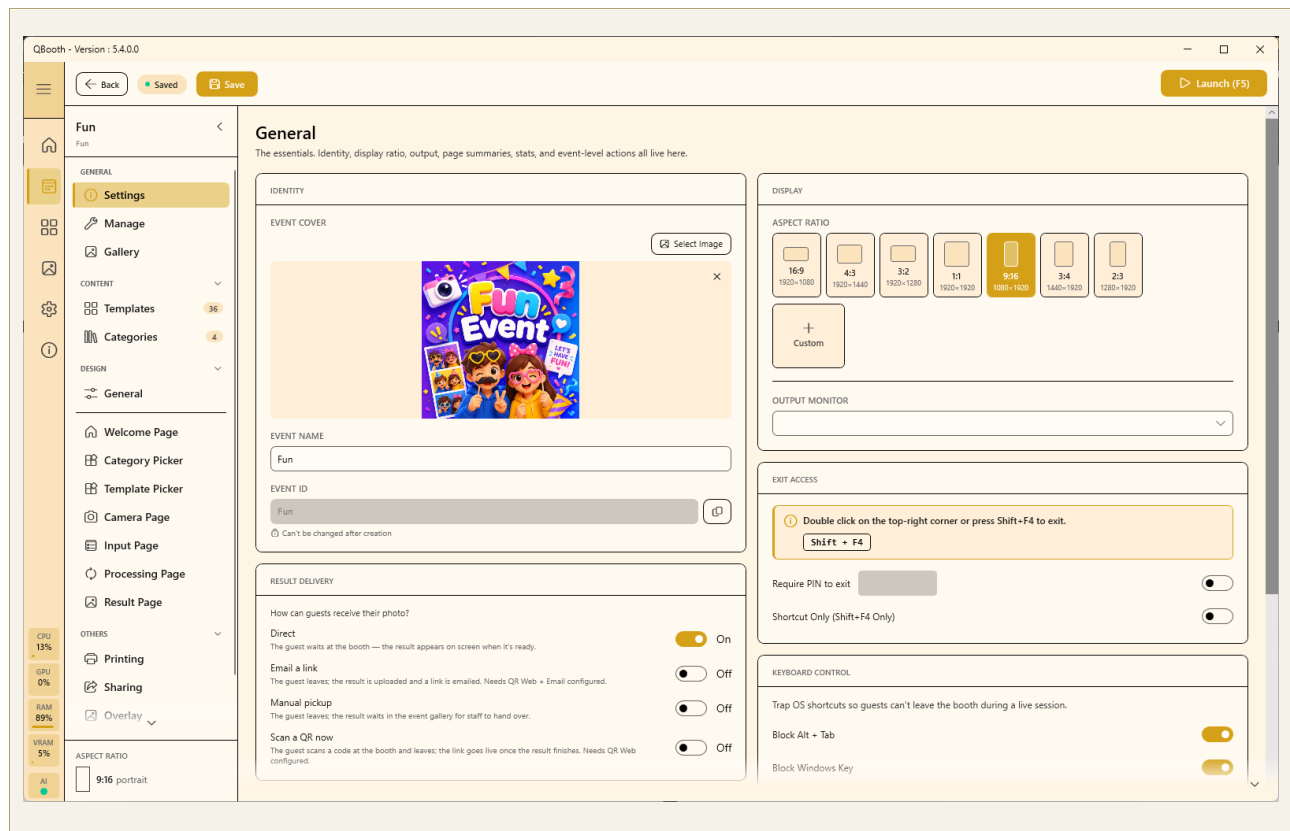


2.2 Understanding the Event Editor Structure

The Event Editor has three parts: an action bar at the top (Back, Saved/Unsaved status, Save, Launch), a section list on the left (grouped into 4 groups), and a content panel on the right that changes with the selected section.

Four groups in the left panel, from top to bottom:

- GENERAL — Overview (identity & basic event settings), Manage (export/backup/reset/log), Gallery (all photo/video results of this event).
- CONTENT — Templates (the event template list), Categories (template grouping).
- DESIGN — General (cross-page design settings), then 7 runtime page designers: Welcome Page, Category Picker (only appears when Standalone category mode is enabled), Template Picker, Camera Page, Input Page, Processing Page, Result Page.
- EXTRA — Printing, Sharing, Overlay, Survey (only appears after the event has been Saved), Report (only appears after the event has been Saved).



Part 3 — Filling an Event with Templates

This is the most important part of this whole tutorial. Once an Event exists, the next step is filling in the CONTENT > Templates section — and this is where all 8 Studios come into play.

3.1 Three Ways to Add a Template to an Event

- 64. Open the CONTENT > Templates section in the Event Editor.
- 65. Three buttons appear at the top: Create in Studio, Open File, From Gallery.

Way A — Create in Studio (directly from inside an Event)

- 66. Click Create in Studio. The Studio Selector dialog opens, automatically showing only the studios allowed by the current license tier.
- 67. Pick one of the 8 Studios. That Studio opens as its OWN WINDOW (dialog mode) — not by switching sidebar pages as usual.
- 68. Notice the SPECIAL HEADER at the very top of the left panel of this studio window: the name of the calling Event/Studio, a large Save & Return button (the main action), and a Cancel button below it. This differs from the regular Save button in standalone Studio mode.
- 69. Design the template as usual, following the relevant studio tutorial in Part 3.3 onward.
- 70. Click Save & Return. The template is automatically saved as a temporary file and immediately appears as a new row in the Templates table of the Event that was open — no manual import needed.
- 71. Click Cancel to abort and return to the Event without adding anything.

TIP: The temporary file from Create in Studio is only truly copied into the event's templates\ folder when the EVENT ITSELF is Saved. So after Save & Return in the studio, do not forget to also Save in the Event Editor.

Way B — Open File (loading an existing template file)

- 72. Click Open File. A standard Windows file picker opens, supporting multi-select.
- 73. Supported files: .qso, .qsp, .qsd, .qsc, .qsl, .qsm, .qsb, .qsf.
- 74. Pick one or more files, click Open. All of them are added right away as new rows in Templates.

Way C — From Gallery (pulling from the built-in Template Gallery)

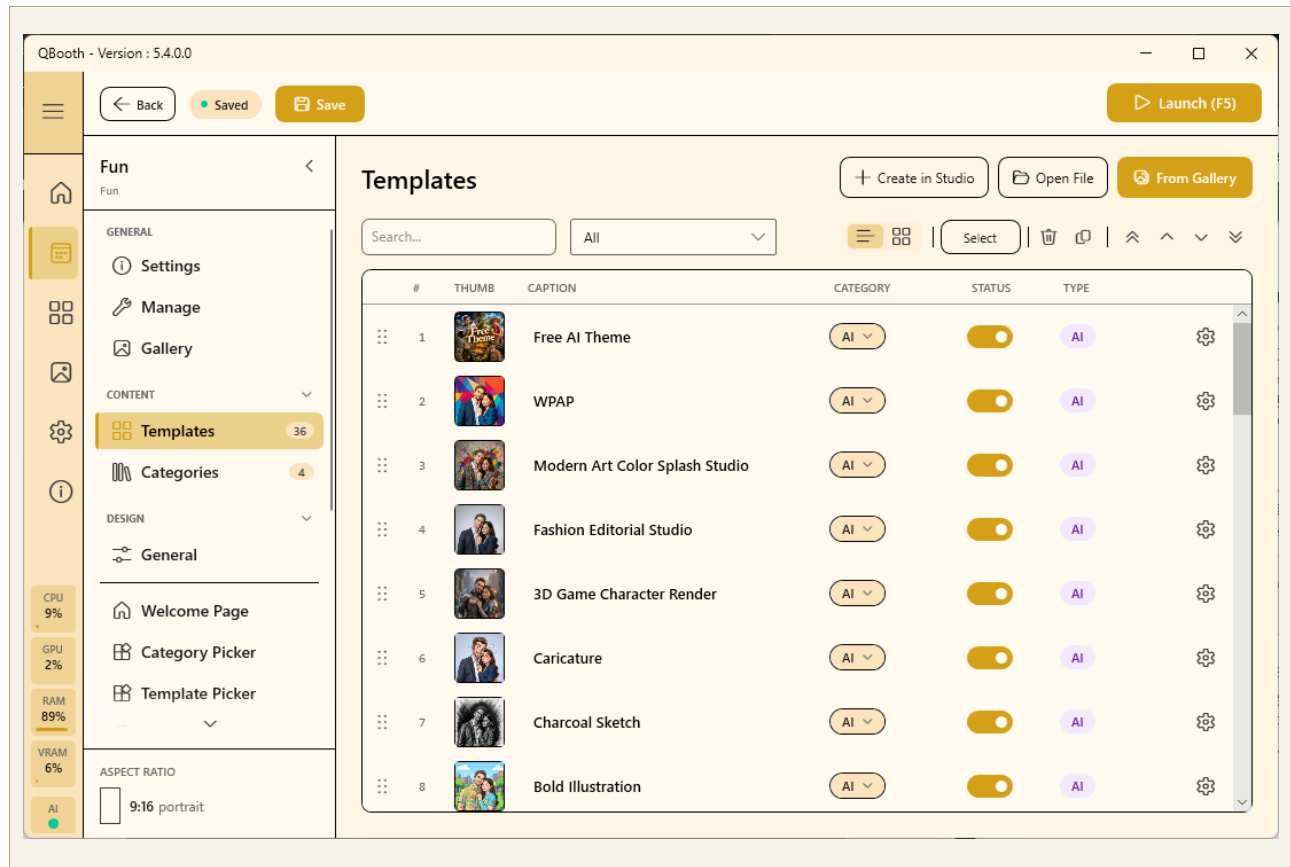
- 75. Click From Gallery. The Template Gallery window opens, already filtered to show only templates that are usable in an Event.
- 76. Pick one or more templates (multi-select supported), click the confirm button.

Managing a Template Row After Adding It

Each row in the Templates table has columns: Caption (editable inline), Category (click to pick from the event category list, shows "-" when unset), Status (an active/inactive switch), Type (a colored pill that

also doubles as an "Edit in Studio" button — click it to reopen that template in its original studio), and a gear icon for Advanced settings (template source, display/Caption/Category/Cover Image, default camera & printer per template, QR overlay, keyboard shortcut, status).

- Row order can be dragged manually, or use the toolbar: Delete, Clone, Top, Up, Down, Bottom.
- Category is stored by category ID, not by name — renaming a category later will not make a template lose its category.



The following sections (3.3 through 3.10) explain the steps for designing a template in each Studio. All these steps apply EXACTLY the same whether opened via Create in Studio (directly from an Event) or via the Studio sidebar standalone — the only difference is the final save button (Save & Return vs. a regular Save).

3.3 Tutorial: AI Offline Studio

AI Offline Studio processes AI on the local computer (no per-use cost, no internet needed during the event); this feature requires the Pro edition of Q-Booth and an Nvidia RTX graphics card (RTX 4060 8GB or higher, minimum). IMPORTANT: make sure the AI Offline Server status in the sidebar reads "Active" (green) before starting — see Part 1.1.

77. Open AI Offline Studio (via Create in Studio or the sidebar).
78. In the left panel, click the TEMPLATE row — the Select AI Template dialog opens.
79. Pick one type: Face Swap, Imagine, Re-Imagine, Re-Imagine + Reference, Composite, or Composite (Raw). (An Advanced license can only use Face Swap; Pro can use all of them.)

CAUTION: Other than Face Swap, every other AI Offline template (Imagine, Re-Imagine, Composite, etc.) uses the internal AI server and REQUIRES the AI Offline Server status to be "Active." Face Swap does NOT need this — it uses a separate face-processing pipeline and can still be processed even while the server status is "Inactive."

3.3.1 Tutorial: Building a Face Swap Template

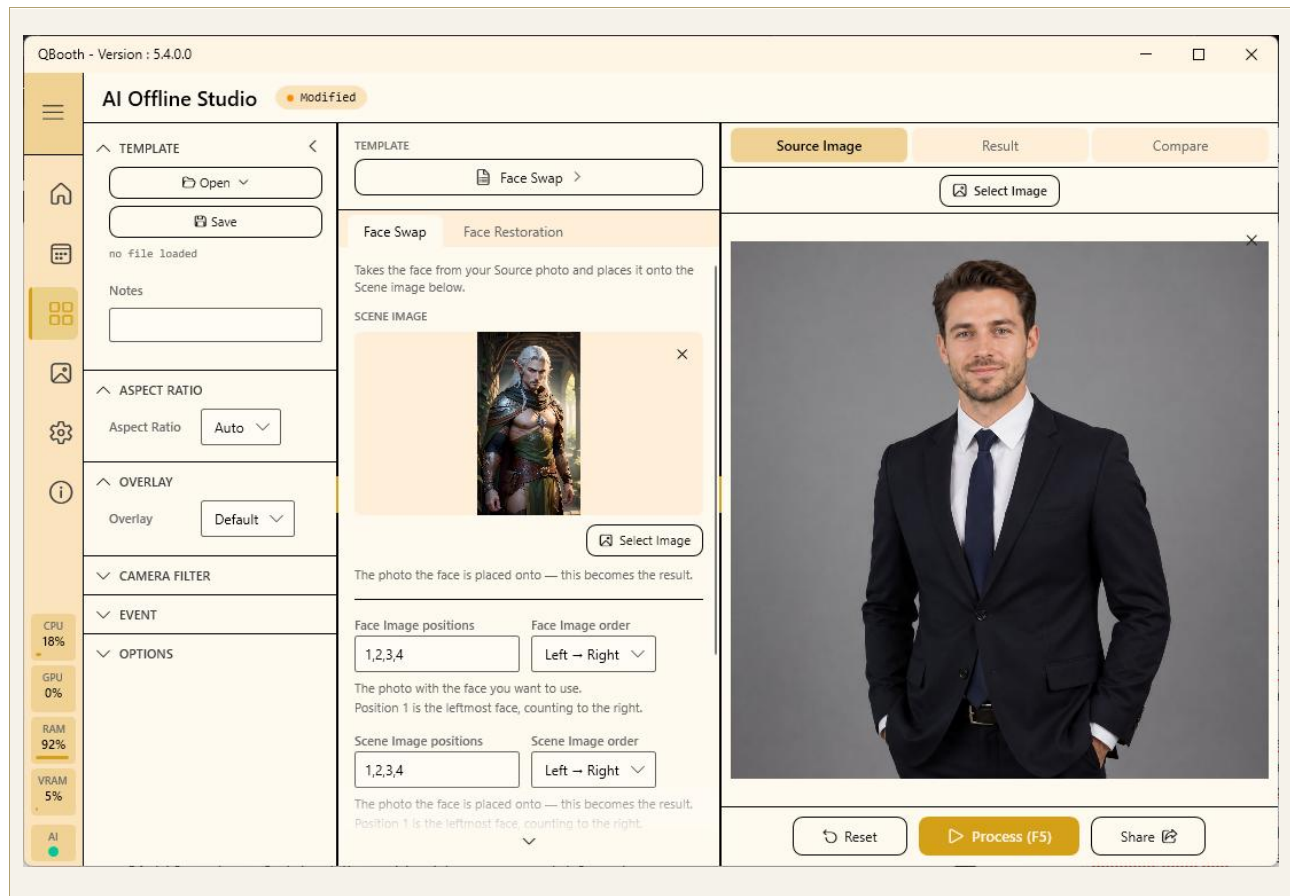
The most commonly used template for character- or costume-themed events. It needs two images: a Source Photo (the face to be used) and a Scene Image (the background/scene photo where that face gets placed).

80. Pick the Face Swap template from the Select AI Template dialog.
81. In the Source Image tab (center canvas), load/capture the Source Photo — the photo whose face will be taken.
82. Open the Face Swap tab. Pick the Scene Image — the photo where the face will be placed (required).
83. Fill in Face Image Sort (the reading order of faces in the Source Photo: left-to-right, right-to-left, top-to-bottom, etc.) and the list of face positions, e.g. "1,2" when two faces are used.
84. Fill in Scene Image Sort and the matching list of face positions for the Scene Image.
85. Check the Mapping Preview box — it automatically shows the "Face # → Scene #" mapping from the two lists above. Make sure there are no dangling rows (a "—" mark, meaning the numbers do not match up).
86. Turn on Smart Faceswap to keep the area around the face (hair, background) sharp (processing takes longer).
87. Open the Face Restoration tab, turn on the Face Restore switch to smooth the resulting face (processing takes longer).
88. Press Process (F5). Check the result in the Result tab.
89. Click Save (standalone studio mode) or Save & Return (mode launched from inside an Event).

TIP: If the Source Photo has only 1 face but the Scene Image has many faces, just fill Face Image Sort with "1" — that single face will automatically be placed onto EVERY face detected in the Scene Image.

CAUTION: Always check Mapping Preview before Process. If the two lists have different counts, the

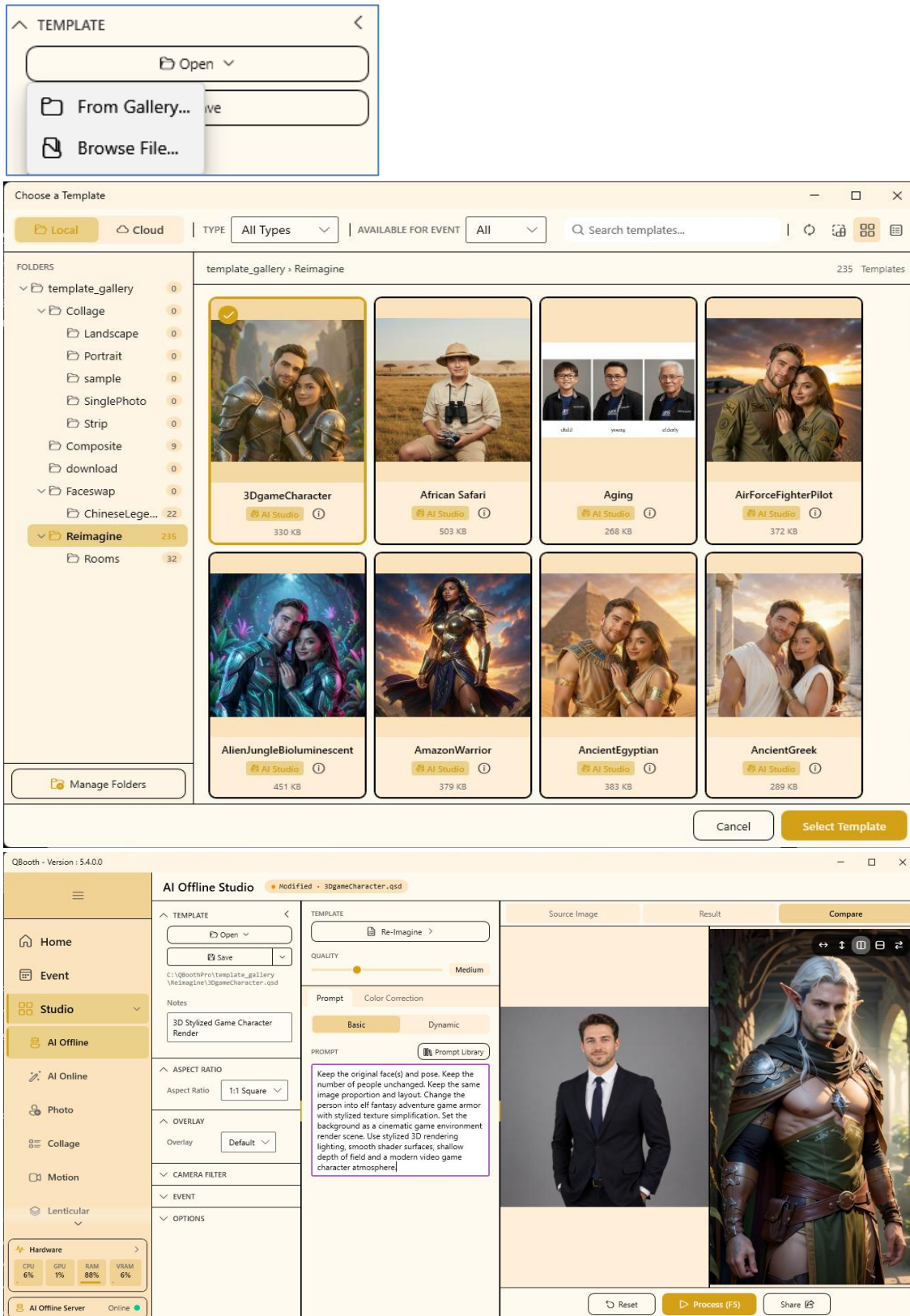
extra numbers are silently ignored (no error) — the result can end up with the wrong face on the wrong position with no clear warning.



3.3.2 Tutorial: Building an Imagine / Re-Imagine / Re-Imagine + Reference Template

- Imagine — pure text-to-image, does NOT need a source photo. The Source Image panel will not appear.
 - Re-Imagine — transforms a guest photo based on a text prompt. Needs a Source Image.
 - Re-Imagine + Reference — same as Re-Imagine, plus one reference image that MUST be filled in (Reference Image tab) so the AI follows a specific style/costume/composition.
90. Pick one of these three templates in the Select AI Template dialog.
 91. If a Source Image tab is present, load/capture a guest photo.
 92. Open the Prompt tab. Pick Basic mode (a free text box) or Dynamic mode (a preview display; at Process time, a structured prompt-builder window opens to be filled in first).
 93. If a Guide Image tab is present, fill it with a PNG image (MUST be PNG format — Camera and Clipboard are intentionally disabled for this slot because it needs a transparency/alpha channel).
 94. If a Reference Image tab is present, fill in a reference image (required as soon as this tab appears — it cannot be left empty).
 95. Adjust the Quality slider if available (higher = slower but more detailed results).
 96. Set Aspect Ratio in the left panel if needed.

97. Press Process (F5), check the result in the Result tab, then Save / Save & Return.



TIP: The Open – From Gallery (Local/Cloud) button can be clicked to open an available sample file (see the screenshot above).

CAUTION: Guide Image and Reference Image are NOT optional fields once their tab appears — both are required, and Save as well as Process will be blocked with a specific error message when they are empty.

3.3.3 Tutorial: Building a Composite / Composite (Raw) Template

Composite blends a guest photo with a chosen background image. Composite (Raw) does a pure blend with no AI (faster); regular Composite uses AI to blend the result more smoothly.

98. Pick Composite or Composite (Raw) in the Select AI Template dialog.
99. Load a guest photo in the Source Image tab.
100. Open the Background tab. Pick the background image to use — required.
101. If this template also shows a Guide Image / Reference Image / Prompt tab, fill them in as needed (see step 3.3.2 above).
102. Press Process (F5), check the result, Save / Save & Return.

TIP: Do not confuse Guide Image with Background Image — Guide Image is a PNG reference for pose/alignment (used by the AI behind the scenes), while Background Image is the backdrop that actually shows up in the final photo.

3.3.4 Output Options (apply to every AI Offline template)

- Aspect Ratio — "Auto" measures automatically from the source photo dimensions.
- Overlay — Global Setting / None / Custom (Custom shows its own frame-image picker).
- Options > Include Original — includes the original photo (before AI processing) as an extra result, with its own separate overlay setting.
- Before to After (reveal video) — available for source-photo-based templates and Face Swap, creates a short transition video from the before photo to the after photo.

TIP: There is no per-Process output format/resolution setting — the file format follows the template/model in use, and JPEG/video quality is set once, globally, in Settings > Other.

3.4 Tutorial: AI Online Studio

AI Online Studio sends work to a cloud AI provider (fal.ai or wavespeed.ai). Advantages: access to the latest models, no load on the local GPU. Drawbacks: needs a stable internet connection and a per-call cost depending on the provider.

Setting Up an API Key (must be done first, once per computer)

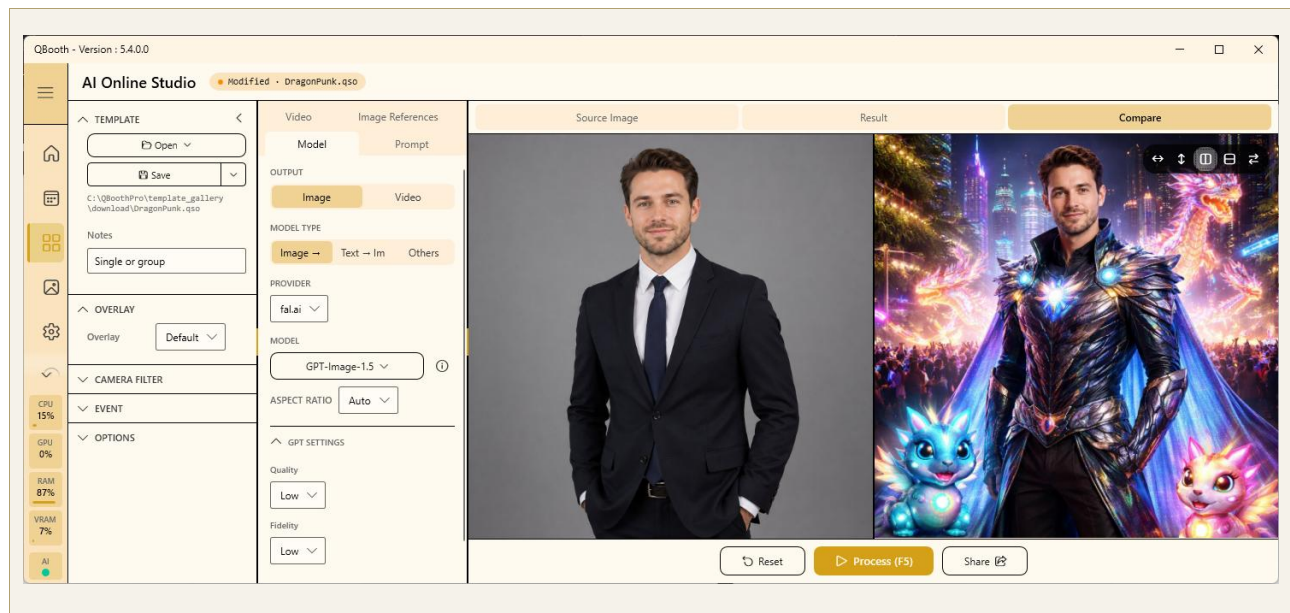
103. Open <https://fal.ai> in a browser, click Login (easiest with a Google account).
104. After signing in, click API Keys from the menu, then click Add Key.
105. Fill in a description if wanted (e.g. "Q-Booth Online Studio"), click Create Key.
106. Immediately copy the API key that appears and store it somewhere safe — this window cannot be reopened once closed, and the key will not be shown again.
107. In QBooth, open Settings > Other. Find the AI-Online API Provider field, pick fal.ai (or wavespeed.ai if using that provider).
108. Paste the API key into the API Key field.
109. Click Save Settings.

CAUTION: API keys are stored SEPARATELY per provider (fal.ai and wavespeed.ai each have their own key field). Picking a model from wavespeed.ai while only the fal.ai key is filled in will make Process fail with an "API key not set" message, even though a key was already entered for the other provider. Make sure a key is filled in for whichever provider the current model belongs to.

Steps to Build an AI Online Template

110. Open AI Online Studio.
111. Model tab: pick the Output type (Image or Video), then Model Type, then Provider (fal.ai/wavespeed.ai), then click the Model button to pick a specific model from the list.
112. Set Aspect Ratio. If the model belongs to the GPT family, an extra GPT Settings panel appears (Quality Low/Medium/High, and Fidelity for certain image-to-image models).
113. Prompt tab (appears when the model supports a prompt): pick Basic mode (free text, with a Library button to pick from saved prompts) or Dynamic mode (a preview + a Prompt Builder button).
114. Video tab (appears when the model supports a video chain): turn on Generate Video to continue an image result into a video. Pick a video Provider/Model, video Aspect Ratio, and fill in a Video Prompt of its own.
115. Image References tab (appears when the model accepts multiple reference images): click Select Image repeatedly to add several images at once to a list (not a single slot).
116. Background tab (appears specifically for background-removal models): pick Original or Change Background along with the replacement backdrop.
117. Load a source photo on the Source Image canvas if the model needs one.
118. Press Process (F5). If no API key is filled in for the selected provider, a warning appears and the process is cancelled.
119. Check the result in the Result tab — a Compare tab (before/after slider) is available when there is a source photo and a comparable result.

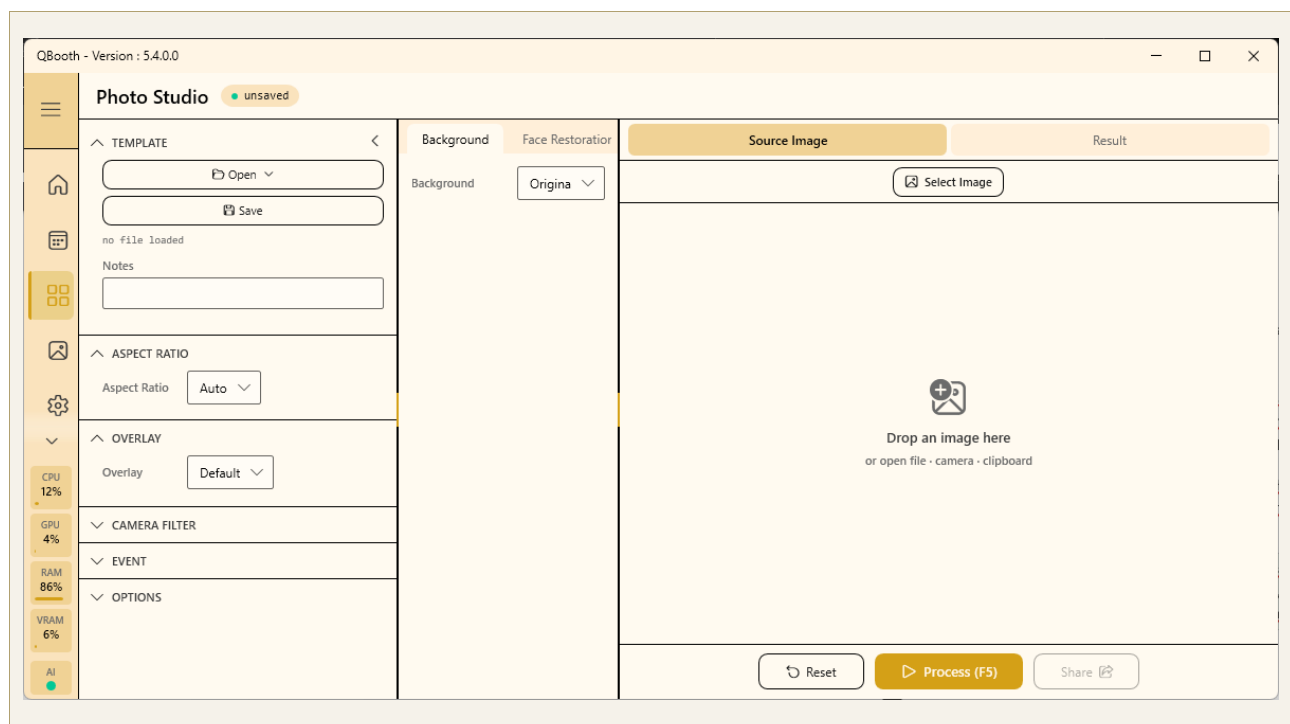
120. Save / Save & Return.



3.5 Tutorial: Photo Studio

The simplest studio: a regular photo with no heavy AI transformation, but still supports background replacement and basic face touch-up. Good for a classic photo booth that prioritizes processing speed.

121. Open Photo Studio.
122. Left panel: set TEMPLATE (Notes), ASPECT RATIO, OVERLAY (Disabled/Default/Custom), CAMERA FILTER (optional, a filter specific to this template), EVENT (Caption + Thumbnail), and OPTIONS (Include Original).
123. Center panel, Background tab: pick one of three options — Original (keeps the original background), Remove Background (removes the background), or Change Background (replaces the background with a chosen image — an extra image picker appears when selected).
124. Center panel, Face Restoration tab: turn on the single switch to smooth the face automatically (GFPGAN-style). There is no other face-swap/retouch panel in Photo Studio — for face swap, use AI Offline Studio or a Faceswap layer in Collage Studio.
125. Source Image canvas: capture/load a guest photo (camera, clipboard, gallery, or file). Drag-and-drop directly onto the canvas also works.
126. Press Process (F5). Automatic validation: if Change Background is picked but no backdrop image is set, or the Source Image is still empty, Process is rejected with a clear message.
127. Check the result in the Result tab; a Compare tab is available after Process succeeds.
128. Save / Save & Return.



3.6 Tutorial: Collage Studio

Collage Studio arranges several elements (photos, text, images) on one layered canvas — used for photo strips, double-box frames, or other custom print layouts.

3.6.1 Setting Up the Canvas

129. Open Collage Studio. A new session already has an empty canvas by default (default ratio 2:3 Portrait) — there is no separate "Create New Canvas" button.
130. In the left panel, Canvas section: pick Aspect Ratio from the preset list, or pick "Custom Size" to type Width and Height directly.
131. Pick the canvas background Color via the color picker (preset/hex/RGB).
132. Every change updates the canvas automatically right away — no confirm button needed.

TIP: Decide the Aspect Ratio/canvas size FIRST, before fine-tuning layer positions. Layer positions are stored as percentages, so changing the canvas shape later will change the visual proportions of each layer even though the numbers themselves do not change.

3.6.2 Adding and Configuring Layers

133. Click the + (Add Layer) button on the layer-list toolbar. A new layer of type Image File is automatically added at the top of the list and immediately selected.
134. In Layer Settings, change Type as needed. Available layer types: Plain Photo (a photo captured live during the session), Studio Template (embeds a full PS/OL template), Faceswap (like Plain Photo plus a face swap — Advanced/Pro license only), Layer Result (a chained layer — its content is the result of another layer), Static Text (fixed text), User Input Text (the guest is asked to type during the session), Image File (a fixed image, the same on every print), and QR Code (an automatic black-and-white QR code).
135. The Content section changes to match the selected Type — for example Image File shows an image picker, Static Text shows a text box.

CAUTION: Layers of type Plain Photo / Faceswap / Studio Template with input mode "Independent" have NO image picker inside the editor. Their photo is requested LATER — when Process is pressed in the studio (an image-capture dialog automatically appears, one card per layer), or when a real guest goes through a session on the event's Camera Page. This is the single most common point of confusion for new Collage Studio users.

3.6.3 Setting the Image Source

For Plain Photo / Faceswap / Studio Template layers specifically, the Source Image section appears with an Input Image choice:

- Independent — this layer captures its own photo separately (see the caution above).
- From another layer Input — uses the RAW (unprocessed) photo from another layer.
- From another layer Result — uses the ALREADY-PROCESSED result from another layer (this is the chaining mechanism).

3.6.4 Chaining Layers (Layer Result / Chaining)

136. Prepare a starting layer — a regular Image File, or a Plain Photo/Faceswap/Studio Template with Input Image = Independent.
137. Add a new layer, change Type to Layer Result. QBooth automatically picks the first available candidate so the combo box is never empty.
138. In Content, the Layer combo shows the list of other layers that can be used as a source — a layer that would form a cycle/loop if picked is automatically HIDDEN from this list (a small note "(N hidden to avoid cycle)" appears when any are hidden).
139. Click "Match source shape" (optional) to immediately match this layer's aspect ratio to its source layer — a one-time action, not a live link, and it can be changed again afterward.
140. Check the CHAIN STATUS panel below Geometry — it shows "Uses: <source layer name>" and/or "Used by N layers:" with a list. ALWAYS check this panel before deleting any layer.

TIP: Deleting a layer that has dependent layers will NOT leave a broken reference. QBooth shows a confirmation listing its dependents, then automatically fixes them: a layer that used its Source Image gets switched to Independent, while a Layer Result layer becomes Plain Photo + Independent.

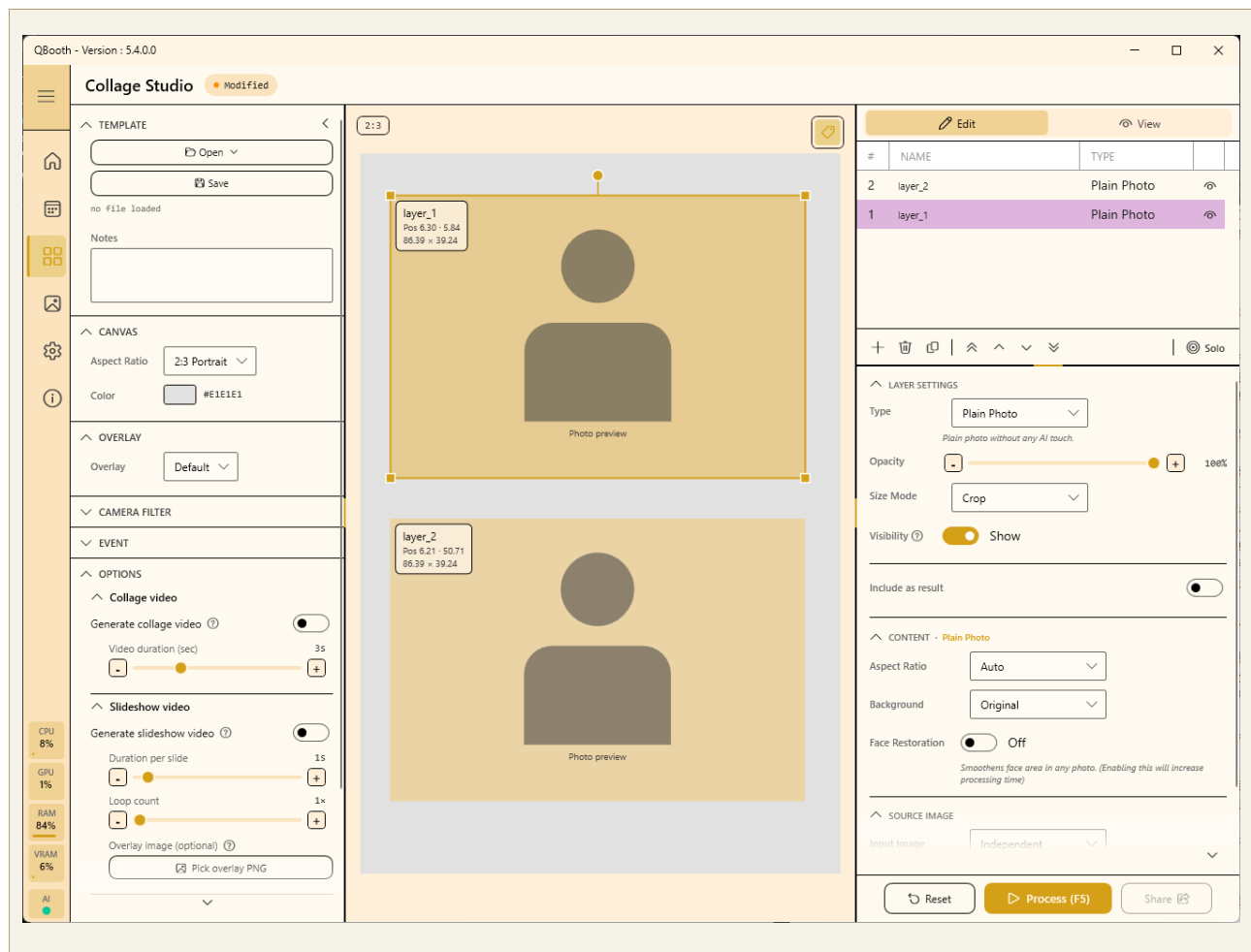
3.6.5 Border, Geometry, and Other Layer Settings

- BORDER — Enabled, Size (thickness 1–20), Radius (0–10, rounded corners), Position (Inside/Outside/Center), Color.
- GEOMETRY — X, Y, W, H, R (Rotation), with a % or px unit switch. Values can be typed directly, dragged on a slider, or dragged/rotated directly on the canvas — all of it saves to the same data.
- A layer with a fixed ratio (a non-Auto photo, or a QR code, which is always 1:1) automatically adjusts Height when Width is typed (and vice versa) to keep its shape.
- Layer Settings (always at the top of the right panel): Opacity, Size Mode (Crop/Fit), Visibility (this switch REALLY affects the printed result — unlike the eye icon in the layer list, which is only for the working session), and (Plain Photo/Faceswap/Studio Template only) Include as Result to make this layer an additional, separate result.

CAUTION: Do not confuse these two kinds of "hide": the eye icon on a layer-list row only hides the view IN THE EDITOR while working (session-only, never saved, does not affect the printed result). The Visibility switch in Layer Settings REALLY removes that layer from the final result and is saved permanently.

3.6.6 Reorder, Solo, and Final Processing

141. Reorder layers by dragging a row in the table, or with the Move to Top/Up/Down/Bottom toolbar buttons. The TOPMOST row in the table = the FRONTMOST/topmost layer visually on the canvas.
142. Click the Solo button to highlight only one selected layer on the canvas (session only).
143. Press Process. If there are Independent layers, an image-capture dialog opens one at a time for each layer that needs it before rendering starts.
144. Save / Save & Return.



3.6.7 Practical Example: A 4-Box Photo Strip

A complete example of designing a classic photo-strip template, from an empty canvas to ready-for-Process:

145. Open Collage Studio (the default empty canvas is already there).
146. In the Canvas section, pick Aspect Ratio = Custom Size, enter Width = 1200, Height = 1800 (or pick another tall portrait preset). Set the strip paper color if wanted.
147. Since a Plain Photo layer already exists by default, repeat clicking + (Add Layer) to add three more, changing each new layer's Type to Plain Photo, for four boxes in total.
148. *For every photo layer: leave Input Image = Independent (each box becomes a separate shot). In Content, set the photo's Aspect Ratio (e.g. 1:1 or 3:2) so all four boxes stay consistent.*
149. Set GEOMETRY for each layer so they stack neatly from top to bottom, for example: Layer 1 Y=2% H=23%, Layer 2 Y=26%, Layer 3 Y=50%, Layer 4 Y=74% — all with X=5% W=90%. Use the px switch if it is easier to type exact pixel numbers against the 1200×1800 canvas.
150. *Optional: a layer of type Static Text or QR Code can be added, positioned in the remaining margin space of the strip (event name/date/QR link). To add a transparent PNG frame image, add an Image layer and position it as the topmost layer.*
151. Give each photo box a thin white BORDER with a small Radius so it feels like a classic photo-strip frame.

152. Reorder layers if needed (for example, text/QR layers must sit above the background but can sit below the photo boxes since they do not overlap).
153. *Press Process for a test run — since the photo layers are Independent, an image-capture dialog opens automatically, one at a time, for all four boxes before the final result renders.*
154. The result appears in the right panel (automatically switching to View mode). Use Share to export/print/QR it.
155. Once happy with the result, Save / Save & Return so it can be reused later or added to an Event.

TIP: A double-box variation (e.g. Before/After or a 2x2 grid): use the same recipe, just switch the canvas to square/landscape and arrange the layers side by side instead of stacked vertically. If one box should "mirror" the result of another (e.g. an "After" box using the Faceswap result of a "Before" box), use Layer Result on that box instead of Independent.

3.7 Tutorial: Motion Studio

Motion Studio produces video output: boomerangs, multi-clip sequences with transitions, and background music.

3.7.1 Setting Up Output and BGM

156. Open Motion Studio.
157. Output panel: pick Aspect Ratio (the shape of the video canvas), Output FPS (Auto follows the highest clip FPS, capped at 60), and Resolution (Auto uses the native size for the Aspect Ratio; this is an upper bound — sources are never upscaled beyond it).
158. BGM panel: click Pick BGM to choose a music file. Set Volume (0–100%). Click the Play icon to preview it live inside the studio. Music is automatically looped/trimmed to match the final video length — there is no need to trim the music file itself.

3.7.2 Adding and Configuring Clips

159. Click Add Clip to add a new clip card. Top-to-bottom order = playback order — drag cards to reorder.
160. Pick a Clip Type: Boomerang, Video Recording, Plain Photo, Video File, Image File, Studio Template, or Faceswap (Advanced/Pro license and above only).
161. Fill in settings per type: Image File needs Duration + an Animation choice (No animation/Zoom In/Zoom Out/Pan Left/Pan Right); Video Recording needs Record Duration, Playback Speed (0.5x/1x/1.5x/2x), and a Record Audio switch (automatically disabled when speed is not Normal/1x since audio cannot have its pitch adjusted).
162. Click the transition pill between two clips to open the Transition Editor. Pick an effect (Fade, Wipe, Slide, Circle Open/Close, Dissolve, Radial, Reveal, and others) along with its duration in milliseconds.
163. Watch the info below the clip list: clip count, transition count, and the estimated final video duration — updated live with every change.

CAUTION: A typed transition duration is automatically CLAMPED at Process time if the clips on either side are too short — the safe limit is the shorter clip's duration minus 0.5 seconds. If that clamped result is under 0.6 seconds, the transition turns into a hard cut instead. The editor shows a red warning whenever this limit is exceeded.

3.7.3 Building a Boomerang Clip (Clip Editor + SEQUENCE)

164. Add a new clip, pick Clip Type = Boomerang.
165. Pick a Source Video: Video Recording (record live, has its own Record Duration) or Studio Template (uses the video result of an embedded OL/AI template).
166. Click Open... in the Clip Editor section to open the full Boomerang motion-builder window.
167. Pick one of the built-in Presets as a starting point: Classic Boomerang (6 moves, classic forward-reverse), Hype Ramp (5 moves, increasing speed), Bounce Pro, Rewind Rush, or Showtime (7 moves, a big climax) — or start from an empty list.

- 168. Each move (segment) in the list has 3 parameters: Direction (Forward/Reverse — the first move is always locked to Forward), Distance (0–100% of the remaining room in that direction), and Speed (0.25x to 3x).
- 169. Add/remove/reorder moves with Add Section and the per-row buttons (the first move cannot be removed).
- 170. Watch the SEQUENCE bar — each segment's width is proportional to its share of time; gray = forward, golden yellow = reverse. An "Output ≈ Xs" estimate shows below it.
- 171. Optional: add an Effect overlay (a transparent WebM video, e.g. a sparkle/light effect) with its own opacity and speed settings.
- 172. Click Apply & Preview to see the real result (using the same render engine as the final Process).
- 173. Click Save to store the motion recipe back onto the clip. To reuse it in another clip, click "+ Create Preset" to save it as a custom preset — it will appear in the preset list (can be Updated, Deleted, Exported to a .qboom file to share, or Imported again later).

TIP: The six moves in the Classic Boomerang preset are just a STARTING POINT/EXAMPLE, not a fixed limit. Moves can freely be added or removed to taste.

3.7.4 Final Processing

- 174. Check the estimated total duration in the info bar below the clip list.
- 175. Press Process (F5). QBooth blocks with a clear message when: there are no clips at all, a clip has incomplete data, an AI Online template used as a Boomerang source turns out to produce an image (not a video), or a chain of image sources between clips forms a cycle.
- 176. Use the Edit/Result switch to move between arranging and reviewing the finished video.
- 177. Save / Save & Return.

3.8 Tutorial: Lenticular Studio

Lenticular Studio prepares lenticular prints: several images interlaced into one printed sheet that, once a lenticular lens is attached, appears to change or move when viewed from different angles.

3.8.1 Full Tutorial: Pitch Test (MUST be done before printing)

Pitch Test is a one-time calibration for a specific printer + paper + lens combination. The pitch value (LPI, lines-per-inch) printed on the lens packaging is often slightly off from real-world printing — even a small difference can make the final result look blurry or ghosted.

178. Open Lenticular Studio. Click the "Open Pitch Test..." button — this button is always visible, right below the Template section, not hidden inside any menu.
179. In the Band Settings column: fill in the target LPI (per the number on the lens packaging) and DPI (printer print resolution). Pick Direction — Vertical or Horizontal — this MUST match the physical rib direction of the lens.
180. Set Step Size (the fineness of the difference between test bands, default 0.05) and Range (how far above/below the target value to test, default 0.5).
181. Leave "Maximize accuracy (fit to page)" checked (default) so the band width/height automatically fits the paper size — or turn it off to type a manual size.
182. In the Printer Settings column: pick a Printer, set Paper Size and Orientation. Click Printer Properties to open the Windows driver settings directly.
183. Follow the Printer Tips card inside the dialog: set the printer to the HIGHEST quality (High Quality), media type Photo/Glossy, turn off Borderless Printing, and turn off Bidirectional Printing.
184. Watch the "Total Bands: N | Estimated Pages: N" figures, which update automatically.
185. Click Print Pitch Test to print directly (or Save as PNG to save the file first).
186. Attach the physical lenticular lens onto the printed sheet, aligning it with the band grid.
187. View the print from the ACTUAL VIEWING DISTANCE (the distance guests will see the final result from).
188. Tilt the head left-right (if Direction = Vertical) or up-down (if Direction = Horizontal).
189. Look for the ONE band whose number label flips CLEANLY from solid black to solid white as the head tilts (not blurry/ghosted) — the number on that band is the correct LPI value for this printer, paper, and lens combination.
190. IMPORTANT: close the Pitch Test dialog, then MANUALLY TYPE that LPI number into the LPI field on the Lens tab. This dialog does NOT write the result automatically.

CAUTION: Repeat Pitch Test every time the printer, paper type, OR lens is changed — this calibration is specific to one hardware/media combination and cannot be reused for a different one.

Pitch Test Calibration

INSTRUCTIONS

1. Print or save the test sheet.
2. View the print from your intended distance.
3. Tilt your head left and right.
4. Find the band that switches from Solid Black to Solid White all at once.

BAND SETTINGS

LPI

40

DPI

600

Direction

Vertical

Horizontal

Step Size

0.05

Range

0.5

Smaller = more precise bands

±LPI range to test

BAND DIMENSIONS

☒ Maximize accuracy (fit to page)

Width (in)

3.2

Height (in)

0.35

PRINTER TIPS

- Set printer preferences to HIGH QUALITY
- Use Photo Paper / Glossy media settings
- Turn OFF Borderless printing
- Turn OFF Bidirectional printing

PRINTER SETTINGS

Printer

ALGOO LABEL PRINTER

Printer Properties

Preferences

Paper Size

94mm x 145mm

Orientation

Portrait

Landscape

Total Bands: 21 | Estimated Pages: 4

Save as PNG

Print Pitch Test

3.8.2 Lens Tab — Physical Parameters

191. Open the Lens tab.
192. Pick Direction (Vertical/Horizontal) — must exactly match what was used during Pitch Test.
193. Fill in LPI (the result from Pitch Test) and DPI.
194. Fill in Lens W (inch) and Lens H (inch) — the physical size of the lens sheet in use.
195. Turn on "Enable Separator (Reduce Ghosting)" for sharper, cleaner transitions between images (adds a small buffer gap between images).

3.8.3 Images Tab — Arranging Layers

196. Open the Images tab.
197. Click the + icon on the toolbar above the Layers table to add a new image layer.
198. ROW ORDER IN THE TABLE = INTERLACE ORDER. Each layer becomes one image interlaced into the final sheet — changing the order changes which image is visible from which viewing angle, not just a plain list order.

199. Pick a Type per layer: Plain Photo, Studio Template (embed a full PS/OL/AI template), Faceswap (licensed), or Image (a static image).
200. Pick Size Mode: Crop or Fit.
201. Fill in Content according to the selected Type (same as the image picker in other studios).
202. Optional: open the Result section (collapsed by default) per layer, turn on "Include as result" to ALSO make that layer a separate result image in the gallery (independent of the combined lenticular sheet).

TIP: Overlay is applied PER LAYER before the interlace process — so the overlay also gets "sliced" by the lens pattern in the final result. There is no separate overlay applied to the combined sheet.

CAUTION: A lenticular result is VERY large in size (a full print-resolution PNG, possibly 600 DPI) and is intentionally NOT uploaded to QR/cloud (ShouldUpload=false) — only a small copy of each layer is uploaded. In the Share window, the Adjust button for the lenti is disabled (the interlace process is extremely sensitive to pixel changes), and Print automatically uses the true 1:1 size to preserve pitch accuracy.

3.8.4 Final Processing

203. Press Process (F5). Check the result.
204. Save / Save & Return.

3.9 Tutorial: Flipbook Studio

Flipbook Studio turns a short video recording into printed sheets that, once bound, form an animated flip book.

3.9.1 Settings Tab

205. Open Flipbook Studio, Settings tab.
206. Fill in Paper Size (inch) — Width and Height.
207. Fill in Composition — Rows × Columns, i.e. how many small frames fit on one printed sheet.
208. Fill in Frame Per Second — the animation speed, also used to estimate the page count.
209. Pick Binder Position: Left, Right, Top, Bottom, or None. This decides which side gets an empty margin for binding.
210. Fill in Binder Size (pixels) — the width of the empty margin on that binding side.
211. Pick a Line Color and fill in Safety Margin (pixels) — a colored visual guideline so the safe boundary is known before content gets cut off during paper trimming.
212. Pick Image Size: Crop or Fit.
213. Pick Image Order: Left-Right or Top-Bottom (the reading order of frames within the Rows×Columns grid).

CAUTION: Binder Position MUST match the actual physical binding side. Picking "Left" while the book is actually bound at the top will place the empty margin on the wrong side, and content can get cut off during binding.

3.9.2 Content Tab — Video Source

214. Open the Content tab.
215. Pick a source: Studio Template (embeds a full PS/OL/AI template) or Video Recorder (record live — set Aspect Ratio, Record Duration, Playback Mode [Normal/Reverse/Boomerang], and Playback Speed [0.5x/1x/1.5x/2x]).
216. Watch the estimated page count shown automatically below the source choice.

TIP: Playback Mode = Boomerang DOUBLES the effective video duration for the page count (a 5-second recording counts as 10 seconds) — expect roughly twice as many printed pages compared to Normal mode.

CAUTION: When using a Studio Template source, the page estimate assumes a fixed 5-second duration (since the real duration is only known once the sub-template has actually run) — treat this number as a rough estimate only, not a firm guarantee.

3.9.3 Cover Image Tab

217. Open the Cover Image tab.
218. Turn on the "Use cover image" switch to add a cover page.

- 219. Pick a cover image (Camera is disabled for this slot — the cover must be a saved file, not a live photo).
- 220. To also give the cover an overlay frame, check "Apply overlay for cover page" in the Overlay section of the left panel.

CAUTION: The cover-image picker can still be clicked/filled in even while the "Use cover image" switch is off. Forgetting to turn on that switch means the picked image will NOT be used during Process — always check the switch, not just the image field.

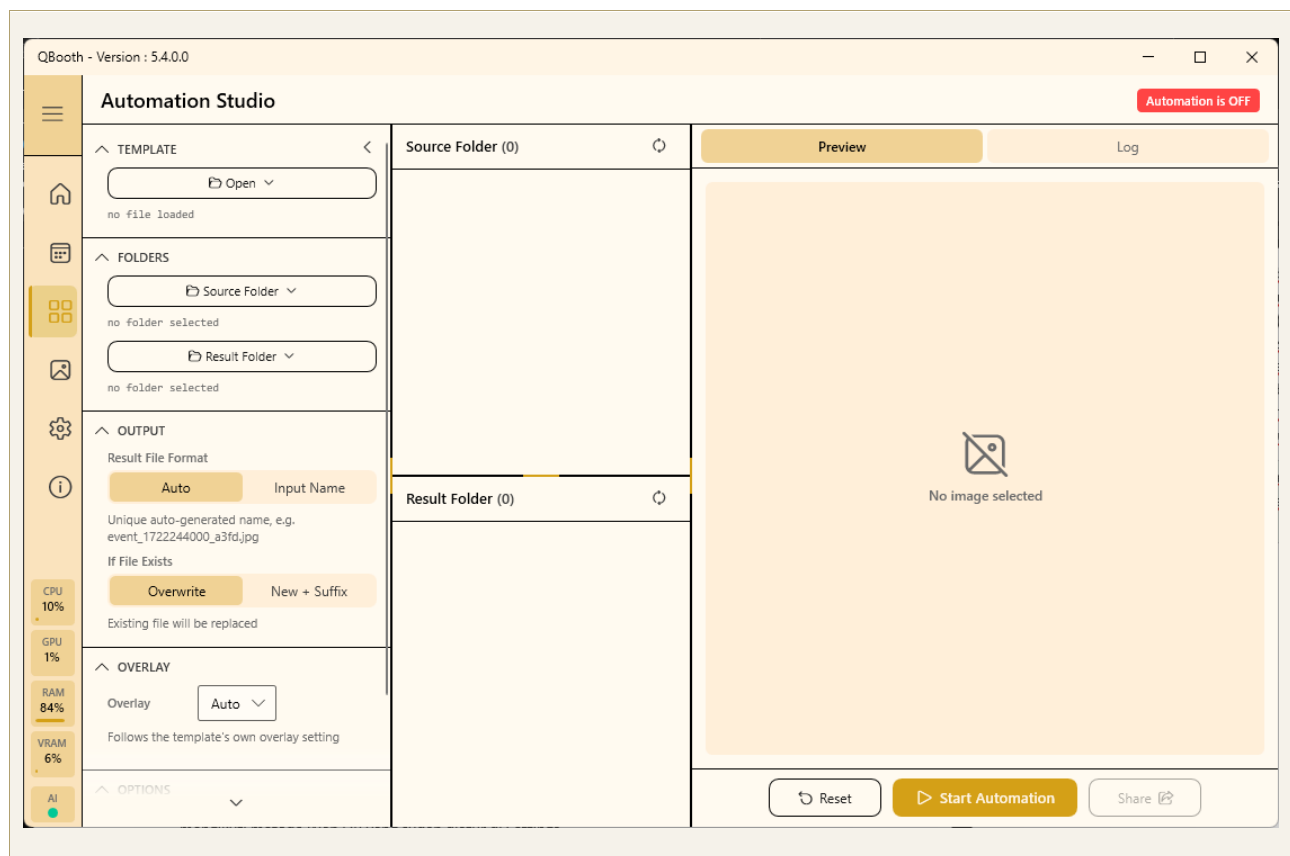
3.9.4 Preview / Result and Final Processing

- 221. Use the Preview/Result switch at the top right of the canvas. Preview shows one sample page that updates live as settings change (not the actual final result).
- 222. Press Process (F5). The resulting pages appear in Result mode with Previous/Next navigation.
- 223. Save / Save & Return.

3.10 Tutorial: Automation Studio

Automation Studio is DIFFERENT from the other 7 studios — it is not for designing ONE creative template, but for processing many files IN BULK and AUTOMATICALLY, with no per-photo operator involvement. Good for booths using a third-party camera (writing photos to a shared folder) or for reprocessing a large photo archive.

CAUTION: Automation Studio is designed to take over ONE computer exclusively while it runs — it is best run on a separate, dedicated PC, not alongside other work.



3.10.1 Setup Steps

224. Open Automation Studio.
225. Click Open in the Template section, pick a template via From Gallery, Browse File, or Recent Files. REQUIREMENT: the template must have EXACTLY ONE image input slot and NO text/input fields at all. Supported studios: Photo Studio, Online Studio (image output only — if its chain ends in video, the template is REJECTED), AI Studio, Collage, and Face Swap. Motion, Lenticular, and Flipbook are NOT supported here.
226. Click Open in the Source Folder section — pick the folder to be MONITORED. The oldest file is processed first (queue order).
227. Click Open in the Result Folder section — pick an output folder (created automatically if it does not exist).

- 228. In the Output section: pick a File Format — Auto (automatic naming) or Use Input Filename (needs a Prefix filled in). When Use Input Filename is picked, also set If File Exists: Overwrite or Create New (with suffix).
- 229. In the Overlay section: pick Auto (follows the template's overlay setting), Custom (one image overrides every result — pick the image), or Off (force no overlay at all).
- 230. In the Options section, turn on "Auto-upload to Web QR" to have every result immediately uploaded following the Web QR method already set in Settings.
- 231. In the Timing section, set Delay Between Files (seconds, minimum 1, default 5) — a countdown gap between files before automatically continuing (the operator can pause it).

3.10.2 Running and Monitoring

- 232. Click the large Start button (it becomes Stop while running; the status badge in the title changes from red "OFF" to green "ON").
- 233. QBooth validates first — it refuses to Start with a clear warning when the delay is invalid, no template is loaded, the Source/Result Folder is empty or invalid, Use Input Filename mode has an empty Prefix, or Custom Overlay mode has no image picked.
- 234. While running: every new file that lands in the Source Folder triggers a countdown dialog (per Delay Between Files) before being processed automatically through the same Processing window used by other studios.
- 235. A successfully processed file is moved to the done\ subfolder; a failed one is moved to error\ and the queue keeps going to the next file.
- 236. The Preview panel (right) shows whichever file is currently selected from the Source or Result list; it automatically jumps to the newest result every time a process succeeds.
- 237. The Log panel records every event with a timestamp — template loading, start/stop, per-file success/failure, and upload status.
- 238. Click Stop to halt it — processing stops at the next checkpoint, not instantly in the middle of processing a file.

TIP: If the app or PC dies suddenly mid-queue, just run Start again — the Source folder itself is the queue, so no work is lost or duplicated as long as a file has not yet moved to done\ or error\.

Part 4 — Assembling Templates Into a Complete Event

Once templates are collected in the Templates section, the next steps are grouping them (Categories), designing the kiosk screens (Page Designer), setting up extra frames (Overlay), building a questionnaire (Survey), and configuring how results reach the guest (Printing & Sharing).

4.1 Tutorial: Creating a Category

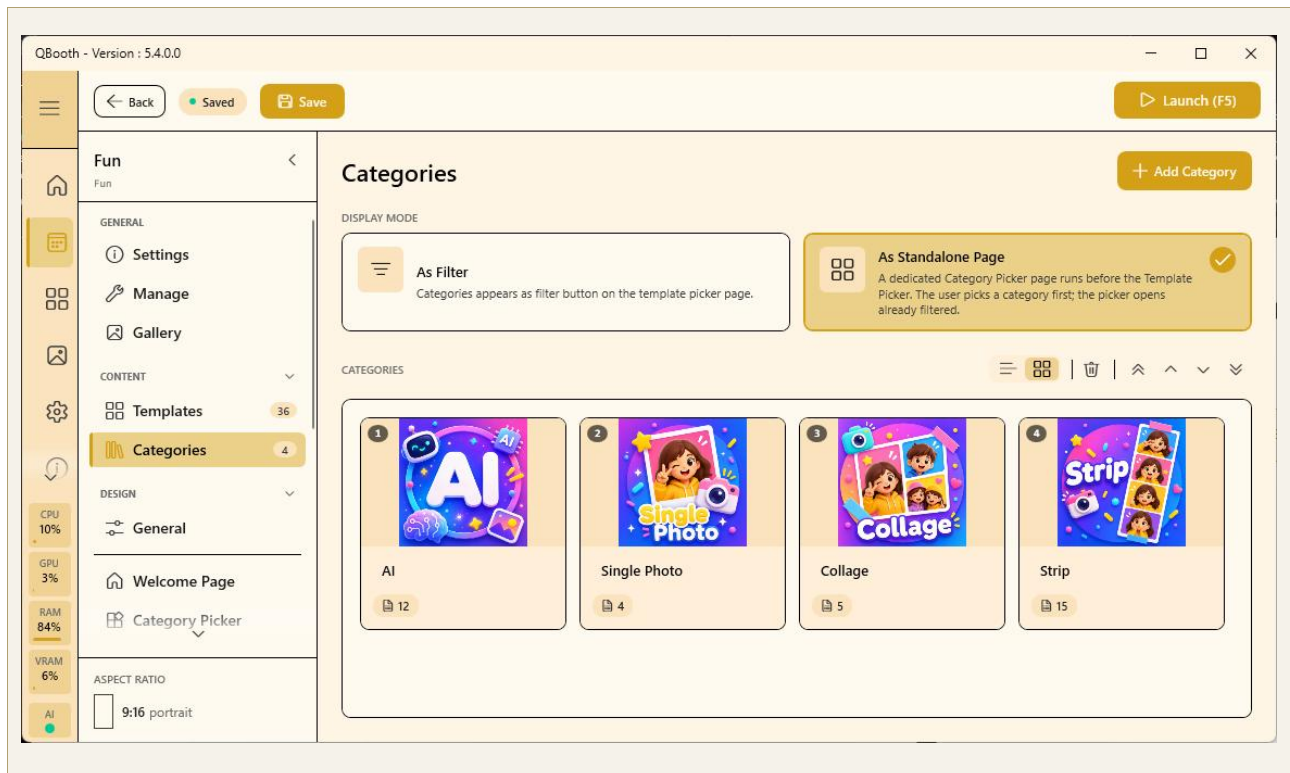
239. Open the CONTENT > Categories section.
240. Click Add Category. A new row named "New Category" is added and selected right away.
241. Rename it via the Name field (editable inline in the row).
242. Click the row thumbnail to open the Cover picker (Gallery/File/Clipboard) — this image is used as the category cover.
243. Drag rows to reorder, or use the Top/Up/Down/Bottom toolbar. A List/Card view switch is also available.
244. Pick a Display Mode: Filter (categories appear as filter chips directly on the Template Picker page — no extra page) or Standalone (adds a separate Category Picker page that runs BEFORE Template Picker; guests pick a category first, then see the already-filtered templates).

CAUTION: The "Standalone" Display Mode is the ONLY way to make the Category Picker page appear in the DESIGN panel. While the mode is still Filter (the default), the Category Picker nav item will not be visible at all in the left panel — this is often mistaken for a missing feature, when it just needs the Display Mode changed.

245. To link a template to a category: go back to the Templates section (NOT from Categories), click the Category chip on the target template row, then pick from the menu that appears (this menu is automatically populated from the latest category list).

TIP: The template-count badge next to each category is CLICKABLE — it automatically jumps to the Templates section, already filtered to show only that category. A fast way to tidy up/check tagging after tagging many templates at once.

CAUTION: Deleting a category still used by templates will NOT leave a broken reference — a confirmation dialog states how many templates are affected, and once confirmed, all of those templates are automatically moved to "No Category."



4.2 Tutorial: Page Designer — Designing the Kiosk Screens

The DESIGN section is a kiosk-screen designer, similar to a graphic design app. Every runtime page has its own canvas sized to the event's aspect ratio.

4.2.1 Common Interaction Pattern (applies to all 7 pages)

246. Open any page in the DESIGN group.
247. Click + Add element on the toolbar. An element-type menu appears — generally Text / Image / Video (Shape is no longer available as of the latest design); the Welcome Page also offers a Button type.
248. Click the chosen element type — the element appears right away on the canvas at a default position (the next element's position is nudged slightly so they do not stack exactly).
249. Click an element (on the canvas or in the left Elements list) to select it. The properties panel on the right shows: NAME at the top, then a block specific to the element type (e.g. Text = label + font controls; Image/Video = picker + preview), GEOMETRY (X/Y/W/H in canvas percent — can also be dragged directly by its handles on the canvas), APPEARANCE (Opacity 0–100%, Corner Radius 0–100% where 100 = pill/circle shape), and ANIMATION (Entrance on top, Idle below — each with its own Speed/Intensity/Direction/Delay settings).
250. In the Elements list, drag to change stacking order (z-order), click the eye icon to hide/show, click the trash icon to delete (ONLY free elements — "required"/starred elements can be hidden but not permanently deleted).
251. Click the Preview button (or press F9 anywhere inside this page designer window) to see a non-interactive preview — animations/transitions play, but NO real camera session/process runs.

TIP: F9 Preview works on all 7 page designers (Welcome, Category Picker, Template Picker, Camera, Input, Processing, Result). Only the Camera Page has an extra F10 Simulate mode — see Part 5.1.

4.2.2 Welcome Page

252. Configure the starred StartButton element: Text mode (Label + font controls + background color) or Image mode (a Standby image + an optional separate Pressed image). Pick a Click Effect: Brightness flash (default), Glow pulse, or None.
253. Open the Page tab (separate from the Elements tab): set Background (a solid color or a set of images), a background-music (BGM) pool, and an Idle Video along with the delay before it starts playing.
254. Add free Text/Image/Video elements as the design needs.

TIP: This page also becomes the STANDBY (idle) screen when the booth is untouched — that is why the Idle Video setting is most relevant right here, not on any other page.

4.2.3 Category Picker (only appears when Categories Display Mode = Standalone)

- 255. Its starred element is a gallery of category cards (cover image, or the name as a fallback when the cover is empty).
- 256. There is no Simulate mode for this page — only F9 Preview.

4.2.4 Template Picker

- 257. Click the starred Gallery element, then pick a Layout: Grid (paginated), Scroll (continuous swipe), or Carousel (a centered card with peeking edges left-right). Every Layout has its own Direction setting at the very top of its editor.
- 258. Set cards per row, row count, card ratio (or custom), Fit, spacing, corner radius, and (Carousel only) side cards and loop.
- 259. The Navigation element (previous/next buttons) is a SEPARATE, purely visual element — it does not control swipe direction.
- 260. When Filter category mode (not Standalone) is active, a button with the "OpenCategoryFilter" action can be added on this page to open the category filter overlay.

TIP: In this page's editor, the GEOMETRY section of the Gallery element is intentionally placed AT THE VERY BOTTOM — the Layout settings are meant to take priority first.

4.2.5 Camera Page — the Most Complex Page

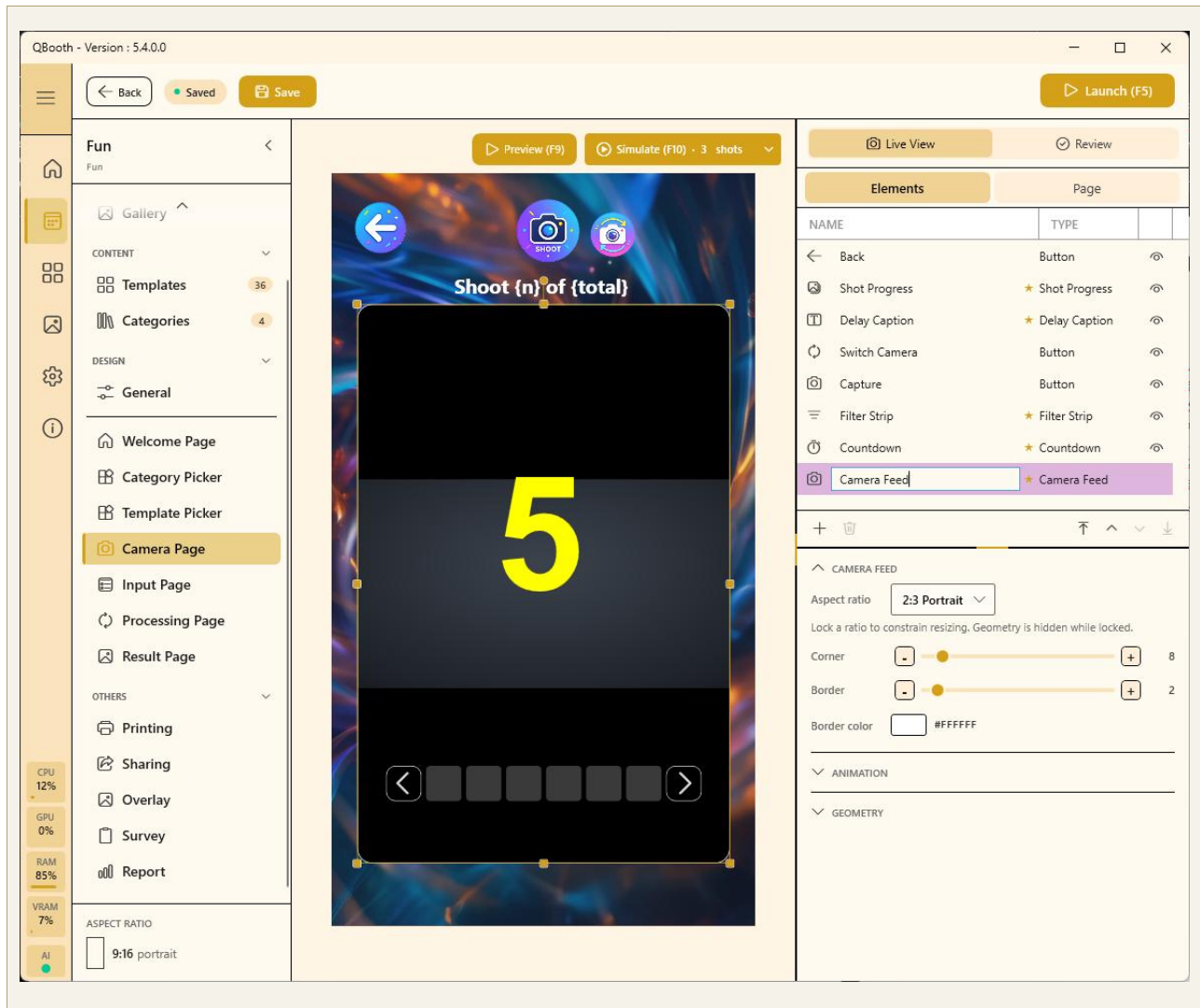
The Camera Page has two display "states" at once: Live View (LV, while capturing) and Review (RV, after a photo is taken). Some shared elements (CameraFeed, Filter Strip, back button) live in LV and show as a transparent ghost while designing RV.

- 261. Position the CameraFeed element (the live camera view box) — its border side supports rounded corners; a ratio guideline is drawn automatically inside it matching the template ratio that will be picked later.
- 262. Add a Countdown element IF a visible countdown is wanted — this is OPTIONAL, not automatic. With no Countdown element at all, the shot fires immediately once Capture is pressed, with no warning at all. Set StartCount (1–10, default 3).
- 263. Add buttons with a Button Action: Capture, SwitchCamera, BackToPreviousPage (for LV), plus Process and Retake (for RV). Buttons automatically appear only in the matching state — based on their Button Action, not their name, so they can be renamed freely.
- 264. Open the Page tab > Others section for settings not tied to a specific element: shutter sound file/volume, a countdown video (Cue Video) with "pause background music" and "play once only" options, HideBackAfterCapture, a Flash effect, ShotDelaySeconds (the gap between shots in a multi-shot sequence, 1–5 seconds, default 2), Auto Capture (1–10 seconds), and Auto Process (1–10 seconds).

CAUTION: THE SHOT COUNT IS NOT SET ON THE CAMERA PAGE AT ALL. The number of shots is determined automatically by the STRUCTURE OF THE TEMPLATE the guest picked — for example a Collage template with 3 Independent photo layers automatically triggers 3 shots in sequence, each

with its own ratio/crop guide. This is the single most common point of confusion for new operators looking for a "shot count" field on this page.

265. Click Simulate (or press F10 — available ONLY on the Camera Page, not on the other 6 pages). The simulation window runs the exact SAME phase engine as a real kiosk, using 7 built-in sample photos. Pick the simulated shot count (1 or 3), press R to repeat, Esc to close.
266. The Filter Strip element only appears when the event's filter-preset list has 2 or more options — a single filter is silently treated as the default, and the strip is hidden.



4.2.6 Input Page

267. Three starred elements are set up automatically and cannot be added/removed, only shown/hidden: Page Title, Question Card, Keyboard.
268. Question Card is really a reusable "question renderer" — the answer type (Text / Multiple Choice without Other / Multiple Choice + Other) is set PER QUESTION, not per element. Option layout choices: Continuous (wraps to a new row) or Stacked (one per row).

- 269. The Keyboard element purely controls position/size/color — it APPEARS AUTOMATICALLY when a text field is focused and CANNOT be hidden by the designer (only repositioned). Extra switches: number row, special characters, auto-capitalization, and email-domain suggestions.
- 270. The Back/Next navigation buttons on this page are regular free buttons with the BackToPreviousPage/ProceedToNextPage action.

4.2.7 Processing Page

- 271. Open the Page tab, pick a Mode: Simple Dialog (default — a small dialog box with a spinning loading animation; can hold several mixed images/clips picked randomly per session, and its display size is adjustable 240–1200 DIP) or Designer Page (a full WYSIWYG page — Image/Text/Video elements are arranged freely and loop while the process runs).
- 272. Set MinShowSeconds (0–30) — a lower bound so a very fast template does not feel like a brief "flicker."
- 273. Turn on Fun Messages to replace the technical status line with playful, rotating messages.

4.2.8 Result Page

- 274. Starred elements: Result Viewer (shows the resulting image/video; supports swiping when there is more than one result), Result Timer (an automatic count-back-home timer — a Text style with a number token, or a circular Arc style; its duration in seconds is set in the page settings, not on the element), and QR Code (a locked, square placeholder box).
- 275. Add action buttons as needed: BackToHome, Print, QrWeb, QrLocal, SendEmail, Reprocess, Restart (goes straight to Camera Page, skipping Template Picker), ShowAllResults.

CAUTION: There is NO separate "enable email" switch in the Event. The send-email feature is considered "enabled" purely because a button with the SendEmail action has been placed on this page — it only truly works once SMTP/API email is also configured in Settings > QR Share.

4.3 Tutorial: Setting Up a Per-Event Overlay

- 276. Open the EXTRA > Overlay section.
- 277. Prepare one frame image file (a PNG with a transparent area) for each aspect ratio this event uses.
- 278. Turn on "Enable overlay by default" to use this frame across the whole event.

TIP: Overlay priority order from STRONGEST to weakest: template overlay (set in the studio while designing the template) → event overlay (this section) → app-global overlay (Settings > Overlay). A template with its own overlay will always override the event overlay for that template.

4.4 Tutorial: Building a Survey

- 279. Open the EXTRA > Survey section (only visible after the event has been Saved at least once).
- 280. Click New. The first survey created for this event AUTOMATICALLY becomes Live.
- 281. Click Add Question for each question. Fill in Title (a short heading), Question Text (the question itself), Answer Type (Multiple Choice without Other / Multiple Choice + free-text Other / Text Input Only), and Options (one choice per line, at least 2 for a multiple-choice type).
- 282. Use Duplicate to copy a survey, Export to save the design as a JSON file that can be moved to another event, and Import to load it back (always creates a NEW survey, never overwrites an existing one).

CAUTION: An incomplete question (empty title/text, or fewer than 2 multiple-choice options) is silently SKIPPED while a guest goes through a session — no error, but it will also never appear. A survey that ALREADY has saved answers is automatically locked (read-only) to keep report data consistent — Duplicate it first if it needs editing again.

CAUTION: The survey's place in the runtime flow is NOT after the photo, as commonly assumed — the survey appears RIGHT AFTER the guest presses Start on the Welcome Page, BEFORE Template Picker.

4.5 Tutorial: Configuring Printing & Sharing

Settings for how results reach the guest are split across two sections: EXTRA > Printing and EXTRA > Sharing.

4.5.1 Printing

- 283. Open the EXTRA > Printing section.
- 284. Left column: turn on Show Print Counter for the operator to see a print-count badge, then fill in Print Limit (only active once the counter is turned on) and Session Print Limit.
- 285. Right column: pick a Print Dialog Mode — Never (always print 1 copy immediately), Always (a copies/orientation dialog appears every time), or AfterFirstCopy (the first print goes straight through, later prints show the dialog).
- 286. Pick a printer from Printer Selection (supports multiple printers as a rotating pool).
- 287. Turn on Auto Print for automatic printing with no button (automatically disabled when Print Dialog Mode = Always, since combining the two makes no sense).
- 288. Turn on Print PIN to require the operator to enter a PIN before each print — pick Every Print or First Print only (once per guest session).

CAUTION: The Auto Print + Print PIN combination is allowed but contradictory — automatic printing will immediately pop up a PIN keypad that nobody is expecting. The app shows a warning but does not block it.

4.5.2 Sharing — Web QR & Email Composer

- 289. Open the EXTRA > Sharing section.
- 290. Left column, Upload Mode: On demand (upload only happens when the guest presses the QR button) or Auto upload (uploaded immediately once processing succeeds, so the QR element can appear already ready when needed).
- 291. The "Print QR Code on Result" column: turn on Status to have a QR code printed onto the printed result. Click QR Overlay Setting to set position (4 corner choices), margin, and size of the QR over the printed image, with a live preview.
- 292. Right column, Email Composer: click Edit Composer to edit Subject, Greeting, Link Label, Footer (supports {event}/{link}/{guest_name} variables), optional top/bottom logos, up to 2 fixed Cc and 2 Bcc addresses, and an "ask guest name" switch.

CAUTION: If Print QR Code on Result is turned on while Upload Mode is still On demand, the system will STILL FORCE an upload of the result behind the scenes (because the link printed in the QR code must actually be reachable) — the app shows a warning about this combination right under the switch; do not ignore it.

TIP: The actual delivery method (Web QR: cloud vs FTP; Email: API vs SMTP) is set GLOBALLY in Settings > QR Share, shared by ALL events. The Sharing section inside this Event only sets POLICY (automatic or on-demand, QR printed or not) and the email composer text — not the delivery path itself.

Part 5 — Running and Monitoring an Event

5.1 Preview, Simulate, and Launch — Do Not Confuse Them

QBooth has three different-scale ways to "run" something. Understanding the difference between them matters so it is clear what is actually being tested.

- Preview (F9, available on all 7 page designers) — tests only ONE PAGE, with no real session. Animations/transitions play, but there is no real camera, no real template, no session state. Purely a check of "does the look feel right."
- Simulate (F10, ONLY on the Camera Page) — tests the FULL PHOTO-CAPTURE FLOW using a fake camera. Opens a simulation window that runs the exact SAME phase engine as a real kiosk, using 7 built-in sample photos. Tests the countdown, cue video, flash, multi-shot loop, retake, filter strip, and the auto-capture/auto-process flow — EVERYTHING EXCEPT real hardware and real processing (the Process button just shows a "Process triggered" notification).
- Launch (F5 at the Event Editor level, or the Launch button) — A REAL, COMPLETE KIOSK SESSION: a real camera, real template processing, real results, real QR/print/email. The editor window is minimized, and a full-screen runtime window appears over it.

CAUTION: Launch does NOT require a Save first — it runs using whatever is currently in the editor's memory, INCLUDING unsaved changes. This is convenient for fast, repeated testing, but it is also a trap: changes tested via Launch are NOT AUTOMATICALLY SAVED to disk unless Save is also pressed separately. If a test run feels right, go back and Save right away before closing the app.

293. Press Launch (F5) from the Event List or from inside the Event Editor.
294. The app blocks with a clear warning if the event has no templates at all.
295. If another kiosk session is already running, pressing Launch again just refocuses the running window instead of opening a second session.
296. Before the kiosk screen appears, there is a brief pause while the app prepares the event cover thumbnail, per-template camera filter assets, and repairs any corrupted/truncated MP4 files — so the first guest does not see a stuck screen.
297. The app enters full-screen kiosk mode on the chosen monitor (Settings > Display > Output Monitor).

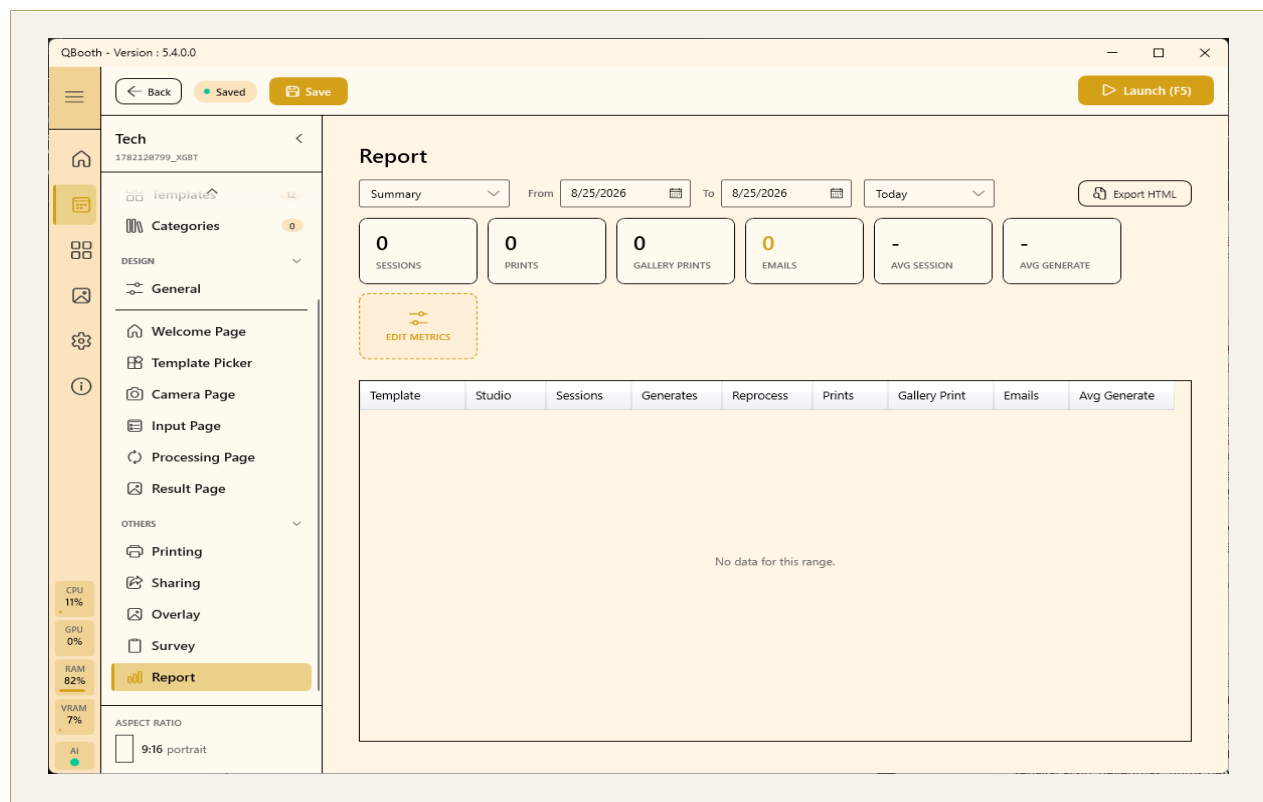
The runtime flow a guest sees, in order: Welcome (press start) → Survey (if present and Live) → Category Picker (Standalone mode only) → Template Picker → Camera (countdown if that element exists, capture, review) → Input (if enabled) → Processing → Result (print/email/scan QR/retry).

298. To EXIT kiosk mode: double-click the TOP-RIGHT CORNER, or press Shift + F4 (NOT Esc — the Esc key is INTENTIONALLY disabled while the kiosk lock is active). Can be PIN-locked per the Exit Access setting.
299. To enter the gallery from inside a kiosk session (when allowed): double-click the TOP-LEFT CORNER, or press Shift + F2, which can also be locked with a separate PIN.

CAUTION: New operators often reflexively press Esc to exit kiosk mode — this is **INTENTIONALLY** disabled. Remember: Shift+F4 or a double-click on the top-right corner.

5.2 Tutorial: Reading and Exporting a Report

300. Open the EXTRA > Report section (only visible after the event has been Saved).
301. Pick a Report Type: Summary (KPI cards + charts), Daily (per-day aggregates), Transactions (a per-session journal, filterable by Status), Contacts (guest names/emails captured from email-sharing sessions), Survey (pick any survey to view, not just the current Live one — one row per answer, columns adapt to the questions), or Errors (a log of technical failures).
302. Filter by date range (a preset combo or manual From/To).
303. Click Export HTML — on the Summary tab this exports a COMPLETE report of every section (ignoring the status filter for completeness); on other tabs it exports only that section's table.
304. Click Export CSV (available on every tab EXCEPT Summary, since Summary is not a single table).
305. Exported files are saved in the events\<id>\reports\ folder and can be opened directly from inside the app once the export finishes.



5.3 Tutorial: Backup, Export, and Archive

306. Open the GENERAL > Manage section.
307. Export Event — saves ONLY the design (pages, templates, categories) as a portable .qevent package, WITHOUT statistics and WITHOUT result photos. Good for backing up a design or moving it to another computer.

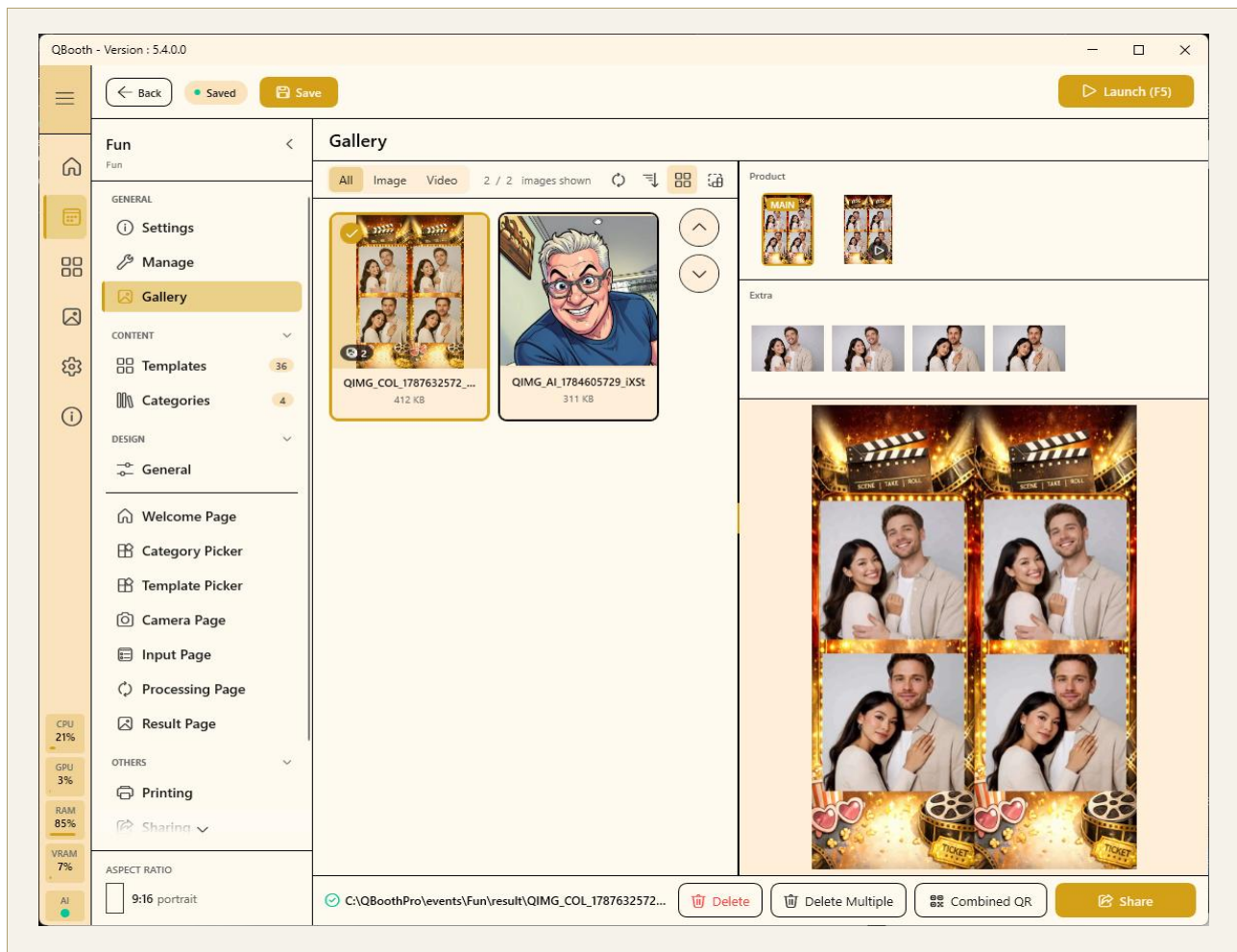
- 308. Backup — saves EVERYTHING (design, statistics database, captured shots, activity log) as a .qeventbak archive, for full recovery if something goes wrong.
- 309. Archive — hides the event from the Ready tab without deleting anything, can be undone at any time.
- 310. Reset Event (in the Danger Zone) — deletes every transaction, print/email counter, guest contact, and survey answer, and empties the result and camera folders. Design, templates, and uploaded files are ALL KEPT. Run a Backup first before Reset.
- 311. Delete Event (in the Danger Zone) — moves the whole event to Trash, still recoverable from the Event List.

Part 6 — Gallery and the Daily Workflow

6.1 Tutorial: Using the Gallery Module

Gallery is a centralized browser for all results on this computer, across every event and every studio.

CAUTION: Gallery does NOT have a search box, and does NOT automatically link itself to any Event folder — it is purely folder-browsing based and folders must be added MANUALLY. If Gallery looks empty, the event's result folder has most likely never been added.



312. Open the Gallery module from the sidebar.
313. Click Manage Folders (only appears on the operator side, not the guest gallery). Click Add Folder, pick an event's result folder (or a general output folder), and repeat for every event to monitor here.
314. Back in Gallery, pick a folder from the folder tree on the left. Subfolders (one level, including recursive counts) are also shown with a file-count badge. Folders starting with an underscore (e.g. _extras) are intentionally hidden.

315. Use the All/Image/Video filter switch, the Newest/Oldest sort switch, and the Small/Large card-size switch.
316. Click a card to preview. A session that produces several files at once (e.g. a Collage with image+video+original) gets COMBINED into one card with a count badge — the other files show in a Products strip, and byproduct files (collage layers, etc.) show in a separate Extras strip.
317. Click Share to open the same sharing/export window used in any studio. There is no restriction on resharing a file that was already shared before.
318. To delete: Delete removes the file currently being previewed (or the whole session if it is a cover card); Delete Multiple enters a multi-select mode (tap cards, or right-click a card to enter this mode with that card already marked).

CAUTION: Deleting in Gallery is PERMANENT (a local hard delete, no trash/undo). Report data in the event database is NOT deleted along with it — reports will keep showing a "deleted" placeholder instead of just vanishing, but the physical file is truly gone.

6.2 Practical Workflow Checklist

A summary of the practical steps already explained throughout this document, arranged as a ready-to-use checklist.

Once Per Computer (Initial Setup)

- Settings > General — set folders, language, theme.
- Settings > Hardware — connect and Configure the camera, printer, microphone.
- Settings > Overlay — prepare the app-default frame per ratio (optional, as a fallback).
- Settings > QR Share — set up AND TEST Web QR, Local QR, Email Share.
- Settings > Other — fill in the AI Online API Key if it will be used.
- Settings > Advanced — set the Compute Engine, download the GPU Pack if needed.

Per New Event (the day before, in the Studio)

- Create/duplicate an event; fill in name, cover, and ratio to match the booth monitor (GENERAL > Overview).
- Prepare every template — via Create in Studio (directly from the Event) or via the standalone Studio sidebar then Open File/From Gallery (CONTENT > Templates).
- Set up categories, decide their Display Mode (CONTENT > Categories).
- Design all seven runtime pages; check each with Preview (F9), and check the Camera Page with Simulate (F10) too (DESIGN).
- Prepare an overlay for the ratios in use (EXTRA > Overlay).
- Build a survey if needed (EXTRA > Survey).
- Configure Printing and Sharing, including the Email Composer content (EXTRA > Printing & Sharing).
- Test one full session with Simulate (F10) on the Camera Page, then one real session with Launch (F5).
- Run Export Event as a design backup (GENERAL > Manage).
- DO NOT FORGET to Save after all testing — Launch does not save anything automatically.

Event Day (at the Venue)

- Reconnect and retest the camera at the venue (Settings > Hardware) — venue lighting/network conditions can differ from the studio.
- Print one test sheet to confirm margins and colors match the paper/printer at the venue.
- Retest Test QR and Test Send on the VENUE NETWORK — venue networks often block different ports than the studio network.
- Make sure the AI Offline Server status reads "Active" when using an AI Offline template.
- Turn on keyboard locking (Exit Access/Keyboard Control) and an exit PIN if needed.
- Check that disk storage is still sufficient for the whole event.
- Run the event (Launch) and do one complete trial session through to an actual print/QR/email.

After the Event

- Open Report, check the KPIs, then Export HTML for a client report (EXTRA > Report).
- Export survey answers if any.
- Run Backup to fully save the whole event (GENERAL > Manage).
- Copy the result folder to separate archive storage.
- Archive the event so the Event List stays tidy for the next occasion.

Appendix — Summary of Commonly Confusing Things

This list re-collects every CAUTION box in this document in one place, grouped by module, as a quick reference for an operator who has already read the full tutorial.

Events, in general

- A new Event is NOT saved to disk until Save is pressed for the first time.
- The Event ID is created automatically when a new Event is made, and is permanently LOCKED after the first Save.
- Survey and Report only appear in the left panel after the event has been Saved at least once.
- Launch does NOT require a Save first — it runs from memory, not from a saved file. Always Save separately once satisfied with a test via Launch.
- Exit kiosk mode with Shift+F4 or a double-click on the top-right corner — NOT Esc.

Templates & Categories

- A Category is stored by ID, so renaming a category is safe and does not detach templates.
- The Categories Display Mode must be Standalone for the Category Picker page to appear in the DESIGN panel.
- Deleting a category used by templates is safe — templates automatically move to "No Category" after confirmation.

Page Designer

- The shot count on the Camera Page is determined by the TEMPLATE STRUCTURE (e.g. the number of Collage layers), NOT set on that page itself.
- The Countdown element is OPTIONAL — without it, a shot fires immediately with no countdown.
- F10 Simulate only exists on the Camera Page. Other pages only have F9 Preview.
- Survey appears BEFORE Template Picker (right after Welcome), not after the photo.
- There is no "enable email" switch in the Event — just place a SendEmail button on the Result Page, then make sure SMTP/API is configured in Settings.

AI Offline & AI Online Studio

- Every AI Offline template other than Face Swap (Imagine/Re-Imagine/Composite) needs the internal AI Server status to be Active; Face Swap does NOT need this.
- Guide Image MUST be PNG format (alpha channel) — Camera/Clipboard are intentionally disabled for this slot.
- Reference Image and Background Image MUST be filled in as soon as their tab appears — not optional.

- The AI Online API Key is stored SEPARATELY per provider (fal.ai vs wavespeed.ai) — make sure the key is filled in for whichever provider is currently selected on the Model tab.
- Always check Mapping Preview in Face Swap before Process — mismatched numbers are silently ignored, not an error.

Photo & Collage Studio

- Photo Studio has only a single Face Restore switch — there is no face-swap panel in this studio; use AI Offline or a Faceswap layer in Collage for that.
- A layer with Input Image = Independent has NO image picker in the editor — its photo is requested later, at Process time or during a real kiosk session.
- The topmost row in the Layers table = the frontmost/topmost layer visually.
- The eye icon (per row) only hides the view in the editor (session only, not saved); the Visibility switch in Layer Settings REALLY changes the printed result and is saved permanently.
- A "New from preset" feature for Collage is NOT available yet in this version — always start from the default empty canvas.

Motion, Lenticular, Flipbook Studio

- Transition duration in Motion Studio is automatically clamped to fit between two clips — check for a red warning if a transition feels shorter than what was typed.
- The Pitch Test result does NOT automatically fill the LPI field — it must be typed manually into the Lens tab after the dialog is closed.
- Repeat Pitch Test every time the printer, paper, or lens changes.
- Row order in the Lenticular Layers table = the real interlace order, not just a list.
- Lenticular result files are intentionally NOT uploaded to QR/cloud (too large) — only a small copy of each layer is uploaded.
- Binder Position in Flipbook must match the actual physical binding side.
- Boomerang Playback Mode in Flipbook doubles the estimated printed page count.

Automation Studio & Gallery

- Automation Studio only accepts templates with EXACTLY ONE image slot and NO text fields — Motion/Lenticular/Flipbook are not supported here.
- Gallery has no search box and does not automatically link to an Event folder — add folders manually via Manage Folders.
- Deleting in Gallery is permanent, with no trash.

Settings & Hardware

- Test Web QR, Local QR, and Email Share with each Test button BEFORE the event — do not assume the configuration is correct.
- The GPU Pack must be downloaded separately for GPU mode on AI Offline; changing Compute Device/Warm-Up needs an app restart.

- Canon cameras are prone to hanging on auto power-off or a loose USB connection — set Auto Power Off longer and use a power adapter for all-day events.
- GoPro dedicates one laptop WiFi adapter to the camera hotspot — set up Ethernet/a second adapter if the booth also needs internet.

Cross-Reference

For a more detailed explanation of WHAT each button and field does (not the steps), see the "Manual Guide" document. This document and the Manual Guide complement each other: the Manual Guide for finding out WHAT a feature is, this tutorial for learning HOW to use it from start to finish.