The Drawing Board

How to use it — the plain-English manual

Lives with the project at app/MANUAL.md | also readable in the app: the Manual link
Password: the same as the book manager

The Drawing Board — how to use it

This is the plain-English manual. Keep it with the project; it explains everything without assuming you remember how any of it works.

What it is

A web page where you can look at the sculpture drawings, draw on them, write down what you want changed, and save it. Whatever you save goes straight into the project folder, where the people and AI workers who do the drawing will find it.

Why it exists: some things are easier to point at than to describe.

Opening it

Two addresses. Use whichever fits where you are:

- **At home:** `http://10.0.0.177:8082`
- **Away from home:** `http://100.101.221.93:8082` — this one needs Tailscale

running on your phone or laptop

The password is the same one as your book manager. Nothing new to remember. Your browser will ask for it. Put `mike` as the username.

> If the page will not load at all: you are probably on the wrong address, or Tailscale is not connected. Try the other one.

The screen, top to bottom

Across the top: the size of the picture you have open, who you are signed in as, a **Manual** link (this page), **Undo**, **Clear**, and the big blue **Save my changes** button.

The second row: a drop-down of everything you can open, **Import a picture**, the drawing tools, seven colours, a width slider, and **– / +** to zoom.

The big white area: the picture. That is where you draw.

The bottom: a box to write in — *"Changes I want"* — then any earlier markups, and (if you are the owner) the list of people who can get in.

Drawing on a picture

- **Pick what to open** from the drop-down. It shows every drawing the project has

made, plus anything you have imported. ■ means a drawing, ■ means a picture you brought in.

- **Pick a tool:** Pen (draw freehand), Line, Arrow, Box, Circle, or Text.
- **Pick a colour** by tapping a circle. **Set the width** with the slider — thin for

pointing, thick for emphasis.

- **Draw with your finger** or with a mouse. Same thing either way.

- **Zoom with – and +.** Use it. A big drawing shrunk to fit your phone is not

readable, and the zoom keeps you in control of the detail.

- **Undo** takes back the last mark. **Clear** wipes the marks from the picture you

are looking at (it will ask first).

Text asks you what to write, then puts it where you tapped.

Bringing in your own pictures

Press ■ **Import a picture**, then choose a photo or a picture from your phone.

You will be asked *"What is this picture?"* — put a few words in. Those words become the file name and a note, so that later nobody has to guess what the photo was of.

Good things to import: a photo of the spot in the yard, a sketch on paper, a picture of a sculpture you like, a screenshot of something someone sent you.

Then draw on it and save, exactly like a drawing.

> **iPhone photos:** if it says it could not read the picture, that is the HEIC format. Open Settings → Camera → Formats → **Most Compatible**, or share the photo as a JPEG, and try again.

Large photos are shrunk down automatically before they are sent, so this works fine on a phone signal.

Saying what you want changed

The box at the bottom is as important as the drawing. **The words are the instruction; the marks show where it applies.**

Say it the way you would say it out loud:

> *"Drop all five blooms 6 inches. The counterweight looks too heavy in this drawing — show it smaller."*
>
> *"This is the spot in the yard. I want it about here, facing the house."*

You can save marks with no words, or words with no marks. You can also save with both — that is usually best.

Saving

Press **Save my changes**. It tells you in plain words what it saved.

Saving never damages the drawing. Your marks are put on a *copy*. The original drawing is untouched, so nothing you do here can break the real thing.

Where your changes go

Inside the project, in the folder `output/markup/`. Each save makes two files:

- a **picture** — the drawing with your marks on it, so you can just look at it
- a **data file** — the same marks as numbers, plus your words

If you want to look at something you saved earlier, open **"Earlier markups"** at the bottom of the page — there is a link to the marked-up picture.

Read this next part, it is the whole point: the workers who draw these sculptures are told to **read your newest markup before they redraw anything.** Your words are the work order; your marks show where. If something you asked for contradicts the design sheet, they are told to come back and ask you which one wins, instead of quietly choosing.

Letting other people in

Only you see this section. Open **"People who can open this"** at the bottom.

Press **Add someone** and type their name. You get two things:

1. A **password** made for them — four words and a number, easy to read out over the

phone.

1. A **message** ready to send them, with the address, the username and the password.

Press **Copy that message** and paste it into a text or an email.

They must be able to reach your network. That is the one real catch. Somebody away from your house needs **Tailscale** set up on their device, and you have to share this machine with them in your Tailscale admin page. Someone sitting in your house, on your wifi, can just open the home address.

What they can do: look at everything, draw on it, write comments, import their own pictures, and save. Every save records **their name**, so you can always see who said what. They cannot add or remove people — only you can.

When something looks wrong

- **The page will not open** — try the other address; check Tailscale is connected.
- **It asks for a password over and over** — the username is `mike`, and the password

is the same as your book manager. A private/incognito window clears a stuck one.

- **My marks vanished** — you changed which drawing you had open, or pressed Clear.

Marks are only remembered until you save.

- **The picture will not open** — it may have been moved or renamed on disk. Reload

the page to refresh the list.

- **Nothing happens when I press Save** — write a note *or* draw something first; an

empty save is refused on purpose.

For whoever works on this next

Plain-English manual above; engineering notes below.

- Lives in `app/`: `server.py` (Python standard library only — no venv, no packages),

`index.html` (one page, plain JavaScript), `MANUAL.md` (this file), `people.json` (accounts, `chmod 600`, passwords stored as PBKDF2-SHA256 hashes).

- Runs as a systemd **user** service, no sudo: `systemctl --user status drawingboard`,

restart with `systemctl --user restart drawingboard`, watch it with `journalctl --user -u drawingboard -f`.

- Port 8082 (env `DRAWING_BOARD_PORT`). Host `0.0.0.0` (env `DRAWING_BOARD_HOST`).
- Accounts live in `people.json`. On first run it is seeded from the host's existing

password file (env `DRAWING_BOARD_AUTH`, default the book manager's `auth.json`), so there is one password per host. **Delete** `people.json` **only deliberately** — it removes everybody's access, including the owner's.

- Saves go to `output/markup/`; imports go to `output/uploads/`; drawings are read

from `output/`. Mark coordinates are in **image pixels**, never screen pixels.

- The standing rule that makes the loop work is in the project's `.hermes.md`:

read the newest markup before revising a drawing, treat the typed notes as the work order, and flag a contradiction rather than resolving it.

- It refuses to start with no accounts rather than serving the drawings unprotected.