

StoryWorld

User Manual - Windows & macOS

Turn your ideas into reality with powerful, intuitive world-building tools.

Version 1.0 - 2026

Copyright © 2026 Foolscape

Contents

1. Windows installation and Ollama setup
2. macOS installation and Ollama setup
3. First launch and storage
4. Interface tour
5. Projects and contexts
6. Writing and formatting
7. Images, tables, and tags
8. StoryWorld archives
9. Local AI assistant
10. Keyboard shortcut reference
11. Troubleshooting and safe use

Windows installation and Ollama setup

Download from the Foolscape website

Choose **Downloads** on the Foolscape website. The site redirects to the official public release page: github.com/MushroomMsc/foolscape-downloads/releases/latest.

Under Assets, download **StoryWorld-1.0.0-setup-windows-x64.7z** for StoryWorld. Do not choose either macOS archive for a Windows PC.

Extract and install

- 1 Open the downloaded **.7z** archive with 7-Zip or another compatible archive utility.
- 2 Extract the archive, then run **StoryWorld-Setup.exe** from the extracted folder.
- 3 Complete the setup wizard. You may choose the installation directory and desktop shortcut options.
- 4 Launch StoryWorld from the Start menu or desktop shortcut.

What Ollama does

Ollama runs language models locally on your Windows PC. StoryWorld and Wingman connect to its local service at **http://127.0.0.1:11434**. Your writing is sent to the selected model on your own computer unless you deliberately use another service outside these apps.

Windows requirements

- Windows 10 22H2 or newer.
- At least 4 GB free for Ollama itself, plus additional model storage. Models commonly require several gigabytes.
- Current NVIDIA or AMD graphics drivers are recommended when using a supported GPU. CPU-only generation is possible but slower.

Install Ollama

- 1 Visit ollama.com/download/windows and download **OllamaSetup.exe**.
- 2 Run the installer. The normal per-user installation does not require administrator rights.
- 3 Start Ollama from the Windows Start menu. It runs in the notification area and exposes the local API.
- 4 Open PowerShell and confirm that Ollama is available:

```
ollama --version
```

Download and test a model

Choose a model that fits your hardware. Small models respond faster and use less memory; larger models generally provide stronger prose and reasoning but take longer to load and generate.

```
ollama pull llama3.2:3b ollama run llama3.2:3b
```

- Use **ollama ls** to list installed models.
- Use **ollama ps** to see models currently loaded in memory.
- Use **ollama stop MODEL** to unload a model.
- Browse model names and sizes at ollama.com/library.
- For lower-memory PCs, begin with a 1B-4B model. For stronger writing on capable hardware, try a 7B-12B model before moving larger.

If Ollama is not detected

- Start Ollama from the Start menu, then reopen the app.
- Open Settings and confirm the host is **http://127.0.0.1:11434**.
- Run **ollama ls** in a new PowerShell window.
- Check **%LOCALAPPDATA%\Ollama\server.log** for server errors.
- If model storage is limited, set the user environment variable **OLLAMA_MODELS**, quit Ollama, and relaunch it.

Official references: <https://docs.ollama.com/windows> | <https://docs.ollama.com/cli> | <https://ollama.com/library>

macOS installation and Ollama setup

Download from the Foolscape website

Choose **Downloads** on the Foolscape website. The site redirects to the official public release page: github.com/MushroomMsc/foolscape-downloads/releases/latest.

Choose the correct download

- Download **StoryWorld-1.0.0-setup-mac-arm64.7z** for StoryWorld on an Apple Silicon Mac (M1, M2, M3, M4, and newer Apple chips).
- Download **StoryWorld-1.0.0-setup-mac-x64.7z** for StoryWorld on an Intel Mac. Choose Apple menu > About This Mac if you are unsure which processor it uses.
- Do not download the Windows x64 archive for a Mac.

Install the application

- 1 Extract the downloaded **.7z** archive with Keka, The Unarchiver, or another 7z-compatible utility.
- 2 Open the extracted StoryWorld **.dmg** file.
- 3 Drag the application into the **Applications** folder shown in the DMG window.
- 4 Eject the mounted disk image in Finder after copying is complete.
- 5 Open the app from Finder > Applications or Launchpad.

Required first-launch approval

These independent builds are ad-hoc signed but are not Apple Developer ID notarized. macOS will normally block the first launch because it cannot verify the developer. This does not mean installation failed.

- 1 Attempt to open the application once, then dismiss the warning.
- 2 Choose Apple menu > **System Settings** > **Privacy & Security**.
- 3 Scroll to Security and click **Open Anyway** beside the blocked application. Apple makes this button available for about one hour after the launch attempt.
- 4 Enter your Mac login password or use Touch ID if requested, then confirm **Open**.
- 5 After approval, launch the app normally from Applications. A newly downloaded future version may require approval again.

Only override Gatekeeper for a copy downloaded from the official Foolscape website or another source you trust. Official Apple instructions: support.apple.com/guide/mac-help/mh40616/mac

What Ollama does

Ollama runs language models locally on your Mac. StoryWorld and Wingman connect to its local service at **`http://127.0.0.1:11434`**. Your writing is processed on your computer unless you deliberately configure another service.

Ollama requirements

- macOS 14 Sonoma or newer.
- Apple M-series Macs use CPU and Metal GPU acceleration. Intel Macs use CPU generation and will generally be slower. Allow several gigabytes per model; large models may require substantial unified memory.

Install Ollama

- 1 Visit ollama.com/download/mac and download the macOS DMG.
- 2 Open the DMG and drag **Ollama** into Applications.
- 3 Launch Ollama. If prompted, allow it to create the command-line link in **`/usr/local/bin`**.
- 4 Open Terminal and confirm the installation:

```
ollama --version
```

Download and test a model

Begin with a smaller instruction model for faster startup and autocomplete. Move to a larger model only if the Mac has enough memory and the response speed remains comfortable.

```
ollama pull llama3.2:3b ollama run llama3.2:3b
```

- Use **`ollama ls`** to list installed models.
- Use **`ollama stop MODEL`** to unload a model.
- Browse models at ollama.com/library.
- For Context Mode, a 1B-4B model usually gives the quickest suggestions.

If Ollama is not detected

- Launch Ollama from Applications, wait for its menu-bar icon, and reopen StoryWorld or Wingman.
- Open Settings in the app and confirm the host is **`http://127.0.0.1:11434`**.
- Run **`ollama ls`** in Terminal.
- Review the server log with **`cat ~/.ollama/logs/server.log`**. Models and configuration are stored under **`~/.ollama`**.

Official references: <https://docs.ollama.com/macos> | <https://docs.ollama.com/cli> | <https://ollama.com/library>

First launch and storage

StoryWorld separates the open working copy from the compressed project library on both Windows and macOS.

Open StoryWorld for the first time

- 1 Complete the installation steps for your operating system, then launch StoryWorld.
- 2 Create a project or context from the Projects sidebar. Unsaved work uses a temporary workspace.
- 3 Press **Ctrl+S** on Windows or **Command+S** on macOS when ready to save.
- 4 Use Settings to choose a different Projects location if required.

Default project libraries

- Windows: %APPDATA%\StoryWorld\Projects.
- macOS: ~/Library/Application Support/StoryWorld/Projects.
- StoryWorld creates the library when the first project is saved.

How files are stored

- A **.stwd** file is a ZIP-compatible archive containing the project's Markdown, folders, and assets.
- The sidebar shows only the currently open or newly created project workspace - never the archive-library directory.
- Autosave updates Markdown and repacks the active archive after the first save.
- File > Save opens Save As. The platform save shortcut updates the current archive, or prompts if it has never been saved.

Important: temporary drafts are not a substitute for a saved project. Save important work to a .stwd archive and keep backups.

Interface tour

Top bar

- File: create, open, save, print, refresh, and image actions.
- Format: text and heading commands.
- View: cycle preview layouts, toggle the sidebar, and open the Assistant.
- Search: search titles, tags, and project text.
- Profile: personalization, themes, AI instructions, and Settings.

Main workspace

- Projects sidebar: nested project structure and context actions.
- Title and tag bar: rename the current context and add or remove tags.
- Formatting toolbar: headings, font size, emphasis, lists, links, tables, and images.
- Editor/Preview: source, split, or editable preview layouts.
- Assistant panel: model picker, chat history, and prompt box.

Projects and contexts

A project is the top-level container. Contexts are Markdown documents or nested folders that organize the material used to build a fictional setting.

Available types

- Project - top-level story description and container.
- Section - organizational folder.
- Location - worlds, regions, cities, rooms, or any physical setting.
- Character - people, creatures, factions, or other actors.
- Event - scenes, historical events, or timeline entries.
- Item - objects, artifacts, technology, or resources.
- Lore - rules, cultures, myths, systems, or background knowledge.

Common tasks

- 1 Click + New and choose a type and name.
- 2 Click a sidebar row to open it. Use only the disclosure arrow to collapse children.
- 3 Use the row actions to create a child, rename, or delete.
- 4 Drag sidebar entries to reorganize them.
- 5 Press F5 if an externally deleted folder remains visible.

Writing and formatting

Write in the source editor, the editable preview, or split mode. The title field controls the document's primary heading.

- Use headings to make long contexts scannable.
- Use bold, italic, strike, lists, quotes, code, links, and horizontal rules from the toolbar.
- Change editor font size from the Size control; choose Custom or double-click Size for a specific value.
- Right-click source or preview content for clipboard, formatting, linking, assistant, and image actions.
- Autosave writes after a short pause. Ctrl+S (Windows) or Command+S (macOS) immediately saves the active project archive.

Images, tables, and tags

Images

- Upload an image, crop it, and store it under the project's assets folder.
- Select an image in Preview to resize, align, crop, place inline, or enter a custom pixel width.
- Drag images through long documents; edge auto-scroll helps move them by a full page.
- Images may be placed inline with text or inside table cells.

Tables

- Insert a table from the toolbar or paste from Excel, Word, TSV, HTML, or Markdown.
- Mixed text and pasted tables are preserved.
- Resize cells from their handles; add or remove rows and columns from the table inspector.
- Choose a custom line color or make table lines transparent.
- Hover over a table to reveal its drag handle.

Tags

Type into + Add tag and press Enter or comma. Click a tag to search for it. Use its X button to remove it.

StoryWorld archives

Create and save

- 1 Create content in the temporary workspace.
- 2 Press **Ctrl+S** on Windows or **Command+S** on macOS and choose a project name.
- 3 Confirm the .stwd file appears in the default StoryWorld Projects library or your chosen location.
- 4 Continue working; autosave repacks the archive.

Open

Use File > Open .stwd project or double-click a registered .stwd file. Archives opened outside the configured library can be copied into it after confirmation.

Legacy folders

Use File > Open project folder. StoryWorld can package a legacy folder into .stwd, verify the archive, open it, and remove the old folder only after confirmation.

Backups

Copy closed .stwd files to another drive or backup service. Do not replace a good backup until the new archive opens correctly.

Local AI assistant

- 1** Open the Assistant with Ctrl+J (Windows) or Command+J (macOS).
- 2** Select an installed Ollama model.
- 3** Leave Include current context enabled when you want the full open document included.
- 4** Type a request and press Enter. Use Shift+Enter for a new line.
- 5** Review the response, then insert useful material into the context.

The prompt field displays a disabled loading message while Ollama or the model is unavailable. Open Settings to confirm the Ollama host.

Profile and AI instructions

The profile stores your name, pronouns, and standing AI instructions. Use instructions for stable preferences such as tone, question-first collaboration, or avoiding unsolicited rewrites.

Keyboard shortcut reference

Windows

Shortcut	Action
Ctrl+T	New project/context
Ctrl+S	Save active project archive
Ctrl+Shift+P	Cycle split, preview-only, and source-only layouts
Ctrl+P	Open the Windows print dialog
Ctrl+J	Toggle Assistant
Ctrl+O	Toggle Projects sidebar
Ctrl+= / Ctrl++	Open a legacy StoryWorld folder
F5	Refresh sidebar
Ctrl+Z	Undo editor action or restore a recently deleted context
Ctrl+Shift+Z	Redo
Ctrl+B / Ctrl+I	Bold / italic

macOS

Shortcut		Action
	Command+T	New project/context
	Command+S	Save active project archive
	Command+Shift +P	Cycle split, preview-only, and source-only layouts
	Command+P	Open the macOS print dialog
	Command+J	Toggle Assistant
	Command+O	Toggle Projects sidebar
	Command+= / Command++	Open a legacy StoryWorld folder
	F5	Refresh sidebar
	Command+Z	Undo editor action or restore a recently deleted context
	Command+Shift +Z	Redo
	Command+B / Command+I	Bold / italic

Troubleshooting and safe use

Local-model output is a suggestion, not an authority. Review generated text before saving or publishing it. Keep independent backups of irreplaceable work.

- Windows launch failure: reinstall with the latest installer, then restart Windows if an older Electron process remains.
- macOS blocks first launch: attempt to open StoryWorld once, then choose System Settings > Privacy & Security > Open Anyway.
- Sidebar looks stale: press F5.
- An image is missing: reopen the .stwd archive and confirm the assets folder is present inside it.
- Archive will not open: copy it before testing ZIP repair tools; never work on the only copy.
- Assistant is unavailable: start Ollama, verify the host in Settings, and run ollama ls.
- Generation is slow: use a smaller model and close other GPU-heavy applications.

Support information to collect

- Operating-system version, processor type, and application version.
- Selected Ollama model and output of ollama ls.
- A short description of the action that failed.
- Whether the issue persists after restarting Ollama and the application.
- Windows Ollama log: %LOCALAPPDATA%\Ollama\server.log.
- macOS Ollama log: ~/.ollama/logs/server.log.