



Quick Start Guide

Set up a project, generate artwork, place text, and export a finished package

What this guide is for: Use this short guide when you want the fastest practical route through Limnforge. It shows the main workflow only. Use the full User Guide when you want detailed explanations of every feature.

Before You Begin

- Install and open Limnforge.
- Have an OpenAI API Key ready, or follow the OpenAI API Key Mini Guide first. For guided planning prompts, use the Co-Pilot Work Orders Mini Guide.
- Have a story idea, manuscript draft, or sample text ready.
- Decide where the Limnforge project workspace should live on your computer.

Useful companion documents: OpenAI API Key Mini Guide for account/key setup; Limnforge User Guide for full details; this Quick Start for the main first-project workflow.

The Quick Path

The first project is easiest if you move in this order. Each numbered item below has a matching section and screenshot examples in the pages that follow.

1	Connect Limnforge to OpenAI Add and test your OpenAI API Key in Settings.
2	Set up the project workspace Use the Project Library to create or open a Book.
3	Create a new Book Choose Animal or Human, then set the Book / Project Name, Workflow, illustration-page count, print-page count, and Book Format before clicking New Book.
4	Define the visual foundation Use the Book Style DNA and World Module to set the creative direction.
5	Create a Style Anchor and Reference Set Generate a Style Anchor, generate a Reference Set from it, then save the set.
6	Build Character Libraries Create reusable poses and mark Primary and Secondary References.
7	Plan each Spread Add Illustration Instructions, Spread Planning, and left/right Text-Safe Areas.
8	Generate, refine, and approve Spreads Review Text-Safe verification, use the Preview actions, then mark artwork Final.
9	Create Front and Back Covers Plan, generate, review, and approve each Cover before adding copy.
10	Add Text Overlay Layers Use surface-specific text tools for Covers, the Inside Cover, Pages, and Spreads.
11	Protect and export the project Use Project Safety, preflight Commercial Export, then inspect the package.

1. Connect Limnforge to OpenAI

Open Settings first. Enter your OpenAI API Key, confirm the Preferred and Fallback GPT Image Models, then use Test Key before generating artwork.

Do This

- Use the OpenAI API Key Mini Guide if you still need to create a Platform account, project, or secret key.
- For Limnforge V1.0, image generation is OpenAI-based. Use image model names your OpenAI Platform account can access.
- A green success message confirms that Limnforge can reach OpenAI.

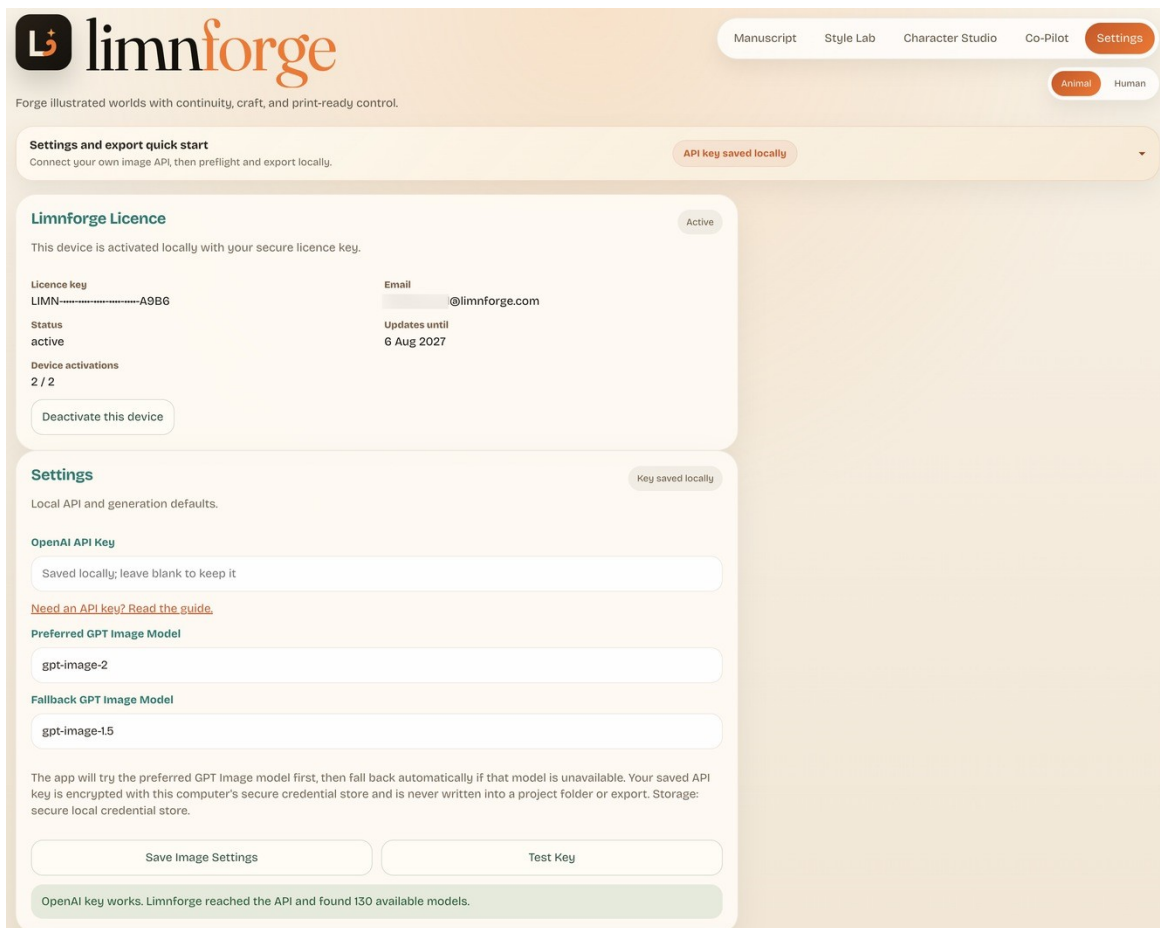


Image 1 - Settings: saved local key, GPT Image Models, and successful Test Key result.

2. Create or open a project workspace

Create the book project and choose the workspace folder where Limnforge will keep project data, generated images, references, snapshots, and exports.

Do This

- Keep the workspace somewhere you can find again easily.
- Open the project from the Project Library before continuing.

The screenshot shows the 'New Book' form in Limnforge. At the top, there are five main sections: 'Book / Project Name' with a text input field, 'Workflow' with a dropdown menu set to 'Picture Book', 'Interior Illustration Pages' with three buttons (24, 28, 32) and a 'Custom' button, 'Final KDP Print Pages' with a text input field set to 32, and 'Book Format' with a dropdown menu set to 'Square 8.25 x 8.25" x 8.25"'. A 'New Book' button is on the right. Below these fields is a small text note: 'Front cover, illustrated spreads, and back cover. Limnforge suggests a common final print-page count from the illustrated-page preset; you can override it manually. Print page count drives KDP cover/spine sizing and does not create interior illustration tiles.' Below this is the 'Project Library' section, which says 'No saved books are currently detected.' and 'Open a saved book from the compact cards below.' There is a 'Refresh Projects' button. At the bottom, there is a 'Project Safety' section showing '5 restore points · 157.0 MB' and a 'Workspace folder' section showing '/Users/.../Documents/Limnforge' with a 'Choose Folder' button.

Image 2 - Project creation and workspace location controls.

The screenshot shows the 'Project Library' interface. At the top, there are five main sections: 'Book / Project Name' with a text input field containing 'Pip and the Moonseed', 'Workflow' with a dropdown menu set to 'Picture Book', 'Interior Illustration Pages' with three buttons (24, 28, 32) and a 'Custom' button, 'Final KDP Print Pages' with a text input field set to 32, and 'Book Format' with a dropdown menu set to 'Children's Picture Book · 8.5"'. A 'New Book' button is on the right. Below these fields is a small text note: 'Front cover, illustrated spreads, and back cover. Limnforge suggests a common final print-page count from the illustrated-page preset; you can override it manually. Print page count drives KDP cover/spine sizing and does not create interior illustration tiles.' Below this is the 'Project Library' section, which says 'Your current book and recent projects stay easy to reach; all other saved books are kept below.' There is a 'Refresh Projects' button. Below this is the 'CURRENT PROJECT' section, which shows a card for 'Pip and the Moonseed' with details: 'Animal · Picture Book · 24 illustrated pages · 32 print pages · Children's Picture Book'. There are 'Current' and 'Move to Trash' buttons. Below this are three sections: 'Recently Opened (2)', 'All Other Projects (1)', and 'Recoverable Projects (1)', each with a dropdown arrow.

Image 3 - Project Library with Current Project, Recently Opened, All Other Projects, and Recoverable Projects.

3. Create a new Book

Set the project's core production choices in the Manuscript screen.

Do This

- Choose Animal or Human from the top-right selector.
- Enter the Book / Project Name.
- Choose the Workflow from its drop-down menu.
- Select the required Interior Illustration Pages.
- Confirm or adjust the suggested Final KDP Print Pages.
- Choose the Book Format, then click New Book.

Note

- The Full Manuscript field is a project reference area, not the final text-layout system.
- Final book text is placed later through the Text Overlay System.
- Use the manuscript as a source for copying finished text into Text Overlay Layers.

The screenshot displays the 'limnforge' web application interface. At the top, there's a navigation bar with tabs: 'Manuscript' (active), 'Style Lab', 'Character Studio', 'Co-Pilot', and 'Settings'. Below this, a selector for 'Animal' or 'Human' is visible. The main section is titled 'Manuscript quick start' with a subtitle 'Set the book once, then work through its covers and pages.' It features three numbered steps: 1. 'Create or open a book' (checked), 2. 'Lock the visual system', and 3. 'Plan, generate, and finish each page'. Below these steps is a form for book setup with fields for 'Book / Project Name', 'Workflow' (set to 'Picture Book'), 'Interior Illustration Pages' (with options 24, 28, 32, and Custom), 'Final KDP Print Pages' (set to 32), and 'Book Format' (set to 'Square 8.25 x 8.25" x 8.25"'). A 'New Book' button is at the bottom right of this section. Below the form, there's a 'Project Library' section with a 'Refresh Projects' button and a message: 'No saved books are currently detected.' At the bottom, there's a 'Project Safety' section showing '5 restore points - 157.0 MB' and a 'Workspace folder' path: '/Users/.../Documents/Limnforge' with a 'Choose Folder' button.

Image 4 - New Book setup and Manuscript quick start.

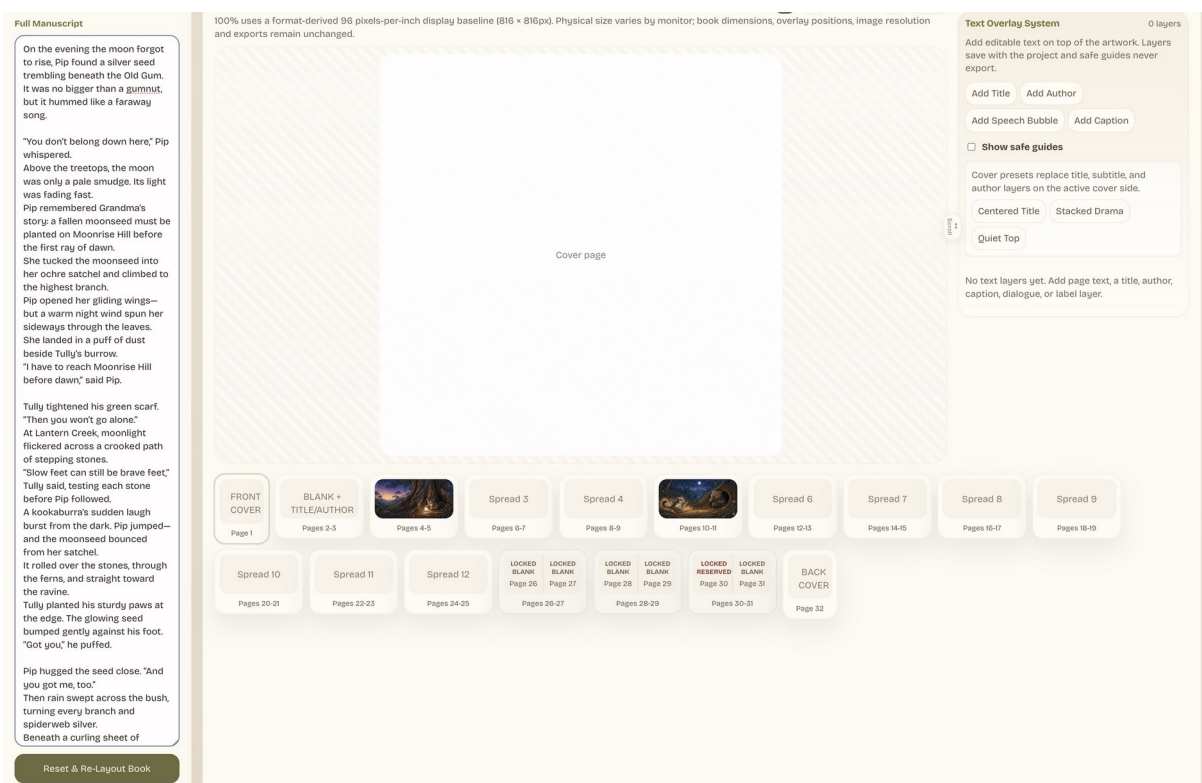


Image 5 - Full Manuscript Field, Spread thumbnail strip, and Preview area.

4. Define the visual foundation

Set the book's style DNA and world rules before generating characters or story spreads.

Do This

- Choose the base style, mood, and rendering intensity.
- Add recurring locations, environment rules, lighting rules, motifs/materials, and forbidden elements in the World Module.
- Do not feel you must fill every field perfectly at the start; brief entries are fine.

Note

- Co-Pilot Work Order 2: World Module can help develop recurring world rules when you need a structured starting point. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.

Keep it simple: Start with short, plain-English entries. Add more detail only when the artwork needs clearer direction.

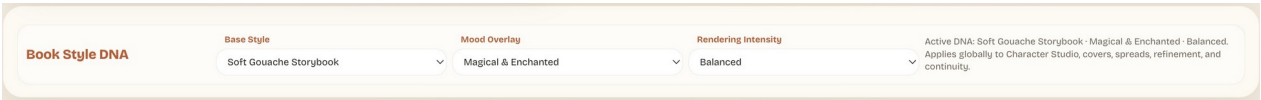


Image 6 - Book Style DNA controls.

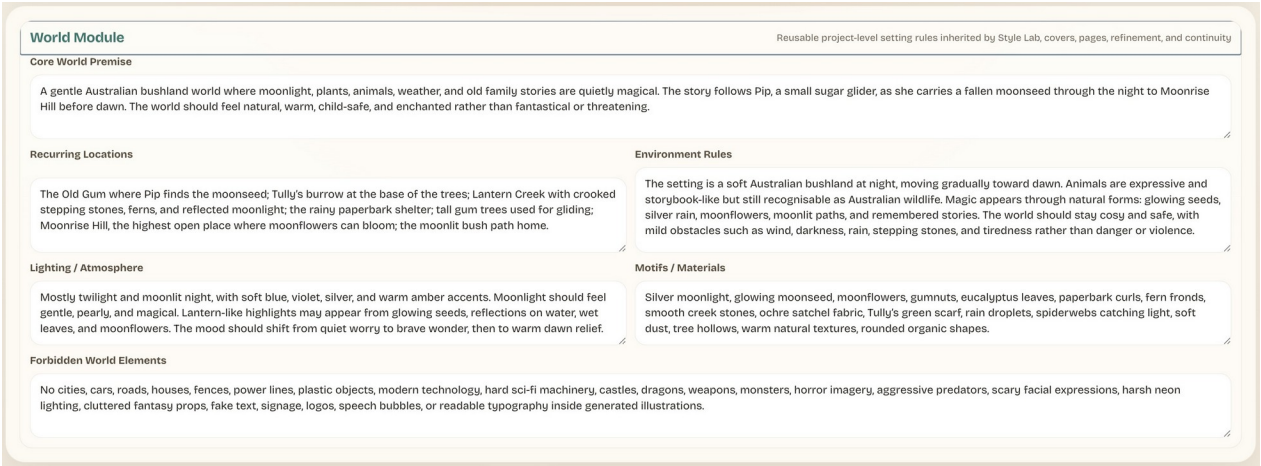


Image 7 - World Module fields for recurring visual rules.

5. Create a Style Anchor and Reference Set

Use Style Lab to define the visual system for the Book and create a reusable Reference Set.

Do This

- Complete the Style Lab fields: start with Creative Vision, then add World / Setting Notes, Subject Design Rules, and Palette / Texture / Finish.
- Click Generate Style Anchor.
- Review the result and keep the strongest candidate as the Style Anchor.
- Click Generate Reference Set from Anchor. This creates related visual references from the selected Style Anchor for Character Language, World Atmosphere, Palette and Texture, and Action Composition consistency.
- Review the generated references and add the results you want to the project.
- Use Save as Set with a useful name. Apply Set loads a saved set into the current project.

Note

- Restore Generated References returns generated candidates. Clear Generated removes current generated candidates when you want to start again.
- Mark up to four Style References as Use for generation; retain additional references as Reference only.
- Use Clear Project Refs, Delete Set, and the download/delete card controls deliberately; these are management tools, not the normal first-pass workflow.
- Co-Pilot Work Order 3: Style Lab: First Style Anchor can help develop the initial creative brief when needed. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.

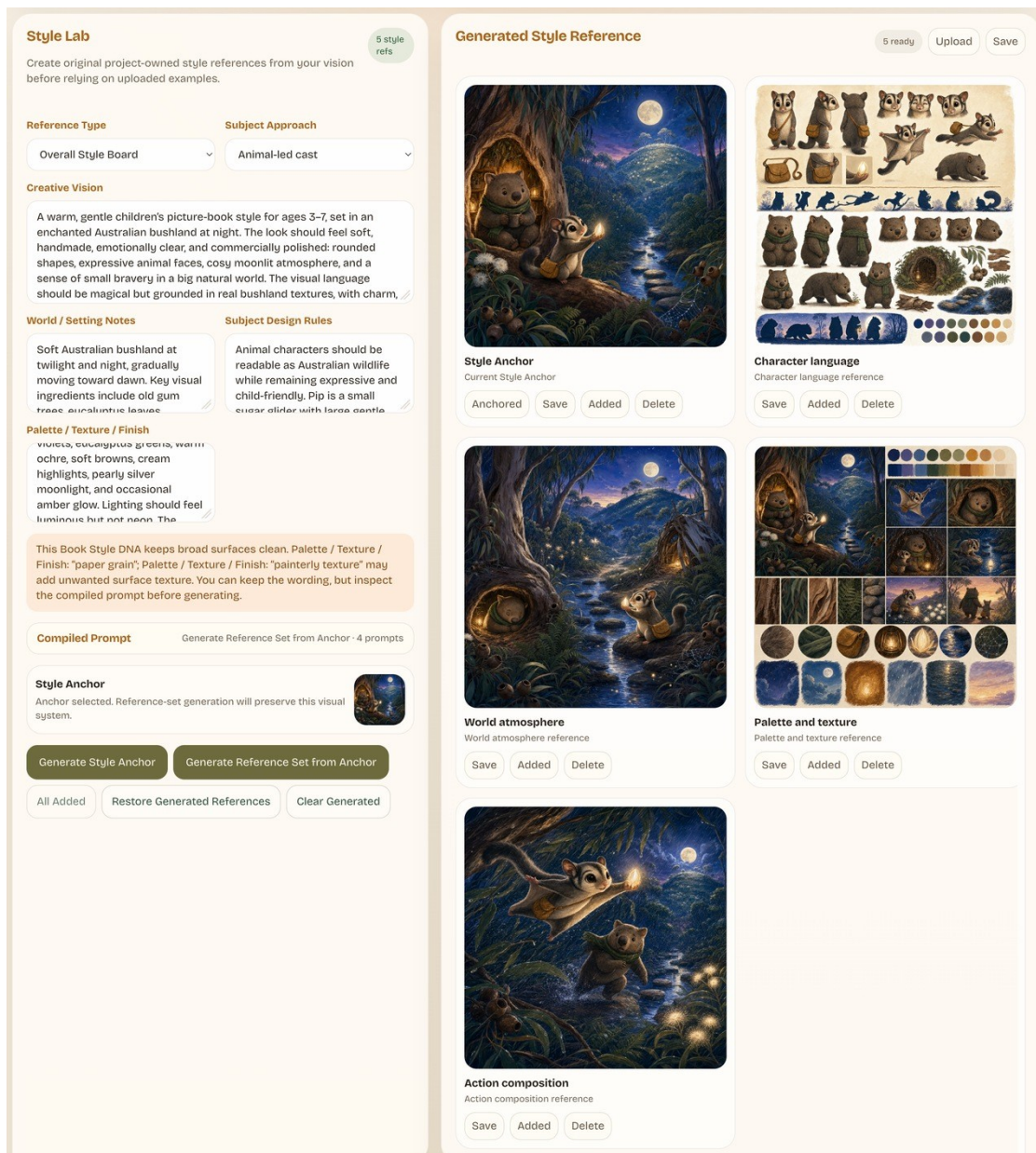


Image 8 - Style Lab: creating a Style Anchor and Reference Set.

After adding references from Style Lab, manage them in the Style Reference panel in Manuscript or Character Studio—not in Style Lab itself.

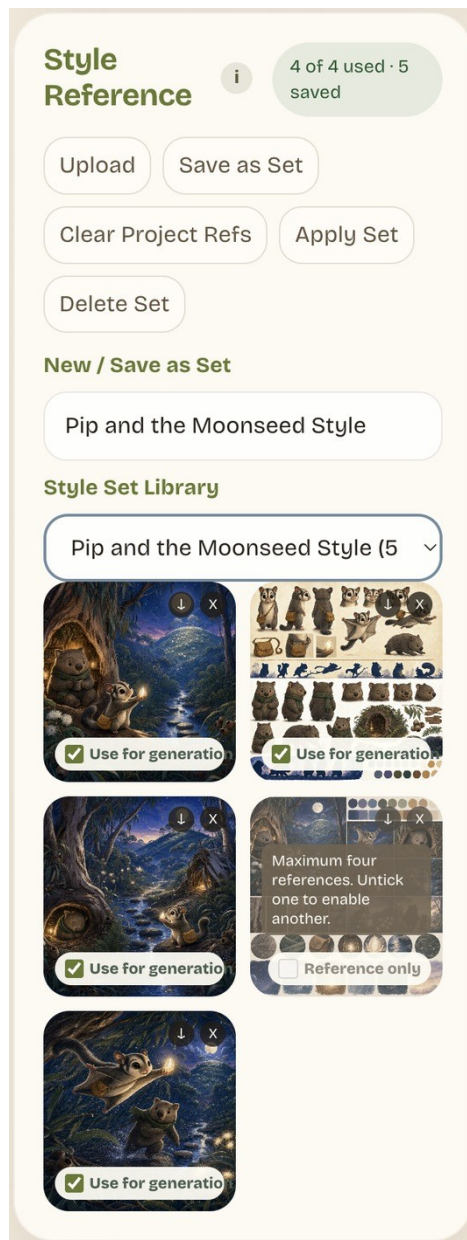


Image 9 - Style References in Manuscript and Character Studio: choose up to four for generation and retain others as Reference only.

6. Build Character Libraries

Use Character Studio to create reusable, consistent poses for each recurring Character.

Do This

- Choose Animal or Human, then enter the Character Name and Species / Type.
- Write a Visual Description, or use Description Helper to build one.
- Choose an Expression and Pose Category from the drop-down menus.
- Generate the pose and review it in Pose Preview. Refine the description, expression, or pose category if it does not match the Character.
- Use Add to Character Library to save each desired result.
- Build at least two Character Library entries for each recurring Character, then mark the intended Primary and Secondary References with P and S.
- Use the V button to view a Character Library image in the Preview window.
- For every Secondary Character, create a separate Character Library in the same way.
- In Manuscript, use the Secondary Characters window to choose the Character Libraries for additional Characters needed on Pages and Spreads.

Note

- Use Current Character Refinement only for a targeted correction to the current preview.
- Where possible, choose a clear neutral identity view as the Primary Reference.
- Co-Pilot Work Order 4: Character Studio: First References / Poses and Work Order 6: Secondary Character Discovery can help prepare character details when needed. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.

Keep it simple: Start with short, plain-English entries. Add more detail only when the artwork needs clearer direction.

Style Reference

4 of 4 used · 5 saved

Upload

Save as Set

Clear Project Refs

Apply Set

Delete Set

New / Save as Set

Pip and the Moonseed Style

Style Set Library

Pip and the Moonseed Style (5)

Use for generation

Use for generation

Use for generation

Use for generation

Maximum four references. Untick one to enable another.

Reference only

Add style ref

Character Studio

4 style conditioning · 2 consistency

Generate

+

Style references and consistency references should drive pose generation here.

Subject Type

Animal

Human

Character Name

Pip

Species/Type

Sugar Glider

Visual Description

Pip is a brave but small young sugar glider and the main character of Pip and the Moonseed. She is gentle, curious, nervous at first, but determined when someone needs her help. She carries the fallen moonseed through the night toward Moonrise Hill. Body and silhouette: Small Australian sugar glider with a compact, soft body; short rounded muzzle; large alert ears; long fluffy tail; delicate paws; and clear gliding membranes stretching between front and back limbs. Her silhouette

Description Helper

Build clean character canon

Expression

Neutral

Pose Category

Standing front facing

Compiled Prompt

2 character refs · 4 style refs

Generate Pose

Current Character Refinement

Generate or upload a pose first

Image 10 - Character Studio with Style Reference previews and generation status.

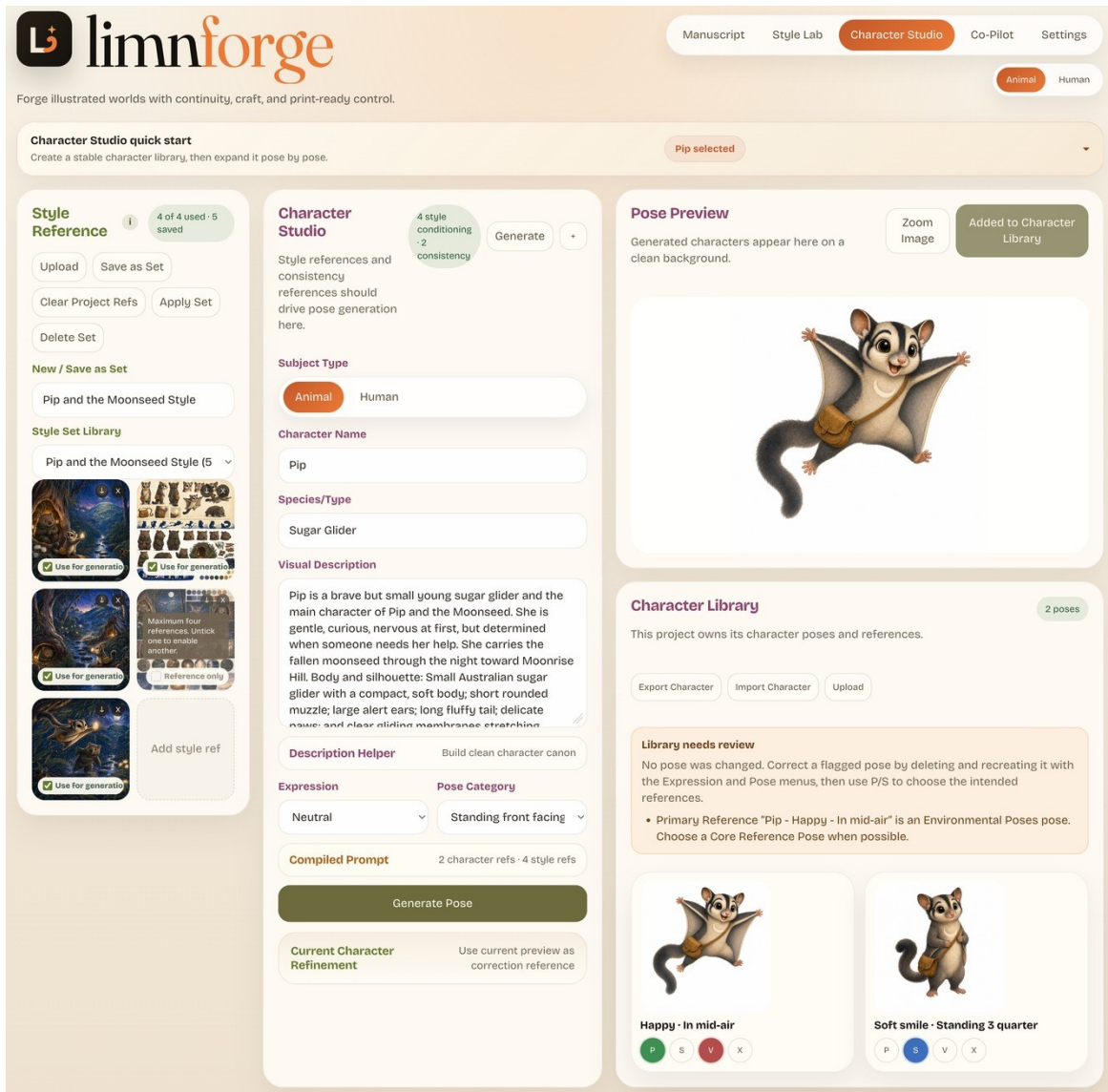


Image 10A - Character Studio: review a generated Pose Preview, add it to the Character Library, and set Primary/Secondary References.

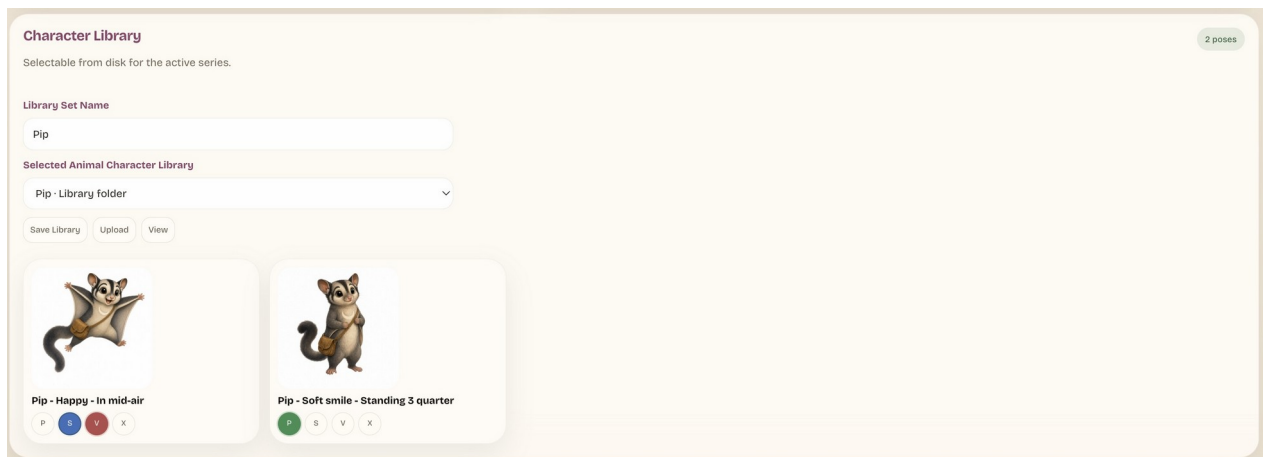


Image 11 - Main character library with Primary and Secondary identity views.

Secondary Characters

1 saved

Libraries +

Tully
WOMBAT

Primary

Secondary

Remove From Spread

Edit

Delete

Character Library

Tully

▼

Character Name

Tully

Animal

Human

Species/Type

Wombat

Visual Description

Tully is a young wombat and Pip's loyal friend in Pip and the Moonseed. He is cautious, steady, practical, and quietly brave. He cannot slide like Pip, but he balances his

☒ Must Match Exactly

Primary Ref

Secondary Ref

Reference Pose Picker

Choose which poses feed spread generation

Tully - Relieved - Running

Tully - Happy - Walking

P

S

P

S

Tully - Neutral - Standing front facing

Tully - Scared - Jumping

P

S

P

S

Cancel

Save Changes

Image 12 - Secondary Characters: select a Character Library and assign its Primary and Secondary References for use on Pages and Spreads.

Limnforge | Quick Start Guide v1 | Page 14

7. Plan each Spread

Use Manuscript to prepare the visual direction and Text-Safe Areas before generating a Spread.

Do This

- Select the target Page or Spread tile in Manuscript.
- Add Illustration Instructions for the scene, Characters, setting, props, composition, and exclusions.
- Complete Spread Planning: Character Scene State, Location / Scene Environment, Required Props, Forbidden Props / Details, and Composition Intent.
- Set the overall Text-Safe Intent, Text-Safe Span, and Text-Safe Notes.
- For a Double Spread, set Left page and Right page Text-Safe details separately. Text must never cross the centre gutter.
- If you are unsure, leave optional fields blank to begin with rather than inventing detail; return and refine them after the first result.
- Use the Co-Pilot top-menu choice and select Work Order 7: Spread Planning and Illustration Instructions when you want help preparing the fields.

Note

- Co-Pilot Work Order 7 creates a prepared planning prompt to copy into your chosen AI assistant, which should help you create information to add to each field in Limnforge. Limnforge does not send the prompt automatically—you need to copy and paste it into your AI assistant. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.
- Review the Compiled Prompt before generating whenever you have added significant planning detail or references.

Keep it simple: Start with short, plain-English entries. Add more detail only when the artwork needs clearer direction.

Spread 5

Pages 10-11 · Double spread

Main Character

Pip

SPREAD MODE

Double Spread

Single Pages

Illustration Instructions

Create a continuous double-page illustration outside Tully's low wombat burrow in the moonlit Australian bush, with night beginning to move toward dawn. On the left page, Pip has just landed in a soft puff of ochre dust. She is clutching her small ochre cross-body satchel, with the moonseed safely inside or softly glowing at the satchel flap. Pip looks worried but determined as she asks for help.

On the right page, Tully emerges from his rounded burrow entrance, built into an earthy bank. He is steady and practical, tightening his moss-green scarf as he meets Pip's gaze and decides to go with her. Create a clear conversational relationship across the spread: Pip left, Tully right, both faces readable and safely away from the center gutter. Use the burrow, small roots, ochre ground, soft grasses, gum leaves, and moonlit earth to connect the two pages without splitting either character across the fold.

Use cool indigo shadows, gentle silver moonlight, and a faint warm glow from the moonseed. Reserve quiet, low-contrast space for dialogue above and to the right of Pip, and above and to the left of Tully. Keep those upper areas softly detailed without bright highlights, busy leaves, strong branches

Spread Planning

Scene · world · composition · text-safe zones

Character Scene State

Pip has just landed in a puff of ochre dust outside Tully's burrow, clutching the moonseed satchel and looking worried but determined. Tully is emerging from the burrow, steady and practical, tightening his moss-green scarf as he decides to help. Pip is asking for help. Tully is

Location / Scene Environment

Outside Tully's low wombat burrow in the moonlit Australian bush. Ochre earth, small roots, soft grasses, gum leaves, and a rounded burrow entrance built into a bank. Night/dawn tension: cool indigo shadows with gentle silver moonlight and a faint warm glow from the

Required Props

Pip's small ochre cross-body satchel with the moonseed safely inside or softly glowing at the satchel flap. Tully's moss-green scarf. Tully's burrow entrance. A small puff or settling cloud of dust near Pip's landing spot.

Forbidden Props / Details

No human buildings, roads, fences, tools, lanterns, furniture, extra animals, extra clothing, shoes, hats, or backpacks. Do not show the moonseed loose on the ground. Do not place faces, the satchel, or key name in the gutter/fold.

Composition Intent

Continuous double-page scene outside the burrow. Pip should be on the left page after landing; Tully should be on the right page emerging from the burrow. Create a clear conversational relationship across the spread, with both faces readable and safely away from the gutter. Use the burrow, roots, and moonlit ground to connect the pages without splitting either character.

Text-Safe Intent

Custom notes

Text-Safe Span

Selected cell

Text-Safe Notes

Reserve quiet space above Pip and Tully for dialogue bubbles, especially above/right of Pip and above/left of Tully. Keep the upper areas softly detailed and low contrast. Avoid bright highlights, busy leaves, faces, satchel details, or strong branches behind the planned text.

Double spreads reserve copy space per page. Text never crosses the centre gutter: configure each page below when their needs differ.

Left page text-safe area

Intent

Custom notes

Span

Selected cell

Positive scene content / exclusions

Reserve quiet space above Pip and Tully for dialogue bubbles, especially above/right of Pip and above/left of Tully. Keep the upper areas softly detailed and low contrast. Avoid bright highlights, busy leaves, faces, satchel details, or strong branches behind the planned text.

Right page text-safe area

Intent

Custom notes

Span

Selected cell

Positive scene content / exclusions

Reserve quiet space above Pip and Tully for dialogue bubbles, especially above/right of Pip and above/left of Tully. Keep the upper areas softly detailed and low contrast. Avoid bright highlights, busy leaves, faces, satchel details, or strong branches behind the planned text.

Left page: Page Text preflight: 20 words need approximately a 48% × 18% illustrated area at the current type settings.

Image 13 - Spread Planning, including Left and Right page Text-Safe Areas.

Limnforge | Quick Start Guide v1 | Page 16

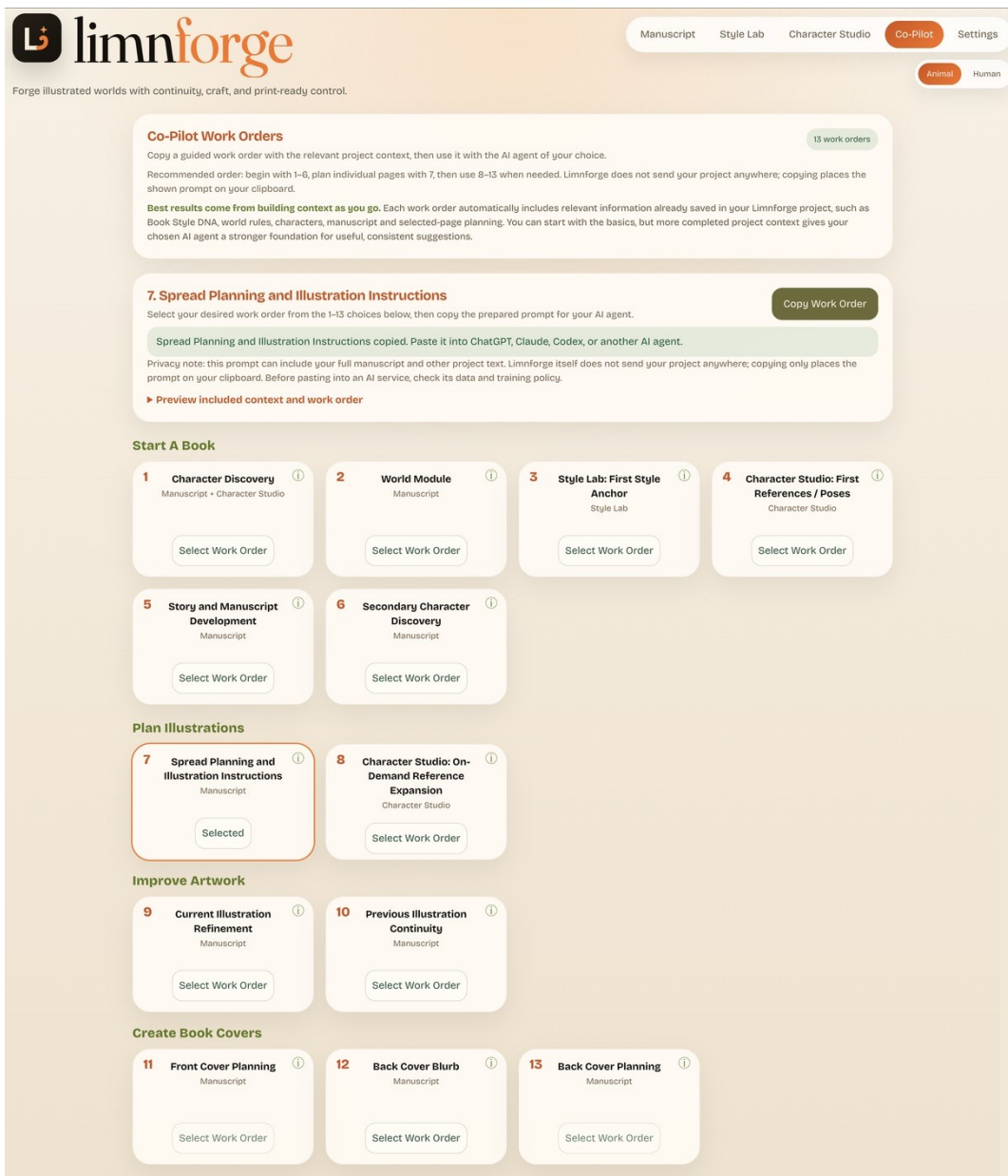


Image 14 - Co-Pilot Work Order 7: Spread Planning and Illustration Instructions.

8. Generate, refine, and approve Spreads

Generate the planned artwork, check it, improve it where necessary, and mark the approved result Final.

Do This

- Select the planned Spread and click Generate Illustration.
- Review the Preview against the Illustration Instructions and Spread Planning.
- Check the automatic Text-Safe verification result for each Page.
- Use Refine This Area or Regenerate Illustration when the verification identifies a problem.
- Use Current Illustration Refinement for targeted changes, or Previous Illustration Continuity when a new Spread should match an earlier approved Spread.
- Hover your cursor over the Preview image to see and use Upload, Remove Art, Save, Art, and Final.
- Mark the approved artwork Final when it is ready for Commercial Export.

Note

- Upload replaces the current artwork with an image you supply. Remove Art clears the selected current artwork while retaining its file in project history and retaining Text Overlay Layers.
- Save saves the current Preview composite, including Text Overlay Layers. Art saves the artwork/composite output using the current UI action. Final marks the approved result in project state for Commercial Export.
- Co-Pilot Work Order 9: Current Illustration Refinement and Work Order 10: Previous Illustration Continuity can help prepare focused guidance when either workflow is needed. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.

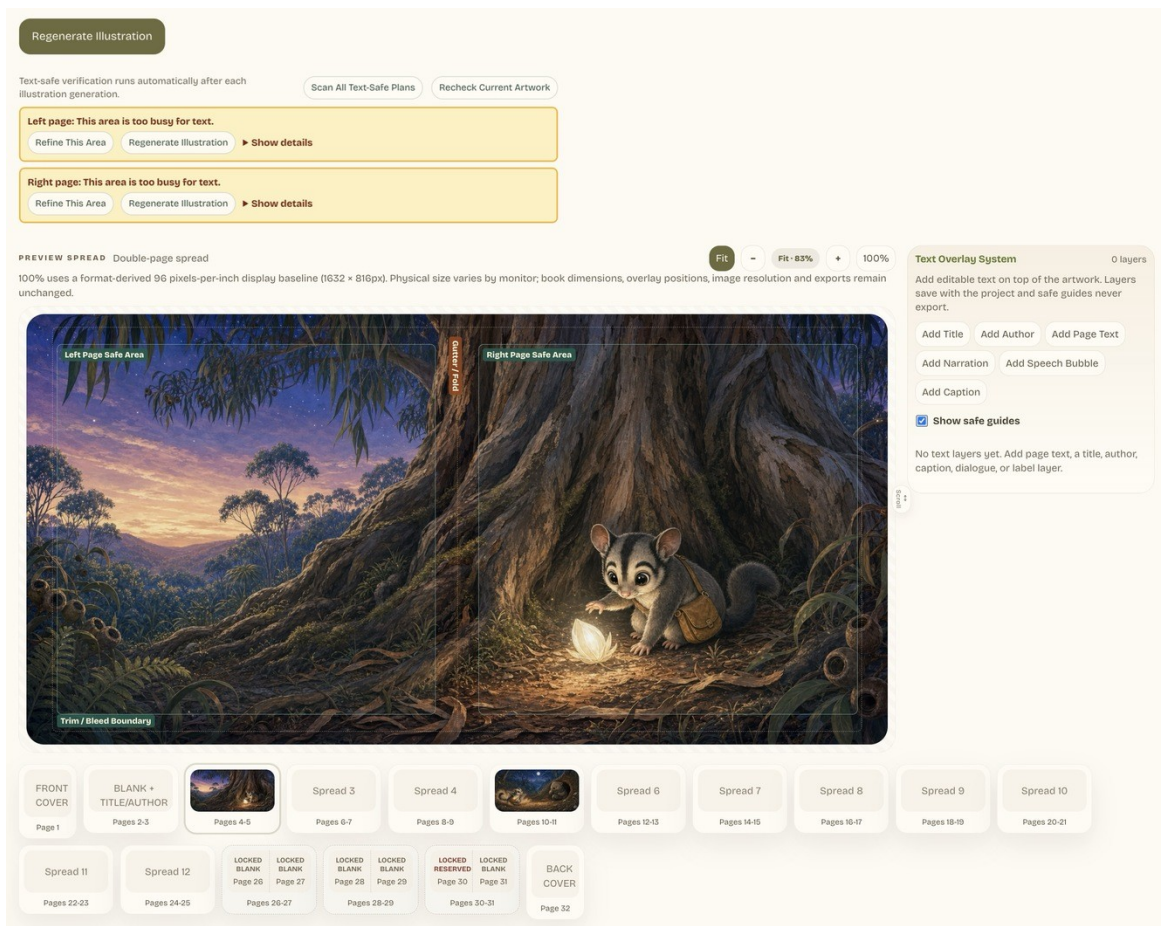


Image 15 - Text-Safe verification: page-specific warnings, refinement actions, and review controls.

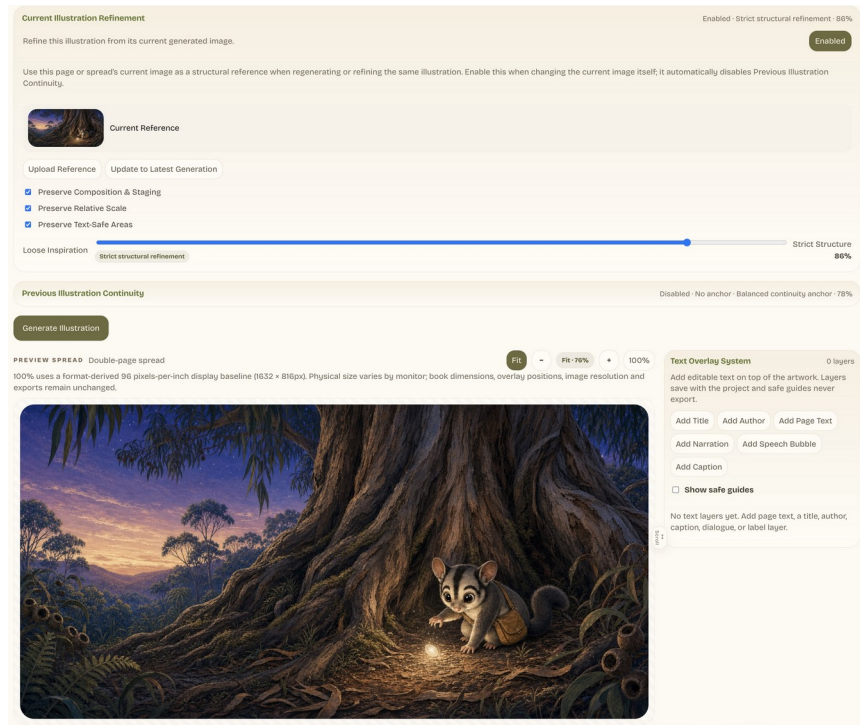


Image 16 - Refined spread result after a targeted visual adjustment.

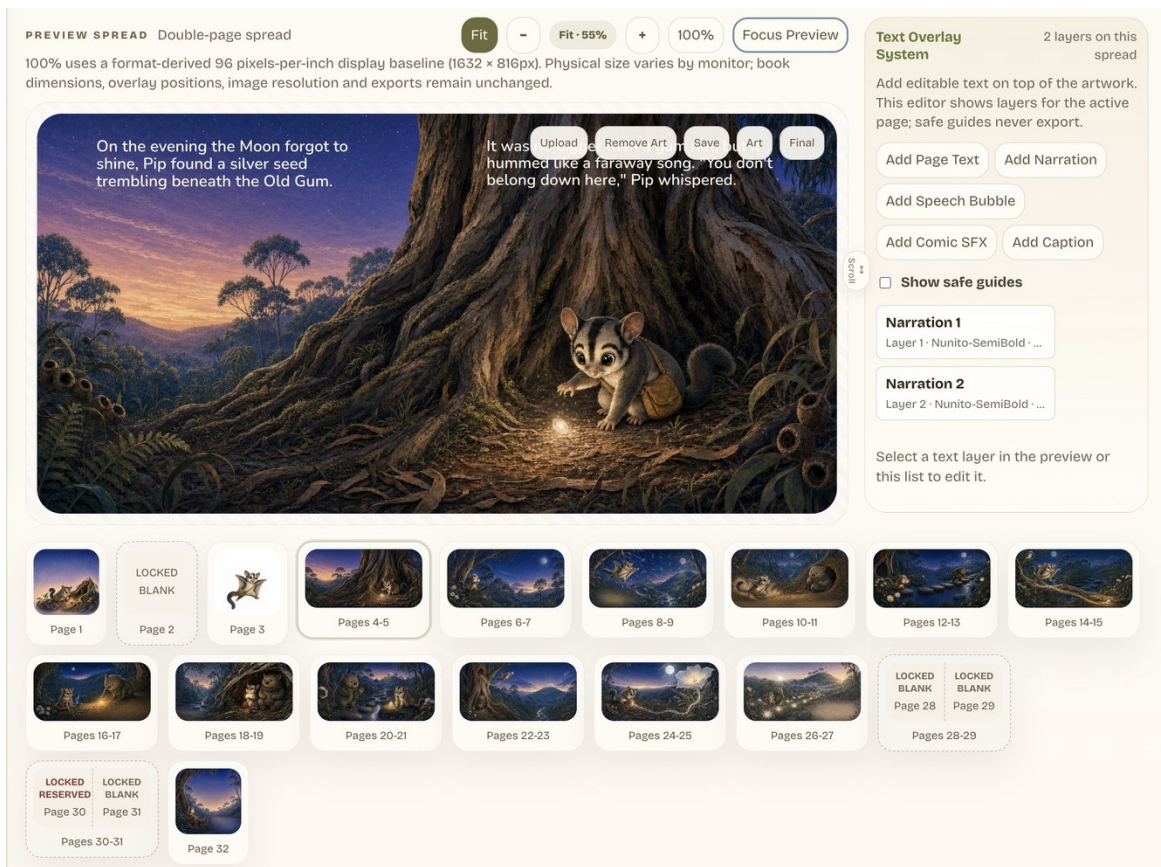


Image 17 - Preview hover actions: Upload, Remove Art, Save, Art, and Final.

9. Create Front and Back Covers

Create, review, and approve the Front Cover and Back Cover artwork before preparing it for text and export.

Do This

- Select the Front Cover or Back Cover tile.
- Complete Cover Planning or the cover brief for the selected surface.
- Generate the Cover artwork.
- Review the Preview against the cover brief, including space for title, author, and blurb copy.
- Regenerate or refine the Cover as needed.
- Add Text Overlay Layers after the Cover artwork is ready; the next section explains this for Covers, Pages, and Spreads.
- Mark the approved Cover Final when it is ready for Commercial Export.

Note

- Use Co-Pilot Work Order 11: Front Cover Planning, Work Order 12: Back Cover Blurb, and Work Order 13: Back Cover Planning in that order when you want guided cover planning. Please refer to the Co-Pilot Mini-Guide for details on how to use Co-Pilot.
- Where possible, Limnforge adds a clear white Barcode Area on Back Covers for Amazon KDP barcode placement. Keep it free of important artwork and text.
- Always compare the finished print Cover against the current printer or Amazon KDP template before upload.

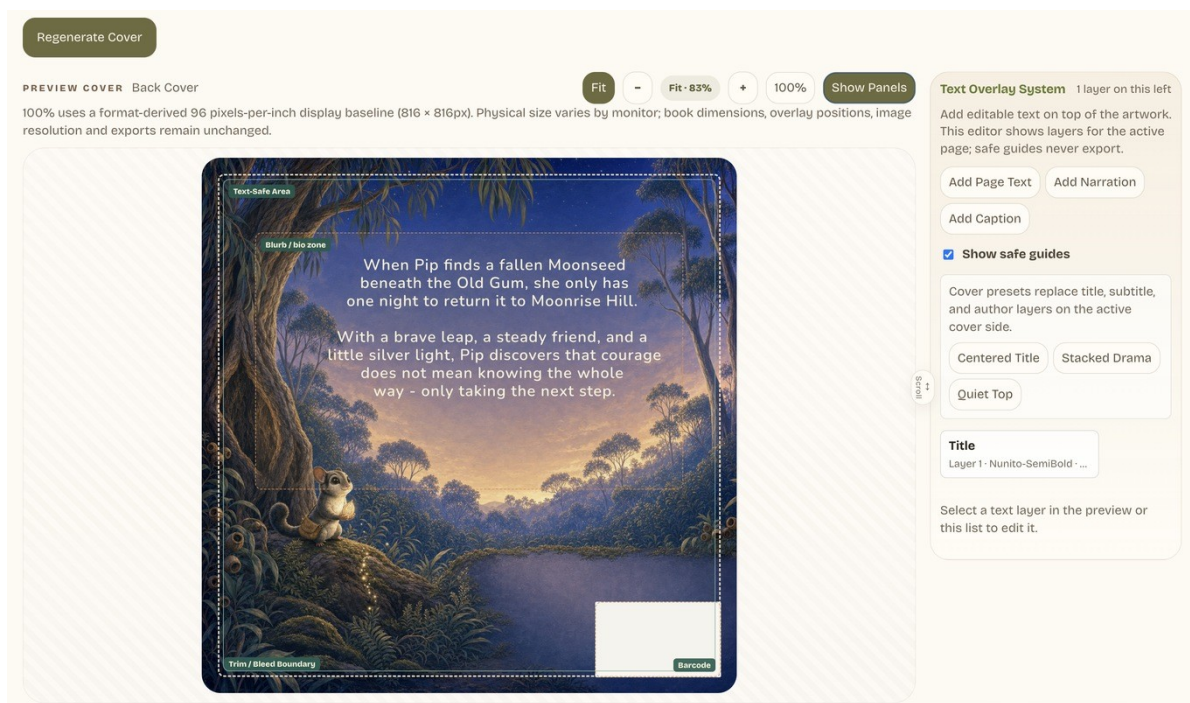


Image 18 - Back Cover Preview with Safe Guides, Text Overlay, and Barcode Area.

10. Add Text Overlay Layers

Use the Text Overlay System to add and position editable copy on Covers, Pages, and Spreads.

Do This

- Select the Front Cover, Back Cover, Inside Cover (Page 3), Page, or Spread you want to edit.
- On Covers, use Add Title, Add Author, Add Page Text, Add Narration, or Add Caption. Cover Presets are Centred Title, Stacked Drama, and Quiet Top.
- On the Inside Cover (Page 3), use Add Title and Add Author only.
- On interior Pages and Spreads, use Add Page Text, Add Narration, Add Speech Bubble, Add Comic SFX, or Add Caption.
- Enter the copy, then select the Text Overlay Layer in the Preview or layer list.
- Set the layer role, target, font, alignment, colour, opacity, box, and typography controls as required.
- Position and resize the layer, using Show safe guides to check placement.
- Check placement warnings and layer order before saving or marking artwork Final.

Note

- Available layer buttons change with the selected surface; not every layer type is available everywhere.

Keep it simple: Start with short, plain-English entries. Add more detail only when the artwork needs clearer direction.



Image 19 - Front cover text overlays.

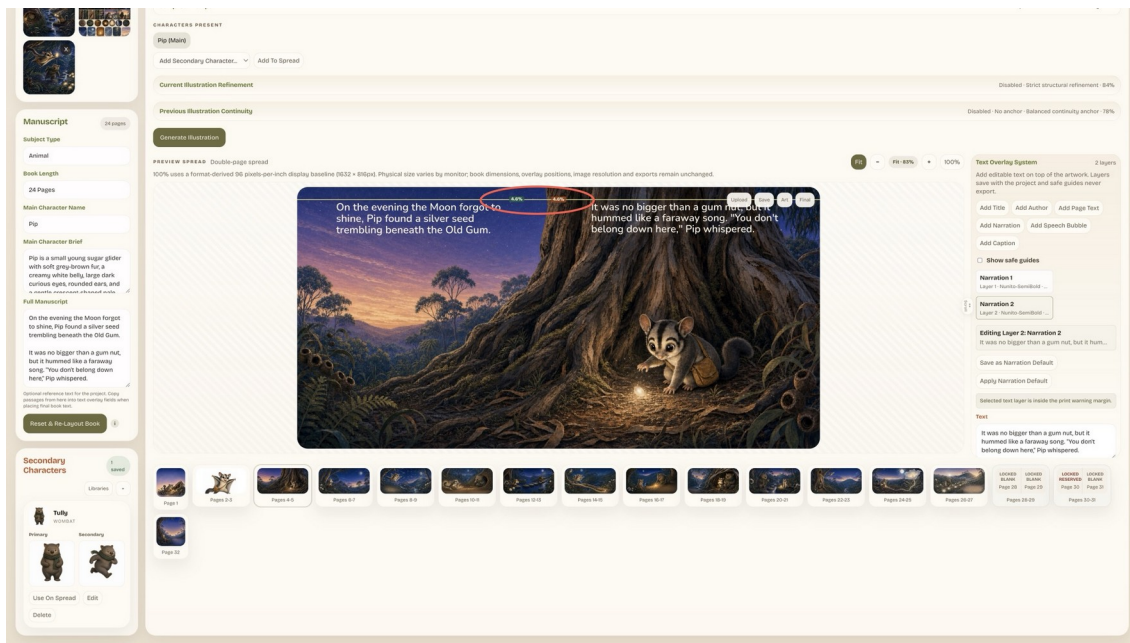


Image 20 - Ruler guide values for aligning text layers.

Text Overlay System

2 layers

Add editable text on top of the artwork. Layers save with the project and safe guides never export.

Add Title

Add Author

Add Page Text

Add Narration

Add Speech Bubble

Add Caption

☐ Show safe guides

Narration 1

Layer 1 · Nunito-SemiBold · ...

Narration 2

Layer 2 · Nunito-SemiBold · ...

Editing Layer 2: Narration 2

It was no bigger than a gum nut, but it hum...

Save as Narration Default

Apply Narration Default

Selected text layer is inside the print warning margin.

Text

It was no bigger than a gum nut, but it hummed like a faraway song. "You don't belong down here," Pip whispered.

Font

Nunito-SemiBold

Import Project Font

Imported fonts are copied into this project and embedded as vector outlines in exports.

Role

Narration

Target

Full Spread

Align

Left

Color

Opacity

Box Style

No Box

Image 21 - Text Overlay System layer creation and basic typography controls.

X Position

Y Position

Width

Font Size

24 pt

Outline

Outline Color

Letter Space

Line Height

☐ Bold

☐ Shadow

Overlap order

Only affects text layers that overlap. Layer 1 sits behind higher-numbered layers.

Send Behind All

Move Back 1

Move Forward 1

Bring In Front

Precision placement: focus the layer in the preview and use Arrow keys to nudge 0.1%; hold Shift for 1%.

Delete Layer 2

Image 22 - Text Overlay System positioning, spacing, and layer-order controls.

11. Protect and export the project

Protect the project before major changes, then use Commercial Export when the Book is ready.

Do This

- Open Project Safety before major changes.
- Use Save Snapshot to create a deliberate restore point.
- Use Check Backup Status and Artwork Storage checks to confirm that project protection is healthy.
- Open Commercial Export when the Book is ready.
- Review preflight and resolve any genuine readiness problems.
- Choose the required outputs, then click Export Commercial Package.
- Inspect the output folder and compare the final print Cover against the current Amazon KDP or printer template before upload.

Note

- Locked and reserved tiles are intentional structure, not missing interior artwork.
- Create a Save Snapshot before risky work, not after something has already gone wrong.
- Avoid creating unnecessary manual snapshots: each is a full restore point and too many can consume substantial disk space.

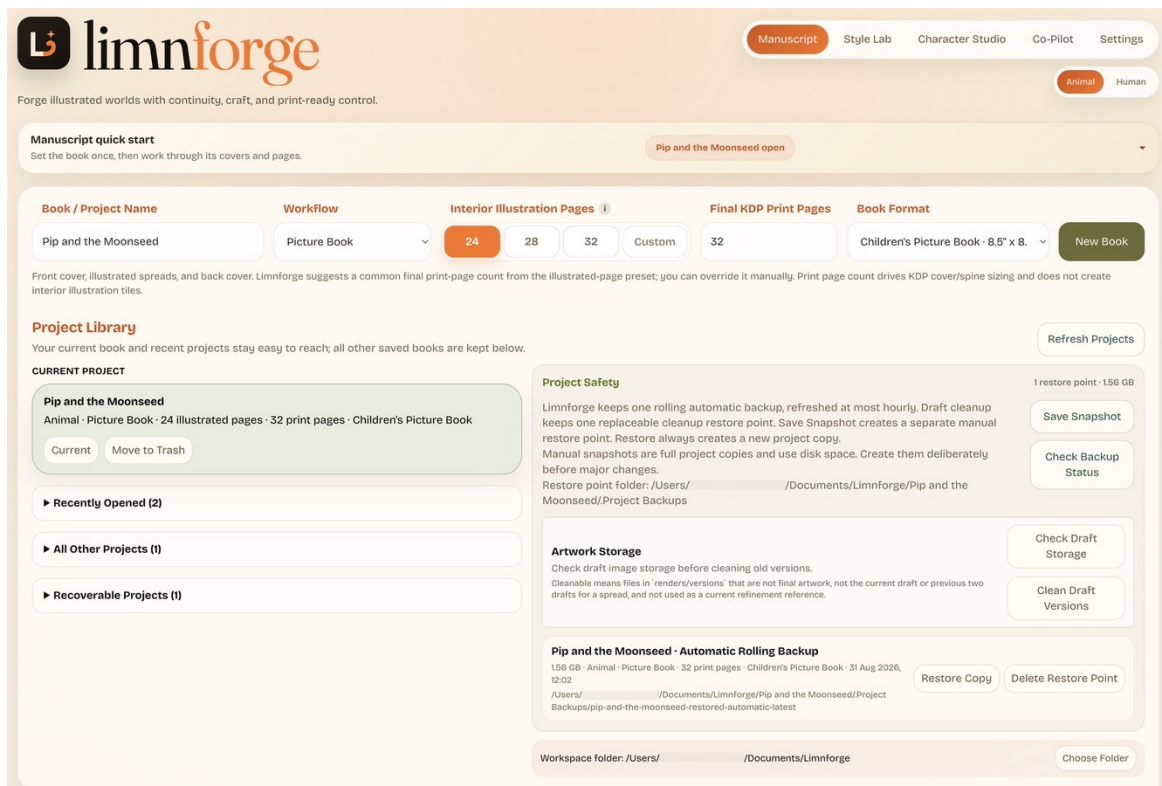


Image 23 - Project Safety: rolling backup, Save Snapshot, Artwork Storage, and restore controls.

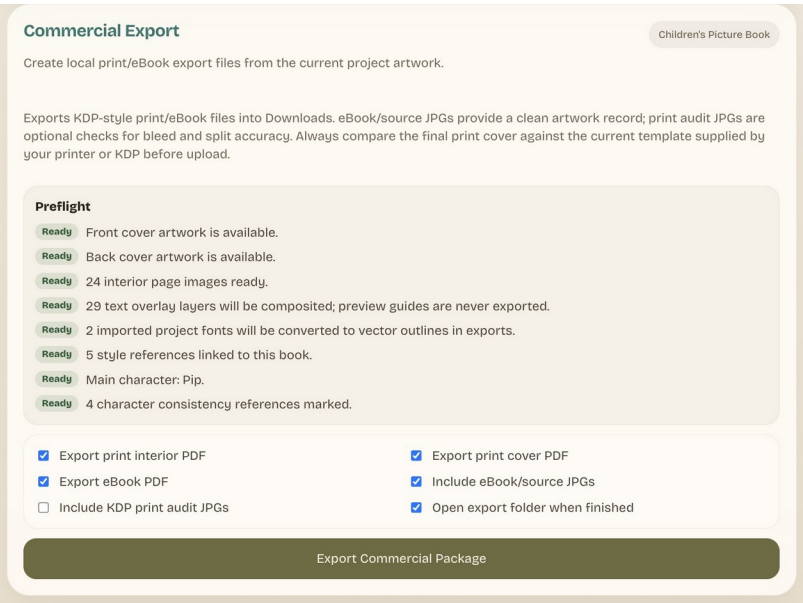


Image 24 - Commercial Export preflight options.

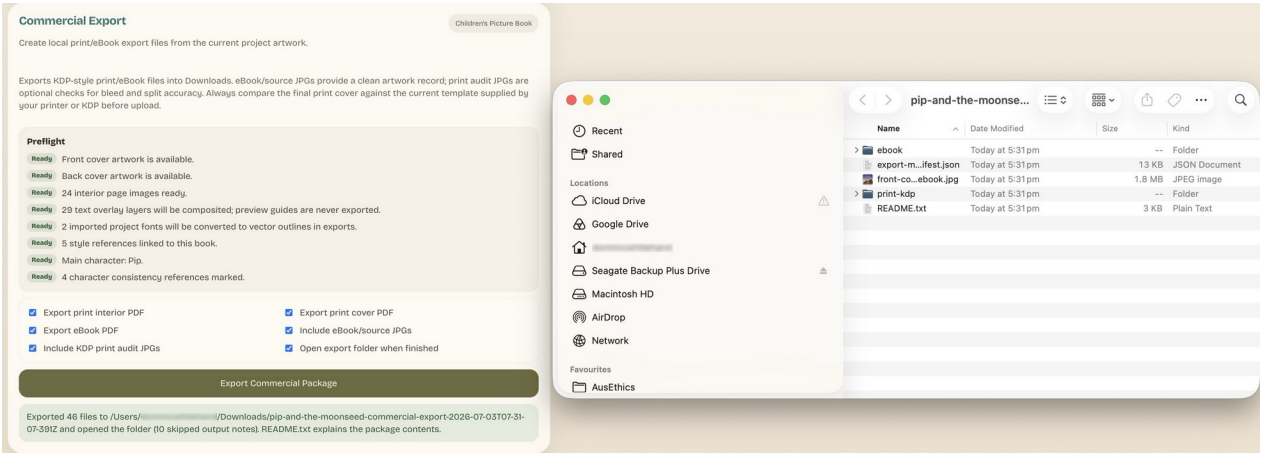


Image 25 - Commercial Export folder handoff.

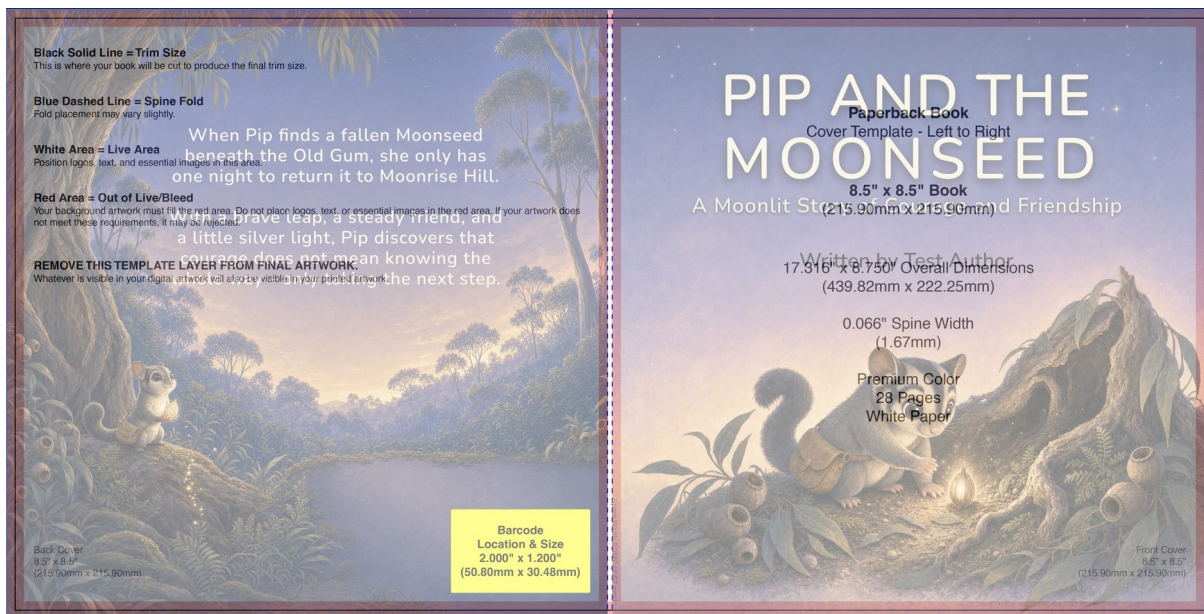


Image 26 - Optional KDP cover template comparison outside Limnforge.

What To Do Next

Once you have completed the quick path, you should have a working Limnforge project with style references, character references, generated spreads, text overlays, snapshots, and an export package.

- Use the full Limnforge User Guide when you need a slower explanation of a specific panel or feature.
- Use the OpenAI API Key Mini Guide when helping a new user connect their own key.
- Before commercial upload, inspect the exported package and keep a copy of the project snapshot.

Good first-project habit: Work in small passes: set the style, build characters, generate a few spreads, review, then continue. Limnforge is designed for iterative book creation rather than a single all-at-once generation.