Kameleon Presenter

User Guide & Reference
Chameleon AI IDE · v2.2

Kameleon Presenter is a live, multi-modal presentation engine built inside Chameleon AI IDE. Unlike traditional slide tools it treats every object on screen as a live actor — a phone feed, a running PDF, a drawing board, a website mirror — all animatable and fully controllable by AI in real time.

This guide covers the Stage, the Dresser, every object type, the Cue System, the Timeline, animations, the navigation focus system, Present Mode, AI-assisted control, and split-stage layouts.

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1. Core Concepts

1.1 The Theatre Metaphor

Kameleon borrows vocabulary from theatre:

- **Stage** — the visible presentation canvas (1920 × 1080 logical pixels).
- **Dresser** — the off-stage panel on the left. Objects here are ready but invisible. Drag onto stage to bring them on.
- **Actor / Object** — any item on stage: text box, image, phone feed, PDF…
- **Cue** — a scripted action (enter, exit, zoom, edit text, change layer…).
- **Tank** — a saved presentation file (`.kpt`) containing actors, cues, timeline, and assets.

1.2 Layers

Every actor sits in one of three Z-layers:

Layer	Z range	Typical use
BOTTOM	0–99	Backgrounds, slide imagery
MIDDLE	100–199	Primary content (default)
TOP	200–299	Overlays: ticker, timer, annotations

Within a layer use **Raise / Lower / Bring Forward / Send Back** from the right-click menu to fine-tune Z order.

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2. Object Types

Type	What it does
Rich Text Box	HTML-formatted live text, editable on double-click. Bold/italic/colour/font-size formatting via right-click menu.
Image Box	Static image from file, URL, or base64. Supports KeepAspectRatio. The Add Image dialog shows a **live preview** pane as you browse.
Video Box	Video file playback at 25 fps. Play/pause/stop/seek/speed (0.5×–2×) and loop via right-click or timeline cues. **Prepare videos at 24 or 25 fps** for smooth playback.
ADB Phone	Live Android screen streamed via ADB at 25 fps. Touch injection available in Interact Mode.
PPT Mirror	Mirrors a desktop window (PowerPoint, LibreOffice, any app) via screen capture at 25 fps.
Window Capture	Captures **any** named desktop window by title (Chrome, VLC, terminal, etc.). Optional auto-launch command — Kameleon opens the app if the window is not already running.
PDF Box	Renders PDF pages. Click object to focus, then ← → navigate pages. On-screen ■■ buttons also work.
Drawing Board	Shared freehand canvas. **Add Clear Cue** sends a board-clear event to the timeline.
Ticker (H/V)	**Horizontal** (right→left) or **vertical** (bottom→top) scrolling text banner. Up to 8 per stage. Configurable speed.
Mind Map Node	Rounded pastel card with editable label. **Drag from the border** to draw a connector: release on empty canvas → new child node + connector; release on an existing node → connector only. 8 pastel colours. Enter/Exit/Show/Hide cues supported.
Connector	Bezier arrow between two actors. Direction (→ / ↔ / —), line colour, arrow colour, width (1–6), and style (solid/dashed/dotted) all configurable at runtime. Show/Hide cues supported.
Stack	Sequence container for any objects. Click to focus, then ← → navigate slots. Auto-timer, peer-push, and fullscreen modes.

2.1 Creating a Stack

A **KameleonStack** can be built in several ways from the **Add Object** menu in the Dresser toolbar:

Method	How to use
■ Stack from Images…	Pick multiple image files — each becomes one slot.
■ Stack from Folder…	Pick a folder — every supported file becomes a typed slot. Files are sorted by numeric prefix (e.g. `01-intro.png`, `02-demo.mp4`). Supported types: images, video, PDF, text, HTML.
Drag & drop	Drag objects from the Dresser into the Stack thumbnail strip.
Right-click object	Build Stack… — converts the selected dresser objects into a stack.

Stack from Folder — naming convention: prefix files with a three-digit number followed by a separator: `NNN-name.ext`, `NNN_name.ext`, or `NNN name.ext`. The prefix is stripped from the object name so the

thumbnail strip stays readable. Files without a prefix sort after all numbered files, in alphabetical order.

Extension	Object type created
.png .jpg .jpeg .bmp .gif .webp .tif .tiff	Image Box
.mp4 .avi .mkv .mov .webm .m4v	Video Box
.pdf	PDF Box
.txt .md	Rich Text Box (monospace pre-wrap)
.html .htm	Rich Text Box (HTML rendered)

■ For a lecture with mixed content — title image, demo video, handout PDF, notes text — name them `01-title.png`, `02-demo.mp4`, `03-handout.pdf`, `04-notes.txt` in one folder and import them all in one click.

2.2 Resizing & Moving

Select any actor → drag the 8 handle squares to resize. Drag the body to move. Hold Shift while resizing to constrain.

2.3 Right-Click Menu (all objects)

Menu item	Effect
■ Return to Dresser	Move off-stage without deleting
■ Delete	Remove permanently
■ Maximize	Fill the full stage (1920×1080). Click again to restore.
■ Rotate Content →	Rotate painted content 0 / 90 / 180 / 270° inside the bounding box
▲▼ Layer controls	Raise Layer / Lower Layer / Bring Forward / Send Back
■ Background Color	Set actor background fill
■ Background Image	Set actor background pixmap
■ Frame Color	Set border colour and width
■ Enter Animation →	Choose or record the entrance animation
■ Exit Animation →	Choose or record the exit animation
✦ Preview →	Fire a one-shot animation preview (non-destructive)

2.4 Dresser Panel — Right-Click Menu

Right-clicking any item in the Dresser list opens a context menu:

Action	Effect
■ Preview (center stage)	Places the object at stage centre with **no** animation — for checking its size before assigning a pick-target. Right-click → ■ Return to Dresser when done.
■ Duplicate	Creates a copy (same type, size, content, and animation bindings). Name appended with ' (copy)'.

■ Reserve / Unreserve	Toggles a **reserved** state — the item stays in the dresser but is rendered grey with a ■ prefix to signal 'held / not ready'. Useful for slot-planning.
✕ Remove	Stops any live capture (ADB / Video) and removes the object from the scene permanently.

■ Use **Preview (center stage)** to check that an ADB phone or Video widget is the right size before recording a pick-target. The object lands at centre with no fly-in animation, so you can resize it freely before sending it back to the dresser.

2.4 ADB Phone — Interact Mode

Double-click the ADB actor to toggle **Interact Mode** (green border). In interact mode:

- Single click → tap on phone
- Click-hold > 600 ms → long press
- Click-drag → swipe
- **Esc** → Android Back button
- **Home** → Android Home button
- **Menu** → Recent Apps

■ Touch mapping stays accurate because Kameleon reads the physical screen resolution directly from the connected device.

2.5 ADB Phone — Timeline Cues

Right-click any ADB Phone actor → ■ **Add Cue to Timeline…** to stamp a timed action at the current playhead position:

Cue	What it does
■ Restart Stream	Stops and restarts the ADB video capture pipeline. Useful after the device screen locks or the connection drops.
■ Open URL…	Opens any URL in the device's default browser. Prompt asks for the URL; stored in the cue parameters.
■ Launch App…	Launches an installed app by package name using the Android LAUNCHER intent. Example: `com.google.android.youtube`.

■ ADB cues fire via the **spacebar cue queue** and the **timeline playback** — add them at precise timestamps to synchronise phone content with your presentation flow.

2.6 Video Box — Playback & Frame Rate

VideoBox streams video files decoded at **25 fps**. The display timer also runs at 25 fps so every frame is shown exactly once — no duplicate frames, no speed-up artefacts.

Control	How
■ Play	Right-click → Play
■ Pause / Resume	Right-click → Pause / Resume

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■ Stop	Right-click → Stop
■ Speed	Right-click → Set Speed → 0.5× / 0.75× / 1× / 1.5× / 2×
Seek	Add a Seek cue on the timeline and set the target time in seconds
Loop	Right-click → Toggle Loop

■ **Prepare presentation videos at 24 or 25 fps.** Videos shot at 30 or 60 fps will play back *faster than real time* because Kameleon's decoder outputs at a fixed 25 fps regardless of the source frame rate. Re-export at 25 fps in your video editor before importing.

■ For a looping background video, right-click → Toggle Loop, then add a Play cue at t = 0. The video restarts automatically when it ends.

2.7 Window Capture Box

Window Capture grabs **any named desktop window** by title and streams it onto the stage — the same pipeline as PPT Mirror but not limited to presentation apps.

Feature	Detail
Window picker	Add menu → ■ Window Capture → dropdown lists all open windows
Launch command	Store a shell command so Kameleon launches the target app automatically if it isn't already running.
Auto-launch toggle	Right-click → ■ Configure — disable to launch the app manually.
Restart capture	Right-click → ■ Restart Capture — reconnects after the window has been closed and reopened.

■ You can use Window Capture to bring **any app you've already built** (clock, countdown, scoreboard, vote counter) onto the stage — just set its window title as the target. No integration code required.

2.8 Mind Map Node

Mind Map Nodes are **presentation-native** concept cards — fully cue-able actors on stage that connect to each other via Connectors.

Gesture	Effect
Drag from border zone	The 18 px region around any edge is a **connect-drag zone**. A blue dashed rubber-band appears. Release on **empty canvas** → new child node + directed Connector. Release on **existing node** → Connector only.
Double-click (centre)	Edit the node label. The node auto-resizes to fit the new text.
Right-click	Color picker (8 pastel presets), Add Child Node, Enter/Exit/Show/Hide cues.

■ Build a concept map slide: drop a root node ('Central Idea'), drag outward 4–5 times to create branches. Assign Enter cues and record timing — each branch flies in on cue during the presentation.

2.9 Content Rotation vs Device Rotation

Rotate Content rotates the *display* inside Kameleon without affecting the device. **Rotate Device** (ADB actors only) sends an OS-level rotation command so apps reflow to the new orientation on the phone. Both work on the fly.

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3. Animations

3.1 Preset Animations

Every actor has an **Enter** and **Exit** animation binding. Available presets:

Preset	Effect
ENTER_LEFT / EXIT_LEFT	Slides in/out from the left edge
ENTER_RIGHT / EXIT_RIGHT	Slides in/out from the right edge
ENTER_TOP / EXIT_TOP	Slides in/out from the top edge
ENTER_BOTTOM / EXIT_BOTTOM	Slides in/out from the bottom edge
ZOOM_IN / ZOOM_OUT	Scales from/to zero at centre
FADE_IN / FADE_OUT	Opacity fade

3.2 Setting an Animation Target

Directional presets require a **target point** — the position the actor slides to on Enter, or slides from on Exit.

Workflow: Right-click the actor → ■ **Enter Animation** → choose a directional preset. The cursor becomes a crosshair and the status bar prompts you to click the target. Click anywhere on stage; the animation fires as a live preview.

Re-pick target: Right-click → Enter/Exit Animation → ■ **Pick target on stage…** to move the target independently.

★ Pick-target mode triggers automatically when you choose any directional preset — no second menu step needed.

3.3 Record Freehand Path

Right-click → Enter/Exit Animation → ✏ **Record freehand path…**

- Crosshair appears — move cursor to the desired start position.
- **Space** — arms recording. Status bar shows ■ Recording…
- Move the cursor freely to draw the motion path.
- **Space** again — stops recording. Path is smoothed and stored.
- **Esc** at any point cancels without saving.

★ Recording a path automatically stamps two timeline cues: an enter cue at the current playhead position and a done marker at playhead + duration — bracketing the animation window on the ruler.

■ The path is saved inside the `.kpt` file and plays back at the recorded speed.

3.4 On-Stage Movement — POPI & Stage Path

While an actor is **already on stage** you can animate it to a new position via ⇒ **Stage Animation** in the right-click menu.

POPI — Pop-Out Pop-In

A two-phase teleport effect: the actor shrinks to nothing at its current position, then grows back at the new position.

Right-click the on-stage actor → ⇒ **Stage Animation** → ■ **Pick POPI target…** Click the destination. The POPI fires as a live preview and a cue is stamped on the timeline.

■ POPI is ideal for relocating a large object mid-presentation — the shrink-and-grow keeps the audience eye engaged.

Stage Path — Record Freehand

Right-click the on-stage actor → ⇒ **Stage Animation** → ✒ **Record stage path…**

- Same Space-to-arm / draw / release flow as Enter/Exit paths.
- Path starts from the object's current on-stage position.
- On release the path is smoothed, immediately previewed, and saved.
- A stage move cue and a done marker are stamped on the timeline.

★ The Dresser list shows a ⇒ suffix on objects that have a stage animation.

■ Use Stage Path to choreograph slow reveals — a content stack drifts to the side as a new object zooms in from the right. Both can overlap on the timeline ruler.

4. The Cue System (Manual Pacing)

The **Cue System** is an ordered list of scripted actions. Advancing through cues is how you control the pace of a live presentation manually — like a clicker but for live objects.

4.1 Cue Structure

Field	Description
label	Display name shown on the timeline and status bar
object	Which actor the cue affects
action	enter · exit · zoom · edit · layer · show · hide · play · stop · seek…
params	Action-specific values (preset, target position, text, time…)

4.2 Navigating Cues

Method	Action
Spacebar	Advance to the next cue (always works, even when nav focus is set)
→ Right arrow	Advance cue — or navigate focused PDF/Stack forward (see §6)
← Left arrow	Retreat cue — or navigate focused PDF/Stack backward (see §6)
■ Prev Cue button	Go back one cue
■ Next Cue button	Advance one cue
■ Reset button	Reset to before cue #1

4.3 Building Cues

Cues can be added in three ways:

- **Right-click menu:** Right-click any actor → Enter Animation / Exit Animation → choose a preset. A cue is created automatically.
- **Timeline record:** Press ■ Record and press Spacebar during your rehearsal — cues are stamped with live timing as you go (see §5.4).
- **AI chat:** Describe what you want — *"Make the Title box fly in from the left, then zoom in the chart."* The AI builds and previews all cues instantly (see §7).

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5. The Timeline (Timed / Automatic Pacing)

The Timeline adds **absolute timestamps** to Cue System actions so they fire automatically during playback — turning a manually paced rehearsal into a repeatable, hands-free show.

5.1 Controls

Button / Control	What it does
■ Play / ■ Pause	Start or pause automatic playback. Playhead advances in real time.
■ Stop	Stop playback, rewind to t = 0, restore the stage to its pre-play state.
■ Record	Start the recording clock. Spacebar stamps the next cue with the elapsed time and fires it live. Use this to rehearse.
■ From Start	Move all objects back to the Dresser, rebuild the cue queue, and reset the timeline to t = 0. Use this to replay from scratch.
Green timer	Shows current playhead position in seconds.
Zoom slider	Stretch or compress the ruler view (20–200 px per second).
Script dropdown	Select which named script is active for this tank.
+ button	Add a new empty script (up to 10 per tank).
═ button	Rename the current script.
■ button	Apply a timing template to the current script.
■ Loop	Loop playback — restart from t = 0 when the timeline ends.
■ Ping-pong	Reverse direction at each boundary — forward to end, back to start, forward again, indefinitely. Playhead turns cyan during the reverse pass.
Scroll wheel	Scrub the playhead — 1 second per notch.
Ctrl + scroll	Zoom the ruler — 10 px/s per notch (range 20–200 px/s).

5.2 Filter Bar (Type Isolation)

A row of toggle buttons above the ruler — one per object type. Activate any combination to hide all other cue types and focus on a specific set.

Button	Object type
Txt	Rich Text Box
Img	Image Box
ADB	ADB Phone
PPT	PPT Mirror
PDF	PDF Box
Draw	Drawing Board

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Tick	Ticker
Win	Window Capture
Conn	Connector
Mind	Mind Map Node
Stack	Stack

Click ✕ **All** to clear the filter and restore the full view. A faint blue tint on the ruler reminds you a filter is active.

Preview Mode

The ■ **Preview** toggle (right of ✕ All) makes playback **skip** any cue whose object type is hidden by the filter. The playhead turns **amber** while active.

Example: Toggle ADB in the filter bar → activate ■ Preview → press ■ Play. Only ADB phone cues fire; everything else stays still.

■ Preview mode is a runtime mask only — it does not change or delete any cues. Save normally; all cues are preserved.

5.3 The Ruler

The **fixed-centre playhead** stays at the horizontal midpoint while the ruler scrolls leftward beneath it. Upcoming cues approach from the right; past cues drift off to the left.

Interaction	Effect
Click ruler	Seek playhead to that time
Drag cue arrow	Reposition a cue's timestamp; list re-sorts on release
Hover over cue arrow	Popup shows full label and timestamp
Right-click cue arrow	Edit time numerically / rename label / delete cue
Right-click empty ruler	Set total duration OR Add AI Stage Block…
Scroll wheel	Scrub playhead — 1 second per notch
Ctrl + scroll	Zoom ruler — 10 px/s per notch

5.4 Recording a Timed Show

- **Step 1.** Set up your cues first (right-click menus or AI).
- **Step 2.** Press ■ **Record**. The timer starts from 0.
- **Step 3.** Present naturally. Press **Spacebar** at each transition — the elapsed time is stamped and the cue fires live.
- **Step 4.** Press ■ again (or ■ **Stop**) when done.
- **Step 5.** Fine-tune by dragging markers or right-clicking → Edit time.
- **Step 6.** Press ■ **Play** — the show runs automatically.

■ Recorded timing is exactly what the audience will see during automated replay, because the cue fires live as you stamp it.

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5.5 Multi-Script Timelines

A single tank can hold up to **10 named scripts** — independent sets of timed cues sharing the same stage objects. Use scripts for alternate versions: a 30-minute full show, a 5-minute highlights cut, a Q&A; order, etc.

Action	How
Add a script	Click + in the timeline bar. Enter a name.
Switch scripts	Open the Script dropdown and select a name.
Rename	Click ✏ to rename the current script.
Delete	Right-click the script name in the dropdown.

■ Objects, positions, and animation bindings are shared across all scripts. Only the *timing and sequence of cues* differs between them.

5.6 AI Stage Blocks — Generative Animation

An **AI Stage Block** is a coloured band on the timeline. When the playhead enters it, Kameleon drives all on-stage objects through a repeating choreography pattern. Objects return to their positions when the block ends.

Style	Pattern
orbit	Objects rotate as a ring around the stage centre
snake	Objects trace a figure-8 path
random	Each object drifts to a random position every beat
focus	One object enlarges to centre stage; the rest shrink back. Cycles through all.

Add a block: Right-click an empty area of the ruler → ✦ **Add AI Stage Block…** Enter a name, duration, and style.

Edit a block: Right-click the coloured band → **Change style…** / **Set speed…** / **Delete AI block**.

■ For an interval break: add a 15-minute AI Stage Block with style 'orbit' at the break start time. Objects orbit continuously and snap back when the break ends.

■ Combine AI Stage Blocks with **ping-pong** for a hypnotic loop: objects orbit forward, retrace in reverse, indefinitely.

5.7 Timeline Templates

Press ■ **Templates** to apply a pre-built timing framework:

Template	Cue slots
Short Pitch (5 min)	Opening → Problem → Solution → Demo → Proof → Ask (6)
Conference Keynote (20 min)	Opening → Problem → Solution → Demo → Benefits → Case study → CTA → Q&A; (8)

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University Lecture (50 min)	Welcome → Objectives → 3 Concepts → Example → Activity → Q&A; (8)
Workshop (90 min)	Welcome → Warm-up → 2 Exercises + Debriefs → Break → Wrap-up (8)
Conference Half-Day (3 hrs)	Opening → 3 Talks → Break → Panel → Wrap-up → Networking (8)

Existing cues are retimed to the template slots. An empty script gets placeholder markers so you can see the scaffold first.

■ Apply a template to an empty script, then record over it — the markers keep your talk on time.

5.8 Loading a Tank for Playback

When you open a `.kpt` file via **File** → **Open Tank**:

- All objects are placed in the **Dresser** (not on stage).
- The Cue System is rebuilt from saved Z-order — lowest Z first.
- Each actor's saved enter animation is used for its cue.
- The timeline resets to t = 0.

Playback mode	How
Manual (clicker)	Press Space or → to bring each actor on stage one at a time
Automatic	Press ■ on the timeline bar — fires all timed cues in sequence

Press ■ **From Start** at any time to return to this clean state.

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6. Navigation Focus & Present Mode

The **navigation focus** system lets arrow keys control the content of PDF viewers and image stacks on stage — independently of the cue queue. **Present Mode** locks the stage for distraction-free presenting.

6.1 Navigation Focus

Any **PDF Box** or **Stack** can receive navigation focus. When focused, ← → navigate its pages or slots instead of the cue queue.

Action	Effect
Click a PDF / Stack	Gives focus — a solid cyan ring (3 px) appears. Status bar shows: ← → navigating: ObjectName
← / → arrow keys	Navigate the focused object. If nothing is focused, arrows drive the cue queue as usual.
Space	Always advances the cue queue, regardless of nav focus.
Click another object	Transfers focus. Previous cyan ring disappears.

■ The on-screen ■■ arrow buttons on a PDF Box both focus and navigate in one click.

6.2 Multi-Object Navigation (Ctrl+Click)

Hold **Ctrl** and click a PDF or Stack to add it to the navigation group. All grouped objects advance **simultaneously**.

Action	Effect
Ctrl+Click (new)	Add to nav group — cyan ring appears
Ctrl+Click (existing)	Remove from nav group — cyan ring disappears
Plain click	Replace group with just this one object
← / → with group	All grouped objects navigate together

Example: Two image stacks side-by-side comparing before/after. Ctrl+Click both — one → key advances both in sync.

6.3 Present Mode (F5)

Press **F5** (or ■ **Present** in the toolbar) to enter full-screen presentation mode.

Element	In Present Mode
Dresser panel	Hidden
Timeline bar	Hidden
Toolbar	Hidden
Menu bar	Hidden

Status bar	Hidden
Window	Full-screen
Object selection	**Disabled** — objects cannot be selected or resized
Object movement	Still allowed — drag to reposition during the live show
Nav focus	Still works — click PDF/Stack to focus; Ctrl+Click for groups

Press **Esc** to exit Present Mode and restore all editing.

7. AI-Assisted Control

Every Kameleon object and action can be controlled through the **Chameleon AI chat** in real time. You don't need to learn any commands — just describe what you want in plain English.

7.1 What You Can Ask the AI to Do

Category	Examples
Add objects	"Add a text box saying 'Welcome' in the top-left" · "Put a PDF of slides.pdf on stage"
Show & animate	"Bring the Title box in from the left" · "Fade out the phone and zoom in the chart"
Edit content	"Change the heading to Quarterly Results" · "Swap the image to logo_v2.png"
Video & PDF	"Play the video" · "Pause it" · "Jump to 30 seconds" · "Go to page 5 of the PDF"
Build the timeline	"Add enter cues for every object, left to right" · "Set up a 20-minute keynote template"
Split-stage	"Load intro.kpt into the left half and phone.kpt into the right" · "Swap the top-left panel to stats.kpt"
Save & load	"Save the presentation as demo_v2.kpt" · "Open last_show.kpt"

7.2 Tips for Talking to the AI

- Refer to objects by the name shown in the Dresser list.
- Relative instructions work: *"move it slightly to the right"* or *"make it a bit bigger."*
- Chain requests in one sentence: *"Hide the phone, bring in the chart, then play the video."*
- Ask the AI to set up an entire scene: *"Set up a split screen with a PDF on the left and a live phone on the right."*

■ Give your actors descriptive names when you add them (e.g. 'Intro Slide', 'Demo Phone') rather than leaving default IDs — the AI will refer to them by name in its responses.

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8. Kameleon Remote — Android Companion App

The **Kameleon Remote** app turns any Android phone into a wireless control surface for Kameleon Presenter. It connects over Wi-Fi to the Presenter's built-in WebSocket server and provides five control panels in a single tabbed interface.

8.1 Connecting

Step	Action
1	Start Kameleon Presenter on the host computer. The WebSocket remote server starts automatically on port **9000**.
2	Open the Kameleon Remote app on your Android device.
3	Tap ■ **Settings (gear icon)** in the top-right corner to open the Connection screen.
4	Enter the **IP address** of the host computer and the port (default **9000**). Tap **Connect**.
5	The connection badge in the app bar turns **green** when connected. Tap the badge to disconnect.

■ Find the host IP on Linux / macOS with `ip a` or `ifconfig`, on Windows with `ipconfig`. Both devices must be on the same Wi-Fi network.

Tap ■ Refresh (top-right toolbar) at any time to re-sync stage object lists and stack names from the presenter.

8.2 Tab — Cue (Show Control)

The **Cue** tab is the primary show-control panel. It provides:

Control	Function
START SHOW	Plays the full cue sequence from the current position — identical to pressing Space on the presenter machine.
PAUSE	Pauses timeline playback.
STOP	Stops playback and returns all objects to the Dresser.
PREV / NEXT	Step backward or forward through the cue queue. PREV is disabled when at the start; NEXT is disabled at the end.
Cue display	Shows the current cue label and progress bar (*N / total*).
Fullscreen toggle	Quick-access chip — toggles Present Mode on the presenter.
Reset Stage	Quick-access chip — clears the stage and returns all objects to the Dresser.

■ Tap **Refresh cue info** if the cue counter gets out of sync — it re-polls the presenter for the current cue state.

8.3 Tab — Stack

The **Stack** tab controls any **KameleonStack** on stage.

Control	Function
Stack chips	The app auto-discovers all stacks on stage. Tap a chip to select that stack.
Stack Name field	Type a stack name directly if the chip list is empty.
Mode selector	**Manual** — advance slots one by one. **Auto** — slots advance on their timer automatically.
Play / Pause / Stop	Control auto-timer playback.
Prev / Max / Next	Navigate slots. Max toggles fullscreen for the stack.
Goto item	Type a 1-based slot number and tap **Go** to jump directly to that slot.
Progress bar	Fills as the current slot's timer elapses. Grey = paused; green = playing.
Queued badge	Orange badge shows how many peer-submitted slots are waiting for approval.

8.4 Tab — PDF

The **PDF** tab controls any **PDF Box** on stage.

Control	Function
PDF object chips	Auto-discovered PDF actors. Tap to select.
Actor Name field	Type the PDF actor name directly.
Prev / Next	Navigate pages.
Goto Page	Type a page number and tap **Go**.

8.5 Tab — Video

The **Video** tab controls any **Video Box** on stage.

Control	Function
Video object chips	Auto-discovered Video actors. Tap to select.
Actor Name field	Type the Video actor name directly.
Play / Pause / Stop	Transport controls.
Seek	Type a time in seconds and tap **Seek**.
Quick Seek	–30 s / –10 s / +10 s / +30 s jump buttons.

8.6 Tab — Files

The **Files** tab shows all `.kpt` tank files on the presenter machine and provides general presenter controls.

Control	Function
Tank list	All `.kpt` files found by the presenter. Tap **Load** on any file to open it.
Refresh	Re-polls the presenter for the current file list.
Save Current	Saves the currently open tank file on the presenter.
Toggle Full	Toggles Present Mode (full-screen) on the presenter.

Dashboard	Switches the presenter to dashboard layout.
Focus	Switches the presenter to focus layout.

8.7 8K Stage Trackpad

Tap the green **Touch App** floating action button (bottom-right) to open the Stage Trackpad sheet. The trackpad renders a **proportional map** of the full 1920 × 1080 logical stage. Tap anywhere to send a **stage tap** at the corresponding logical coordinate — useful for clicking objects or selecting items without touching the presenter machine.

The sheet also contains a **Toggle Fullscreen** button for quick access to Present Mode from any tab.

8.8 Permissions & Capabilities

If the presenter has **device permission restrictions** configured (Remote → Manage Device Permissions…), the app respects them automatically. Restricted tab icons dim to **white/grey** to signal that those controls are locked for the current device. The Cue tab shows the allowed capability list at the bottom.

■ Install the APK on multiple phones — each gets its own permission profile so the presenter can control exactly what each operator sees.

9. Split-Stage & Region Channels

Kameleon can divide the stage into named **regions** and load independent `.kpt` files into each one. This enables split-screen layouts, multi-module shows, and — on 4K/8K displays — a full broadcast-style multi-panel compositor.

9.1 Built-In Regions

Region name	Area of stage
FULL	Whole stage (default — no split)
LEFT	Left half
RIGHT	Right half
TOP	Top half
BOTTOM	Bottom half
QUAD_TL	Top-left quarter
QUAD_TR	Top-right quarter
QUAD_BL	Bottom-left quarter
QUAD_BR	Bottom-right quarter

■ On a 4K display each quarter region renders at full 1920 × 1080 native pixels. No configuration needed — the stage scales automatically.

8.2 Setting Up a Split Layout

Tell the AI what you want in plain English:

- *"Load intro.kpt into the left half of the stage."*
- *"Load phone.kpt into the right half, preserving its aspect ratio."*
- *"Load keynote.kpt into the top-left quarter and drawing.kpt into the bottom-right."*

Kameleon scales all object positions and sizes to fit the target region automatically. When two tanks share the stage, each is loaded with an internal name prefix so objects from different files never conflict.

★ You can define custom regions of any size: *"Create a banner region at the top (10% of stage height) and a main content region below it."*

8.3 Region Overlay

Ask the AI to *"show the region overlay"* at any time to see a labelled dashed grid of all regions drawn directly on the stage — useful while composing a split layout. Ask it to *"hide the region overlay"* before presenting.

8.4 Region Channels — Queued Content

A **Region Channel** is a queue of `.kpt` files for one region. Only the **active slot** is visible on stage; all other slots are pre-loaded silently for **instant, zero-latency swaps**. Up to 4 regions can run simultaneously.

Set up and manage the queue by telling the AI:

- *"Load intro.kpt into the top-left quarter, then queue stats.kpt and sponsor.kpt after it."*
- *"Swap the top-left panel to the next slot."*
- *"Jump the top-right panel back to the first slot."*
- *"Swap the left panel to the next file, exit right, enter from the left."*

■ All queued files are pre-loaded — swapping is instant with no loading screen. You can specify entrance and exit animations for each swap.

8.5 Four-Quadrant Show

A typical setup for a large 4K display:

- *"Load keynote1.kpt into the top-left, live_phone.kpt into the top-right, userguide.kpt into the bottom-left, and drawing.kpt into the bottom-right."*
- Queue backup files for each quadrant.
- During the show, swap panels with a single spoken instruction.

All files are pre-loaded. Four panels are live simultaneously. Each swap is **instant with a cinematic transition** — no loading screen, no interruption.

8.6 Saving a Split-Stage Show

- Set up your regions and load all files.
- Show the region overlay, verify positions, then hide it.
- Press ■ Record and rehearse panel swaps and cue transitions.
- Save: **File** → **Save Tank** — all regions and queues are bundled into one `.kpt` file.

■ Load the combined `.kpt` on any machine and press ■ Play — everything is self-contained.

10. Keyboard Shortcuts

Shortcut	Context	Action
Space	Stage	Advance cue queue / stamp timeline cue in record mode
→ Right arrow	Stage	Navigate focused PDF/Stack forward — or advance cue queue
← Left arrow	Stage	Navigate focused PDF/Stack backward — or retreat cue queue
Click PDF / Stack	Stage	Give that object navigation focus (cyan ring)
Ctrl+Click PDF / Stack	Stage	Add / remove from multi-object nav group
Esc	Stage	Cancel path recording or animation pick
Space	Path record	Arm recording, then stop recording
Delete	Stage (edit)	Delete selected actor(s)
F5	Presenter	Toggle Present / Edit mode
Esc	Present mode	Exit Present mode, return to Edit mode
Ctrl+Shift+K	Main window	Open / raise Kameleon Presenter
Ctrl+N	Presenter	New Tank (clears stage)
Ctrl+O	Presenter	Open Tank
Ctrl+S	Presenter	Save Tank
Ctrl+Shift+S	Presenter	Save Tank As…
Ctrl+Alt+S	Presenter	Quick Save Config (layout snapshot)
Ctrl+Alt+R	Presenter	Restore Config… (pick a saved snapshot)
Ctrl+Shift+E	Presenter	Export active timeline script to `.ktl` file
Ctrl+Shift+I	Presenter	Import a `.ktl` timeline script
Double-click	Text box	Open inline HTML editor
Double-click	ADB phone	Toggle Interact Mode
Esc / Home / Menu	ADB interact	Back / Home / Recent Apps on phone
Scroll wheel	Timeline	Scrub playhead — 1 s per notch
Ctrl + scroll	Timeline	Zoom ruler — 10 px/s per notch (20–200 range)
Right-click dresser	Dresser	Preview / Duplicate / Reserve / Remove
Right-click on-stage	Stage	Stage Animation → POPI target or stage path

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11. Saving and Loading (.kpt Files)

A **Tank** file (`.kpt`) is a single archive containing everything in your presentation: all objects with their positions, sizes, and animation bindings; all timeline scripts; and any embedded images.

Action	Menu / Shortcut
Save	**File** → **Save Tank** (Ctrl+S)
Save As	**File** → **Save Tank As…** (Ctrl+Shift+S)
Open	**File** → **Open Tank** (Ctrl+O)

■ ADB phone actors, PPT Mirror actors, and Drawing Board strokes are runtime-only — their live content is not saved in the tank. Only the connection address or window title is preserved.

11.1 Timeline Script Export / Import

Timeline cue sequences can be exported to a `.ktl` file and imported into any tank — useful for reusing timing across multiple shows.

- **Export:** Ctrl+Shift+E — saves the active script as a `.ktl` file.
- **Import:** Ctrl+Shift+I — loads a `.ktl` file into the current tank.
- Both support optional **AES-256 password encryption** for sensitive cue data.

11.2 Tank Encryption

For sensitive presentations: **File** → **Encrypt Tank** re-saves the `.kpt` with AES-256-GCM encryption. A password is required to open it. **File** → **Decrypt Tank** removes the encryption.

11.3 Auto-Save Config Snapshots

Kameleon automatically saves a layout snapshot on exit and every 5 minutes. Up to 10 snapshots are stored inside the `.kpt` file.

- **Quick Save Config:** Ctrl+Alt+S — saves a named snapshot immediately.
- **Restore Config…:** Ctrl+Alt+R — browse and restore any saved snapshot.

11.4 Startup Mode

Open **Settings** → **On Startup** to choose:

Option	Effect
Start empty	Default — opens with a blank stage each launch.
Open last file	Automatically loads the most recently used `.kpt` file on startup.

11.5 Interface Language

Open **Settings** → ■ **Language** and pick from 25 supported languages. All menus and status messages update immediately — **no restart required**.

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Language	Code
English	en (default)
Français / Deutsch / Español / Português / Italiano	fr / de / es / pt / it
■■■■■■■ / ■■ / ■■■ / ■■■	ar / zh / ja / ko
■■■■■■■ / Ελληνικ■ / Polski / Român■ / ■■■■■■■■■■	ru / el / pl / ro / bg
■■■■■■■■■■ / Nederlands / Svenska / Norsk / Dansk	uk / nl / sv / nb / da
Ti■ng Vi■t / Kiswahili / Cymraeg / ■■■■■■■ / Türkçe	vi / sw / cy / th / tr

The first time you select a language, translations are fetched in the background (approximately 60 seconds). The status bar shows a progress message; Kameleon remains fully usable during this time. Once cached, switching to that language is instant.

11.6 Installation

Kameleon Presenter requires **Python 3.10+**. Install all Python dependencies with:

```
pip install -r requirements_presenter.txt
```

External tools required for live capture features (install via your system package manager):

Tool	Purpose
ffmpeg	Video playback, ADB streaming, and window/PPT capture.
adb	Android device streaming. Part of Android SDK platform-tools.
ydotool	Wayland (Linux only): PPT slide-advance key injection.

■ ffmpeg is required for ADB mirroring, video playback, and PPT/Window capture. A warning dialog lists any missing tools on first launch.

11.7 File Association — Open .kpt by Double-Click

Run the platform setup script once to register `.kpt` as a file type. After that, double-clicking any `.kpt` opens it in Kameleon Presenter directly.

Platform	Script to run once
Linux	`bash kpt_install_assoc.sh`
Windows	`PowerShell -File kpt_install_assoc.ps1`
macOS	`bash kpt_install_assoc_macos.sh`

★ v2.2: ADB Phone timeline cues (■ Restart Stream, ■ Open URL, ■ Launch App) — right-click any ADB actor → Add Cue to Timeline. Stack from Folder — pick a directory of numerically-prefixed files (images, video, PDF, text, HTML) to build a typed multi-slot stack in one step. Interface language selector (25 languages) with non-blocking background translation.

★ v2.1: Mind Map Node; Window Capture Box; Connector style improvements (independent line/arrow colours, solid/dashed/dotted, width 1–6); Timeline Script export/import (`.ktl`); on-demand tank encryption; Drawing Board Add Clear Cue; Show/Hide cues for all object types; 25 fps pipeline throughout all capture actors.

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★ v2.0: Windows, macOS, and Linux Wayland fully supported. TickerBox gains play/pause/stop, text/colour/font/size editing, direction toggle, and content rotation. 10-slot auto-save config system added.

★ v1.9: Stage Path and POPI on-stage animations. Right-click any on-stage object → ⇒ Stage Animation. Dresser shows ⇒ suffix on objects with a stage animation configured.

★ v1.8: Timeline scroll-wheel scrub; Ctrl+scroll ruler zoom; Dresser right-click menu; live image preview in Add Image dialog; animation target unified — Dresser preview and Timeline playback use the same stored target.

★ v1.7: Ping-pong timeline loop. Cues fire their opposite action on the reverse pass. Playhead turns cyan with a downward triangle.

★ v1.6: Preview mode in filter bar — playback skips hidden cue types; playhead turns amber when Preview is active.

★ v1.5: Fixed-centre scrolling playhead; filter bar for per-type isolation; hover popup shows full cue label.

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12. Quick-Start Checklist

First presentation in 5 minutes:

- Open Kameleon Presenter: **Ctrl+Shift+K** or the Tools menu.
- Drag objects from the Dresser onto the Stage, or tell the AI: *"Add a text box saying Hello World in the centre."*
- Right-click an object → Enter Animation → choose a preset.
- Press Space to step through cues, or ■ Play to run the timeline.
- Save: File → Save Tank.

Playing back an existing .kpt file:

- File → Open Tank → select your `.kpt` file.
- Objects load into the Dresser automatically.
- Press **Space** or ■ **Next Cue** to bring each actor on stage with its enter animation.
- Or press ■ **Play** on the timeline bar for automatic playback.
- Press ■ **From Start** at any time to replay from scratch.

Navigating a PDF or image stack:

- Click the PDF Box or Stack to give it navigation focus (cyan ring).
- Use ← → to flip pages or advance slots.
- Ctrl+Click a second object to navigate both simultaneously.
- Press Space to advance the cue queue independently of nav focus.

Recording a timed show:

- Build your objects and cues (or ask the AI to do it).
- Press ■ Record on the timeline bar.
- Speak naturally and press Space at each transition.
- Press ■ to stop. Drag the ▲ markers to fine-tune.
- Press ■ Play — your show runs automatically.

Presenting without accidental edits:

- Press **F5** to enter Present Mode (full screen).
- Objects cannot be selected or resized — only dragged.
- Nav focus and Space/arrow keys still work normally.
- Press **Esc** to return to Edit mode.

Setting up a split-stage show:

- Tell the AI: *"Load intro.kpt into the left half and phone.kpt into the right."*
- Tell the AI: *"Show the region overlay"* to check the layout.
- Tell the AI: *"Hide the overlay"* before you go live.
- During the show: *"Swap the left panel to the next file."*

Letting AI run the whole show:

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- Make sure Chameleon AI IDE is open alongside Kameleon Presenter.
- Describe what you want in the AI chat — it handles the rest.
- *"Load slides.kpt into the left half, stream the phone on the right, navigate to our website, then step through the left-side cues one by one."*

■ Name your actors descriptively when you add them. The AI, the timeline, and the status bar all refer to objects by name — clear names make every part of the workflow easier to follow.

Contact & Licensing

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