FloDee Settings Manual

FloDee is highly customizable. The Settings window (accessed by right-clicking the central FloDee dot and selecting "Settings") is organized into 11 tabs: **General, Inputs, Open Apps & Windows, Panels, Appearance, Widgets & Extras, Capture, Network, Menus, Privacy/Data, and Help.**

This manual explains every setting in each tab and what it does, in the same order the tabs appear in the window.

🔍 **Settings Search:** A search box sits above the tabs. Type any part of a setting's name, a word from its description, or just plain language — you don't need to know FloDee's terminology ("transparent" finds Opacity, "dot" finds the Floater options, "screenshot" finds Capture, and small typos still match). Results list the setting and its tab; click one (or press Enter for the top match) to jump straight to it — the row flashes gold so you can spot it. Esc closes the results. * ★ **Favorites:** Click the ☆ next to any result to favorite that setting. Clicking an empty search box lists your favorites first, ready to jump to; click the ★ again to unfavorite. * 🕘 **Recent searches:** Searches that led you somewhere are remembered (last 8) and listed below your favorites when the box is empty — click one to run it again.

---

1. General

Windows Integration

- **Start with Windows:** Automatically launches FloDee when you log into Windows.
- ↳ **As Administrator:** Runs the startup launch elevated via Windows Task Scheduler — needed if FloDee should be able to interact with or close elevated programs (Task Manager, Registry Editor, etc.). One UAC prompt appears when you turn this on.
- **System Tray Icon:** Shows/hides the FloDee icon in the Windows taskbar tray. You can still reach Settings via right-click on the floater dot even with this off.

- **Add to System PATH:** Adds FloDee's install folder to your user PATH, so typing `flodee` in any Command Prompt, PowerShell, or the Run dialog launches it. Only affects your own Windows user account.

Waiting on Windows

FloDee times every action it starts for you — opening an app, file, folder or link, and switching to a window — and tells you when Windows is the thing holding it up, so a slow Windows is never mistaken for a frozen FloDee. The notice reads **"Waiting on Windows. Please stand by."**, names what is being waited on, counts the seconds, and states plainly that FloDee itself is still running normally — and that while Windows lags, FloDee cannot respond either, because it has to wait on Windows too. * **Tell me when Windows stalls:** Turns the whole feature on or off. **Off by default** — FloDee ships with all of its system-status notifications switched off, so nothing appears unless you turn it on here. * ↳ **Watch FloDee itself too:** Also notices when FloDee's own window stops responding because it is stuck inside a Windows call it made on your behalf — the case that looks most like FloDee crashing. The notice is drawn independently of the main window, so it still appears while that window is stuck. * **Wait before saying so:** How long an action may take before the notice appears (1–60s, default **5s**). * **Repeat the notice every:** How often the notice re-announces itself — it comes back to the front and pulses — while the wait continues (2–120s, default **10s**). * **Offer Cancel after:** How long before the notice grows a **Cancel** button so you can stop waiting (5–300s, default **60s**). Cancelling a launch that still has not produced a window also stops that launch; cancelling anything else just dismisses the notice — the action itself may still finish on its own.

Showing what is bogged down. Saying "Windows is busy" invites the obvious question: busy with what? While the notice is up, FloDee can draw a live graph of whichever part of your machine is actually the bottleneck, newest reading on the right, with a dashed line marking the level it has to fall back under. Only the parts that are genuinely struggling get a graph — if your drives are fine, there is no drive graph, and on a healthy machine there are no graphs at all. Where FloDee can tell, it names the program using the most ("Bottleneck: Disk at 98%, mostly ollama"), which is usually a download, a backup, an antivirus sweep or an app updating itself in the background. All of it is read from Windows on your own machine and none of it leaves it. * **Show what is bogged down:** Turns the graphs on or off. On by default. * ↳ **Processor (CPU) graph:** Graph the processor when it is pinned. On by default; costs effectively nothing to measure. * ↳ **Drive activity graph:** Graph your drives when they are thrashing. On by default — this is the most common reason a machine feels frozen while every program on it is technically fine. * ↳ **Memory**

graph: Graph memory when the machine is nearly full and Windows has started swapping to disk to cope. On by default. * ↳ **Graphics (GPU) graph:** Graph the graphics card when it is saturated. **Off by default** — reading it is far more expensive than the others and it is rarely what holds up opening an app. If it ever does prove slow to read, FloDee switches it off by itself for the rest of the session. * **Close it once recovered:** When the bottleneck falls back under its line and stays there for a few seconds, take the notice down and carry on, rather than leaving it up until the thing you clicked finally reports in. Your machine recovering is the signal you were waiting for. On by default.

The notice disappears by itself the moment the action completes. It never appears on top of FloDee's own "please wait" popups, and never for background work you did not start.

Self-Repair Notifications

FloDee constantly guards its own input plumbing in the background. Windows silently removes a low-level mouse or keyboard hook that ever takes too long to answer — with no notification — and a removed mouse hook means your Open gesture simply stops working. So once a minute FloDee verifies its hooks are alive and its Open/Close binding exists and is well-formed, and repairs anything wrong on the spot: re-installing a hook that had gone quiet, restoring a missing or damaged binding, or resetting wedged input state when you hammer a dead Open button. **The repairs themselves always run — they are not optional.** This setting only controls whether FloDee *announces* them with a small toast such as "*FloDee's mouse hook had gone quiet — re-installed.*" or "*Your Open/Close FloDee binding was missing — it has been restored.*" * **Announce self-repairs:** Show a toast whenever a self-repair fires. **Off by default** — repairs happen silently and are recorded in the diagnostic log either way. Turn it on if you want to know on screen when one happens (useful while chasing a flaky gesture).

Language

- **Language:** UI language selection.

Application Control

- **Restart as Administrator / Restart (Standard User):** Buttons to relaunch FloDee with or without elevated privileges.

Favorite Settings File

- **Favorite settings path:** Bookmark a settings `.json` file (Browse to pick one).
- ⭐ **Load Favorite:** Immediately loads and applies it — your current settings are backed up first.
- **Clear:** Removes the saved favorite path.

Power Actions

Buttons for Restart PC, Shut Down PC, Sleep, Hibernate, and Restart FloDee (the app, not the PC) — all save settings first.

---

2. Inputs

Input and Controls

- **Toggle Hotkey:** Which mouse button opens FloDee at the cursor position. Middle Mouse Button, XButton1 (Mouse 4), XButton2 (Mouse 5), or XButton3 through XButton13 (Mouse 6 through Mouse 16) — defaults to XButton4 (Mouse 7). Buttons past XButton2 are read directly from the mouse's HID reports and are best-effort: whether your mouse exposes them this way (rather than routing them through its own vendor software as keyboard shortcuts) depends on the model.
- **Swap Floater Buttons:** Off: middle-click = Windows key, right-click = menu. On: swapped.
- **Close Distance (px):** How far the cursor must move away from FloDee before it collapses (0–20 px).
- **Hover Buffer (px):** An invisible pixel margin around panels that absorbs small mouse jitters near the edge without collapsing (0–20 px).

Laptop & Touchpad: Open FloDee

- **Enable Hot Corners:** Open FloDee by holding the cursor in any screen corner (within 10px) for ~250ms. Off by default.

- **Double-Press Left Ctrl:** Open FloDee with two quick presses of Left Ctrl (resets if another key is pressed in between). On by default.
- **Ctrl + Alt + Backtick:** Open FloDee with Ctrl+Alt+` — chosen to avoid common app hotkey conflicts. On by default.
- **Laptop Hotkey (ScrollLock):** Open FloDee with a single press of Scroll Lock — for laptop/touchpad users without a middle mouse button. Off by default.

Game Mode

- **Auto-Detect Fullscreen Games:** While a fullscreen game is running, FloDee hides itself and stops reacting to mouse gestures, hot corners, F1 help, and custom keybinds so they can't interfere with gameplay (a toast announces it once). The deliberate keyboard summons — double-tap Ctrl+Alt+F, Ctrl+Alt+`, and the Laptop Hotkey — still work; opening FloDee that way pauses Game Mode until it's hidden again. (Double-tap Left Ctrl is also suspended: Ctrl is a crouch/ability key in many games.) On by default. Uses Windows' own fullscreen-game signal, which sees exclusive-fullscreen Direct3D games but not borderless-windowed ones — list those below.
- **Always Treat as Games:** Comma-separated program names (`.exe` optional, e.g. `iRacingSim64DX11, AMS2AVX`) that engage Game Mode whenever one is the active window — for borderless-windowed games auto-detection can't see. A session-only manual toggle also lives in the tray menu ("🎮 Game Mode (Suspend Gestures)").

Keybind Editor

- **Open Keybind Editor...:** Opens the separate Keybind Editor window to attach extra keyboard combos or mouse gestures to FloDee actions (open/close, hide everything, lock open, capture/record region, and more).
- **Conflict Resolver (inside the Keybind Editor):** If two actions share a combo, or a custom binding collides with a built-in FloDee gesture, a red resolver box appears at the top of the editor listing every collision by name. Each binding gets **Keep this one** (drops the other custom binding on that combo), **Re-record...** (pick a different combo) and **Remove** buttons, and **Auto-Resolve All** fixes everything at once — keeping the first custom binding of each pair and removing duplicates (a custom binding that collides with a built-in gesture is removed, since the built-in always wins). The box disappears once nothing conflicts.

- **Set how to open FloDee...:** Reopens the first-run "how do you want to open FloDee?" picker: press the key or click you want and it lights up on a live input diagram; press it again to test (FloDee pops open for a second); Accept and Apply makes it your summon gesture. Bare left/right/middle clicks (or any button combination that includes them) and plain wheel scrolling can't be chosen — they're everyday inputs (wheel tilt, side buttons, and key combos all work). Cancel keeps your current gestures unchanged.

Help Tab › Updates

- ↳ **Tell it which version I have:** Off by default, and entirely your choice. The update check already asks flodeeapp.com for the current version list; with this on it also says *which* FloDee version is asking — the same way every web browser names itself when it loads a page. That is the whole of it: a version number. Nothing about you, your computer, your files, or what you do in FloDee is sent, and none of that is collected whether this is on or off. It is worth turning on for one reason: it is the only way to know how many people are still running older builds, which is what decides when an old version can stop being supported.
- **Check for updates automatically:** Off by default — the first-run setup panel offers it, unticked. When on, FloDee compares its version with the newest release on flodeeapp.com once a day at startup (after its normal license check) and shows an Update Now / Later / Skip This Version prompt only if something newer exists. The request carries no license data or identifiers.
- **Check for Updates Now:** Same comparison, on demand. **Update Now** downloads the installer, verifies FloDee's code-signing signature (anything else is deleted and never run), installs it silently and relaunches FloDee — one short restart, one Windows permission prompt, no wizard pages; settings, panels and license are kept.

Input Visualizer Panel

- **Mouse & Keyboard Visualizer:** Shows a panel mirroring mouse clicks, scroll/tilt, and keypresses live — handy for tutorial recordings. Note: if a button-mapping tool (Logi Options+, Razer Synapse, etc.) remaps your mouse, the visualizer shows what the tool sends to Windows, which may not be the physical button you pressed — fine print under the diagram says so.
- ↳ **Background Opacity:** Transparency of the visualizer panel's background.

---

3. Open Apps & Windows

Oapps "Pull to Mouse" Gesture

Governs Hold Left + Click Right on an Oapps icon (pulls that window to the mouse): * **Slide Instead of Jumping:** Off = instant teleport. On = smooth slide at the speed below. * **Slide Speed:** How fast the slide plays (0.05 slow – 1.0 snappy); total time is the same regardless of distance. The slide always starts from where the window really is — a minimized window first reappears at its own restored position and travels from there. * **Grow Small Windows:** A window already small (e.g. sitting in a Grid Layout cell) grows to fill its monitor when pulled instead of just re-centering at the same tiny size, and shrinks back on return. * **Small Window Threshold:** A window counts as "small" (triggering the setting above) when its width or height is under this percentage of its monitor. * **Resize to % of Screen:** How large a pulled window becomes, centered on the mouse, as a percentage of the monitor.

Oapps Live Preview Icons

For eligible apps, a task icon shows a live snapshot of that window's actual on-screen content instead of a static app icon: * **Enable Live Preview Icons:** Master switch for this feature. * **Eligible Apps (.exe):** Comma-separated real process names (from Task Manager's Details tab) that get live-preview treatment, e.g. `photos.exe, vlc.exe`.

Open Apps Panel

- **Sort Mode** (mirrored as **Sort Icons** on each Oapps panel's right-click menu)**:** Native Z-Order, Alphabetical, Most Recent, Most Frequent, Stable/No Movement, or Folders & Processes (Grouped). *Folders & Processes* puts every File Explorer folder window first, ordered by the directory it's showing (so neighboring folders sit side by side), then every other window grouped by its process (exe name A→Z, window titles A→Z inside each group) — handy when you have a dozen Explorer windows and several copies of the same app open. **Folders & Processes (Locked)** is the same grouping but, like Stable, icons never reorder once shown — a newly opened window joins the end of its own group (or the end of the panel if its group isn't open yet), and title changes never move anything.
- **Anchor Open Apps to Floater:** On (default): the panel always stays docked at its default spot next to the Floater, even after being dragged elsewhere. Off: it stays

wherever you last dragged it.

- **Max Icons Per Row:** How many icons fit on one row of the Open Apps panel before it wraps and grows taller instead of stretching wider. The factory default is 7. Auto (far left) removes the limit and lets rows grow to the edge of the screen. Widgets count by their width — a wide widget can take the room of two icons.
- **Keep Within Files Panel Width:** Off by default. On: the Open Apps panel never auto-grows wider than the Files panel — it wraps taller instead. If the Files panel is closed or detached, its factory-default width is used as the limit. Combines with Max Icons Per Row: whichever limit is narrower wins.

Live Preview & Thumbnails

- **Preview Zoom Speed:** How fast the hover-preview thumbnail resizes per scroll-wheel tick.
- **Auto-Minimize Preview Panel:** Hides the preview if your mouse moves straight from it to a Files panel.
- **Hide Preview While Dragging:** Hides the preview while you're dragging a panel.

New Item Detection

- **Prompt for New Apps / Prompt for New Files:** Show a notification bar the first time a new app appears in Open Apps, or a file is opened from a Files panel.
- **Reset Known Apps List / Reset Known Files List:** Clears FloDee's memory of what it's already prompted about, so you'll be prompted again for everything.

---

4. Panels

Panel Sizing

- **Auto-Fit All Panels:** Despite the name, this only toggles auto-fit for the User Apps and Files panels together (resizing to tightly wrap their icons, hiding the manual resize grip) — it does not affect the Oapps panel. Each panel also has its own independent "Auto-Fit to Icons" toggle on its right-click title-bar menu, including Oapps.

- **Hide Icons When Resizing or Moving:** Temporarily hides icons while dragging a resize grip, for lag-free resizing on slower machines.
- **Icon Click Blink:** Icons blink briefly when clicked with any mouse button. Off by default (still being tuned). Applies everywhere (User Apps, Open Apps, Files panels).
- **Icon Launch Pulse:** Icons pulse continuously while a launched app is still starting, so you can tell something's actually happening. The pulse keeps going until the app actually shows a window (up to 60 seconds) — slow starters like Steam stay pulsing through their whole load. If an app still has no window after 10 seconds, a small toast appears in the bottom-right: "*(app)* is still loading. Click 'Cancel' to stop loading." — its Cancel button ends the launching program. And if a launched app exits within seconds without any window appearing anywhere, a warning toast explains the shortcut may point at a helper program rather than the app itself (the classic case: a pinned icon that points at Steam's internal steamwebhelper.exe instead of steam.exe). On by default. Applies everywhere (User Apps, Open Apps, Files panels).
- **Click Ack Blink:** An instant "FloDee heard you" flash the moment you click or scroll the Floater, or click any icon. On by default. Unlike the two blinks above it isn't cosmetic timing: the flash is painted and pushed to the screen *before* the click's actual work starts, so it still appears when Windows itself is the thing stalling — a slow window activation, a cold icon load, an app that isn't answering. While a stall lasts the flash simply stays lit and then blinks out once things free up, so a slow response reads as FloDee working rather than FloDee ignoring you. Scrolling the Floater flashes it once per wheel notch, so a fast scroll strobes in time with the wheel. The flash color follows your Floater's own color — white on a dark dot, near-black on a light one — so it's never invisible.
- **Stay-Open Grace Period:** How long FloDee stays open after a panel action before the mouse-leaving auto-hide can kick in again (slider, 0–10 seconds, default 2). The grace applies after resizing a panel, adding or deleting a panel, closing a panel menu or tip window, toggling a panel's Auto-Fit, and closing the last app in the Open Apps panel (so the panel shrinking to its empty placeholder doesn't instantly hide FloDee out from under your cursor).

Add & Manage Panels

Buttons to add a new User Apps, Files, Notepad, Open Apps, Chat Channel, Who's Online, or **OBS Control** panel (OBS Control is also in the Floater's Add Panel submenu and in 🛠 Tools), plus ↺ **Reset Panel Sizes**.

Layout & Position Defaults

- 📌 **Set Default Layout:** Saves the current panel positions/sizes as the layout Startup Layout restores to.
- ↺ **Reset Layout to Defaults:** Resets panel layouts/configurations to factory defaults.
- **Startup Layout Animation:** Panels slide smoothly into place when you trigger Startup Layout, instead of snapping instantly.

Panel Movement & Bounds

- **Snap Panels Together:** Panels snap to nearby panel edges when dragged close.
- **Snap Threshold (px):** How close an edge must get before snapping.
- **Panels Can Overlap:** On: clicking a panel brings it to the front like a window (never above the Floater or primary Oapps panel). Off: each panel keeps a fixed stacking order.
- **Clamp to Screen on Open:** Opening FloDee shifts all panels inward so they're fully visible on the monitor.
- **Restrict Panels to Screen Bounds:** Keeps a dragged panel/detached window fully within the monitor(s) at all times. **Off by default** — dragging past the screen edge is allowed, like a normal Windows window.

Panel Behavior

- **Confirm Panel Delete:** Prompts before deleting a panel (panels with no icons are always deleted silently regardless).

Files Panel

- **Sort Files By:** Recently Used, Name, Date Modified, Size, or Type.
- **Max Files per Folder:** Caps how many files are shown per folder to avoid UI lag (0 = unlimited).
- **Hover Folder → Files:** Hovering a folder icon in a User Apps panel populates the attached Files panel.

- **Hide Files panel When Not Hovering Over Folder Icons in User Apps:** Hides the Files panel once your mouse leaves the folder icon.
- **Fetch Site Icons for Web Links:** Off by default. When on, dropping a web link onto a User Apps panel makes FloDee contact that website once to download its icon. When off, FloDee makes no connection and the shortcut keeps a generic icon.

Tooltips

(Tip: right-click any panel to toggle tooltips for that panel individually.) * **Show Tooltips (Global):** Master switch — off hides all tooltips everywhere. * **Menu Tooltips:** Tooltips on FloDee's context menus. * **Alternate Submenu Sides:** Off by default (since 2026-09-24) — submenus open the normal Windows way, each level to the right. Tick it and every context menu opens its fly-outs on alternating sides per level, so nested menus stack over each other and the mouse barely moves walking a menu tree. * **Submenus Start Left:** Only applies with Alternate Submenu Sides on: which side the first fly-out level opens toward (the next level goes back the other way). * **Show Help Icons:** Shows/hides the "?" help icons on panels. * **Open Apps Tooltips:** Tooltips on Oapps panel icons — disable to stop them blinking while a preview is visible. * **Expandable Tooltips:** Tooltips are two-tier — a short label shows first, then expands to the full description if you keep hovering, or instantly with **Shift** held. Off shows only the short label. * **Tooltip Expand Delay:** 2, 4, 8 (default), or 15 seconds, or "Only when Shift is pressed" to never auto-expand. * **Show Floater Tooltip:** Shows/hides the hover tooltip on the tiny main floater dot. * **Long Tooltips (Full Path):** Shows the complete absolute path of files/folders in tooltips instead of just the name — useful when working across folders with duplicate file names.

Panel List

A per-panel settings list, populated dynamically for whichever panels currently exist.

---

5. Appearance

Floater Appearance

- **Floater Size:** Size of the floater dot.
- **Opacity:** Overall transparency of all FloDee panels.

- **Grabber Opacity:** Transparency of the resize-corner grabbers.
- **Round Floater:** Round vs. square floater dot and panels.
- **Use App Icon for Floater:** Replaces the solid dot with the icon of whatever app is currently active.
- **Visualize Hover Buffer:** Draws a green outline around FloDee's whole hover boundary (for tuning the Inputs-tab Close Distance/Hover Buffer values).
- **Border Thickness:** Panel border width in pixels.
- **Label Font Size / Bold Labels:** Text size and boldness for labels under Open Apps/User panel icons.
- **Theme:** Dark, Light, High Contrast Dark, or High Contrast Light.

Floater Background

- **Background Style:** Theme (follows selected theme), Solid, Gradient, or Image.
- **Color / Colors (Gradient) / Gradient Direction / Image Path / Image Stretch:** Fields shown depending on the style chosen above.

Panel Background

Same Style/Color/Gradient/Image controls as Floater Background, plus: * **Use Rounded Corners:** Rounded vs. square corners for all panels. * **Rotate Colors (RGB) [Panel Background]:** Continuously cycles panel backgrounds through the color spectrum, with a **Rotation Speed** (hue degrees/sec). * **Panel Border Width:** Border width for all panels. * **RGB Panel Border:** Continuously cycles panel borders through the spectrum, with its own **Border Speed**. * **Color Rotation on Idle:** Auto-starts color rotation after a period of no mouse/keyboard input (**Idle Timeout**, in minutes, decimals allowed), and reverts when you return.

Panel Color Differentiation

Assign distinct colors to your panels so they're visually easier to tell apart at a glance. * **Differentiate Panels By:** * **Off:** Use normal panel backgrounds (no color differentiation). * **Unique color per panel:** Every dynamic panel gets its own color. * **One color per panel type:** All Notepad panels share one color, all Files panels share another, etc. * **Custom groups:** You define custom groups of panels and assign each group its own color. * **Color**

Style: * **Solid Color:** Each panel/type/group gets a flat, solid color. * **Gradient:** Each panel/type/group gets a two-color gradient with a direction (Horizontal/Vertical/Diagonal). * **Image:** Uses a custom image as the background for each panel/type/group. * **Colors / Groups:** * 🎨 **Manage Colors...:** Opens the Panel Color Manager window where you can: - See all current panel assignments - Click a color swatch to customize individual colors - Create and edit custom panel groups (Groups mode only) - Regenerate all colors from scratch (evenly spread across the color spectrum)

Floater Button

- **Background Color / Border Color:** Hex colors for the floater dot (ignored if RGB rotation is on).
- **Rotate Colors (RGB) [Floater]:** Continuously cycles the floater dot's background through the spectrum, with its own **Background Speed**.
- **RGB Border [Floater]:** Continuously cycles the floater's border through the spectrum, with its own **Border Speed** (independent of the background's).
- ↺ **Reset Appearance Defaults:** Resets every Appearance setting to factory defaults.

---

6. Widgets & Extras

Clock, Bandwidth & System Monitor Widgets

Every widget below appears in a **Widgets panel** (➕ Add Panel → 📊 Add Widgets Panel — none exists until you add one). Widget size is set per panel from its right-click menu (Widget Size). * **Show Clock:** Displays the current time (and the date when there is room). * **Show Bandwidth Monitor:** Shows download (red)/upload (green) bars. * **Also in Open Apps panels:** Off by default. When on, every enabled widget is also placed inside every Open Apps panel next to the app tiles, as they were before the Widgets panel existed. * **Widget Position:** Only with *Also in Open Apps panels* — Auto (front once the panel wraps past 2 rows, else back), Front, or Back. * **Bandwidth Scale:** Auto (scales to peak), Raw (fixed 1 MB/s), or Manual (enter a ceiling). * **Manual Ceiling (MB/s):** Used when Scale is Manual — the MB/s value that fills the bar. * **Network Adapter:** Which adapter to monitor; Auto-detect picks the highest-traffic internet-facing one. * **Show CPU Monitor:** Live CPU usage widget — a colored fill bar plus the current percentage. * **Show Memory Monitor:** Live

RAM usage — bar plus percentage; the tooltip shows used/total GB. * **Show Disk Space Monitors:** One widget per fixed drive (C:, D:, ...) — a used-space bar with the free space remaining as its text. * **Show GPU Monitor:** Live GPU usage (the 3D engine, like Task Manager's main GPU graph). Needs Windows' GPU performance counters — shows -- on systems without them (some VMs/old drivers). * **Show GPU Memory Monitor:** Dedicated GPU memory (VRAM) in use — the bar is scaled to your card's total where Windows reports it. * **Graph Hover Delay (sec):** Hold the mouse over any monitor widget — CPU, memory, disk, GPU, GPU memory, or bandwidth — for this many seconds and a live history graph pops up (last 2 minutes, updating every second; it follows the mouse away instantly). Default 1.5 s.

Idle Floater Animation

- **Bounce When Idle:** After the idle timeout below, the floater animates around the screen (leaving a fading color trail, bursting into fireworks periodically) until any input returns it exactly to where it was.
- **Animation Style:** Bounce, Insane, Geometric, Fractals, Draw a Photo, Comet, Orbit, Screen Melt, Letter Fall, Matrix, Pendulum, Minority Report, Broken Monitor, or Mixed (cycles between styles). (Pachinko exists but is hidden from this picker.)
- **Photos to Draw:** Only for "Draw a Photo" — a list of images the floater randomly picks from each drawing pass to sketch as a stippled halftone.
- **Idle Timeout:** How long with no input before the animation starts (minutes + seconds).
- **Switch Pattern Every:** In Geometric mode, how often the floater swaps to a different shape (spiral, vortex, circle, Lissajous curve) with a fresh center/size.
- **Switch Style Every:** In Mixed mode, how often the floater swaps to a completely different animation style.
- **Marquee Light Show:** While a trail is drawing, randomly kicks off a chase-light effect along the existing trail dots (forward/backward/ping-pong/chaotic) before settling back to normal.
- **Triggers Roughly Every:** How often marquee mode randomly kicks in (randomized within this window, not a fixed metronome).
- **Max Burst Length:** Ceiling for a marquee burst's length (actual length randomized between 0.25s and this value, up to 30s). Ignored by Draw a Photo, which runs the burst until its drawing pass finishes.

- **▶ Test This Animation:** Plays the selected style for ~10 seconds right now, without waiting to go idle.

Notifications

- **Floater Blink Duration:** How long the floater blinks at the center of its monitor when a message/file notification arrives while hidden, before fading back to invisible.
- **Floater Blink Rate:** How fast it blinks on/off during that notification.

---

7. Capture

Screenshots

- **Save Images To:** Output folder (default: Pictures).
- **Open Folder After / Open Image After:** Reveal or open the saved file automatically.
- **Open in Editor After:** Opens each capture in the image editor below (MS Paint if none set) — also toggleable from the Capture Region menu.
- *(Menu-only, not on this tab:)* ⏱ **Start Timer** — the delay between drawing a region and the capture/recording start (Off / 3–60 s) lives in the Capture Region, Record Region, Record Video, and Capture Text menus themselves; it's one shared value, saved with your settings.
- ↳ **Image Editor:** Path to your preferred editor; empty = MS Paint.

Recordings

- **Save Videos To:** Output folder (default: Videos).
- **Open Folder After / Open Video After:** Reveal or open the saved recording automatically.
- **MP4 Frame Rate:** 10/15/24/30 (default)/60 fps for Record Video. The GIF recorder keeps its own separate, lower rate.
- **MP4 Scale:** Auto (upscales small regions with whole-number factors, up to 4×, so a tiny clip doesn't play back postage-stamp sized; big regions stay 1:1) or a fixed 100–400%.

- **MP4 Quality:** Standard, or High — doubles the encoding bitrate (roughly double the file size) so uploads survive re-encoding by sites like YouTube.
- **Video Format:** MP4/H.264 (plays everywhere, default), MP4/HEVC (smaller files, needs Windows' HEVC encoder), or WMV (always available).
- **Record Audio:** Audio track for Record Video — None, System audio (what the PC is playing — the default), or Microphone. The first recording with each source shows a one-time permission prompt; the audio is saved only inside the video file, never transmitted. Encoded AAC in MP4 files, WMA in WMV. If the audio device can't be used (no mic plugged in, etc.), the recording continues video-only and a toast says why.
- **Audio Sample Rate:** 44.1 kHz or 48 kHz (default — the video-production standard). The only two rates Windows' AAC encoder accepts; the device's own rate is converted automatically.
- **Audio Bitrate:** 96/128 (default)/160/192 kbps for the audio track.
- **Record Audio:** Audio track for Record Video — None, System audio (what the PC is playing — the default), or Microphone. The first recording with each source shows a one-time permission prompt; the audio is saved only inside the video file, never transmitted. Encoded AAC in MP4 files, WMA in WMV. If the audio device can't be used (no mic plugged in, etc.), the recording continues video-only and a toast says why.
- **Audio Sample Rate:** 44.1 kHz or 48 kHz (default — the video-production standard). The only two rates Windows' AAC encoder accepts; the device's own rate is converted automatically.
- **Audio Bitrate:** 96/128 (default)/160/192 kbps for the audio track.
- **Open in Video Editor:** Opens each finished recording in the video editor below — tries DaVinci Resolve's default install location if none is set, falling back to your default video app.
- ↳ **Video Editor:** Path to your preferred editor; empty = DaVinci Resolve's default location.

Voice to Text (Speech to Text)

- **Speech Engine: FloDee** (default) — Windows' built-in desktop recognizer: fully local and private (nothing ever leaves your PC), works with no internet, but accuracy is modest. **Windows Voice Typing** — works much better, but it's Microsoft's online

service: your speech is processed in their cloud, it needs an internet connection and Windows' "Online speech recognition" permission (Windows Settings › Privacy & security › Speech), it always listens to the system default microphone (the Input Device picker below won't apply), and Microsoft's small voice-typing widget appears while you dictate. Choosing it shows this full warning and asks you to confirm. FloDee itself never records or transmits anything with either engine.

- **Input Device:** Which microphone Voice to Text listens to — and which one Record Video records when its audio source is Microphone. The list shows every input device active right now; "System default microphone" follows Windows' default. If the chosen device is unplugged later, both fall back to the default with a note. Tip: VR software (Oculus, Virtual Desktop) installs silent *virtual* microphones and often makes one the Windows default — if dictation hears nothing, pick your real mic here; the Voice to Text window also warns after a few seconds of dead silence, and its ⚙ button jumps straight to this setting.
- **Auto-Stop on Silence:** Off (default — listen until you close the window) or 3/5/10/15/30 seconds: finish automatically after that long without hearing you. Handy for short, repeated dictations — click, speak, and it copies and closes itself.
- **Max Dictation Time:** Off (default) or 15 s/30 s/1/2/5 min — a hard limit counted from open, for when you know how long you need. All the auto-stop options combine; whichever fires first wins, and each finishes exactly like Copy & Close.
- **Stop Phrase:** Words that finish the dictation hands-free when spoken (e.g. "stop listening") — case-insensitive, works alone or at the end of your last sentence, and is stripped out so it never appears in your text. Empty = off (default).
- **Win Clipboard History:** Turns Windows' extended clipboard on/off — press **Win+V** to paste from a history of recent clipboard items instead of only the newest one. This is a *Windows* setting (system-wide, takes effect immediately); FloDee just flips it for you here.
- **Clipboard Panel Keeps:** How many copies (text and images) FloDee's own Clipboard History panel remembers — 100 by default, 10 to 1000. The oldest unpinned entry falls off when the list is full; pinned entries never count and never fall off. Lowering the number trims the list at once. Images are PNG files in `%AppData%\FloDee\clipboard`, so a high number with many image copies uses disk space.

Screen Ruler (Tools › Screen Ruler)

- **Show Tick Marks:** Graduation tick marks/lines along the crosshair.

- **Show Tick Numbers:** Pixel-coordinate numbers on the major ticks — on by default, and a separate toggle from Show Tick Marks (the in-overlay **G** key only toggles the tick marks/lines, not these numbers).
- **Tick Spacing (px):** 10/25/50/100 px between minor ticks.
- **Opacity / UI Scale:** Overlay transparency and overall scale of the readout/labels.
- **Font & Size:** Font family and size for the readout text.
- **Colors (hex):** Separate hex colors for the crosshair, the ticks/measure line, and the labels/readout text.
- **Measurement Units:** Pixels (physical, default), Metric (cm), or Imperial (in) — also cyclable live in the ruler itself with the **U** key. Releasing a drag-measurement copies its length (plus Δx, Δy, and angle) to the clipboard in whichever unit is active.
- **Pixels per Inch:** Calibration for Metric/Imperial conversion. 0 = auto-detect from your primary monitor's reported physical size — many monitors/drivers report this incorrectly, so treat auto as an estimate. For an accurate value: measure a real object of known length on screen in Pixels mode, then enter (pixel length ÷ its length in inches) here.

Captions

- **Prompt for a Caption:** Off: every capture just saves silently. On: a quick caption box appears after saving — Enter appends it to the filename, Esc skips. Either way the file is already safely saved before the prompt appears.

---

8. Network

Your FloDee Address

- **LAN Address / Public IP (display + copy/check buttons):** Give your LAN address to someone on the same network, or your public IP to someone elsewhere — reaching you from outside your LAN also requires forwarding the port on your router yourself; FloDee can't do this automatically.
- **Your Display Name:** Name shown to other FloDee instances.
- **Listening Port:** TCP port FloDee listens on for P2P connections.

Discovery

- **Discoverable on this Network:** Lets other FloDee instances on the same LAN find you automatically (and you find them), so neither side has to type an IP. Off makes you invisible to discovery and hides others from you too.

Downloads

- **Save Files To:** Folder incoming P2P files are saved to. (Whether a sender's files save instantly or need your approval is set per-contact in the Address Book below, not here.)

Images & Videos

- **Pop Up Received Images / Videos:** Off shows a notification instead of an image/video popup.
- **Auto-Delete Received Files:** Deletes received files after 30 seconds unless you save them; off keeps them permanently.
- **Copy Received File Path:** Automatically overwrites *your own* clipboard with a received file's path — only affects your machine, a sender can't control it.

Email

Optional — lets the Chat Channel reach contacts who aren't running FloDee or aren't reachable peer-to-peer, by relaying through your own outgoing mail server. FloDee never operates a mail server itself; these credentials stay in your local settings file. * **SMTP Server / Port / Username / Password (App Password) / Your Email Address / Use SSL/TLS:** Standard SMTP relay fields. Gmail users need an App Password (from 2-Step Verification), not their regular login password. * **Send Test Email:** Verifies the configuration.

FTP

Optional — large-file fallback for the Chat Channel. When an attachment is too big to email (over 25 MB) and this is filled in, FloDee uploads it here automatically instead of failing (no size limit on this path). Both sides get a progress window with Cancel while a transfer is in

flight. * **FTP Server / Port / Username / Password / Remote Directory / Use FTPS (encrypted):** Standard FTP fields. * **Test Connection:** Verifies the configuration.

Discovered Nearby

Other FloDee instances currently visible on your network, with a **Pair** button per row — pairing requires acceptance on their end too; nothing connects automatically.

Address Book

Anyone who's contacted you shows up here automatically (Pending Approval) even if you never added them — approve to skip the prompt on everything they send from then on, or unlock someone who got locked out. **Add Peer** manually adds a contact by address.

---

9. Menus

Reshapes the Floater right-click menu. Works on whatever the menu currently contains — new features appear automatically, removed ones are ignored (nothing here is hardcoded).

- **Order by:** Default (as built), Custom (your own order), Most Used, Most Recent, Alphabetical, or Categorized.
- **Menu tree:** Check/uncheck any item at any depth to show or hide it — hidden items stay listed here so you can bring them back.
- **▲ / ▼:** Reorder the selected item within its group (switches to Custom order).
- **◀ Out / ▶ In:** Pull the selected item out of its submenu (lands just after that submenu), or push it into the nearest submenu above it.
- ↺ **Reset to Default:** Restores the original menu (order, hidden items, and moves).
- **Menu Presets:** Save your whole menu layout under a name, load it back, delete it, or Export/Import a preset file to share with someone else or move it between PCs.

Changes apply to the Floater menu immediately.

---

10. Privacy/Data

What FloDee Sends Automatically

Informational text, no controls. It lists every connection FloDee makes on its own, the same list the website's FAQ and the Privacy Policy give: (1) the **install count** — once per FloDee version, a one-way code for this machine plus the FloDee and Windows versions, not optional (it is the one thing the free tier asks in return); (2) the **license check** — only if you have entered a license key, once at startup and when you activate/deactivate, sending the key and a one-way hardware hash (free installs with no key never make this call); (3) the **local-network discovery notice** so other FloDees on your own network can find you for the Chat Channel — it never leaves your network, Network tab › Discovery switches it off; (4) the **daily update check**, only if you switched it on in Help › Updates. Nothing else happens without you pressing something.

Peer-to-Peer Networking (Chat Channel)

- **Enable P2P Networking:** Master switch. Off means FloDee never opens its network listening socket at all — not just that the Messenger panel is hidden — so Chat Channel messaging and file transfer stop working entirely until it's back on. Nothing here routes through any server of FloDee's own; it's direct FloDee-to-FloDee only. (LAN auto-discovery is a separate toggle on the Network tab; turning P2P off here makes discovery moot too, since there's no listener left to find.)

Optional Panels That Connect Elsewhere

Informational text about the OBS Control panel (the only panel that talks to something outside FloDee, and only to the OBS Studio address you configure) — confirms there is no analytics call of any kind and no background update check unless you switch on "Check for updates automatically".

A Note on the Diagnostic Log

The bug-reporting diagnostic log (Settings › Help › 🩺 Diagnostics, documented in §11) is the one feature that records your input, so it is worth stating plainly here: it is **off by default**, FloDee never switches it on by itself, it **transmits nothing** — it writes one file on your own PC and sending it anywhere is your decision — and it **cannot record what you type**, because letters, digits and punctuation are written to it by class (`Key(letter)`, `Key(digit)`, `Key(sym)`) and never by identity.

11. Help

Mostly quick-reference and legal text, plus: * 📖 **Global shortcuts and info:** Opens a shortcuts reference. * 📄 **Full Keyboard & Mouse Manual (PDF):** Opens this manual's PDF. * 🔑 **Activate License:** Opens the license activation dialog.

Free version vs. full version

Generated from FloDee's own feature registry on every release, so it cannot drift from what the app actually does. Panel rows show how many you get; everything else is yes/no.

| Feature | Free | Full version | |---|:---:|:---:| | **Panels** | | | | Open Apps panel (the floating task switcher) | 3 | Unlimited | | User Apps shortcut panels | 3 | Unlimited | | Files panels | 3 | Unlimited | | Notepad panel | 3 | Unlimited | | Chat Channel (peer-to-peer messaging) | 3 | Unlimited | | Who's Online presence panel | 3 | Unlimited | | Clipboard History panel | 3 | Unlimited | | Volume Mixer panel | 3 | Unlimited | | Input Visualizer panel | 3 | Unlimited | | OBS Control panel | 3 | Unlimited | | **Accessibility** | | | | Magnifier panel | 3 | Unlimited | | Capture Text (OCR to clipboard) | ✅ | ✅ | | Voice to Text dictation | ✅ | ✅ | | **Capture** | | | | Capture Region (screenshot to PNG) | ✅ | ✅ | | Record Region (animated GIF) | ✅ | ✅ | | Record Video (MP4 / WMV with audio) | ✅ | ✅ | | Webcam photos and video (with camera settings) | ✅ | ✅ | | Color Picker with screen eyedropper | ✅ | ✅ | | **Tools** | | | | Command Palette (type-to-find) | — | ✅ | | Screen Ruler | — | ✅ | | Fitts's Law Overlay (live time-to-target readout) | ✅ | ✅ | | Fitts's Law Insights (legend + workflow graphs) | ✅ | ✅ | | Snap Zones window tiling | — | ✅ | | Programmer's Calculator | — | ✅ | | Unit Converter | — | ✅ | | Text Snippets | — | ✅ | | File Shelf | — | ✅ | | Grep (search inside files) | — | ✅ | | Audio Device Switcher | — | ✅ | | MixSaviour mixer profiles | — | ✅ | | Port / Process Peek | — | ✅ | | WhoIs Lookup | — | ✅ | | **Layouts** | | | | Workspaces | — | ✅ | | Panel Layouts | — | ✅ | | Window Snapshots | — | ✅ | | Deskspaces (multiple desktop icon sets) | 3 | Unlimited | | Per-monitor Deskspaces (a different space on each monitor) — monitors | 3 | ✅ | | Window Layout (tile / cascade) | — | ✅ | | Quick Panels / Quick Apps save and load | ✅ | ✅ | | Panel Loader (bulk-fill a panel) | ✅ | ✅ | | VNote visual sticky notes | ✅ | ✅ | | Detach an anchored Explorer window | ✅ | ✅ |

🩺 Diagnostics (for reporting a bug)

The one persisted setting on this tab. It records what FloDee sees and what it decides — every mouse button, wheel and key the global hooks receive, whether each was passed through or claimed by a binding, which gestures fired, which were ignored and why, and how long Windows took to answer — into a single local file you can attach to a bug report instead of describing the problem from memory. Off by default; leave it off for normal use. * **Record a diagnostic log:** The on/off switch. Turn it on, reproduce the problem, turn it back off, then send the log. * 📂 **Open Log Folder:** Opens the folder with the log selected. * 📋 **Copy Log Path:** Puts the full path on the clipboard. * 🗑 **Clear Log:** Deletes the current log so a fresh reproduction starts clean.

Your typing is never recorded. Letters, digits and punctuation appear only as `Key(letter)`, `Key(digit)` or `Key(sym)` — the file cannot reveal what you typed. Named in full are the things input bugs are actually made of: modifiers, F-keys, Esc/Tab/arrows, mouse buttons, wheel and tilt, chords, timings, whether an event was injected by software rather than real hardware, and every decision FloDee made about it. **Nothing is ever transmitted** — this writes one file on your PC (`%AppData%\FloDee\flodee_diag.log`), and sending it to anyone is entirely your choice.

The log opens with a session header (FloDee version, Windows build, whether FloDee is elevated, monitor layout) so that context never has to be asked for. It caps at 8 MB and keeps one previous generation as `flodee_diag.log.1`.

If the bug is that Settings itself won't open, logging can also be switched on by creating an empty file named `diag_on.txt` in `%AppData%\FloDee`, or `FloDee_diag_on.txt` in your user folder (`C:\Users\<you>`). The user-folder one is worth preferring: installing an update wipes `%AppData%\FloDee`, taking any marker there with it.

The rest of the tab is static reference material (Opening FloDee, Floater Dot, Panel Management, Open Apps, Files Panel, User Apps, Notepad Panel, Window Management, Crash Recovery & Data Safety, "If Something Doesn't Work") plus the Terms of Service, EULA, and Privacy Policy.

---

12. Bottom Buttons (every tab)

These sit at the bottom of the Settings window and are available no matter which tab is open:

- **Export / Export & Close:** Save all FloDee settings to a backup file (the "& Close" variant also closes the window).
- **Import / Import & Close:** Restore settings from a previously exported backup file.
- **Import & Merge:** Load a settings file as the new baseline but **keep** anything added on this machine that the file doesn't have — dynamic panels, User Apps icons (in any panel), Messenger contacts, custom keybinds, and panel password groups. Made for the classic dilemma: you added a couple of icons, *then* remembered you meant to import your saved settings — plain Import would wipe the icons, Merge keeps both. Plain option values (colors, sliders, toggles) always come from the file. The pre-merge settings are backed up to `settings.json.bak`, and a summary shows what was kept.
- **Revert Tab:** Undo every change made to the *current tab's* settings since the Settings window was opened — the tab goes back to exactly how it was when you opened Settings. Lets you experiment freely and back out.
- **Revert All:** The same, but for *all* tabs at once — every setting returns to its value from when the window was opened. Note the difference from Reset Defaults: Revert restores *your* values from minutes ago; Reset restores *factory* values.
- **Reset Defaults:** Reset **all** settings to factory defaults (asks for confirmation first — panel layouts and User Apps shortcuts are restored to defaults too).
- **Save & Close:** Closes the window (settings save automatically as you change them, so this is just a tidy exit).

Things Revert deliberately does **not** touch: the Start-with-Windows toggles (those reflect the actual Windows registry state, not a stored setting) and structural content like your panels themselves, User Apps shortcuts, or the Messenger address book — reverting those would delete things you created, not just settings. Several tabs also have their own scoped ↺ **Reset** buttons (Panel Sizes, Appearance Defaults, Menus) — those restore factory defaults for just that group.

> ***Tip:*** *You can manually edit your `settings.json` file in your FloDee installation directory to back up your configurations or share them across multiple computers.*

FloDee is AI-free. The FloDee application contains no AI models, no AI features or functions, and connects to no AI service. The "AI Models Used for Safety & Quality Control" note in the

Help/Settings windows and on flodeeapp.com refers only to tools that reviewed FloDee's source code during development*, like an outside code reviewer; none of that is inside the program you install. Voice typing and Capture Text (OCR) are performed by Windows' own built-in features on your machine.*