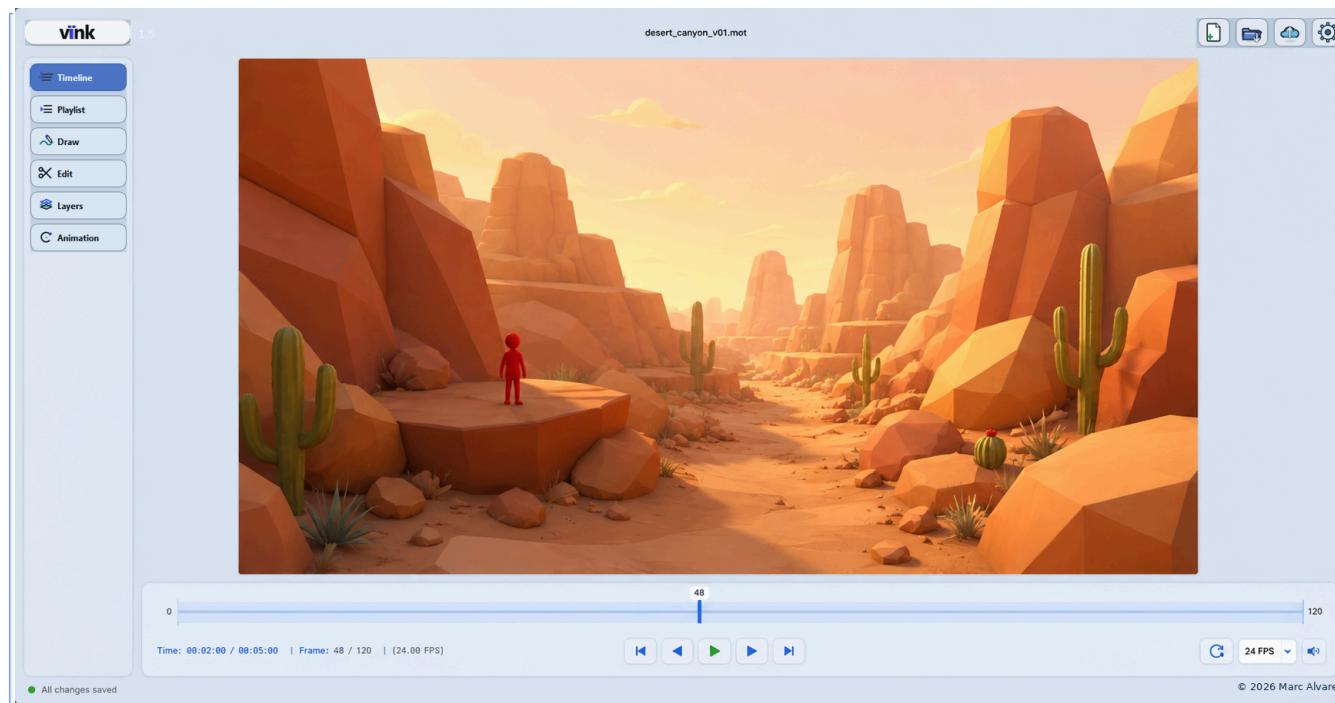


# Vilnk Complete Feature Reference

A clear, send-ready visual guide to the software: modules, windows, tools, shortcuts, export options, saved formats and practical workflows.



Main workspace with viewer, module bar, timeline and export/settings access.

# 1. Main Viewer and Playback

Playback, review and frame-accurate navigation

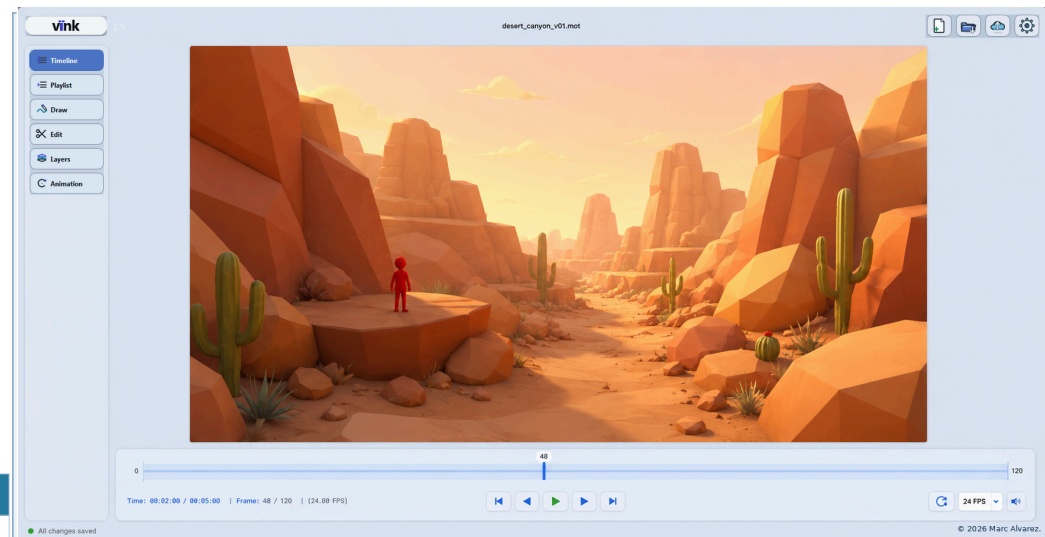
## What this window is for

The Main Viewer is the central review area. It displays the current video frame, the active drawings/layers, the current clip name and the transport controls.

- Open video/GIF files and import by drag-and-drop.
- Play forward, play backward and stop playback.
- Scrub by dragging the timeline playhead.
- Review frame by frame or hold arrows for realtime playback.
- Work with multiple clips in sequence.
- Control FPS, volume, mute and playback loop mode.

## Frame navigation behavior

Input	Result
Short tap Left Arrow	Move back 1 frame.
Short tap Right Arrow	Move forward 1 frame.
Hold Left Arrow briefly	Play backward in realtime until released.
Hold Right Arrow briefly	Play forward in realtime until released.
Home / End	Go to start/end of the current clip.
Ctrl + Home / Ctrl + End	Go to start/end of the full timeline.



Main workspace: central viewer, left module launcher, top-right export/settings icons and bottom timeline.

## 2. Timeline and Edit Clip Tools

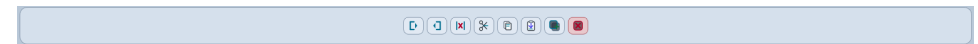
Scrubbing, marking and editing ranges

### Timeline navigation

- Click or drag to scrub through the video.
- Use quick export range handles.
- Jump to current clip start/end or full timeline start/end.
- Move to previous/next annotated frame.
- Move to previous/next keyframe.
- Use configurable shortcuts for review speed.

### Edit Clip operations

Operation	Description
Mark In / Mark Out	Define an editable range. Defaults: i and o.
Clear marks	Remove the current Mark In / Mark Out range.
Cut / Copy range	Place the marked range on the internal clipboard.
Paste at current frame	Insert copied range at the current timeline position.
Duplicate / Delete range	Repeat or remove selected timeline segments.
Middle-drag marked range	Move the selected range on the timeline.



Edit toolbar used for range work such as Mark In/Out, cuts and pastes.

## 3. Playlist / Video Queue

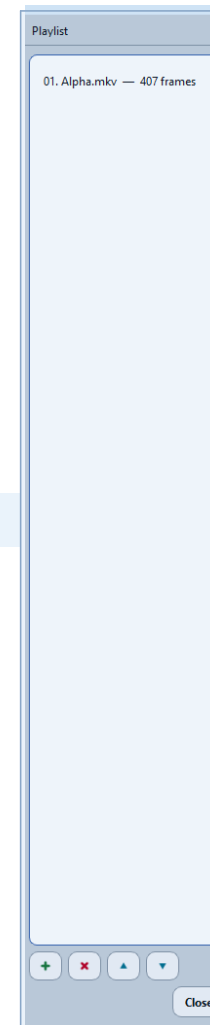
Clip import, ordering and sequence management

### Purpose

The Playlist module manages the imported clips that make up the review sequence. Playlist clips can also be mirrored in Layers when needed.

Action	How it helps
Import video / GIF	Add source clips to the sequence.
Drag and drop clips	Quickly add media into the app or Playlist.
Select one or multiple clips	Prepare clips for removal or reordering.
Move up / Move down	Change sequence order.
Drag to reorder	Rearrange clips visually.
Click clip	Jump to that clip start.
Interpret framerate	Adjust playback interpretation of a source clip.
Remove selected clips	Delete clips. with layer mirror handling when relevant.

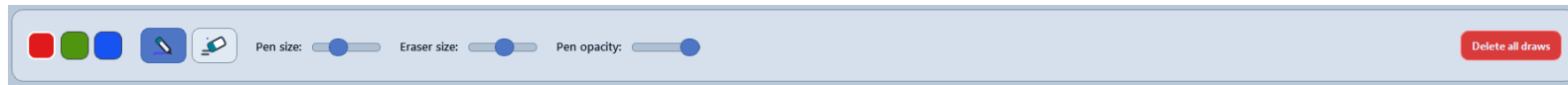
*Right-clicking a playlist item gives quick access to clip actions such as Interpret Framerate, Remove, Move Up, Move Down and Import Video.*



*Playlist panel with clip list, import/remove/reorder buttons and Close control.*

## 4. Draw Module

Frame-based drawing and review notes



*Draw toolbar: color slots, pencil, eraser, pen size, eraser size, opacity and Delete all draws.*

### Drawing tools

Tool / Control	What it does
Pencil	Draw on the current frame. Selecting the pen is enough to start drawing; Animation does not need to be open.
Right mouse / Eraser	Erase part of the current drawing.
Clear current frame	Remove all drawing from the current frame.
Delete all drawings	Remove frame drawings, Draw layers and Animation layers after confirmation.
Pen size / Eraser size	Adjust stroke and eraser width.
Opacity	Adjust drawing opacity.
Color slots	Choose and edit drawing colors.
Tablet input	Use stylus/tablet input when enabled in Settings.

### Frame notes

- Write a note for the current frame.
- Use Enter to save the note and return to the viewer.
- Use Shift + Enter to insert a line break.
- Clear, copy, paste or delete notes from the notes interface.
- Jump to frames with notes or drawings from the notes list.
- Delete note, drawing, or both for a selected frame.

*Drawings are frame-based, so each frame can have its own drawing and note. These can later be exported as a TXT report or embedded in a side/top/bottom notes panel inside the video.*

## 5. Draw Notes Panel

Managing written notes linked to frames

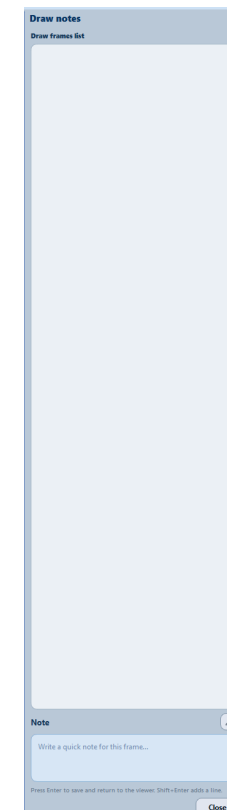
### What it shows

The Notes panel lists frames that contain drawings or written notes. It is both a review tool and a communication tool.

Capability	Description
List annotated frames	See frames that contain drawings and/or notes.
Jump to frame	Select a list item to move the viewer to that frame.
Edit note	Write or update a note for the selected frame.
Clear note	Remove note text from the current frame.
Copy / paste note text	Use the notes context menu.
Delete drawing / note / both	Clean up a specific frame.
Render / restore notes layer	Render annotations for performance or return to editable form when supported.

### Note editor keys

Input	Result
Enter	Save note and return to viewer.
Shift + Enter	Insert a line break inside the note.



Draw Notes panel: frame list and note editor for review comments.

## 6. Layers Module

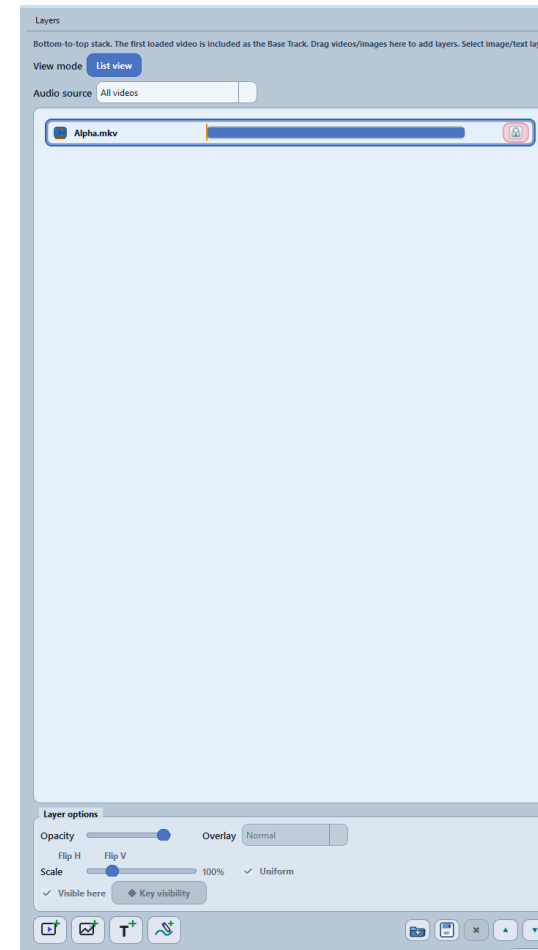
Compositing videos, images, text, drawings and paths

### Supported layer types

Layer type	Purpose
Base video / Playlist mirror	Core video tracks from the imported sequence.
Video layer	Additional video source over or alongside the main sequence.
Image layer	Still image overlays.
Text layer	Editable text overlays.
Draw layer	Persistent layer drawing independent from frame notes.
Animation Path layer	Video-wide drawn path layer with adjustable styling.

### Layer stack actions

- Add video, image, text, draw and animation-path layers.
- Remove, rename, duplicate and reorder layers.
- Lock/unlock layers, lock all others and unlock all layers.
- Show/hide layers and add visibility keyframes.
- Choose audio source for preview/export.
- Switch between list-style and timeline-style layer views.



Layers panel: stack order, visibility, layer options and layout controls.

## 7. Layers - Options, Layouts and Tracking

Layer controls plus reusable montage layout files

### Video, image and text options

Layer family	Editable properties
Video layers	Opacity, blend mode, visibility, flip H/V, scale X/Y, uniform scale, aspect handling, timing offset, framerate interpretation and visibility keyframes.
Image layers	Position, scale, opacity, visibility, visibility keyframes and tracking when enabled.
Text layers	Text content, font, size, color, opacity, background color/opacity, position, visibility and keyframes.
Draw layers	Layer position, color, pen size, eraser size, opacity, clear strokes and visibility keyframes.
Animation Path layers	Draw path, path color, size, opacity and tangent editing.

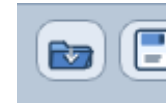
### Tracking tools

Action	Description
Track Layer	Select a layer, draw a rectangle over the target object and track it.
2D tracking	Follow position-based motion.
3D / Perspective tracking	Track perspective changes with Fast or Precise quality.
Clear tracking	Remove tracking while keeping the layer manual position.

### Montage layout files

The Layers module can save and reopen full montage layouts as .viinklayout files. The layout system stores clips, layers, stack order, text styling, colors, sizes, visibility, visibility keyframes, drawing layers, animation layers and relevant timeline layout data.

If media files are missing from their original paths, ViInk warns that those elements cannot be loaded correctly.



## 8. Animation Module

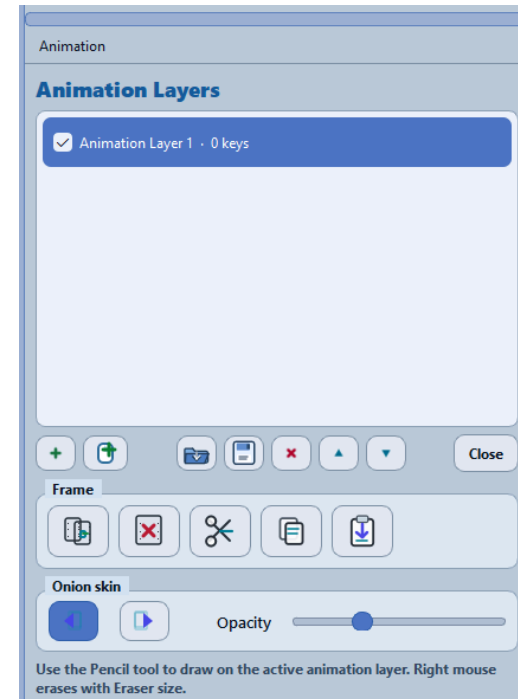
Frame-by-frame animation layers, keyframes and onion skin

### Animation layer management

- Add, remove, rename and reorder animation layers.
- Add a blank white background layer.
- Show or hide animation layers.
- Change blank-layer duration and opacity.
- Render an animation layer for performance or finalization.
- Restore rendered layers back to editable strokes when possible.

### Animation frame tools

Action	Description
Draw on active layer	Use the Pencil tool to create animation drawings on the current frame.
Erase	Use right mouse button or eraser behavior.
Duplicate frame	Copy the current animation drawing.
Delete keyframe	Remove the current animation keyframe.
Cut / Copy / Paste keyframes	Move or duplicate selected keyframes in the animation timeline.
Marquee / drag keys	Select and move multiple keyframes visually.
Previous / next keyframe	Navigate between animation keyframes.



Animation panel: layers, save/import drawing packs, frame tools and onion skin controls.

## 9. Animation Drawing Packs

Save, import and share drawings plus notes

### File action

Action	What is stored/restored
Save drawings and notes	Normal Draw drawings, frame notes, Animation layers, animation keyframes, onion skin settings and a basic reference to the source video/timeline.
Import drawings and notes	Restores drawings, notes and animation data. If the current video may not match the saved pack, ViInk warns before importing.
Replace confirmation	If the project already contains drawings or notes, ViInk asks before replacing them.

### Collaboration example

*One person opens the source video, creates drawings and notes, exports a .viinkdraw file, then another person opens the same video and imports that file to see the annotations on the same frames.*

### Why use .viinkdraw?

- Continue a drawing/animation pass later.
- Send notes and drawings without sending the whole rendered video.
- Share review annotations with someone using the same source clip.
- Keep editable animation keyframes and onion skin settings.



# 10. Export Window

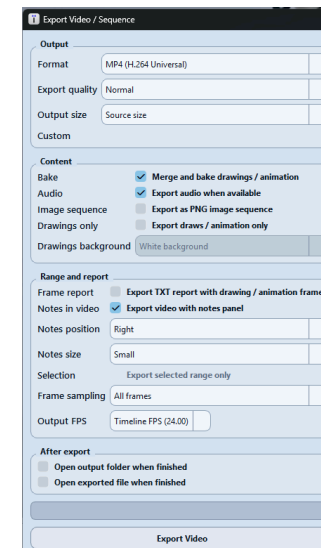
Rendering video, image sequences, reports and notes panels

## Output formats and size

Category	Options
Video formats	MP4 H.264 Universal, MOV ProRes-compatible and AVI-style output.
Sizes	Source size, 720p HD, 1080p Full HD, 4K UHD or custom width/height.
Quality	Draft/Fast, Normal or High.
FPS	Timeline FPS, 15, 24, 25, 30, 60 or Custom.

## Content options

- Export video with drawings and animation baked in.
- Export video without drawings when baking is disabled.
- Include audio when available.
- Export PNG image sequences.
- Export drawings/animation only.
- Use white background or transparent PNG background for drawings-only output.
- Export a TXT frame report.
- Open the output folder or final exported file after export.



Export window with output, content, range/report and after-export options.

# 11. Exporting Notes Inside Video

Notes appear in a side or top/bottom panel, not over the video

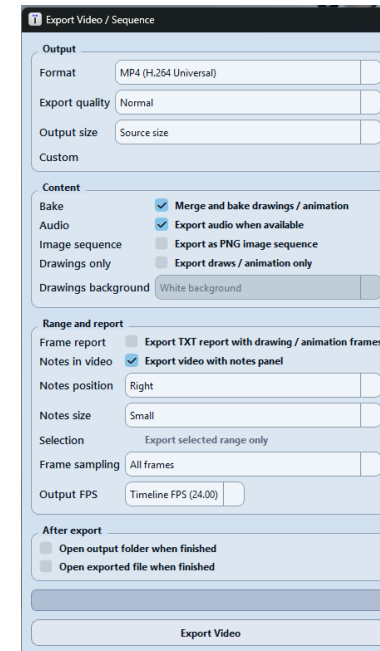
## How it works

When notes are integrated into the exported video, the video image is scaled to leave room for a notes panel. Notes are placed beside or above/below the image instead of covering the video content.

Option	Choices / behavior
Notes position	Right, Left, Top or Bottom. Default: Right.
Notes size	Small, Medium or Large. Default: Medium.
Panel contents	Frame number, note text and an indication when a frame has drawing but no written note.
Warning	Vilnk warns that the video will be scaled to make room for the notes panel.
Adaptive layout	The video resizes automatically based on panel position and size.

## Remembered export preferences

Vilnk remembers the last export folder and most export choices, including format, quality, output size, audio, PNG sequence, drawings only, report TXT, notes-in-video, notes position, notes size, frame sampling, output FPS and



# 12. Settings Window

Interface, editing, tablet and startup preferences

## Settings groups

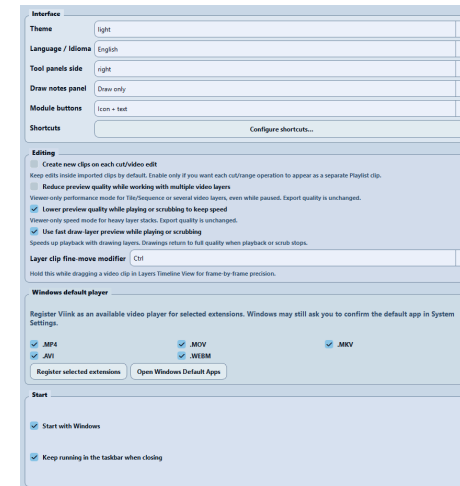
Group	Options
Interface	Theme: Automatic, Dark or Light. Language: English or Spanish. Tool panel side: Left or Right. Module button display: icon + text, icon only or text only.
Draw notes behavior	Choose how the Draw notes panel behaves, including Draw-only or Draw + Animation behavior.
Editing / performance	Create new clips on cuts, reduce preview quality with multiple layers, lower preview quality while playing/scrubbing and use fast draw-layer preview.
Layer fine-move modifier	Choose Ctrl, Shift, Alt or combined modifiers for fine movement.
Tablet / Wacom	Enable tablet input, pen behavior, temporary eraser shortcut, tablet button actions, Wacom settings and tablet status.
Startup / file association	Register selected file extensions, start with Windows, keep running in taskbar and choose default modules.
Help	Open the Quick Guide.

## Tablet / Wacom options

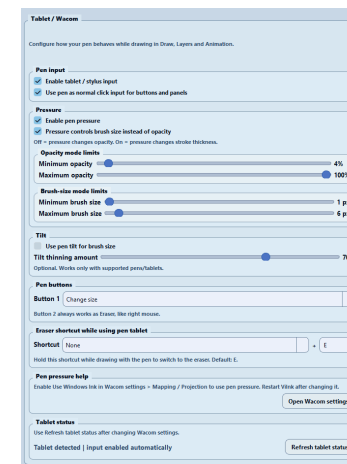
Use this section when configuring a pen tablet or stylus.

- Enable tablet/stylus input and allow the pen to click buttons and panels.
- Enable pen pressure and choose whether pressure controls opacity or brush size.
- Set minimum/maximum opacity and brush-size limits for pressure response.
- Enable tilt support and adjust thinning when the tablet supports it.
- Configure pen button behavior and the temporary eraser shortcut.
- Open Wacom settings and refresh tablet status after driver changes.

Tip: if pressure does not respond, enable Windows Ink in Wacom Mapping / Projection, then restart Vilnk.



Settings - Interface, editing, Windows defaults and startup options.



Tablet / Wacom settings: pen input, pressure, tilt, buttons and tablet status.

# 13. Shortcuts Window

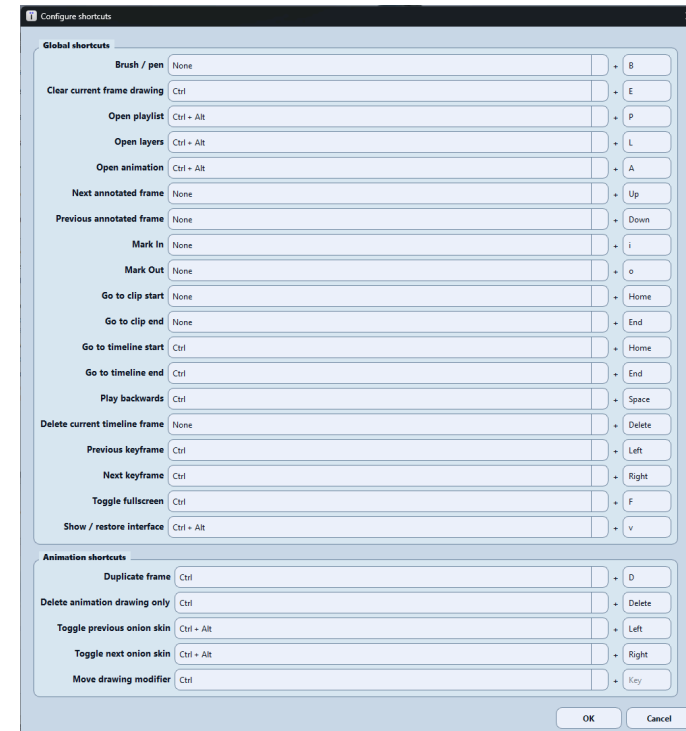
Configurable shortcuts grouped in one place

## Open from Settings

Use Settings -> Configure shortcuts... to open the dedicated shortcut editor. Defaults can be customized when supported.

## Global and timeline shortcuts

Action	Default
Brush / Pen	B
Clear current frame drawing	Ctrl + E
Open Playlist / Layers / Animation	Ctrl + Alt + P / L / A
Next / Previous annotated frame	Up / Down
Mark In / Mark Out	i / o
Go to clip start / end	Home / End
Go to timeline start / end	Ctrl + Home / Ctrl + End
Play backwards	Ctrl + Space
Delete current timeline frame	Delete
Previous / Next keyframe	Ctrl + Left / Ctrl + Right
Toggle fullscreen	Ctrl + F
Show / restore interface	Ctrl + Alt + V



Shortcuts window: global, timeline and animation shortcuts grouped in one place.

# 14. Animation and Direct Interaction Shortcuts

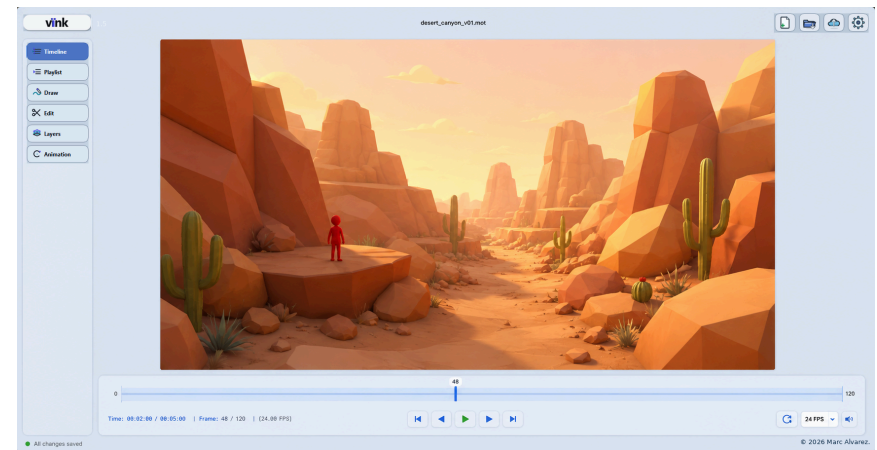
Key controls while drawing and editing

## Animation shortcuts

Action	Default shortcut
Duplicate frame	Ctrl + D
Delete animation drawing only	Ctrl + Delete
Toggle previous onion skin	Ctrl + Alt + Left
Toggle next onion skin	Ctrl + Alt + Right
Move drawing modifier	Ctrl

## Direct interactions

Input	Result
Spacebar	Play / stop.
Left / Right Arrow short tap	Previous / next frame.
Hold Left / Right Arrow	Realtime reverse / forward playback until released.
Right mouse while drawing	Eraser.
Timeline drag	Scrub.
Timeline right-click in Edit mode	Mark/Cut/Copy/Paste menu.
Timeline middle-drag marked range	Move selected range.
Animation timeline Ctrl-click	Add/remove keyframe from selection.
Animation timeline drag empty area	Marquee-select keyframes.
Animation timeline drag selected keys	Move selected keyframes.
Notes editor Enter / Shift + Enter	Save note / new line.



## 15. Safety, File Types and Workflows

How project data is kept reusable

### Undo and save safety

ViInk creates undo snapshots for many editing operations, including draw annotations, animation layers, animation keyframes, layer changes, timeline edits, edit markers, imported drawing packs, montage layout operations and clip edits. Layout and drawing-pack data is saved using JSON-compatible structures to avoid corrupted files.

### Supported saved file types

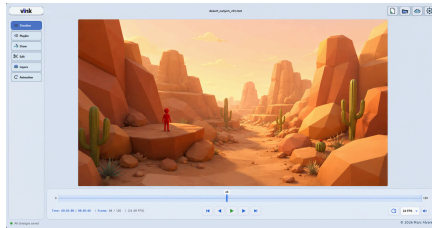
File type	Purpose
.viinklayout	Save/restore montage layout, clips, layers and layout state.
.json	Alternate layout format.
.viinkdraw	Save/restore drawings, animation layers and notes.
.mp4 / .mov / .avi	Exported video.
.png sequence	Exported image sequence or transparent drawings.

### Typical workflows

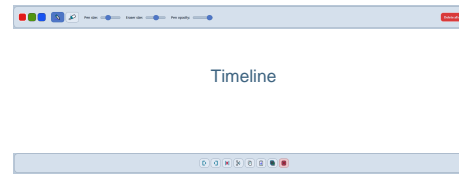
Workflow	Steps
Basic review	Open video, play/stop with Spacebar, step with Left/Right, hold arrows for realtime review, draw notes and export report or notes video.
Drawing notes	Open Draw, select Pencil, draw on a frame, write a note, move to the next frame and export TXT or video with notes panel.
Animation	Open Animation, add a layer, draw keyframes, use onion skin, edit keyframes and save a .viinkdraw pack.
Layer compositing	Open Layers, add media/text/draw layers, reorder, adjust styling/visibility, save .viinklayout and export.
Collaboration	Both users open the same video; one exports .viinkdraw; the other imports it to see drawings and notes on the same frames.

# 16. Visual Window Reference

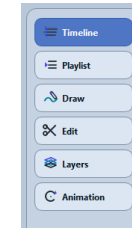
All main windows and panels at a glance



Main Viewer



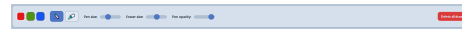
Edit Tools



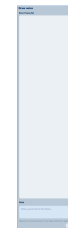
Module Bar



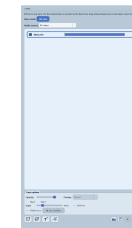
Playlist



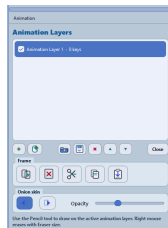
Draw Toolbar



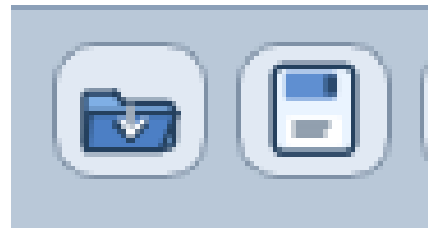
Draw Notes



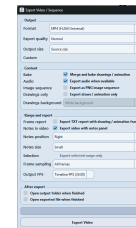
Layers



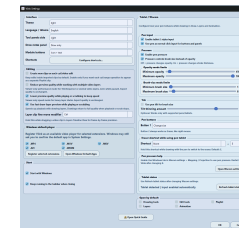
Animation



Save / Import



Export



Settings