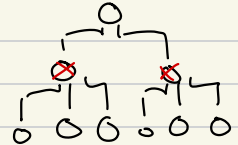
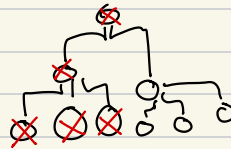


Side bar issues

- Fix add child block
- Balanced BST that's like (boardid, priority), each level is a balanced BST

mainly remove the whole thing

basically, board map is probably poorly maintained across dif states



Goals

- 1) Know which boards are open set
- 2) have a datastructure that contains all open boards and an entry change
on the same level in the same parent
the order, use Balanced Binary Tree
- 3) remove changes side low context to automatically remove it from first db & call
update balanced board state from open boards
- 4) when a child is spawned add its whole tree to open
- 5) whenever the selected boardid changes don't change current folder states, but open folder needed to see selected boardid

Steps

data context issue

all blocks used in getParent & getChildren
blocks By Board consists of all open board blocks

- 1) Basically get children is by

data, which is failing since all blocks are not

actually all blocks &

needs blocks By Board, alternative?

- 2) sidebar issue

put in hook

I think, data context should use open boards, then first tree, then set open or the
unopen -> ready

Have sidebar.tsx use this data structure to render the sidebar?

in data context have functions to, close/rename from tree, add to tree, and move to tree



Today focus on rendering this ds

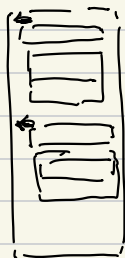
- using openblocks array $\rightarrow$ data structure $\rightarrow$ side bar renders $\rightarrow$ every else if open triggers a render

then slowly fire out old close/open blocks

- fix all blocks $\rightarrow$ blocks By Block $\leftarrow$ add $\rightarrow$ resync in sync now

- only can close a root block from the sidebar, you can add to another's tree, hide its folders, modify its order, but you can't close a non root block

Case 1



Decision

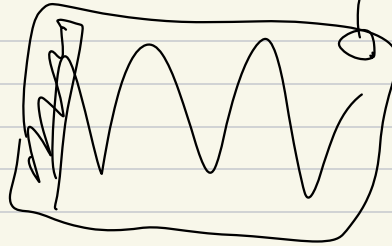
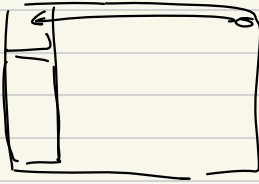
- you can reorder root blocks
- keep track of open vs closed folders
- open folders can be a set, root blocks a array
 - $\uparrow$ or closed $\uparrow$ doesn't render children
 - folders is better $\uparrow$ if parent is not open

For each block add a move similar to goodnotes move into my folder

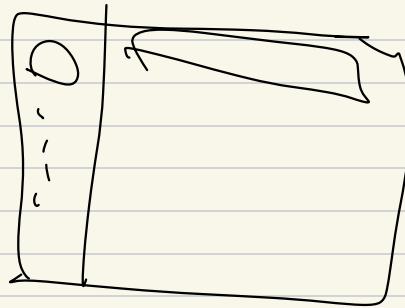
Data needs

- function to call open Board be data means if this is a root board
- closed folders are in sidebar.tsx, maybe a pin in data set

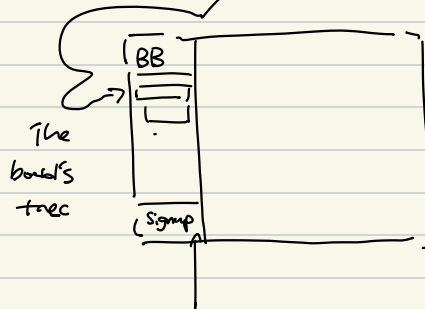
get filename to reload in main board



Save map to your board



guest user



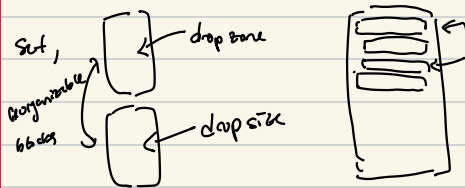
The board's tree

toggleable with tabs

Need to add

- order saved
- close button for sidebar needs to check if it is current

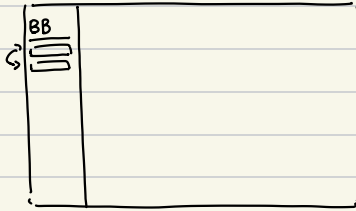
Could dragable item default/layout used for sidebar item; root tree item



add Child Board doesn't work

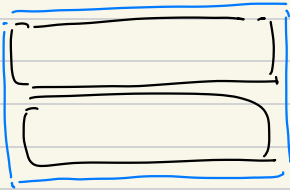
- First make each root board div dragable
- only have add before & after
- figure out ordering.

Movable roots



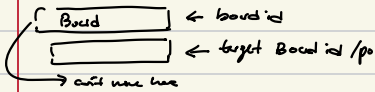
- 1) Set up data structure in side-by-side
- Create operations to shift indices

2)



Goals

- Standardize name to have board block
- check the "cycle" code & "is descendant" code
- Set up how boards drop zone as name to root



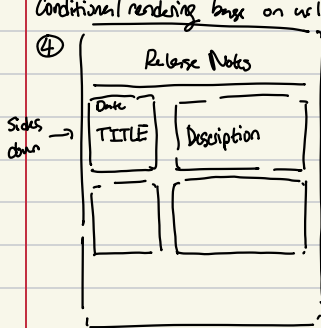
would long name sometimes recursion appear in tables?

would long name add child initially appear in current board

2/1/2026 Home + Release Notes page

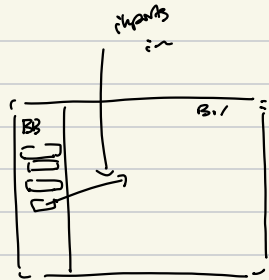
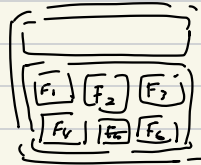
Release Notes:

Conditional rendering box on url



①
Main:

More Mock 2



②

Imports: Scalable = have them download mikalann & use create blocks for them?

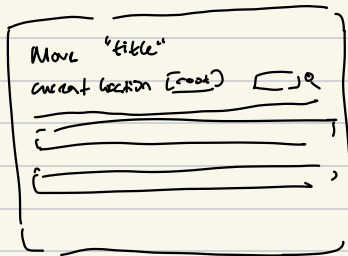
every handling is a text block

- multiple upload to site
- also have image url to download

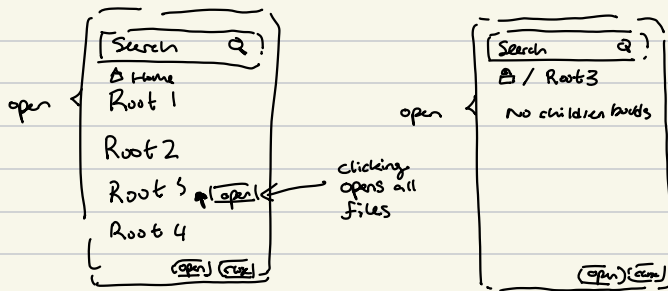
Random Upgrades

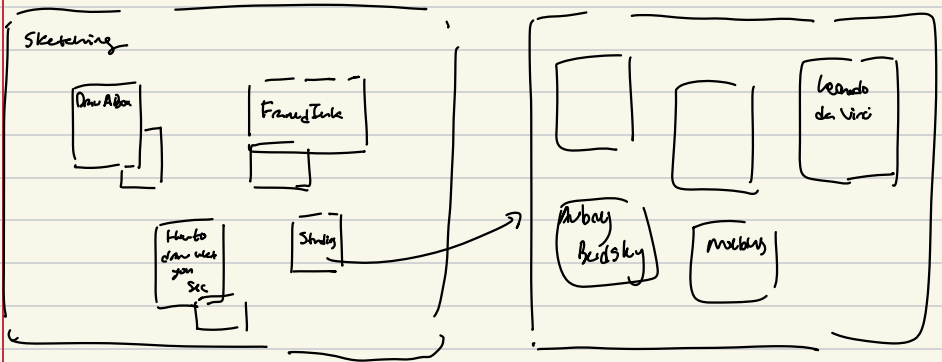
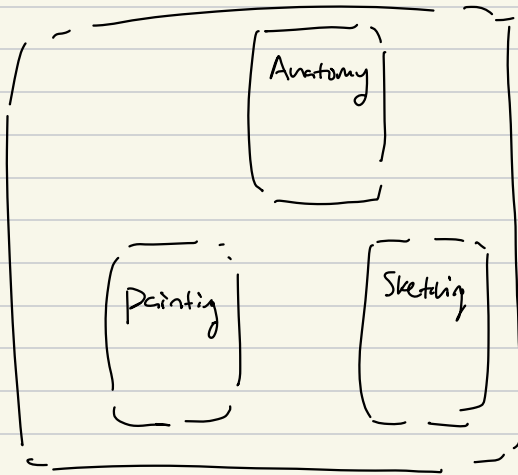
- Canvas upgrades (better text support)
- Copy paste actually copies image to clipboard
- Being logged in & Seeing a shared board ③

More



notion & obsidian & google docs & pinterest





Core's I mean

emphasize

1) How easy to

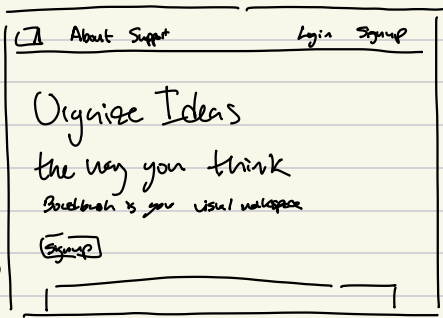
create boards

2) Customization

3) The easy & (A/B) organization

4) Sharing

5) Check out our demos

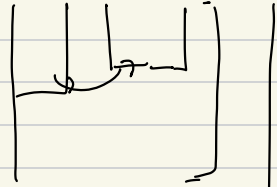


Core express

Drag it.

Drop it.

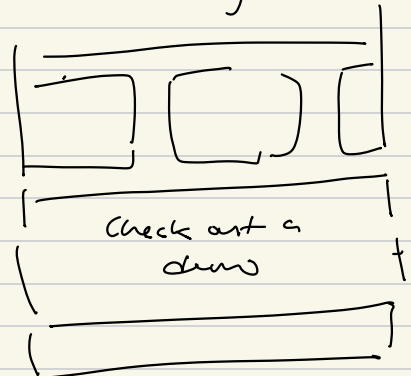
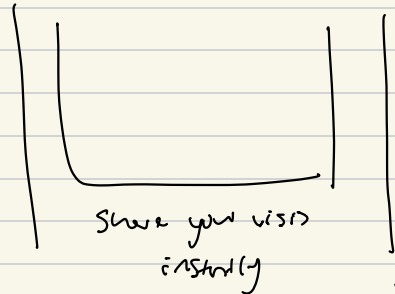
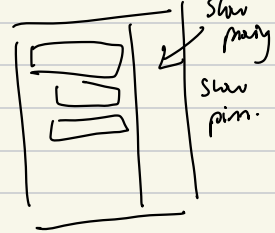
Done.



1. Theme
2. Grayscale
3. Corp

Two hand,
your notes

Structure
flex adapts
to you



Text Editor

- markdown is instantly converted to html?
- recognizes certain patterns
- stores as markdown, save as a markdown text file

```
const document = await fs.readFile('example.md', 'utf8')
```

```
const file = await unified({
```

```
  .use(remarkParse)
```

```
  .use(remarkRehype)
```

```
  .use(rehypeStringify).process(document)
```

```
}
```

General Structure

```
const [text, setText] = React.useState($template.innerHTML)
```

```
const tree = parser.parse(text) // parses HTML
```

```
div editor
```

```
  div draw
```

```
    all(tree)
```

```
    {/\n[^\n]*$/i.test(text) ? <br /> : undefined}
```

```
  </div>
```

use the div & textarea
↑
actually presenting the content

← showing its editable

function all(parent) {

const results = []

for (const child of parent.children) {

const result = one(child)

if (Array.isArray(result)) {

results.push(...result) // destructive

} else {

results.push(result)

}

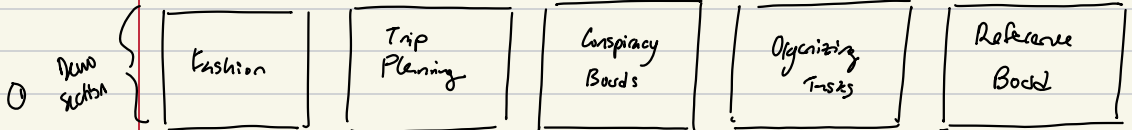
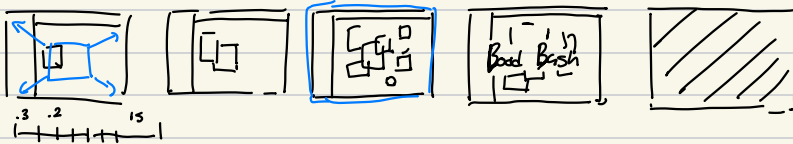
}

using unified js plugins

- order is important

Ad

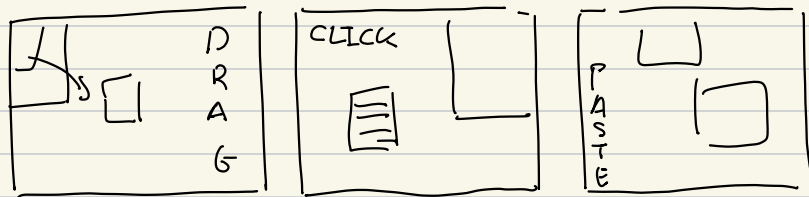
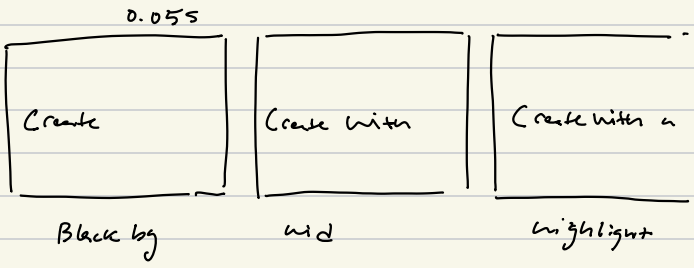
0.03 seconds, 0.005 for each 6 total?



Easy to Create - steps of three 0.3s cut cut cut black cut cut cut cut

Features

1. Easy to drag and drop, insert, export, share
2. Good Organization
 - Sidebar
 - pinning
 - moving
3. Edit how you want

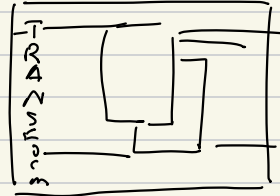
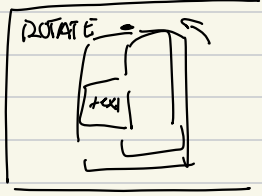
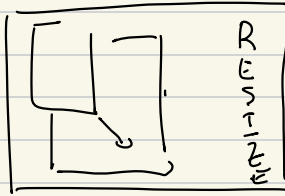
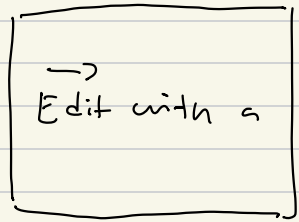
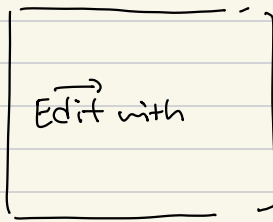
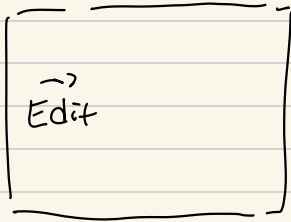


Show all 3 types
• if dragging like
a drag and then
text, image spanning

3 frames
① click
② text
③ image

3 frames
① Selection
② Copy
③ Paste

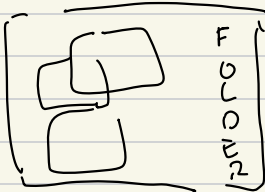
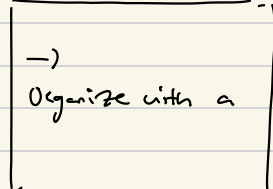
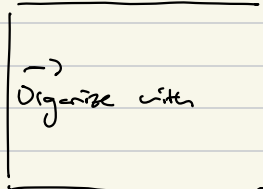
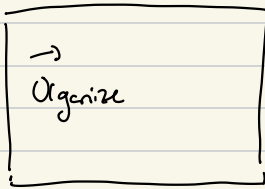
Digging Zoom in, Render 1, render 2



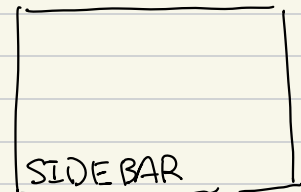
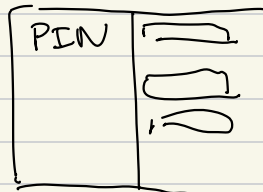
←
change
bg color

These are just videos

as new
transform
gets
clicked

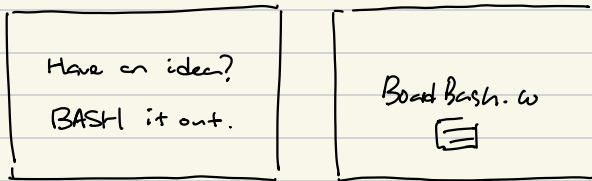


Show moving in



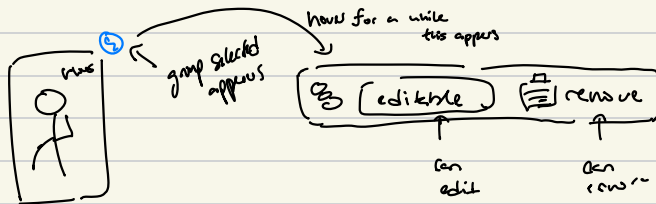
Display user of opening,
moving, resting

Zoomed in onto to png download



links on images

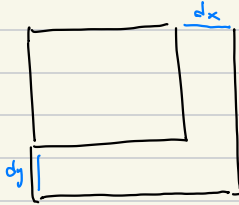
- if image selected you can ctrl v to add link or right click?
- link added like share



- add it using ctrl v & context + prompt
- if set have symbol appear when hovered
- when symbol itself is hovered url & edit prep
- edit opens last component

Text Block Fonts

- Change box size in edit mode without changing font size
- Change font size when dragging ... how?
- Font multiplier should be a ratio of new-old, should get bigger & smaller



$$fs + \left(\frac{dx+dy}{2} \right) \cdot \frac{1}{(x+y)} \cdot fs$$

$\uparrow$ $\uparrow$
avg change? prev

Next

- add multiple images in Context } very important
- upload multiple text & images }

Remove bold limit?

Context

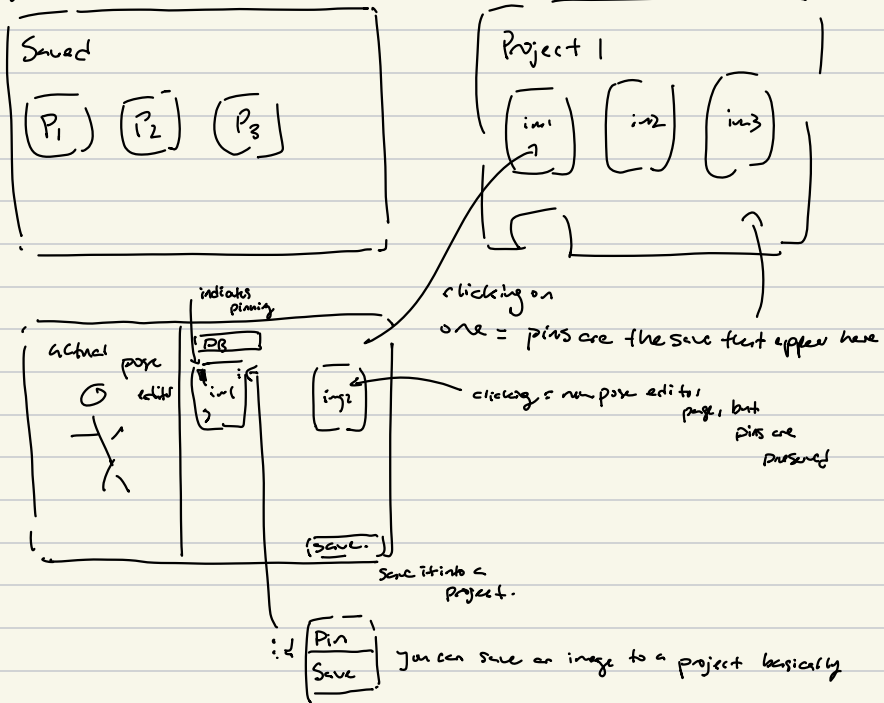
- calls paste blocks in useEditor
- already has offset
- paste doesn't check clipboard
- upload multiple * + setter

Bound limit

- remove it?

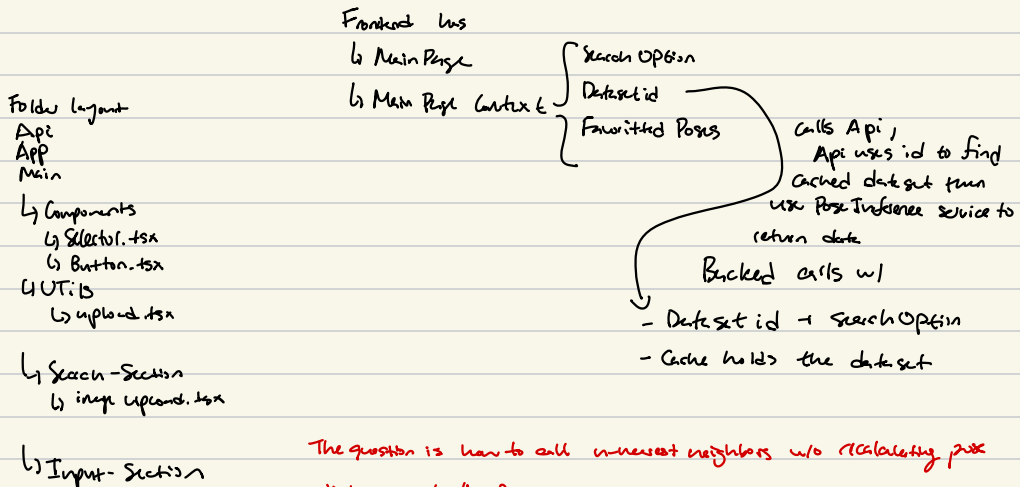
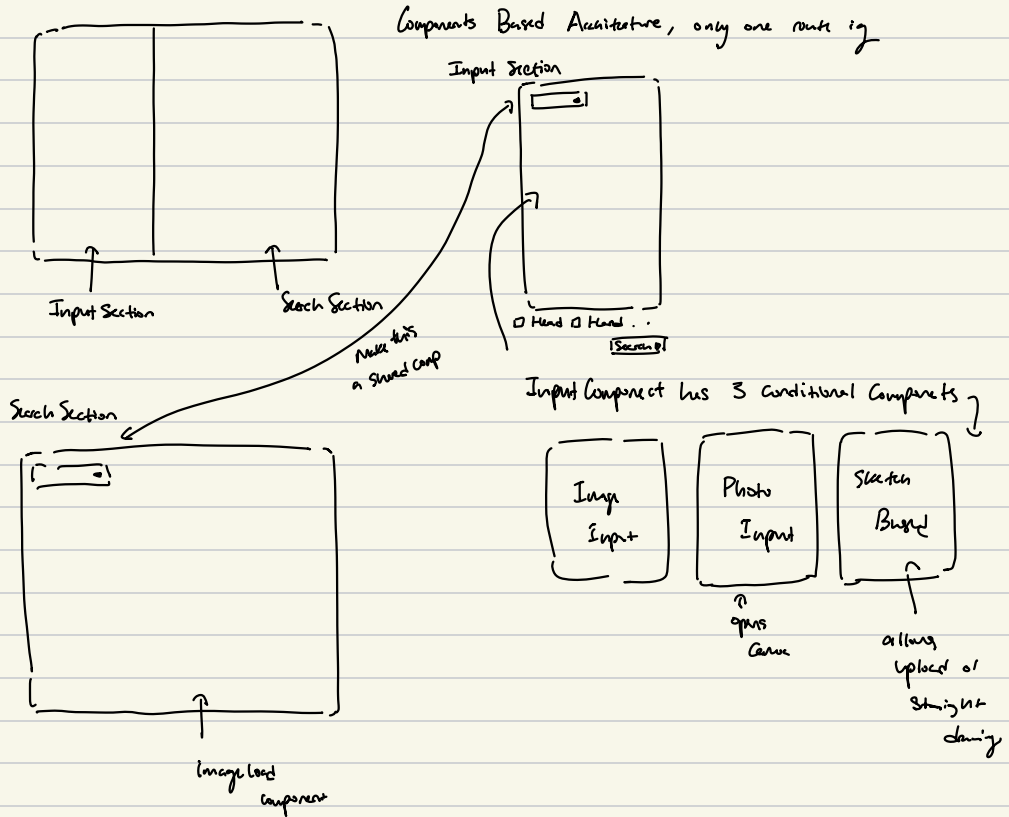
3/21/2026

Systems Design



Add function to calculate mathematical crop based on points

4/11/2026



Clarified pipeline

1. Dealing w/ image data & uploads

Frontend

↳ upload new image in Form Data

Backend

↳ receive file

↳ have a convnet service / processig service

↳ run embedding or inference model

by in memory dict now
python dicts

2. Frontend Context

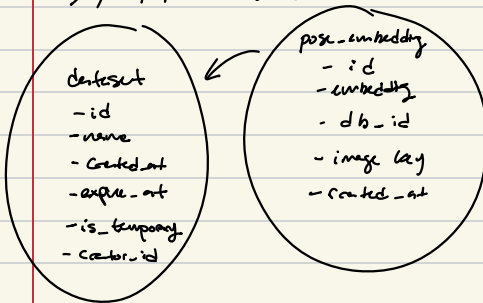
No heavy embeddings in the frontend

↳ datasetId

↳ favoring

↳ Search History

5/4/2026



Potential? returns id, then get all pose-embedding objects
- match done on embedding-5?

Figured data representation, next simulate it in notebook

5/5/2026

Flex box

