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# **SlateRanger**

## **User Guide**

For App Version 1.0.0



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# 1 Getting Started

Welcome to SlateRanger, and thank you for choosing our app to manage your on-set VFX workflow! This user guide will walk you through SlateRanger, helping you understand its features, navigate its interface, and efficiently manage slates, takes, camera setups, and reference media on set.

## 1.1 Create your Account

To create your Account, open the SlateRanger App and on the Welcome Screen, click on "Sign Up". At the moment, SlateRanger only supports sign-up via email. To sign up, you need to enter a valid email address and a password that fulfills the requirements. As soon as you accept all policies, you are able to click the "Sign Up" Button, which will send you an email with a link to confirm your email. After confirming it, you will be shown the paywall with all subscription options. See more in Subscription & Billing.

## 1.2 Multi-Factor Authentication (MFA)

After you successfully enter the app, you can optionally set up MFA as an additional layer of security. At the moment, MFA is only supported via SMS. You can set this feature up under More → Security Settings → Multi-Factor Authentication.

**If you should change your phone number, keep in mind to deactivate MFA beforehand. Afterwards, you can set up MFA again with your new number**

## 2 Subscription & Billing

In this chapter everything concerning the subscription and billing will be explained.

### 2.1 Subscription

At the moment, SlateRanger offers the following subscription options<sup>1</sup>

Features	Lite	Solo	Pro	Team	Enterprise
<b>Users</b>	1	1	Up to 3	Up to 10	Up to 25
<b>Projects</b>	1	Unlimited	Unlimited	Unlimited	Unlimited
<b>Image Storage</b>	5 GB	10 GB	30 GB	100 GB	300 GB
<b>PDF Export</b>	✓	✓	✓	✓	✓
<b>CSV Export</b>	✓	✓	✓	✓	✓
<b>XLSX Export</b>	✗	✓	✓	✓	✓
<b>JSON Export</b>	✗	✓	✓	✓	✓
<b>XML Export</b>	✗	✓	✓	✓	✓
<b>Team Collaboration</b>	✗	✗	✓	✓	✓
<b>Offline Mode</b>	✓	✓	✓	✓	✓

No matter where you signed up for the subscription (iOS, Android or the Web), you can log in on all platforms with your account. Keep in mind that you can only be logged in on two devices at the same time. You can remove sessions that you don't use anymore under More → Security Settings → Active Sessions.

### 2.2 Payment Methods

On iOS and Android, payments are processed using the payment methods already saved to your account, as you are accustomed to. On the web, billing is handled through Stripe, supporting credit and debit cards, as well as Apple Pay and Google Pay, where available.

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<sup>1</sup> The subscription table shown in this user guide is provided for reference only and without guarantee and may change over time. Users should always verify the most current and accurate subscription information directly within the app.

## 3 Using SlateRanger

This section discusses the main functionalities of SlateRanger.

### 3.1 Create your first Project

When you enter the app for the first time, you are shown the following screen:

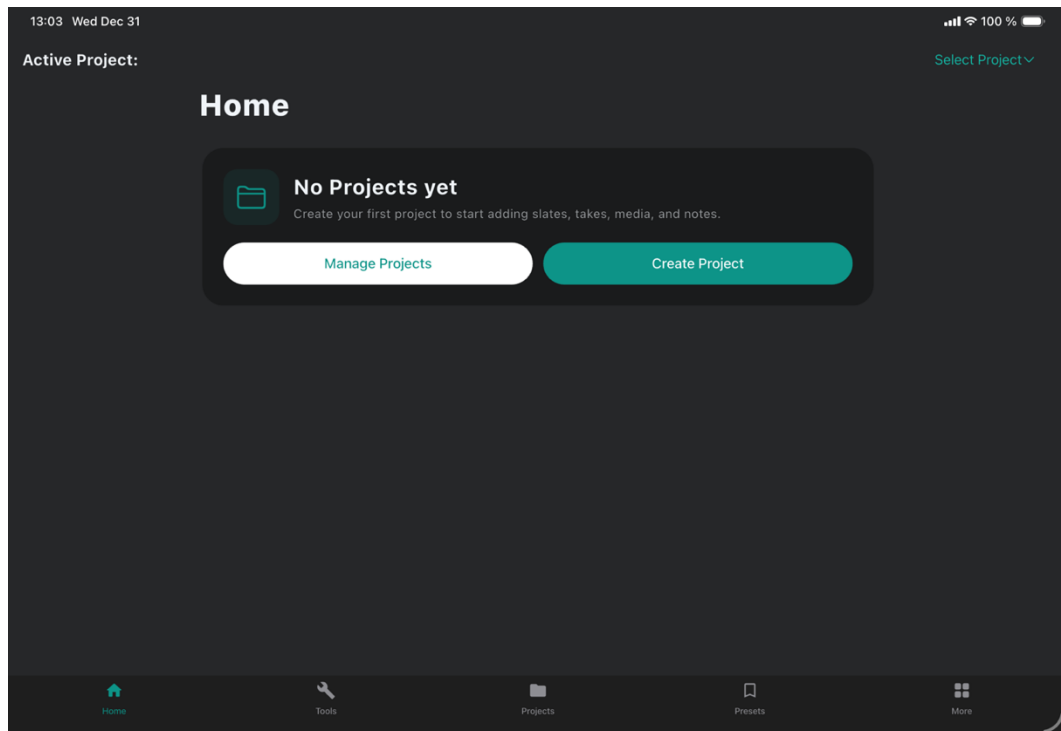


Figure 1: Home screen with no projects

Before I explain the core concepts of the app, I will show you how to create projects. The first project, you can create on the home screen if you want. After that, you can only do it from the projects screen:

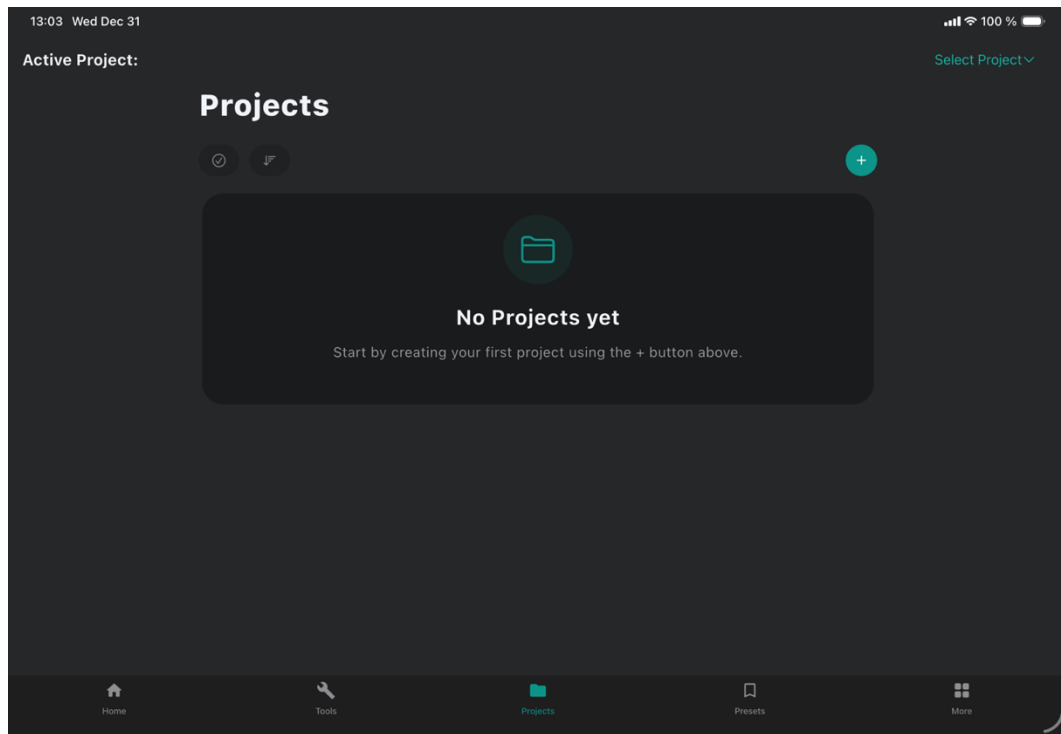


Figure 2: Projects screen with no projects

Once you click on the projects icon on the bottom navigation bar, you will see the screen from Figure 2. In order to create a new project, you have to click on the green plus button on the top right. This will open the following screen:

Figure 3: Add new project

This screen allows you to add a new project, configuring all essential project details, including the project title, project type (with support for episodic productions), production timeline, and the addition of a custom canvas and logo. Most dropdown menus in the app allow you to add custom items. These custom entries are available only within the project in which they were created, except for custom project types, which can be used for different projects as well. You can manage these items under More → Customs Items. You can only delete them if they are currently not in use. When you are done entering all details, you can press “Create Project”. After creating projects, the project screen looks like in Figure 4.



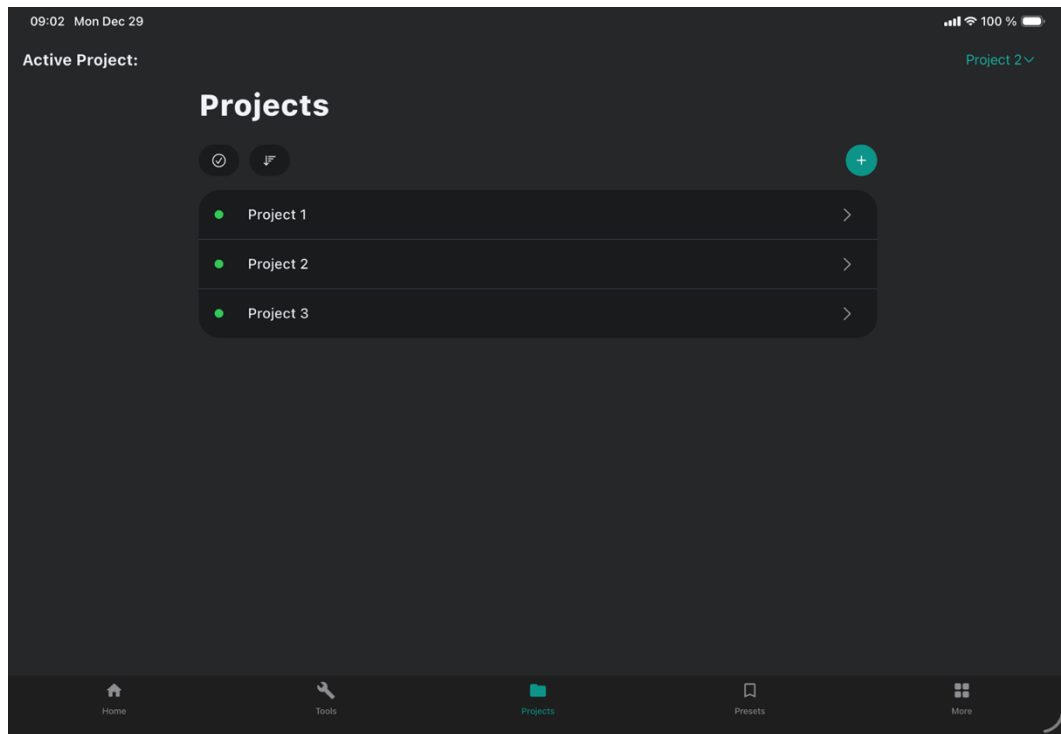


Figure 4: Projects screen with projects

The indicator next to your project name shows your sync status. Green means all data is synced, red means there are unsynced changes (when data is added offline). Once online, the data syncs automatically, and the dot turns green. To edit the project data again, select the project to open the Project Dashboard, then click the Edit button next to the project title.

## 3.2 Core Concepts

SlateRanger offers a smart approach to adding new data entries, making on-set data management faster and easier. Here's how it works.

### 3.2.1 Active Project Selector

You may have noticed that in the app bar at the top, there is a line that says "Active Project" with a dropdown that lets you select one of your projects.



Figure 5: Active Project Selector

Selecting your active project is a central feature in SlateRanger. Choose it from the top app bar or simply tap a project in the projects screen list to start working. This is very important for the tools and presets section.

### 3.2.2 The Tools Section

The Tools section serves as a quick-access hub, bringing all essential tools to the front page of the app. This allows you to add items such as slates without first navigating into a project, significantly speeding up data entry. This is where the Active Project Selector plays a key role: Any data added through the Tools section is automatically assigned to the currently active project. The Export Data tool is the only exception, as it always exports data from the currently active project.

### 3.2.3 The Presets Section

The Presets section follows the same principles as the Tools section, with all presets being project-specific. Presets allow you to preconfigure slate, take, and camera settings for use as a basis during later data entry. To add a preset, click the plus button and ensure you are in the correct section, Slate, Take, or Camera, as the preset will be created for the section you are currently viewing.

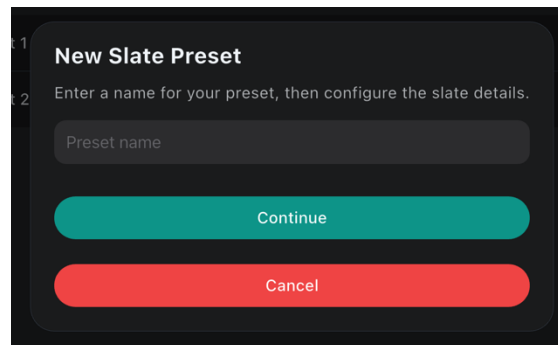


Figure 6: Add a preset

After clicking the plus button, a dialog appears prompting you to enter a name for the preset. Once confirmed, you will be taken to the appropriate configuration screen, Slate, Take, or Camera, depending on the section you are currently in (see chapter 3.3). After entering and saving your data, you can edit the preset name or its contents at any time by selecting the preset from the list, which will present you with this dialog:

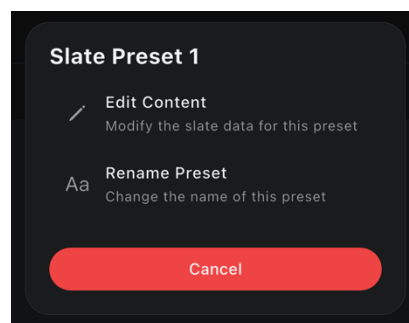


Figure 7: Edit a preset

## 3.3 Add Project Data

SlateRanger allows a wide range of information to be captured for each project. This section provides a detailed overview of all available options and explains how to configure them effectively.

Before diving into the details, the next section will first introduce the areas of the app where project data can be entered

### 3.3.1 Places to add Project Data

As already discussed before, you can enter the information by clicking on the right tool on the tools screen:

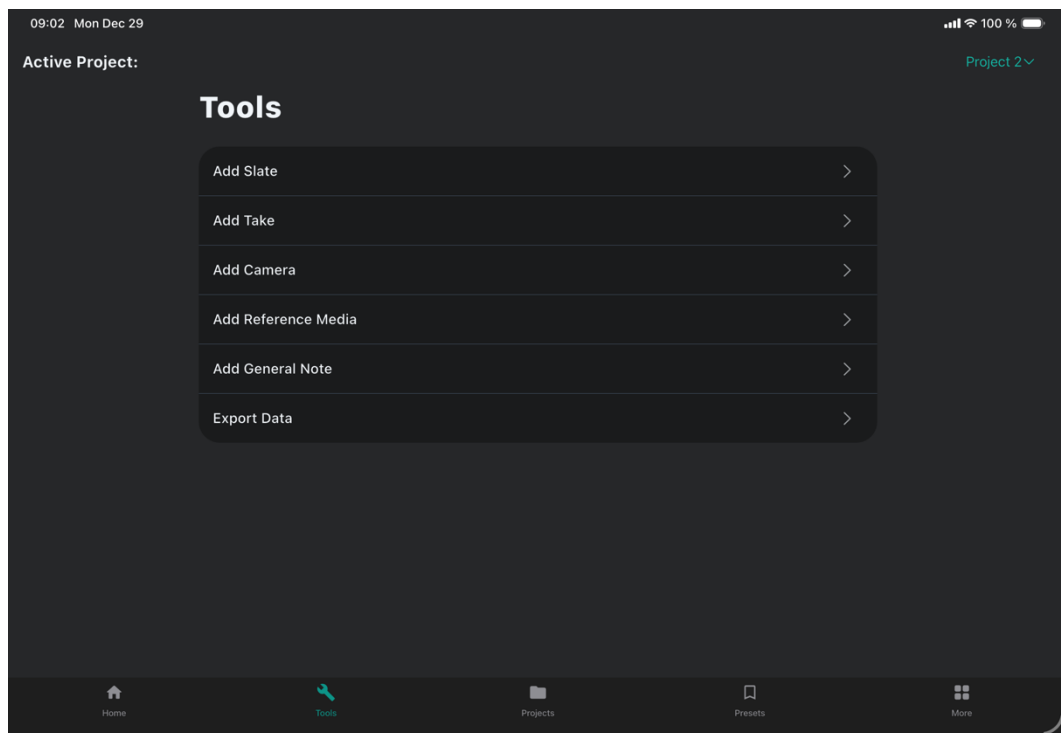


Figure 8: Tools Section

Another way to add data is through the individual data overview screens, which can be accessed by scrolling down in the Project Dashboard and selecting the desired section.

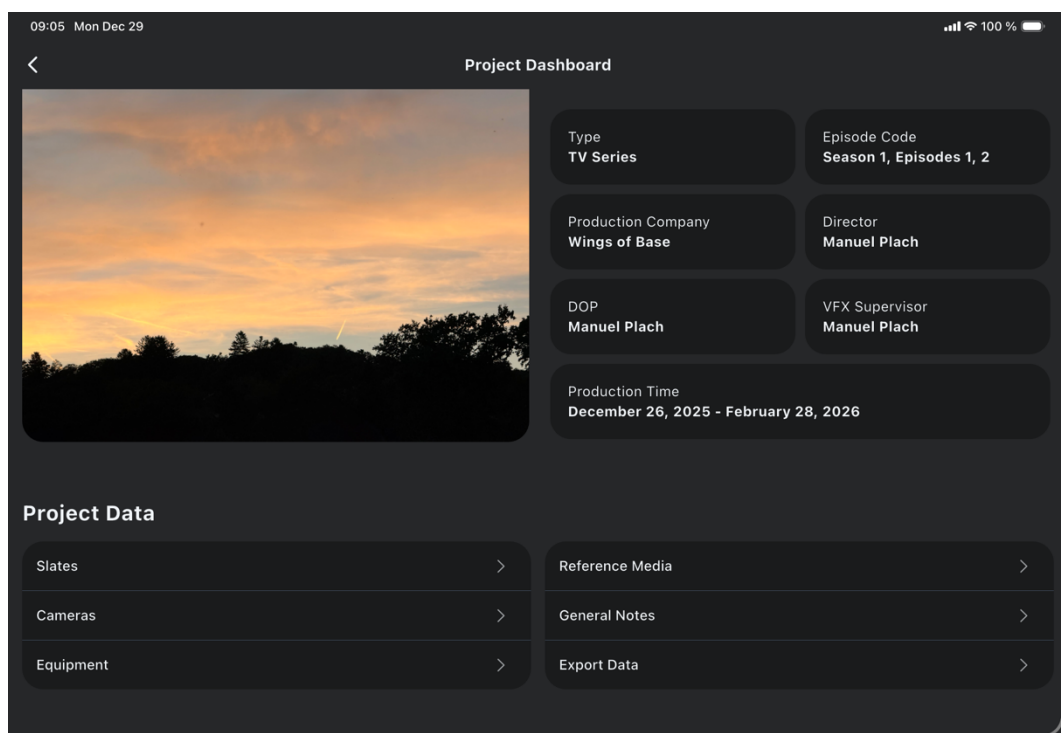


Figure 9: Project Dashboard

Another way to access the overview screens is by navigating to the Home screen and selecting one of the cards that displays the count for a specific data category.

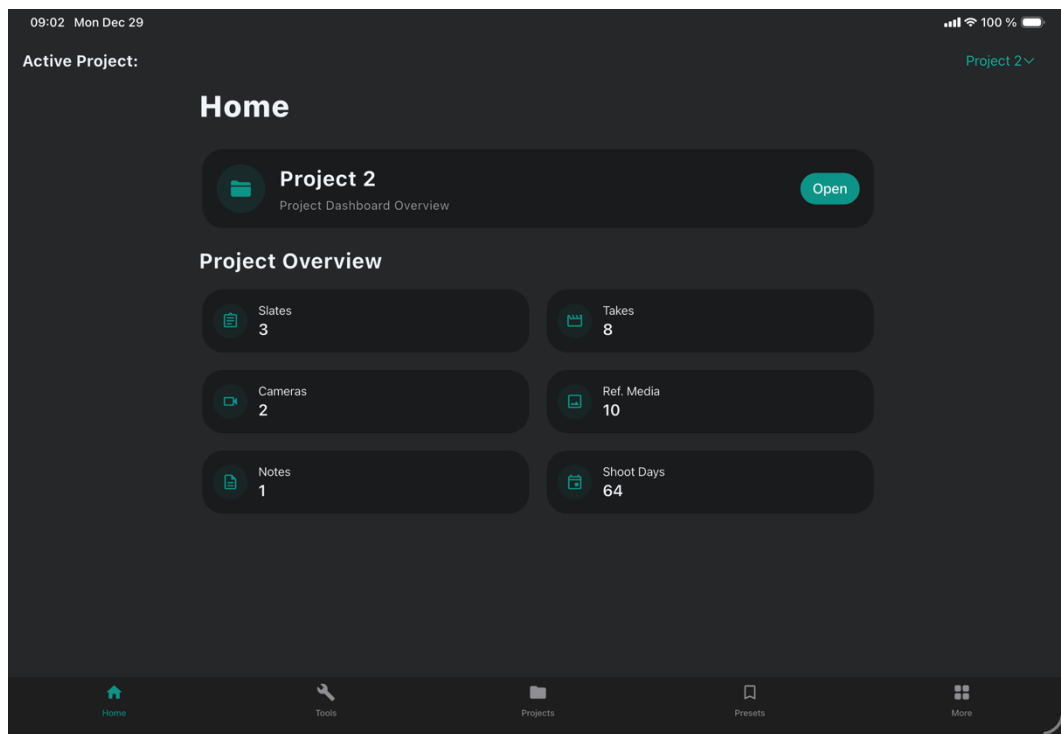


Figure 10: Home Screen with data

### 3.3.2 Ways to add Slate, Take and Camera Data

When adding data for a Slate, Take, or Camera, the following dialog will appear first:

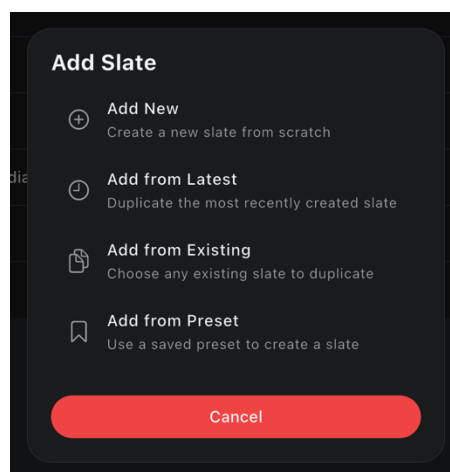


Figure 11: Adding options for Slate, Take and Camera Data

- **Add New**

This option offers you the possibility to create a new record from scratch.

- **Add from Latest**

This option automatically detects the most recent record and copies its field data, allowing you to edit and save it.

- **Add from Existing**

This option lets you select an existing entry and copy its field data to create a new record.

- **Add from Preset**

This option enables you to create a new entry by applying data from a preconfigured preset.

### 3.3.3 Add Slate Data

When adding data to a slate, you will be shown the following screen:

The screenshot shows a mobile application interface for adding slate data. The title bar at the top indicates the time is 09:03 on Monday, December 29, and the battery is at 100%. The screen is titled "Add Slate" and "Create a new Slate". It features a grid of input fields: "Slate Name", "Scene Name", and "Description" are text inputs; "Episode" is a dropdown; "Date & Time" has tabs for "Date & Time" and "Date Only" with a date picker; "VFX Task" is a text input; "VFX Elements" includes checkboxes for "HDRI", "Mirror/Grey Ball", "Clean Plate", "Color Chart", and "Witness Cam"; "Set Location" and "Script Location" are dropdowns; "Script Time" is a dropdown; "Int / Ext" has radio buttons for "Int", "Ext", and "Int/Ext"; "Notes" is a text input; and "Camera Setups" is a dropdown. At the bottom, there are "Save" and "Cancel" buttons.

Figure 12: Add Slate Data

You will now see a variety of fields where data can be entered. Most fields are optional, with the exceptions of Slate and Scene Name. For episodic projects, the Episode field is also required.

Some categories use dropdown menus instead of plain text fields to enter information. These menus contain preset options to help you input data more quickly. If the correct entry is not available, you can add your own by clicking “+ Add New.” Custom items are only available within the project where they were created. To remove them, go to the Custom Items section under More → Custom Items (see chapter 3.1).

When opening the screen, you are not shown the whole screen at once. By clicking on “Camera Setups” you will see additional information to enter:

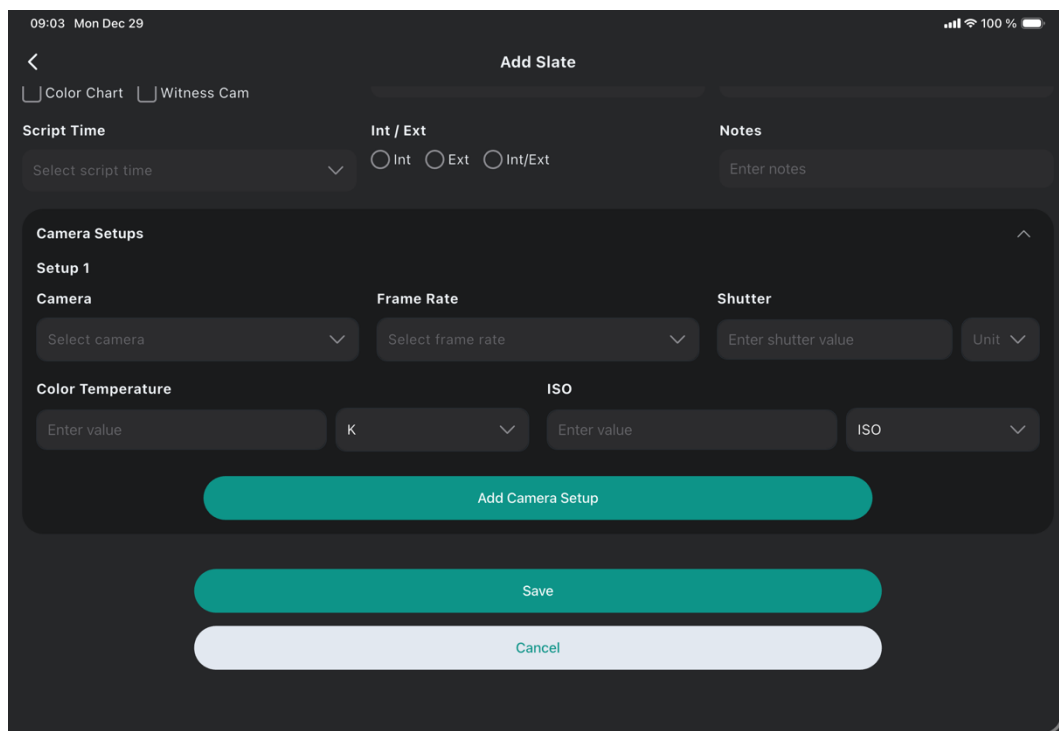
The screenshot shows a mobile application interface titled "Add Slate". At the top, there's a status bar with the time "09:03 Mon Dec 29" and battery level "100 %". Below the title, there are two checkboxes: "Color Chart" and "Witness Cam". The main form is divided into several sections. The "Script Time" section has a dropdown menu labeled "Select script time". The "Int / Ext" section has three radio buttons: "Int", "Ext", and "Int/Ext". The "Notes" section has a text input field labeled "Enter notes". Below these is a section titled "Camera Setups" which is currently expanded to show "Setup 1". This section contains three main input areas: "Camera" with a dropdown "Select camera", "Frame Rate" with a dropdown "Select frame rate", and "Shutter" with a text input "Enter shutter value" and a "Unit" dropdown. Below these are "Color Temperature" with a text input "Enter value" and a "K" dropdown, and "ISO" with a text input "Enter value" and an "ISO" dropdown. At the bottom of the "Camera Setups" section is a teal button labeled "Add Camera Setup". Below the entire form are two large buttons: a teal "Save" button and a light blue "Cancel" button.

Figure 13: Add Camera Setup within Add Slate

This section allows you to add a camera previously created (see chapter 3.3.5) and provide the final slate-specific details. Multiple camera setups can be added to a slate either by creating them manually or by duplicating existing setups within the slate.

After saving, the slate will appear in the Slate Overview, where all slates are organized by scene name.

### 3.3.4 Add Take Data

When adding data to a take, you will be shown the following screen:

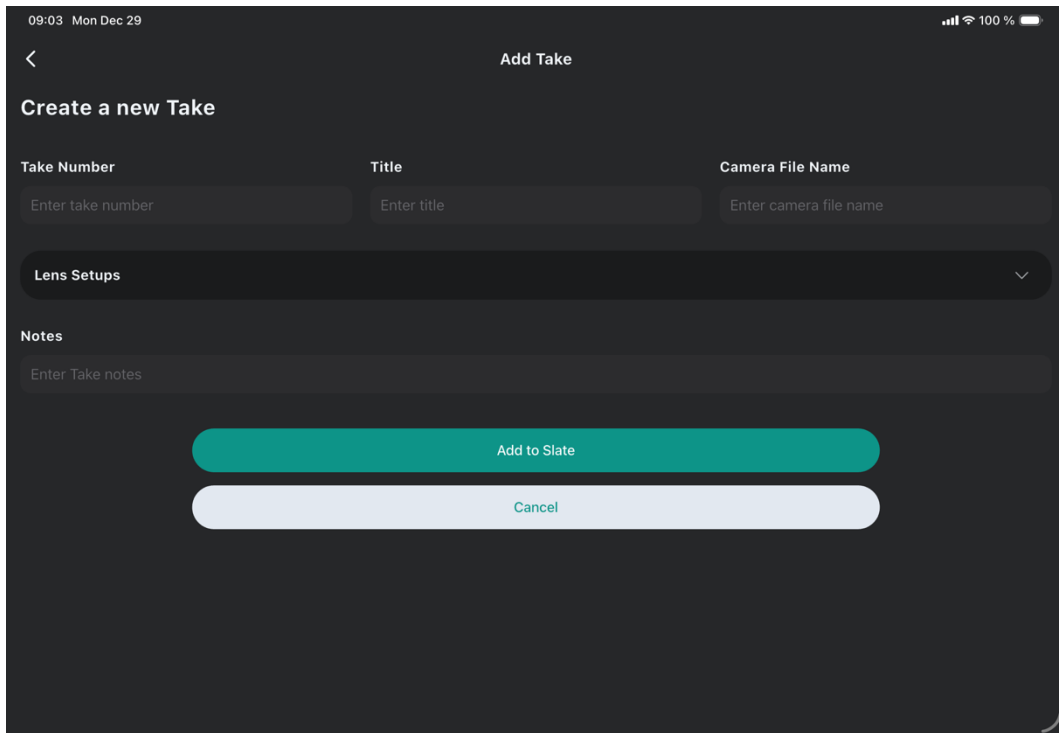


Figure 14: Add Take Data

On the Add Take screen, you can enter the following information: a take number (required and numeric only), a title (which can be used to note details such as whether the take was good, as this will also be displayed in the overview list), a camera file name and additional notes.

The remaining information is entered in the Lens Setup section. Lens data is take-specific, as it can vary within a slate. If camera settings change during a take, you can record these adjustments in the notes field.



Figure 15: Add Lens Setup within Add Take

Each lens in the setup can be linked to a camera. You must first select a lens category before choosing a specific lens model.<sup>2</sup> When selecting a prime lens, the focal length will fields (start & end) will be populated automatically. This also applies to custom lenses, provided the unit “mm” is included after the number. Similar to camera setups, multiple lens setups can be added within a single take.

### 3.3.5 Add Camera Data

When adding data to a camera, you will be shown the following screen:

<sup>2</sup> While every effort is made to ensure accuracy, lens specifications are provided without guarantee. Please verify critical information independently where required.

Figure 16: Add Camera Data

This page enables you to define all base camera parameters, with additional slate-specific details completed within each slate’s camera setup. Color temperature and ISO can be assigned default values, but can be overridden per slate as needed.

SlateRanger currently includes over 25 built-in camera presets, covering camera models with their supported recording formats, resolutions and sensor sizes.<sup>3</sup>

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<sup>3</sup> While every effort is made to ensure accuracy, camera specifications are provided without guarantee. Sensor sizes per resolution are based on manufacturer data when available. Otherwise, they are internally calculated. Please verify critical information independently where required.

### 3.3.6 Add Reference Media

When clicking on add reference media, you will be shown the following screen:

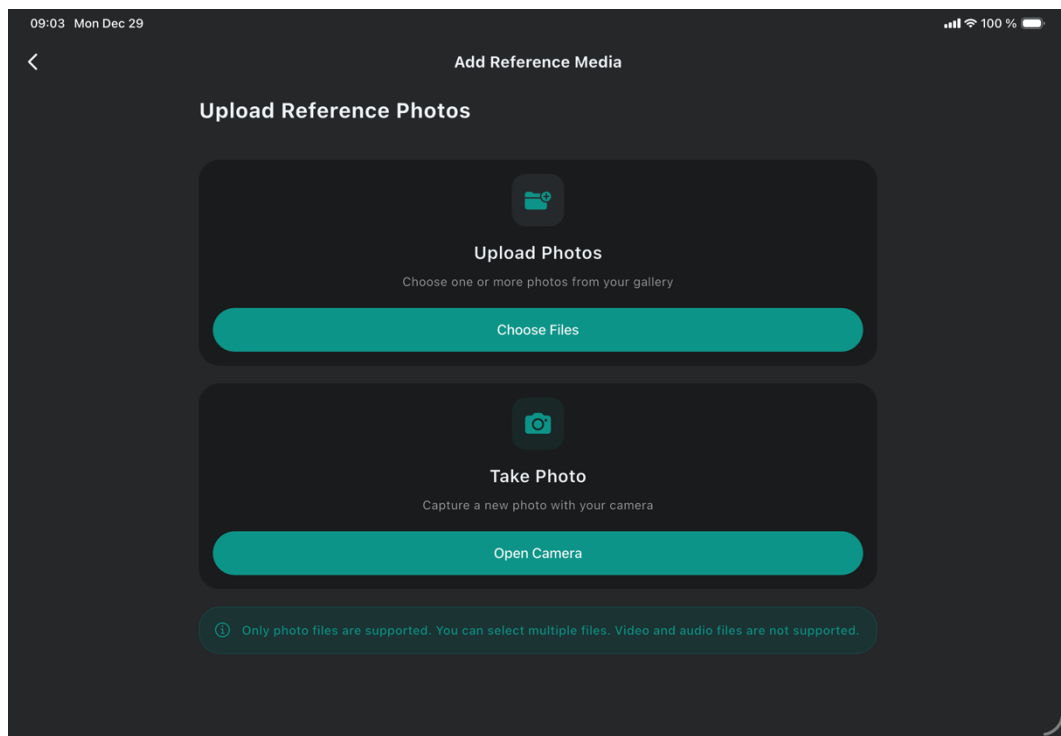


Figure 17: Add Reference Media

On the Reference Media page, you can either upload images from your device or capture photos directly within SlateRanger. Once uploaded, images can be added immediately to a slate or annotated first, giving you full control over visual references.

To save images, they must be attached to a specific slate. If no slate has been created, image uploads are not possible. Please note that images cannot be moved to a different slate after they have been uploaded. If needed, they must be reuploaded to the correct slate.

### 3.3.7 Add a General Note

When adding data to a camera, you will be shown the following screen:

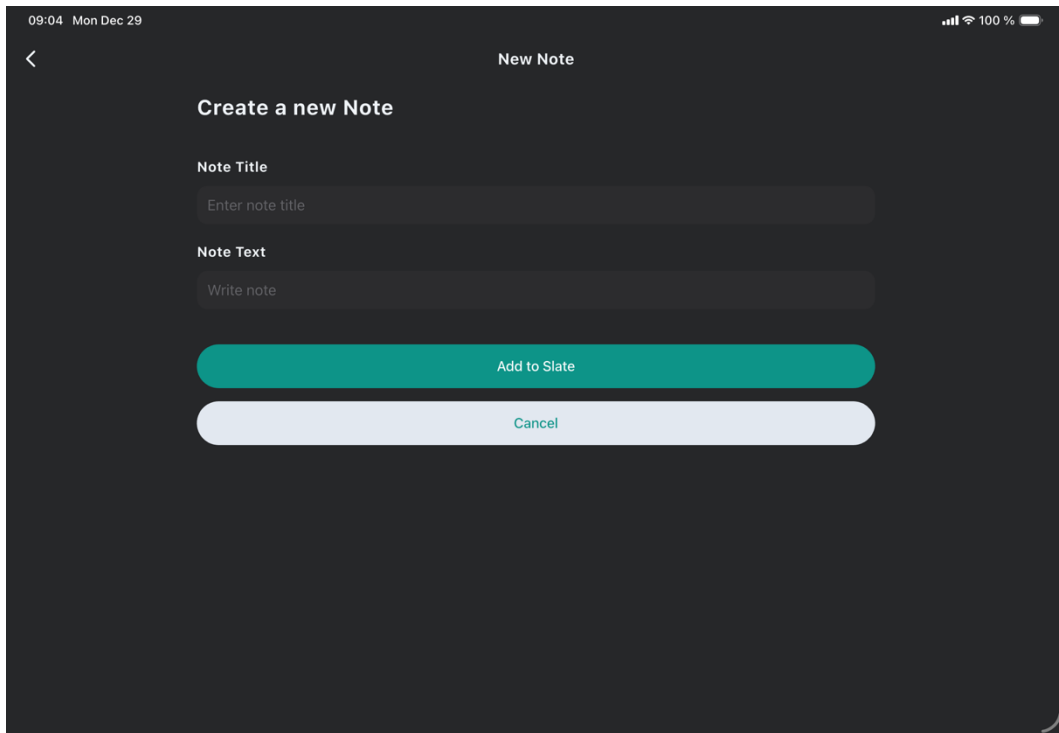


Figure 18: Add a General Note

Although SlateRanger offers multiple ways to enter notes across different screens, there is also an option to add notes to a slate. These notes require a heading, allowing the information to be clearly categorized and more specific.

## 3.4 Export Data

Data export is one of SlateRanger's most powerful features, enabling you to export structured Set Reports or reference media independently. Reports are designed to be flexible and adaptable, supporting full and daily exports for all projects. For episodic productions, SlateRanger additionally offers episode-based exports, including daily exports by episode, to match complex production workflows. See options for set report and reference media in Figure 19.

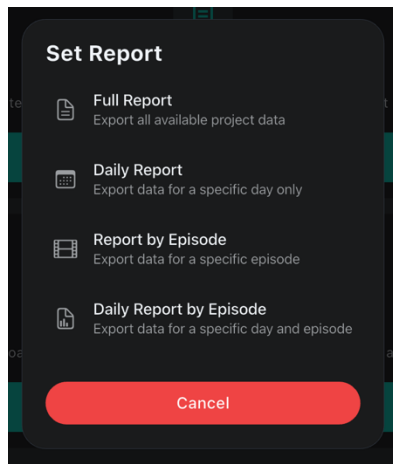


Figure 19: Export Menu

### 3.4.1 Export Set Report

Once you have selected the data you wish to export, you will be taken to the Set Report Export Screen, where you can edit report details as well as choose the desired export format:

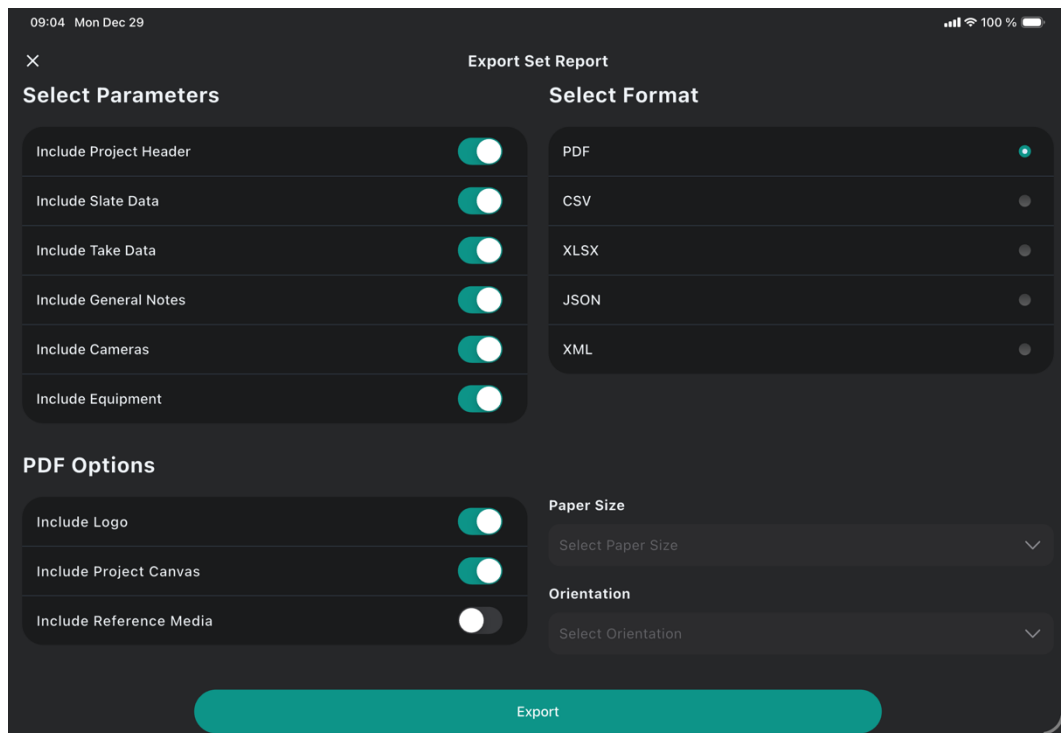


Figure 20: Set Report Export Screen

On this screen, you can select exactly which parameters should be included in the export and choose the desired output format. This allows you to tailor the exported data to your specific workflow requirements, ensuring that only relevant information is included and presented in a format that best suits your production pipeline.

### 3.4.2 Export Reference Media

Once you have selected which reference media you want to export, you will see the following screen:

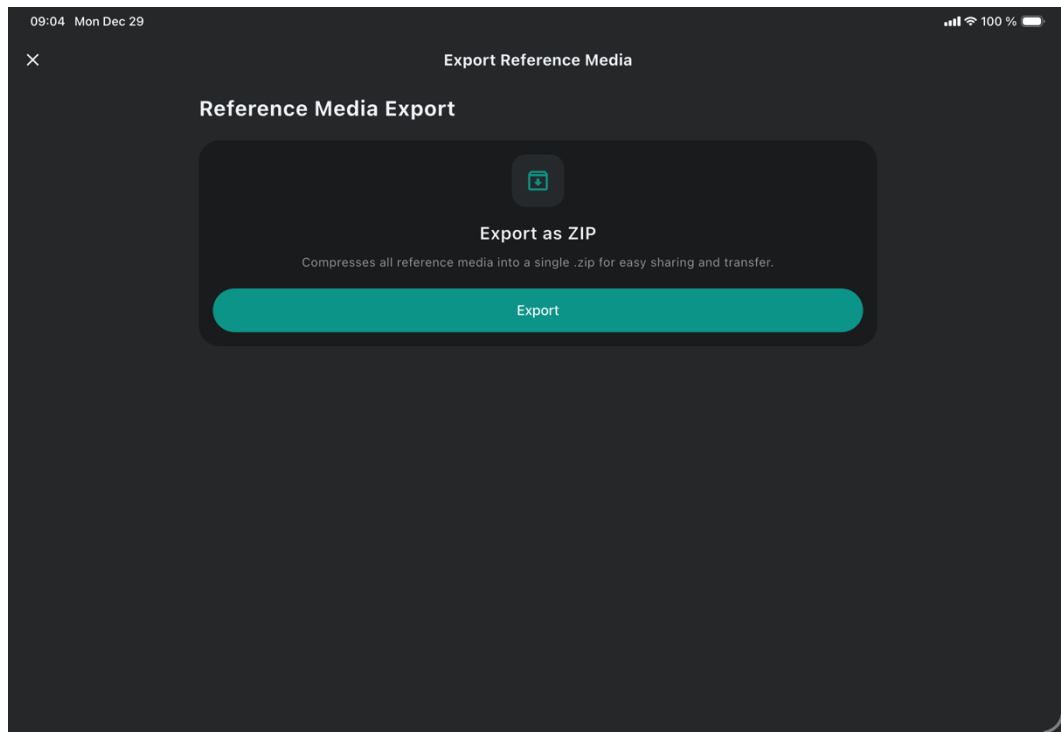


Figure 21: Reference Media Export Screen

Reference media can be exported via the Export Data option only as a ZIP file. To download individual files, this must be done from the Reference Media Overview.

## 3.5 User Management

Additional users can be added directly within the app, without the need for email invitations. Each user is assigned a dedicated role before the invitation is sent, which can be changed later if needed. The available roles are explained in the following section.

### 3.5.1 Available Roles

#### Owner

This is the only role that cannot be assigned. It is automatically given to the user who has signed up for a subscription.

The Owner has full access to all features and settings, including user management and subscription management. There can only be one Owner per workspace.

## Admin

Admins have the same rights as the Owner except for subscription management.

## Member

Members can create and edit content within projects. They are not allowed to create projects or edit their settings.

## Viewer

Viewers can browse projects and read content, but cannot make changes. They can be given the option to export project data if needed.

### 3.5.2 Invite Users to your Team

To invite users to your team, you need to navigate to the User Management Overview (More → User Management)

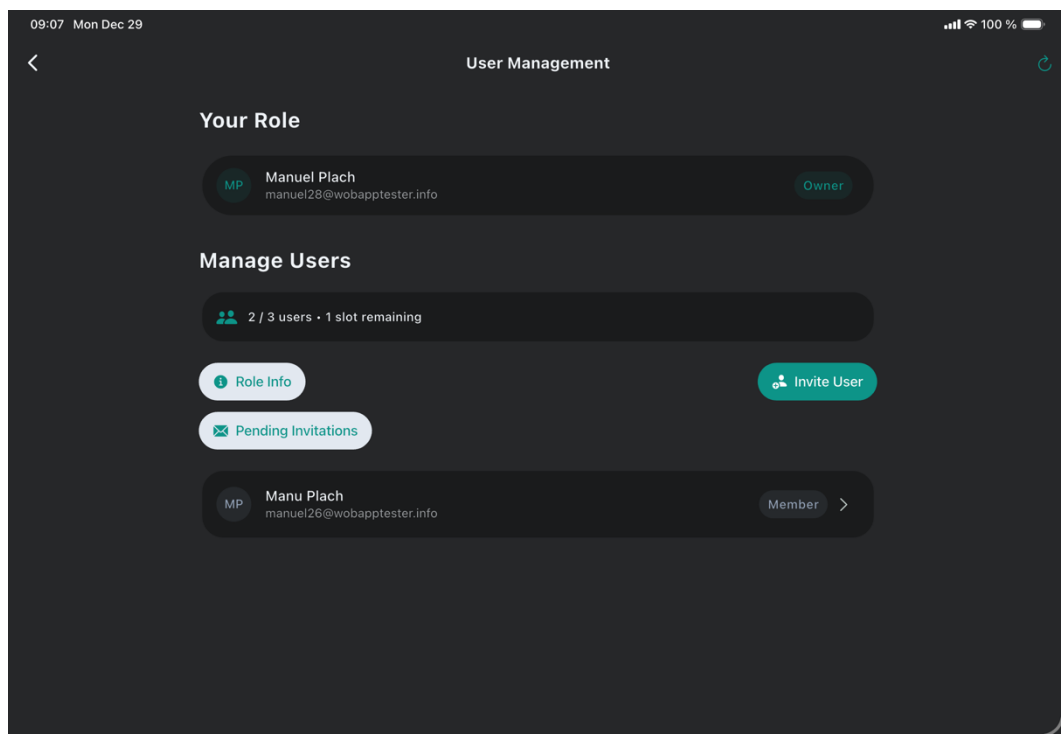


Figure 22: User Management Overview

In this overview (Figure 22), you click on “Invite User” to get to the next screen:

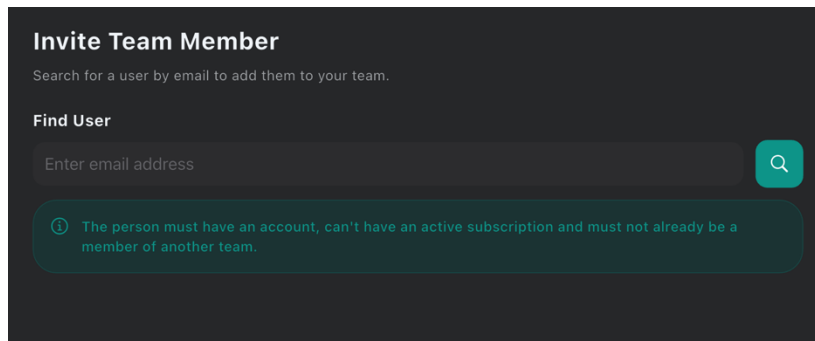


Figure 23: Invite Member

To send an invitation, simply enter your colleague's email address in the search field. Please note that the invited user must already have a SlateRanger account and must not have an active subscription or be part of another team. This means your colleague should complete the standard sign-up process, confirm their email address, and then stop at the paywall screen.

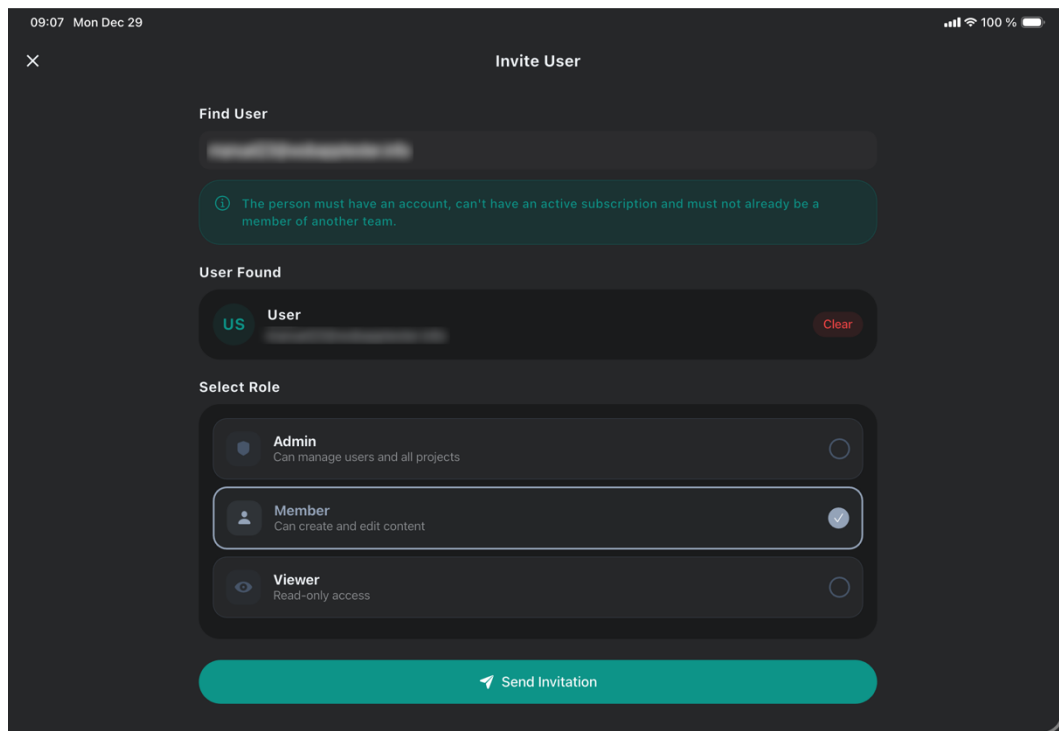


Figure 24: Assign Role to Invitee

After you've successfully found the user you want to invite, you need to assign them a role before sending the invitation.

To revoke the invitation, just click on "Pending Invitations" in the User Management Overview (Figure 22) and select the invitation you want to undo.

You can always change the role by clicking on the user in the User Management Overview (Figure 22).



When the invitee logs in again, they will see the following screen:

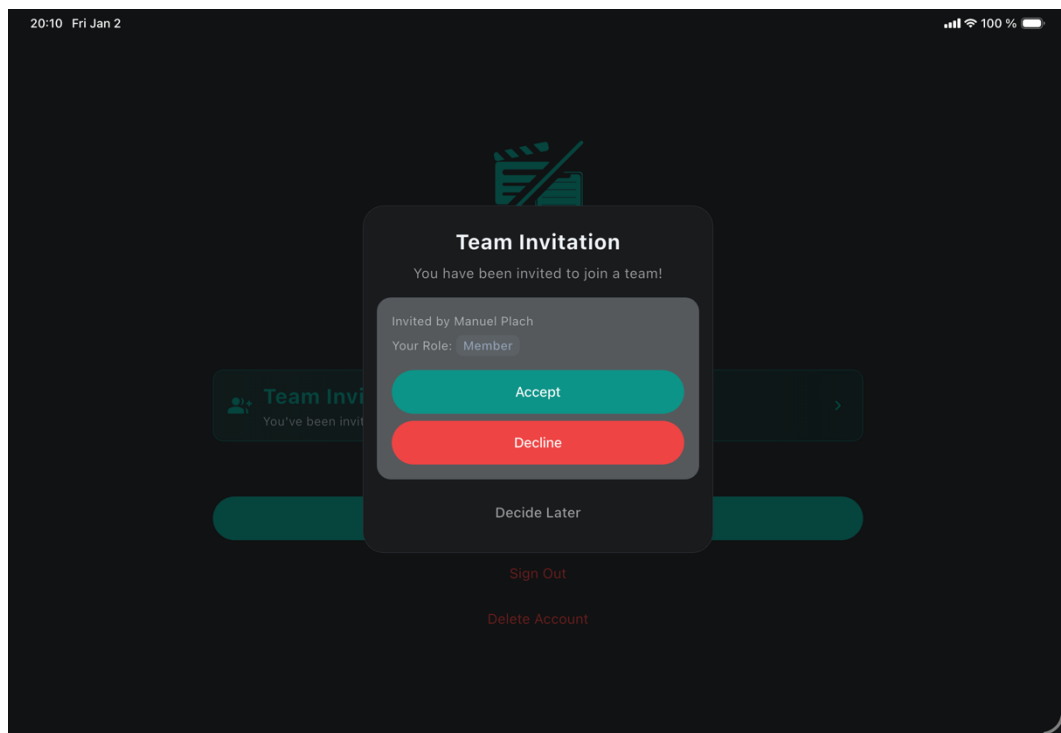


Figure 25: Accept or Decline Invitation

On this screen, the invited user can either accept the invitation, which grants access to the app, or decline it, in which case they will remain on the payroll screen.

### 3.6 Working Offline

As productions don't always take place under ideal conditions, SlateRanger allows you to save your data even without an active internet connection when using the iOS or Android app. The data will automatically sync once a connection is reestablished.

While it is possible to save data without activating Offline Mode when the connection is unstable or unavailable, enabling Offline Mode is recommended. When activated, SlateRanger suspends automatic syncing, ensuring a more stable and smooth workflow. You can activate Offline Mode in the More Section:

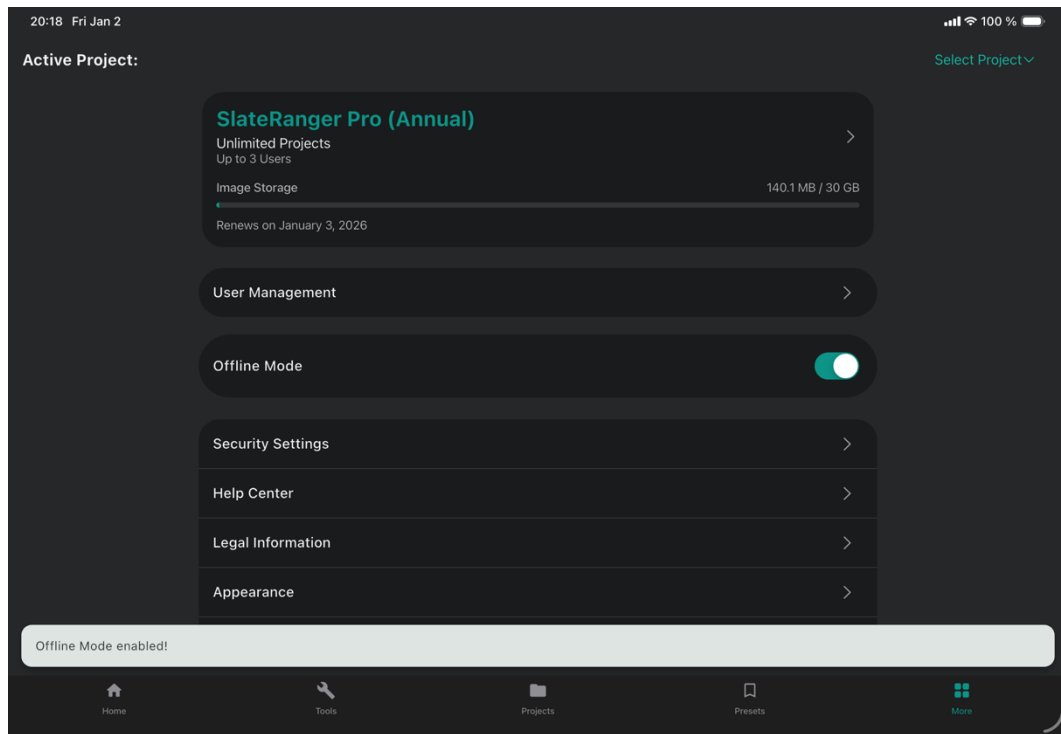


Figure 26: Enable Offline Mode

While Offline Mode is active, you can continue working as usual with saving project and preset data. Some functions, for example, user management and authentication, require an active internet connection at all times. Keep in mind that, since data is not synced, team members will not be able to see your edits until you are back online.

Once a stable connection is available, Offline Mode can be deactivated to sync your data. While SlateRanger supports offline data saving, it is not optimized for permanent offline work. For the best performance and full team collaboration, it is recommended to work online whenever possible.

## 4 Frequently Asked Questions

This section contains the frequently asked questions about SlateRanger

### 4.1 Getting Started

#### What is SlateRanger?

SlateRanger is a professional on-set data management app designed for VFX supervisors and data wranglers. It helps you organize and track slates, takes, camera setups, reference media and equipment during production. All data syncs across devices and can be exported as PDF, CSV, XLSX, JSON or XML reports.

#### How do I create my first project?

Navigate to the Projects tab from the bottom navigation bar and tap the "+" button to create a new project. Enter the project name, production company, director, DOP, VFX supervisor and production dates. You can also add a project logo and canvas image. Once created, you can start adding slates, takes, cameras and reference media.

#### How do I switch between projects?

You can switch projects using the "Active Project" dropdown in the top navigation bar which is available on all main screens. Alternatively, navigate to the Projects tab and tap on any project card to open its dashboard.

### 4.2 Account & Security

#### How do I reset my password?

On the login screen, tap "Forgot Password?" and enter your email address. You'll receive a password reset link via email. Click the link and follow the instructions to create a new password.

#### How do I change my password while logged in?

Go to the More tab > Security Settings > Change Password. Enter your current password and your new password.

#### What is multi-factor authentication (MFA)?

Multi-factor authentication adds an extra layer of security to your account. When enabled, you'll need to enter a verification code sent to your phone via SMS in

addition to your password when signing in. Enable or disable MFA in More > Security Settings.

### **How do I change my email address?**

Go to More > Security Settings > Change Email. Enter your current password and your new email address. A verification email will be sent to your new address to confirm the change.

### **What are Active Sessions?**

Active Sessions shows all devices currently logged into your account. You can have up to 2 active sessions at a time. Go to More > Security Settings > Active Sessions to view and manage your sessions. If you see an unfamiliar device, you can remove it to sign out that device immediately.

### **How do I sign out other devices remotely?**

Go to More > Security Settings > Active Sessions. You'll see all devices where you're logged in. Tap on any session and select "Remove" to sign out that device instantly. The other device will be logged out immediately and shown a notification that their session was ended remotely.

### **Why am I seeing "Session Ended" and being signed out?**

This means someone (likely you from another device) removed your session from Active Sessions. This is a security feature that lets you sign out devices remotely. If you didn't do this, change your password immediately as someone else may have access to your account.

### **Is my data secure?**

Absolutely. All data is encrypted in transit and at rest using industry-standard encryption. The database and storage are secured with strict security rules to ensure users can only access their authorized data.

## **4.3 Team & User Management**

### **Can I invite team members to my team?**

Yes, if your subscription plan supports multiple users. The Lite and Solo plans are single-user only. Pro allows up to 3 users, Team up to 10, and Enterprise up to 25. To invite someone, go to More > User Management and search for their email. Important: The person you want to invite must already have a SlateRanger account

without an existing team or subscription. Once found, select their role (Admin, Member, or Viewer) and send the invitation.

### **What are the different team roles?**

There are four roles: Owner (full access), Admin (can manage users and all projects), Member (can create and edit content on projects), and Viewer (read-only access to assigned projects, can export if permitted).

### **How do I change someone's role?**

Go to More > User Management, find the team member, and tap on their card.

### **How do I remove a team member?**

Go to More > User Management, find the team member, and tap on their card. Select "Remove from Team" and confirm the action. The user will lose access to the team and its projects immediately.

## **4.4 Data & Sync**

### **How does data synchronization work?**

Data syncs automatically in the background when you have internet connectivity. Changes made offline are queued and uploaded when you reconnect.

### **Can I use the app offline?**

Yes, you can create slates, takes, cameras, notes and reference media even without connectivity. While it is possible to save data without activating Offline Mode when the connection is unstable or unavailable, enabling Offline Mode is recommended. Some functions, for example user management and authentication require an active internet connection at all times. Keep in mind that, since data is not synced, team members will not be able to see your edits until you are back online. While SlateRanger supports offline data saving, it is not optimized for permanent offline work. For the best performance and full team collaboration, it is recommended to work online whenever possible.

### **Can I delete a project?**

Yes, but this action is permanent. Go to the Projects tab, select the project, and tap the delete icon. Confirm the deletion.

## 4.5 Troubleshooting

### **The app is running slowly. What can I do?**

Try these steps: 1) Close and reopen the app. 2) Check your internet connection. 3) Deactivate Offline Mode if enabled and a lot of data has been collected. 4) Update to the latest app version. If issues persist, contact support.

### **My data isn't syncing. How do I fix this?**

First, check your internet connection. If connected but not syncing: 1) Pull down to refresh on any list screen. 2) Sign out and sign back in. If issues persist, contact support.

### **Why is my Web Version not behaving as it should?**

This can happen if the app was not closed correctly, for example when your computer crashed or the browser was closed forcefully while the app was open. To fix this, clear all browser data for SlateRanger (cookies, cache, and site data) and then try again. In most browsers, you can do this in Settings > Privacy > Clear browsing data, or by clicking the lock icon in the address bar and selecting "Site settings".

### **How do I report a bug or request a feature?**

Go to More > Help Center > Support to submit a bug report or feature request. Include as much detail as possible: what you were doing, what happened, device model, and app version. Screenshots help us understand issues faster.

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