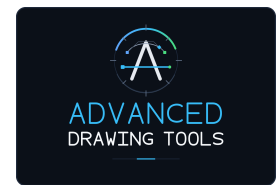


Advanced Drawing Tools — User Guide

v1.5p



Advanced Drawing Tools (ADT) is a drawing and annotation add-on for Bookmap. It provides a floating tool palette with 26 drawing tools, plus Select and Delete controls, an Objects window that lists everything you have drawn, per-type style defaults, layers, scheduled lines, a Storyboard for prepared presentations, a daily journal, drawing sharing, and live rooms. Drawings are saved per instrument and per session day and reload across Bookmap restarts.

In Bookmap's add-on list the tool appears as **Advanced Drawing Tools**. This guide uses the short form **ADT** where it reads better.

ADT is a drawing and annotation tool. It does not place orders and does not track live fills. See the risk disclaimer at the end.

The current version of this guide is always at <https://sdes.dev/adt/>, alongside the quick start. If you are reading a printed or saved copy, check there for a newer one.

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1. What it is, and where its data lives

ADT is a Bookmap Layer1 add-on by SDES. It is a paid add-on distributed through the Bookmap Marketplace, and your access is managed through your Bookmap Marketplace subscription.

Everything it saves lives in its own data folder, `~/ .abdt-advanced`: settings, per-day drawing files, journal pages, and its log. It does not write into Bookmap's own files.

What	Where
Settings	<code>~/ .abdt-advanced/settings.properties</code>
Drawings	<code>~/ .abdt-advanced</code> , one CSV per instrument per session date
Journal pages	<code>~/ .abdt-advanced</code>
Log	<code>~/ .abdt-advanced/abdt.log</code>

1.1 What you need

ADT runs inside Bookmap, on the Java runtime Bookmap ships with. There is nothing separate to install and nothing to configure outside Bookmap.

What	What ADT needs
Bookmap	ADT is developed and tested on Bookmap 7.7.0 (build 22) . It uses Bookmap's Layer1 add-on API at API level 2.
Java	None to install. ADT is built for Java 11 and runs on the Java runtime included with Bookmap.
Operating system	ADT is developed and tested on Windows . It is a Java add-on and one feature is platform-dependent: the spoken alarm announcement uses the operating system's own speech engine, so on a machine without one the alarm still sounds and still marks the chart, and only the spoken words are skipped. Every other feature is platform-independent.
Internet	Only for the features that need it: short share codes, live rooms, the optional once-per-session update check, and a problem report or feedback message you choose to send. Everything else, including drawing, saving, layers, Storyboard and the journal, works with no network connection at all.

2. Install and enable

1. Add Advanced Drawing Tools to Bookmap from the Bookmap Marketplace. Your access comes with your Marketplace subscription.
2. In Bookmap, open **Settings > Api plugins configuration**, confirm Advanced Drawing Tools is added, and enable it on your chart.
3. The floating tool palette opens. Click a tool, click the chart, draw.

Closing or minimizing the palette collapses it into a compact circular launcher instead of losing the palette off-screen. Click the launcher to restore the palette, or drag the launcher to park it somewhere convenient. A drag never opens the palette. The frameless HUD layout has its own visible X for the same

collapse action.

Bookmap's Configure add-ons panel shows ADT's launcher with buttons that open the settings window, the tool palette, the Objects window, and the Daily Journal. It also carries the green **Take the onboarding tour** launcher, followed at the bottom by subdued **Report a problem** and **Share feedback** actions. All settings live in the popout settings window rather than in the Bookmap panel.

3. Essential and Advanced modes

ADT has two interface modes. They are set in **Settings > General > Interface mode**:

- **Essential — drawing tools and core object list**
- **Advanced — layers, storyboards, and quick annotations**

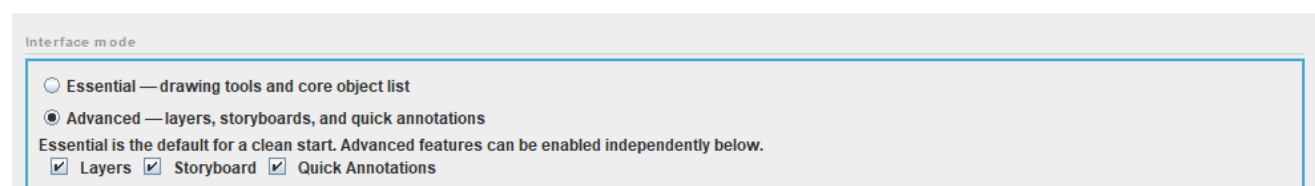
A new installation starts in Essential. Below the two options sit three checkboxes — **Layers**, **Storyboard**, and **Quick Annotations** — which are only enabled while Advanced is selected, so you can turn on one Advanced surface without turning on all three.

Switching modes only changes which controls are visible. It never deletes layers, storyboards, quick annotations, or drawings, and you can switch back.

What each toggle controls

Toggle	Surfaces it shows
Layers	The quick-layer strip on the palette, and the Objects window's Layers tab
Storyboard	The Objects window's Storyboard tab
Quick Annotations	The Quick Annotations launcher on the palette, and the Quick Annotations window

In Essential the Objects window shows only **Objects** and **Review**; in Advanced it shows **Objects**, **Review**, **Layers**, and **Storyboard**.



Interface mode, on the General tab

No drawing tool is hidden by Essential mode. Every tool on the palette is available in both modes. The one exception is the visual-annotation stamp, which is placed from the Quick Annotations window and is therefore unavailable while that surface is off.

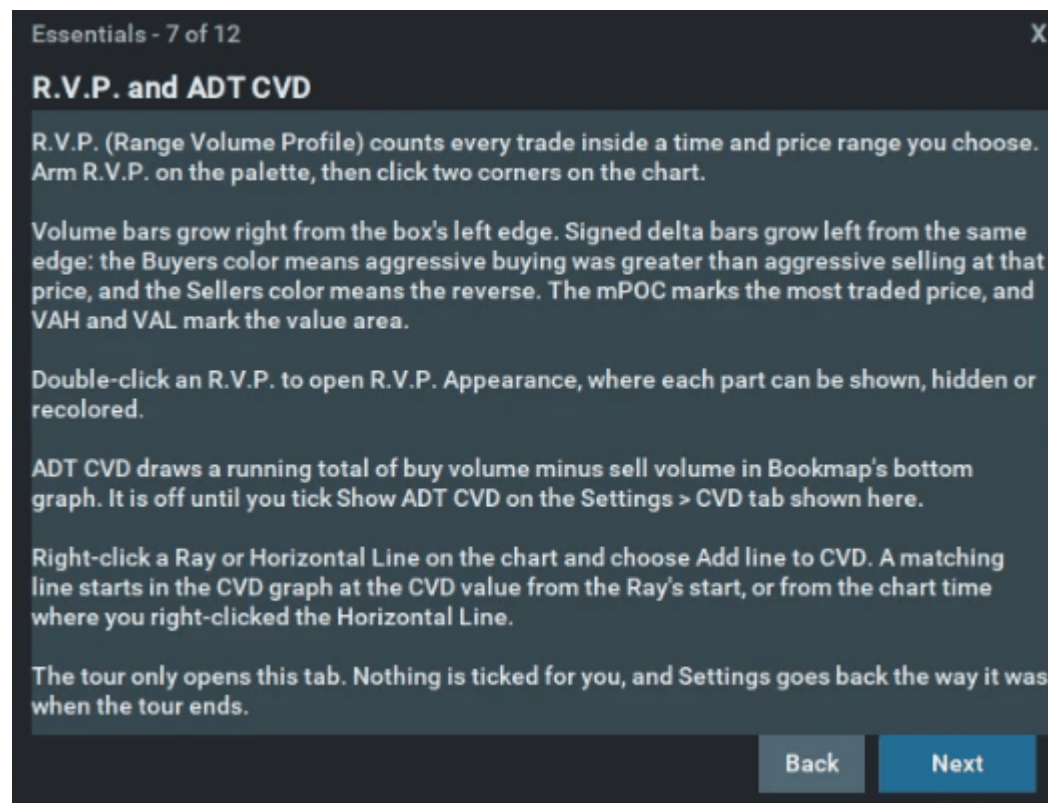
Throughout this guide, surfaces that require Advanced are marked **(Advanced)**.

4. Onboarding tour

ADT never opens onboarding automatically: not on a new installation, after a restart, for an unseen tour state, or when a session resumes. Start it only when you choose one of its permanent launchers. In Bookmap's **Add-ons > Advanced Drawing Tools** configuration panel, click the prominent green **Take the onboarding tour** button. **Settings > About** remains the permanent replay doorway. Both launchers open the same tour; clicking again while it is already open does not create a second copy.

The tour teaches the everyday workflow on the real palette, chart, Objects window, journal, and settings. The completion screen lets you start drawing immediately or continue into further topics.

Right after **Change what you have drawn**, the lesson **R.V.P. and ADT CVD** points at the R.V.P. tool on the palette and opens Settings on the **CVD** tab. It explains how to place and read a Range Volume Profile (volume bars grow right, signed delta bars grow left, the **Buyers** and **Sellers** colors, the mPOC, VAH and VAL), where **Show ADT CVD** is (off until you tick it), and how **Add line to CVD** links a Ray or Horizontal line. The tour only opens the tab: it never ticks **Show ADT CVD**, places an R.V.P. or links a line, and Settings goes back the way it was when the tour ends. If R.V.P. is hidden with **Show / hide tools**, the lesson shows a drawn diagram instead. Saved tour progress keeps its meaning: stopping on this lesson resumes at **Change what you have drawn**, one step before it.



The R.V.P. and ADT CVD lesson card

The tour is safe to skip at any point. While it runs it may temporarily move the tour card, the palette, and one supporting window. Finishing, skipping, closing the card, or shutting down restores the arrangement it captured beforehand. Anything you draw, edit, or write during the tour remains yours. The tour never creates, deletes, or shares drawings, and never changes your settings.

If the palette is closed when you start the tour, ADT opens it for the lesson and restores your collapsed launcher when the tour ends. The lesson card stays on a connected screen.

Bookmap modal dialogs take precedence over ADT floating windows. While a Bookmap modal is open, ADT keeps its floating windows visible and in place but temporarily removes their topmost state so the dialog remains reachable. After the last Bookmap modal closes, each ADT window returns to its own prior intended topmost state. If you explicitly request the tour while a Bookmap modal is active, that one request waits and starts after the last modal closes.

You can replay it at any time from **Settings > About**:

- **Take the tour again** replays the full orientation.
- **Replay one topic** opens one lesson: pick it in the list and press **Play selected topic**.
- **Explore controls** offers focused **Palette controls**, **Drawing tools**, **Drawing templates**, **Alarms**, **Opening range and overnight levels**, and **Layers** walkthroughs. The Drawing tools lessons follow your palette's visible tools, the Drawing templates lessons cover the visible Note, Text label, Comment and Numbered callout tools, and the Layers walkthrough is offered only when that surface is visible. Pick one and press **Play selected walkthrough**. The completion screen offers the same walkthroughs.

The **Alarms** and **Opening range and overnight levels** walkthroughs open Settings on the **Drawing** or **Scheduled** tab and scroll it to the control they describe (for example **Show ONH and ONL**). They only point: nothing is ticked or changed for you, and the Settings scroll position goes back the way it was when the walkthrough ends.

The progress line on the tour card counts the lessons you can reach: **Essentials - 7 of 12** on the R.V.P. and ADT CVD lesson, and **Explore More - 2 of 7** on the Storyboard lesson when Storyboard is shown.

4.1 What's New in 1.5

When a customer who had an earlier public release updates to 1.5p, ADT opens **What's New in 1.5** once, whether or not they finished the onboarding tour. A new installation does not open it: the onboarding tour, from the green launcher or **Settings > About**, stays the first orientation. What's New uses the same card as the tour and does not change drawings, settings, windows or the onboarding record, and its seen state is separate from onboarding.

Close or finish it whenever you like. Replay it at any time with **What's New** on the **About** tab or in Bookmap's **Configure Add-ons** panel. **Show What's New after updates** on the About tab, or **Don't show What's New automatically again** on the card, stops it opening on its own after later updates.

The eight text pages are:

- **Opening Range, IB and Overnight Levels**: the two switches in Settings > Scheduled (off until you turn them on, for the symbol picked at the top of the tab), the opening range, IB and IB Mid levels, your own windows, overnight lines until 17:00 ET, partial data tags, and where the walkthrough is.
- **Templates for Notes, Text Labels, Comments and Callouts**: the templates menu on each drawing, templates on the tool right-click, the **Template** list in the placement box, saving a legend as a callout template, the editor's live preview, and the Legends and Templates window with its five tabs.
- **Hide One Drawing, Find Legends**: the eye on each Objects row, **Show all hidden**, and legend callouts grouped under one row.
- **Drawing and Editing**: Arrowhead size, one-click callouts, legend box delete and width, **Show HVN line**, **Show drawing hints on the chart**, the scheduled drawings items on the palette and restore icon

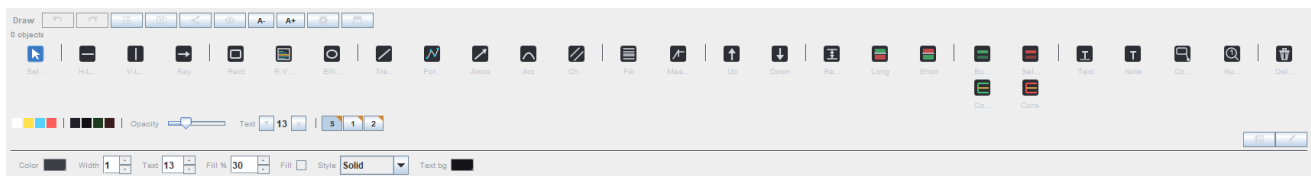
menus, readable Fibonacci labels, the Fibonacci **Label background** choices, and journal notes that show their symbol with the Quick Notes filter.

- **New Tour Lessons:** the **R.V.P. and ADT CVD** lesson and the three new walkthroughs.
- **Bug Fixes: R.V.P., CVD and Alarms** and **Bug Fixes: Drawings, Legends and Journal:** the fixes a 1.4p customer could see, among them the R.V.P. delta side, Auto high/low, the daily CVD reset, alarms in Replay and with two contracts open, Far right labels, right to left Fibonacci levels, duplicated positions and very wide polylines.
- **Behavior Changes:** levels start off, no routing flag on the chart, dollar figures only for listed symbols or a typed \$ per point, per symbol scheduled lines and Scheduled R.V.P., and the 36-hour trade record.

Earlier releases are listed in the release history at <https://sdes.dev/adt/>. Held internal builds offer the same pages by hand from **Settings > About > What's New** as an unreleased preview.

5. The tool palette

The palette window is titled **Advanced Drawing Tools**. It holds every tool, the quick style controls, and buttons for the other windows.

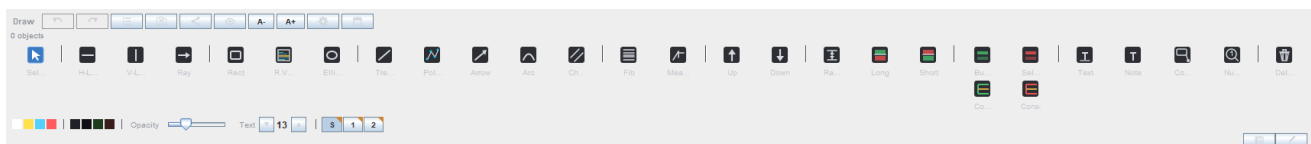


The tool palette, Expanded layout

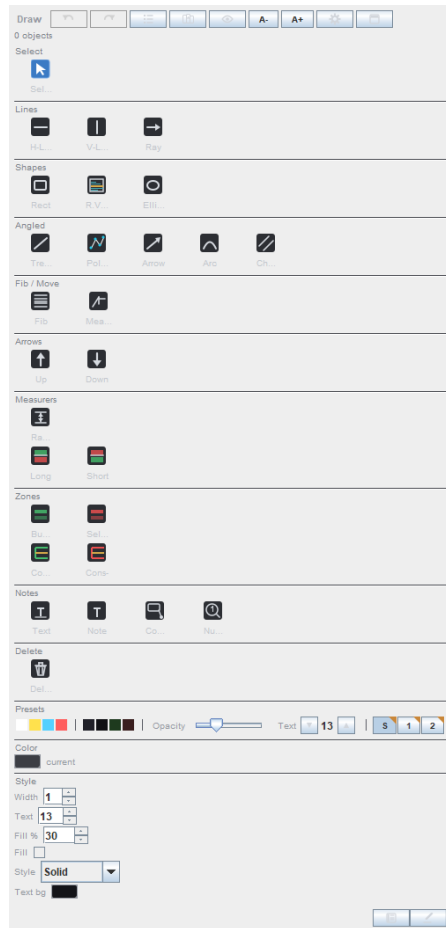
5.1 Layouts

Four layouts. Change them in **Settings > Tool Palette > Palette layout**, or click the layout button in the palette header, which cycles Minimal → Expanded → Legacy → HUD.

Layout	What it is
Minimal	A titled window with a horizontal tool strip and the color presets.
Expanded	Minimal plus the style-controls row pinned open.
Legacy	A vertical column with tools stacked in labeled sections, in a fixed order.
HUD (frameless icon strip)	No window frame: an icon strip with a drag tab on its left edge and a bottom control row.



Minimal layout



Legacy layout



HUD layout

The layout button's tooltip names the layout you are on and the one the next click switches to, for example Palette layout: Expanded – click to switch to Legacy (the original column).

The HUD remembers its own position and size separately from the other layouts. Its chevron returns to the Minimal layout. Its visible X, or **Close** on its right-click menu, collapses the HUD into the restore launcher. Right-click the HUD strip for **Normal palette**, **Settings...**, **Open Objects**, **Open Journal**, **Quick Note**, **Open Scheduled Drawings**, **Show scheduled drawings**, **Refresh all scheduled drawings** and **Close**.

5.2 Header controls

In the labeled layouts the header carries, left to right: the Draw tag, **Undo**, **Redo**, an Objects window toggle, a **Quick Annotations** launcher (**Advanced**), a share launcher, a hide/show-all eye button, **A-**, **A+**, the settings gear, and the layout button.

Below the toolbar sits a live object-count badge that reads 0 objects, 1 object, 247 objects, and so on. It counts the chart you last hovered.

The eye button hides and shows every drawing at once. This is visibility only; nothing is deleted.

Closing a labeled palette with X, minimizing it, or pressing the compact HUD's visible X collapses the palette to the circular palette restore icon. Click the icon to restore the same palette state and bounds. Drag it by more than four pixels to move it without opening the palette; its position is remembered. The launcher carries the tooltip and accessible name **Open Advanced Drawing Tool**. Right-click it for **Open ADT Settings**, **Open Objects**, **Open Journal**, **Quick Note** and **Open Scheduled Drawings** (Settings on the **Scheduled** tab), then **Show scheduled drawings**, which hides or shows scheduled lines and scheduled R.V.P.s while they keep updating, and **Refresh all scheduled drawings**. These open the same ADT surfaces used everywhere else.

Under **Settings > General > Windows**, **Show palette restore icon when the palette is closed** turns the icon on or off. **Palette restore icon size** selects 32, 48, 64, or 80 px, and **Palette restore icon design** selects Angular Polyline, Orbital Arc, Minimal Nib, or Drafting Compass. If the launcher is off, reopen the palette from ADT's Bookmap configuration panel, **Settings > General > Windows**, or the **Show tool palette** hotkey.

Palette recovery. If the palette is missing, **Show tool palette** also brings an existing off-screen palette back onto a connected screen without taking keyboard focus. It preserves your current valid size and location. Changing the layout while the palette is hidden preserves its normal on-top behavior after reopening; external Bookmap modal dialogs still take precedence.

The share launcher is present in the Minimal, Expanded and HUD layouts. It is not shown in Legacy.

5.3 Color presets and the style strip

Every layout carries a preset row: four foreground color swatches, four background color swatches, an Opacity slider, and a Text size stepper. Left-click a preset swatch to apply it; right-click it to change what it holds.

The Expanded layout adds a style row with Color, Width, Text, Fill %, Fill, Style, and Text bg. Legacy shows the same controls stacked vertically. Minimal and HUD do not carry the style row; use each drawing's own editor instead.

Every color control in ADT works the same way: click the colored swatch itself to open the picker.

5.4 Arming and placing

- Click a tool to **arm** it, then click the chart to place. After one placement the tool returns to Select.
- **Double-click** a tool to arm it **sticky**: it keeps placing until you choose Select or press Esc.
- Exactly one tool is armed at a time, and the highlighted button is always the armed tool.
- With Select active the chart behaves as it does without the palette. Background clicks pan; only your drawn objects claim their own pixels.

A completing click placed within about four pixels of the first anchor is treated as a slip, is rejected, and leaves the tool armed.

5.5 Reordering and hiding tools

Drag a tool icon on the palette to reorder it in the **Minimal**, **Expanded** and **HUD** layouts. Legacy keeps its fixed order. The drag begins after about six pixels of movement, so a plain click still arms the tool. Esc cancels a drag in progress.

Once you set a custom order, Minimal and Expanded render one flat strip without the built-in group separators.

Hide tools you do not use in **Settings > Tool Palette > Show / hide tools**. A checked box means the tool is shown. **Select** and **Delete** are always present and cannot be hidden.

Revert to defaults on that tab resets both the order and the show/hide choices.

5.6 Routing new drawings to a layer (Advanced)

Right-click a drawing tool on the palette to set a standing destination for it. The menu carries a submenu titled **Route new <family> drawings to**, listing the named layers on that chart, plus **Cancel routing**.

New drawings from that tool then go to that layer without changing the layer you have selected. The route survives restarts until you change it, cancel it, or delete the target layer. Existing drawings never move when a route is changed or canceled.

A routed tool carries a small blue mark on the top-left corner of its glyph. Drawings on the chart show no routing mark; to move one drawing to another layer, right-click it and choose **Move to layer**. Locked layers appear in the submenu but are disabled. If there are no named layers yet, the submenu is disabled and explains that you need to create one first.

Long and Short positions share one route, Buyers and Sellers zones share one route, and the two consolidation brackets share one route. Every other tool routes independently.

6. The drawing tools

ADT has 26 drawing tools. **Select** and **Delete** are always-present core controls, not drawing tools. The table gives each full technical name first, its actual palette-button caption second, and its placement. It follows the default palette order.

Drawing tool / control	Palette button	Placement
Select control	Select	The resting state. No drawing tool armed.
Horizontal line	H-Line	One click. A horizontal line at the clicked price.
Vertical line	V-Line	One click. A vertical line at the clicked time.
Ray	Ray	One click. A horizontal line extending right from the clicked point.
Rectangle	Rect	Two clicks, corner to corner.
Range Volume Profile	R.V.P.	Two clicks, corner to corner. See section 10.
Ellipse	Ellipse	Two clicks. Hold Shift for a true circle.
Trend line	Trend	Two clicks. Hold Shift to keep it horizontal.

Drawing tool / control	Palette button	Placement
Polyline	Polyline	Click each anchor. Double-click or Enter finishes; Backspace removes the last point; Esc cancels; Shift constrains the next segment. Up to 64 anchors.
Arrow line	Arrow	Two clicks, arrowhead at the second point. Its editor sets which ends get heads, the head style and the Arrowhead size , set with up and down arrows like Line width: Auto grows with the line width; 25% to 300% keeps the head that size at any width (100% is the width-1 head). Comment leaders (including the comment's quick editor, Leader row Size) and numbered callouts with an Arrow tail have the same size choice.
Arc	Arc	Three clicks: start, end, then bow the curve.
Channel	Channel	Three clicks: base line A to B, then the parallel rail.
Fibonacci	Fib	Two clicks across the swing; the first click is 0% and the second is 100%, in either direction. Draws retracement and extension levels.
Measured move	Measured	Three clicks: leg A to B, then the projection point.
Arrow up	Up	One click.
Arrow down	Down	One click.
Price range	Range	Two clicks. A price-range readout.
Long position	Long	One click places the whole position template at the entry.
Short position	Short	One click places the whole position template at the entry.
Buyers zone	Buyers	One click. A translucent band at the clicked price.
Sellers zone	Sellers	One click. A translucent band at the clicked price.
Consolidation bracket (buy)	Cons+	One click. A right-open band with a movable HVN line.

Drawing tool / control	Palette button	Placement
Consolidation bracket (sell)	Cons-	One click. A right-open band with a movable HVN line.
Text label	Text	Click, then type.
Note	Note	Click, then type. Text on a box.
Comment	Comment	A box with a leader line to the anchor point.
Numbered callout	Number	Two clicks: the chart anchor, then the numbered bubble. When the default tail (Set as default) is None , one click places the bubble.
Delete control	Delete	Click an object to delete it.

Two further objects are not palette tools:

- The **visual annotation** stamp is armed from the Quick Annotations window (**Advanced**) and placed with one chart click. See section 9.
- A **reference marker** is dropped with the *Drop reference marker* hotkey. Markers appear in the Objects window's **Review** tab rather than the drawing list, and a marker with a note also appears in that day's journal. See section 15.

6.1 Numbered callouts and legends

A numbered callout can belong to a legend, a box on the chart that lists each callout's number and description.

A new **Numbered callout** starts outside every legend. To add it to one, double-click the callout, choose the **Legend**, tick **Add to this legend**, and press **OK** or Enter. Choosing a legend name alone changes nothing until **Add to this legend** and **OK** are both used, and **Cancel**, Esc or the window X leaves the callout as it was. On an empty day in single legend mode the editor offers **Callouts** as the legend; ticking **Add to this legend** and pressing **OK** creates that legend and adds the callout in one step. With multiple legends allowed, ADT never creates a legend on its own; create and pick one with **Manage legends**. Each callout belongs to at most one legend.

Legends and templates are managed in the **Legends and Templates** window. It has five tabs: **Chart Legends**, **Callout Templates**, **Note Templates**, **Text Templates** and **Comment Templates**. It opens from **Manage legends** in the callout editor, from **Legends and Templates...** on a legend box's right-click menu, and from **Manage templates...** on a templates menu, which opens it on that type's tab.

On the **Chart Legends** tab, pick a legend in the **Legend** list. **Steps in this legend** lists that legend's callouts in step order; untick **In legend** to take one out. Callouts that are in no legend wait under **Add callouts from the chart (N)**; click it to show them and tick **In legend** to add one. Callouts in other legends are not listed; pick that legend to see them. The # column shows the same number as the chart bubble and cannot be edited here. **New** and **Delete** sit beside the list (**Delete** removes the legend and keeps its callouts), and **More...** holds **Move legend up**, **Move legend down**, **Merge legends...** and **Allow multiple legends**. The **Look** section sets text size, style, text and background colors, background opacity and **Max width**, with **Reset position** and **Reset look**. When a legend shared with you is on the chart, a **Panel** choice picks which legend box the look applies to.

Changes preview on the chart as you make them. While anything is unsaved, the window says **Unsaved changes** and **Save chart legend changes** is highlighted; that button shows only on the Chart Legends tab. Saving keeps the window open and shows **Saved**, and **Undo** reverses a save, including one that changed only the look. **Cancel** discards unsaved changes and closes the window; with nothing unsaved the same button reads **Close**. In a step, Shift+Enter starts a new line.

The legend box on the chart. When ADT places a legend box itself, the box does not cover its own callouts: it stays on the side it is on while that side is clear, otherwise it opens to the left of its callouts, then above, below or to the right, and with no clear spot it sits along the top of the chart. A new legend's box first appears beside its earliest callout on that day. A legend box you drag stays where you put it, also after a restart. Moving a legend to another layer keeps one box on the chart.

To change how wide a legend box may grow, drag its right edge (a line lights up along the edge when the pointer is in the resize area); the steps re-wrap when you let go. The same value is **Max width** on the Chart Legends tab (0 means automatic). The width is saved with the legend and with templates saved from it. Shared legends you receive keep the automatic width.

Right-click a legend box for **Legends and Templates...**, **Save as new callout template...**, **Move legend to layer** (the legend and all its callouts move together) and **Delete**. A legend shared with you offers **Legends and Templates...** only.

To delete a legend and its callouts from the chart, click the legend box and press **Delete**, or choose **Delete** on its right-click menu. ADT asks once. If the legend's layer or one of its callouts is locked, the question says so and offers to delete everything anyway. One **Undo** restores the legend and all of its callouts. Shared legends received from a room are not deleted this way.

Numbering. To start a fresh count without changing older callouts, right-click a callout and choose **Restart callout numbering**. That callout becomes 1, and new callouts on the same instrument and trading day count on from 2. Each Replay day keeps its own count. ADT refuses the restart, and changes nothing, when number 1 already exists in the callout's legend or when a callout in the legend is locked. One Undo restores the earlier number and count. After a restart, deleting the highest number makes that number the next one again, deleting every callout in the count makes the next number 1, and deleting a number in the middle leaves the gap. Callouts saved before numbering restarts existed keep counting upward until you restart the count. A callout template applied to a callout in a restarted count joins that count, and the next new callout continues after the template's highest number.

6.2 Templates

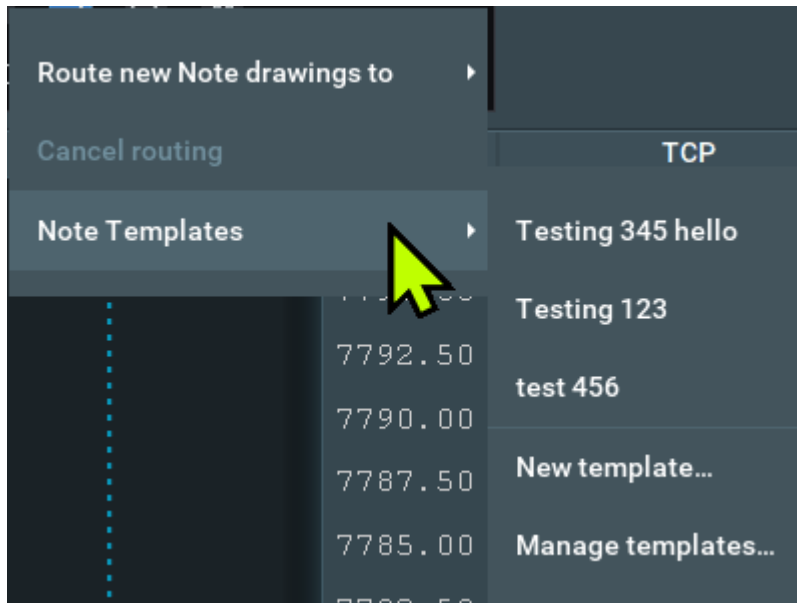
Numbered callouts, Notes, Text labels and Comments have templates. Each type has its own menu with the same items: **Callout Templates**, **Note Templates**, **Text Templates** or **Comment Templates**.

On a drawing. Right-click the drawing and open its templates menu:

- **Apply** applies a saved template. It reads **Swap to** when the drawing already came from a template. With no templates yet, it shows a grayed "No templates yet" line.
- **Save template** saves your changes into the template the drawing came from, with no pop-up. It is grayed while nothing has changed or when the drawing is not from a template.
- **Save as new template...** saves the drawing, or a callout's whole legend, under a new name. A name that is already taken is refused, so nothing is overwritten.
- Below a line, **New template...** and **Manage templates...** (the Legends and Templates window on that type's tab).

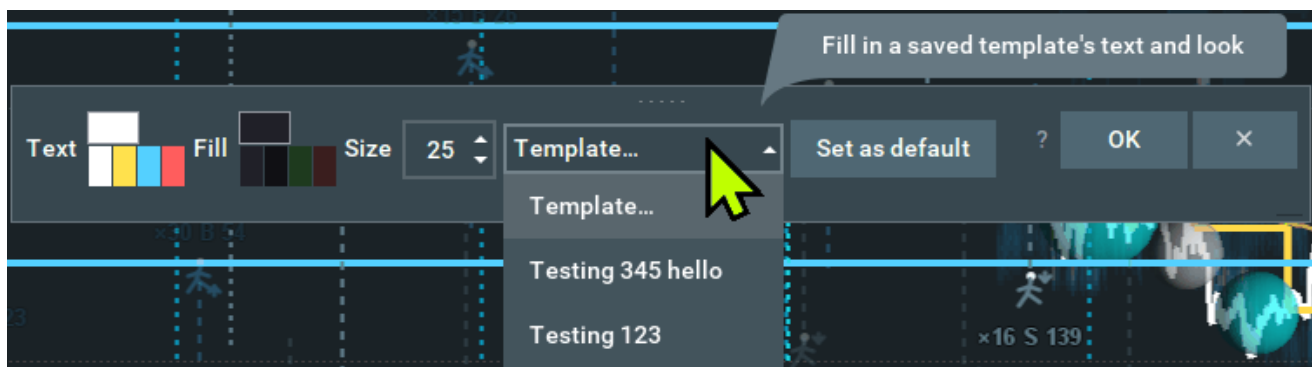
Each item explains itself on hover.

On a palette tool. Right-click the **Numbered callout**, **Note**, **Text label** or **Comment** tool and pick a template from its templates menu. The next click on the chart places it with no box. For a callout template, that click lays out the whole numbered checklist; for a Comment, the click sets the target and the Comment's box is placed at its usual spot up and to the right. One Undo removes it. Choosing another tool clears the pick. The same menu ends with **New template...** and **Manage templates...**



The Note tool's right-click menu with its Note Templates list

In the placement box. The box that opens when you place a Note, Text label or Comment has a **Template...** list; picking one fills the text and look, and **OK** places it.



The Template list in the box that opens when you place a Note

Callout templates. A callout template is a list of numbered steps with a look. To save one from the chart, right-click a callout in a current-day legend and choose **Callout Templates > Save as new template...**, or right-click the legend box and choose **Save as new callout template...**. ADT saves the numbers, descriptions, legend look and each step's callout look (badge color, size and style), but not chart positions. On a later day, apply it from the Numbered callout tool's right-click menu, or place one callout and choose **Callout Templates > Apply**: ADT lays out the full checklist near that callout, and you drag each callout where you want it. You can apply the same template more than once, even on one day; each

copy gets its own legend name and the template's numbers 1, 2, 3 and onward. If the legend limit is reached or the layer is locked, ADT leaves the chart unchanged. One Undo removes the applied checklist; one Redo restores it.

Swap to on a callout that already belongs to a legend replaces that legend's steps with the template's. Existing callouts keep their chart positions and take the new text and numbers; extra steps are placed near the last callout, and surplus callouts are removed. The legend takes the template's name and look. One Undo restores the legend as it was.

The **Callout Templates** tab lists your callout templates; drag one up or down to change the order (the right-click menus follow). **New...** writes a template without building it on the chart: give it a name, choose the number of steps, and type each step (up to 400 characters, one legend row each; Shift+Enter starts a new line inside a step, and a long step wraps onto more lines in the legend box, up to 12). Keep your Numbered callout default look, or choose the callout and legend box look by clicking the color swatches. A sample callout and legend row show your choices as you change them; when the editor was opened from a callout on the chart, that callout shows them too and goes back when the editor closes, and **Save** also applies the new template to that callout. **Edit...** changes the selected template's name, steps and look, and **Rename...** and **Delete...** manage it. **Save template...** replaces the selected template from the selected chart legend after asking, and **Save as new template...** makes a new one from it. Changing a template never changes legends already on the chart.

A callout template is a list of numbered steps with a look. Apply it to a callout to lay the steps out on the chart.

Template name

Number of steps

- 1 one test
- 2 TWO
- 3 THREE
- 4 FOUR
- 5 FIVE

☐ Use my Numbered Callout default look

☒ Choose the look

Callout Text background Line width

Callout text size Leader ☒ Bold callout text

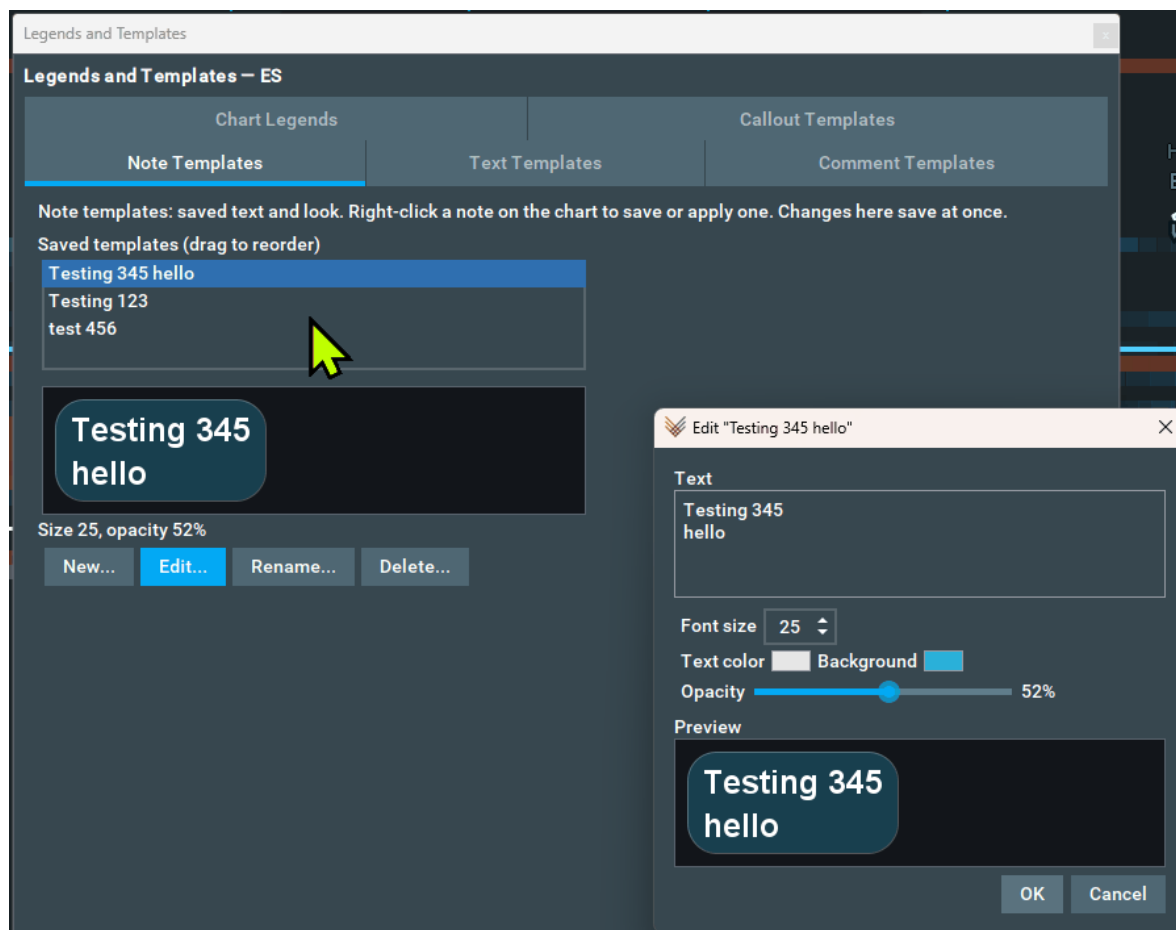
Legend text Legend background Opacity %

Legend text size ☐ Bold legend text

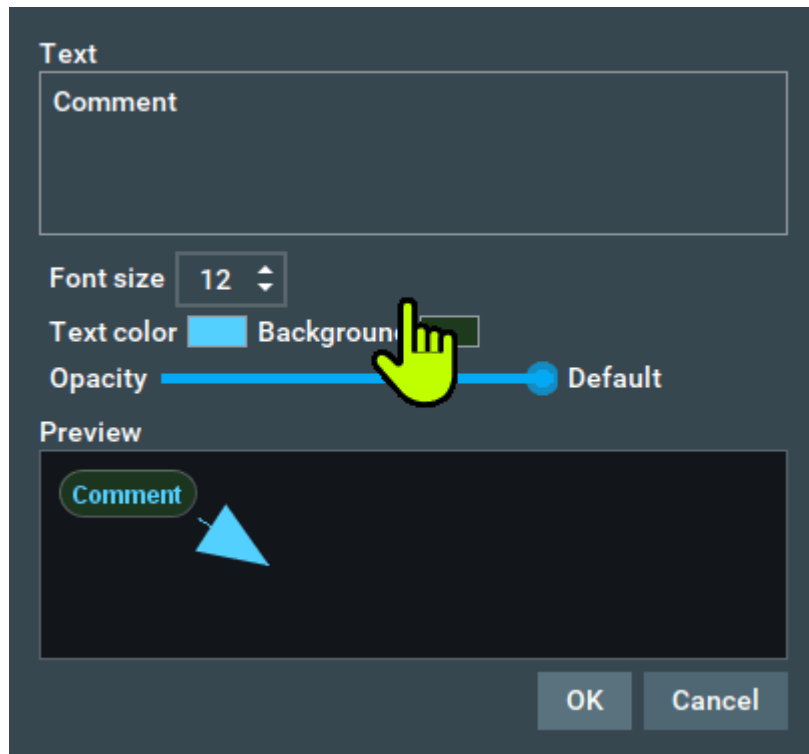


The callout template editor, opened with New... on the Callout Templates tab

Note, Text label and Comment templates. Applying one sets the drawing's text, font size, colors, fill and opacity, and for a Comment its leader and arrowhead; the drawing stays where it is and on its layer, and a Comment's box and target do not move. Each type keeps its own list of up to 16. The **Note Templates**, **Text Templates** and **Comment Templates** tabs list them (drag to reorder) with the selected template drawn as it looks on the chart, and have **New...** (a template from your default look), **Edit...**, **Rename...** and **Delete...**. The editor has the text, font size, text and background color swatches and opacity, and shows a live preview of the drawing as it will look on the chart. The value next to the opacity slider reads **Default** until you move it, and a slider you do not move keeps the default opacity. A Comment's leader line, arrowhead and target price are set on the chart and saved with **Save template**. A drawing placed from a template matches it, whatever the type's **Set as default** look is. Editing or deleting a template does not change drawings already on the chart.



The Legends and Templates window on the Note Templates tab, with the template editor open



The Comment template editor; the preview shows the leader and arrowhead

Dragging a template in any list shows a faded copy of the row and a gold line where it will land.

6.3 Long and Short positions

One click places the entire position at the entry: the stop seeds one way and the target the other, direction-correct. The defaults are a 3.0-point stop and a 6.0-point target, and both are set in **Settings > Drawing > Long / Short position defaults**.

Drag the entry, stop and target independently. The box is horizontally resizable. Dollar figures use the symbol's \$/point value from ADT's list. The list covers the CME equity index, metals (including copper, platinum and palladium), energy (including heating oil, RBOB and the E-mini crude and natural gas contracts), Treasury (ZB, ZN, ZF, ZT) and major currency (6E, 6B, 6A, 6C, 6S, 6N, 6M and the micro 6E, 6A and 6B) contracts. For a symbol that is not in the list, the position shows ticks, points and R:R but no dollar figure until you type a value in **\$ per point (manual override)** on the Drawing tab (grains and 6J are not in the list). A saved value of exactly 50 from an earlier version counts as not typed. With **Auto-detect \$/point from the symbol** off, the typed value is used for every symbol. Price range dollar figures follow the same rule.

Duplicating a position copies its stop and target with it, so the copy has the same R:R and risk.

Double-click a Long or Short position to choose whether its R:R readout shows **Ticks**, **Points**, or **Ticks + points**, and whether the dollar figures are shown. **R:R text pos** set to **Top** keeps the whole label above the position box; **Bottom** keeps it below. The same **Readout** choices are available on Price range drawings, whose Top and Bottom placements also keep the whole label outside the selected boundary. **Set as default** stores these choices for new drawings of that type without changing drawings already on the chart.

It is a drawing, not an order.

6.4 Consolidation brackets

Cons+ and **Cons-** each drop a band anchored at the clicked time that extends right, with a movable **HVN line** inside it. The two tools differ in the default color a new bracket is stamped with.

Drag the band's top and bottom edges to set the consolidation high and low, drag the bracket to move it, and drag the HVN line to the high-volume node. The HVN line stays inside the band. To hide the HVN line on a bracket, clear **Show HVN line** in its editor or in the bracket's right-click menu; the band, price tag and label keep their own settings.

Double-click a bracket for its editor. A padlock at the bracket's top-left corner locks its position; it is shown on hover while unlocked and shown permanently while locked. A locked bracket refuses every drag, but you can still select it, open its menu, and open its editor.

Hovering a bracket line shows that line's price in a tag at the right edge of the chart, so it stays readable when the bracket's anchor has scrolled off to the left. This is controlled by **Show prices on hover** and **Hover price offset (px)** on the Zones tab.

New-bracket colors, fill and opacity live in **Settings > Zones > Consolidation brackets**.

6.5 Line styles and the live edge

Lines can be **Solid**, **Dashed**, **Wide dash**, **Dotted**, or **Dash dot**. Angled tools support extension; on a channel this extends both rails.

The **Live edge** section of the Drawing tab holds **Keep entire drawings left of the live order line**, **Keep drawing anchors left of the live order line**, a manual **Live-edge offset (px)** nudge, and **New drawings project past the live edge (default)**.

Price tags and labels on H-Lines, Rays, consolidation brackets and Fibonacci levels stay inside the visible chart. With **Tag position** at **Far right**, a line that projects past the live edge, or runs to the chart's right edge when **Keep entire drawings left of the live order line** is off, has its tag and label just inside the chart's right edge. A Fibonacci level label on the right side moves left of the edge when its level line ends there.

6.6 Price-cross alarms

An H-Line or ray can carry an alarm. Its editor has an alarm section with a direction choice, a repeat option, an option to speak the drawing's name, and a per-drawing sound.

The global switches are on the Drawing tab under **Angled tools & alarms**: **Line-cross alarm sound** turns the sound on or off, **Alarm sound** picks Beep, Chime, Ding, Bell, Alert or Knock, **Test** plays it, and a separate voice option is marked experimental because it depends on your operating system's speech engine.

Show alarm markers on chart controls the small bell marker drawn at the line.

Each contract is checked on its own prices. With two contracts of one symbol open, for example ESZ6 and ESH7 during a roll, prints from one contract never set off the alarm for the other; an alarm fires when a contract's own price crosses the line. A fire-once alarm still fires once per drawing.

Trend lines and channels can carry an alarm too. On a channel both lines have alarms, and moving the channel, dragging either line, or changing its alarm settings re-arms both lines.

A trend line, channel or ray alarm checks the line where the chart draws it at the chart's own time, so in Replay it follows the Replay time, not the computer's clock. A Segment trend line is armed only between

its two anchors, and a ray only from the time it starts.

Consolidation brackets do not carry alarms.

7. Selecting and editing drawings

- **Select:** single-click a drawing. Selection is two-way with the Objects window: pick a row and the chart highlights, pick on the chart and the row highlights.
- **Double-click** a drawing to open its editor. Every type has one.
- **Right-click** a drawing for its menu.
- **Undo / Redo** from the palette header or the hotkeys. The depth is set by **Undo history depth (0-200)** on the General tab, default 50. Setting it to 0 turns Undo off. A typed depth takes effect when you press Enter, leave the field, switch tabs or close Settings; the arrow buttons take effect at each step. If the new depth is lower than the number of changes Undo holds now, ADT asks first, because the oldest changes are removed; answering No keeps them and puts the field back.
- Every editable text, number and time field selects all of its content when it gains focus, so you can type straight over an existing value.

7.1 How editing works

Editing, moving and locking an existing drawing happen in the add-on's Select mode. Choose the **Select** tool, then click to grab, move or resize, or **Shift+right-click** the drawing to lock or unlock its position.

When you resize a Price range, Rectangle, Ellipse or R.V.P. by an edge or corner, the edges you did not grab stay where they were when the drag started, even if you drag past them and back. A Price range can be dragged through its other edge and then reads the distance from that fixed edge to the pointer. A Rectangle or Ellipse stops at its other edge, at least one tick tall.

Under Bookmap's current add-on interface the hover affordances for editing an existing drawing, such as grab handles and resize edges, resolve in Select mode. This is expected behavior rather than a fault. A locked bracket can still be unlocked from its permanently shown padlock in any mode.

A completed lock or unlock is one Undo step.

7.2 Set as default

Set as default, on every editor and every right-click menu, captures that drawing's style as the default for **new** drawings of the same type: color and opacity, line style and width, arrow size and head style, text size, and the label settings. For a note or comment it captures the text styling and the leader line, never the text itself.

Existing drawings are never restyled.

Reset drawing defaults... on the Drawing tab restores the standard style for new drawings and clears every per-type value you have set. Existing drawings keep their current look, because each drawing's style is written onto the drawing itself before the defaults are cleared. Window positions, hotkeys, schedules, journal and alarms are unaffected.

8. Storyboard

(Advanced — enable Storyboard in Settings > General > Interface mode.)

Storyboard is a preparation tool for teaching and review. You organize drawings into ordered steps ahead of time, then reveal them one step at a time so an audience does not see the whole picture at once.

The first time you check the **Storyboard** box, ADT explains what it is and asks you to confirm with **Enable Storyboard** or **Not now**. **Not now** leaves it off.

Storyboard lives on its own tab in the Objects window.

8.1 Preparing a story

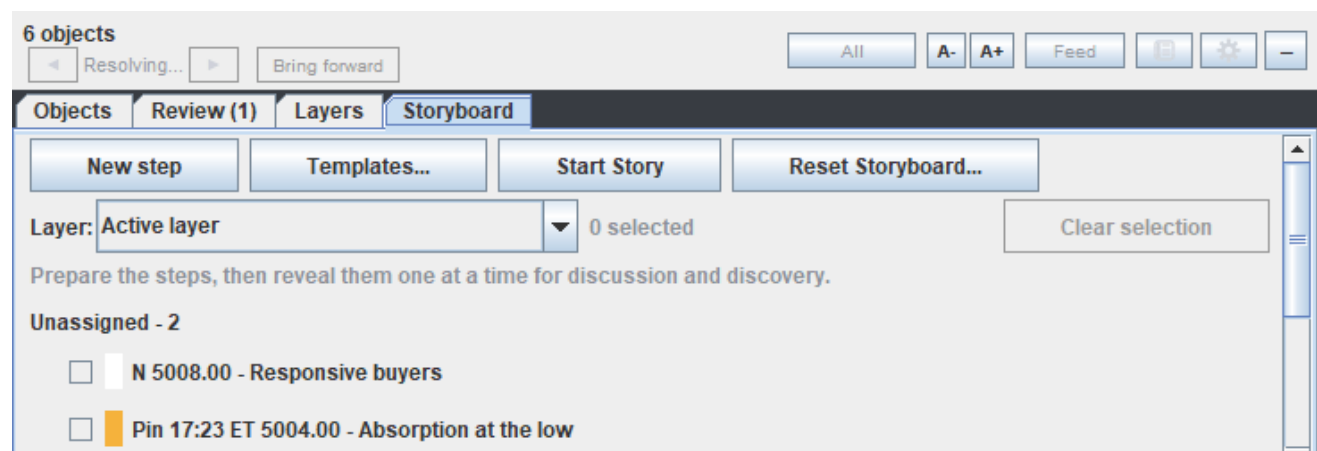
The action row carries **New step**, **Templates...**, **Start Story**, and **Reset Storyboard...**. **Start Story** is available once at least one step exists.

Below it, a **Layer:** filter narrows only the Unassigned candidate list. It never changes existing membership. Beside it a count reads how many drawings are selected, with a **Clear selection** button.

Drawings you have not assigned appear under **Unassigned**. Each step appears as its own section headed with its position, its name, and how many drawings it holds. Each step header carries **Add selected (N)**, arrows to move the step earlier or later, **Rename**, and a trash button that deletes the step while keeping its drawings.

To assign a drawing, select it and press **Add selected** on the target step, or drag its row. You can also drag step headers to reorder steps, and drag drawings within and between steps.

Templates save and reuse step *names* only. They never store drawings or assignments.



The top of the Storyboard tab

8.2 Remove versus Delete — read this before you use Storyboard

This is the single most important distinction in Storyboard.

Remove takes the drawing out of the step. **The drawing survives** — it stays on the chart and returns to the Unassigned list.

The Delete key destroys the drawing itself, everywhere. It is removed from the chart and from every step it belongs to. It is not a Storyboard-scoped action.

A drawing you have selected by clicking its row in the Storyboard panel will prompt before the Delete key destroys it. The confirmation is titled **ADT — Delete drawing** and states:

Delete this drawing?

This deletes the drawing itself, everywhere. It is not just removed from the Storyboard: it disappears from the chart and from every step it belongs to.

To take it out of this step and keep the drawing, cancel and use the row's Remove button instead.

Undo restores a deleted drawing and its Storyboard step.

The confirmation cannot be turned off, and there is no "do not ask again" option.

Two things to be clear about:

- The prompt appears when the drawing was selected from the **Storyboard panel**. Deleting a drawing selected from the chart, from the Objects tab, or from its editor behaves as it always has and does not prompt.
- Undo restores either action. Undo after **Remove** puts the drawing back in its step; Undo after **Delete** restores the drawing and its Storyboard membership.

If you only want the drawing out of this step, use **Remove**.

8.3 Playing a story

Start Story hides the drawings assigned to steps you have not reached yet. Unassigned drawings stay visible throughout, as do drawings in steps already revealed.

Playback opens a small always-on-top controller window titled **ADT - Storyboard** with a status line and four controls:

Control	What it does
Back	Step back one step.
Next	Reveal the next step.
Show All	Reveal everything. The same button then reads Resume and returns you to the step you were on.
Exit	End playback and restore the normal chart.

Show All and **Resume** are one button, not two.

Playback only changes what is shown. It never changes a drawing, so **Exit** puts the full scene back. Closing the controller window does the same thing as **Exit**.

9. Quick Annotations

(Advanced — enable Quick Annotations in Settings > General > Interface mode.)

Quick Annotations is a tray of preset stamps for marks you place repeatedly: ten to start, up to fifteen, and always at least one. The window is titled **Advanced Drawing Tools — Quick Annotations** and has a drag grip on its left edge.

Each preset holds a glyph, a caption, a color, a background color, a text color, and a position. The gear button at the end of the rail opens a menu with **Add quick annotation**, an **Edit quick annotation** submenu, an orientation item that switches between a horizontal row and a vertical column, a density item that switches between showing the wording and glyph-only, and **Hide Quick Annotations**.

The preset editor has six fields: **Glyph**, **Caption**, **Color**, **Background** and **Text** (each color with a **Use default** button), and **Position**. Background colors the stamp's box and Text colors its caption. Position is both the place in the tray and the stable hotkey slot, so *Arm Quick Annotation 3* always arms the preset in position 3. Moving a preset into an occupied position swaps the two. Only positions 1 to 10 have hotkeys (*Arm Quick Annotation 1 to 10*); positions 11 to 15 are armed by clicking their tile.

Placing is two steps and never happens by accident:

1. **Arm** a preset by clicking its tile, pressing its bound hotkey, or pressing Space or Enter on a focused tile. Clicking the armed tile again disarms it. Arming creates nothing.
2. **Place** it with one click on the chart. The stamp is placed once and the preset disarms.

A placed stamp keeps the glyph, wording and colors it had at the moment you placed it, so later edits to a preset never rewrite stamps already on the chart. To change one placed stamp, right-click it and choose **Edit...**: its editor has the same **Background** and **Text** colors.

Right-click a tile to edit that preset. A note under the tiles says so; it follows the **Show drawing hints on the chart** option on the Drawing tab. Arming any other tool cancels a pending Quick Annotation.

Drag a tile onto another tile to swap their positions (the drag starts after a few pixels, so a plain click still arms the tile). While you drag, a faded copy of the tile follows the pointer, the tile you picked up is dimmed, and the tile it will swap with is outlined. Press Esc to cancel the drag. Hotkeys follow the new positions.

While a preset editor is open, the window's X button closes only the editor (the same as **Cancel**) and returns to the tray at the size you gave it.

The rail switches between showing captions and glyph-only automatically as you resize the window.

10. Range Volume Profile

Two clicks box a time and price range. Every trade executed inside the box is counted. The box's left edge is the shared anchor: volume bars grow right inside the box, while signed delta bars grow left without a second box, background, or border. A positive delta means aggressive buying was greater than aggressive selling at that price; a negative delta means the reverse. Bar length shows magnitude, and the buyer or seller color shows the sign. The count uses the market's executed trades, never your own fills.

R.V.P. delta and ADT CVD count each trade's side the same way Bookmap does: a trade Bookmap marks as bid aggressor is an aggressive buy. Versions up to 1.4p counted those trades as sells in the R.V.P. delta, so for the same trades the delta bars now show the opposite sign and color to 1.4p; volume, mPOC and value area do not change. The **Buyers** color still means aggressive buyers. If you swapped the **Buyers** and **Sellers** colors to work around this, they now show reversed until you swap them back. Saved and shared R.V.P.s recalculate when they load, and in a room or share with someone on an older version the delta colors show opposite until that person updates. With **Diagnostic logging** on, each R.V.P. calculation writes one line to the ADT log with every row's price, buy volume, sell volume and delta, for comparison with Bookmap's Session Delta column.

To draw a profile every day over the same time window, right-click **R.V.P.** on the palette and choose **Schedule R.V.P...**; it opens Settings on the **Scheduled** tab (section 16.5.1).

New R.V.P.s cap volume at 240 screen pixels and delta at 180 screen pixels by default, so a wide time range does not create excessively long bars. Both limits are adjustable. A width of zero lets volume use

the full box or delta use all available space to the left edge of the viewport. The two sides normalize independently, so a very large volume row does not flatten the delta view.

The value area is 70% by default and is adjustable from 1% to 100%. It starts at the Micro VPOC (mPOC) and adds the larger adjacent price row until it reaches the selected percentage; an equal choice goes to the lower price. Rows inside the value area use their own color, while the outer tails keep the volume color. Finite **VAH** and **VAL** markers stay within the capped volume area.

An R.V.P. cannot be dragged, resized, or placed past the live price line; its right edge stops on the line.

Double-click the box to open its editor, titled **R.V.P. Appearance**. Its sections are:

Price range — Auto high/low for selected time range is on for a new profile. It uses the lowest and highest traded prices inside the selected horizontal time range, so the visible box and its chart selection agree with the traded range. Turn it off to use the currently accepted traded high and low as the drawing's new manual top and bottom; the selected time range and volume profile do not jump. Cancel restores the bounds and appearance you opened the editor with. Existing drawings remain manual when first loaded. Turning Auto high/low on for an existing drawing recalculates it at once: Range High, Range Low, mPOC and the value area then come from the traded range, with no chart reload. If the selected time range has no usable trades, the drawing remains recoverable and ADT does not invent price bounds. Scheduled R.V.P. remains automatic.

Volume — Tail color, Opacity, **Max width (px)**, a **Show profile** choice of Always, On hover or Hidden, and **Show volume values**, which prints each price level's traded volume on its bar. When zoom collapses several price rows into one band, the band shows one summed value; zooming back in restores the exact per-price values. Numbers that cannot fit are hidden, and zoom never changes the underlying counts. At far-left Profile opacity, a regular R.V.P. is completely off on the chart and captures no chart clicks; it remains available in Objects for editing or deletion.

Value area — Show value area and VAH / VAL, Color, and **Volume %**. Changing the percentage or colors redraws the retained profile immediately without requesting the trade data again.

Delta — Show signed delta bars, Opacity, Max width (px), and the **Buyers** and **Sellers** color swatches. Delta bars always end at the left box anchor and extend outward to the left; they never enlarge the box's selection, drag, or hit area. Delta opacity is independent of Volume opacity, so fading one side never fades the other.

Range box — border color, opacity, thickness and style, plus fill color and opacity. Line styles are Solid, Dashed and Dotted.

Range High / Low extensions — a color, thickness and style for each of Range High and Range Low; **Extend Range High to the right; Extend Range Low to the right; Auto-extend right (follow live price); Show Range High label; Show Range Low label**.

Micro VPOC (mPOC) — the mPOC marks the box's most-traded price. Alongside color, opacity, thickness and style there is an **mPOC style** choice with two looks, only one of which shows at a time:

- **Line** — a straight line across the box at the current mPOC.
- **Migration path** — a step line showing where acceptance moved as the profile developed.

This section also holds **Show mPOC, Extend mPOC to the right, Show mPOC label**, and a **Label opacity** slider. Note that Label opacity is one shared control: it fades the Range High and Range Low label chips as well as the mPOC label.

The footer has **Set as Default**, which saves the current appearance as the starting point for new R.V.P.s, and **OK** and **Cancel**. Cancel, Esc, and closing the window all roll back to the appearance you started with. Every change previews live before you commit it.

10.1 Following live price

Two ways to bring a profile up to the live edge:

- **Extend R.V.P. to live** — a hotkey. Hover a profile and press the key; its right edge jumps to the current time as an ordinary undoable edit. It costs nothing until pressed. A locked box refuses.
- **Auto-extend right (follow live price)** — a checkbox in the editor and a **Toggle R.V.P. auto-extend** hotkey. While it is on, the right edge follows the clock and the profile re-counts as it develops. It is off by default because it uses more resources than a fixed profile.

How often an auto-extending profile re-counts is set in **Settings > Drawing > R.V.P. > Auto-extend update rate**, which offers 2, 5, 15, 30 and 60 seconds. The default is 5 seconds.

10.2 In replay

In Bookmap Replay, R.V.P. is built from that instrument's trades as the replay plays, keeping buy and sell volume separate, so volume, delta, value area, VAH, VAL, mPOC and the migration path all come from the replayed trades. It never counts a trade beyond the point the replay has reached on the heatmap.

A fixed profile whose right edge is still ahead of the replay clock is marked as developing and counts only the part already reached. Once the replay clock passes its right edge, it closes on that edge. An auto-extending profile follows the replay clock. Rewinding removes the part after the new clock position and recalculates. R.V.P.s saved in a replay archive day work the same way and cannot be edited.

Replay trade history is kept in memory for the current session and instrument only. It is discarded when the instrument closes, ADT returns to Live, or the add-on is turned off; no market data is written to disk or sent anywhere. If the history is malformed, out of time order, or larger than ADT can hold, ADT shows no profile rather than a partial one.

Status messages on a profile: R.V.P. loading while Bookmap is still sending history, R.V.P. developing while a profile is being built, R.V.P. no trades for a range with no trades in it, and R.V.P. unavailable when the data for the range cannot be read.

There is a limit of 128 active profiles across your drawings.

11. The Objects window

The window is titled **Advanced Drawing Tools — Objects** followed by the instrument, for example **Advanced Drawing Tools — Objects — ESZ5**.

Its header shows the object count, then a session-scope line and a day navigator with back and forward arrows around the day label and a **Bring forward** button. Browsing a prior day's saved file is read-only; **Bring forward** pulls that day's drawings into the current day, and is additive — it never removes or changes anything already there.

Also in the header: an **All / This day** filter (the default is All, and it affects the list only — the chart still shows every drawing), **A-** and **A+** for this window's text size independently of the palette, a **Feed** button, a journal button, the settings gear, and a collapse control.

A long row is shortened and ends in "..."; hover over it to see the full text in a narrow tooltip that wraps onto more lines.

The numbered callouts of a legend fold under one row, **Legend: name (N callouts)**, closed at first. Click the arrow or the name to show or hide its callouts, which appear indented under it. The legend row's **Persist** sets Persist for all of its callouts, its pencil opens that legend in the Legends and Templates window, and its trash deletes the legend and its callouts together (one Undo restores them). Callouts in no legend keep their own rows.

The center tabs are:

Tab	What it holds	Mode
Objects	Every drawing on this chart.	Both
Review	Your reference markers in time order. The tab title carries a count, for example Review (1).	Both
Layers	Organize drawings into layers.	Advanced
Storyboard	Assign drawings to presentation steps.	Advanced

Each row in the Objects list carries a color chip, a label that combines the drawing's name, its type and its price, its layer in muted text, a **Persist** checkbox, an eye button, an edit button, and a delete button. Objects with **Persist** checked show on every session rather than only the day they were drawn.

The **eye** hides or shows that one drawing on the chart. A hidden drawing stays in the list with grayed text, is not drawn, cannot be clicked on the chart, and stays hidden after a restart. On a legend row the eye hides the legend and all of its callouts together. While anything on the chart is hidden, **Show all hidden (N)** at the top of the Objects tab brings it all back.

At the foot of the Objects tab sit the scheduled-lines summary and an **Add scheduled line** button. At the very bottom of the window is a **Delete all** control, which is confirmation-guarded and scoped to the current session date.

The **Feed** button opens a chooser that maps the chart tab to a market's drawing store, so two chart tabs on the same instrument share one set of drawings. Different instruments are never merged unless you map them. The mapping is remembered.

Below the list is the **Share** area, separated by a draggable splitter whose position is remembered. It can be collapsed, and a **Detach** button moves it to its own window and back.

Closing the window with X hides it and destroys nothing.

12. Layers

(Advanced — enable Layers in Settings > General > Interface mode.)

Layers group drawings on one instrument. Drawings that are not filed into a named layer live on the **Scratch Pad**. You can have up to eight named layers per instrument.

12.1 The quick-layer strip

The palette carries a strip of slots: **S** for the Scratch Pad, then a numbered slot for each layer, a **+** token for preserved legacy layers beyond eight, and a Room slot when one applies.

Gesture	Result
Single click	Select that layer as the destination for new drawings.
Double-click	Show or hide that layer.
Right-click	On S , offer Delete all drawings in Scratch Pad... ; on a numbered slot, open layer actions including Delete all drawings in this layer...
Shift + right-click	On a numbered slot, lock or unlock that layer. On S , do nothing.
Space or Enter on a focused slot	Select it immediately.

ADT deliberately waits through your operating system's double-click interval before completing a single click, so it can tell the two gestures apart without briefly selecting a layer you meant to hide. A shorter Windows mouse double-click interval makes the switch faster.

Choosing **Delete all drawings in Scratch Pad...** or **Delete all drawings in this layer...** asks **Yes / No**, shows the exact eligible count, and deletes only that destination's drawings for the current instrument and session as one Undo step. **Undo** restores the same drawings in their original positions; **Redo** removes them again. The Scratch Pad or named layer itself stays available, and persisted/global drawings are kept. Markers, Replay-protected drawings, named-layer drawings when cleaning Scratch Pad, other instruments, and other sessions are also kept. The action follows the layer itself, not its slot number, so adding, deleting or reordering layers never makes an open menu delete a different layer. Locked named layers refuse the action. The Scratch Pad has no lock, so Shift+right-click on **S** does nothing.

12.2 The Layers tab

The tab lists the Scratch Pad, the shared Room row, and each named layer, with an action row carrying **New layer** at the top and a **Tool routing** summary at the bottom.

Each named layer row has:

- Its number, name and drawing count, for example 2. Structure - 2.
- A **scope** control choosing Local or Shared. Local stays private; Shared is eligible for copying, files, and cloud sharing.
- **Show** (an eye) to hide or show the layer.
- **Lock** to make its drawings read-only.
- **Rename** and **Delete**, both disabled while the layer is locked.
- An **Active / Use** button. The active layer's button reads **Active**; every other layer reads **Use**.

The Scratch Pad cannot be locked, renamed, or deleted.

Deleting a layer that still holds drawings asks where those drawings should go, and tells you whether the destination is Shared or Local before you commit. Drawing identity, geometry, Persist and Storyboard membership are all preserved by the move.

12.3 Reordering layers by dragging

Drag a layer's header row up or down to reorder the layers. Dropping on the top half of another layer's header places the dragged layer before it; dropping on the bottom half places it after. An insertion line shows exactly where it will land.

The new order is saved, survives a restart, and is restored by one Undo. Reordering rennumbers the layers, which also rennumbers the quick-layer slots on the palette.

Two restrictions, both silent:

- A **locked** layer cannot be dragged, and nothing can be dropped onto a locked layer. The refusal is deliberate and nothing moves.
- The **Scratch Pad** and the shared Room row cannot be dragged.

Dragging a *drawing* is a separate gesture. Dropped within its own layer it changes the order it appears in the list, which is presentation order only and does not change what is drawn on top on the chart.

Dropped on another layer it moves the drawing there. Dropped on a layer header it goes to the head of that layer.

12.4 Layer cues

- An **orange dog-ear** in a slot's top-right corner means that layer currently holds drawings.
- A **padlock** in the bottom-right corner, with the slot dimmed, means the layer is locked.

12.5 Recovering drawings whose layer is gone

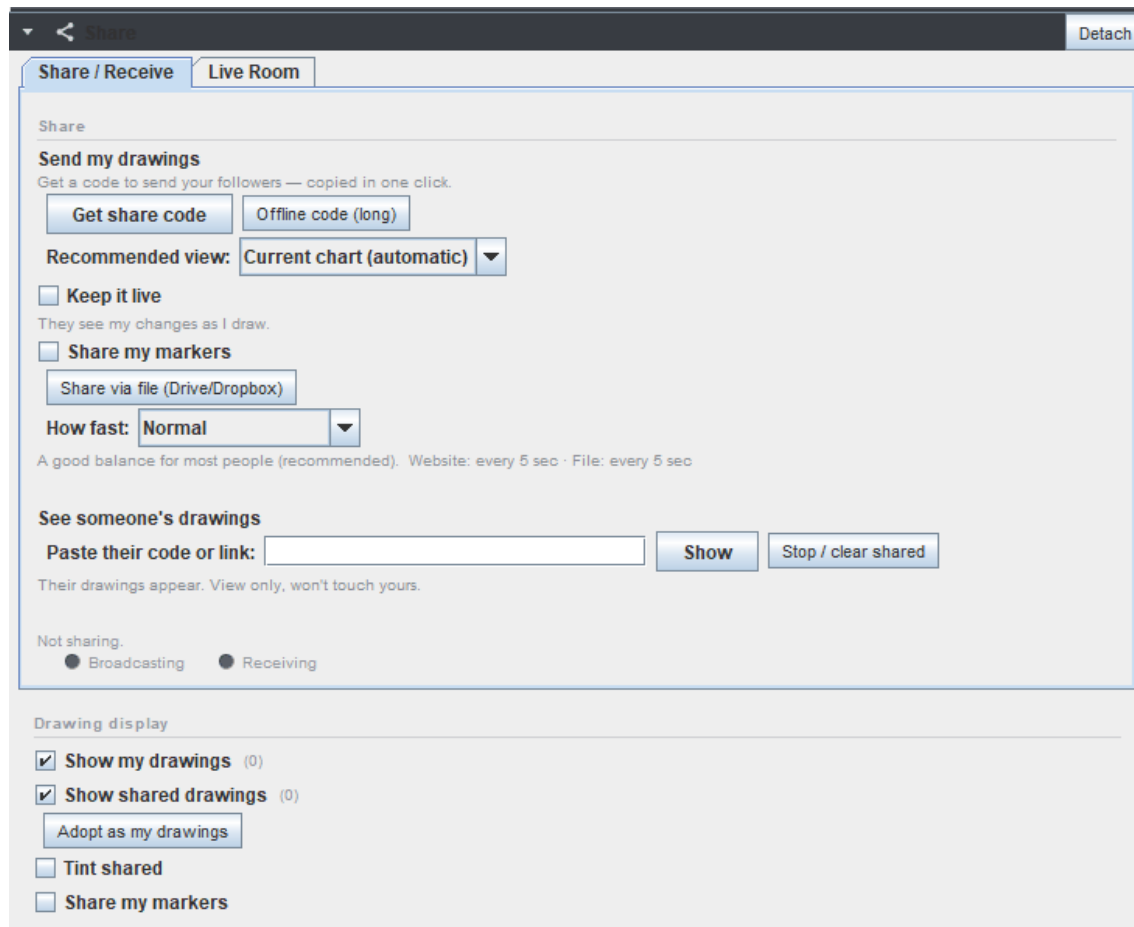
ADT never silently repairs or hides a drawing whose saved layer no longer exists. Its row reads **[Layer missing]**, and the Layers tab groups it under **Unfiled drawings (recovery)** with a **Recover to Scratch Pad** button on each row. Recovery is explicit and undoable; Undo restores the original missing-layer information.

13. Sharing drawings

Sharing lives in the Objects window's **Share** area, on the **Share / Receive** tab. The settings window's **Share** tab carries only an **Open Share panel** button and the **Allow SDES cloud** permission, so there is one place the controls actually live. Beside Share / Receive sits the **Live Room** tab, which is section 14.

Share / Receive has two groups, **Send my drawings** and **See someone's drawings**, with a **Drawing display** strip below the tabs that applies to both. **Detach** pops the whole Share area out into its own window, and it docks back at any time.

Allow SDES cloud is the master permission for short codes and live cloud sharing. With it off, ADT makes no share-related network connection at all; offline codes and files still work. Turning it off disables the cloud buttons and states the reason rather than hiding them.



The Share panel in the Objects window

13.1 Sending your drawings

Control	What it does
Get share code	Uploads only the drawing data and copies a short code. Requires the cloud permission, and the first use asks for your consent.
Offline code (long)	Produces a self-contained code with no server involved. Paste it to anyone over any channel.
Recommended view	Chooses what the recipient sees, for example <code>Current chart (automatic)</code> .
Keep it live	Broadcasts your drawings continuously so the people watching see your changes as you draw.
How fast	The broadcast rate, for example <code>Normal</code> .
Share via file (Drive/Dropbox)	Saves a one-time snapshot to a readable CSV you can put in a shared folder.
Share my markers	Includes your reference markers and their notes in what you broadcast. Off by default, which keeps markers private.

Note that **Keep it live** is the continuous broadcast; **Share via file** is a one-time snapshot.

While a broadcast is running, a calm status tag stays visible at the top of the chart even when the Share panel is closed. Receiving someone else's drawings is never labeled as broadcasting.

13.2 Receiving someone's drawings

Paste their code or link into **Paste their code or link:** and press **Show**. Received drawings land in a separate shared layer and never merge into your own drawings unless you choose **Adopt as my drawings**, which is undoable.

If that chart already holds received drawings, ADT asks you to choose before another code replaces them, so a new code cannot silently discard what you are looking at. The dialog is titled **ADT — Replace shared drawings** and offers three answers: **Adopt current, then show new**, **Clear current and show new**, and **Cancel**. Adoption has to finish successfully before the new set appears, and Cancel changes nothing.

Stop / clear shared stops following a broadcast, clears the code box, and removes their drawings from your chart. It does not stop your own broadcast and never touches your own drawings.

Below the tabs, the **Drawing display** strip applies everywhere: **Show my drawings** and **Show shared drawings**, each with a live count, **Adopt as my drawings**, and **Tint shared**, which puts an accent on shared drawings and is off by default.

A status line with **Broadcasting** and **Receiving** indicators shows what is currently active, and reads Not sharing. when nothing is.

14. Live rooms

A live room is a shared drawing session. One person draws and everyone in the room watches the same canvas on their own chart, in real time. The panel puts it this way: *Join a live room to see the host's drawings on your own chart. Everyone is on Bookmap; the website is just the relay.*

A room needs an internet connection. Section 14.8 states exactly what leaves your machine.

The controls live in the Objects window's Share area, on the **Live Room** tab, beside the **Share / Receive** tab covered in section 13. A third tab, **Host**, appears only while you are hosting an active room.

You can be in **one room at a time**, and a room is bound to **one instrument**, which everyone in it sees. Starting or joining a second room while one is live is refused with the reason stated: A room is live for <instrument> – leave it first.

A room admits up to **100 logical members**, including the host. The host's authenticated ADT connection and the web console it opens share one host seat, not two. When the room is full the next person is refused in plain words — This room is full (100 people). Press Retry after a seat opens. — the Join button becomes **Retry**, and ADT waits for that deliberate press instead of looping reconnect attempts against a full room.

A live room and a cloud broadcast never run at the same time. While you are in a room the **Keep it live** controls are disabled and give the reason, In a live room – leave the room first, and joining a room while a cloud broadcast is running is refused rather than allowed to half-work.

14.1 The room's drawings are not your drawings

This is the point to understand before anything else.

The room's drawings arrive as a **separate, read-only collection** that sits alongside your own. They never mix into your drawings, they are never written to your saved files, and your own drawings are

never streamed into the room on their own.

You can see the separation in two places. The Objects window's **Layers** tab lists the room as its own row, **Shared Room — read-only**. The palette's quick-layer strip gains an **R** slot, which appears only on that room's own chart; with no room live its tooltip reads *Room layer (appears while you are in a live room or viewing received room drawings)*.

Because the two are separate, leaving a room, being removed from one, or a host clearing one never touches your own drawings. When a room ends for you, ADT does not silently discard what was on screen: it asks whether to keep the room's drawings, and copies them to a destination you choose if you say yes.

While a room is live a calm tag sits at the top of the chart, so the state is never a guess. It reads **ADT — Live Room active — you have the pen** or **ADT — Live Room active — no pen**.

14.2 Hosting a room

Host a room, under **Host a room (one click)**, does the whole setup in one press: *One click generates a room + host token, joins as the host (you hold the pen), and opens the web console already hosting.*

Two things may be asked on the way.

- **Which instrument**, if more than one chart is open. Everyone in the room sees that instrument.
- **What the room starts with**, if the chart already has drawings on it. **Broadcast my current drawings** copies them onto the room's canvas; **Start clean** begins the room empty. Either way your own drawings stay yours, and Start clean simply keeps them out of the room layer.

To host manually instead, fill in the **Room code**, **Your handle (nickname)** and **Host token (from the web console)** fields, tick **I'm hosting this room**, and press **Join room**. Hosting with an empty token is refused and says so.

Hand the room out with the two buttons beside the code. **Copy** copies the code. **Link** copies a shareable join link, which carries the room code and nothing else — never the token, never your handle.

14.3 Joining a room

Set up / join a room shows the setup fields, and they collapse themselves again to **Room setup** once you are connected.

Field	What it is
Room code	The code the host gave you, or your own when hosting.
Your handle (nickname)	The name other people in the room see. You choose it, and it is required to join.
I'm hosting this room	Tick it only if you are running the room. Off joins as a viewer.
Host token (from the web console)	The host's write token. Masked so it is not exposed on a shared screen; Show reveals it.
Relay URL	The room relay endpoint, <code>wss://sdes.dev/abdt/share/room</code> by default.

Press **Join room**. **Leave room** is deliberately two-step: the first click arms it, relabeling to **Confirm leave? — or End room?** for a host, because a host leaving ends the room — and reverts on its own if you do nothing.

A room holds up to **100 people**. Beyond that the refusal is stated plainly and ADT waits for you rather than hammering the room: This room is full (100 people). Press **Retry** after a seat opens. The **Join room** button becomes **Retry**.

14.4 The pen

Only the pen holder can add new drawings to the room. The pen is a state the host passes around, and it gates adding only.

- Holding it, the panel reads You have the pen – new Room drawings are shared live.
- Without it: No pen. Request it to add new Room drawings; you can still edit your own.

Not holding the pen does **not** take away your ability to move, resize, restyle or delete the room drawings **you** drew. Other people's drawings stay protected from you, and the host can moderate any drawing in the room.

How the pen moves

- The host presses **Take the pen** to take it back instantly, or **Revoke pen** on the Host tab to take it from whoever holds it.
- The host, or a moderator, passes it with **Pass pen** on a participant's row.
- A participant presses **Request the pen**, and **Cancel request** to withdraw. Their line then reads Pen requested – waiting for the host. Or Pen requested – you're #2 in line.

Pen requests are off by default, and only the host can change that:

- **Allow pen requests** — *Let participants ask for the pen and join a queue. Off (default) = you pick who draws; requests are ignored.* Turning it off empties the queue.
- **Queue limit:** the host allows at most **1, 3, or 8 pending requests**, and **the default is 3**. The queue stays first-in, first-out. Lowering the limit never removes anyone already queued; it just closes admission until the queue drains. When it is full the person asking is told: The pen-request queue is full (limit 3). Try again after a place opens.

14.5 Who is who

A room has four kinds of member: the **host**, **moderators**, **participants**, and **web watchers**.

The **Host** tab is where a room is run, and it exists only while you are hosting one. Its **Host console** section carries **Clear drawings**. Its **Manage room** section carries the pen controls above, a moderator count that reads Moderators: 2 or No active moderators, and a **Removed (blocked)** list where every removal can be undone with **Unblock**. Below that, **Participants (N)** lists everyone in the room, **sorted A-Z by handle**, case-insensitively. **Role badges do not create separate groups:** the host, moderator and pen badges stay attached to their own person inside that one alphabetical order, and there are no columns.

Only a host or a moderator sees the roster and the queue at all. To an ordinary participant they do not exist; the room does not tell participants who else is in it.

Moderators help run the room: they can pass and revoke the pen, work the queue, remove and unblock people, and clear the room. They cannot appoint other moderators, change the request switch or the queue limit, hand on the host role, or edit another person's drawings — only the host can do those.

Moderators are appointed from the web room console, not from inside Bookmap. ADT says so on the Participants section rather than leaving you to hunt for a control that is not there.

Web watchers join from the website, without Bookmap, and can only watch. A watcher is tagged with **web** in the participant list, and the tooltip explains the consequences:

Watching from the web room console. They cannot draw, so the pen and the host role are not offered for them. They can still be made a moderator, or removed.

Pass pen and **Make host** are simply not offered on a watcher's row, because neither can ever work for a view-only connection. Anything else the room refuses is said in plain words rather than failing in silence — passing the pen to a watcher, for instance, answers *The pen was not passed. That person is watching from the web room console and cannot draw, so they cannot hold the pen or the host role.*

Make host hands the host role to another participant, who has to accept it. You become a participant when they do.

Remove removes and blocks someone for the rest of the session. It is reversible from the **Removed (blocked)** list.

14.6 Clearing the room

Clear drawings, on the Host console, wipes the room's shared drawings for everyone. It is **not undoable**, so every role is asked first, the host included. The confirmation is titled **ADT — Clear room drawings** and reads:

Clear the room's shared drawings for everyone?
Your own personal drawings are not affected.

A room clear empties the room's canvas and touches nothing else. Cancel does nothing.

14.7 The web room console

The room also has a browser console at **sdes.dev**. **Open room console** reopens it for the host, already hosting the room, which is useful if you closed the tab. The plain join link lets people who are not on Bookmap watch the room, read-only.

The host-only **Host-control recovery (not the pen)** box is deliberately kept apart from the pen controls, because the two have been confused before. **Copy host-control key** warns first that the key grants full host control of the room, and copies only after you confirm with **Copy control key**. Cancel copies nothing.

14.8 What leaves your machine

A room sends your **drawings** and the **nickname you typed**. There is no account and no login: a room is a code and a handle. The panel states it in two places — **No personal data is sent** and **Participants stay anonymous**.

When you host or join a room, the only things that leave your computer are an encrypted connection to sdes.dev, the room code, whether you are hosting or watching, the handle you chose, a random anonymous ownership id, the host token if you are hosting, the instrument name if you are hosting, and your drawings themselves, encoded in the same self-contained format the offline share code uses. That format carries drawing geometry, style and text. It carries no user name, no machine name, no address, no device identifier, and nothing about your trading.

Three details:

- **Your reference markers are not shared unless you say so.** **Share my markers** is off by default, and off means only your drawings are shared. It is the same setting for cloud sharing and for rooms.

- **The host token stays on your machine.** It is held locally, sent only on your own connect and never in a link, and masked in the field so it cannot be read off a shared screen.
- **The join link carries the code only.** The host console link is the one that carries the token, so treat that one as private.

With no room joined and cloud sharing switched off, ADT makes no share-related network connection at all.

15. The Daily Journal

The Daily Journal keeps one page per trading day, shared by every symbol. Quick Notes and Session Notes auto-save, and **Copy day** copies the displayed day's Quick Notes (as the filter shows them) and Session Notes to the clipboard. There is no separate file-save action in the journal.

- **Day navigator** — Prev day, Today, Next day. Past days are read-only history.
- **Quick Notes** — a feed of timestamped entries, each stamped with the symbol of the chart it was saved on and the price at the time you saved it, for example **[19:57:42 ES @ 7749.75]**, and a bias chip. Right-click a note from today to edit it inline; a trash button deletes it. The price keeps the tick precision of the chart it came from (for example two decimals for ES, five for 6E), whichever chart you look at later, and the journal file stores it with those decimals, so fine-tick prices such as ZF, ZT and 6J stay on their tick after a restart. Notes saved by earlier versions show the number as it was saved.
- **Quick Notes filter** — beside the Quick Notes title: **All symbols** (the default) or **ES only** (the active chart's symbol). The choice is remembered. Notes saved before 1.5 have no symbol and show under All symbols only. Older ADT versions still read journal files that carry symbols.
- **Bias chips** — Long, Neutral, Short; mutually exclusive, and the choice is session-sticky. It attaches to the next quick note you save.
- **The note input** — a field that grows from one line to two as you type and caps at what fits in two lines, with a countdown near the limit. Enter saves.
- **Session Notes** — a free-form area for the day, saved when it loses focus, when the window closes, and when you change day.
- **Copy day** — puts the displayed day's page on the clipboard: the Quick Notes the filter shows, one line naming the filter, and the Session Notes.



The Quick Notes filter, with notes stamped by symbol

15.1 Quick Note from anywhere

The palette's pencil button, or the *Quick journal note* hotkey, opens a small popup with the same capped input, the bias chips, and the symbol and price stamp. Enter saves to today's journal; Esc cancels. The popup remembers its own position.

Hide the journal buttons on the palette with **Show journal buttons on palette** on the General tab. The journal is still reachable from that tab and from its hotkey.

15.2 Reference markers and the journal

Drop a reference marker with the *Drop reference marker* hotkey. Markers appear in the objects window's **Review** tab, and a marker that carries a note also appears as a linked entry in that day's journal.

- Re-saving the marker's note updates the journal entry. A blank note means no entry.
- Right-click the marker on the chart and choose **Show in journal** to open that day's page and flash the row.
- The linked journal row carries a pin button that selects the marker on the chart.
- The link survives moves and undo. Deleting either side cleans up after itself.

16. Settings

The gear on the palette, the gear in the Objects window, and Bookmap's Configure panel all open the same settings window, titled **ADT — Drawing settings**. There is one shared tab set, so nothing drifts between the doorways.

The tabs, in order, are: **Drawing · CVD · Fibonacci · Zones · Scheduled · Share · Tool Palette · General · Hotkeys · Diagnostics · Support · About**. The same twelve tabs are present in both Essential and Advanced modes.

16.1 Drawing

- **Price precision — Enforce instrument tick size (recommended)** keeps drawing prices on the instrument's valid increments, for example the 0.25-point tick on ES.
- **Drawing tools (set defaults)** — the defaults for new drawings: line style, line width, H-Line, Ray and Rectangle colors, **Show price label on H-Lines (right edge)**, **Label background**, fill opacity, note text and box colors, note text size, arrow size, arrowhead style, and the \$/point setting with **Auto-detect \$/point from the symbol** and **\$ per point (manual override)** (section 6.3). **New comments use a leader arrowhead (global default)** is here too, as is **Reset drawing defaults...**
- **Placement hints — Show drawing hints on the chart** (on by default): the short text beside an armed tool, such as the Shift tips for the ellipse and trendline, and the right-click note under Quick Annotations.
- **Long / Short position defaults — Stop distance (points)** and **Target distance (points)**.
- **Angled tools & alarms — New trendline extend** (Extend right, Extend both, or Segment only), **New channels draw a center line**, the alarm sound controls, the experimental voice option, and **Show alarm markers on chart**.
- **Live edge** — the two "keep left of the live order line" options, **Live-edge offset (px)**, and **New drawings project past the live edge (default)**.
- **R.V.P. — Auto-extend update rate**.

- **Lock indicators** — **On-chart padlocks**, either **Always show** or **Show on hover**.
- **Vector lines** — off by default. ADT draws with its raster path, which is lighter. Turning Vector lines on routes non-vertical lines through Bookmap's own line engine: crisper at any zoom, but heavier. A vector line shows only on charts of the symbol it was drawn on (for example an ES line on ES contract charts, never on MES or NQ).

16.2 CVD

Tick **Show ADT CVD** to add ADT's own CVD line to Bookmap's bottom graph. It is off until you tick it. The line is a running total of executed buy volume minus sell volume.

- **Line pattern** sets the main line's pattern.
- **Indicator range: Session range** (the default) resets at the trading-day boundary in the **ADT timezone** on the General tab; **Chart range** starts from the left edge of the visible chart. In Live the reset follows the data provider's time, and in Replay the playhead.
- **Minimum accountable volume size** and **Maximum accountable volume size** are optional filters; a trade of exactly that size is counted.
- **Daily reset times** holds up to eight HH:mm times, with **Add**, **Remove** and **Clear**. **Reset now** starts the line from zero now.
- **Split buyers/sellers** draws buy and sell volume as separate lines instead of one combined line.
- **Colors** sets **Positive values** and **Negative values** (green #2ECC71 above zero and red #E74C3C below zero by default), and **Price range** chooses **Compact** (the default), **Include 0** or **Symmetrical**. Bookmap's own "same scale for all indicators" option stays in Bookmap.

At each reset the line starts the new session from zero once. A Replay rewind across a reset starts it again when playback crosses the reset.

For CME ES, NQ, MES and MNQ, ADT CVD shows no values during the 17:00 to 18:00 ET daily break and from Friday 17:00 to Sunday 18:00 ET. Session range starts again from its reset when trading reopens; Chart range keeps its starting point. Other symbols are not affected. Holiday hours are not predicted.

Lines on the CVD graph. In Select mode, right-click a **Ray** or **Horizontal line** on the chart and choose **Add line to CVD**. A matching line appears in the CVD graph at the CVD value of that moment and extends right. For a Ray, that moment is its far-left start, even when the Ray's own extend-right setting is off; moving the start moves the CVD line and takes a new value, while moving only the price keeps the value. For a Horizontal line, it is the chart time where you right-clicked. The CVD line takes the drawing's color, opacity, pattern and width and follows later changes.

A linked Horizontal line's editor shows **Link to ADT CVD** and its **CVD anchor** time. Type a chart time such as **10:00**, which uses that instrument's current Live or Replay date, or a full timestamp; in the hour a daylight saving change skips or repeats, type the full timestamp with its offset. Text that is not a valid time leaves the saved anchor as it was. Right-click a linked Horizontal line for **Set CVD anchor here** to set a new time, or **Remove line from CVD** to unlink it. Deleting, hiding, persisting and Undo work as for any drawing.

The main line, the split lines and the linked lines all use the same CVD values, so filters, range and resets apply to all of them. In Replay, no trade after the replay position is counted. ADT starts from the history Bookmap has for the range and then adds trades as they arrive; when history is missing or cannot be read, the CVD shows no value for it rather than zero. Clicking, panning and moving the pointer over the

chart do not blank or restart the line.

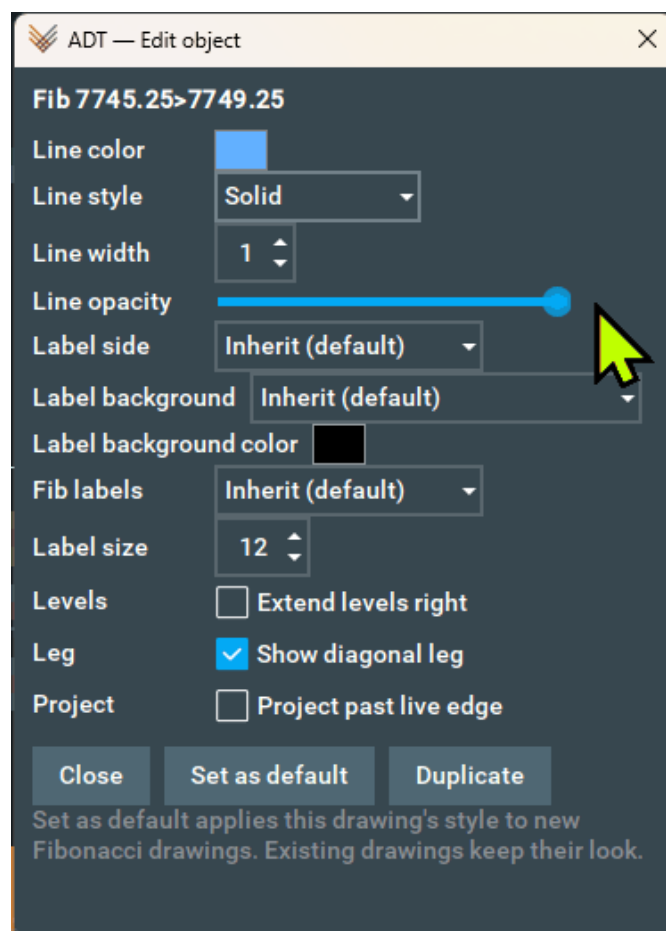
When ADT stays running for days, it keeps the last 36 hours of trades for its levels and CVD; older CVD history is read from Bookmap's stored data, as it is right after loading.

16.3 Fibonacci

Defaults for new fibs: **New fibs extend levels right (global default)** with a per-fib override, **Default fib labels** (inherit, Ratio, Price, Both, or None), and **Fib label format** (percent, ratio, or both).

The **Fib levels** list holds the levels applied to new fibs. Each row has an enable checkbox, an editable value, a color swatch and **Remove**; **Add level** and **Reset to default** sit below. The shipped set is 0, 23.6, 38.2, 50, 61.8, 78.6, 100, 127.2 and 161.8.

The Fibonacci editor has **Label background** (Inherit (default), Background on, Background off (plain text)) and **Label background color** for that drawing, like H-Line, Ray and consolidation bracket labels. Fib level labels sit on a label background. When a level's color reads at less than 3:1 against that background (for example white text on a light background), its label is drawn in dark or white text instead, whichever reads better; every shipped level color reads on the shipped background, so the default look does not change.



The Fibonacci editor with Label background and Label background color

16.4 Zones

The section is **Zones & consolidation brackets**.

Zone / bracket sizing picks the model: **Fixed pixels (constant on-screen size, symmetric resize)** or **Price-anchored band (independent edges, no size cap)**. Then a height in pixels for fixed-pixel mode, or separate **Buyers zone / green bracket height (ticks)** and **Sellers zone / red bracket height (ticks)** for price-anchored mode; Buyers and Sellers fill opacity; **Draw outline around zones**; and the Buyers and Sellers colors.

Consolidation brackets holds the new-bracket defaults: bracket buy and sell colors, **HVN line color**, **Bracket fill color**, **Fill new brackets (band fill)**, **Bracket fill opacity (%)**, and the hover-price controls **Show prices on hover** and **Hover price offset (px)**.

16.5 Scheduled

Settings for symbol at the top of the Scheduled tab picks the symbol (for example **ES** or **NQ**) whose scheduled R.V.P.s, opening range, IB, overnight settings and scheduled lines you are editing. Each symbol keeps its own; a symbol uses your earlier shared settings and lines until you change something for it, and a chart shows only its own symbol's scheduled lines. Settings are kept by symbol, not contract, so they carry over the quarterly roll.

The tab's sections, top to bottom, are **Scheduled R.V.P.**, the **Refresh all scheduled drawings** button, **Opening range and initial balance** with the overnight levels, and **Scheduled Vertical and Horizontal Lines**.

16.5.1 Scheduled R.V.P.

A scheduled R.V.P. is a Range Volume Profile that ADT draws every day over a set time window.

In **Scheduled R.V.P.**, choose **Add daily RVP**, set **Name**, **Instrument**, **Start** and **End**, click **Apply**, and tick **Enabled**. Four-digit shorthand such as 1040 becomes 10:40 when the field loses focus or you click **Apply**. A schedule runs every calendar day when market data exists; an end at or before the start runs overnight. **Remove schedule** deletes one.

The section lists only the schedules of the symbol picked in **Settings for symbol**. A symbol with a saved schedule stays in the picker even when no chart of it is open, so its schedule can still be edited or removed. **Add daily RVP** creates the schedule on that symbol's open contract: the chart you last used when it is that symbol, otherwise the first alphabetically. With no chart of that symbol open, Add is grayed with a note saying to open one, and at 16 schedules across all symbols it is grayed with a note naming that limit. Each schedule's **Instrument** list offers only that symbol's contracts; to move a schedule to another symbol, remove it and add it under the other symbol. **Schedule R.V.P...** on the R.V.P. tool's right-click menu opens this tab on the symbol of the chart you last used; it does not create or enable a schedule.

Times use the **ADT timezone** from the General tab. New schedules take it. A schedule saved before the ADT timezone existed keeps its own zone, shown as **Saved timezone**; until you choose **Apply ADT timezone to existing schedules** on the General tab or change the ADT timezone.

Layer picks where new occurrences go; Scratch Pad is the default. **Lock** starts ticked, so each new occurrence is locked in place; you can unlock one occurrence later without changing the schedule.

Appearance... gives the schedule its own look, and **Use RVP defaults** goes back to the R.V.P. defaults. Editing a schedule does not change the look or window of occurrences already drawn.

An occurrence grows from the scheduled start to the Live or Replay clock and stops at the scheduled end. Added during its window, it builds from the start at once; added after the end, it shows that day's completed window when history is available; added before the start, it waits. When the loaded history

starts after the scheduled start (for example ADT started at 08:00 for a 05:00 start), the left edge still reads the start time and the profile uses the trades that are available. Its time and price edges cannot be dragged; double-click its border in Select mode to change its look. Drawings inside it stay selectable. While it is developing, its R.V.P. developing label sits on the top header, outside the volume and delta bars.

Each schedule has a status line, for example **Waiting for scheduled start**, **Developing** or **Session ended** with the number of price levels calculated, **Hidden — scheduled drawings are still calculating**, or **Occurrence removed**. **Refresh status** updates the lines; they do not update on their own.

Deleting the current occurrence stops ADT from drawing it again for that session. The status then reads **Occurrence removed**, and **Restore occurrence** brings it back. Undo also restores a deleted occurrence. ADT draws the latest session only, not earlier days. Profiles saved on earlier days stay in the Objects window, where you can delete them, and every profile counts toward the limit of 128 active R.V.P.s.

Show scheduled drawings, in this section and on the palette and restore icon right-click menus, hides or shows scheduled lines and scheduled R.V.P.s. They keep calculating while hidden, and other drawings on the same layer stay visible.

16.5.2 Opening range, IB and overnight levels

Scheduled > Opening range and initial balance draws the high and low of the first 5, 10 and 15 minutes after the open (**OR5**, **OR10**, **OR15**) and of the first 30 and 60 minutes (**IB30**, **IB60**). These levels are off until you turn them on: tick **Show opening range and IB levels** for the OR and IB levels, and **Show ONH and ONL** (below) for the overnight levels. Each switch works on its own. The open is 09:30 New York by default, Monday to Friday; change the time or timezone in the same section. While a window is still open, its level shows faint with a question mark in its tag (for example **OSH 5?m**) and follows the trades so far; when the window closes the level locks and stays put. Only the next window to close is shown forming, so the lines do not stack. Levels at the same price share one label.

Opening range and initial balance

High and low of the first 5, 10 and 15 minutes (OR) and 30 and 60 minutes (IB), plus any window you add.
A level shows faint while its window is open, then locks when it closes.

☒ Show opening range and IB levels

Opening time Timezone

Lines end at

Show levels Forming opacity % Complete opacity %

Labels Name Gap from right edge (px) ☐ Run lines into the live area

☒	OR1	High	Low	Dashed	Width 1	Ray	Hide when Never	☒ Label	Remove
☒	OR5	High	Low	Dashed	Width 1	Ray	Hide when Never	☒ Label	
☒	OR10	High	Low	Dashed	Width 1	Ray	Hide when Never	☒ Label	
☒	OR15	High	Low	Dashed	Width 1	Ray	Hide when Never	☒ Label	
☒	IB30	High	Low	Solid	Width 1	Ray	Hide when Never	☒ Label	
☒	IB60	High	Low	Solid	Width 1	Ray	Hide when Never	☒ Label	
☒	IB Mid Line			Solid	Width 1	Ray	Hide when Never	☒ Label	

Your own window: first minutes

Overnight high and low (ONH / ONL): the current Globex session, reset at each Globex open.

☒ Show ONH and ONL Globex open

High Low Solid Width ☒ Label

☒ Show ONM (overnight mid) Line

Set by hand for this session (prices): ONH ONL

Opening range and initial balance, with the overnight rows, on the Scheduled tab

Lines end at runs the opening range and IB lines to the **Cash close** (16:00 by default) or to **A time I type**; the end must be after the last window closes. It does not apply to the overnight lines, which stay until 17:00 ET (below). Each window has its own on or off, high and low colors, style (OR dashed and IB solid by default), width and label. Levels come from trades ADT has seen since the open, and in Live also from Bookmap's stored 1-minute trade data. After a Bookmap restart in Live, the levels show from the stored data while Bookmap is still loading history, then from ADT's own trade record once it is ready. When more history is loaded into the chart later, the levels pick it up within a few seconds, without turning ADT off and on. When the data does not reach the first minute after the open (for example a Replay loaded mid-morning), the levels are drawn from the data that is there, marked partial (see below). **Show levels** chooses **While forming** (default) or **When complete**, and **Forming opacity %** and **Complete opacity %** set how strong each looks. **Labels** sit at the **Far left of chart** by default, or at the **Start of line** (moves with the chart), just past the line's end (**Right of line end**), or at the **Far right of chart**, showing the **Name**, the **Price**, or **Name and price**. A name tag is one tag per price, in a box of the level's color, centered on the line (**Gap from right edge (px)** sets how far Far right of chart tags sit from the edge, for example to clear Bookmap's price marker): **OSH 5/10?/15m** at the high, **OSL** at the low, **IBH/IBL** for initial balance, with a **?** after each window still forming. **Run lines into the live area** extends the lines past the live edge to the chart's right side. Each window can be a **Ray** from the open or **Full width** across the chart, and **Hide when** can stop it when a later window completes (for example OR5 and OR10 when OR15 completes). **Your own window: first N minutes** with **Add window** adds a window of any length

from 1 to 59 minutes (for example 1 for the first minute), with the same controls as the fixed windows and a **Remove** button. Its tag reads like the others, for example **OSH 1m**. Up to 6 can be added. **IB Mid** is one line at the middle of the IB60 high and low (it can fall between ticks), tagged **IB Mid (IB Mid?** while IB60 forms). It has its own row with one line color and shows even when the IB60 lines are off.

Overnight high and low (ONH / ONL) sits under the opening range rows. It draws the high and low of the current Globex session, from the **Globex open** (18:00 in the timezone above by default, Sunday to Thursday evenings) to the cash open, as two lines tagged **ONH** and **ONL** (**ONH?** while the session is still forming). Each Globex open starts a new session, and only the current session shows. The overnight lines stay on the chart until 17:00 ET, the CME daily close, on the day of the cash open (16:00 when the timezone above is Chicago), whatever **Lines end at** says; from 17:00 to the next Globex open no overnight lines show. It has its own colors, style, width and label, and uses the label place and opacity settings above. Lines from the data draw at full strength (**Complete opacity %**, full width) while the session forms, and the tag keeps its **?** until the cash open; **Forming opacity %** applies to overnight lines only when their data is partial. If the data has a gap, you can type the prices under **Set by hand for this session (prices)** and press **Use**; they apply to the current session only and **Clear** removes them. **Show ONM (overnight mid)** (off by default) adds a line halfway between ONH and ONL in its own color, tagged **ONM**.

When the data does not reach back to the start (the opening range open or the Globex open) or has a gap, the levels are still drawn from the data that is there, faint, with a smaller second line reading **partial data** under the level name on their tags (for example **ONH?** over **partial data**), and a gray tag at the chart's top left says what is missing, for example **Overnight: partial data (history starts 19:45, session opened 18:00)**, **Overnight: partial data (no data 01:00-01:30)** (with **and 2 more** when there are more gaps) or **Opening range: partial data (history starts 09:32)**. Times are in the opening range timezone, to the minute. Overnight gaps are checked in 15-minute blocks, so a quiet 15 minutes on a thin market can also show as a gap. With no data at all, no line is drawn and the gray tag says **missing data**. Right after a restart ADT draws the data it has at once, marked partial, and firms it up as more arrives; it says data is missing only after its own trade record has caught up. Level tags never cover each other: when opening range, IB, IB Mid, ONH, ONL and ONM tags would overlap (for example ONM on nearly the same price as OSL 15m), they stack one above the other, centered on their lines, at any font size and with any right edge gap. Tags with room stay on their lines. **Show scheduled drawings** hides and shows them with the other scheduled drawings. They are not drawings: they are not in the Objects list, not saved in drawing files and not shared. When ADT stays running for days, the levels use the last 36 hours of trades it keeps.

16.5.3 Scheduled lines

Scheduled vertical and horizontal lines are drawn automatically at a set time every trading day, in the timezone you choose, and are DST-correct. **Add line** creates an entry; each has an enabled toggle, a time, a zone, a style, a width, a color, a fill and a name.

Shape picks what an entry draws:

- **Vertical** — a full-height line at the scheduled time. Add an end time to draw a translucent band instead.
- **Horizontal @ price** — a full-width level at a price.
- **Ray @ price** — that price drawn from the scheduled time rightward to the live edge.

For a horizontal shape, **Price** chooses between capturing the traded price when the scheduled time passes, and a fixed price you type.

How a scheduled horizontal line gets its price. Bookmap gives the add-on the live trade stream plus a backfill of loaded history when it attaches. It does not offer a "what was the price at this time" lookup. So in capture mode ADT records the traded price as the scheduled time passes, either live or from the backfill, saves that one price, and reuses it. The saved price survives a restart. A time older than the loaded history cannot be captured: load more history, or use a fixed price instead. A line whose price has not been captured yet simply does not draw.

Name caption placement (default) and **Clip lines/bands at the live edge** set the defaults, and each entry can override them.

Share schedule shares your scheduled lines as their own code or file, separate from drawings: **Copy code**, **Paste code**, **Save file**, **Load file**, **Clear**, and **Adopt as mine**. A pasted schedule lands in a read-only overlay until you adopt it.

16.6 Share

Two controls only: **Open Share panel**, which opens the Objects window's Share panel, and **Allow SDES cloud**. See section 13.

16.7 Tool Palette

Palette layout (Minimal, Expanded, Legacy, or HUD (frameless icon strip)) and **Show tooltips on the tool palette**, then **Tool order** with **Revert to defaults**, and **Show / hide tools** with a checkbox per tool listed by its full name. The restore icon settings are on the General tab.

16.8 General

- **Interface mode** — see section 3.
- **Windows** — a button to open or bring forward each of the tool palette, Objects window, Quick Annotations and Daily Journal, a "show now and restore at startup" checkbox for each, **Show palette restore icon when the palette is closed**, **Palette restore icon size** (32, 48, 64 or 80 px), **Palette restore icon design** (Angular Polyline, Orbital Arc, Minimal Nib or Drafting Compass), and **Show journal buttons on palette**.
- **Object tree hover hints** — **Show hover hints on object tree rows**.
- **Timestamps** — **ADT timezone**, one timezone for ADT timestamps (such as Review markers and object rows), CVD resets and schedules. It offers Eastern, Central, Mountain, Pacific, UTC, London, Frankfurt, Tokyo, Hong Kong, Singapore and Sydney, plus **Local (legacy)**, the computer's own timezone. Live uses the data provider's time and Replay the playhead. A shared marker keeps one absolute instant; this only changes how it is shown. **Apply ADT timezone to existing schedules** appears while older schedules still keep their own saved timezone.
- **Editing** — **Undo history depth (0-200)**, **Show the selection box around a selected drawing**, and **Mark adopted drawings on the chart**.
- **On-chart indicators** — **Legend defaults (new legends)** for numbered-callout legend panels: font size, style, text and background colors, background opacity, and a **Manage legends** button.
- **Replay** — **Reveal as the replay plays**, off by default, which reveals drawings only as the replay clock reaches them. **Save day for replay** durably archives the active chart's current trading day; the archive appears only when that day is replayed. It needs an active chart whose trading day has resolved, then

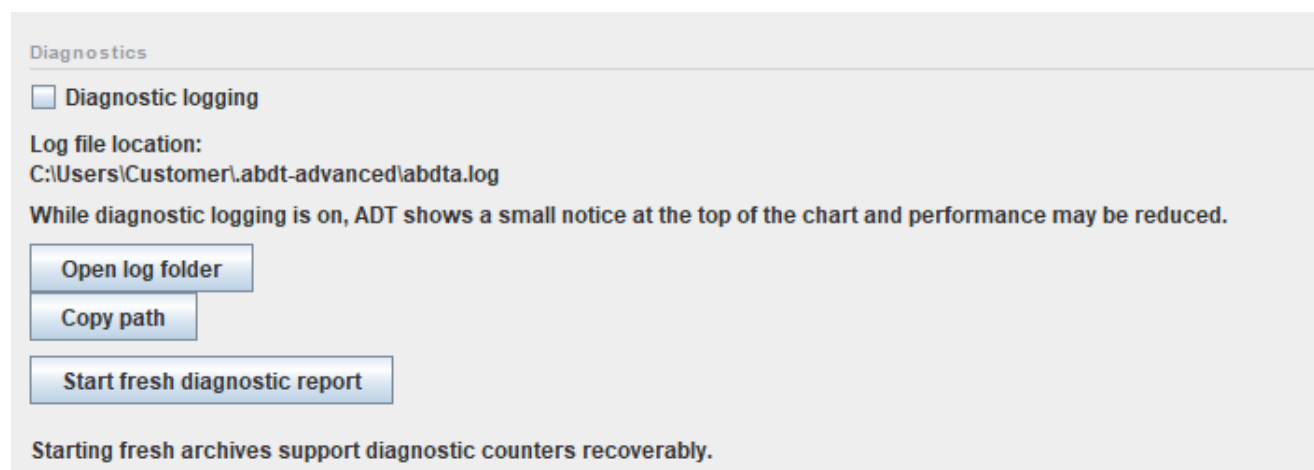
asks whether to save only or, when undo history is on, to also remove the unchanged live copies as one undoable change.

- **Session — Day rolls at (HH:mm)**, default 18:00 in the session zone. This is when saved drawings roll to a new day file.
- **Data — Delete ALL saved drawings (every day, including persisted)...** and **Reset ALL settings to defaults....** Both are confirmation-guarded. The settings reset does not touch saved drawings.
- **Back up & restore** — see section 18.

16.9 Diagnostics

- **Diagnostic logging** — off by default. Turn it on only to troubleshoot. It writes detailed logging to a file on your own machine and sends nothing. Errors are logged either way.
- **Log file location** — the read-only path to the log.
- **Open log folder** opens the ADT-owned log directory. **Copy path** copies its exact path.
- **Start fresh diagnostic report** recoverably archives the ordinal support-diagnostic history and starts its counters at zero. It is available only while detailed diagnostic logging is off; drawings, settings, licenses and trading data are unchanged.
- A note that while diagnostic logging is on, ADT shows a small notice at the top of the chart and performance may be reduced.

While logging is on, that notice reads that diagnostic logging is active and is not for live trading. Turn logging off and the notice disappears, and there is no logging cost at all.



The Diagnostics tab

16.10 Support

Report a problem opens the support form. Nothing is sent until **Send report**. The form keeps the reply email and multiline message as a durable draft. Two separate unchecked choices can add (1) the displayed ordinal-only diagnostic summary and (2) the displayed bounded, redacted ADT-owned log extract. Neither choice includes Bookmap logs, market/order/trade/account data, symbols, prices, credentials or license keys. Success is shown only after ADT verifies the signed receipt. If delivery fails, the exact editable draft remains and **Copy message** plus **Email support@sdes.dev** stay available.

Share feedback opens **Tell us what you think** through the same secure support service. A 1-to-5 rating is required, the comment is optional, and nothing sends until **Send feedback**. Feedback never attaches

diagnostics, logs, system data, or a reply email. A failed or offline send leaves the rating and comment in the form so you can retry.

16.11 Hotkeys and About

See sections 17 and 20.

17. Hotkeys

ADT registers its actions in Bookmap's own hotkey system. Bind keys in **Bookmap: Settings > Hotkeys > Addons > Advanced Drawing Tools**.

The **Hotkeys** tab in ADT's settings is a live reference. It lists every action with its actual binding, or not set, and refreshes while it is open. Bindings are stored by Bookmap, not by the add-on.

The actions, by group:

- **Tools** — Select tool, and Arm actions for Horizontal line, Vertical line, Ray, Rectangle, Ellipse, Trend line, Polyline, Arrow line, Fibonacci, Measure, Text label, Note, Comment, Numbered callout, Buyers zone, Sellers zone, and both Consolidation brackets.
- **Place at cursor** — Draw Buyers zone, Draw Sellers zone, Draw Cons+ bracket at cursor, Draw Cons- bracket at cursor, H-Line at cursor, V-Line at cursor, Ray at cursor, Text note at cursor, Arrow up at cursor, Arrow down at cursor, and Drop reference marker.
- **Edit** — Duplicate selected object, Extend R.V.P. to live, Toggle R.V.P. auto-extend, Make parallel (channel), Reset selected style, Undo, Redo, Delete last object, Delete nearest object, Delete selected drawing, and Delete all objects.
- **View** — Hide / show all drawings.
- **Windows** — Show tool palette, Show objects window, Show Daily Journal, and Show Quick Annotations palette.
- **Quick Annotations** — Arm Quick Annotation 1 through Arm Quick Annotation 10.
- **Journal** — Quick journal note.

At-cursor actions use the chart currently under the pointer. If ADT has no current chart sample, for example because the cursor is over another window, it does nothing and asks you to move the cursor over the chart you want and try again. It never guesses a stale chart.

18. Persistence, backup and restore

- **Drawings** save per instrument and per session date as CSV files in ~/ .abdt-advanced, and reload across Bookmap restarts. Objects with **Persist** checked show on every session.
- Ordinary delete-all is scoped to the current session date. Only the confirmation-guarded wipe on the General tab crosses days.
- The trading-day boundary defaults to 18:00 and is set on the General tab.
- **Settings** live in ~/ .abdt-advanced/settings.properties, apply live, and are additive across updates. An update does not lose or corrupt your saved settings.

Back up & restore, on the General tab:

- **Back up portable ADT data...** creates a timestamped .zip. A backup is a clone of your setup: drawings, Persist history, schedules, journals, optionally shared drawings, and **every saved setting** apart from the short list below.
- **Restore portable ADT data...** replaces the areas declared by that backup, after confirmation. Restore is replacement-based, so make a current backup before replacing your data.

Because a backup carries your settings, restoring reproduces the install you backed up, including your interface mode. **A restore tells you what it changed:** it names the interface mode when the backup switched it — for example, Interface mode is now Essential, to match the backup. — and counts the rest. A carried mode takes effect straight away rather than at the next restart, so nothing moves silently.

Restoring an older backup never takes a setting away. A backup made before this behavior existed could not record the settings it did not carry, so those are left exactly as they are on the machine you restore onto.

What a backup deliberately does not carry, so that a file you might hand to someone else carries no authority and no machine-specific state:

- Credentials and write tokens.
- Room and cloud join codes.
- The addresses ADT connects to.
- File paths, which belong to one machine.
- Live-room identity: your handle, your role, and your reconnect seat.
- The cloud-sharing permission and its consent record, which stay off until you turn them on yourself on the machine in front of you.

18.1 Window behavior

Every ADT window remembers its size and position across restarts, sizes itself to its content the first time it opens, and returns to a visible screen if a saved position is off-display. With no saved size, Settings opens near **790 x 900** and Objects opens at **850 x 700**, capped to the usable display when needed. The first-frame legend background and text color pickers paint their full controls immediately, without requiring a mouse hover. Closing with X hides a window rather than destroying anything. The palette is the more convenient case: close or minimize it and the restore launcher remains available. Other windows reopen from the General tab or a hotkey.

19. Updates

Bookmap's current Marketplace process does not notify subscribers that a new add-on build is available and does not update add-ons automatically. Users download the replacement JAR from their Bookmap Portal and add it to the desktop app.

To close that notification gap, ADT makes at most **one version check per Bookmap session**, in the background shortly after it starts. The fixed HTTPS request contains no install ID, build version, query, or telemetry. Only a strictly newer stable public version appears. The full palette and Objects window show **Update available: v...**, **Download it from the Bookmap Portal.**, separate **View changes** and **Open Bookmap Portal** actions, and a dismiss control. The compact HUD shows **UPDATE v... — BOOKMAP PORTAL** with the same dismiss control.

- ADT only announces availability. It never downloads, replaces, loads, or executes an update.
- The control is **Settings > About**, *Check automatically for updates*. It is on by default. No personal data is collected.
- **Turn it off and ADT makes no update-related network connection at all** — not a delayed one and not a retried one. Nothing else in the add-on is affected.
- A failed or malformed check stays silent and is not retried during that session.
- Dismissing one public version hides it in both Palette and Objects. A later public version appears again; dismissal does not change the separate update-check setting.

The update preference and status appear on the About tab in either edition. The Bookmap Portal remains the only download/install authority; ADT never opens it without an explicit click. Bookmap's **Configure Add-ons** page also offers **What's New** and a manual **Check for updates**. Each click requests the public release status once and reports the result in that panel, even when automatic checks are off; clicking it does not change the automatic preference.

The checker understands the public production suffix: 1.4p and 1.5p are valid public release identities. It compares their numeric public lines, so a running 1.5p build stays quiet when the site still says 1.4p, while a running 1.4p build can announce 1.5p. The suffix does not create a false update, and internal three-part builds are never accepted as public update destinations.

20. About, license and disclaimer

The **About** tab carries the version and edition, the tour replay controls described in section 4, the documentation links, and the **About · License · Disclaimer** block.

- **Version.** The build you are running. Check it here before you report anything.
- **What's New.** Replays the release 1.5 summary at any time, independently of the manual onboarding tour. **Show What's New after updates** turns its automatic showing after an update on or off (section 4.1).
- **Documentation.** The product page, this user guide, and the quick start each open in your browser.
- **License.** Paid. The Marketplace edition reads *Access is managed through the Bookmap Marketplace. and Your entitlement is managed by Bookmap. Provided as-is, with no warranty of any kind., then Support and questions: sdes.dev and © 2026 SDES.DEV. Not for resale or redistribution.* It has no trial line, because there is no local trial in that edition.
- **Marketplace protection.** The Marketplace edition displays **Marketplace protection: Bookmap-enforced** and explains: *This Marketplace build contains the Bookmap entitlement ID. Bookmap validates access before ADT starts.* This describes Bookmap's enforcement boundary; it does not expose the entitlement value or claim a separate current-account verification inside ADT. The Marketplace edition has no beta access or activation controls and makes no SDES beta-license request.
- **Usage.** Drawing and annotation tools for Bookmap charts. Your drawings are saved per instrument and come back when you restart. Hotkeys are bound in Bookmap's own settings, not in ADT: **Settings > Hotkeys > Addons > Advanced Drawing Tools**.

Not financial advice — warnings only. Advanced Drawing Tools displays your own drawings and annotations for informational purposes only. It is a display and awareness tool — it does not place, block,

route, modify, or cancel orders and cannot prevent you from exceeding your stops, risk, or loss limits. The numbers may be wrong; you alone are responsible for verifying every value, and every trading decision and its consequences are yours alone. Trading futures involves substantial risk of loss.

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