



Film Locations

User Manual — complete guide to every feature

ENGLISH

Version 2.3 · 26/08/2026

Projects

Locations

AI Search

Script Analysis

Presentations

Cinematic Looks

Production Review

Recce Planner

Project Timeline

Filmset Planner

3D Scan

Security & Traffic

Share Links

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1. Welcome to Film Locations

Film Locations is a complete toolkit for location departments: a searchable location database, AI-assisted search and analysis, client presentations, production review with feedback, recce planning, a production timeline, an interactive Filmset Planner for print-ready unit maps, and security & traffic planning — all in one app, fully bilingual (English / Czech).



The typical workflow: capture locations, let AI organise them, build presentations, collect feedback through share links and plan the shoot.

The main modules

FILM LOCATIONS

Project

- Locations
- Presentations
- Recce Planner
- Project Timeline
- Filmset Planner
- Security & Traffic
- Script Analysis
- AI Search
- Admin

All modules live in the left sidebar. The hamburger icon collapses it on iPhone/iPad.

NOTE

Everything you see in this manual is bilingual — switch the app language any time with the EN / CS toggle in the top bar.



2. Getting started & user roles

- 1 Open the app address in your browser (or launch the iPad/Mac app).
- 2 Sign in with your username and password.
- 3 Pick your language with the EN / CS toggle — the choice is remembered.

Roles & permissions

Role	What they can do
Admin	Everything: users, categories, AI keys, email, all content
Editor	Add/edit locations, build presentations, share links
Scout	Add locations and upload media
Viewer	Browse only

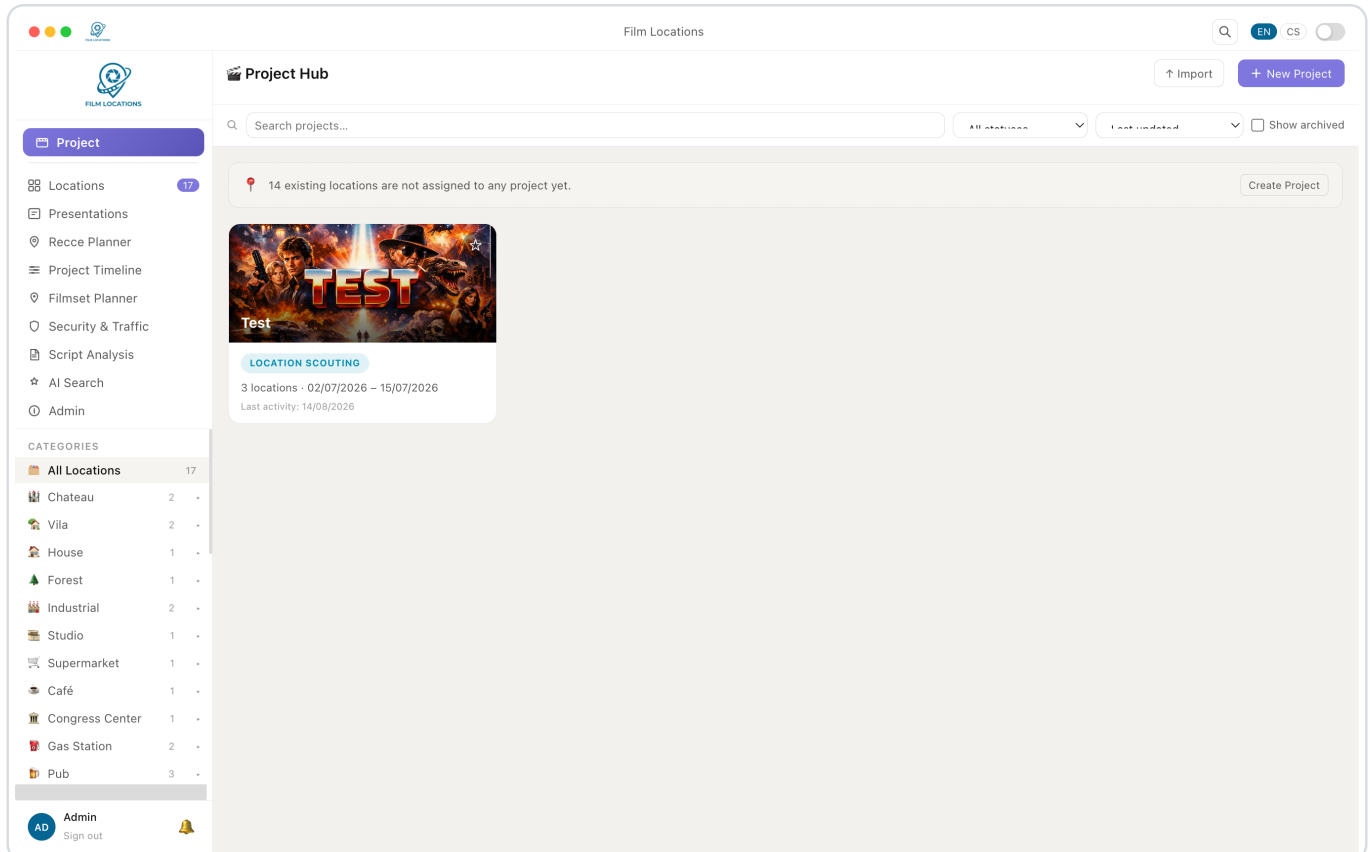
TIP Buttons you don't have permission for are hidden automatically — if something is missing, ask your admin about your role.

A role is just a starting point: in Admin -> Users, editing any account shows every individual permission (view/add/edit/delete locations, upload media, manage categories, manage users, create presentations, share & export, view prices, AI search) as its own checkbox, with Select all / None to speed things up. Fine-tune any user beyond their role's defaults — the change is enforced by the server, not just hidden in the interface.

3. Projects — the production hub

Every production lives in a Project. It carries a 7-stage status from first scout to wrap and ties together every other module — Script Analysis, Presentations, Recce, Timeline, Filmset Planner, Security & Traffic and 3D Scan all show up as one checklist on its Overview page.

- 1 Open Project (top of the sidebar) -> + New Project.
- 2 Give it a name and a short brief - that's enough to start; it opens in Development.
- 3 Fill in the rest whenever you like from the gear icon on its Overview page: production company, dates, branding, team, contacts.



The Project Hub: every production as a card, with search, status/type filters, favourites and an unassigned-locations nudge.

The 7-stage lifecycle

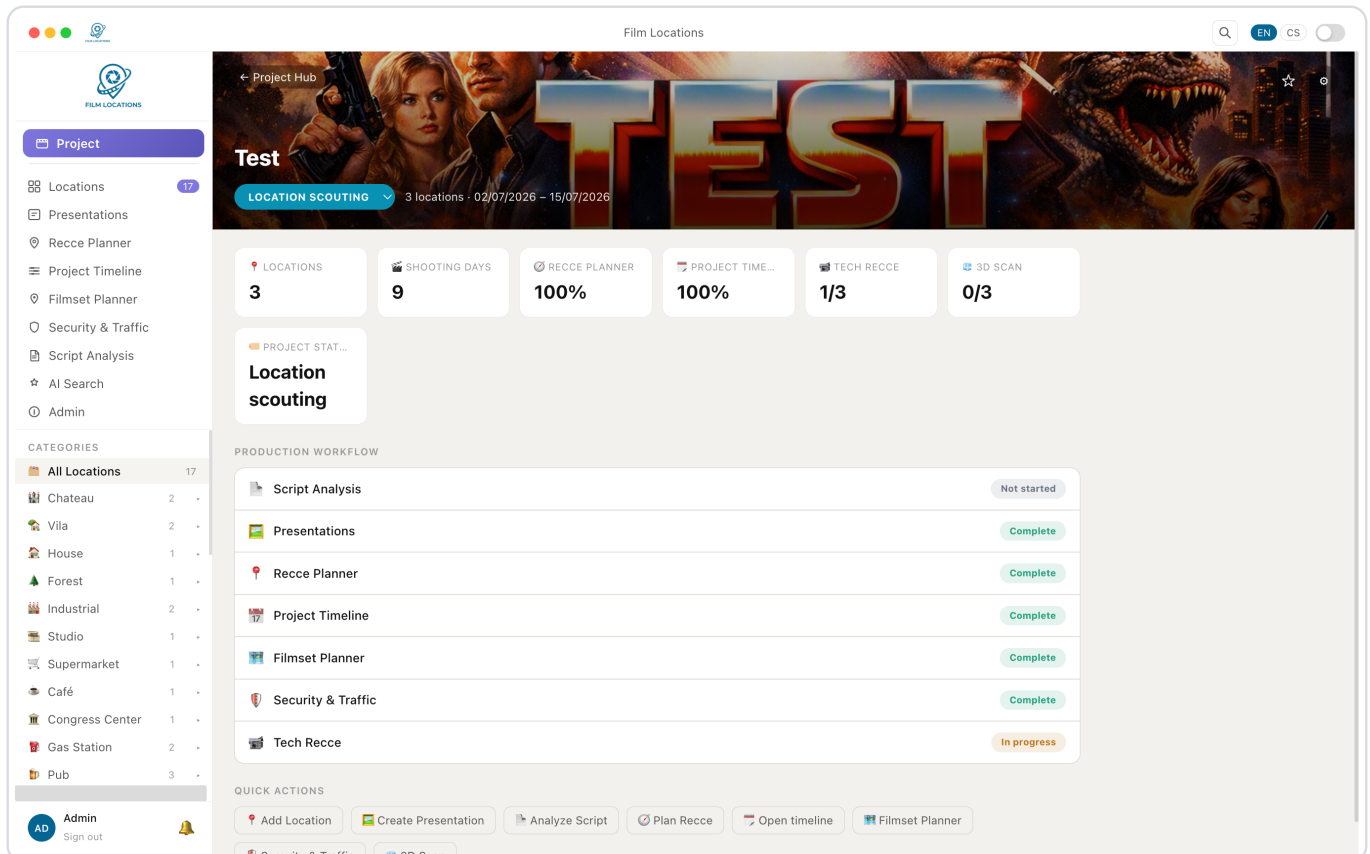
Stage	Typically means
Development	The idea stage — brief, budget, early conversations.
Pre-production	Greenlit; crew and schedule coming together.
Location scouting	Actively adding and shortlisting locations.
Preparation	Locations locked; recce, permits, logistics.
Shooting	Cameras rolling — the Timeline is live.
Wrap	Shoot complete; loose ends being tied up.
Archived	Fully closed out; hidden from the everyday list.

TIP

Change the status any time from the dropdown on a project's Overview page (or its card in the Hub) — nothing else has to move in step; it's a manual marker your whole team can read at a glance.

The Project Overview page

- A hero banner (cover, logo, name, production company) with the status dropdown and dates.
- Stat cards: Locations, Shooting Days, Recce %, Timeline %, Tech Recce, 3D Scan, Status.
- A clickable Production Workflow checklist — each module shows Not started / In progress / Complete, worked out from real data, never guessed.
- A Quick Actions row that jumps straight into any connected module, already scoped to this project.



A project's Overview page — stats, the Production Workflow checklist and Quick Actions.

Project Settings & the Danger Zone

- Collapsible sections: General, Production Team, Dates, Branding, Additional info.
- Danger Zone: Archive Project (flips status to Archived, hides it from the default Hub view) and Delete Project.

NOTE

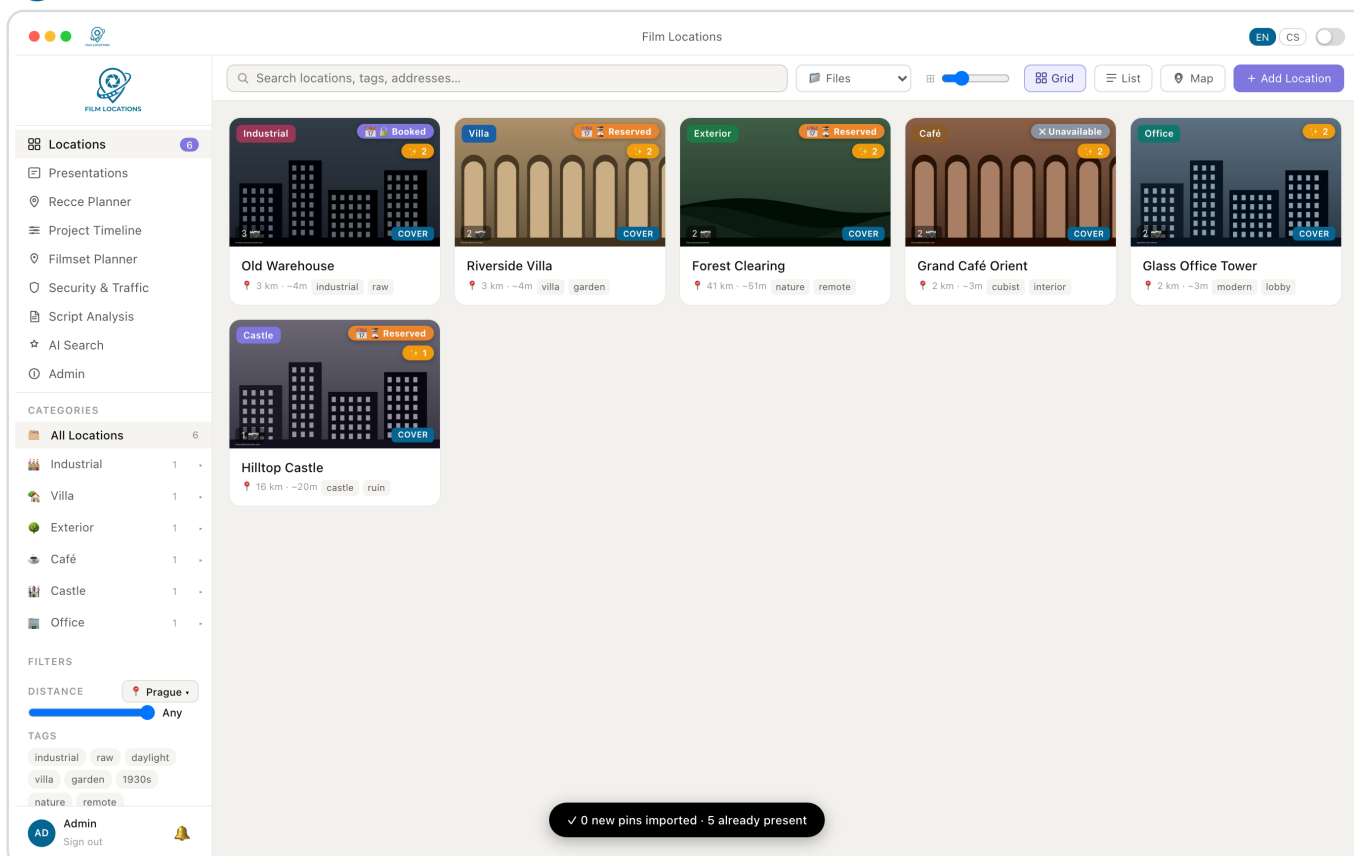
Presentations, Script Analysis, Recce Planner and Security & Traffic all organise their own records into a folder per project plus a Standalone folder for anything not filed under one yet — you'll see the same folder picture in each of those sections.

4. Locations database

The heart of the app — your library of scouted places with photos, 360° panoramas, video, documents and production details.

Adding a location

- 1 Locations -> + Add Location.
- 2 Enter the name, pick a category and optionally the address (the map pin follows).
- 3 Save and start uploading photos by drag & drop.



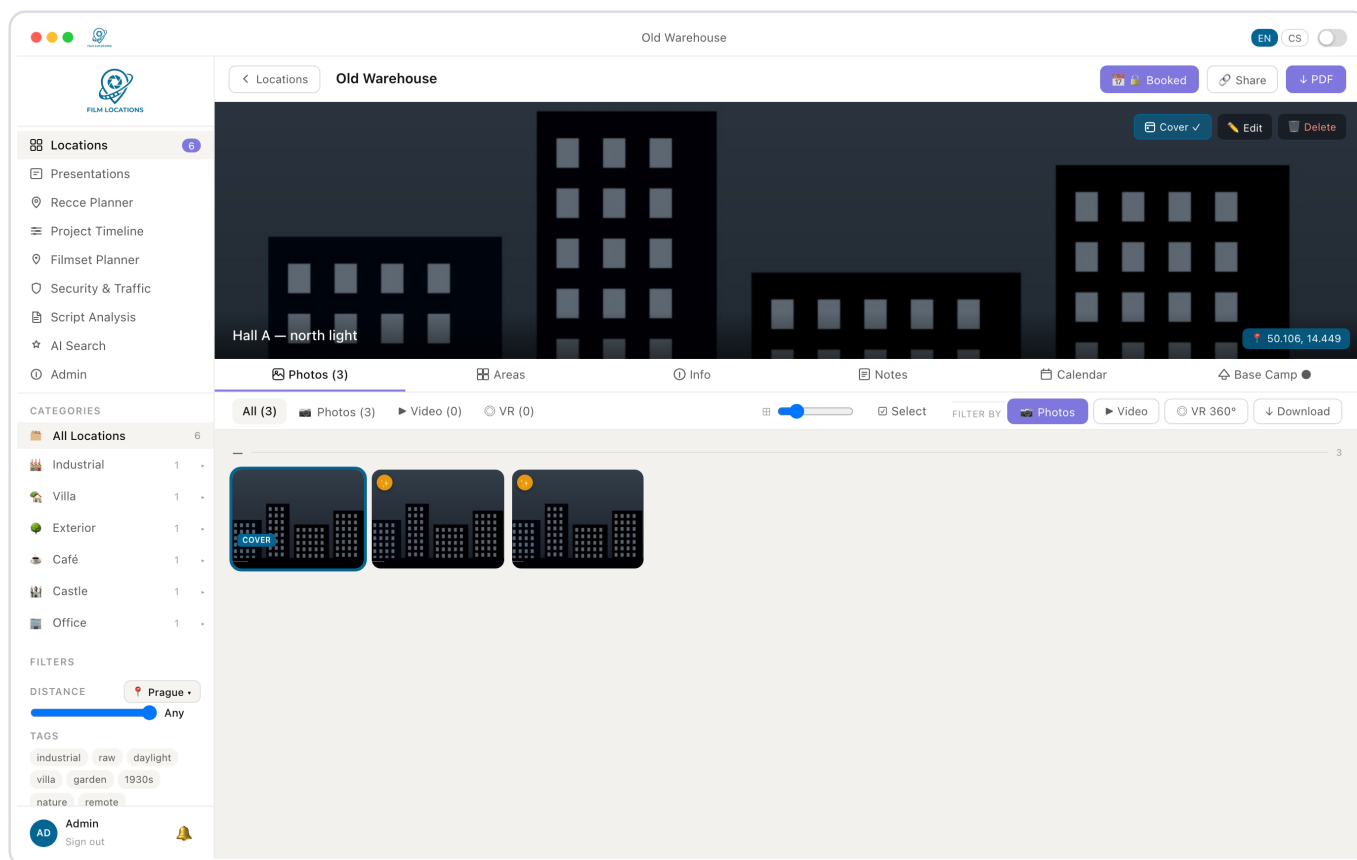
The Locations grid — categories, filters, distances and photo counts at a glance.

The detail page tabs

- Photos / Media — photos, 360° panoramas (interactive viewer) and video; set a cover with the star.
- Info — description, tags, amenities (water, power, parking...), best time/season, GPS map, projects filmed here.
- Prices, Contacts, Availability, Documents, Notes.
- Availability status — set Available / On request / Reserved / Booked / Unavailable; a coloured badge appears on the card cover, in list rows and in the detail toolbar. Click it to change.
- The status is calendar-aware: bookings on the Calendar tab and shoot dates on any Project Timeline override it automatically (a calendar icon marks derived badges) — 'Booked' during an active shoot, 'Reserved' when one starts within 14 days; your manual choice applies outside those windows.

EXAMPLE

Example: Old Warehouse is set to 'Available'. The moment its shoot (20-24/07) starts on the Night Shift timeline, every card shows 'Booked - Night Shift - until 24/07' automatically — and returns to 'Available' after wrap.



A location detail page with its photo library.

AI photo analysis & tags

With an AI key configured, every imported photo is auto-analysed: rooms, features, objects, moods, lighting and style become searchable tags. Wrong tags can be removed with one click in the photo viewer — the AI learns from your corrections and avoids them next time.

TIP

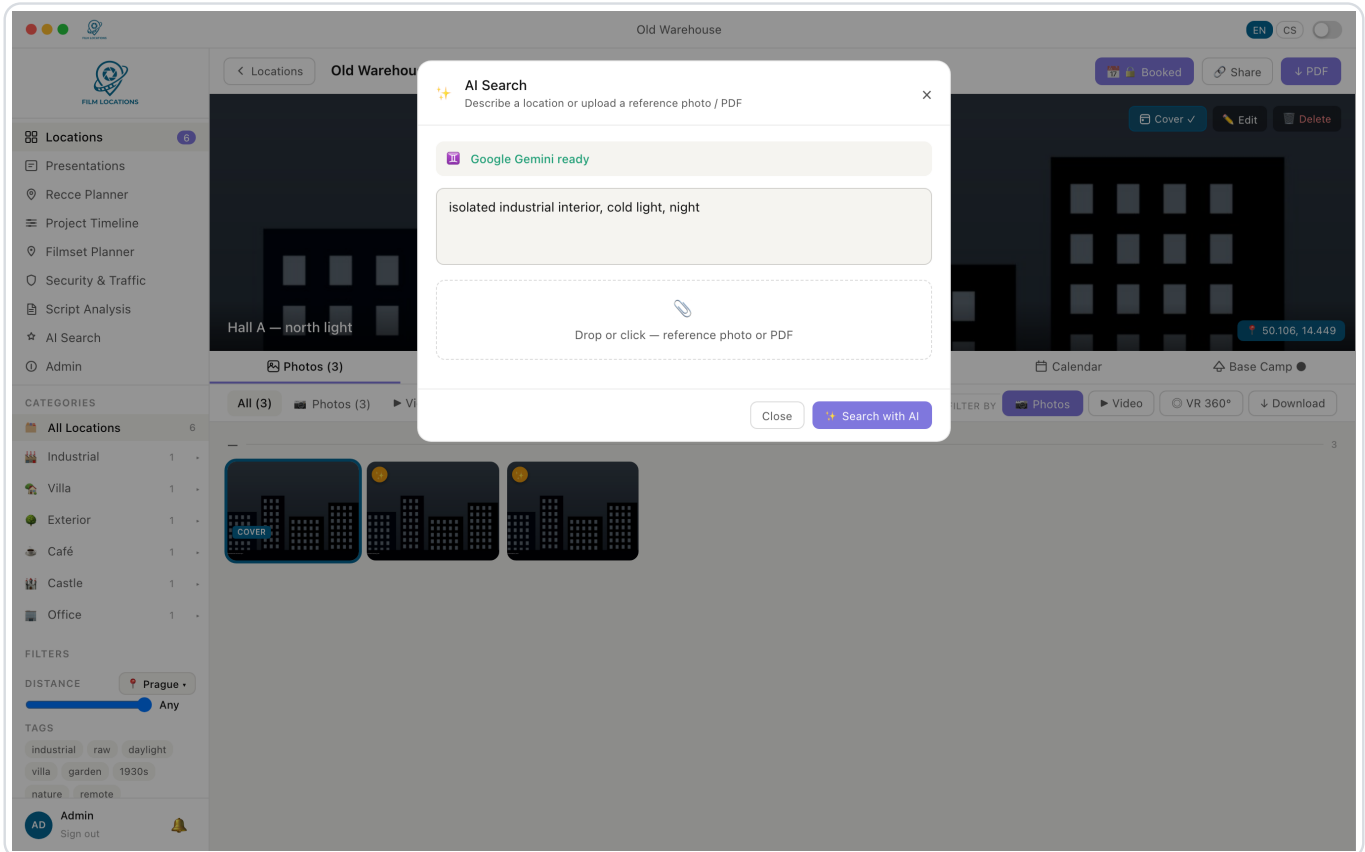
Tap any thumbnail to jump straight into the full-screen photo viewer — manual and AI tags are shown there, not on the grid, so browsing stays clean on a touchscreen (on desktop, hover a thumbnail to manage tags without opening it).

EXIF editor & distance reference

- Edit a photo's date, GPS and camera metadata (single or bulk); every change is logged and reversible. Original files stay untouched.
- Distances show from a reference point you choose. Tap the pin chip in the top bar and just type a city, town, village or raw GPS coordinates ('50.0755, 14.4378') into the search bar, or use the current-location / pick-on-map buttons next to it (Admin -> Location Tools; metric/imperial).

5. AI Search

- 1 Open AI Search in the sidebar.
- 2 Describe the scene — e.g. 'isolated industrial interior, cold light, night' — or upload a reference image.
- 3 The assistant scores every location and explains each match.



Describe the scene in plain language — or drop in a reference image.

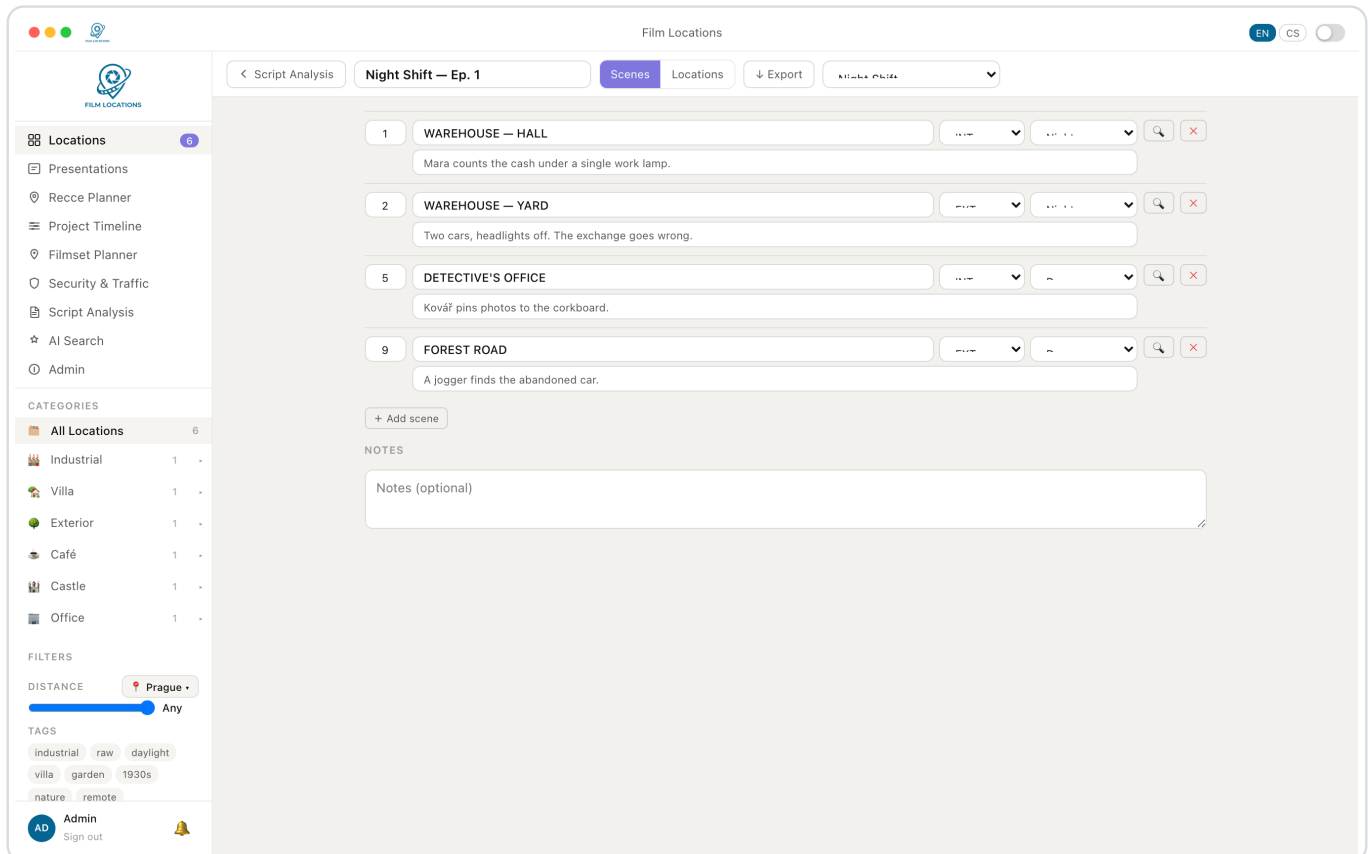
EXAMPLE Try: 'abandoned factory hall with skylights, gritty, natural daylight'. The top result will be the Old Warehouse — with a short reason why it fits.

IMPORTANT AI features (Search, Script Analysis, photo tagging, presentation assistant, look suggestions) need an AI key — set it once in Admin -> AI Keys.

6. Script Analysis

Turn a screenplay into a location breakdown in minutes.

- 1 Script Analysis -> New; paste text or upload a TXT/PDF (text is extracted in your browser).
- 2 Analyze — the AI returns scenes with location, INT/EXT, time of day and description.
- 3 Switch between Scenes and Locations views; everything is editable.
- 4 Use 'Find matching' on any scene to jump into AI Search pre-filled.



A parsed screenplay: scenes with location, INT/EXT, time of day — every field editable.

Export the breakdown as PDF or TXT, grouped by scene or by location.

EXAMPLE

Example: paste a 90-page thriller — you get ~40 scenes across 12 unique locations ('WAREHOUSE - INT - NIGHT ×6'). Link the breakdown to the project and hit 'Find matching' on the warehouse: AI Search proposes your best industrial candidates with reasons.



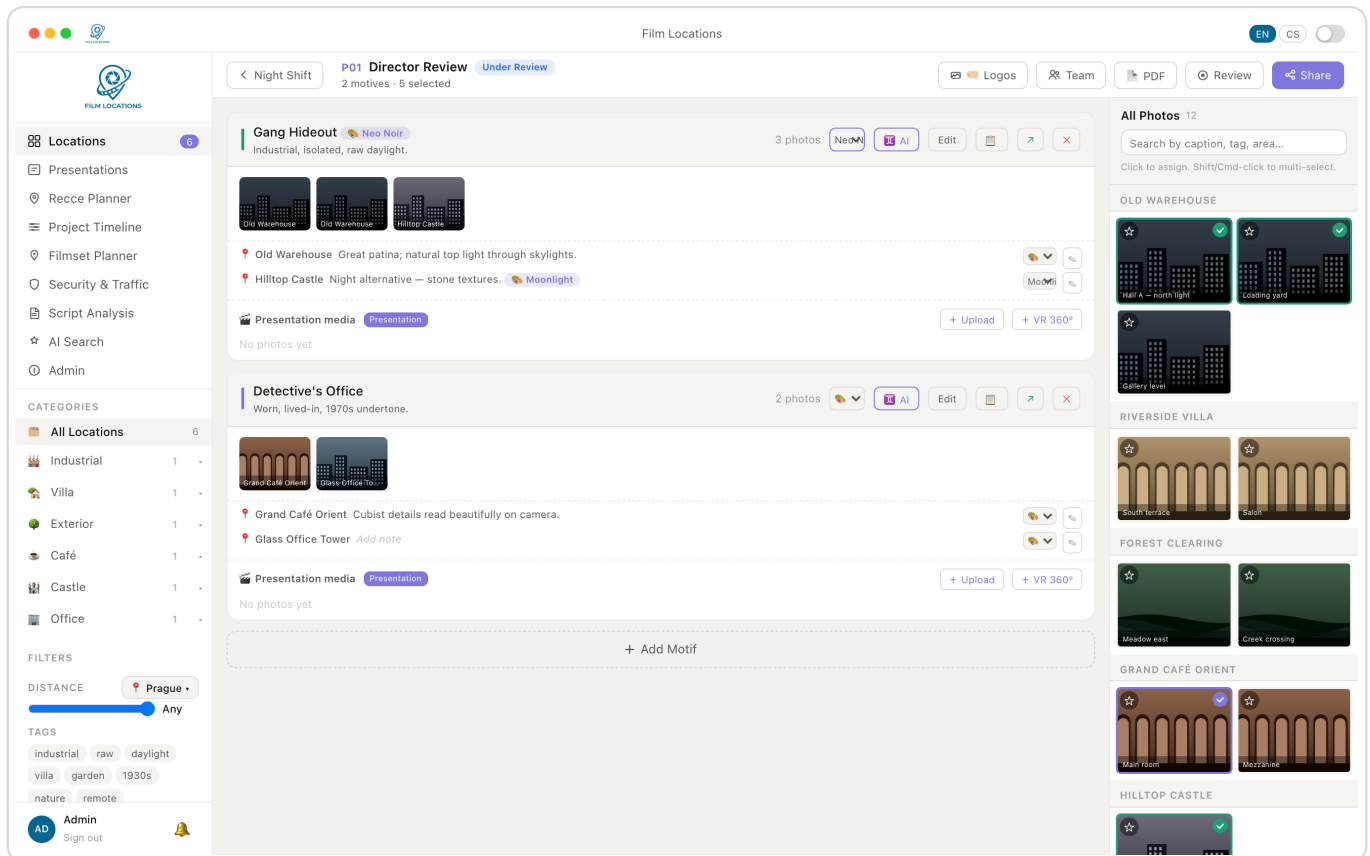
7. Presentations & AI Assistant

A project holds presentation rounds (P01, P02...). Each round has motifs ('Detective's Office', 'Police Station'...) and each motif holds the location options you propose. A presentation doesn't need a project at all — build one completely standalone and file it under a project later, any time, from its share bar.

Open Presentations and you'll see a folder per project plus a Standalone folder, each showing how many rounds it holds; open a folder for its P01, P02... rounds.

Building manually

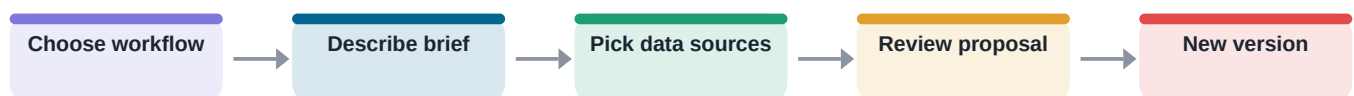
- 1 Presentations -> open a project's folder (or Standalone) -> + New Presentation (empty / copy structure / alternative).
- 2 Add motifs (name, colour, brief).
- 3 Pick photos from the right-hand panel (Shift/Cmd-click for multi-select).
- 4 Each location row can carry an editable 'why it fits' note and a preferred cinematic look.



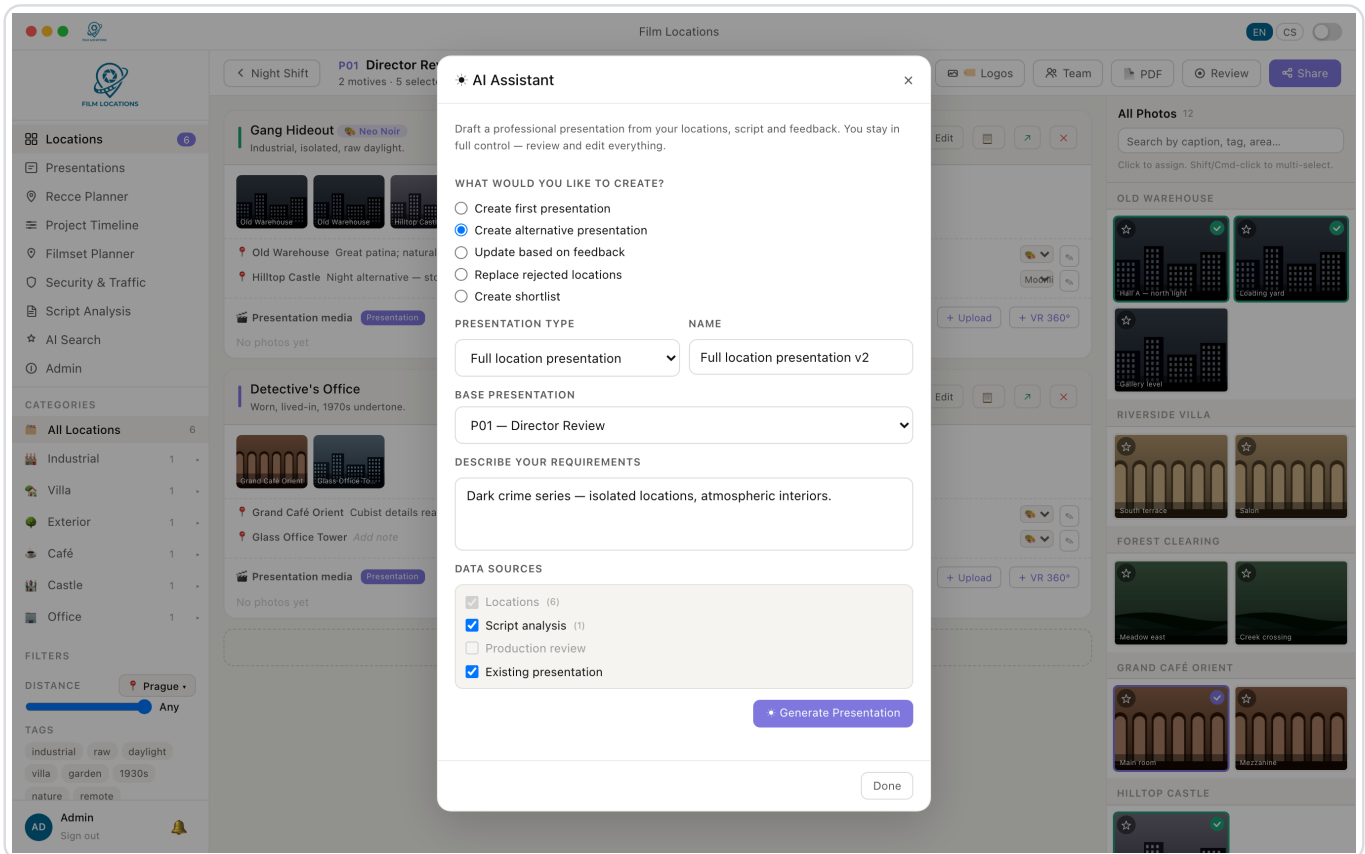
The presentation editor: motifs on the left, the photo picker on the right.

The AI Assistant

The assistant works like a virtual location manager. Open it via 'AI Assistant' in Presentations.



Workflows: first presentation, alternative, update from feedback, replace rejected locations, shortlist. Sources: locations, script analysis, production review, an existing round.



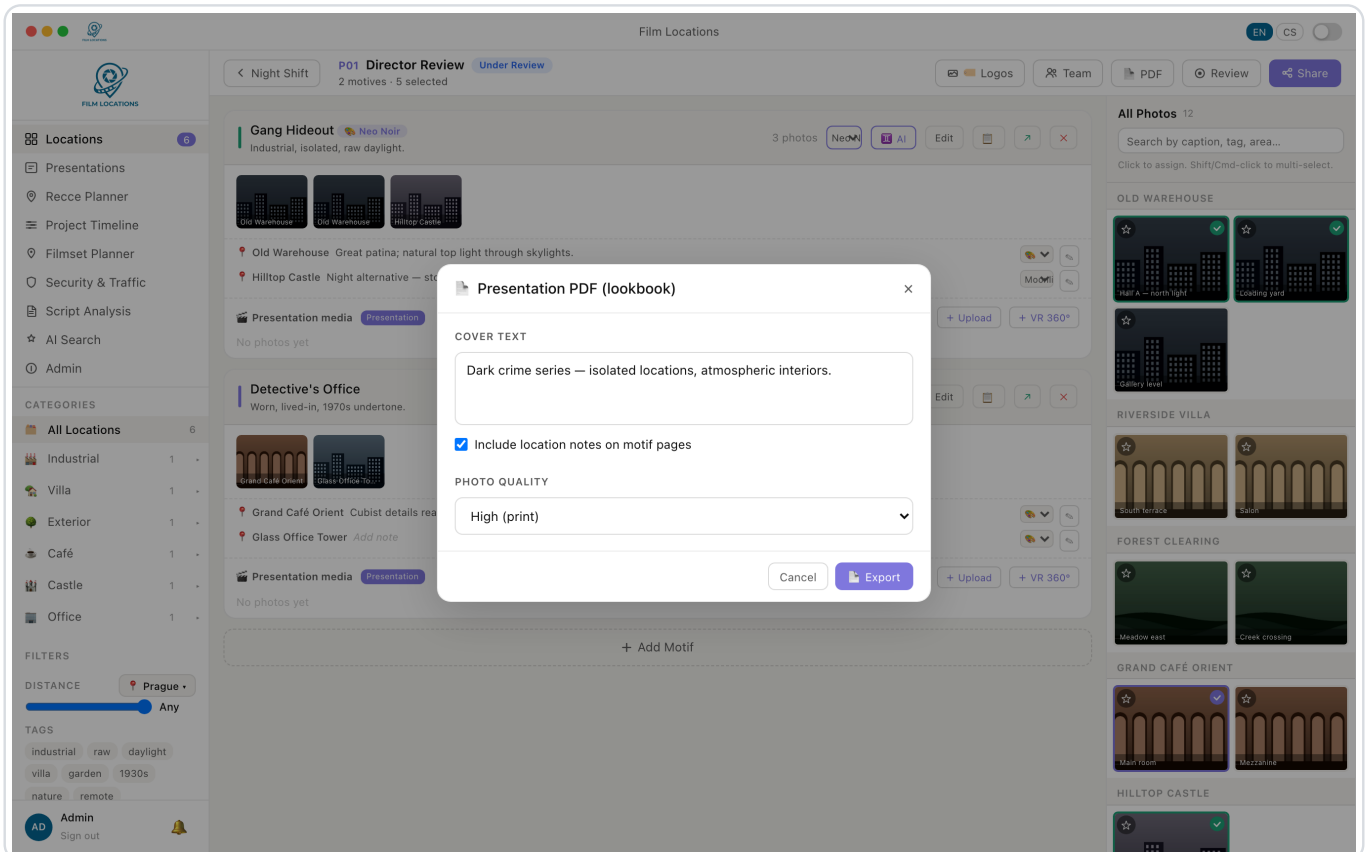
The AI Assistant window: workflow, presentation type, brief and data sources.

EXAMPLE Brief example: 'Dark crime series. Focus on isolated locations and atmospheric interiors. Prepare a first presentation for director approval.'

IMPORTANT The AI never overwrites an existing presentation — it always creates a new version (P02, P03...) with notes on the source, feedback used and changes. Everything stays fully editable.

Lookbook PDF — send or print

- 1 Open the presentation and press the PDF button in the top bar.
 - 2 Write the cover text, choose whether to include location notes and pick the photo quality.
 - 3 Export — the file downloads as <Project>_<P01>_lookbook.pdf.
- Cover: your project logos, project name, presentation name and your custom text.
 - One divider page per motif with its brief, locations, preferred looks and notes.
 - Every selected photo (including user-added presentation photos) full-page, in A4 landscape.



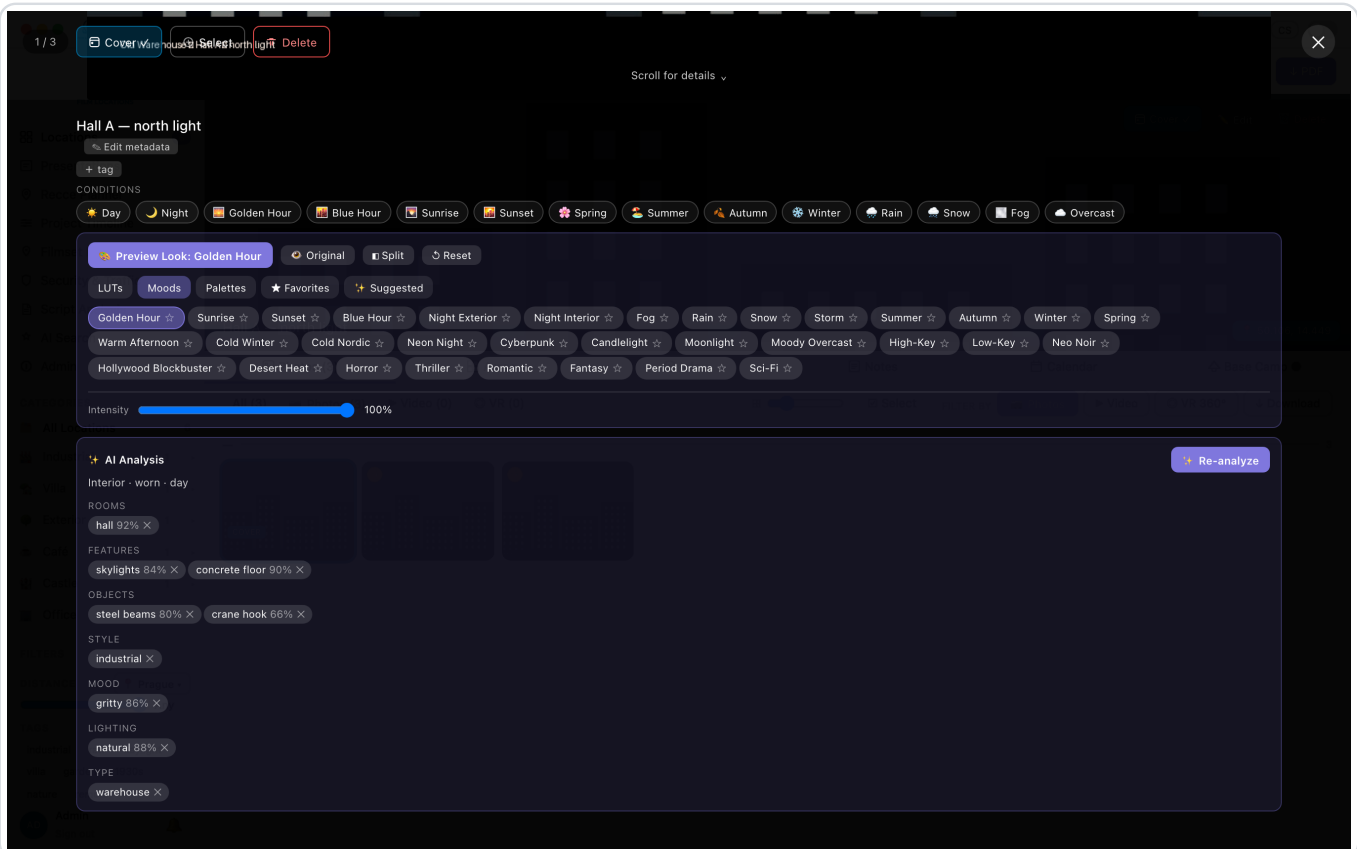
Lookbook export options — cover text, notes and print quality.

EXAMPLE

Example: brief 'gritty 90s police thriller, Prague, 6 motifs'. The AI Assistant proposes a P01 with 3 candidates per motif from your library; you swap two photos, export the lookbook PDF for the meeting and a P02 'alternative' round after notes — versions stay side by side (P01/P02) with their own reviews.

8. Cinematic Look Preview

Preview any photo under 63 cinematic looks — LUT-inspired grades, moods and palettes — instantly and non-destructively. Original photos are never modified.



The Preview Look panel and the AI analysis of a photo, in the fullscreen viewer.

- Open any photo fullscreen and press 'Preview Look' — the same panel appears in Locations, Production Review and share links.
- Tabs: LUTs / Moods / Palettes / Favorites (with recently used) / Suggested (AI).
- Intensity slider 0-100 %; hold 'Original' to compare; 'Split' shows original and graded side by side.
- Star any look to favourite it; favourites and recents are remembered.

Presenting photos in their looks

- Assign a look per motif (palette selector in the motif header) or per location/photo — photo-level wins.
- The Review grid and share links then present every photo in its assigned grade, with a badge; a toggle turns it off.
- In the review viewer, the pin button saves the currently previewed look onto that photo.

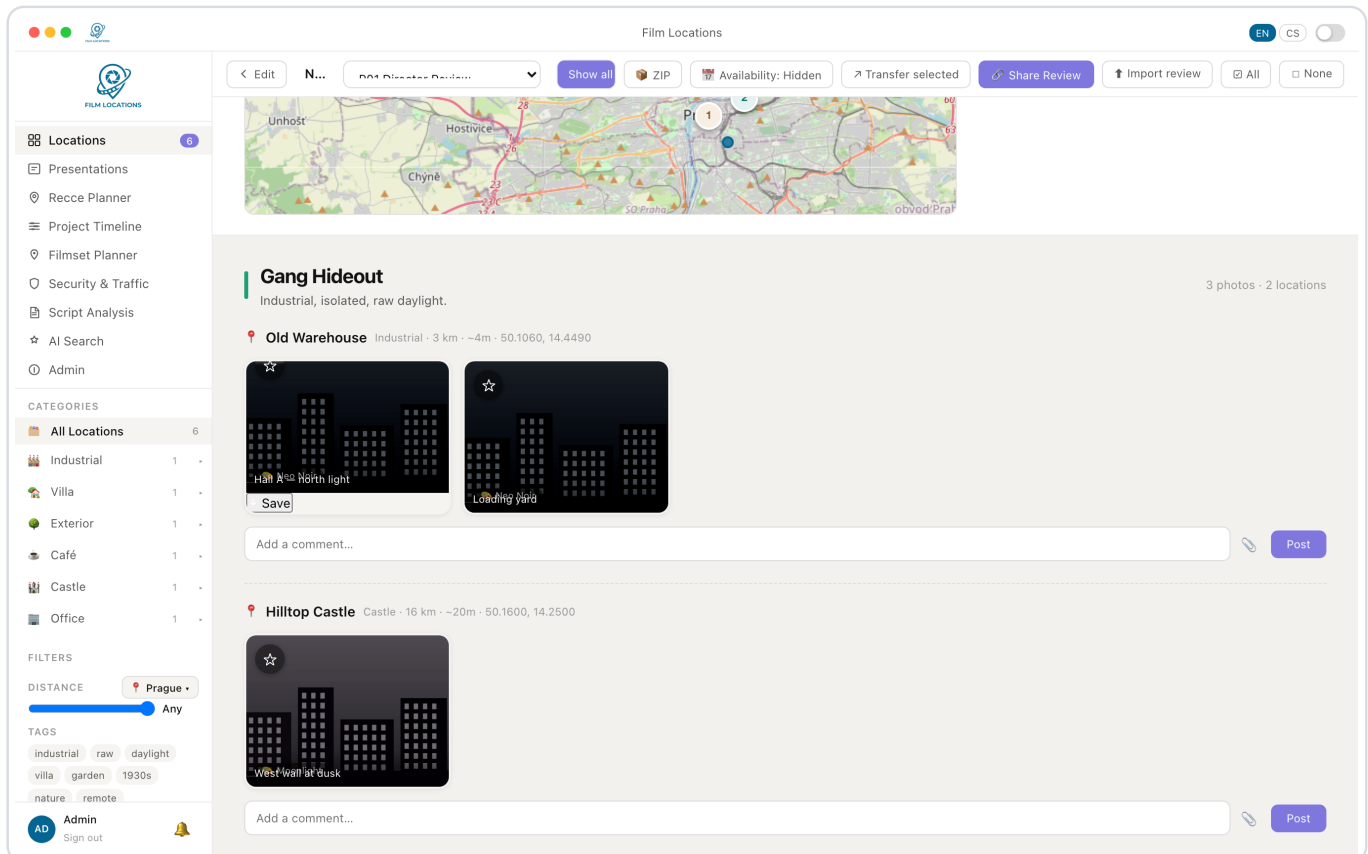
EXAMPLE The director wants film noir? Open the Hideout photos, tap Neo Noir, pin it to the photo — the review and the share link now present them in that grade.

NOTE On share links the panel appears only when 'Allow look preview' is enabled on the link. Comments written with a look active automatically mention it.

★ 9. Production Review

Review a presentation round with the team: favourites, statuses and comments on every photo and location.

- Open Review from a presentation (or the Review button in its top bar) and pick the round.
- Click a photo for the fullscreen viewer: navigate, zoom, favourite, set status, comment.
- Statuses: favorite, approved, shortlisted, rejected, needs discussion, final.
- Filter All / Favorites; the palette toggle shows photos in their assigned looks.
- Comments are threaded — click the reply arrow (↩) on any comment to answer it; replies nest under the original, both in the app and on share links.



Review grid: statuses, comments and photos presented in their assigned looks (badges).

All feedback — including from external share links — feeds the AI Assistant ('update from feedback', 'replace rejected').

EXAMPLE

Example: send the P01 review link to the director on Friday. Over the weekend they favourite 9 photos, reject the two rooftops and comment 'too modern' — Monday morning your dashboard shows it all, the AI drafts P02 from that feedback, and the location owners get notified automatically.

10. Recce Planner

Plan multi-day scouting trips with automatic scheduling: drive times, distances, arrival windows and maps. Like Presentations, plans sit in a folder per project plus a Standalone folder — open Recce Planner, open a folder, and search within it by name or creator.

- 1 Open a project's folder (or Standalone), then create a plan and add locations to a day (search panel on the right).
- 2 Set durations, opening windows and notes per stop; add breaks (with a place — they route through it).
- 3 Reorder by arrows, move stops between days, watch the live schedule recompute.
- 4 Add extra photos per stop (beyond the cover) via the photo picker.

A recce day: stops with times, drive legs, a lunch break and the day map.

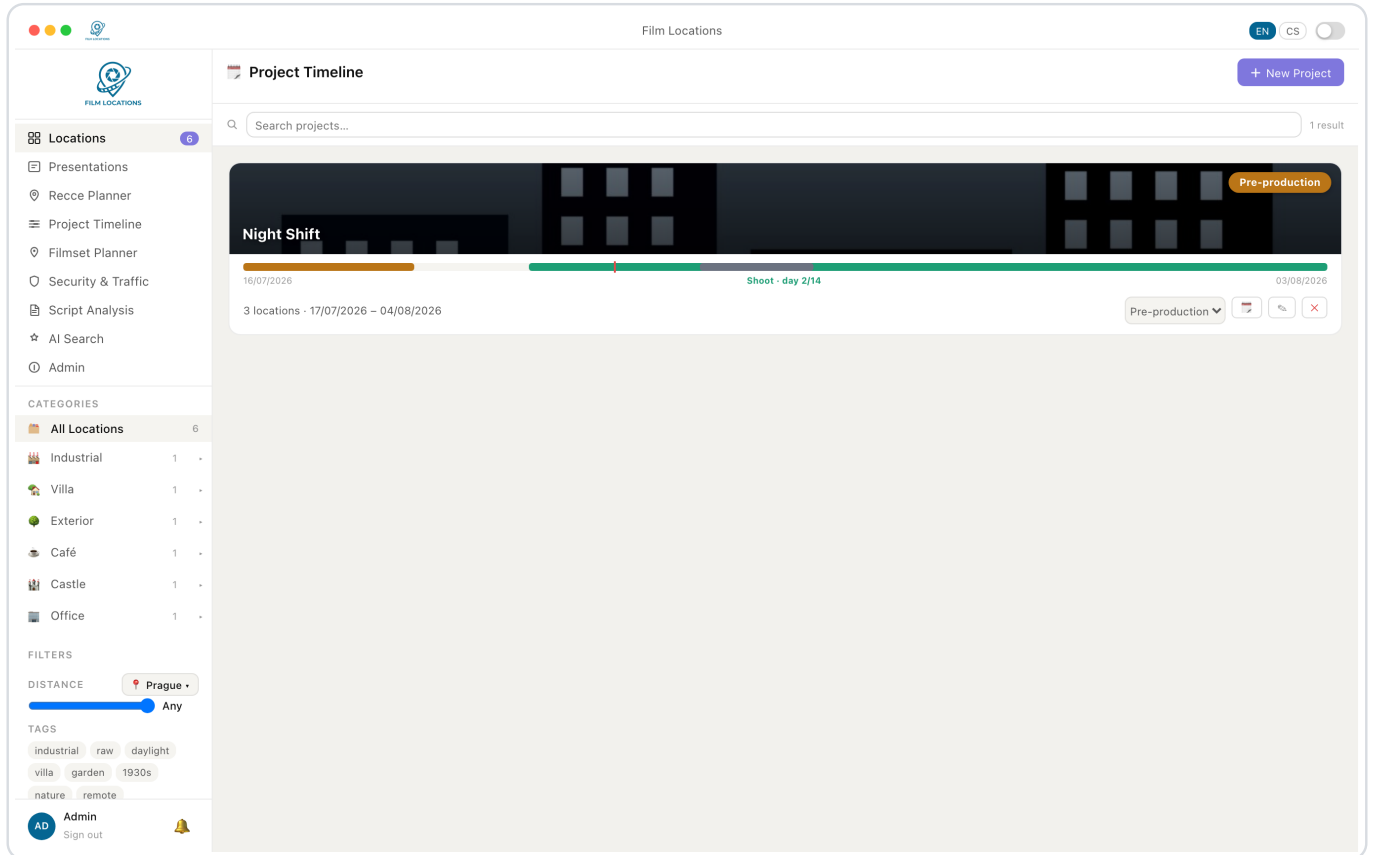
- Review & Export: itinerary view, day maps with the route, Google Maps navigation links.
- Exports: shareable HTML site, print-ready PDF (with all chosen photos), secure share link.

EXAMPLE Example: a 2-day recce of 7 shortlisted places. Add them to Day 1 and Day 2, set the 9:00 start — the planner computes driving legs and arrival windows automatically; share the plan link with the DOP so they can open each stop in Google Maps from the car.

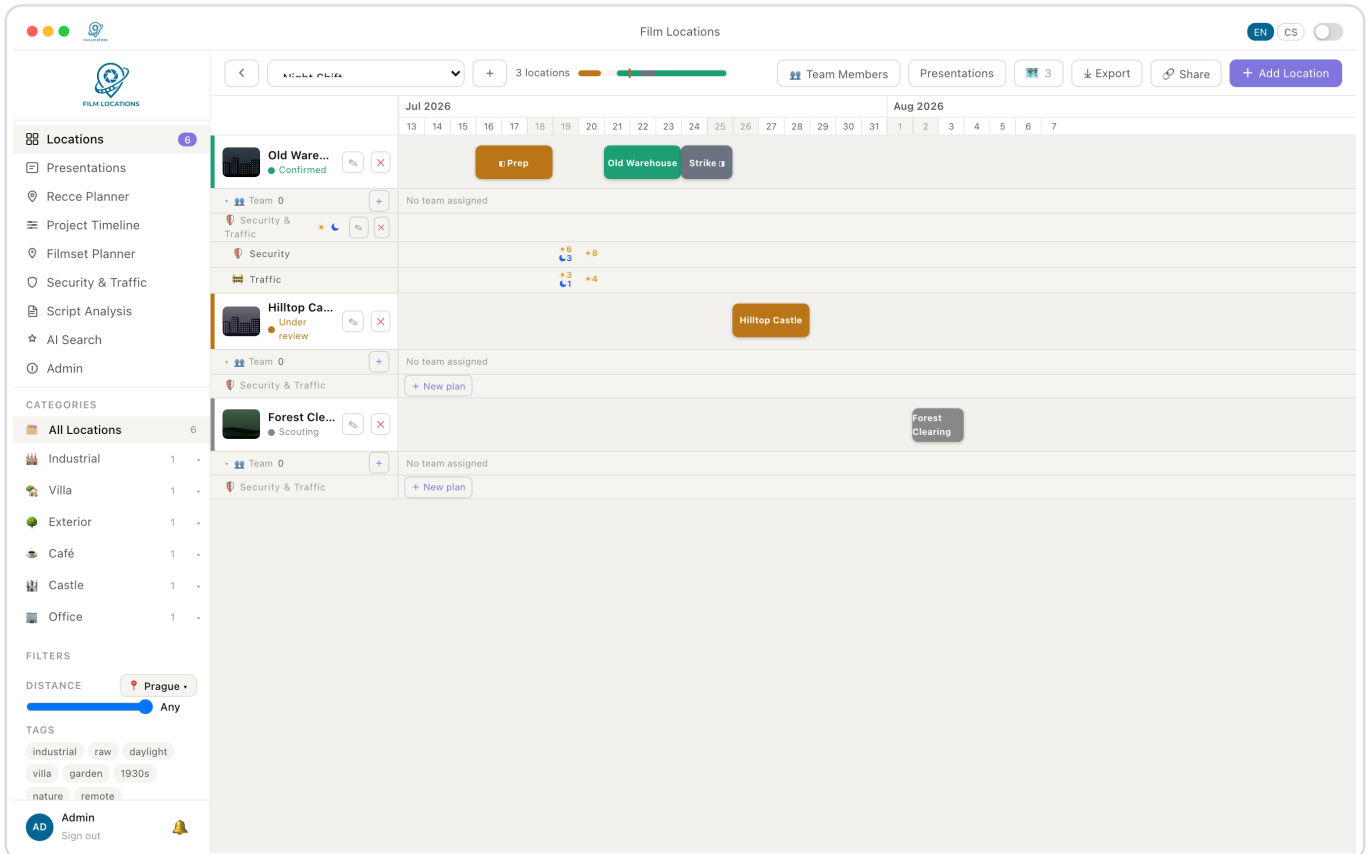


11. Project Timeline

A Gantt chart of your project's locations: prep, shoot and strike bars you can drag to reschedule.



at overview: every project card carries an automatic phase bar — Recce, Prep, Shoot, Strike from real dates, with a red 'today' marker and a live status such as 'Shoot



The Gantt: prep/shoot/strike bars and the Security & Traffic strip under each location.

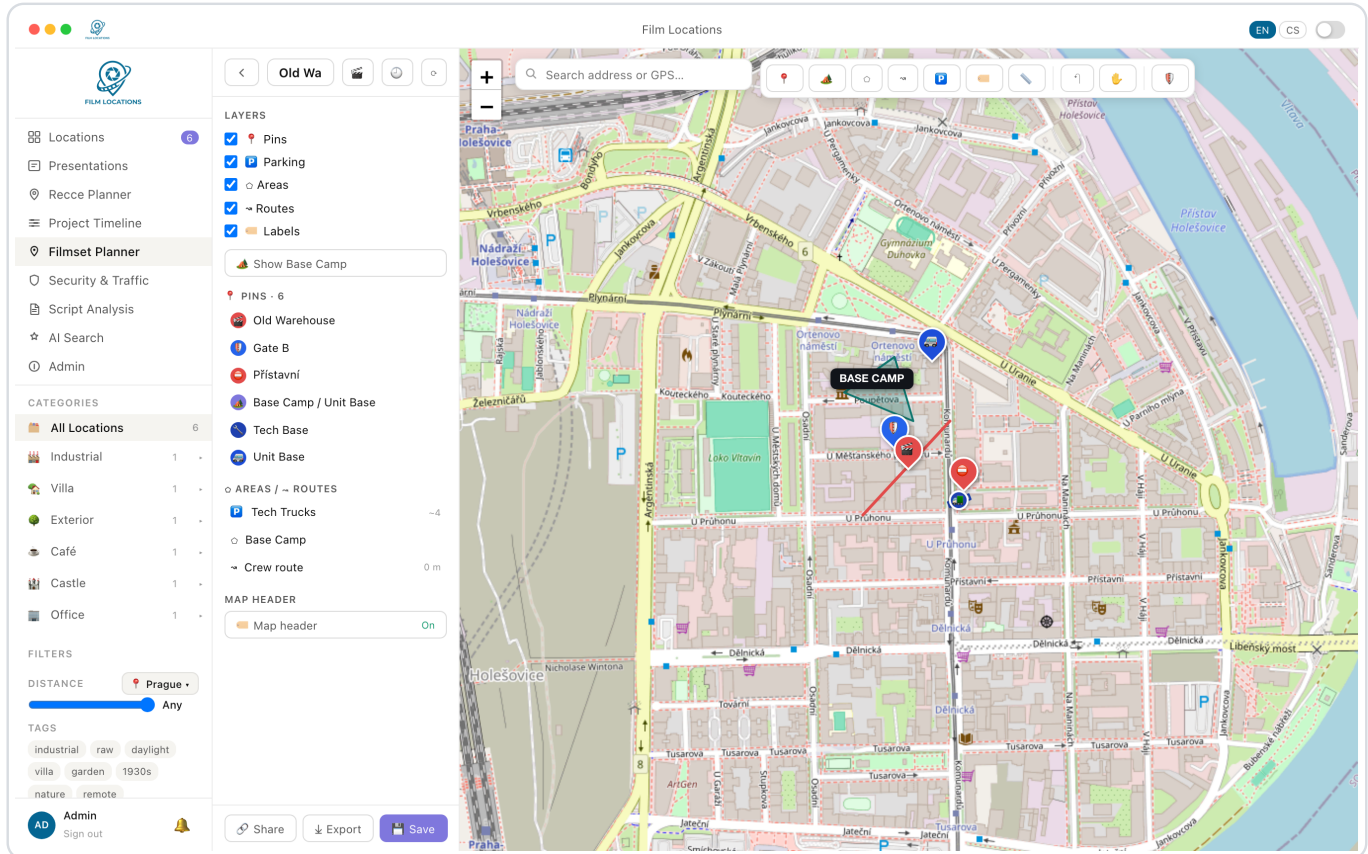
- Open a card to set the production window: shoot dates, tech recce, permits, Base Camp, map pins.
- Under each location a Security & Traffic strip shows day/night crew counts aligned to the calendar (amber = day, blue = night); create or open the plan right there.
- Share the timeline externally with visibility toggles (security, map, documents...) — the link opens on a read-only Gantt overview first, so a production with dozens of locations stays scannable; the client taps any bar to drill into that one location's own info, then the < back button returns to the overview. A 'Cards' toggle still lists every location in full if they want to scroll through everything at once.
- Each production card also has a Filmset Planner section — open the location's unit map or create one in one click, pre-linked to the project and location; the project-level planner dialog can also link an existing plan or create one for any timeline location.
- Team members: a crew directory per project with per-location/day assignments shown as a collapsible strip in the Gantt, plus in-app and e-mail notifications.

EXAMPLE Example: drag the Old Warehouse block one week later — prep, shoot and strike move together, the phase bar and every calendar-derived location badge update instantly, and the export workbook reflects the new dates.



12. Filmset Planner — unit maps

An interactive logistics map of the shooting day: drop pins, draw areas and routes, plan parking with real vehicle footprints — then export a production-ready unit map with callout boxes, Google Maps links and a QR code.



The editor: address/GPS search, drawing toolbar, layers and element lists on the left, everything draggable on the map.

Building the map

- Pins — 41 film categories (Set, Base Camp, Catering, Security, Generators...); each pin holds a name, description, notes, GPS/address and a Google Maps link.
- Base Camp has its own dedicated tool: pick the variant (Base Camp / Unit Base / Tech Base / Crew Parking / Catering) and click the map — the pin is named and categorised instantly, so bases are easy to recognise. 'Show Base Camp' in the sidebar zooms straight to them.
- A pin IS the place — and 'Draw area for this place' in the pin dialog optionally outlines it: the area inherits the pin's name and colour and shares its callout, keeping exports clean.
- Areas & routes — coloured polygons and lines; routes show length and walking time.
- Parking zones — 12 vehicle types with real footprints; the zone estimates capacity ('~14 cars') and warns on overflow.
- Labels and a measure tool (distance + walking time); an address/GPS search box jumps the map anywhere.

Editing by cursor

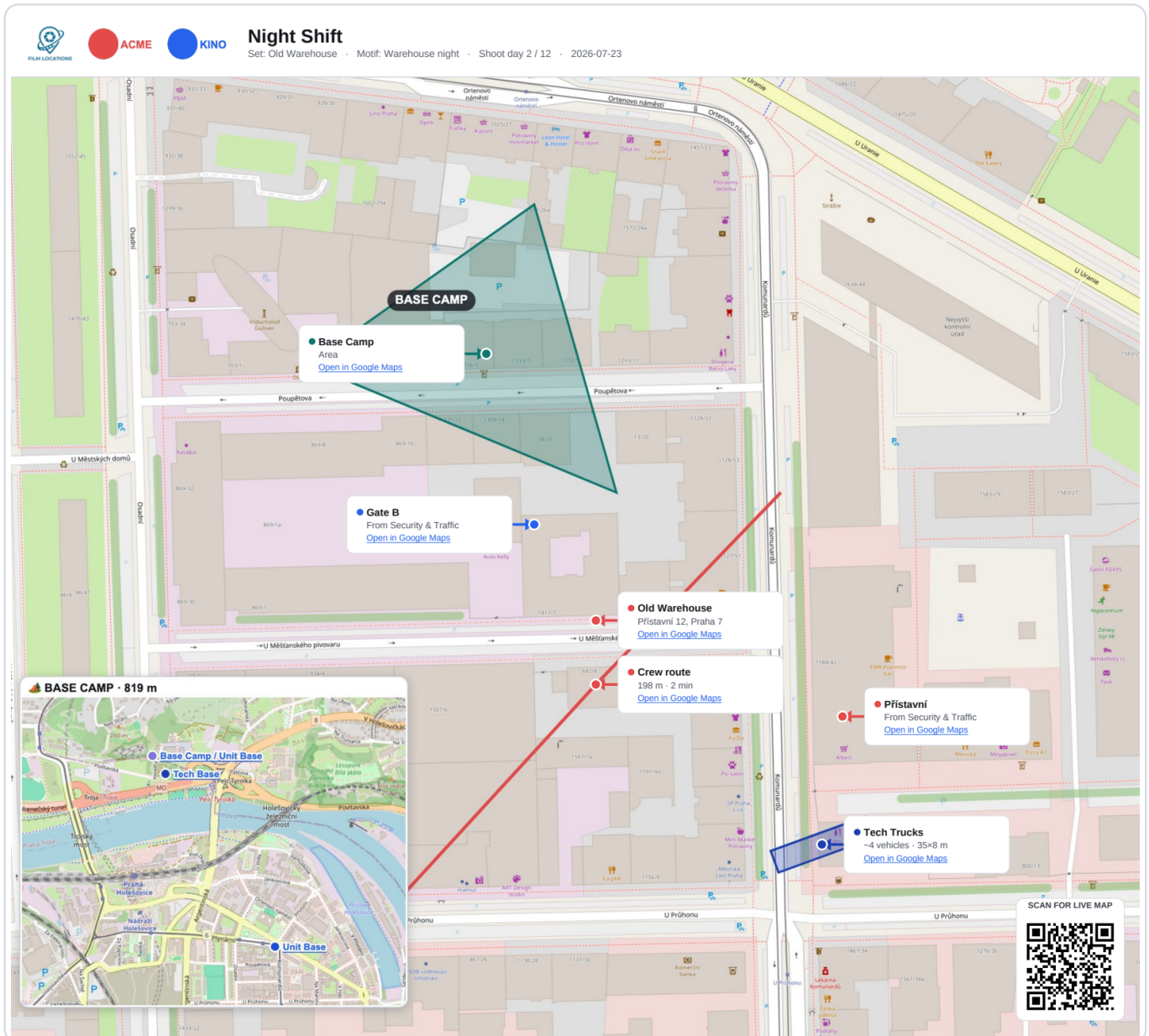
- Drag pins, labels and parking centres to move them.
- 'Edit points' on an area/route: drag vertices to reshape, drag a midpoint to add one, double-click to remove, and rotate the whole shape with the orange handle. Parking resizes by its corner handles.
- Undo, and a full Version history (the clock button): every Save captures a version; restoring is itself undoable.

Connected to the rest of the app

- Assign the plan to a project and a location (film-slate button; both lists searchable). The plan then appears on that location's production card in the Project Timeline.
- Adding a plan from the Project Timeline either links an existing plan (searchable list) or creates a new one for a timeline location you pick — so every map knows which location it belongs to.
- Creating a plan auto-imports the location's GPS, its Security & Traffic positions, the timeline card's map pins AND the Base Camp / Unit Base / Tech Base already defined on the location card (with their addresses); the sync button re-imports anything added later without duplicates.
- Attach recce/location photos to any pin — they show in the pin list, the pin dialog and on the share-link popups.

Share & export

- Share link — a public interactive map (no login; optional password and expiry) that auto-fits the content; every element opens a popup with a Google Maps link, and the header details (project, set, motif, shoot day, logos) appear in the dark top bar.
- The share page also has a 'Base Camp & parking map' button — a focused smaller map window with just the base and parking elements.
- Exports: PDF, PNG, JPEG and vector SVG — the page fits the content tightly (readable street names, no paper margins), with callout boxes and leader arrows that never overlap, every callout clickable to Google Maps, and a 'Scan for live map' QR code.
- When the Base Camp sits far from the set, exports keep the main map tight on the set and render the bases — including their areas, routes and parking — in a separate 'BASE CAMP · 1.2 km' inset window with its own readable mini-map; the names inside it (and its title) are clickable Google Maps links in PDF and SVG.
- Google Maps links prefer the street address when the pin has one (set in the pin dialog; auto-filled from the location) and fall back to GPS.
- E-mail: 'Copy for email' puts the finished map image AND a full linked legend on your clipboard; 'Embed code' generates an HTML block with the map, a live-map button and the complete legend (pins, areas, routes, parking — all with Google Maps links).
- Map header — ON by default on every export and share page: project name, set, motif, 'Shoot day 2 / 12' (computed live from the Project Timeline when you leave it blank), date and logos — production logos, your own client logos (upload any number) and the Film Locations logo, with a 'Large' option. Customise or switch it off per plan in the left sidebar (below Areas/Routes).



The exported unit map: header with logos, compact callouts with Google Maps links, the QR code — and the distant Base Camp in its own inset window.

EXAMPLE

A typical shoot day: open the location's card in the Project Timeline -> 'New site plan for this location' (GPS, security posts and timeline pins import automatically) -> drag the Base Camp area and Tech Truck parking into place -> turn on the header ('Night Shift', Set: Old Warehouse, day 2/12) -> export the PDF for the call sheet and send the share link to the crew — they scan the QR on set to open the live map.

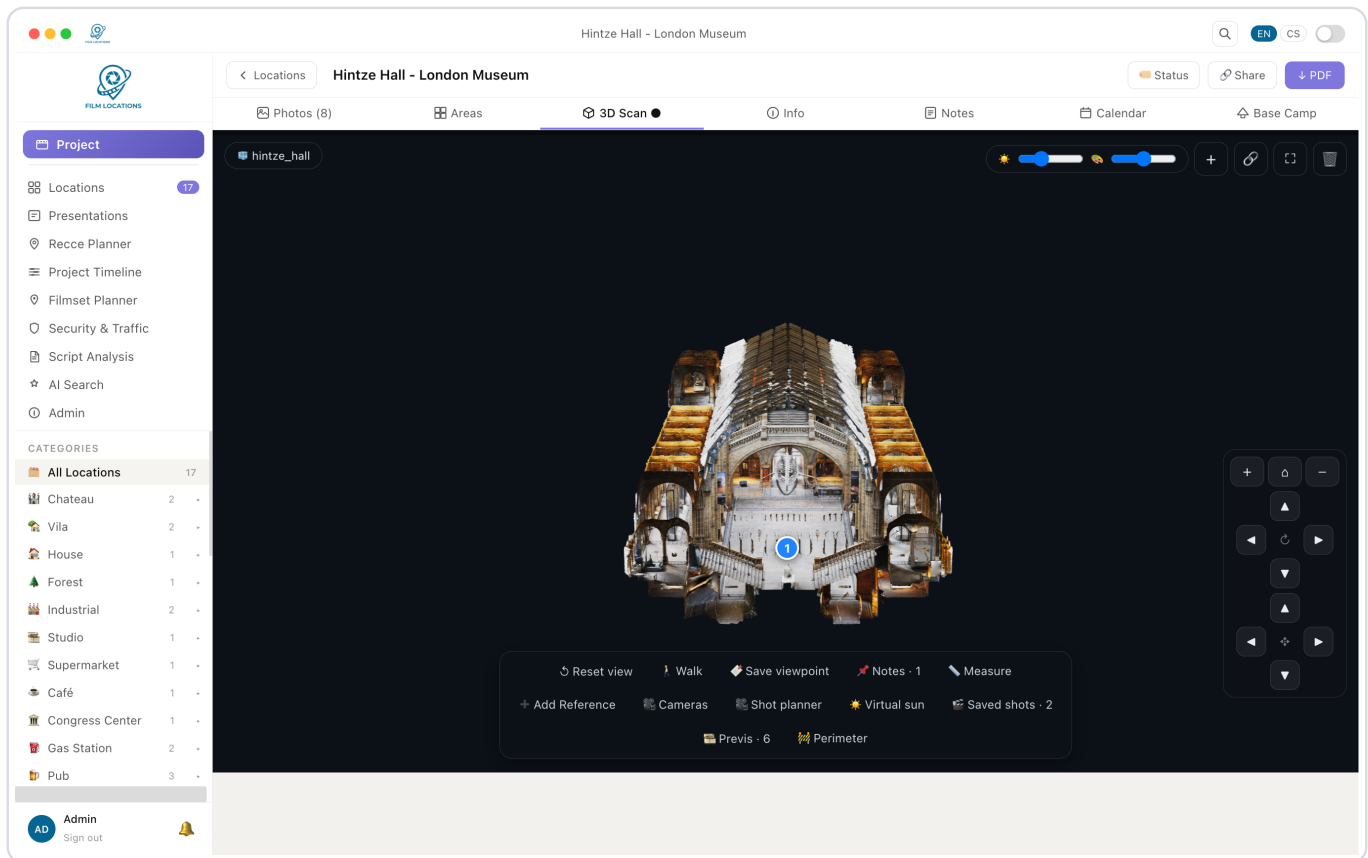
NOTE

The shield button runs a logistics check (overlapping zones, blocked emergency access) and an optional AI deep-dive of the whole plan.



13. 3D Scan & Shot Planner

On a location's detail page, the 3D Scan tab turns a scanned or uploaded 3D model into a working previz tool — plan camera angles and light before the recce van even leaves the office.



The digital twin: an orbiting 3D viewer with pinned notes, saved shots, previs and perimeter counts, camera and virtual-sun tools.

- **Digital twin** — an interactive model you can orbit, with notes pinned to points on it (notes can carry file attachments).
- **Virtual camera** — pick from a cinema camera and lens library; the app computes field of view and depth of field, and can render a one-shot depth-of-field preview showing exactly what stays sharp at that lens/T-stop/distance.
- **Virtual sun** — position the sun by date and time to preview light and shadow before the recce, with a real shadow-casting light.
- **Film lights** — place adjustable virtual lighting fixtures (Fresnel, HMI, LED panel, softbox, space light...) with real power/colour-temperature/beam controls and true shadow-casting; grip References (flags, nets, silks, diffusion frames) physically block or diffuse a light placed in its beam.
- **Saved shots** — capture a camera/lens/sun combination as a named shot and export the whole set to PDF.
- **Add to Presentation** — press the  on a saved shot (or '+ 3D Scan' in a motif's Presentation media) to drop it into a motif as a poster tile; the client clicks through to the same view-only 3D viewer, no login needed.

NOTE

Data here is scoped per project — if two projects reuse the same real-world location, their shots and notes stay separate. From a Project Overview page, the 3D Scan stat/quick action jumps to every scanned location in that project.

EXAMPLE

The Project Timeline's tech-recce checklist and the location rows under a Presentation motif both link straight into a location's 3D Scan tab, so the DP can jump from 'is this location tech-recce'd?' to the actual camera plan in one click.



14. Security & Traffic

A dedicated planner for set security and traffic control. Plans sit in a folder per project plus a Standalone folder, the same picture as Presentations and Recce Planner — open a folder to see its plans.

- 1 Create a plan for a location and a date range — Day and Night shifts are generated per day.
- 2 Set quick Security/Traffic head-counts, detailed roles by department, map pins (guard, closure, parking...).
- 3 Use templates (Small/Medium/Large/Night/Road closure) and 'Copy to dates' to fill fast.

A security plan: Day/Night shifts per date, quick head-counts, roles and map pins.

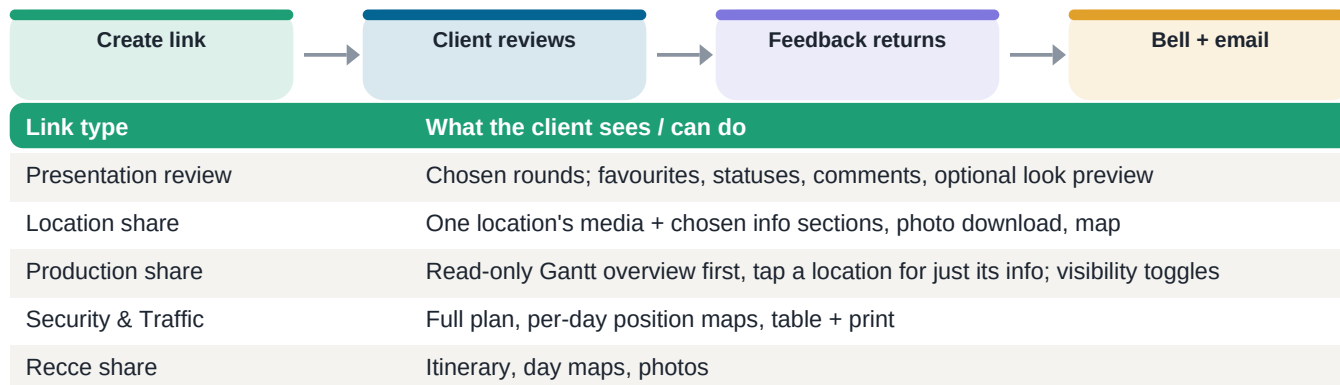
- Exports: CSV table and PDF, colour-coding Day (amber) vs Night (blue), with Google Maps links for every position.
- Share link: a public page with the whole plan, per-day maps of positions, downloadable table and print.
- Documents & files — upload PDFs, documents and photos to the plan (top card); they appear on the share link too. Create a fresh link after adding files.

EXAMPLE

Example: a 2-night shoot with a road closure. Create the plan for 20-21/07, apply the 'Road closure' template to the Night shifts (guards + traffic marshals prefilled), pin the closure points, upload the police permit PDF — then share one link with the security company: schedule, per-day position maps and the permit, all in one page.

15. Sharing & review links

Share with clients without accounts. Every link can be password-protected, can expire and can be disabled at any time.



Permissions per link: favourite, comment (with threaded replies), status, download files, allow look preview.

NOTE Most share links — Presentation review, Location share, Production share, Recce share, Security & Traffic — plus the location PDF export let you pick which map app their  links open: Google Maps, Apple Maps, Mapy.com or OpenStreetMap. The choice is made once, right in that link's or export's own dialog.

EXAMPLE Example: one production, four links — a password-protected review link for the client (comments on), a location share for the owner (info sections only, no prices), a security link for the agency, and a Filmset Planner link for the crew with a QR on the call sheet. Each can expire independently and can be revoked any time.



16. Notifications (in-app & email)

- In-app: the bell shows review feedback for owners, admins and project members (checks every 30 s).
- Email: one digest per review session — sent after the reviewer goes quiet, so 30 clicks become one email.
- Reply notifications: press the reply arrow under any comment on the Review page, and if that reviewer left an email address at the identity gate, your reply is emailed to them automatically in the background — no extra step.

Setting up email

- 1 Admin -> Database -> Email notifications.
- 2 Choose SMTP (e.g. Gmail + app password) or Brevo API (no SMTP setup, just an API key).
- 3 Fill the from-address and credentials, set the quiet period, Save.
- 4 Press 'Send test' to confirm delivery.

Email settings in Admin -> Database: transport, credentials, quiet period and a test button.

EXAMPLE

A reviewer clicks through 14 photos and leaves 3 comments — you get ONE email: '[Film Locations] Night Shift — 17 new review actions' with a per-location summary.

NOTE

Recipients are the project owner, admins and members that have a valid email on their account. Secrets stay on your server and are never shown again in the UI.

NOTE

If a reviewer didn't leave an email, or email notifications aren't enabled, replying still works exactly the same — the reply just isn't emailed anywhere. Nothing breaks either way.

17. Admin, backup & data

- Users — accounts, roles, permissions.
- Categories — location categories and icons.
- Location Tools — distance reference point and units.
- AI Keys — Claude/Gemini key for all AI features; keys stay server-side.
- Database — JSON backup, full ZIP backup/restore, upload compression, Mobile Access info, Email notifications.
- Audit — log of deleted comments.

Data Health

A completeness report scanning every location for missing fields (contacts, address, tags, prices...) so nothing important slips through before a shoot.

Location Data Completeness

17 Locations | 8 Complete | 1 Critical missing | 0 Recommended missing | 0 Dismissed | 85% Overall completeness

Search location, region, scout... | Priority | Missing field | Completeness | Status | Scout | Priority | Completeness

LOCATION	MISSING FIELDS	PRIORITY	STATUS	ASSIGNED	LAST UPDATED	COMPLETENESS
☐ Hintze Hall - London Museum Cromwell Road, South Kensington, Lon...	Contacts Tags	Critical	Incomplete	—	—	50%
☐ U Medvěda Obelouková 222, 438 01 Žatec 1	Tags	Optional	Incomplete	—	—	75%
☐ Klubová Pivnice Lucerna Hájkova 719, 438 01 Žatec 1	Tags	Optional	Incomplete	—	—	75%
☐ Hotel Kapitán nám. Svobody 119, 438 01 Žatec 1	Tags	Optional	Incomplete	—	—	75%
☐ MAFRAPRINT Tiskařská 625/2, 108 00 Praha 10	Tags	Optional	Incomplete	—	—	75%
☐ Supermarket DELMART Čestlice U Makra 123, 251 01 Čestlice-Říčany u ...	Tags	Optional	Incomplete	—	—	75%
☐ Caffé Del Borgo U Hrubých 650, 252 50 Vestec-Jesenic...	Tags	Optional	Incomplete	—	—	75%
☐ Studio Zero Limits Podkovářská 2, 190 00 Praha 9	Tags	Optional	Incomplete	—	—	75%
☐ Kongresové centrum Praha 5. května 1640/65, 140 21 Praha 4-Nusle	Tags	Optional	Incomplete	—	—	75%
☐ CS Prim Chrástany Chrástany 140, 252 19 Chrástany	✓ Complete	Complete	Complete	—	—	100%

Data Health: overall completeness, per-location missing fields and priority, with filters, bulk tools and a CSV export.

- Every location gets a completeness score and a priority (critical / recommended / optional) per missing field.
- Dismiss or snooze a field you don't need for a given location; assign locations to whoever should fix them.
- Bulk actions and a CSV export for a punch-list you can work through offline.

IMPORTANT

Make a Full ZIP backup before big changes — it contains the complete database and all photos and can be restored in one step.



18. Worked example — one production end to end

How the fictional commercial 'Night Shift' flows through the app — every step references the module that does it.

- 1 **Locations:** import scouting photos of the Old Warehouse — AI tags them ('industrial, skylights, gritty'), the EXIF editor fixes a wrong capture date, the cover and contacts are set.
- 2 **Script Analysis:** the script yields 'WAREHOUSE - INT - NIGHT ×6'; 'Find matching' confirms Old Warehouse as the top candidate.
- 3 **Presentations:** the AI drafts P01 (6 motifs, 3 options each); the client reviews it through a share link, favourites the warehouse, rejects the rooftops; P02 fixes the notes.
- 4 **Recce Planner:** a one-day recce of the finalists with automatic drive times; the van follows the shared plan.
- 5 **Project Timeline:** Old Warehouse gets prep 17-19/07, shoot 20-24/07, strike 25/07 — the phase bar shows 'Shoot - day 2/5' during production and the location badge flips to 'Booked' automatically.
- 6 **Security & Traffic:** Day/Night shifts with guards and marshals, closure pins, the police permit PDF attached; the agency works from the share link.
- 7 **Filmset Planner:** created from the timeline card, it auto-imports GPS, security posts, pins and the location card's Base Camp; truck parking and the crew route are drawn; the header reads 'Night Shift - Set: Old Warehouse - day 2/12' — and because the Base Camp is 1.2 km away, exports show it in its own inset window.
- 8 **Distribution:** the unit-map PDF goes on the call sheet with its QR; the crew scans it on set for the live map, drivers tap the address-based Google Maps links; the client gets the review link, the owner the location share.
- 9 **Wrap:** statuses free up automatically after strike, feedback and versions stay archived with the project, and Admin backups keep everything safe.



19. Devices, install & troubleshooting

One app, every platform: the server runs on a Mac/NAS and every device is a thin client. iPhone, iPad and Mac are the primary native apps (Capacitor + Xcode); Android is supported the same way (Capacitor + Android Studio). Admin -> Database -> Mobile Access shows the exact address to open elsewhere.

- Windows and any browser: open the server address in Edge or Chrome and use the Install button in the address bar — Film Locations installs as a standalone app with its own window and taskbar/Start-menu icon (a Progressive Web App).
- Android phones/tablets: Chrome menu -> Add to Home screen for the same standalone experience, or install the native app.
- The installed app always loads the latest version (pages are fetched fresh); only the static shell is cached for a fast start.

NOTE Built for teams: the server handles many reviewers at once, and concurrent favourites, statuses and comments can never overwrite each other — everyone's feedback on the same link is kept.

Problem	Solution
Phone can't connect	Server must run on the Mac/NAS; check the address in Mobile Access; same Wi-Fi; allow Python in the macOS firewall.
Maps are empty	Map tiles need internet; everything else works offline.
AI says a key is required	Set the key in Admin -> AI Keys.
A button is missing	Your role doesn't allow the action — ask an admin.
Share page looks outdated	Re-create the link after big feature updates; restart the server after updating it.