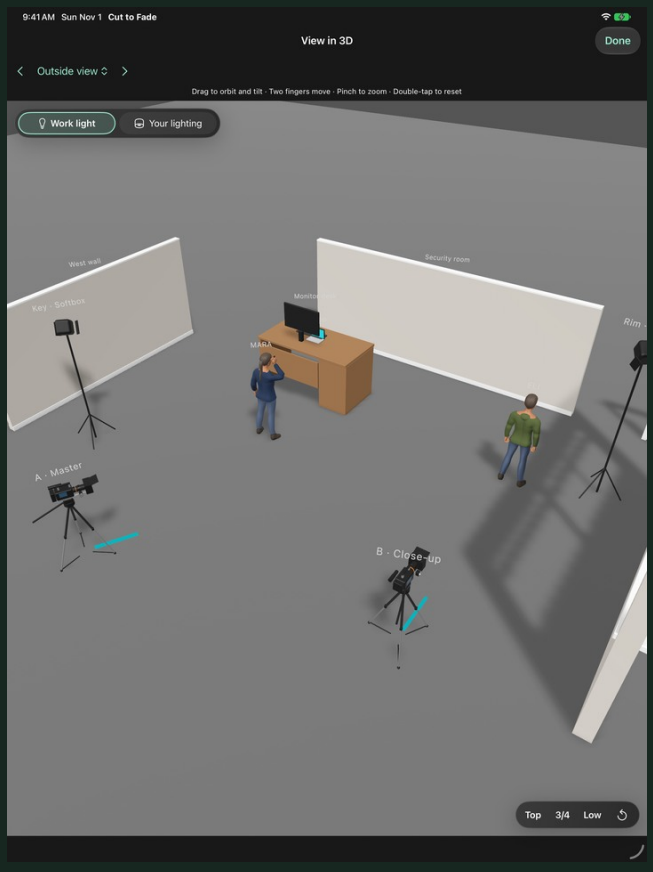
CUT TO | FADE

THE ILLUSTRATED USER MANUAL

From FADE IN to final take.

Write. Rehearse. Plan. Shoot. Share.



iPhone, including Duo / iPad / Mac / Apple Watch / CarPlay

VERSION 2.0.1 / NOVEMBER 2026

YOUR GUIDE

Find your next step.

From FADE IN to final take 4

Find your way around 5

Your first ten minutes 6

Bring your work with you 7

Write on iPhone 8

Write with a keyboard 9

Daylight or late night 10

Keep the story in view 11

Shape the Story Map 12

Try another story order 13

Follow threads and payoffs 14

Know your characters 15

Protect the rewrite 16

Hear the screenplay 17

Practice your part 18

Prepare voices and record takes 19

Rehearse from your wrist 20

Start with the scene 21

Plan the coverage 22

Build the visual Storyboard 23

YOUR GUIDE

Find your next step.

Add movement and alternatives 24

Play and share the board 25

Break down the production 26

Frame it on location 27

Block the scene 28

Dress and direct the cast 29

Supports, seats and vehicles 30

Show how the scene moves 31

Bring in the room 32

Explore the light and lens 33

Build the shooting day 34

Keep track on set 35

Track takes from Apple Watch 36

Export and share the work 37

Across devices, with Free and Pro 38

When something needs attention 39

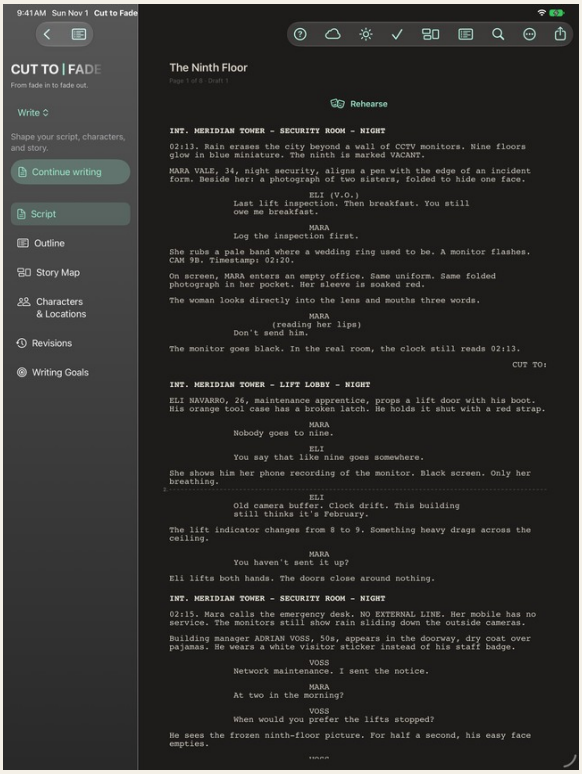
CarPlay: take Table Read with you 40

CarPlay rehearsal and troubleshooting 41

GET STARTED

From FADE IN to final take

Your guide to Cut to Fade 2.0.1.



One project, five stages

Write the screenplay, Rehearse the performances, Plan the coverage, organize the Shoot, and Share the right material. Your script connects the tools.

Two different boards

Story Map in Write shapes the story: beats, scenes, arcs and structure. Storyboard in Plan visualizes the shots: panels, compositions, sequences and timing.

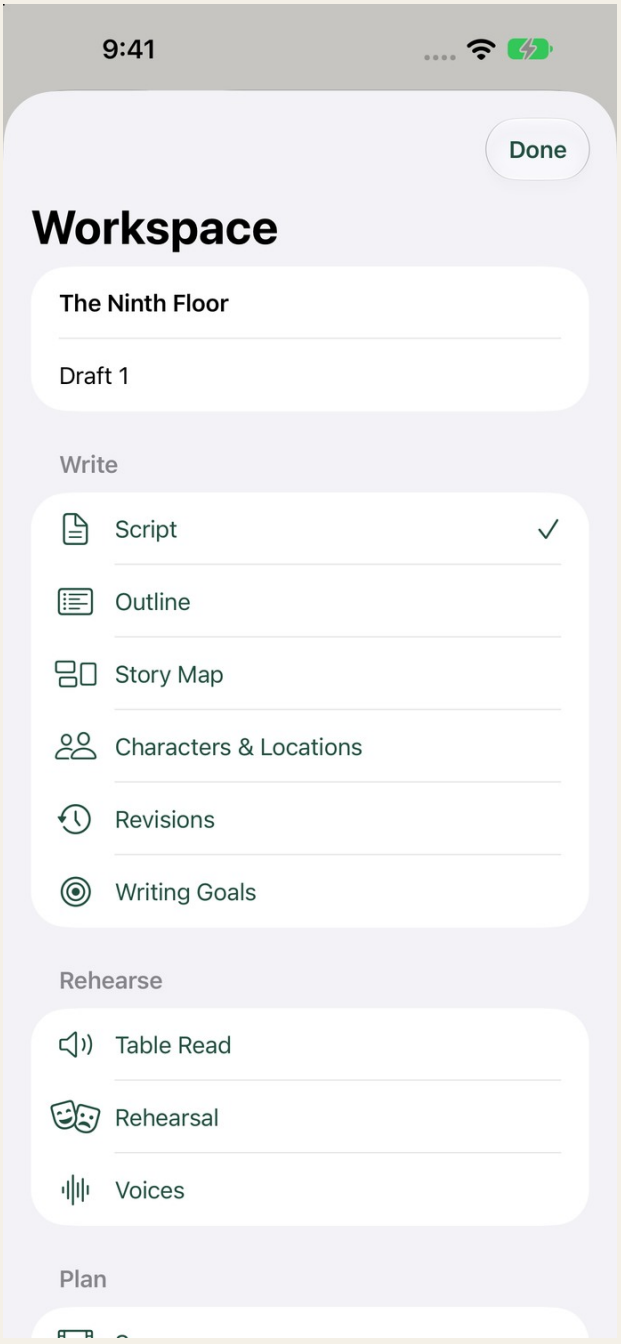
Start with the screen you need

Use Workspace on iPhone. On iPad or Mac, choose a stage and tool from the tool menu. The selected scene follows you between scene-based tools.

Screenshots use the fictional project The Ninth Floor. This guide includes Pro features and shows layouts that adapt to device and window size.

Find your way around

The updated menus put each tool in its stage.



Write and Rehearse

Write contains Script, Outline, Story Map, Characters & Locations, Revisions and Writing Goals. Rehearse contains Table Read, Rehearsal and Voices.

Plan and Shoot

Plan contains Scenes, Breakdowns, Locations, Shot List, Blocking, Storyboard and Viewfinder. Shoot contains Schedule, Shot Progress, Continuity and Take Log.

Share

Share contains Script Export, Send to Co-Writer, Sides, Crew Packets and Take Export.

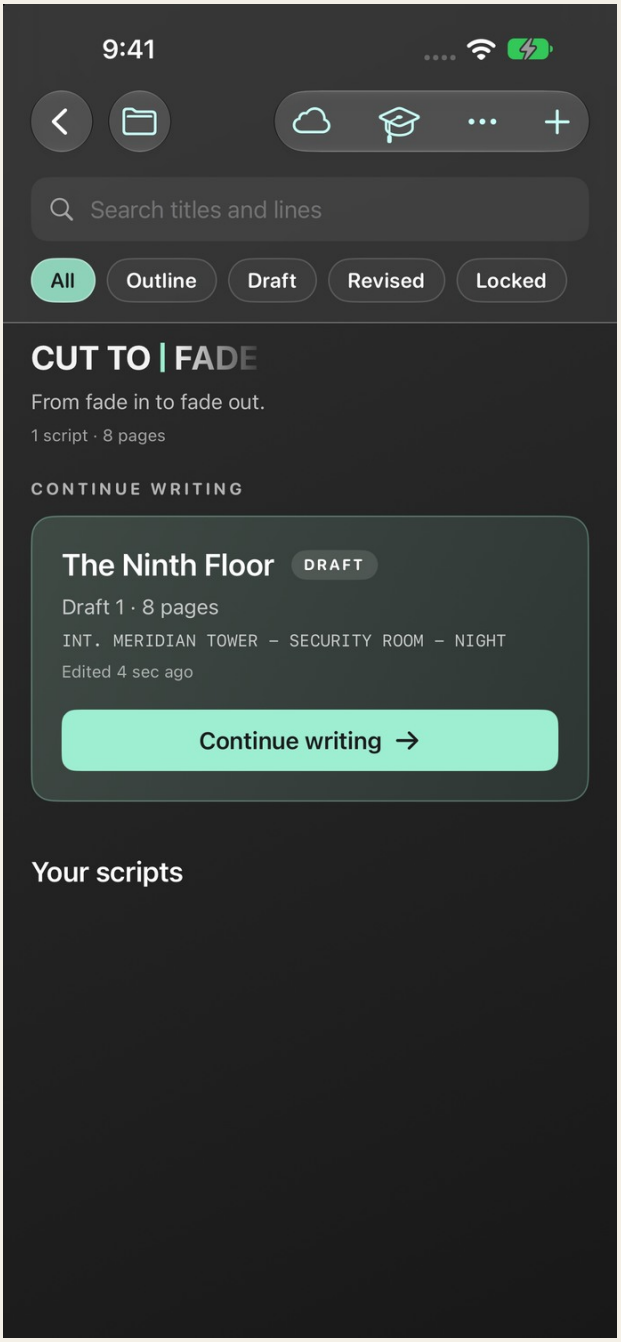
Show or hide the tools

On iPhone, tap Workspace. On wider screens, Show tool menu and Hide tool menu make room for the work. Workspace options provides another route on Mac and when the iOS tool menu is hidden.

The question-mark button opens Workflow guide whenever you need it. Plan also has an Open Story Map in Write shortcut.

Your first ten minutes

Go from a new script to a planned scene.



1 / Start a script

In the library, choose New Script and a blank script or template. Add a title and open the editor.

2 / Write a scene

Begin with an INT. or EXT. scene heading. Add action, a character cue and dialogue. Use the format controls to correct a paragraph type.

3 / Hear the scene

Choose Rehearse > Table Read, assign voices and press Play. Choose Rehearsal to perform one character yourself.

4 / Plan the coverage

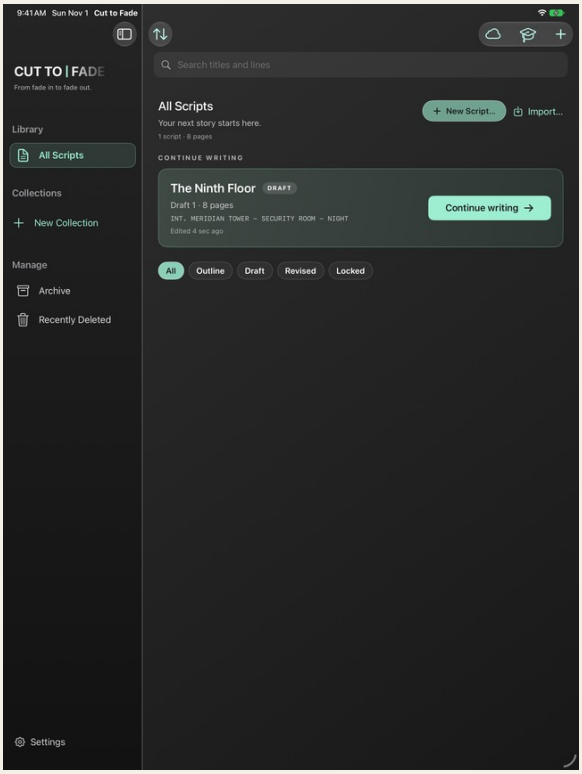
Choose Plan > Shot List or Storyboard and add a shot to the scene. With Pro, open Blocking to place the cast, cameras and lights.

Open the sample project to explore without changing your own writing. The screenshots in this guide use a separate fictional demo.

GET STARTED

Bring your work with you

Import, organize and recover scripts.



Import a screenplay

Choose Import in the library or File > Import on Mac. Fountain and Final Draft preserve screenplay structure. Review PDF imports for line types and page artifacts.

Organize the library

Pin important work, use status filters and collections, and archive completed projects. Search can find titles and script text.

Restore a deletion

Recently Deleted keeps deleted work for 30 days. A deletion can sync to your other devices, so restore a mistake before that period ends.

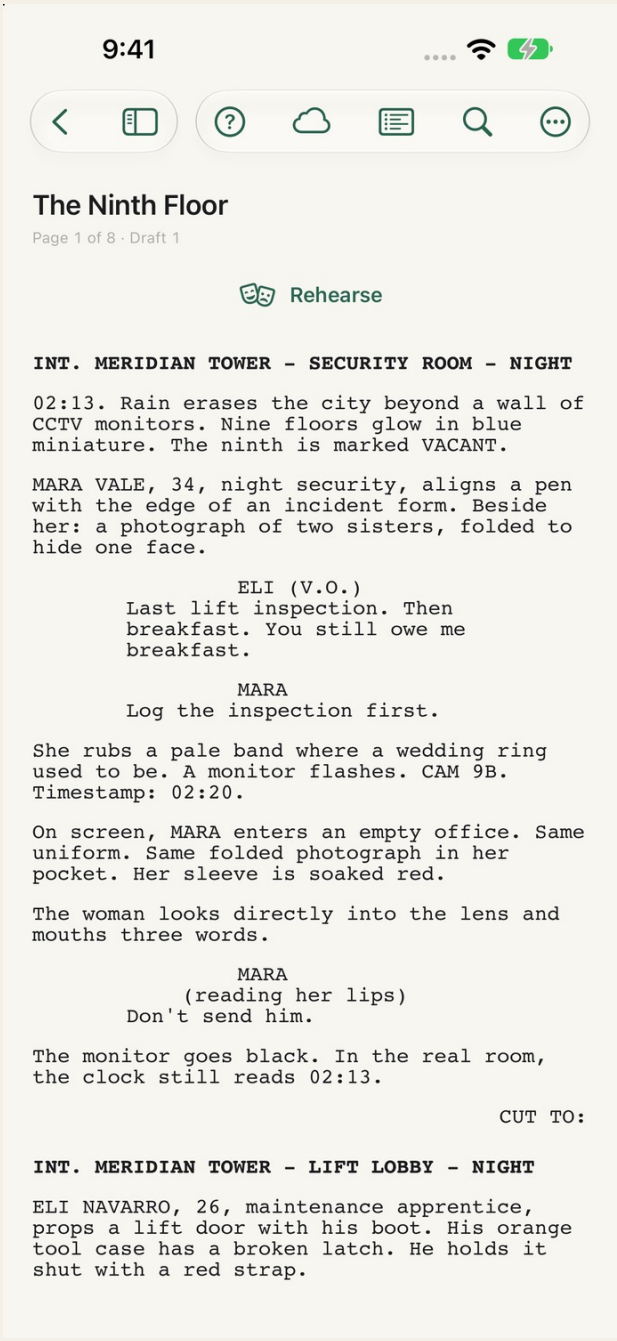
Keep a milestone copy

Create drafts for rewrites and export a project package for a separate archive. An exported copy is useful before major production changes.

Drafts of a script share its family. Archived scripts still count toward the free limit; the sample and Recently Deleted do not.

Write on iPhone

A screenplay editor that travels with you.



Choose the element

Tap into the page and use Scene, Action, Character, Parenthetical, Dialogue or Transition. The format control changes the current paragraph type.

Keep the flow

Return after a character cue moves to dialogue. Return after a speech moves to action. Character suggestions reuse names already in the script.

Revise the passage

Select text, paste a passage, or use Find & Replace. Review smart-paste formatting when bringing in text from another app.

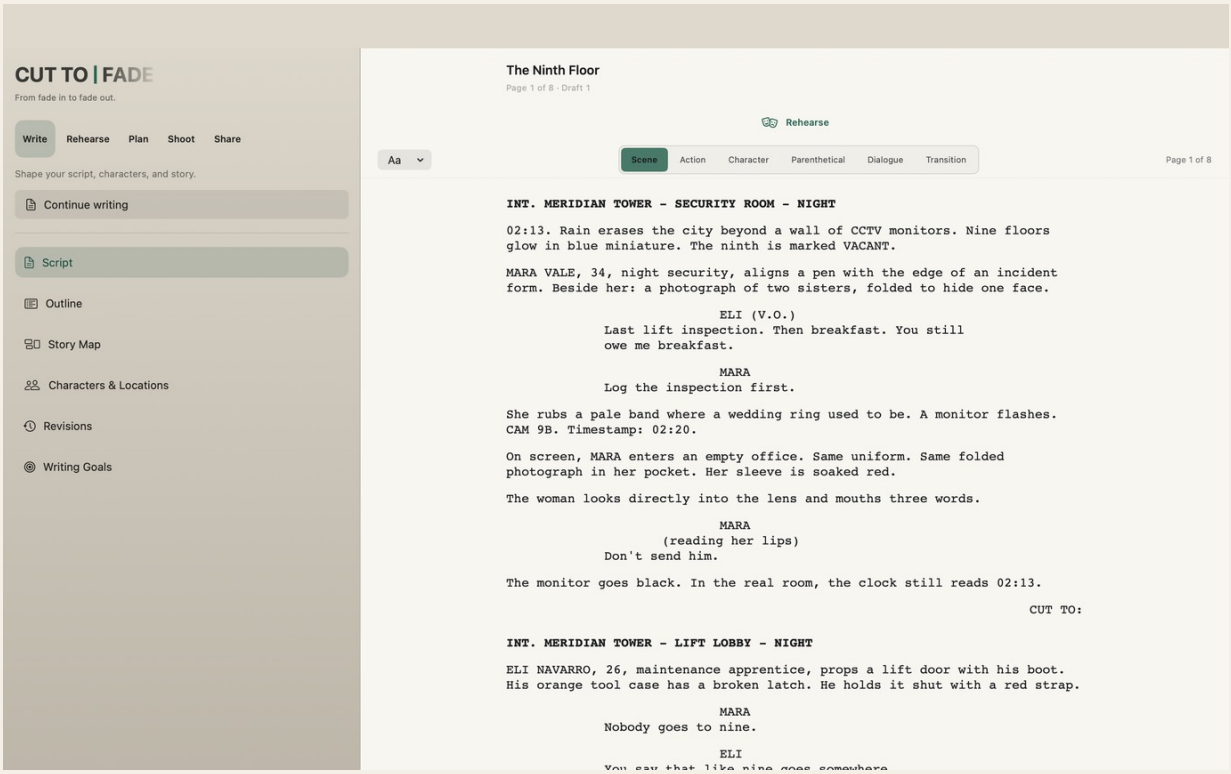
Set the title page

Tap the title to edit the title page and logline. The page count follows the same pagination used for screenplay PDF output.

Parenthetical supplies brackets for you. Undo can restore text and formatting changes.

Write with a keyboard

Use the menu bar and familiar shortcuts.



Format quickly

Command-1 through Command-6 choose screenplay element types in order. Tab cycles types and can complete an unambiguous character name.

Move between tools

Command-F opens Find. Option-Command-O opens Outline. Shift-Command-B opens Story Map. Shift-Command-T opens Title Page.

Manage files

Command-N creates a script. Shift-Command-O imports. Command-E exports PDF; Shift-Command-E exports Fountain. Exports use the Mac Save panel.

Find more shortcuts

The Mac menu bar lists commands and shortcuts. On iPad with a hardware keyboard, hold Command to see available actions.

Use Show tool menu or Workspace options to move through the five stages without returning to the library.

Daylight or late night

The interface and writing page have separate choices.



Choose the interface

Use the app appearance that suits your workspace. Day mode has warm paper tones; dark mode uses charcoal and mint.

Choose the writing page

Settings offers Match System, Paper and Night for the editor page. The editor also provides a page-appearance control; placement varies with available space.

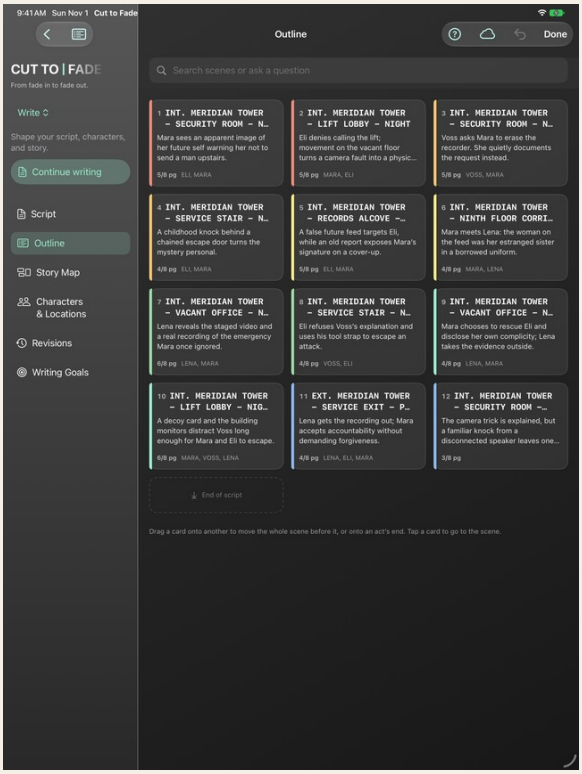
Keep exports consistent

Paper and Night affect reading on your device. Exported screenplay PDFs keep black text on white paper.

Page appearance is per device. Choose a comfortable text size and leave more room by hiding the tool menu.

Keep the story in view

Outline makes the screenplay easier to navigate.



Read the shape

Choose Write > Outline. Scene cards show the heading, synopsis, length and speaking characters. Acts group the cards.

Rearrange scenes

Move scene cards to change screenplay order. Use a card menu to edit its synopsis or color, move it up or down, or mark an act start.

Track the structure

Writing Goals compares your page targets with the draft. Templates can provide an initial act structure.

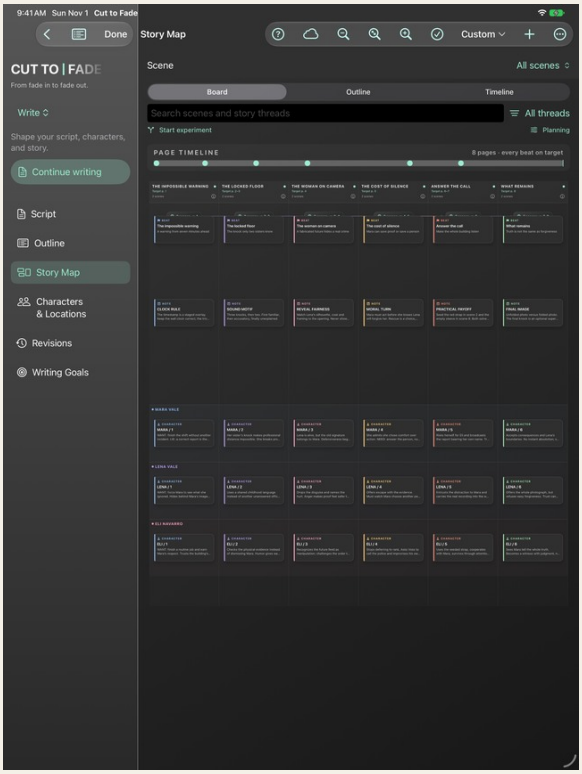
Keep details connected

Scene synopsis and color are shared with Story Map and scene navigation. Update them once and use them throughout the project.

Reordering here changes the screenplay. To try another arrangement first, use Start experiment in Story Map.

Shape the Story Map

Plan story structure in Write > Story Map.



Pick a view

Switch between Board, Outline and Timeline. Compact screens start in Outline; choose the view that suits the work.

Arrange the story

Use scene, beat, note and character cards. Normal scene-card reordering also changes the screenplay. Use Undo if the result is not what you intended.

Follow an arc

Search scenes and story threads, or filter by thread. Record a scene's goal, conflict, turn and outcome, plus planned pages and tension.

Choose a framework

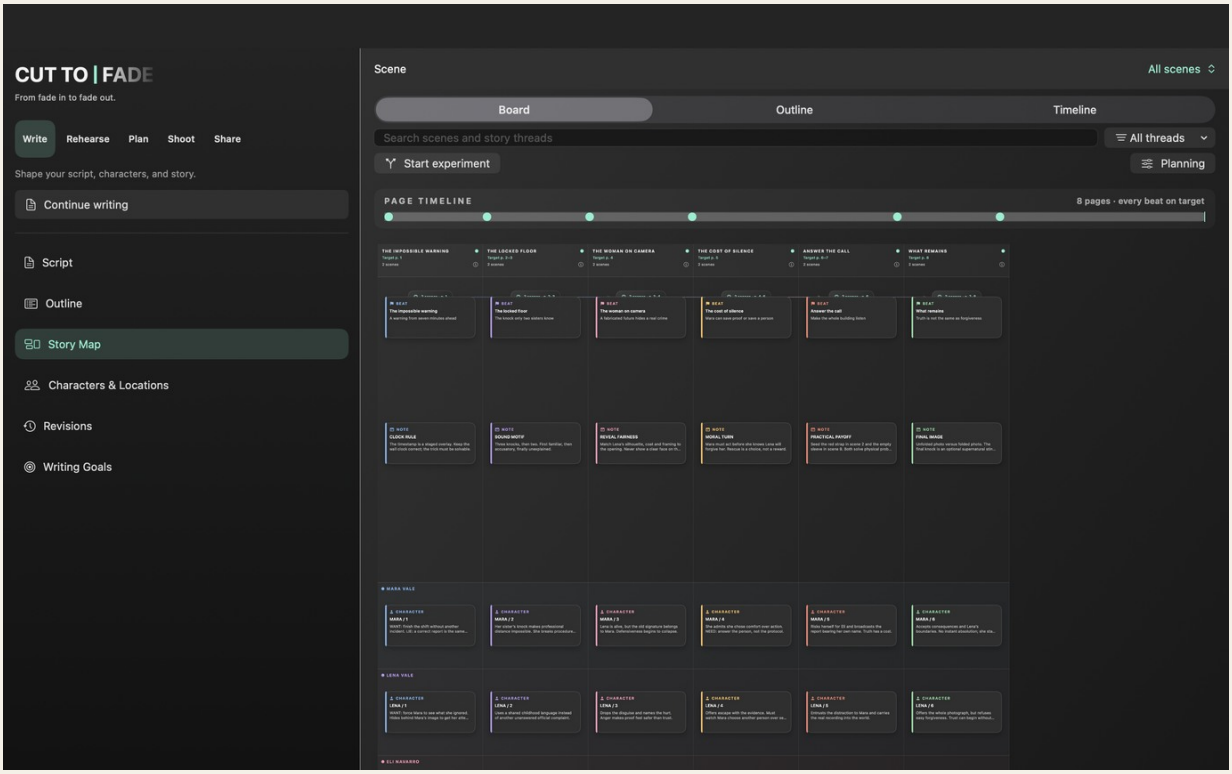
Three-Act is included free. Pro adds further frameworks and Custom beats, character lanes, references, photos, the page timeline and beat-sheet PDF.

Story Map is the new name for the earlier story-structure board. Storyboard under Plan is a separate visual shot tool.

WRITE

Try another story order

Explore changes before applying them to the script.



Start an experiment

In Story Map, choose Start experiment before moving scenes. The map saves the starting arrangement and keeps experimental reorders out of the screenplay.

Review and apply

Choose Review order to inspect the proposed scene order. Apply commits it to the screenplay; Discard experiment arrangement returns to the earlier arrangement.

Save a useful version

Open Planning, enter a version name and choose Save current arrangement. Saved arrangements can be inspected and restored.

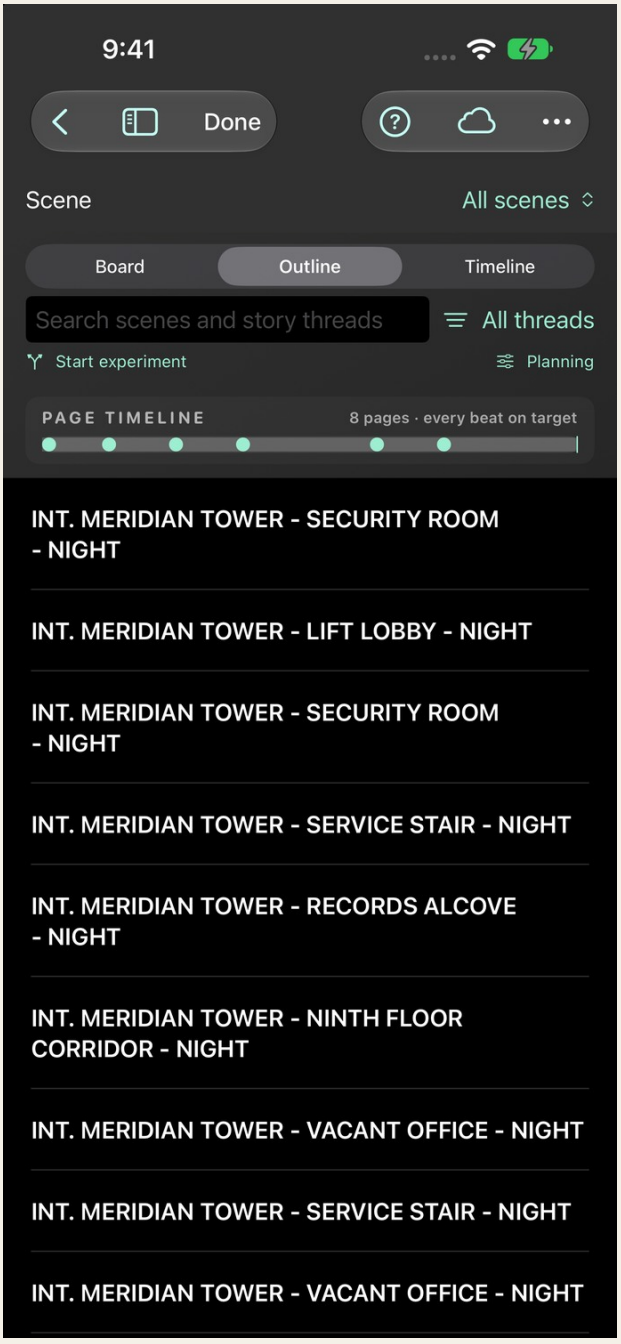
Keep loose ideas

Planning also has an Idea parking lot for scene ideas, dialogue, research and images. These ideas stay outside the screenplay and its page count.

Locked scripts cannot apply a new scene order. Save a milestone draft before a major structural rewrite.

Follow threads and payoffs

Give each scene a purpose.



Describe the scene

Use the scene purpose controls to record goal, conflict, turn and outcome. Add story-thread names that let you follow a character or theme.

Watch the pacing

Compare planned and actual pages and record a tension level. Use these as prompts for your own editorial judgment.

Track setups

Record a setup and the scene where it pays off. Planning lists unresolved setups so you can review missing connections.

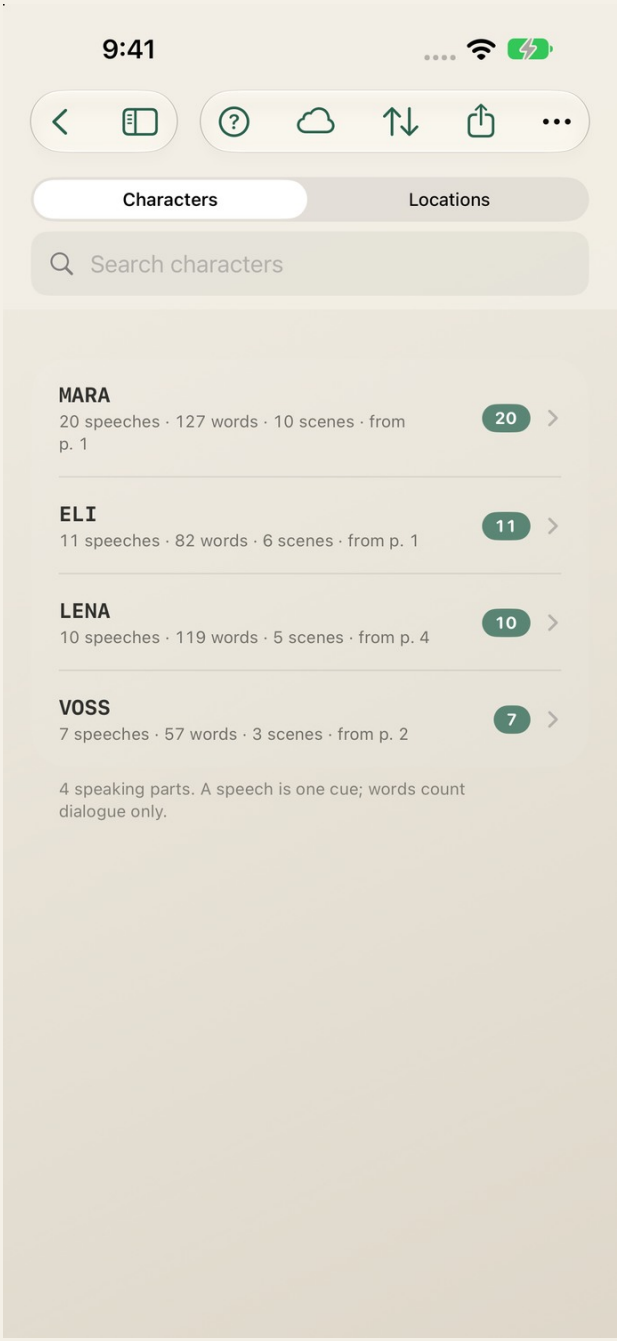
Ask for a story review

On supported Apple Intelligence devices, Planning > AI story review offers notes linked to evidence in the screenplay. Open the referenced scene and decide what to change yourself.

AI review does not rewrite your script. Availability depends on the device, operating system and on-device model readiness.

Know your characters

Profiles connect the page to performance.



Open the index

Choose Write > Characters & Locations and select a character. The app draws scene and dialogue information from the screenplay.

Develop the role

Add a description, age, arc, relationships and a photo. Review speeches, word counts, first appearance and shared scenes.

Rename consistently

Use Rename Character or Location to make a coordinated change. Review the proposed count and any name-merge warning before confirming.

Carry the role forward

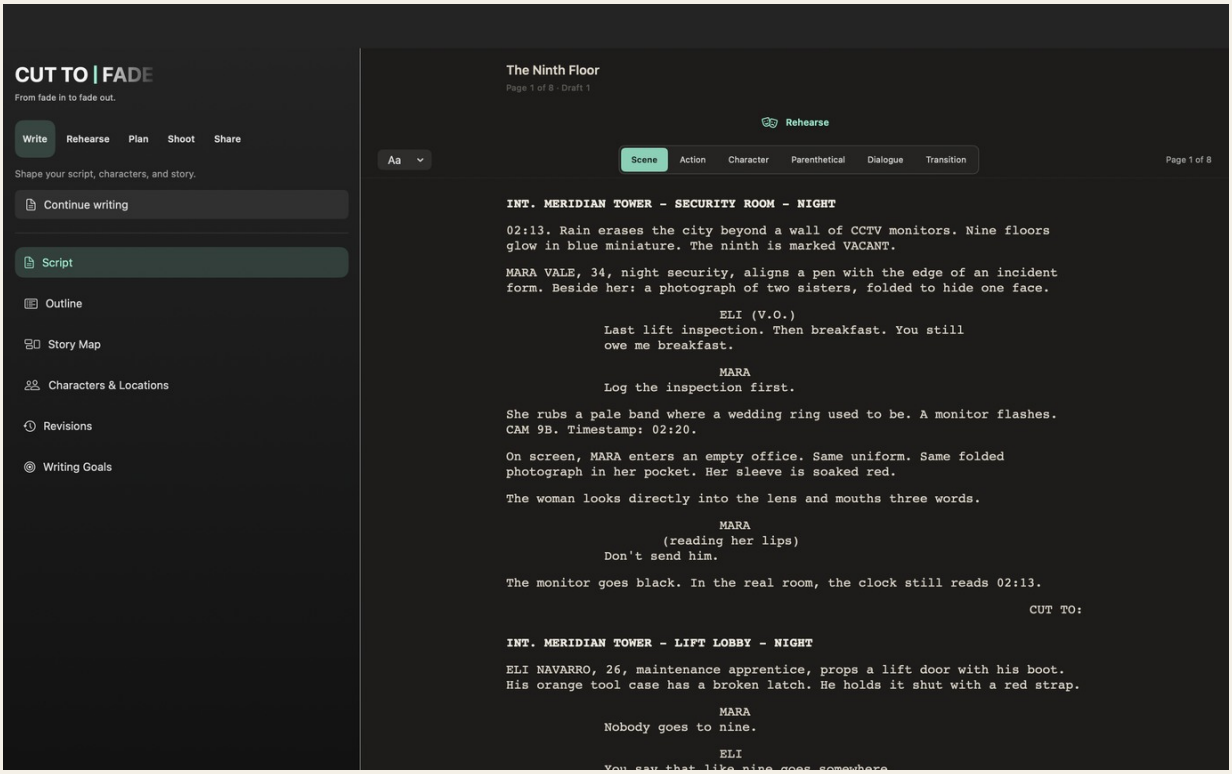
Profiles follow the script family across drafts. Accepted natural-voice choices can travel with the project.

Profile notes enrich your project without adding text to the printed screenplay.

WRITE

Protect the rewrite

Use drafts, revisions and production review.



Make a milestone

Create a new draft before a substantial rewrite. Use Revisions and comparison tools to inspect changes while retaining a reference copy.

Lock for production

Locked scene numbering preserves existing numbers. Inserted scenes can receive lettered numbers, and omitted scenes retain their place.

Review changed plans

After script edits, production tools can flag scenes that need review. Recheck their coverage and notes before marking the plans reviewed.

Export the handoff

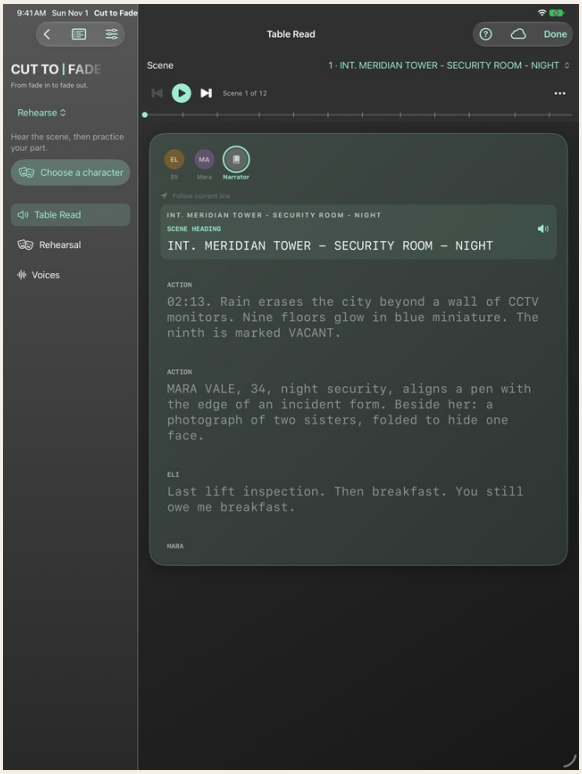
At important milestones, save a project package and the screenplay PDF the crew should use. Label the intended draft clearly.

Change indicators call for your attention; they do not automatically rewrite your shots or production decisions.

REHEARSE

Hear the screenplay

Listen in Rehearse > Table Read.



Start a read

Choose voices and press Play. Use the playhead and scene navigation to move through the material.

Choose what is spoken

Listening settings control scene headings, action, parentheticals and transitions. Adjust speed to suit the read.

Keep your place

Table Read remembers its position. Choose a selected scene or Start at Cursor when you deliberately want a different starting point.

Use delivery suggestions

Supported on-device AI can suggest delivery for undirected dialogue. Written directions take priority; explicit results are remembered for later reads.

Playback is read-only. Natural speech may need preparation time; keep the app open while it prepares.

Practice your part

Let the app read the other characters.



Choose your role

Open Rehearse > Rehearsal and select My character. Start the scene and perform your lines at your turn.

Use a prompt

Line gives a hint, Hear plays your line, Repeat returns to the exchange, and Continue advances. Reveal a line when you need the full text.

Choose the pace

Tap to continue is free. Pro adds Timed pause and Listen and advance, hidden or fading lines, and section loops.

Target another pass

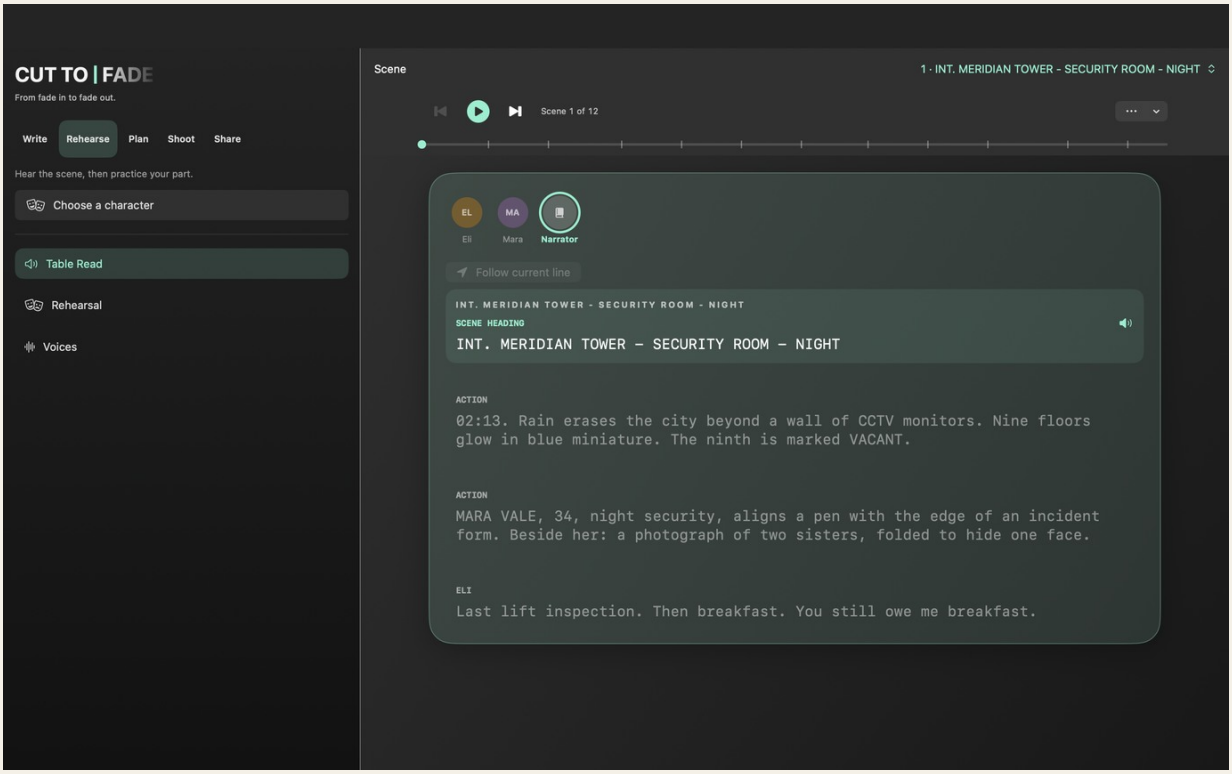
Use line-learning progress and missed-line practice to revisit hints, reveals and skips.

Listen mode needs microphone permission and supported on-device speech recognition. Use Continue when recognition is unavailable.

REHEARSE

Prepare voices and record takes

Cast the read, then review your performance.



Cast the voices

Rehearse > Voices offers system voices and supported offline natural voices. Heart and Michael are free; Pro opens the full natural-voice catalog and language controls.

Prepare before leaving

Allow natural speech to finish preparing while the app is open. Background preparation depends on hardware and system support.

Export the read

With Pro, export the script, scene or selected section as M4A audio. Check voices, delivery and pauses before sharing.

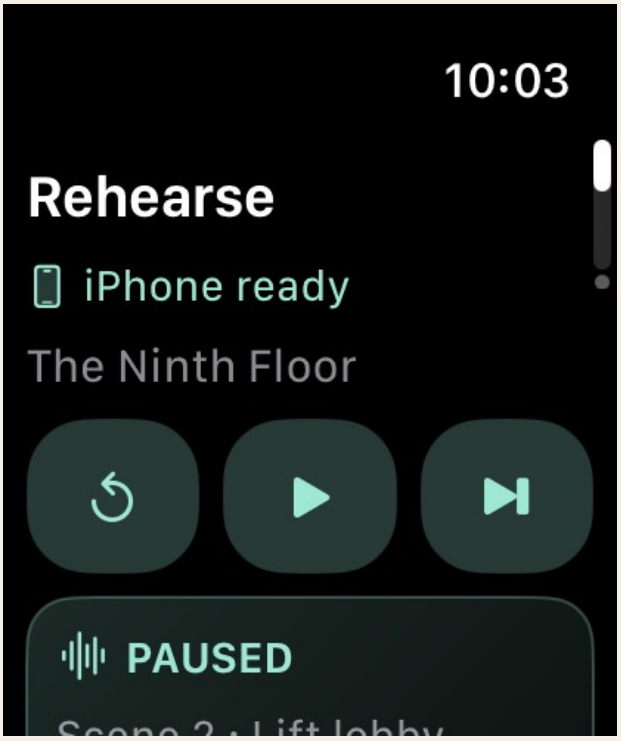
Review your performance

Rehearsal can record your turns and make a captioned scene clip from your takes. Recorded rehearsal takes remain on the device.

Natural voices require iOS 18 or macOS 15 or later. System voices remain an alternative.

Rehearse from your wrist

Apple Watch follows the paired iPhone.



Set up on iPhone

Open Table Read or Rehearsal and choose the role and voices there. Open Cut to Fade on your paired Apple Watch.

Control the scene

The Rehearse page offers play/pause, replay current line, next cue and a three-second countdown. Tap the cue to read it in a scrolling sheet.

Use silent cues

Enable Silent cues for wrist feedback at an actor turn or countdown completion. Keep the Watch app active during rehearsal.

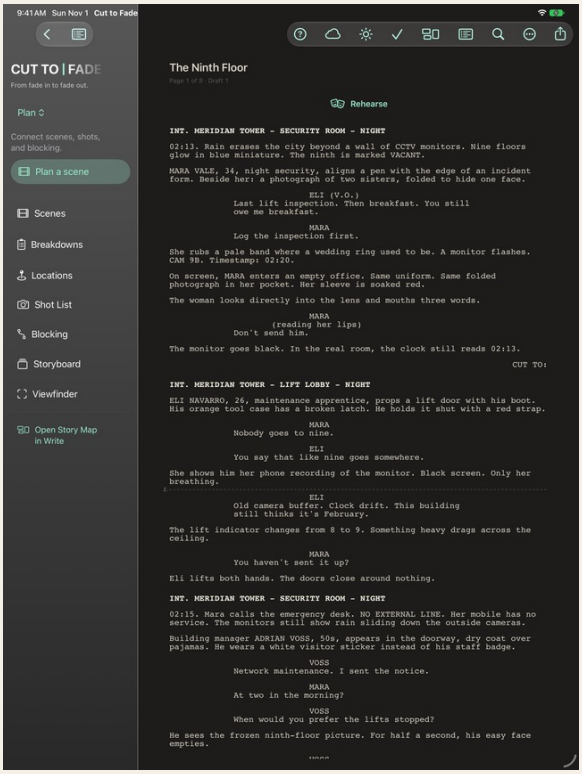
Read the status

Updates paused means the Watch is showing its last update. Open the iPhone app and use Refresh to restore live controls.

Requires watchOS 10 or later and the paired iPhone app. Wrist cues are not an always-on background service; the iPhone owns audio playback.

Start with the scene

Connect the screenplay to its production plans.



Open Plan > Scenes

Choose a scene to review its text, shots and blocking together. Scene selection follows you into related tools.

Build the coverage

Open Shot List to describe framing, movement and lens choices. Open Storyboard to make visual panels for those same shots.

Stage the action

Open Blocking for cast, set pieces, cameras and lighting. Link cameras to shots so planned coverage stays connected.

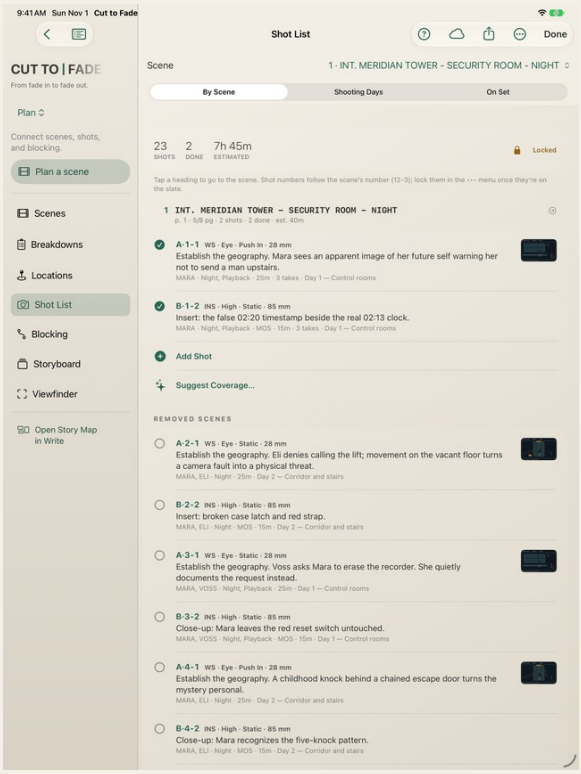
Review after changes

Use changed-scene indicators to revisit plans after a rewrite. Confirm the right scene before adding production information.

Scenes and Blocking require Pro. Storyboard and Shot List share the same shots and the free three-shot allowance.

Plan the coverage

Keep the visual intention beside each shot.



Create a shot

Choose Plan > Shot List, select a scene and add coverage. Record the description, framing, angle, movement, lens and notes.

Add visual references

Attach a reference image, storyboard panel or viewfinder still to explain the composition. The same shots appear in Storyboard.

Organize the shoot

Group shots into shooting days and review coverage. Shot Progress later tracks Planned, Ready, Shot and Needs pickup.

Keep the groupings clear

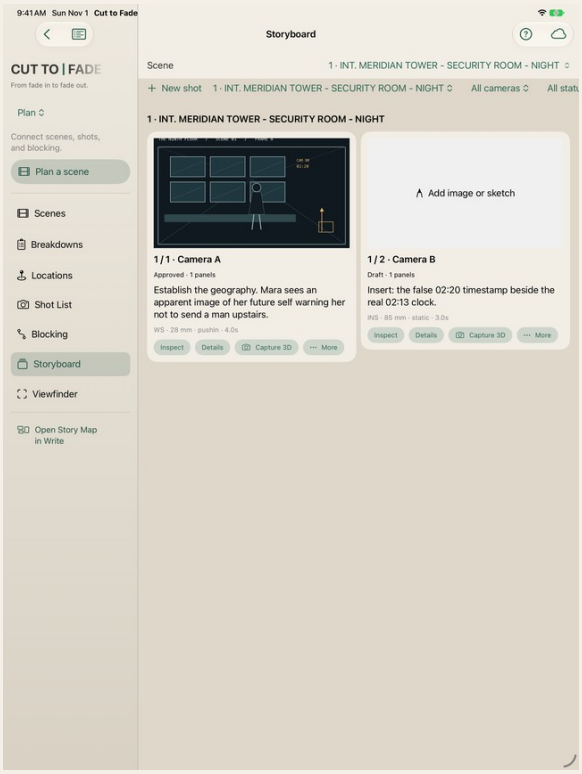
Shot-list shooting days organize shots. Schedule organizes screenplay scenes. Review both when planning the production day.

Three shots per script are included free. Pro unlocks the full shot list.

PLAN

Build the visual Storyboard

Turn shots into panels in Plan > Storyboard.



Begin with a shot

Choose New shot and its scene, or use shots already in Shot List. Both tools show the same coverage.

Make the panel

Tap a panel to add an image or sketch. Import a photo, reuse a project image, or use Capture 3D to capture a blocking camera.

Describe the frame

Set the ratio and duration, then add action, dialogue, screen direction and eyeline notes. Draw annotations to show motion or emphasis.

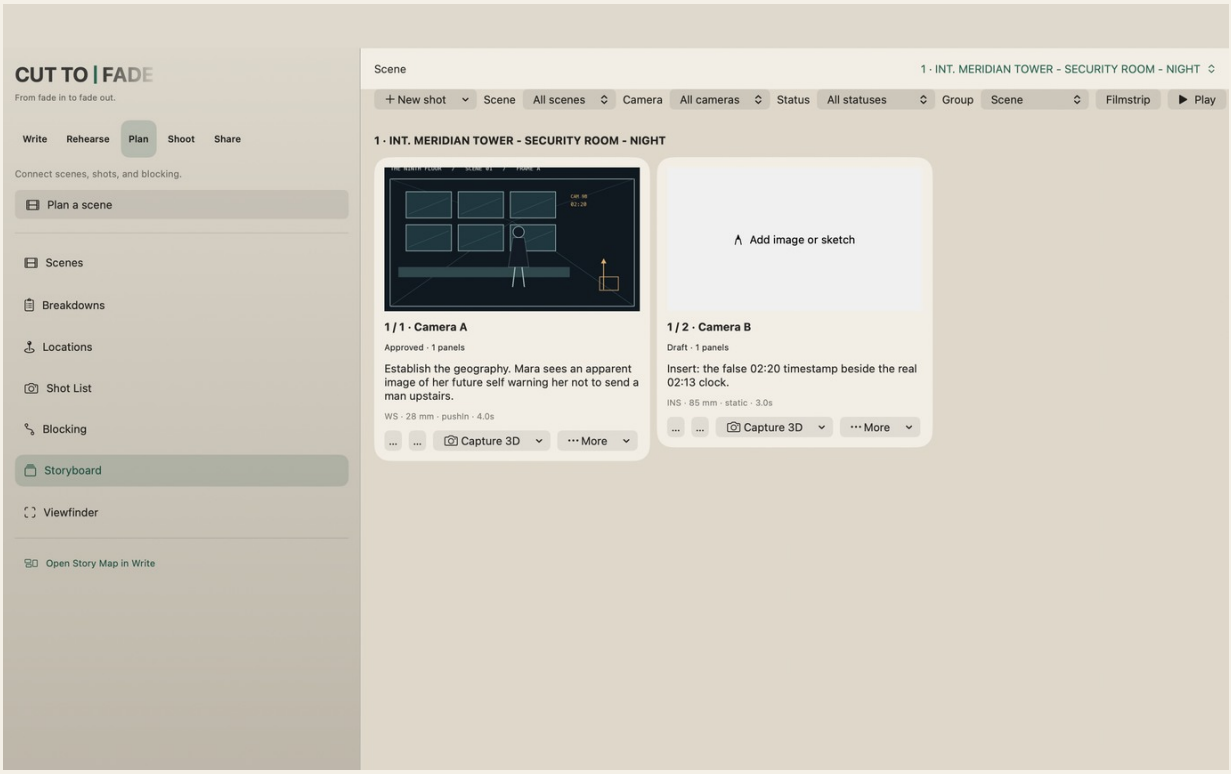
Review the board

Filter by scene, camera or status. Group by Scene, Location or Shooting day, or switch to Filmstrip.

Storyboard visualizes shots. Story Map under Write organizes story structure. They serve different parts of the workflow.

Add movement and alternatives

A shot can contain more than one panel.



Extend the sequence

Choose Edit sequence, then Add panel for another stage of the shot. Name the panels to distinguish a movement, end position or detail.

Keep another option

Mark a panel Alternative to exclude it from the animatic while keeping it for comparison. Make preferred composition selects the favored frame.

Refresh a capture

Capture 3D can update the start panel or a named sequence panel. Review a Blocking changed notice before relying on an old composition.

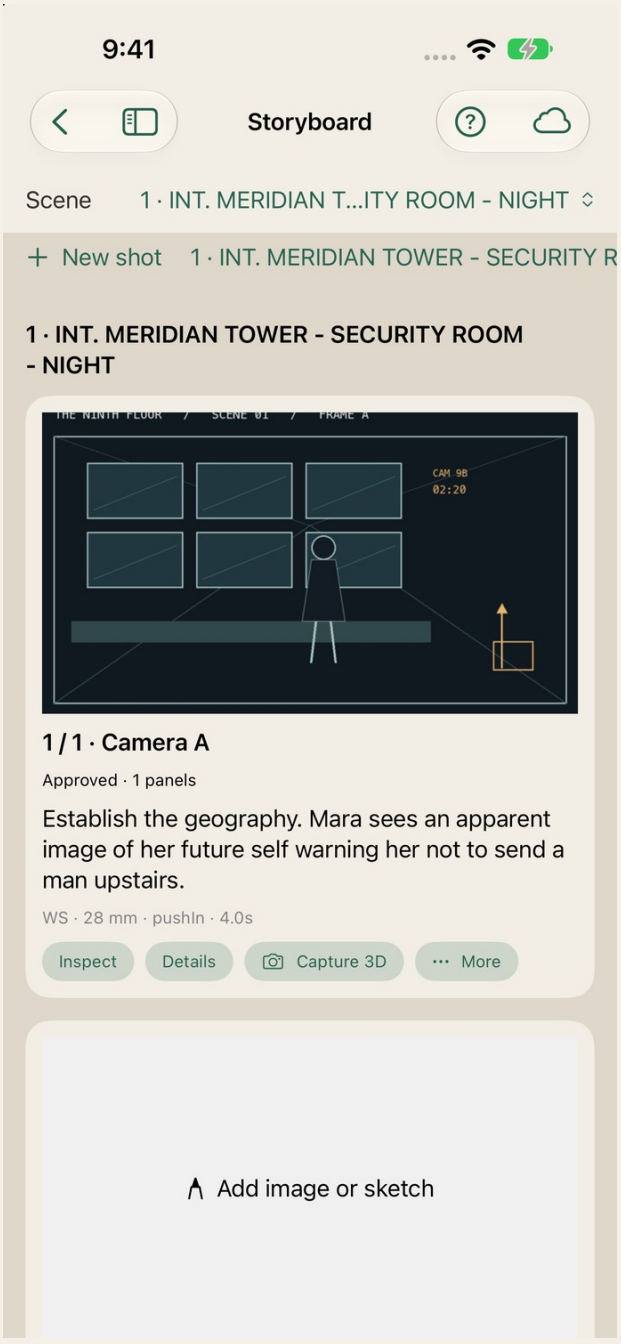
Track the review

Use status and notes to record the board's progress. Save your changes before leaving the sequence editor.

Blocking cameras can provide compositions, but live location and production-camera checks remain part of preparing the final shot.

Play and share the board

Check timing and send a useful review copy.



Preview the animatic

Choose Play in Storyboard. Use Previous, Next, Restart and the position control to inspect the sequence and timing.

Hear the dialogue

Enable Read panel dialogue when spoken panel text helps the review. Pause to examine an individual composition.

Choose the PDF

Export a Contact sheet PDF with 1, 2, 4 or 6 panels per page, a Presentation PDF, or a Production PDF + blocking.

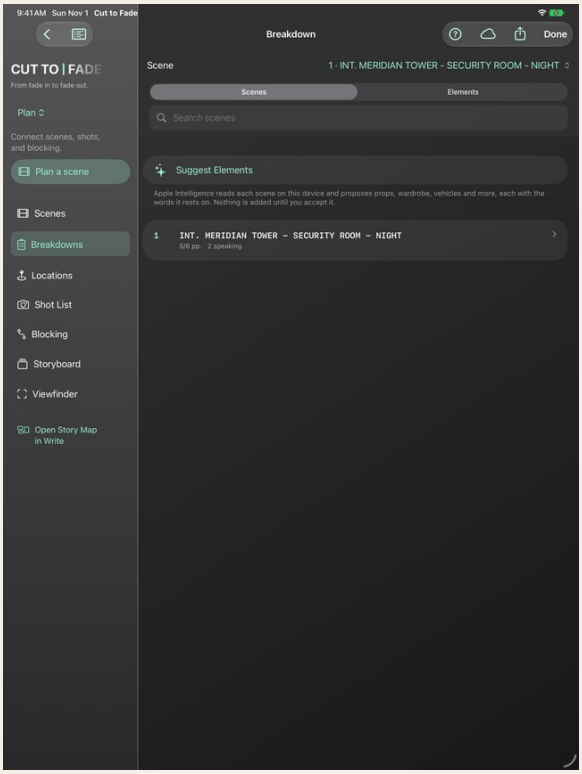
Send a portable review

Portable review (HTML) creates a shareable review file with its own animatic. Open the export and check the content before distributing it.

Filters control the displayed shots. Confirm the intended scene and camera selection before exporting.

Break down the production

Turn scene details into department lists.



Tag the scene

Choose Plan > Breakdowns. Add props, wardrobe, set dressing, vehicles and other elements by category. Cast and script locations come from the screenplay.

Check each department

Review what must be sourced or prepared and export the relevant lists. Recheck them after a rewrite.

Scout the location

In Plan > Locations, add the real address, notes and reference photos, then assign matching scene headings.

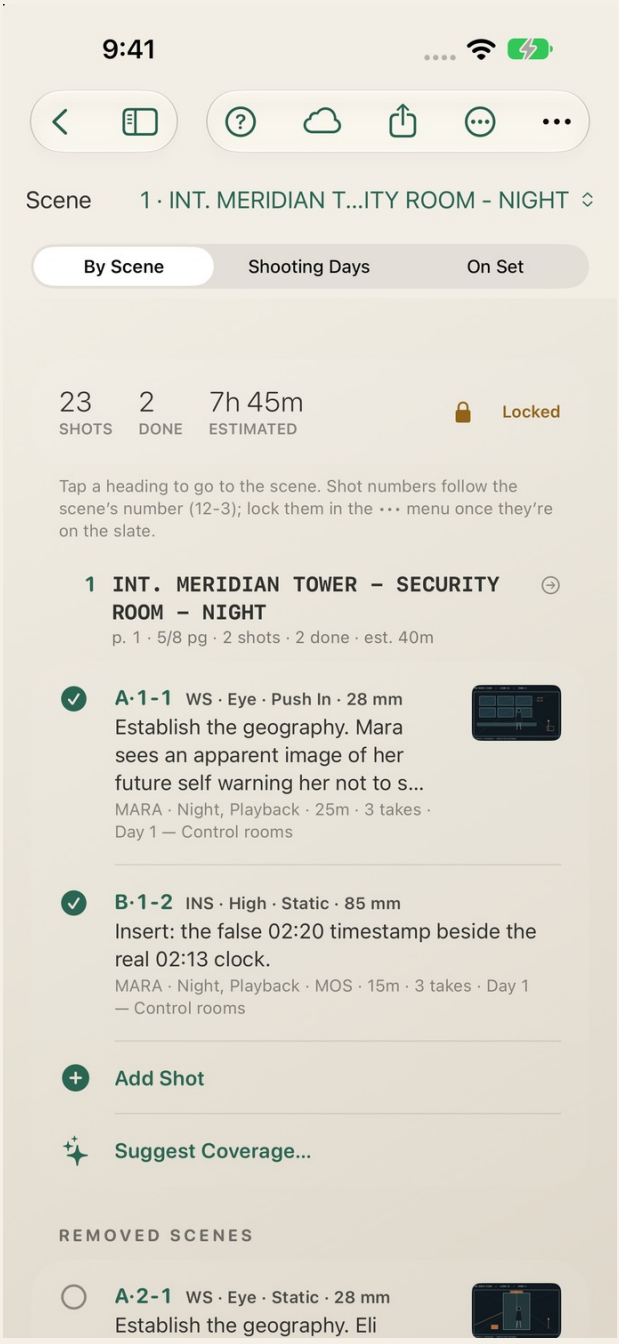
Keep practical details

Record access and shooting information with the location. Verify it before creating the call sheet or crew handoff.

Breakdowns and Locations require Pro. Department lists still need a human review of the current script.

Frame it on location

Scout with the iPhone or iPad camera.



Open Viewfinder

Open it from a shot in Shot List. The standalone Plan > Viewfinder is available with Pro. The image here shows the shot list that leads into it.

Choose the setup

Select camera, lens and aspect ratio. Grid, safe-area and level guides help compose the frame. Save a reference still to the shot.

Compare and refine

Use available A/B setups and camera controls to compare framing. Pro adds production tools such as anamorphic previews, depth-of-field guides, looks and recorded moves.

Check on the camera

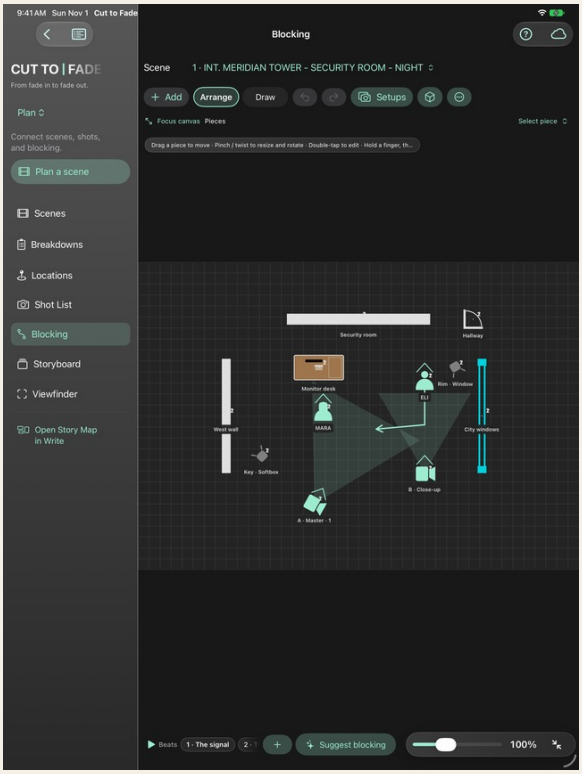
Use the preview to communicate intent, then verify the result with the production camera and lens.

Live capture requires camera permission and a physical supported iPhone or iPad. Hardware-dependent tools are not available on every device.

PLAN

Block the scene

Place the cast, cameras and set pieces.



Build the space

Choose Plan > Blocking and select a scene. Add actors, cameras, walls, doors, windows, furniture or props. Place cast adds the scene's characters.

Move a piece

Tap to select and drag to move. Pinch a selected piece to resize it; rotate with two fingers. Tap an overlap again to reach a piece beneath it.

Move the view

Use Pan to move the canvas. Center canvas brings it back. Focus canvas hides tools; Show tools restores them.

Inspect the result

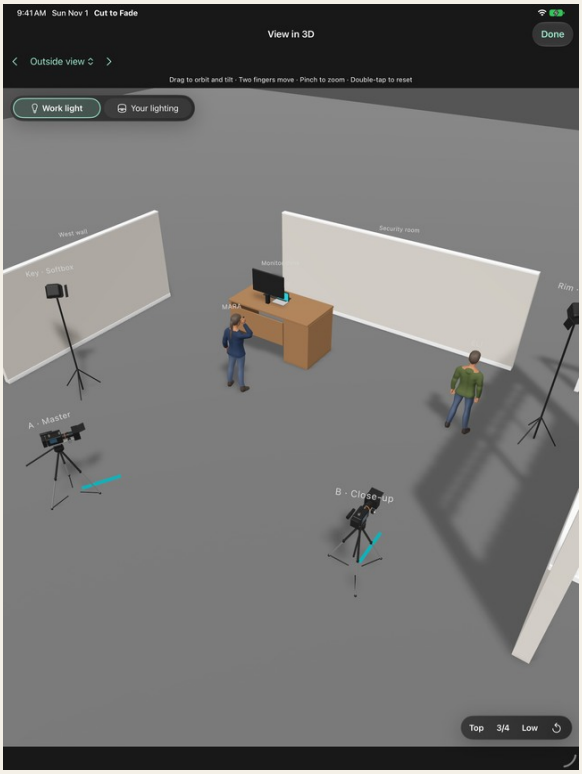
Select Edit for precise settings, or View in 3D to inspect the staging. Link a camera to a shot when planning coverage.

Blocking requires Pro. Snap, layers, locks, floor plans and diagram sharing are available in More.

PLAN

Dress and direct the cast

Make the staging easier to read in 3D.



Choose an actor

Select a character in Blocking, then Edit. Placement contains appearance, age group, skin tone, clothing and clothing color.

Build the look

Choose hair, hat, glasses, facial hair, neckwear and bag. Headphones, face mask and other accessories can clarify the role.

Set the performance

Choose Pose and Hands for sitting, kneeling, floor positions and gestures. Expression and Head direction help show attention without turning the whole body.

Aim the eyeline

Look toward another piece to establish an eyeline. Seated vehicle occupants keep their bodies facing the vehicle while turning their heads.

Appearance details show in 3D. Poses and gestures are staging choices and can change between beats.

Supports, seats and vehicles

Keep actors and props attached to what carries them.



Rest on a support

Select a piece, choose Edit > Placement > Supported by, and pick its support. Base height sets how high the piece sits.

Put an actor in a vehicle

Add the vehicle, then select the actor and choose Placement > In a vehicle > Seat. Occupied seats are unavailable.

Move the arrangement

Supported pieces follow their support. Vehicle occupants follow the vehicle's position and facing, keeping the seating arrangement together.

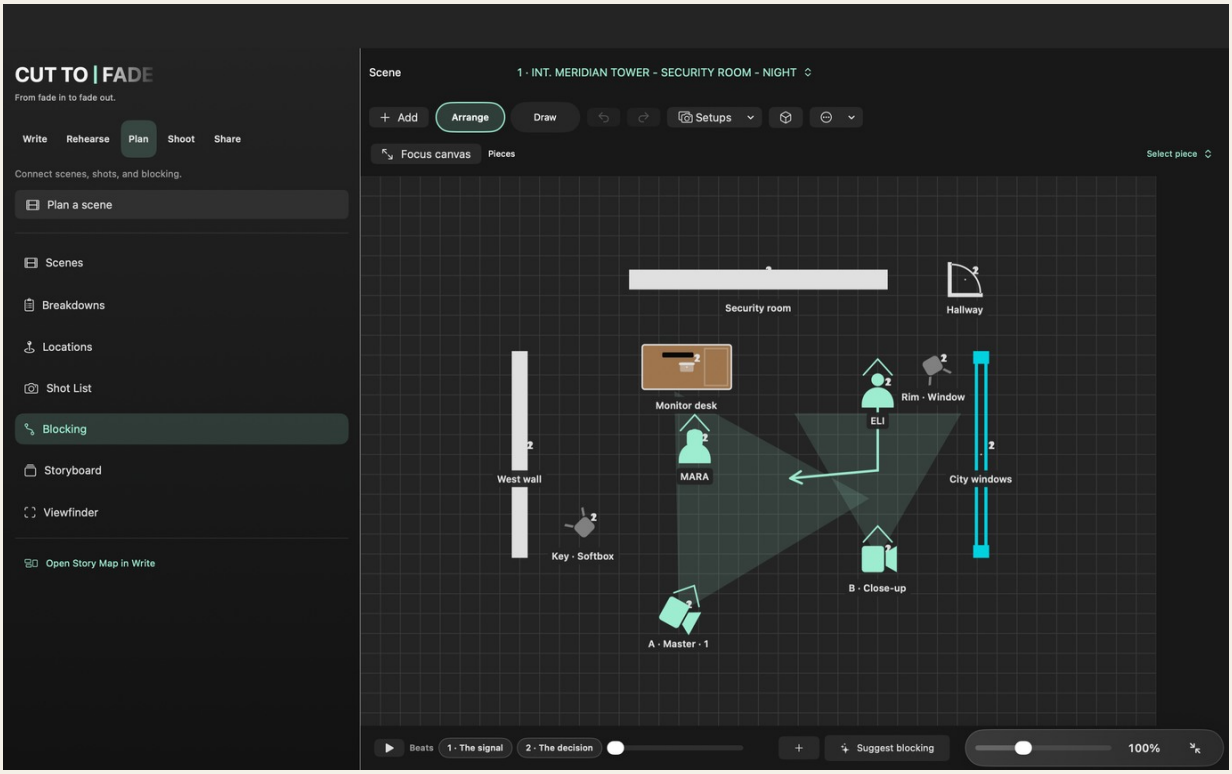
Step away

Choose Independent / floor or move a rider clear of its support. Taking an actor out of a vehicle puts them beside it.

Vehicle options include paint, roof choices where supported, and drive side. Inspect the result in 3D before saving a setup.

Show how the scene moves

Beats describe action; setups preserve alternatives.



Record the beats

Build the first arrangement and add a beat. Move the cast and pieces, then add later beats for the action you want to show.

Set the timing

Edit this beat sets move duration, hold and a dialogue or action cue. Curved movement paths help describe movement between positions.

Preview the action

Press Play in the beat strip. Riders follow moving supports. Live returns you to the editable arrangement.

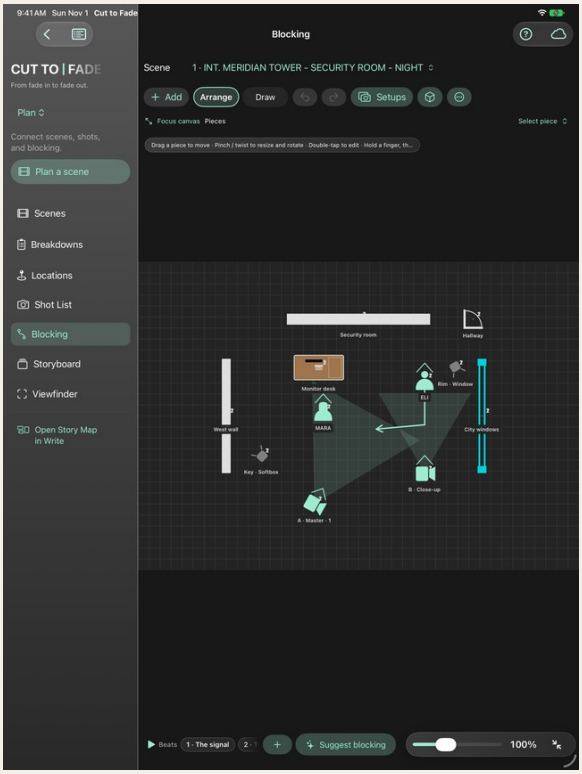
Keep alternatives

Use named setups for alternate coverage. More > Reusable arrangements saves layouts or applies a starter. Scene packet (PDF) gathers the scene's planning views.

Copy positions to live and Replace with current positions work in opposite directions. Read the command before changing a saved beat.

Bring in the room

Use a scan or a floor plan as a starting point.



Scan the location

In Blocking, open More > Scan Location on a supported LiDAR iPhone or iPad. Follow the scan interface to capture the room.

Review the furniture

Imported pieces use likely furniture types and facing. The What it is picker offers Similar alternatives and grouped categories for corrections.

Check supports and direction

Review beds, storage, tables and TVs in the plan and 3D view. Confirm that each piece faces the intended direction and rests at the right height.

Use a drawing instead

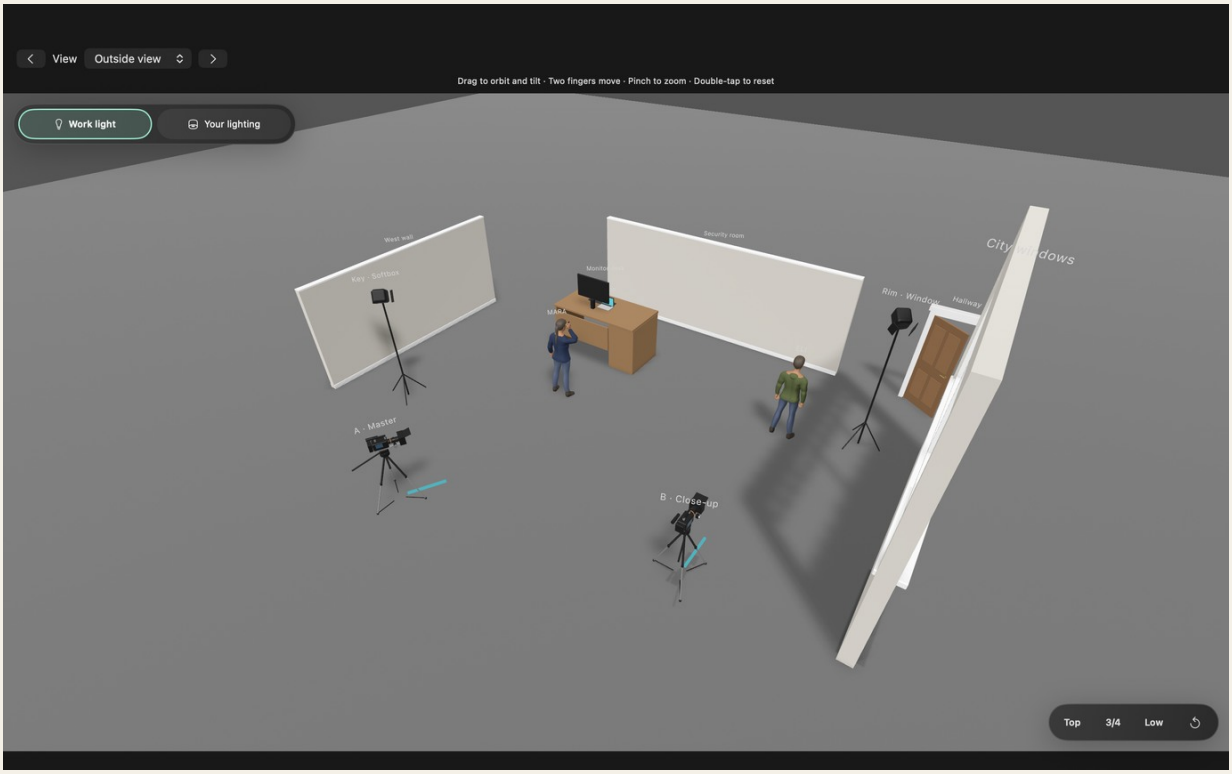
More > Floor plan from Photos or Floor plan from Files adds an existing reference. Review the plan before staging the cast.

A rescan replaces scanned content while keeping hand-placed pieces. Scan interpretation is a starting point, so verify important dimensions and placements.

PLAN

Explore the light and lens

Plan the setup, then verify it on location.



Set the light

Add a light and edit fixture, role, power, color temperature, beam, dimmer, height and tilt. Use gels and diffusion to describe the setup.

Choose camera optics

Choose a camera and lens, aperture, focus distance, tilt and Dutch angle. Coverage follows the planned camera and lens settings.

Preview the scene

Inspect the 3D view and camera preview. Your lighting and Sun & Time help explore light direction and the intended look.

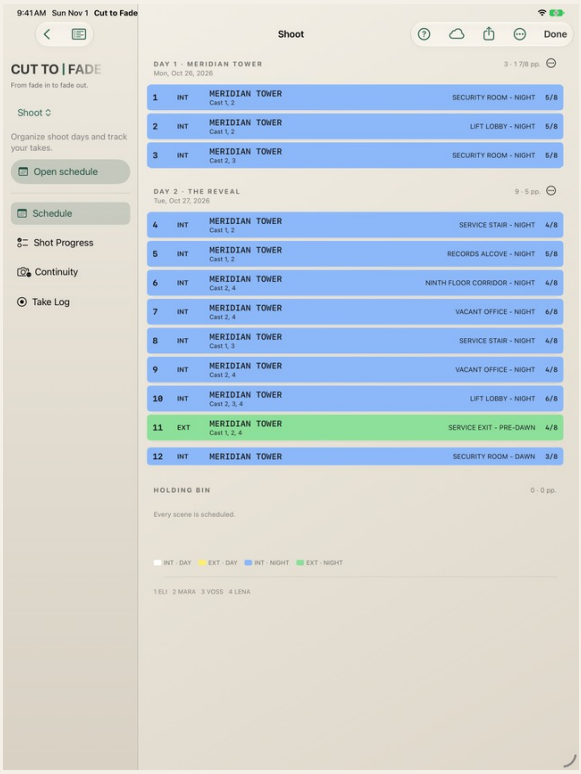
Prepare the department

Lighting Plot PDF and circuits organize fixtures and estimated loads. Share the relevant plan in a scene or crew packet.

Lighting, depth-of-field and load previews are planning estimates. Confirm exposure, clearances and electrical requirements with the production team.

Build the shooting day

Organize scenes in Shoot > Schedule.



Group the scenes

Place scenes into shoot days and use the holding bin for unassigned work. Strip colors distinguish interior/exterior and time of day.

Add the day details

Set the date, call time, location and notes. Review page totals and the one-line schedule.

Prepare the call sheet

Add cast calls, crew notes, location information and emergency details. Weather is entered by you; sunrise and sunset use location coordinates.

Check the handoff

Verify every date, address, call and contact before exporting the call sheet.

Schedule requires Pro. The dates and locations shown in this guide are part of a fictional production.

Keep track on set

Progress, continuity and takes stay with the project.



Track coverage

Shoot > Shot Progress tracks Planned, Ready, Shot and Needs pickup. Add clear pickup notes for the next crew member.

Record continuity

Shoot > Continuity holds notes by department and reference photos showing what must match.

Log the performance

Shoot > Take Log records takes, performance, sound and editorial notes. Circle the preferred take.

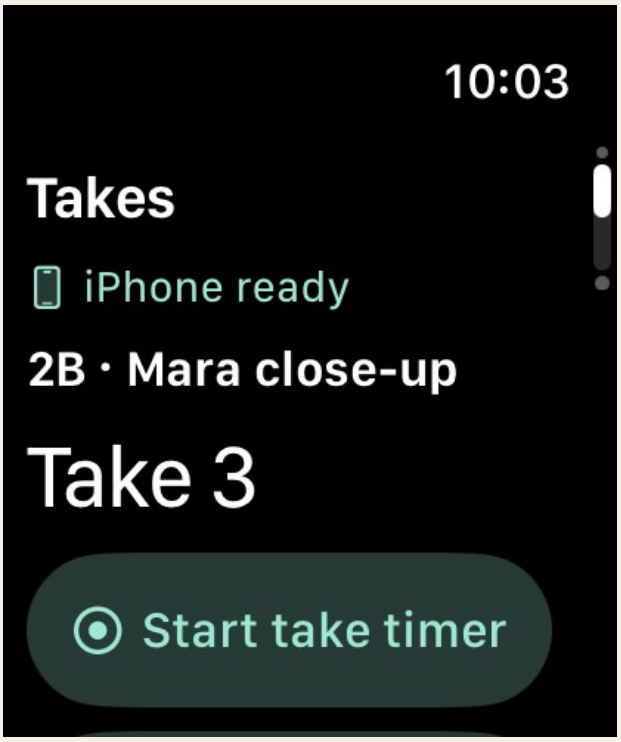
Share the record

Share > Take Export produces a CSV handoff. Check shot labels and notes before sending it to editorial.

These tools require Pro. Take records and notes do not replace camera or sound media.

Track takes from Apple Watch

Use the wrist controls for the selected shot.



Choose the shot on iPhone

Open Shoot > Shot Progress, choose the shooting day and use Use on Apple Watch on the desired shot.

Time or log a take

On Watch, Start take timer creates the next numbered take. Stop timer saves elapsed seconds in its notes. Log next take creates a take without timing.

Mark the favorite

Circle take toggles the preferred take. Stop a running timer before switching shots.

Read the shooting day

The Shoot Day page shows the selected scene, next setup and scheduled call. Refresh if updates have paused.

Production controls require Pro and a reachable paired iPhone. This is a take timer, not an audio or video recording remote.

SHARE

Export and share the work

Choose the right file for the recipient.

Screenplay exports

Share > Script Export offers PDF, Fountain and Final Draft. Review title page, scene numbering and revision choices before sending.

Sides and crew packets

Share > Sides selects scenes by character or day. Crew Packets gathers relevant screenplay pages and production plans for a department or the full crew. Both require Pro.

Project handoff

Send to Co-Writer exports a .cuttofade project with supported writing, production plans, images and saved natural voices. Review incoming changes when importing another writer's copy.

Keep an archive

Save a separate project package at milestones. On iPhone and iPad, exports use the share sheet; on Mac, choose a destination in the Save panel.

Co-writer sharing is a deliberate file handoff, not simultaneous live editing. Open exported files and verify their scope before distribution.

REFERENCE

Across devices, with Free and Pro

Choose the workspace and tools you need.

Free essentials

Two script families, standard writing and exports, Outline, character profiles, basic Three-Act Story Map, three shots per script, system voices, two natural voices and tap-to-continue rehearsal are included.

Pro expands the workflow

One purchase adds unlimited scripts, full Story Map and Shot List, all natural voices, advanced rehearsal, audio export and production tools. Use Restore Purchases with the purchasing account.

Adaptive screens

iPhone uses compact Workspace navigation. iPad and Mac offer more room for tools. iPhone Duo adapts between compact and expanded layouts while keeping your project open.

Hardware-dependent features

Use a supported physical iPhone or iPad for live camera, AR and scanning. Apple Watch works with its paired iPhone. AI and natural voices require supported systems and devices.

This guide shows Pro features. Current prices appear in the app. The optional tip jar supports development and does not unlock features.

REFERENCE

When something needs attention

Find help without losing your work.

A tool moved

Open Workspace or Show tool menu and choose the stage. Story Map is now in Write; visual Storyboard is in Plan. Workflow guide can reopen tools.

Audio or a cue is not ready

Keep the app open while natural speech prepares, or try a system voice. Check microphone permission for Listen mode. Continue remains available.

A change has not synced

Check the iCloud account, connection and cloud status. Preserve an exported copy before resolving a conflict. Avoid deleting the only good copy to force a refresh.

Contact support

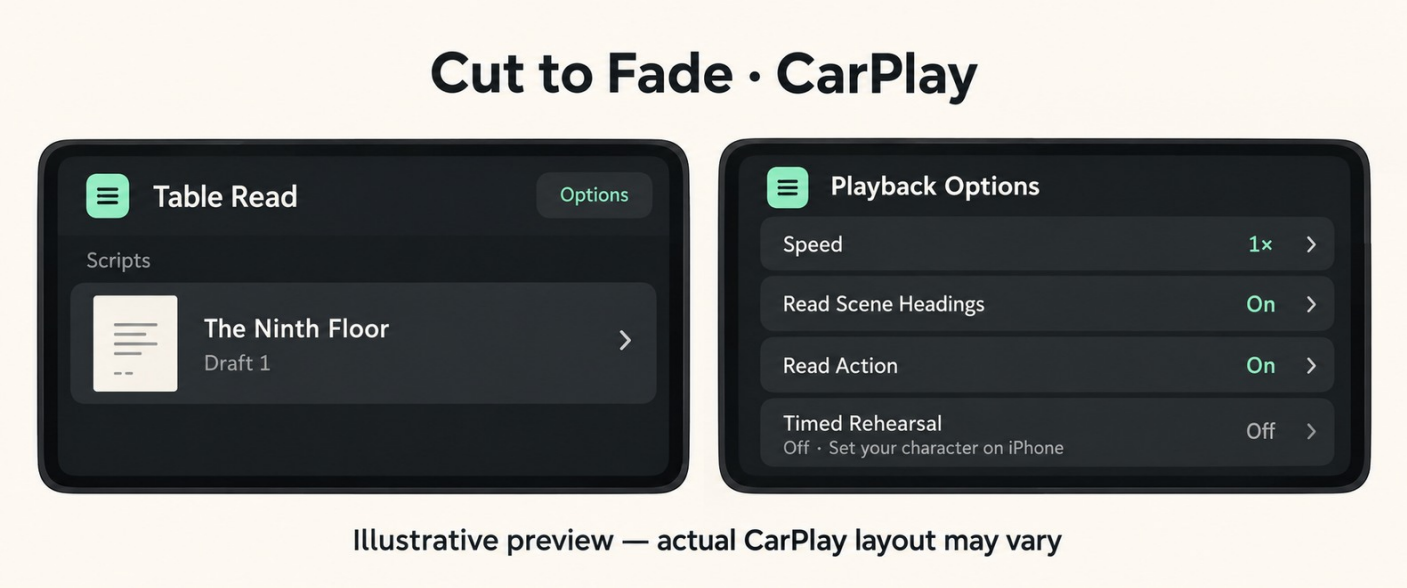
Open Settings > Support or visit https://cuttofade.com/support/. Include version, device, operating system, reproduction steps and a screenshot with private information removed.

Cut to Fade 2.0.1, November 2026. Privacy information: https://cuttofade.com/privacy/. Menus adapt to screen space and accessibility settings.

CARPLAY

CarPlay: take Table Read with you

Listen to your screenplay through a compatible CarPlay system.



Start on iPhone

Open your script on iPhone, choose the voices and prepare any natural-voice audio before connecting. In CarPlay, open Cut to Fade and choose a script from Table Read.

Listen and navigate

Use Now Playing for transport. Scenes opens scene selection. Playback Options contains reading speed and switches for scene headings and action.

Your library

CarPlay lists available, unarchived scripts from the paired iPhone. A recent script can appear as Resume. Disconnecting CarPlay pauses playback.

Illustrative preview generated for this guide, not a screen capture. Actual appearance depends on the CarPlay system.

CarPlay rehearsal and troubleshooting

Prepare your role on iPhone, then use timed turns in CarPlay.

Timed rehearsal

With Pro, set your rehearsal character on iPhone. Close the phone Rehearsal screen before starting Table Read in CarPlay, then enable Timed Rehearsal in Playback Options.

Adjust your turn

When timed rehearsal is enabled, Extra Time for My Lines adds 0–10 seconds in two-second steps. Replay Cue repeats the previous exchange; Restart Scene returns to the scene beginning.

No scripts or unavailable library

Open Cut to Fade on the paired iPhone and confirm the script is available and not archived or deleted. Then reopen the CarPlay app.

Playback will not start

Select a script before changing playback options. If prompted, close Rehearsal on iPhone. Check that the script has readable lines and its voices are prepared. CarPlay provides audio playback and timed practice, not microphone recording.

For help, use cuttofade.com/support and include the iPhone model, iOS version, connection type, and the message shown.