

IZIBUDDY END USER REFERENCE CARD

by InZeMobile

			Construct	Syntax	Notes
					type, a repeated key: INVALID_CONSTRAINT
			Select options	select("a", "b", "c")	Default must be one of the options
Construct	Syntax	Notes	Constant	@@@const <NAME> : <type> = <value> [, "<label>"]	Immutable, no dialog
			Attachment, fixed	@@@attachment[?] <name> : <type> fixed file "<path>"	Bound at definition; source file / blob / record
Identity	@@@template <id> @@@name <text> @@@description <text>	@@@template + @@@name mandatory; @@@description optional (else MISSING DESCRIPTION warning); id has no spaces	Attachment, on inject	@@@attachment[?] <name> : <type> to-include, "<desc>"	No source; ? = optional
			Inline data URI	fixed blob "..."	Embed binary inline
Section, always rendered	@@@section <name> [: <desc>]	No dialog, no toggle	Inherit	@@@template <id> inherits <parent id>	Single inheritance; inline clause on header
Section, dialog default OFF	@@@section? <name> : <desc>	Description = dialog text, mandatory	Include prompt	@@@{include <id>[(p=v, q="w")]]}	Optional param bindings
Section, dialog default ON	@@@section! <name> : <desc>	Description = dialog text, mandatory	Include parent section	@@@{include parent.<section>}	Body only — no markers, no second heading
Section, abstract	@@@section[?!] virtual <name> [: <desc>]	Modifier after keyword; descendant MUST implement	Include most-specialized	@@@{include self.<section>}	Walks up the chain
Section, sealed	@@@section[?!] final <name> [: <desc>]	Modifier after keyword; no override allowed	Include named ancestor	@@@{include parent.<ancestor>.<section>}	Specific ancestor
Sub-section	@@@section <parent>.<child> [: <desc>]	Dotted path — declaration and access	Include whole parent	@@@{include parent}	Full parent body
Section, transparent	@@@section (<name>) [: <desc>]	Emits NO heading of its own; its sub-sections emit their rank alone (1.)	Collection	@@@collection <name> [inherits <parent>]	Opens a definition block; members are its @@@template lines
Section, deleted	@@@section delete <name>	An INHERITED section renders nothing, heading included — but stays addressable (parent.<name>)	Template, abstract	@@@template virtual <id>	Modifier on header; whole prompt abstract
			Template, sealed	@@@template final <id>	Modifier on header; whole prompt locked from override
Rendered structure	## <Section> . ### <n> . <Item>	Title = the section NAME (child segment for an item), first letter upper-cased; the : description is never rendered; items numbered in render order (steps.1 → ### 1.)	Parameter set	@@@parameter-set <name> k:v ... @@@end-parameter-set	Pre-filled bindings, pickable at inject
			Alias	@@@alias <old_id>	Multiple allowed; rename without breaking refs
Reserved heading levels	# ## ### at line start, in a declared section's body	Belong to the renderer → INVALID SYNTAX (checked in phase 1, on the source); make the line a section of its own, or use ##### + / @@@verbatim comment Unstructured body content (L0, no declared section, implicit _main) keeps its Markdown as written; a marker in a description is inert	Deprecated	@@@deprecated "<msg>"	At most one; warns at use
			Same	@@@-- text	Stripped at render, to end of line
			Bounded comment	@@@(-- text)	Stripped at render, mid-text, non-nesting
			Block comment	@@@comment...@@@end-comment	Stripped at render, nestable
Parameter	@@@param[?] <name> : <type>[(opts)] [<cstr>] [= <default>] [, "<label>"]	? glued to keyword	Verbatim	@@@verbatim...@@@end-verbatim	Kept literally, no POO ² L parsing inside
Parameter usage	@@@=<name> in body	Substituted at render time	System variables	@@@=DATE @@@=TIME @@@=DATETIME @@@=YEAR @@@=MONTH @@@=DAY @@@=WEEKDAY @@@=USER @@@=LANG @@@=GROUPS @@@=GROUPS_ADMIN	Read-only
Parameter types	text textarea number date boolean select	CLOSED set — anything else is INVALID SYNTAX . Type omitted = text . select requires inline options		L0 plain · L1 sections · L2 includes · L3 data/validation · L4 inheritance (OO #1) · L5 collections (OO ²)	
Constraint keys	min max minlen maxlen pattern="..."	min / max → number , date , the other three → text , textarea . An unknown key, a key on the wrong	Levels		Cumulative

Topic	What	How
Daily loop	Write → inject	Dashboard → chatbot tab → floating panel → search → Inject
Switch language	FR / EN	Flag icon top-right
Switch scope	Personal ↔ group	Sidebar selector
Template	The unit	POO²L source + metadata + versions + attachments
Tag	Multi-value label	Flat or hierarchical
Category	One label per prompt	Optional icon
Folder	Pure organization	All POO²L levels
Collection	Class of templates (L5)	Inheritance + virtual/final members
Group	Multi-tenant scope	Members + group-admins
Version	Frozen snapshot	Diff + rollback
Marker — Important	★ pinned	<code>filterImportant</code> chip
Marker — Locked	🔒 no edit	<code>filterLocked</code> chip
Marker — WIP	Work in progress	<code>filterWip</code> chip
Marker — Disabled	Hidden from default listings	<code>filterDisabled</code> chip
Marker — Template	Base-class hint	<code>filterExample</code> chip
Marker — Hidden	Strong hide	<code>filterHidden</code> chip
Filter combinations	All cumulative (AND)	<code>filtersExclude</code> inverts every active filter
Clear filters	One click	<code>filterClearAll</code> chip
Search	Full-text	Name, description, content, tags
Share	Read-only access	Right-click → Share
Duplicate	Personal copy, decoupled	Right-click → Duplicate
Preset — Simple	First days, <50 templates	Features panel → preset selector
Preset — Standard	Markers, tags, filters	Features panel
Preset — Advanced	Parameters, includes, versioning	Features panel
Preset — Expert	All features	Features panel
Cherry-pick features	Toggle individually	Features panel tristate
Views	Tiles / List / Table	Side toggle in toolbar
Tile sizes	Compact ↔ comfortable	<code>viewTileSizes</code>
Table density	Compact ↔ comfortable	<code>viewTableDensity</code>
Details column	Extra metadata	<code>viewDetails</code>
Split pane	Two templates side-by-side	<code>viewSplitPane</code> ; <code>Tab</code> switches active pane
Bulk select	Multiple templates	Ctrl-click · Shift-click · rubber-band

Topic	What	How
Bulk drag/drop	Move between containers	Drag the selection
Bulk cut/paste	Cross-pane move	Ctrl-X / Ctrl-V
Bulk copy/paste	Cross-pane copy	Ctrl-C / Ctrl-V
Save	Keyboard	<code>Ctrl+S</code>
Undo / redo	History local to session	<code>Ctrl+Z</code> / <code>Ctrl+Y</code>
Autocomplete	POO²L constructs	Type <code>@@@</code> in editor
Find / replace	In editor	<code>Ctrl+F</code>
Cross-pane	Copy / move to other pane	<code>F5</code> copy · <code>F6</code> move · <code>Tab</code> switches pane
New version	Manual snapshot	Right-click → Save version
Diff	Side-by-side	Version list → Diff
Rollback	Restore previous version	Version list → Rollback
Render preview	See what the AI gets	Preview button in editor
Trash	Soft delete, restorable	Right-click → Trash
Restore	Bring back from trash	Trash view → Restore
Purge	Permanent delete, immediate	Trash view → Purge
Extension — Templates tab	Search + inject	Floating panel, top tab
Extension — Profiles tab	Per-platform theme	Floating panel, mid tab
Extension — Config tab	URL + token	Floating panel, last tab
Stash	Local favourites in browser	Not durable — promote important ones
Parameter dialog	Fill values at inject	Pops up before injection if any param is unbound
Parameter set	Pre-filled bindings	Pick from dropdown at injection
Themes	Dashboard + extension	Settings → Themes / Profiles tab
Git sync	One instance repo, file backend only	Push, commit, pull from sidebar
Invitations	Send by e-mail	Group settings → Invite
Pitfalls	Common day-one mistakes	Unnamed prompt · forget to reload chatbot tab · edit group prompt unlocked · Stash as durable storage

Skills and drafts: choose New skill; change type in Properties without a new ID. Search `type:skill` / `flag:draft` . Save draft stays in this browser; Publish is explicit. Export SKILL.md or ZIP. Back up drafts before clearing browser data; installed files update manually.

Templates: `@@@template ID + @@@type prompt|skill|custom.type` ; the child owns its type. `flag:example` marks examples.