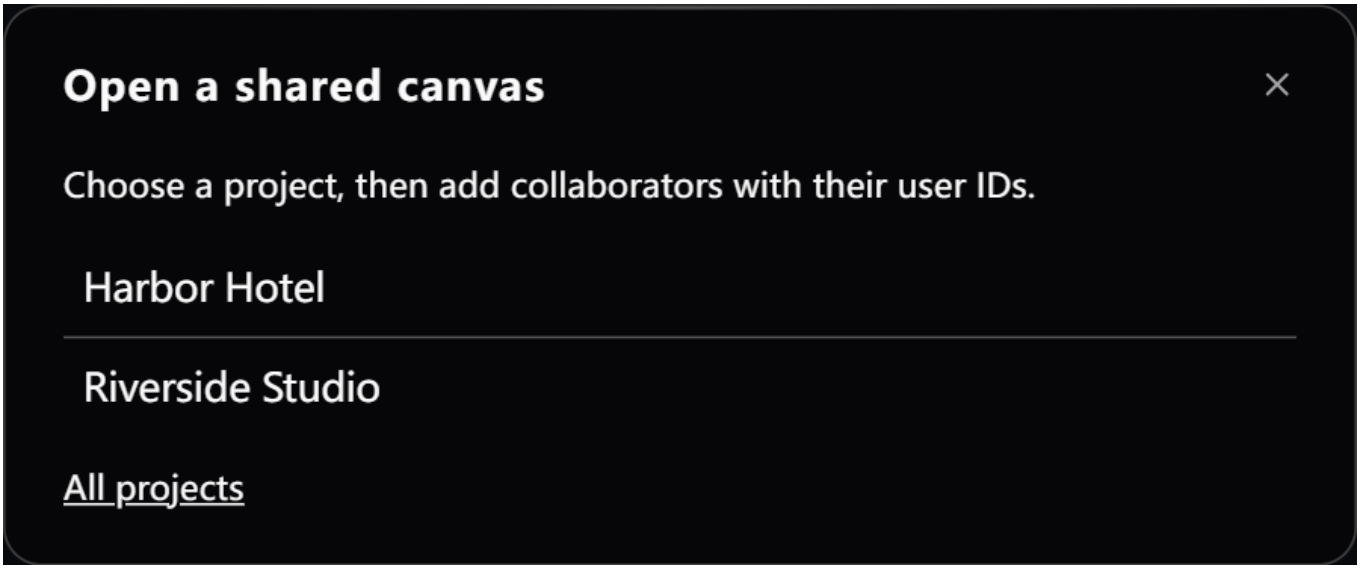
Open the shared canvas

Everyone in the same project works on one shared canvas.

1. From Projects, open a project and select Shared canvas in the upper-right corner.
2. From Generate, switch to Node Mode, select Collaborate in the toolbar, and choose a project.
3. To switch, open Collaborate and select Switch project. Check the project name and the sync status in the lower-left corner.



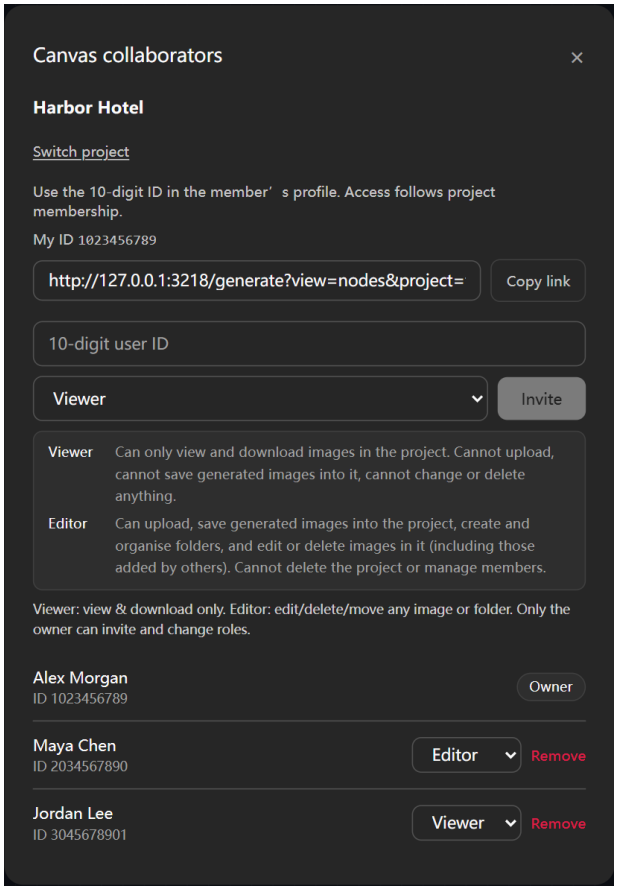
Harbor Hotel demo project in the English interface.

Synced means you are viewing the shared canvas. Read-only access lets you review it.

Invite members and set access

Only the project owner manages membership.

1. Ask teammates to copy their 10-digit user ID. Open Collaborate, enter the ID, choose Viewer or Editor, and invite them.
2. Copy the canvas link. Teammates should sign in with the account that was invited.
3. Read-only members can view the canvas, files, runs, and versions, and take part in comments. Read-write members can also edit, run nodes, restore versions, and publish tools.
4. The owner can change access, remove members, or delete the project.



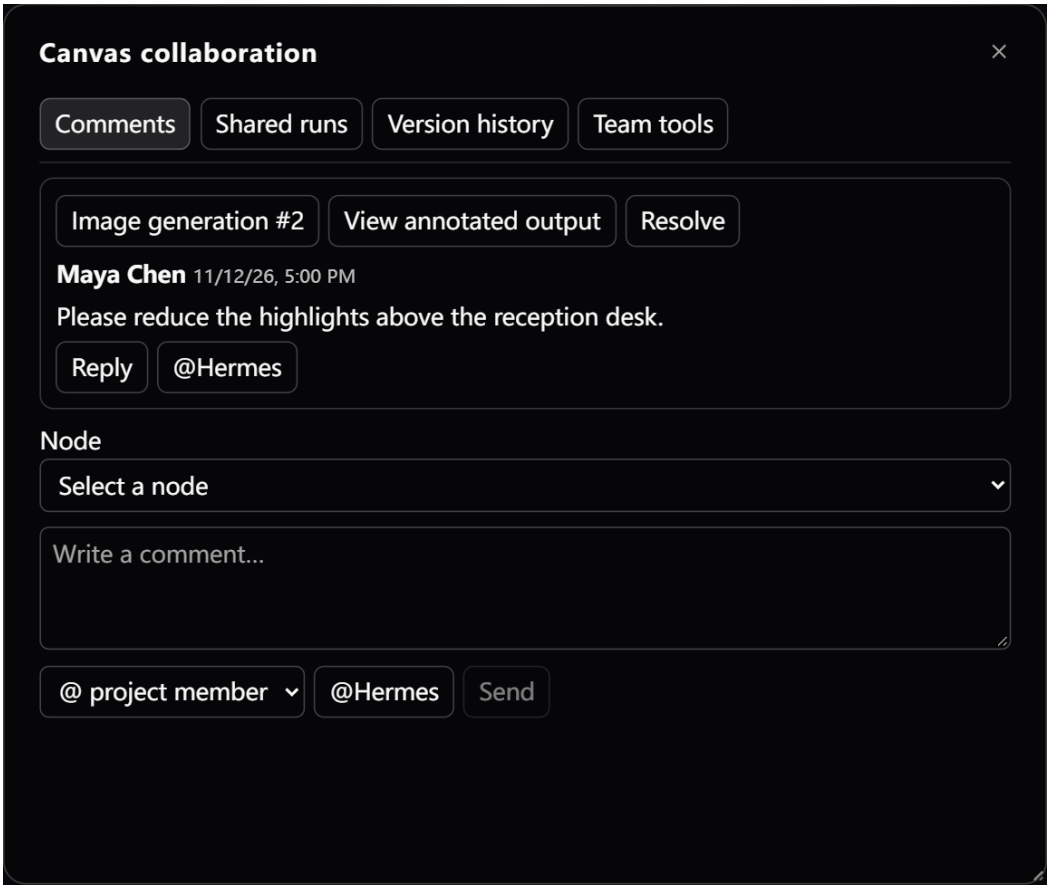
Harbor Hotel demo project in the English interface.

If a link is denied, check the recipient's user ID and project membership.

Find collaboration controls

Toolbar shortcuts open project-wide lists. Node and output shortcuts open a filtered view.

1. Collaborate shows the project name, members, and sharing controls.
2. Comments opens discussions. Shared Runs opens task history. Version History shows saved revisions. Team Tools opens published forms.
3. Select Show all to clear a node or output filter. On desktop, drag the lower-right corner to resize. Press Esc or click the close button to exit.



Harbor Hotel demo project in the English interface.

Node Comments and Run History take you straight to the relevant node.

Follow teammates and resolve conflicts

The canvas shows online members, named cursors, and selections.

1. Select a teammate’s avatar to follow their pan and zoom. Select Stop following or move your own view to exit.
2. Use the toolbar to undo or redo your edits. With canvas focus, use Ctrl/Cmd+Z to undo and Ctrl/Cmd+Shift+Z to redo.
3. Edits to different fields can merge. When the same field changes, open View Conflict and choose which changes to keep before applying them.



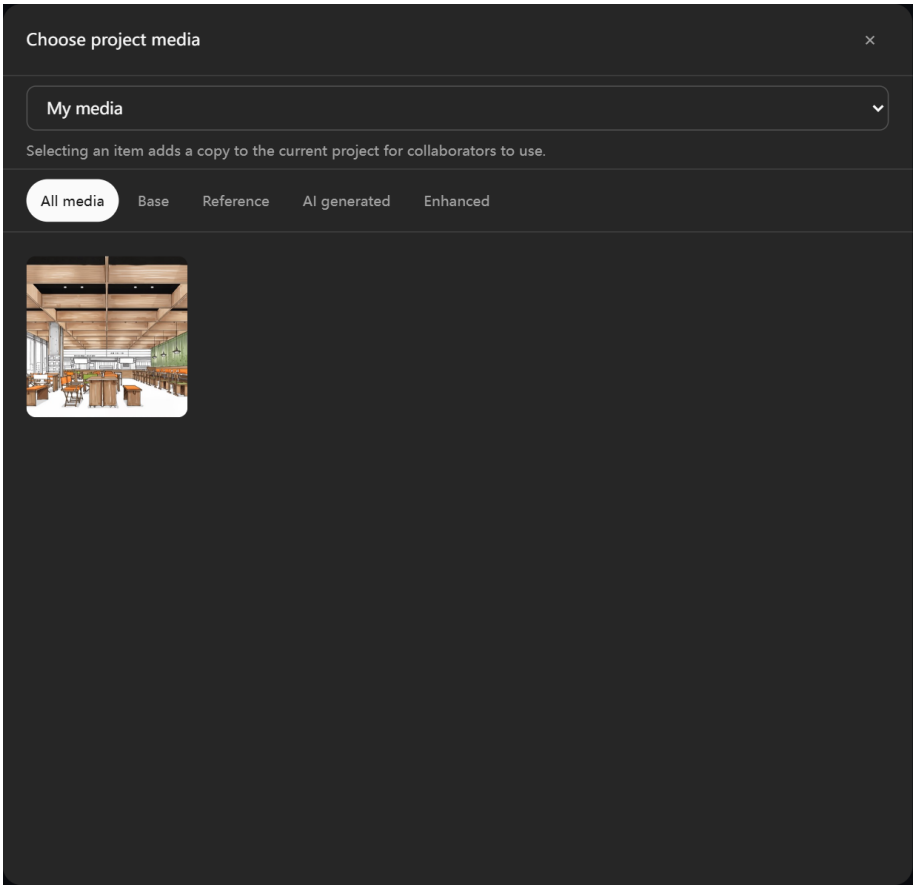
Harbor Hotel demo project in the English interface.

During a temporary disconnect, keep the page open while it reconnects.

Add project materials

Attach assets that teammates can also access.

1. In an Input Material node, select materials from your computer or the library.
2. Use My Materials and All Materials, or narrow the list by project, folder, or type.
3. Selecting an asset from another accessible project copies it into the current project for the team. Double-click the node preview to inspect it.



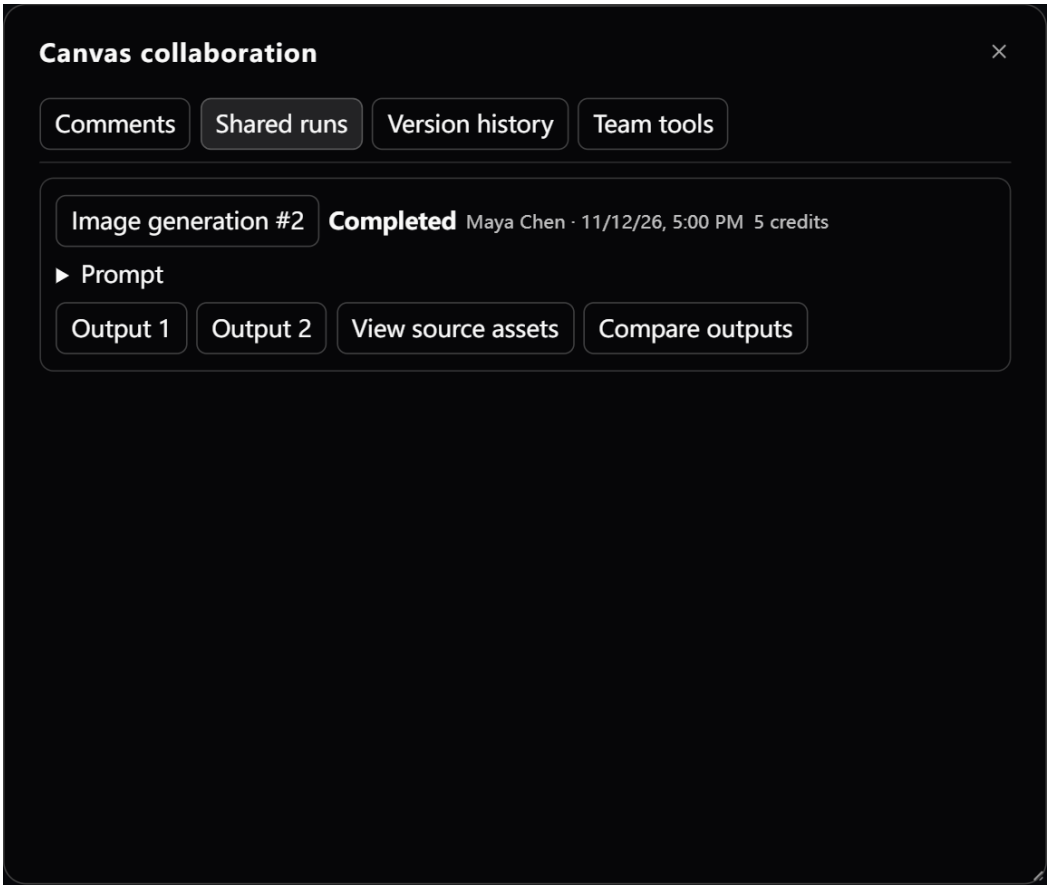
Harbor Hotel demo project in the English interface.

Shared Runs can show the input materials used by a specific run.

Run nodes and track progress

Read-write members can run nodes. The person who starts a run pays the credits.

1. Before confirming, review the selected nodes and estimated credits. Some enhancement prices appear once inputs are ready.
2. Open Shared Runs for all project tasks, or Run History for the current node. A running node blocks duplicate submissions.
3. Check the initiator, status, progress, prompt, and results where available. Use the retry action for a failed step.
4. Lock an approved result to protect it from accidental reruns. Unlock it when you need to generate a replacement.



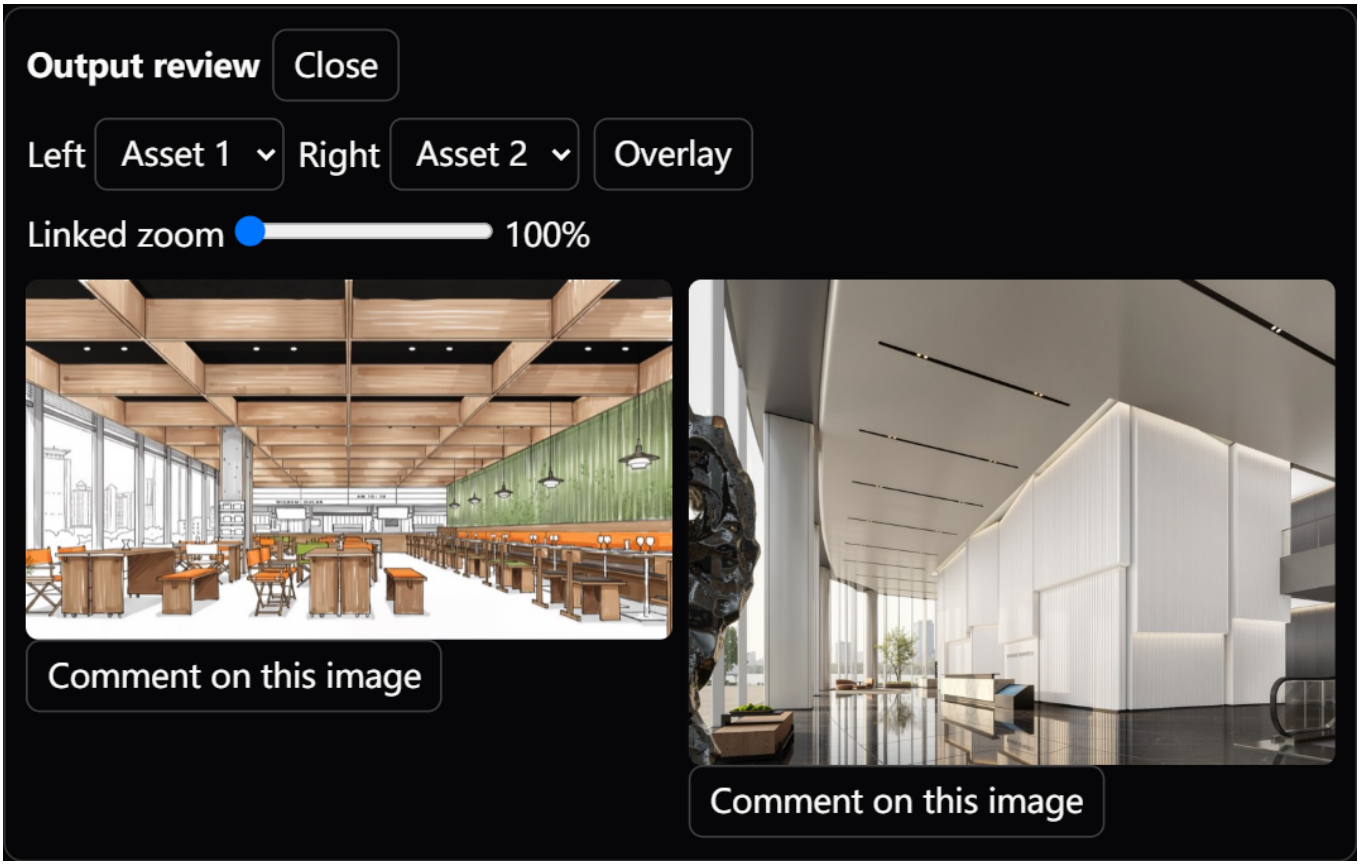
Harbor Hotel demo project in the English interface.

If a teammate has already started a run, follow its existing progress.

Compare outputs and inputs

Review what changed before approving or handing off a result.

1. Open the result comparison from the node’s output controls and select a second output or an input where available.
2. Use side-by-side review or the overlay controls to compare composition and detail.
3. Open or download an individual result from its controls. Exit the overlay first if you need the button under the right-hand image.



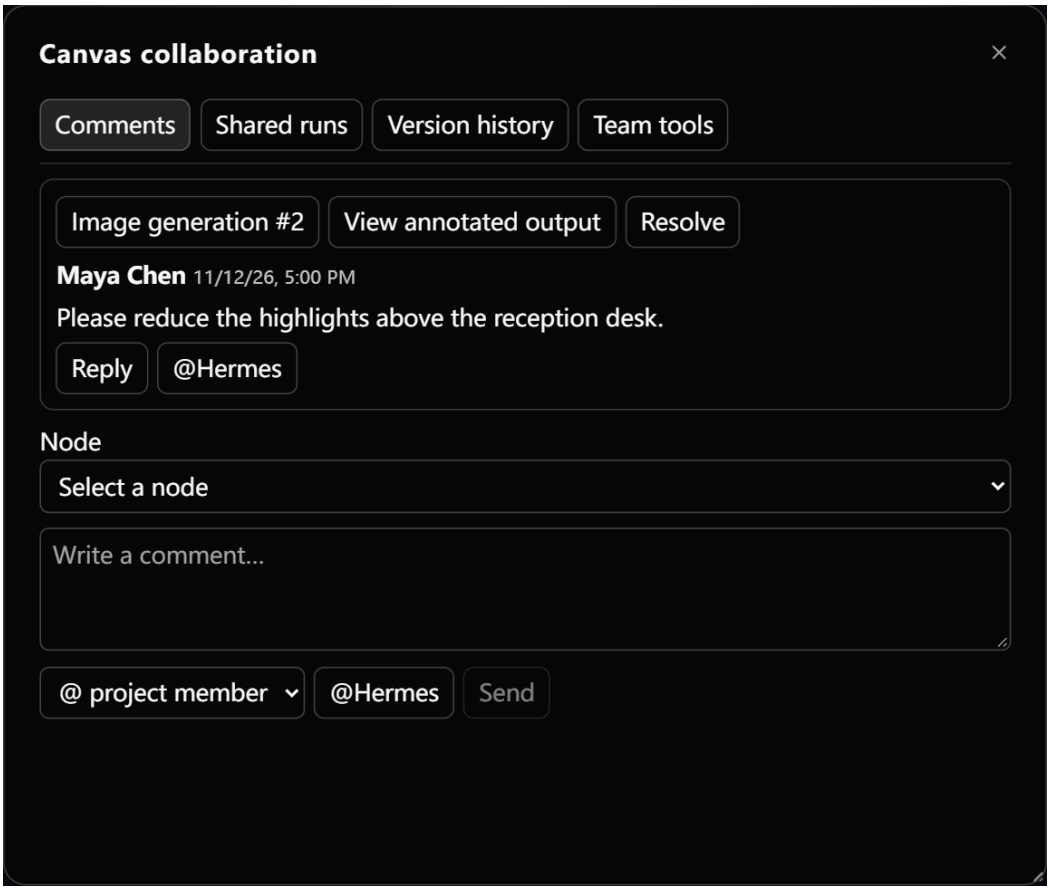
Harbor Hotel demo project in the English interface.

Comments can be attached to the exact output being reviewed.

Comment, mention, and ask Hermes

Discussions can be attached to nodes or individual results.

1. Open Comments and choose a node, or use the node's shortcut. Use Comment on This Output to attach a result.
2. Pick a teammate from the mention list before sending. They receive a notification that links back to the discussion.
3. Reply in the thread. Its author and members with edit access can resolve it and reopen it if needed.
4. Where Hermes is enabled, administrators with access can mention @Hermes in a discussion. The reply appears in the thread.



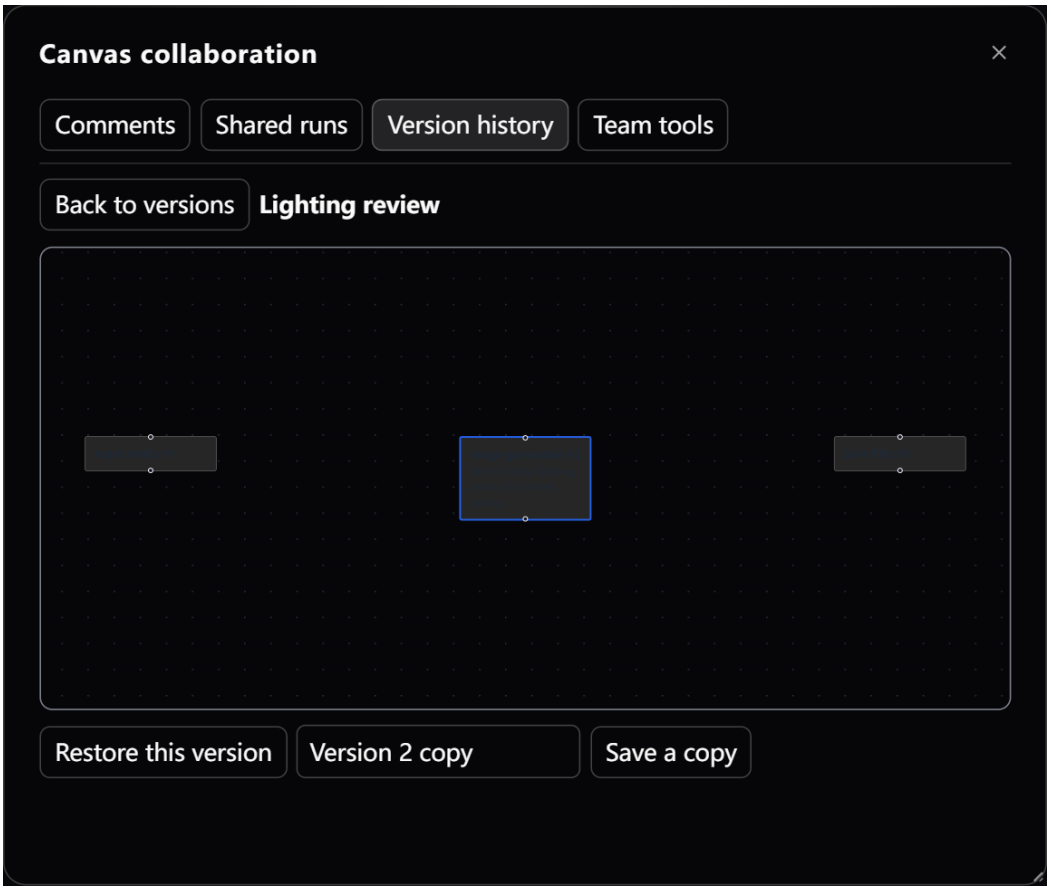
Harbor Hotel demo project in the English interface.

Use the linked output to reopen the exact image discussed.

Restore versions and save copies

Version History records who saved changes and when.

1. Select a revision to preview its nodes, connections, and prompts. Highlighted nodes were changed in that revision.
2. Restore This Version updates the shared canvas and creates a new revision. You can still inspect the prior canvas in history.
3. Save a copy stores a named snapshot in the same project without changing the active canvas. Up to 30 named copies are supported.



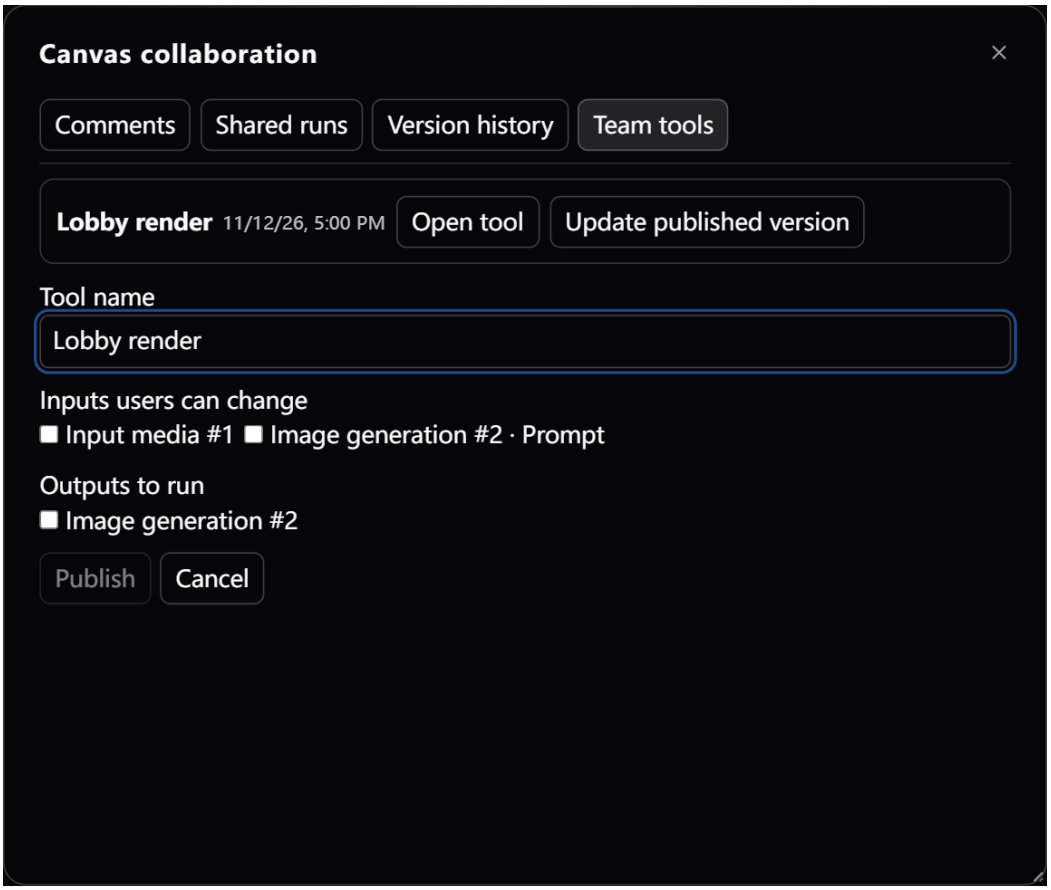
Harbor Hotel demo project in the English interface.

Read-only members can preview history. Restore and copy actions require read-write access.

Publish and update team tools

Turn a shared workflow into a form with defined inputs and outputs.

1. Connect the workflow and confirm the canvas is synced. Open Team Tools, choose Publish a new tool, and enter a name.
2. Choose which materials, prompts, or enhancement settings users can change. For a linked prompt, choose the upstream prompt node.
3. Select at least one output node to run and confirm. Use Update Published Version to publish later changes to the workflow.



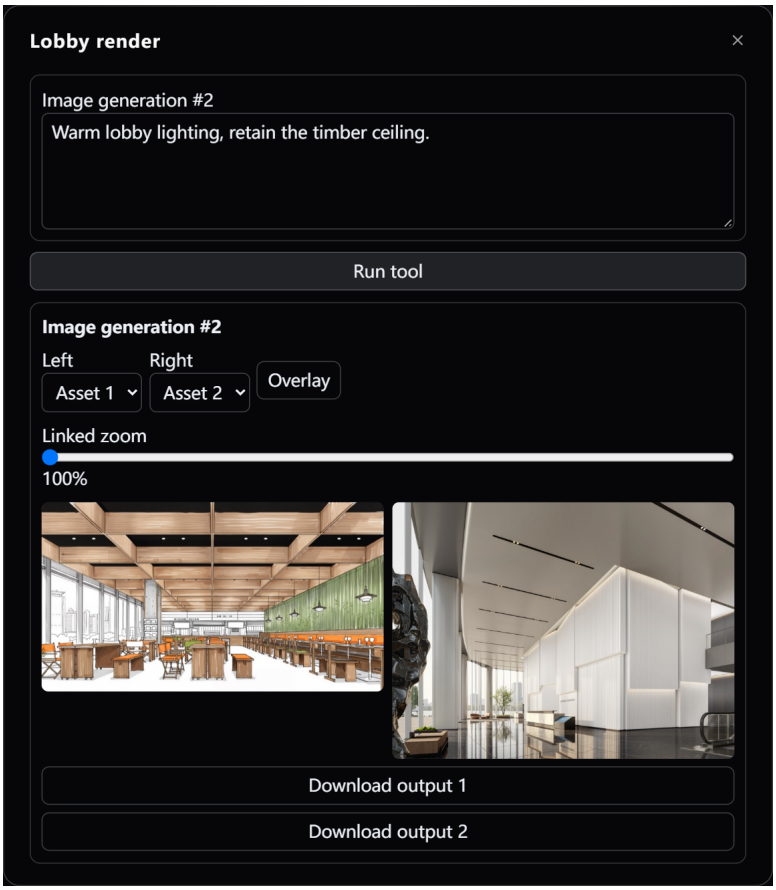
Harbor Hotel demo project in the English interface.

Published tools use the saved snapshot. Up to 30 tools can be published per project.

Use a team tool

The form exposes only the inputs selected by its publisher.

1. Open the published tool and inspect any existing material. Upload files, enter prompts, or select a scale as requested.
2. Wait for uploads to finish. Select Run Tool, then verify the run scope and credits. Running requires read-write access.
3. Preview or download outputs in the form. Open Shared Runs for the task record or reopen the tool to run it again.



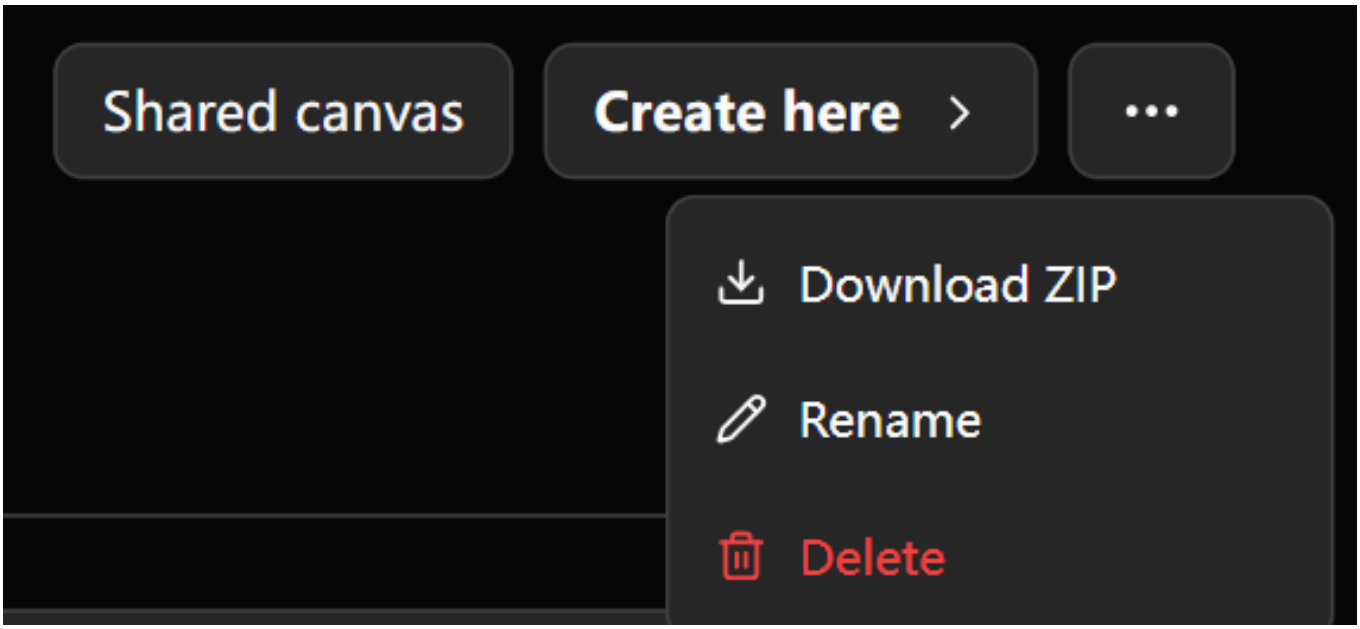
Harbor Hotel demo project in the English interface.

Form edits apply to that run. Update the published version to change defaults for everyone.

Hand off a project

Share the project, canvas, and agreed deliverables.

1. From Projects, open the shared project and use the three-dot project menu to download its ZIP. Read-only members can also download it.
2. Use Files for assets, Creation History for outputs, and Members to verify access.
3. Send the canvas link and the name of any relevant saved copy or published tool. If a panel looks empty, clear its node or output filter.
4. If editing is blocked, check read-only status, sync, result locks, and whether a teammate is already running the node.



Harbor Hotel demo project in the English interface.

Use the project menu to export files, and the shared canvas link to hand off the workflow.