

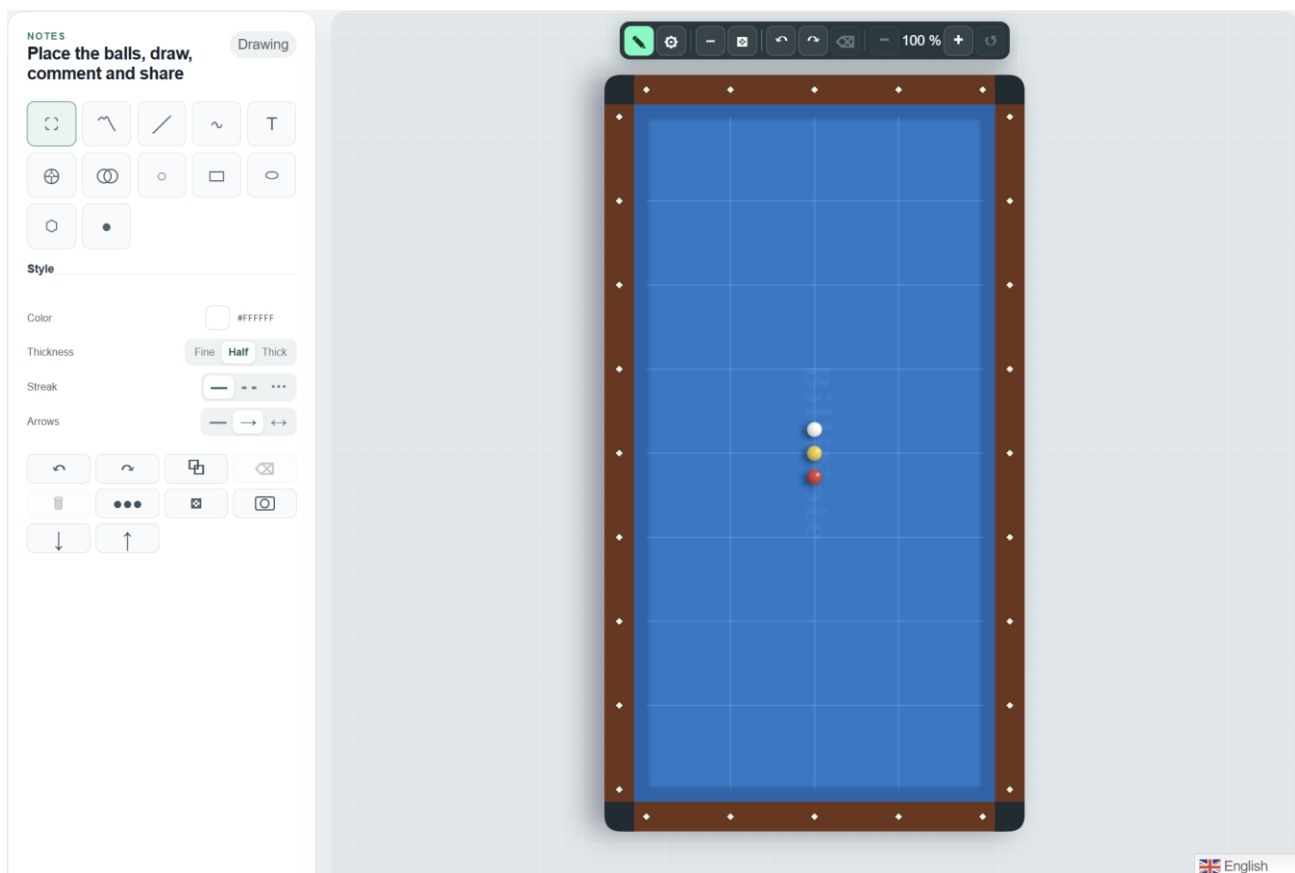
MAESTRO DEL BILLAR

BilliNote

User Guide

Create, comment, edit, and share three-cushion billiards shots from your browser on a computer or mobile device.

maestrodelbillar.com/mesa



BilliNote open in a desktop browser.

Version 1.1 • August 2026

Get started in under five minutes

This section covers the shortest path to creating and sharing a shot. A complete explanation of every tool follows.

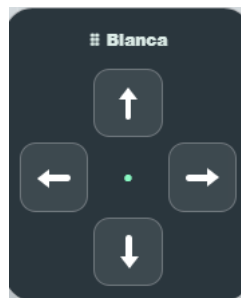
1. Open BilliNote

Visit <https://maestrodelbillar.com/mesa>. The table opens with all three balls in the center and with Select active.

No installation required. BilliNote runs directly in your browser. Your changes are saved locally in that browser so you can continue later.

2. Position the three balls

1. Drag the white, yellow, and red balls to the positions required by the shot.
2. **Activate Select before dragging a ball. Out of this mode the balls are inactive so you can draw near them without accidentally moving them.**
3. For fine adjustments, activate Select, click or tap a ball, and use the four-direction control. Hold an arrow to keep the ball moving.



Mobile tip. When you drag with your finger, BilliNote gradually moves the ball or node to a visible point next to your finger. The arrow control can also be moved by its handle so it doesn't obstruct the table.

3. Draw the main path

1. Select Path (↷), the second icon on the toolbar.
2. Click or tap the starting point, each cushion rebound point, and the destination.
3. **Press the floating button ✓ to accept. The × button cancels the item; you can also finish by double-clicking or pressing Enter.**
4. Adjust the color, thickness, line style, and arrows. If the path already exists, select it and move its green nodes.

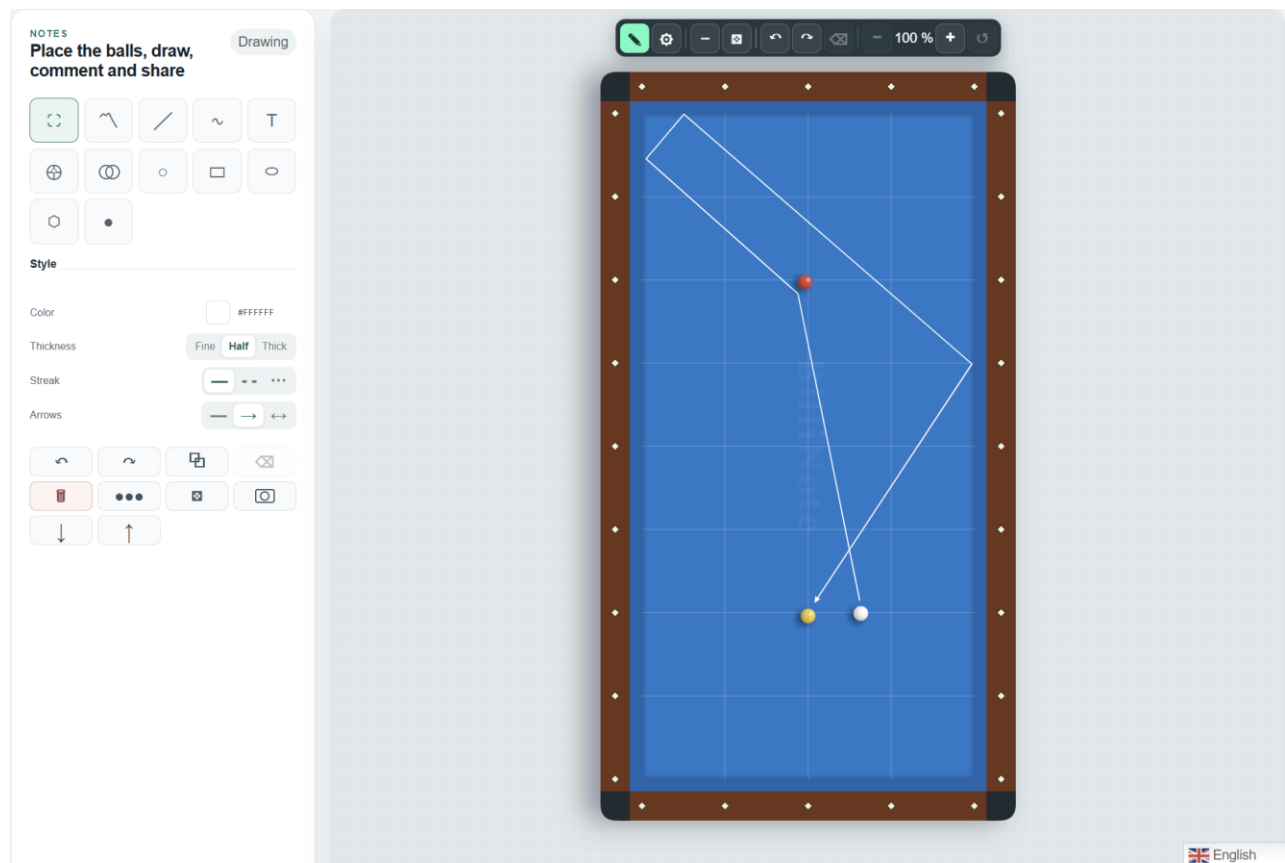


Figure 1. Selected path: the green nodes let you edit each segment.

4. Export an image to share

1. Click Download and copy PNG (the image/camera icon in the action group).



2. BilliNote downloads `jugada-maestro-del-billar.png` and, when the browser allows it, also copies the image to the clipboard.
3. Paste the image into a conversation, social post, email, or document, or attach the downloaded file.

Clean export. Selection outlines and green nodes are not included in the PNG.

5. Save or restore the shot as JSON

1. Click Export data (↓) to download jugada-maestro-del-billar.json.
2. Keep this file if you want to continue editing the shot or send it to someone else.
3. To restore it, click Import data (↑) and choose the JSON file. The table, balls, and annotations are restored.

PNG and JSON serve different purposes. PNG is for viewing and sharing. JSON is BilliNote's editable file.

Explore the interface

BilliNote separates tool and style selection from the table area. On mobile, the controls rearrange to keep the table visible, and the main tools appear in a scrollable toolbar.

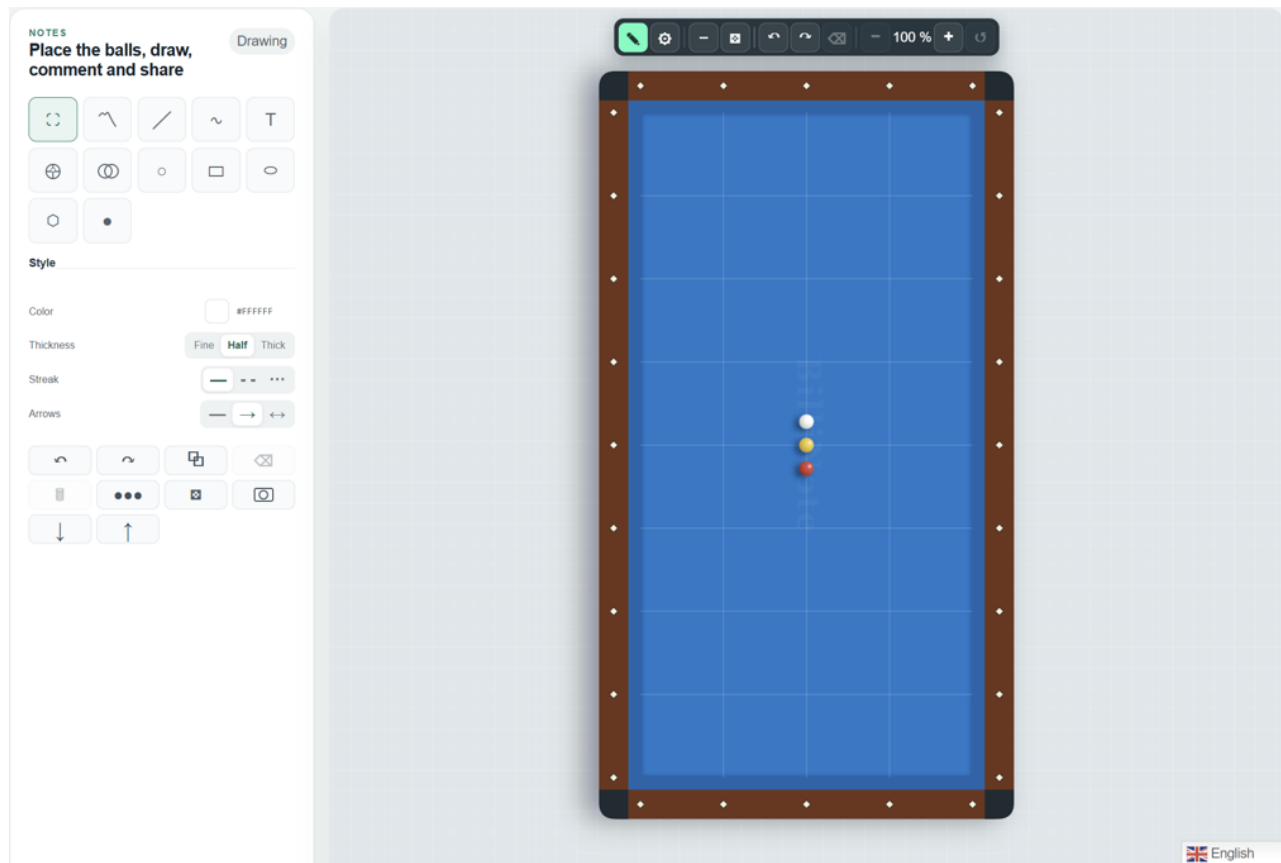


Figure 2. Desktop: annotation panel, view controls, and table.

View controls

- Annotations: displays drawing tools, styles, and actions.
- Customization: It changes the appearance, orientation, and tactile sensitivity of the table.
- - / +: zooms the table out or in at 100%, 150%, 200%, 250%, and 300%.
- ↶: returns to 100% zoom. The ↶, ↷ and ✕ buttons keep undo, redo and clear selection handy.
- ●●● Center the balls and 🎲 distribute them randomly respecting the physical separation.

Panning while zoomed. In Select mode, when no object is selected, drag an empty area of the table to move around it. In Customization mode, dragging over the table scrolls the page.

The mobile interface

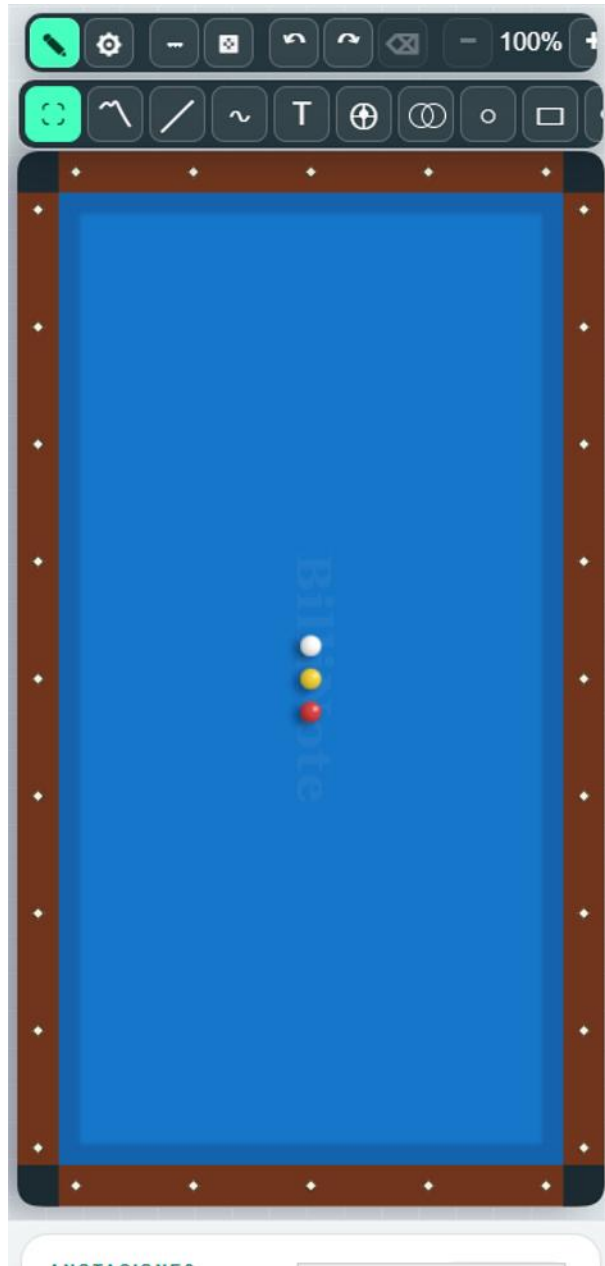


Figure 3. Mobile: view controls, scrollable toolbar, and full table.

On mobile, there are two dark bars next to the table: the top one contains the view, balls, history, delete, and zoom options; the bottom one contains the tools. Swipe them horizontally to access icons that don't fit. Detailed styles and settings are located below the table.

Tool icon reference

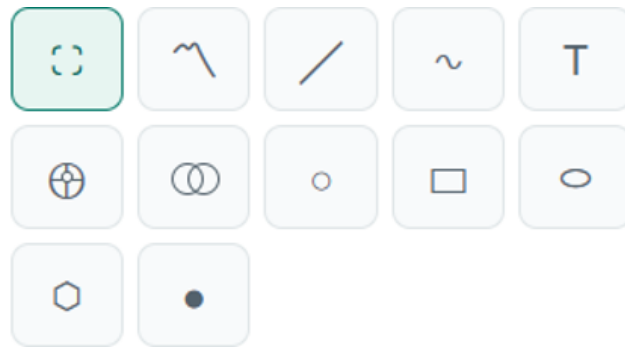


Figure 4. Annotation tools in toolbar order.

Icono	Herramienta	Uso
	Select	Select, move, and modify objects or balls. This is the only way balls can be moved.
	Path	Create a series of segments with multiple clicks or taps to mark paths and bounces.
	Line	Drag from one end to the other; you can then modify both ends.
	Curve	Mark multiple points; BilliNote generates an editable smooth curve through them.
	Text	Opens a multiline editor and allows you to select font, size, and rotation.
	Spin	Place an enlarged ball and mark the cue tip contact area with a point.
	Ball Hit	Place a divided ball that can overlap with the spin marker.
	Circle	Draw a circle from its center to the desired radius.
	Rectangle	Drag between two opposite corners.
	Ellipse	Drag to define the rectangle containing the ellipse.
	Polygon	Mark three or more vertices and accept with a ✓ checkmark, double-click, or press Enter.
	Point	Place a reference point with a click or tap.

How to finish multi-point tools

Path, Curve, and Polygon remain active while you add points. Once you have selected the necessary points:

- Click the floating checkmark (✓) to accept the object;
- Double-click or press Enter on the desktop; or
- Click the floating button (×) to cancel the path.

Cancel without creating. Press Escape to discard a drawing that is still in progress.

Create and edit annotations

Select and move

Activate Select and click or tap an object or ball. On touchscreens, the invisible touch area may be larger than the visible element, allowing you to drag it from the side without covering it with your finger.

- Drag the selected object to reposition it. On mobile, a guide appears between your finger and the target as the visual separation increases.
- Click or tap outside the selection area to deselect the object or close the multi-selection.
- When only one object is selected, BilliNote prioritizes that object and its nodes; the others are temporarily inactive to prevent accidentally moving a ball or other shape.

Edit geometry with green nodes

- Line: drag either endpoint to change its direction and length.
- Path, curve, and polygon: drag any vertex or control point.
- Circle: one node sets the center and the other sets the radius.
- Rectangle and ellipse: the two nodes are opposite corners of the object's bounding box.
- Text and point: drag the single node to reposition the object.
- Spin: the center node moves the enlarged ball; the tip node moves only the spin point within its allowed range.
- Ball Hit: drag the complete ball to overlap it with or separate it from the spin marker.

Layering order. When they overlap, the spin marker is drawn above the ball-hit marker so the spin point remains visible.

Multi-selection

1. Click Multi-select () . BilliNote activates Select.
2. Tap the objects you want to add. On desktop, you can also use Shift, Ctrl, or Cmd to add or remove objects.
3. Drag from anywhere inside the selection rectangle to move the group.
4. Tap outside the selected area to close the multi-selection.

Duplicate, delete, undo, and redo

- Duplicate: select one or more objects, press Ctrl/Cmd+C, and then Ctrl/Cmd+V. The copies appear slightly offset.
- Delete selection: click  or press Delete/Backspace.
- Delete all: click the trash icon  and confirm. The action can be undone.
- Undo/Redo: use  and  or the keyboard shortcuts listed at the end of this guide.
- Center and Distribute Balls: ●●● returns all three balls to the center;  randomly places them without overlapping. Both actions are undo/redoable.
- Physical Collision: Two balls can touch tangentially, but BilliNote prevents them from overlapping when dragging or distributing them.

Drawing styles

Styles apply to the next object. If one or more objects are selected, the change is applied to the selection immediately.

General style

- Color: choose any color with the picker; the hexadecimal code remains visible.
- Thickness: Thin, Medium, or Thick.
- Line style: solid, dashed, or dotted.
- Arrows: no arrow, one arrow at the end, or arrows at both ends. Applies to lines, paths, and curves.

Arrow direction. On a path or curve, the first point is the origin and the last point is the destination. The arrow style follows that order.

Multiline text and rotation

1. Select Text (T) and click or tap the table.
2. Enter one or more lines and click Add.
3. To change it, select it and click Edit text, or double-click it.
4. Choose a font (Arial, Georgia, Verdana, or Courier New), size (5, 7, 9, or 12), and rotation from -180° to 180° in 5° increments.

Move without editing. Use Select and drag the text. The editor opens only when you click Edit text, double-click, or use the Text tool on existing text.

Spin

The spin marker enlarges a ball to show precisely where the cue tip contacts it.

1. Choose Spin ($\oplus$). Drag from the center of the enlarged ball toward the impact point. A single click leaves the point centered.
2. When you release, BilliNote returns to Select and leaves the newly created spin marker selected.
3. Customize the ball color, spin-point color, 2×/4×/8× scale, and sectors per quadrant: none, 3, or 4.

The point preserves the physical ratio between a 61.5 mm ball and a 12 mm cue tip. Scaling enlarges the ball and spin point together without changing that proportion.

Ball Hit

1. Choose Ball Hit (two overlapping circles), then drag and release to place it.
2. Choose the 2×/4×/8× scale and the divisions: none, 2, 4, 8, or 12. Two divisions means one line that splits the ball into two zones.
3. Overlay the ball-hit marker with the spin marker when you want to communicate both variables. You can also use only the spin marker for shots that do not specify ball hit.

Consistent orientation. Ball Hit divisions remain vertical relative to the screen even when the table is vertical.

Action icon reference



Figure 5. Editing, export, and import actions.

Icon	Tool	Purpose
	Undo	Returns to the previous annotation or ball state.
	Redo	Restores an undone action.
	Multi-select	Adds several objects to a selection and lets you move them as a group.
	Delete selection	Deletes the selected objects.
	Delete all	Deletes all annotations after confirmation.

Icon	Tool	Purpose
	Center balls	Returns the white, yellow, and red balls to the center.
	Distribute balls	Place the three balls randomly without allowing overlaps.
	PNG and clipboard	Generates the final image, downloads it, and attempts to copy it to the clipboard.
	Export JSON	Downloads the editable shot file.
	Import JSON	Loads a shot saved by BilliNote.

Fine movement control

When you select a ball, spin marker, or ball hit marker, a four-direction control appears. A tap moves it one step; holding an arrow repeats the movement. Drag the control by its handle to reposition it.

Special behavior for the spin marker. When the spin marker is selected, the arrows move only the point representing the cue tip; they do not move the enlarged ball.

Customize the table

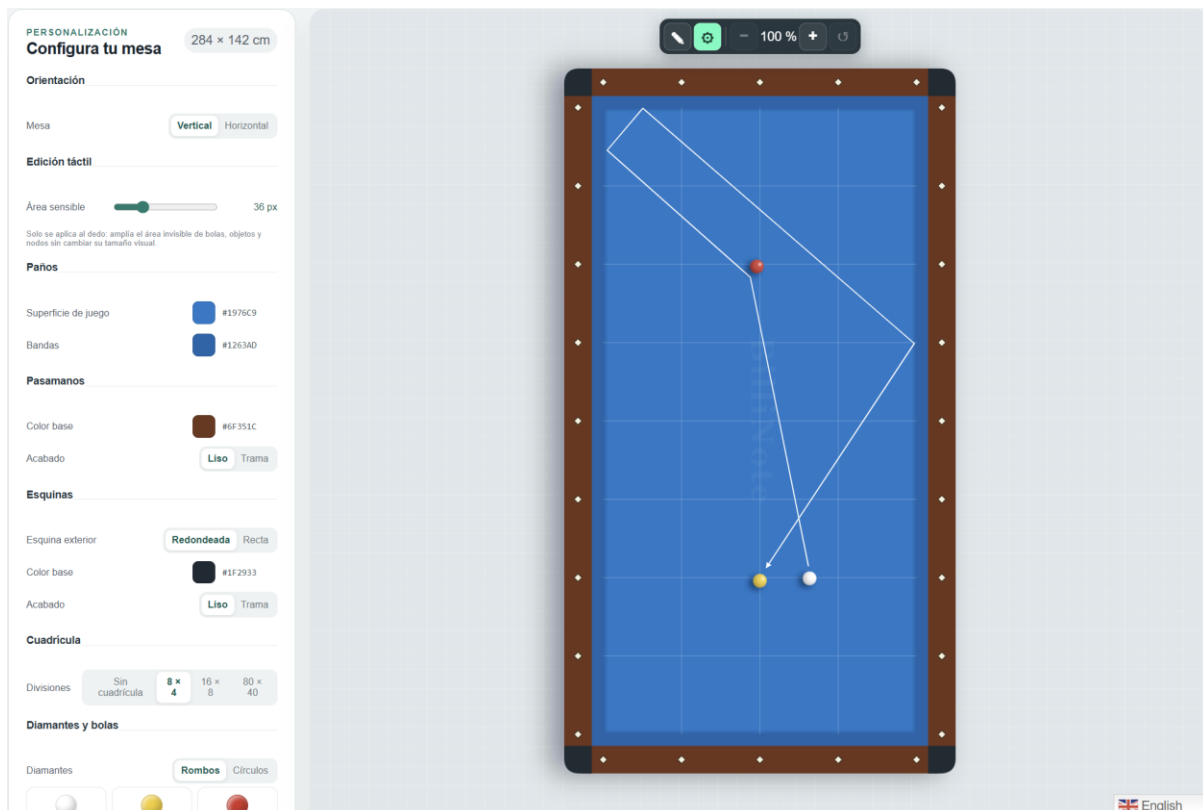


Figure 6. Customization panel on desktop.

Click . Changes are applied immediately and do not alter ball or annotation positions.

Orientation

- Vertical: the default and recommended for phones.
- Horizontal: makes better use of a widescreen display.

Annotations retain their coordinates, and text remains horizontal by default. Each text object can be rotated independently.

Touch Editing

In Customization, adjust Touch Area between 24 and 72 px. This value only magnifies the area invisible to the finger around balls, objects, and nodes; it does not change their visual size or affect drawing tools.

- As a starting point, 32–36 px offers a good balance between precision and ease of selection. Increase the value if you are using a small screen and decrease it if objects are close together.

Cloth, rails, and corners

- Playing surface and rails: independent colors.
- Rails: base color and Smooth or Patterned finish.
- Corners: Rounded or Square outer shape; color and finish independent from the rails.
- Patterns: 24 options for rails and corners: golden linen, natural linen, blue weave, basket weave, water, stone, papyrus, fine granite, green marble, light marble, leather, blue granite, white stucco, plaster, ivory, sand, ice, pink, velvet, watercolor, cork, dark wood, light wood, and wood grain.

Grid, diamonds, and balls

- Grid: No grid (default), 8×4 , 16×8 , or 80×40 .
- Diamonds: diamond or circular shapes; includes two references per corner aligned with the inner cushion edges.
- Balls: customizable white, yellow, and red colors.

Physical scale. The inner playing surface represents 284×142 cm, and each ball is 61.5 mm in diameter.

Customization on mobile

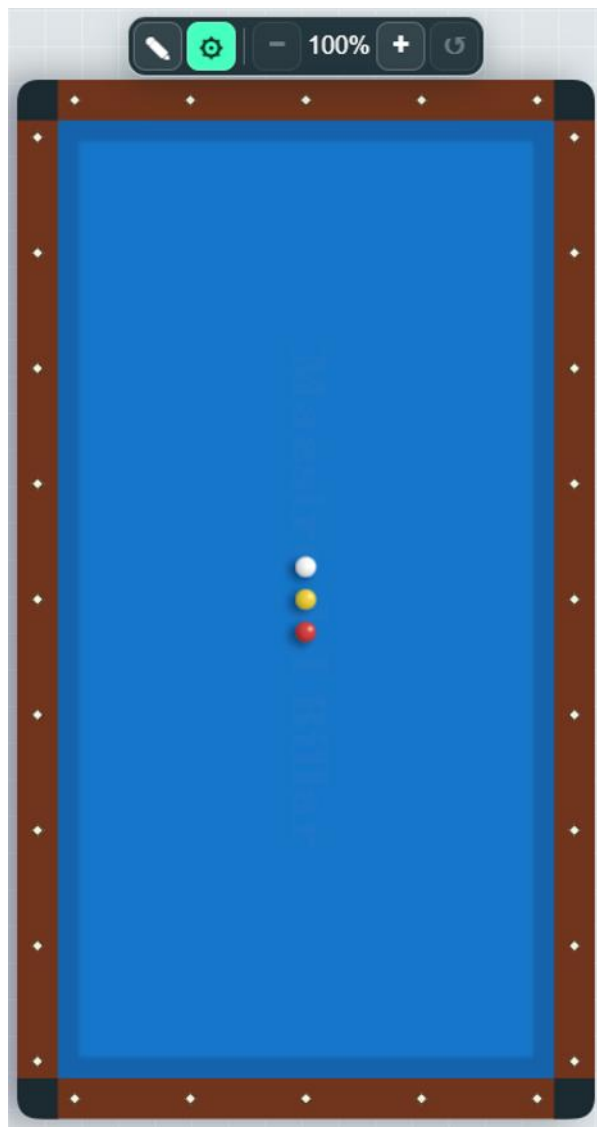


Figure 7. On mobile, the table stays above the settings.

Scroll vertically to access all settings. In this mode, dragging over the table also scrolls the page, preventing the canvas from blocking the touch gesture.

Save, share, and continue

Export PNG

1. Before exporting, review the orientation, colors, grid, arrows, and text.
2. Click the PNG icon . The file downloads automatically.
3. If the browser allows image writing, BilliNote also copies the PNG to the clipboard.
4. If you see a message that the clipboard is unavailable, use the downloaded file; the image was generated correctly.

PNG resolution: 710 × 1278 px for a vertical table and 1278 × 710 px for a horizontal table.

Export JSON

JSON preserves the table dimensions, appearance, orientation, colors, and positions of all three balls, as well as every annotation object and its styles. It is the recommended format for backups, editable exchange, and continuity across devices.

Import JSON

1. Click  and select a JSON file exported by BilliNote.
2. Wait for the Shot imported successfully message.
3. If the file does not contain three balls and a valid annotation list, BilliNote rejects it and keeps the current session.

History after importing. Importing starts a new editing session; the previous undo and redo histories are cleared.

Local storage

BilliNote automatically saves the configuration, balls, and annotations in the browser's local storage. This does not replace a JSON backup: clearing browser data, using private browsing, or switching devices may make the local session unavailable.

Keyboard shortcuts

Shortcut	Action
Ctrl/Cmd + Z	Undo
Ctrl/Cmd + Shift + Z	Redo
Ctrl/Cmd + Y	Redo
Ctrl/Cmd + C	Copy selected objects
Ctrl/Cmd + V	Paste offset copies

Shortcut	Action
Delete or Backspace	Delete the selection
Enter	Finish a path, curve, or polygon
Escape	Cancel the draft, deselect, and exit multi-select mode

Recommended workflows

Publish a shot on social media

1. Position the balls and draw the path.
2. Add spin, ball contact, and a short comment.
3. Review the table with no active selections, then export the PNG and JSON.
4. Share the image and keep the JSON if you expect corrections or variations.

Send an editable shot to someone else

1. Export the JSON.
2. Send the file by email, messaging, or shared storage.
3. The other person opens BilliNote, clicks Import, selects the file and continues editing.

Troubleshooting

Issue	What to do
I cannot select a thin line.	Activate Select and tap near the stroke. On a touchscreen, increase Touch Area in Customization; you can also zoom in using the zoom controls.
The gesture scrolls the page instead of moving the object.	Select the object first. To scroll the page or pan the table, drag an empty area with nothing selected.
I cannot find a tool on mobile.	Swipe the dark toolbar horizontally.
The spin point does not move as expected.	Select the spin marker and drag its tip node, or use the arrows. The direction control moves only the spin point.
The PNG was not copied.	The browser may block image clipboard access. Use the downloaded PNG or grant the required permission.
The JSON file will not import.	Use a file exported by BilliNote and make sure it was not edited or truncated.
I lost a local session.	Look for your latest JSON backup. Local storage depends on the browser and device.