BANG

SPATIAL FILESYSTEM VIEWER

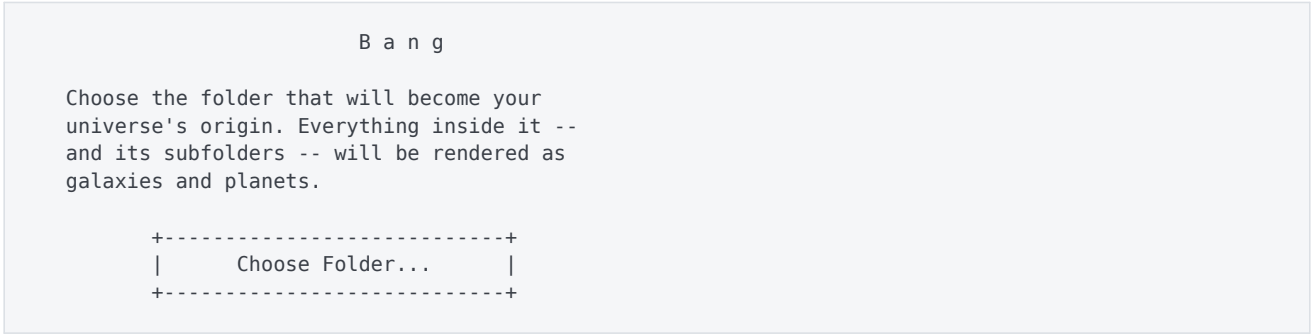
Complete Walkthrough Guide

Internal reference document
Windows desktop application

Contents

1. First Launch: Choose Your Origin

When you open Bang for the first time, you'll see the onboarding screen.



Steps

1. Click `Choose Folder…` to open the native file browser.
2. Navigate to any folder on your machine — this will become the center of your Bang universe.
3. Click "Select Folder" (or equivalent in your OS) to confirm.
4. Bang will render the contents of that folder. This choice is remembered, so you won't be asked again.

> **TIP**
> Choose a folder you already have files in so you can start exploring immediately. Your Documents, Downloads, or a project folder works great.

2. Understanding the Universe

Once you've chosen a root folder, Bang renders it as a 3D space.

Galaxies ↔ Folders

Folders appear as colorful **glowing clusters of points** — imagine a galaxy made of millions of stars. The color is determined by the file types inside.

> **LOOK FOR**
> Bright, diffuse spheres of light with a soft halo. These are always clickable galaxies. Hover your eyes over them and you'll see their folder names labeled in the sky.

Planets ↔ Files

Files appear as solid **textured spheres** — each one a unique planet. Larger files are bigger planets. Newer files are smoother; older files show weathering and surface patterns.

File Type	Planet Color

Code (.py, .js, .rs, etc.)	Purple
Document (.txt, .pdf, .docx, etc.)	Blue
Image (.jpg, .png, .gif, etc.)	Teal
Video (.mp4, .mkv, etc.)	Pink
Audio (.mp3, .wav, etc.)	Yellow
Archive (.zip, .tar, etc.)	Tan

The Bang Core

At the center is a radiant golden star — the "Bang Core" — the center of your universe. This is purely decorative.

3. Navigation: Orbit, Zoom, Pan

The universe is alive and orbiting. You can fly through it using mouse and trackpad controls.

`Drag (left-mouse)`	**Orbit** around the current location. Click and drag to rotate your viewpoint.
`Scroll (wheel)`	**Zoom** in and out. Scroll up to zoom in closer, down to zoom out for a wider view.
`Right-drag (right-mouse)`	**Pan** the camera sideways without rotating. Useful for repositioning without changing your angle.
`Pinch (trackpad)`	Pinch-zoom on trackpads works just like the scroll wheel.
`2-finger drag (trackpad)`	Pan with two fingers on a trackpad instead of right-click.

Quick Control Buttons

Along the bottom of the screen, you'll find navigation buttons:

```
Bottom-left control bar:

+-------------------------------------------------------------+
|  <- Out  | Void: Off | Recenter | + New |  O======o  Speed |
+-------------------------------------------------------------+
   go up     toggle      reset      create    orbit speed
  one level   void        camera    new file/    slider
                                     folder
```

`← Out`	Go up one level (back to parent folder). Disabled when at the root.

Void: Off/On	Toggle visibility of system folders. Useful if you want to focus only on your files and not see the system clutter.
Recenter	Reset the camera to the default starting position (center view, appropriate zoom).
+ New	Create a new file or folder in the current location. See section 6 for details.
Speed	Adjust how fast objects orbit around the center. Purely visual — doesn't affect the data.

NAVIGATION HINT

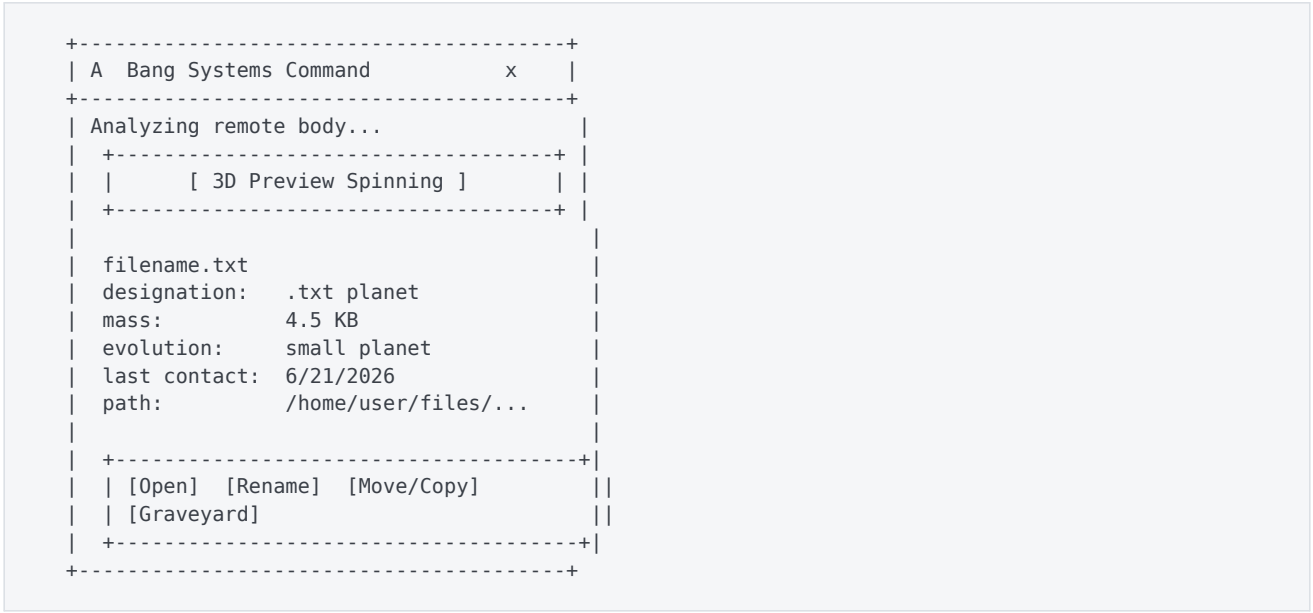
Look for the hint in the bottom-right corner: "Drag orbit · Scroll/pinch zoom · Right/2-finger pan · Click a galaxy to enter". This hint is always visible as a quick reference.

4. Interacting with Objects: Click Patterns

Bang uses a simple click-disambiguation system: single-click to inspect, double-click to enter or open.

Single-Click: Inspect (Open Command Panel)

Click once on any planet or galaxy to inspect it. A detailed information panel appears on the left side of the screen.



WHAT YOU SEE

A live 3D preview of the selected object, spinning slowly so you can see its texture. Below that: full metadata (size, age, last modified, path) and a composition breakdown for folders.

Double-Click: Enter or Open

Double-click (or click twice quickly) on an object to act on it:

`Double-click Galaxy`	**Enter** the folder. The universe zooms in and displays the contents of that folder. You can always click "← Out" to go back.
`Double-click Planet`	**Open** the file using your system's default application. Windows opens Word docs in Word, PDFs in your PDF reader, images in your image viewer, etc.

CLICK TIMING

The system waits ~250ms between your first and second click to distinguish a double-click from two separate single-clicks. If you click too slowly, it'll treat them as two separate inspections instead of one double-click.

5. Bang Systems Command Panel

The left-side panel that appears when you single-click an object is called the **Bang Systems Command** panel. It's your control center for file operations.

What It Shows

Field	Meaning
Designation	"Galaxy / folder" for folders, ".ext planet" for files
Mass	Total file size (or folder size for directories)
Bodies in Orbit	Number of files/folders directly inside (galaxies only)
Evolution Tier	Size category: pebble, rocky, small planet, planet, large planet, giant
Last Contact	Date the file was last modified
Path	Full filesystem path to the object

Composition Analysis (Folders Only)

For folders, you'll see a breakdown of the top file types inside. Each colored dot corresponds to a file-type category (code, documents, images, etc.), with a count of how many files are in that category.

Command Actions

`Open`	Open the file in your default application (folders enter the folder like double-clicking).
`Rename`	Edit the name field at the top of the panel and click "Rename" to save the new name.
`Move / Copy`	Prompts you for a destination folder. Offers a choice: move (cut) or copy.
`Graveyard`	Sends the file or folder to the graveyard — it is **not** permanently deleted. See below for the full recovery process.

The Graveyard: How Deletion Actually Works

Bang never permanently deletes anything through its own UI. The button labeled "Graveyard" (styled in red, where you might expect "Delete") moves the item instead.

1. Click `Graveyard` in the Command Actions panel.
2. Confirm the prompt: "Send [name] to the graveyard? You can recover it from the .bang_graveyard folder."
3. The item is moved into a hidden folder named `.bang_graveyard`, created inside your current origin folder the first time it's needed.
4. A toast confirms "Sent [name] to the graveyard."

Recovering a Graveyarded Item

There are two ways to get something back:

Inside Bang	Click `Void: On` at the bottom of the screen. The graveyard folder becomes visible as a normal galaxy (it's hidden by default, like any dotfolder). Enter it, single-click the item you want back, and use **Move / Copy** to send it to its original location.
In Windows Explorer	Open your origin folder directly and look for `.bang_graveyard` (you may need "Show hidden items" enabled). Drag the file back out to wherever you want it.

PER-ORIGIN GRAVEYARDS

Each origin folder has its own graveyard. If you switch to a different origin folder, the old one's graveyard stays exactly where it was — nothing is moved or merged.

NAMING COLLISIONS

If you send two different items with the same name to the graveyard, the second one is automatically renamed with a timestamp instead of overwriting the first. Nothing already in the graveyard is ever silently replaced.

6. Creating Files and Folders

Click the `+ New` button at the bottom of the screen to create a new file or folder in the current directory.

The Create Panel

Steps to Create

1. Click `+ New` at the bottom of the screen.
2. Choose `Planet (file)` or `Galaxy (folder)` — the preview updates to show you what you're about to create.
3. Type a **name** in the text field. For files, include the extension (.txt, .py, .md, etc.).
4. Adjust the **simulated size slider** (optional) — this only affects the preview visual, not the actual file size. A blank file is always 0 bytes; a blank folder weighs 0.
5. Click `Create at current location` to confirm. You'll see a success toast at the bottom and the new item appears in the universe.

> **LIVE PREVIEW**
> As you type the name and adjust the size, the 3D preview on the right updates in real-time. This shows you exactly what the planet or galaxy will look like based on your choices.

> **NAMING RULES**
> Names cannot contain: / \ or null characters. On Windows, you also cannot use characters reserved by the OS (like : * ? " etc.). If your name is invalid, you'll see an error message.

7. Settings & Customization

Click the `Settings ▾` button in the top-right corner to open the settings panel.

Settings Tabs

Rendering
Tune visual properties: glow intensity, halo size, gloss, rim light, fog, stars, orbit rings, trails, and overall animation speed.

Colors
Customize the color of each file-type category (code, documents, images, videos, audio, archives, etc.). Color changes apply on the next scan.

Age Patterns
Control how file surfaces look based on age. Choose from: smooth, light specks, craters, or deep scarring for each age stage.

Glow
Set how brightly recently-used files glow versus idle files that dim over time. Tuning the brightness window adjusts how many days until a file is fully dim.

Live Preview

Every settings tab has a small 3D viewport at the top showing a sample planet that reacts to your changes in real-time. Adjust a slider and watch the preview update instantly.

Saving & Resetting

`Save`	Commits your changes to disk. Settings persist across sessions.
`Reset`	Restores the current tab to its shipped defaults (does not affect other tabs).
`Export`	(Rendering tab only) Dumps the current rendering settings as JSON you can copy/paste or share.

PRO TIP

If you have rendering settings you love, use Export to save them as text. You can then share them with friends or restore them later by copying the JSON back into the settings JSON file.

8. Advanced Features & Tips

File Age & Surface Appearance

Files gradually show their age through visible surface patterns:

Age	Pattern	Appearance
0–5 days	Smooth	Clean, unblemished surface
5–30 days	Light Specks	Fine dust and light weathering
30–360 days	Craters	Visible impact craters and marks
360+ days	Deep Scarring	Heavy weathering, ancient appearance

Customize these thresholds and patterns in Settings → Age Patterns.

Last-Used Brightness (Glow)

Files grow dim when untouched. Recently modified files are bright; files idle for weeks fade to a dim glow. This gives you a visual sense of which files you actively use.

You control:

Max Glow	Brightness of recently-used files (today).
Min Glow	Brightness of neglected files (very old).
Window Days	How many days until a file is completely dim.

HUD Display (Top of Screen)

```
Top-left:              Top-center:        Top-right:
Bang                   120 fps             /path/to
/path/to               15 nodes            current/folder
current/folder                             --
                                            --
```

FPS Display	Shows frames per second and node count. Useful if you're in a huge folder.
Path & Count	Your current location in the filesystem and the number of files/folders currently visible.
Distance	How far your camera is from the center. Useful for navigation awareness.

Orbit Animation

All planets and galaxies orbit the center continuously. This isn't a coincidence — orbits are deterministic and always the same for any given file structure, so the universe feels alive but predictable.

Use the **Speed** slider to slow down or speed up orbits (purely visual; doesn't affect data).

Protected System Folders

On Windows, system folders like `C:\Windows`, `C:\Program Files`, etc. are protected — you cannot delete or rename them from Bang. This is by design to keep your OS intact.

> **PERFORMANCE**
> If you have a folder with thousands of files, Bang will show up to 20,000 entries before capping the walk. This keeps the universe responsive. Use the speed slider to help with high-item folders.

9. Mouse & Keyboard Reference

Action	Input
Orbit	Click-drag (left-mouse)
Zoom In/Out	Scroll wheel up/down
Pan Camera	Right-click-drag or Shift-drag
Pinch Zoom	Trackpad pinch
2-Finger Pan	2-finger swipe on trackpad
Single-Click Inspect	Click any planet/galaxy
Double-Click Open/Enter	Click twice quickly on a planet/galaxy
Dismiss Command Panel	Click × or click in empty space

10. Troubleshooting

No Folder Selected on Launch

Problem: Bang opens but shows a blank universe or asks me to pick a folder again.

Solution: This means Bang lost track of your chosen folder (perhaps it was deleted or moved). Pick a new root folder. Your choice is saved in `%USERPROFILE%\.bang\config.json` — if you want to reset, delete that folder.

Files Not Appearing

Problem: I see some files but not all of them in a folder.

Solution: Hidden files (starting with a dot on Mac/Linux, or marked as hidden on Windows) and system files are excluded by default. Use the `Void: Off` button to toggle visibility of system folders.

Slow Performance on Large Folders

Problem: The universe feels sluggish when I have thousands of files.

Solution: Try reducing the Speed slider or disabling expensive rendering effects in Settings → Rendering (turn down glow intensity, trail opacity, etc.). Large folders may also benefit from hiding the void.

Colors Don’t Match What I Set

Problem: I changed a color in Settings, but files are still the old color.

Solution: Colors take effect on the next scan. Click "← Out" to go to the parent folder, then navigate back, or visit a different folder and return to force a rescan.

Double-Click Treated as Two Single-Clicks

Problem: I double-clicked but it opened the inspect panel twice instead of entering the folder.

Solution: Try clicking faster, or use the Open button in the inspect panel instead. The system waits ~250ms between clicks to decide if it's a double-click.

I Sent the Wrong File to the Graveyard

Problem: I clicked Graveyard on the wrong item.

Solution: Nothing is lost. Toggle `Void: On`, navigate into the `.bang_graveyard` folder at your origin, and use Move / Copy to send it back to its original location. See section 5 for the full walkthrough.

PERMANENT REMOVAL

Bang has no in-app "empty graveyard" feature yet. If you want to permanently remove something, you currently have to delete it yourself from `.bang_graveyard` in Windows Explorer.

DATA SAFETY

Bang's "Graveyard" action is non-destructive — it moves items rather than deleting them. The only way to truly lose something permanently is to manually empty `.bang_graveyard` yourself in Windows Explorer, which Bang's own UI cannot trigger.

Quick Start: 60 Seconds

1. Launch Bang. Pick your Documents or Projects folder.
2. You'll see colorful glowing clusters (galaxies = folders) and textured spheres (planets = files).
3. Drag your mouse to orbit. Scroll to zoom. Right-click-drag to pan.
4. Single-click any object to inspect it (see metadata and actions like rename, graveyard).
5. Double-click a galaxy to enter it. Double-click a planet to open the file.
6. Use `Settings ▾` (top-right) to customize colors, rendering, and glow behavior.
7. Click `+ New` to create files and folders in the current directory.

That’s it. You’re ready to explore your filesystem in 3D.

Bang — Spatial Filesystem Viewer | Complete Walkthrough Guide

For more information, see the project README or source code repository.