STONE TECHNOLOGIES

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Stage

Presenter Guide

Draw, point and stamp on a live screen. Part of PowerBench.

Version	PowerBench 0.12.0 (release candidate)
Published	10 November 2026
Requires	macOS 14 Sonoma or later, Apple silicon or Intel
From	Basanite, the apps division of Stone Technologies

Stage is PowerBench's presenter, for teachers and anyone who stands in front of a room. Draw, point and stamp on a live screen, and your marks stay while you scroll, move a window or open something you forgot. Record a lesson's visuals and play them back, stepping in to add something as easily as with a marker on an overhead transparency. Let a student draw too, only after you approve, from their own phone. Run it all from the Mac or an iPhone. Free, and nothing leaves the room.

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Getting ready

What Stage is

Stage is one of PowerBench's tools, in the Presenting section. It puts a clear layer over every display. On that layer you draw, point and stamp, and the apps underneath keep working: a video keeps playing, a web page keeps scrolling, and your marks stay where you put them.

Nothing runs until you open Stage. Switching it on in Settings only gives it its keys. Closing Stage takes away the clear layer, the palette and the marks.

Turning it on

1. Open PowerBench's Settings (the gear at the top of the menu) and choose **Stage** under Presenting.
2. Click the switch at the top right. Stage needs no permission to draw.
3. Press ^⌥⌘**S**, or choose **Open Stage** in the menu.

> **Tip** ^⌥⌘ is Control, Option and Command, side by side at the bottom left of the keyboard: one hand holds all three. S is for Stage. The keyboard card in PowerBench's Settings › General lists every ^⌥⌘ key.

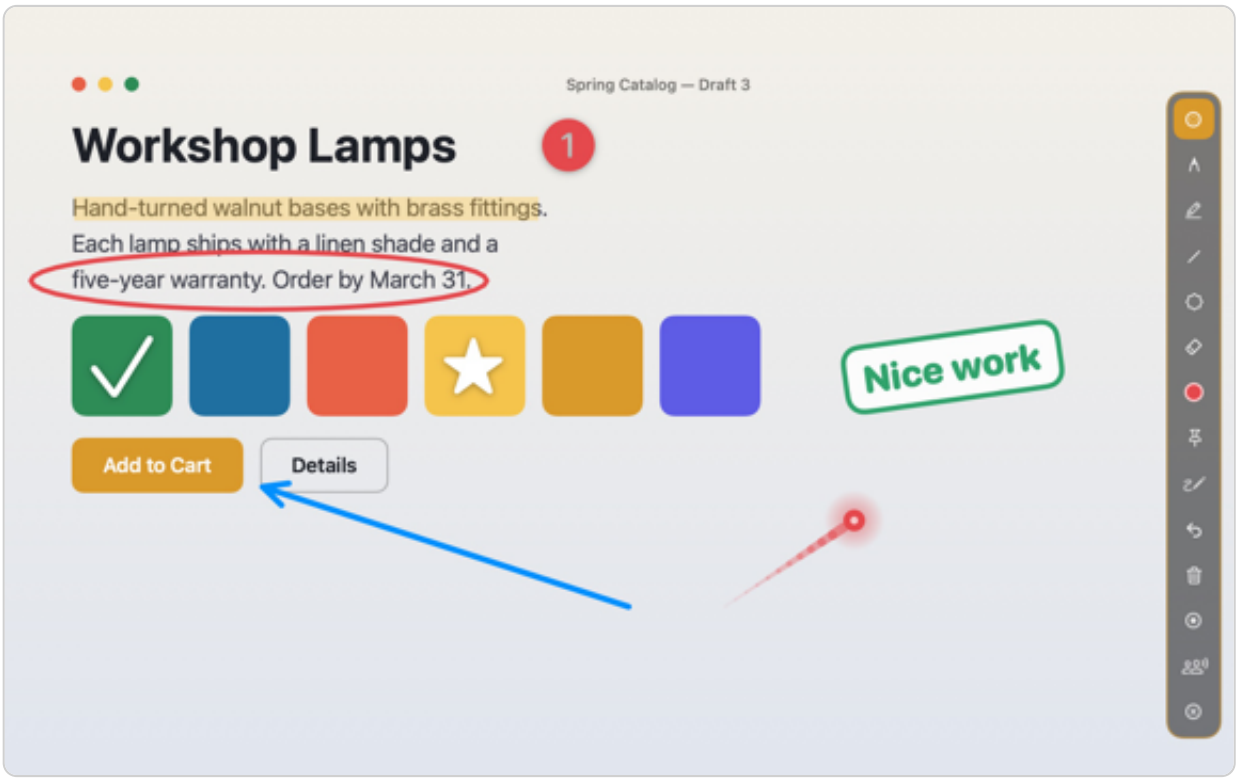
Drawing, or letting clicks through

Stage has two modes. **Drawing**: the clear layer takes the mouse, so the pen, stamps and eraser work. **Passing through**: clicks go to the apps underneath, so you can scroll, move a window or click a link, and every mark stays. Press ^⌥⌘**D** to switch between them from any app, or **Esc** to stop drawing. The button with the arrow on the palette does the same.

While Stage is on, ^⌥⌘D is Stage's. Zoom and Draw keeps its zoom (^⌥⌘Z), its break timer (^⌥⌘B), and drawing on a zoomed picture; its separate drawing on a frozen screen gives way to Stage.

The palette

When Stage opens, a floating palette of buttons appears at the left of the screen. Drag it by its edge to wherever suits you; it opens there next time. Point at a button to see its name and key.

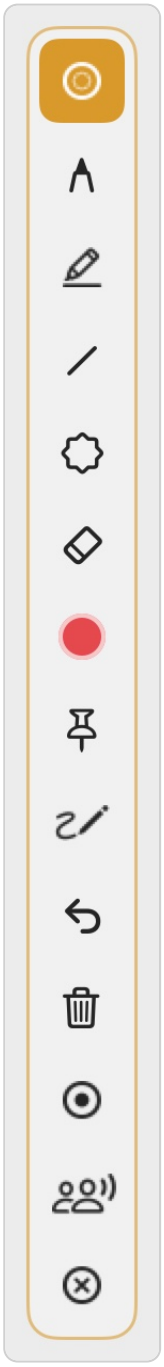


Stage over a page: a highlighter, a pen ring, an arrow, a tick and a star on the swatches, a number, a Nice work stamp, the laser pointer with its trail, and the palette at the right.

Button	What it does
Pointer	A laser dot that follows the mouse. Clicks pass through to your apps.
Pen	Draw freehand. Hold Shift for a straight line.
Highlighter	A wide, see-through pen. Hold Shift for a straight line.
Line and Shapes	A straight line, an arrow or a box. Click it again to choose.
Stamps	Place a stamp. Click it again to choose a stamp, its size and its angle.
Eraser	Click a mark to take it away.
Colour	The pen colours, any colour at all, and the pen's width.
Pin to Window	New marks stick to the window under them and move with it.
Draw or Pass Through	Switch between drawing and letting clicks through (^⌥⌘D).
Undo	Take back the last change, a clear included (Z or ⌘Z).
Clear	Take every mark away (Delete). Undo brings them back.
Lesson Tape	Record, play back and step in: see The lesson tape.
Guests	Let people on the same Wi-Fi draw: see Guests.
Close Stage	Close Stage and its marks (^⌥⌘S).

Arranging it

Stage's page in Settings lists the palette's buttons in order. Use the arrows to move a button up or down, and untick one to hide it; Close Stage always stays. Choose Small, Medium or Large buttons, a vertical or horizontal palette, and the colour of its edge. Right-click the palette for its size and direction without opening Settings. **Back to the Standard Palette** puts it back as it came.



The palette, vertical, with the pen picked.

Ink on a live screen

Pick the pen and draw. Marks stay on the clear layer while the screen changes under them. Switch to passing through (⌃⌥⌘D) to scroll or click, then back to draw more. The marks belong to the screen, so a scrolled page moves out from under them: that is what a marker on glass does.

Pinning marks to a window

Turn on **Pin to Window** before drawing, and each new mark sticks to the window under its first point. Move the window and the mark moves with it. Minimise or close the window, or switch to a desktop where it isn't, and its marks hide until it comes back. Marks you drew before turning Pin on stay on the screen.

Stage reads where windows are, not what's in them, so pinning needs no permission. It watches only the windows that have marks pinned to them, and only while Stage is open.

The pen, highlighter and shapes

- **Pen (D):** freehand, in the pen colour and width. Hold Shift for a straight line.
- **Highlighter (H):** four times the width and see-through, so the words underneath still show.
- **Line (N), arrow (A) and box (X):** drag from one end to the other.
- **Colour:** R, O, Y, G, B, P, K and W pick red, orange, yellow, green, blue, purple, black and white while drawing. The Colour button has the same colours, any other colour, and the width.
- [and] make the pen thinner or thicker, and stamps smaller or bigger.

Taking marks away

- **Eraser (E):** click a mark and it goes.
- **Undo (Z or ⌘Z):** back one change at a time, a clear or an erase included.
- **Clear (Delete):** every mark at once. Undo brings them back.
- **Closing Stage:** every mark goes, and so does the undo history.

The laser pointer

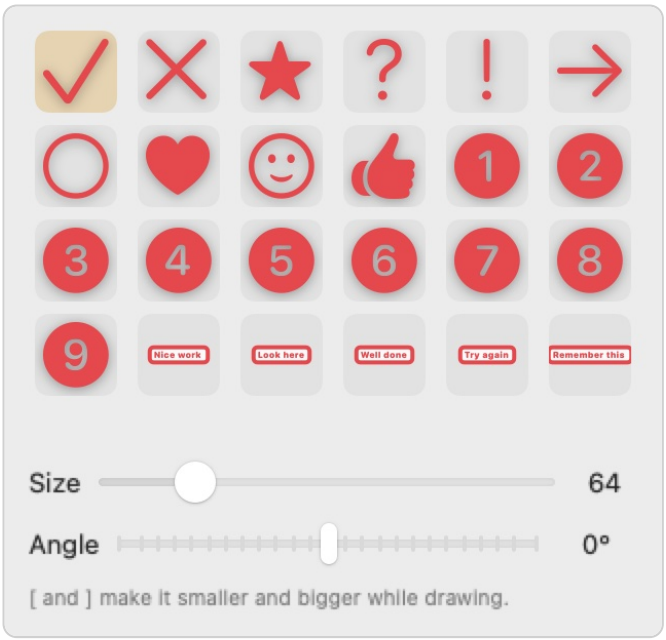
Pick the pointer (L) and a laser dot follows the mouse. The pointer never takes a click: you can point at a button and click it.

Setting	Choices
Shape	Dot, ring, arrow or crosshair
Colour	Any colour
Size	8 to 60 points; 18 to start
Edge	A soft glow, or sharp
Trail	A fading trail behind it, 0.2 to 2 seconds; on to start

Set them on Stage's page in Settings. With Reduce motion on in System Settings › Accessibility › Display, the pointer has no trail.

Stamps

Pick Stamps (S) and click to place one. Click Stamps on the palette again to choose which stamp, its size (24 to 240 points) and its angle. A stamp takes the pen colour, and stays until it's undone, erased or cleared.



Choosing a stamp, its size and its angle.

The teacher's set: a tick, a cross, a star, a question mark, an exclamation mark, an arrow, a circle, a heart, a smile, a thumbs up, the numbers 1 to 9, and Nice work, Look here, Well done, Try again and Remember this.

Your own stamps

On Stage's page in Settings, **Add a Stamp from a Picture…** takes a PNG, SVG or PDF and adds it to the set. A picture with a clear background works best. **Remove** beside it puts it in the Trash.

Stamp packs

A stamp pack is a folder of pictures with a small description, named like **Science.stagestamps**. **Add a Stamp Pack…** checks it and adds every stamp in it. Packs are meant for sharing; a place to share them may come later. The format is written down so anyone can make one:

Key in stamps.json	Meaning
`format`	Always "stage-stamps"
`version`	1
`name`	The pack's name, as it shows in Settings
`author`	Who made it (optional)
`stamps`	The list of stamps, each with the keys below
`id`	Lowercase letters, digits and hyphens, unique in the pack
`name`	The stamp's name, as it shows when you point at it
`file`	A PNG, SVG or PDF beside stamps.json, by name only
`size`	16 to 512 points, the size it's first placed at (optional)
`tint`	true for a one-colour picture Stage may recolour with the pen colour (optional)

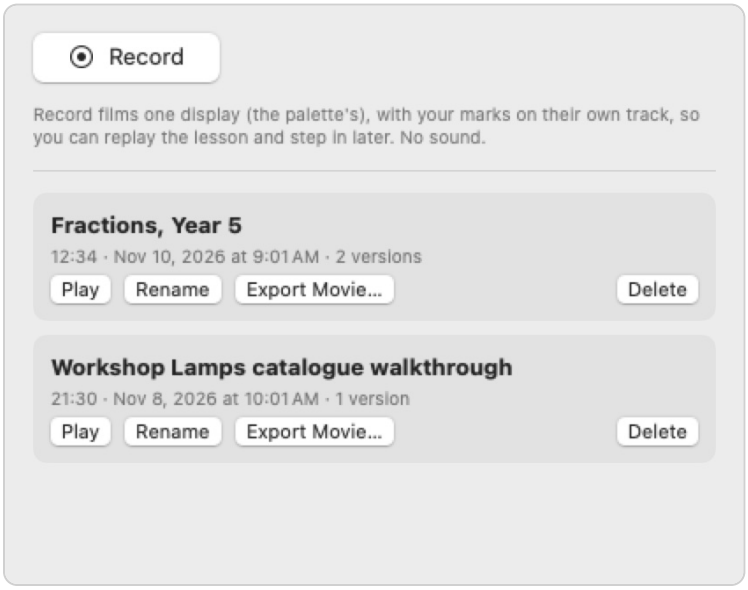
Other keys are ignored, so a later version can add to the format without breaking older packs. If a pack has a problem, Stage says what it is: a missing picture, an id used twice, or a size out of range.

The lesson tape

The lesson tape records what's on the screen, with your marks and the pointer kept as their own track, so you can play the lesson back later and step in to add something, the way you'd add to a transparency on an overhead projector. It records pictures only, no sound.

Recording

1. Open Stage, and click **Lesson Tape** on the palette. The Lesson Tape panel opens.
2. Click **Record**. The first time, macOS asks whether PowerBench may record the screen: say yes, then click Record again.
3. Teach as usual. Draw, point and stamp; switch apps; scroll. Click **Add Chapter** at the start of each part of the lesson.
4. Click **Stop**. The tape appears in the list, named with the date; double-click the name to rename it.

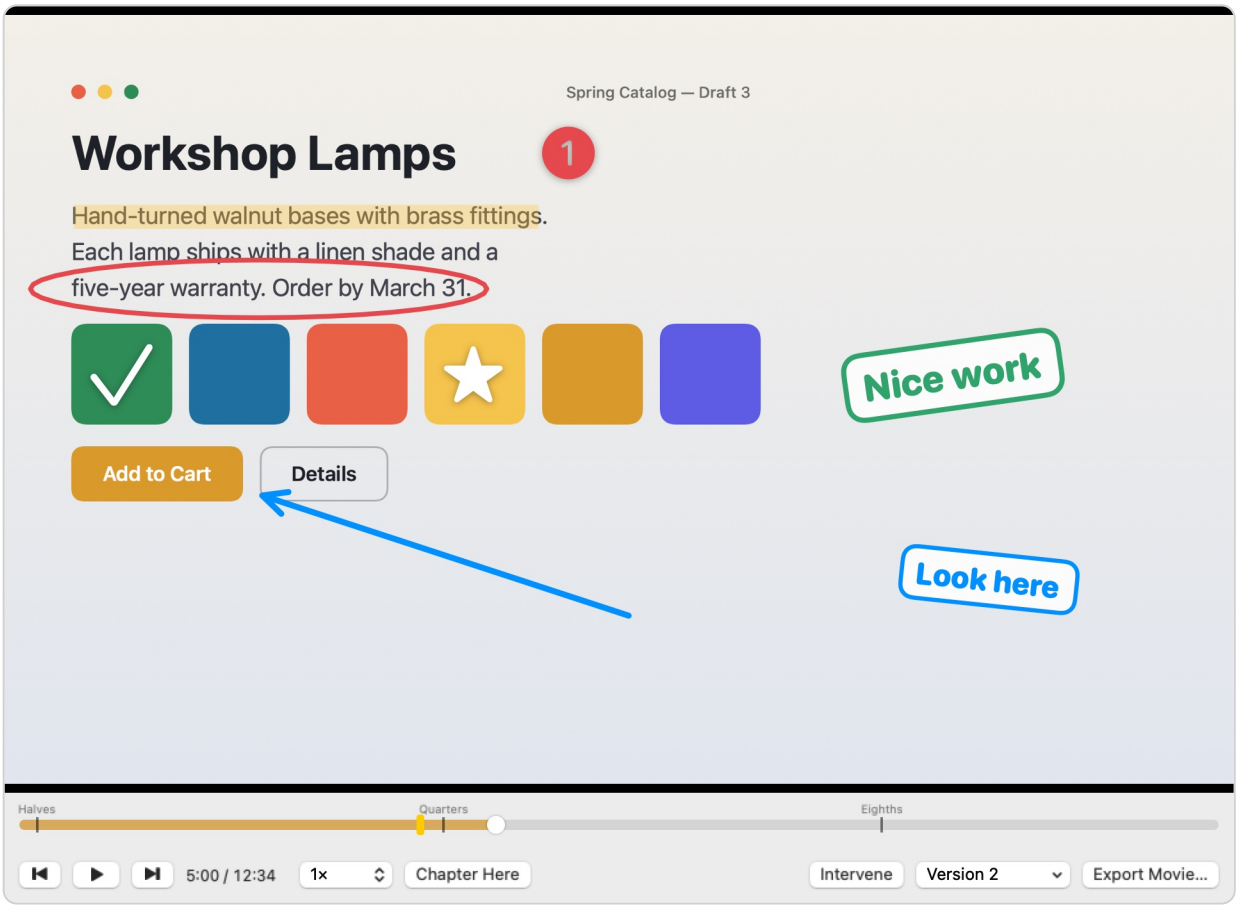


The Lesson Tape panel, with two tapes.

Stage films the display the palette is on, at up to 1920 pixels wide, thirty pictures a second. Stage's own windows (the palette and its panels) are left out of the film, and your marks are kept on their own track, so they stay sharp and can be changed later. Each tape is kept in ~/Library/Application Support/PowerBench/Tapes.

Playing it back

Click **Play** beside a tape. The player shows the lesson with your marks drawn over it at the moments you made them. Make the window full screen for the room.



The player: the lesson with its marks, the timeline with its chapters and a gold mark where something was added, and the controls.

Control	Does
Play, pause	Space, or the play button
Speed	0.5×, 0.75×, 1×, 1.25×, 1.5× or 2×
Chapters	The buttons either side of play jump to the previous or next chapter. Chapter Here (M) adds one at this moment
Timeline	Click or drag to go anywhere. Chapter names are above it; gold marks show where something was added
Version	Which version of the tape to play
Export Movie…	A movie file with the marks drawn in, to share

Stepping in

Press **Intervene** (I) and the tape freezes, with a brass edge round the picture. Draw on it with the pen, highlighter, shapes or stamps, as chosen on the palette. Press **Resume** (R) and what you drew is written into the tape at that moment, and it plays on. The next time the tape plays, your addition appears there as if it had always been part of the lesson. **Cancel** throws away what you drew.

Each Resume makes a new version; the old ones are never changed. Choose a version from the **Version** menu: version 1 is always the lesson as recorded. If the tape later clears the screen, a Clear clears your addition too, as it would have done in class.

Sharing a movie

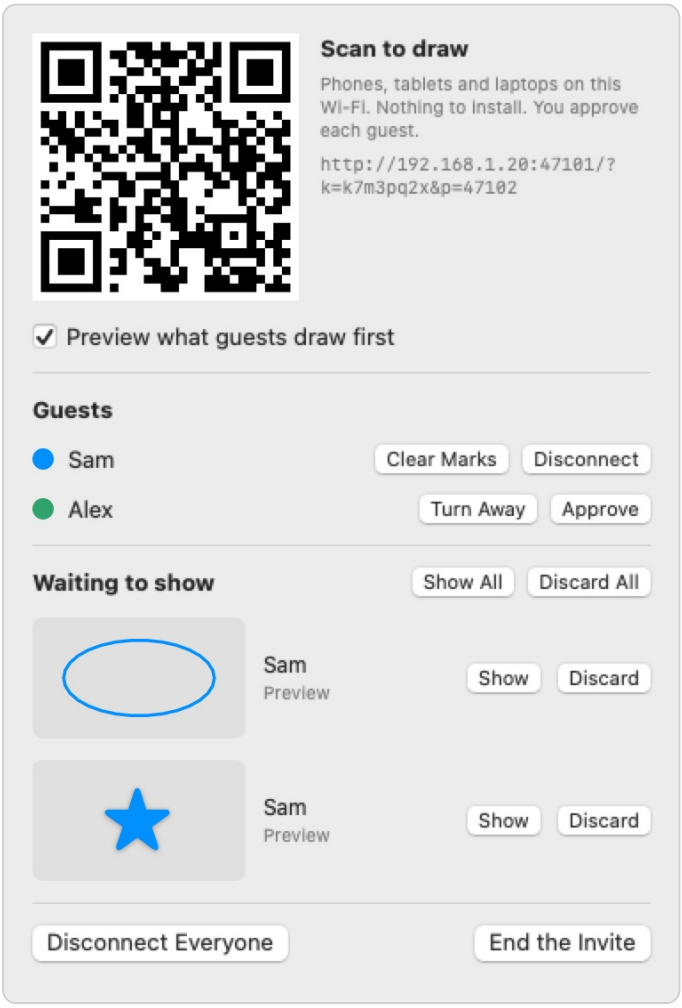
Export Movie… in the player or the panel writes a movie of the version you're playing, with the marks drawn in, and shows it in the Finder. It has no sound. **Delete** in the panel moves a tape, with every version, to the Trash.

Guests

Let a student, or anyone in the room, draw on your screen from their own phone, tablet or laptop. Nothing to install: they scan a code and use the browser. You approve each one. A guest can draw, point and place the stamps you allow, in their own colour. A guest can never type, click on your Mac or send you a picture.

Inviting

1. Open Stage and click **Guests** on the palette. The Guests panel opens with a QR code.
2. Guests scan the code with their camera. Their device must be on the same Wi-Fi as your Mac.
3. Each guest types a name and waits. Their name appears in the panel: click **Approve** or **Turn Away**.

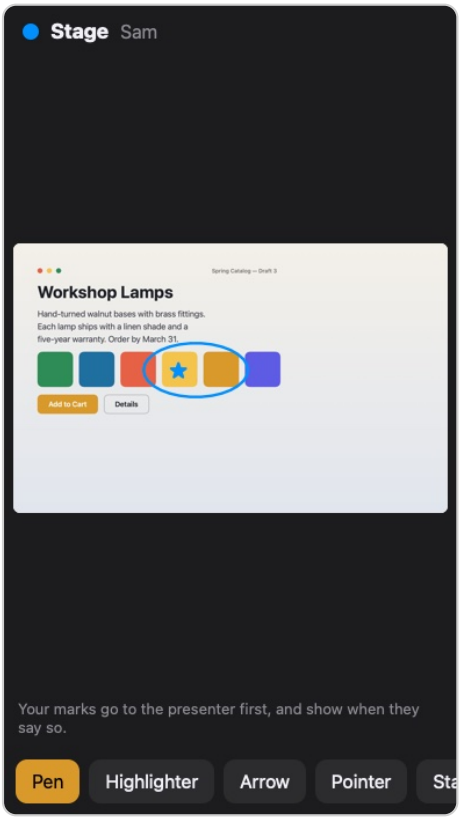


The Guests panel: the code, Sam approved, Alex waiting, and two of Sam's marks waiting to be shown.

Each invite has its own code, so someone who saw an old code can't join. The first time, macOS may ask whether PowerBench may accept incoming network connections: say yes, or guests can't reach it.

What guests see and do

An approved guest sees a small picture of your screen, renewed every few seconds, and draws on it. Their tools are the pen, the highlighter, an arrow, their own pointer (it shows on your screen with their name), the stamps you allow, and Undo, which takes back only their own marks.



A guest's phone: your screen, their ring and star, and their tools.

The picture of your screen needs Screen Recording. Without it, guests draw on a blank page the shape of your screen. The Guests panel and its code are never in the picture.

Preview, and the word filter

With **Preview what guests draw first** on (it is to start with, and it's the advice for a careful room), nothing a guest draws reaches your screen until you see it in the panel and click **Show**. **Show All** and **Discard All** handle many at once.

With preview off, guests' marks appear at once, except that handwriting is read on your Mac first. If it spells a word on the blocked list, the whole word is held back in the panel. Spaces and number-for-letter swaps don't hide a word. The list is on Stage's page in Settings; add your own words. Drawn pictures can't be judged this way, which is why preview is the advice. The first time after an update the reader takes up to a minute to start; until then, guests' strokes wait in the panel.

Ending

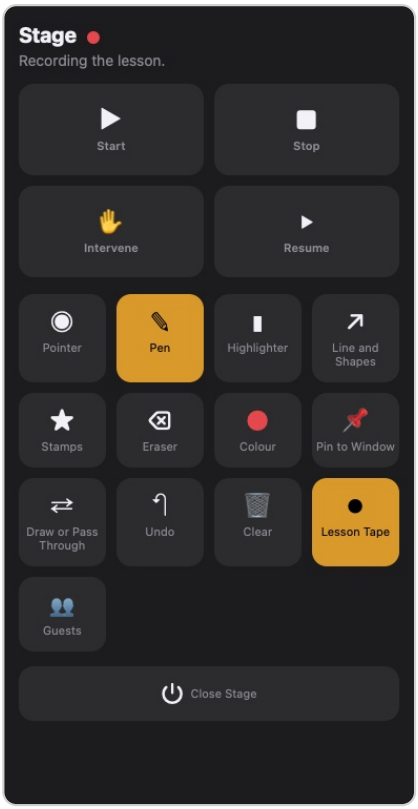
- **Clear Marks:** one guest's marks come off the screen.
- **Disconnect:** one guest leaves. Disconnect Everyone: all of them.
- **End the Invite, or close Stage:** everyone leaves and the code stops working.
- Your Undo never takes a guest's mark; Clear and the eraser do.

The remote

Run Stage from your iPhone while you walk the room. The remote has the palette's buttons in the same order and colour, and four big ones for the lesson tape: **Start**, **Stop**, **Intervene** and **Resume**.

On the web

1. On Stage's page in Settings, under **Remote**, click **Show the Code**.
2. Scan it with the iPhone's camera. The remote opens in Safari. The iPhone must be on the same Wi-Fi.
3. In Safari, Share › **Add to Home Screen** keeps it one tap away.



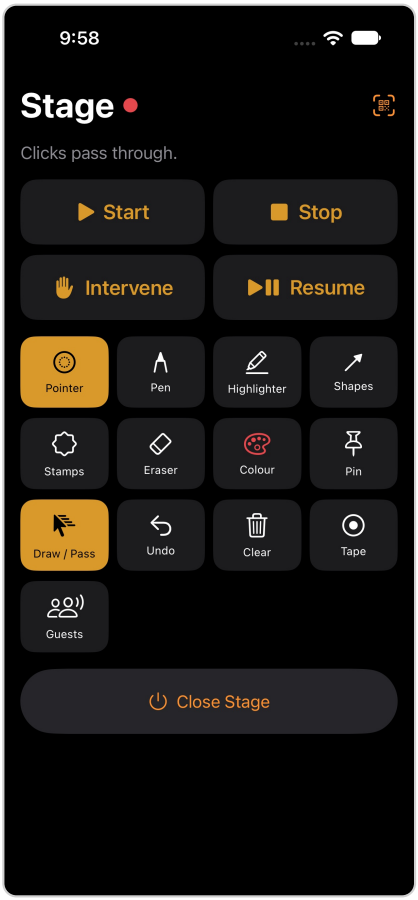
The remote in Safari, with the pen picked and a lesson recording.

Button	Does
Start	Starts recording a lesson; with a tape open in the player, plays it
Stop	Stops recording, or pauses the tape
Intervene	Freezes the playing tape so you can draw on it
Resume	Writes what you drew into the tape and plays on
The palette's buttons	Do what they do on the Mac. Colour steps through the pen colours
Open Stage	Opens or closes Stage

Close Stage isn't on the remote, so it can't be pressed by accident from across the room. One remote is connected at a time; a new code is made each time you show it.

The iPhone app

Stage Remote is also an iPhone app, with the same buttons. It scans the code with the camera and remembers the Mac. Until PowerBench has its developer account, it can be put on your own iPhone from Xcode: open RemoteApp/StageRemote.swiftpm, choose your iPhone and your Apple ID under Signing, and press Run. A Watch app with Start, Stop, Intervene and Resume comes with the developer account.



The Stage Remote app, connected: the pointer is picked and clicks pass through.

Keys

The letters work while Stage is drawing. The ^⌥⌘ keys work from any app.

Key	Does
^⌥⌘S	Open or close Stage
^⌥⌘D	Switch between drawing and letting clicks through
Esc	Stop drawing (let clicks through)
D, H	Pen, highlighter
N, A, X	Line, arrow, box
L, S, E	Laser pointer, stamps, eraser
Shift	A straight line with the pen or highlighter
R O Y G B P K W	Red, orange, yellow, green, blue, purple, black, white
[and]	Thinner or thicker, smaller or bigger stamps
Z, ⌘Z	Undo the last change
Delete	Clear every mark
Space	Play or pause a tape (in the player)
M	A chapter here (in the player)
I, R	Intervene, Resume (in the player)

Questions and answers

My marks didn't move when I scrolled.

That's right for marks on the screen: they stay where you drew them, as on glass. To have marks follow a window, turn on Pin to Window before drawing them. A scrolled page inside a window doesn't move pinned marks either; the window does.

I can't click anything while Stage is open.

Stage is drawing. Press Esc or ^⌥⌘D to let clicks through, or pick the pointer, which always lets clicks through.

^⌥⌘D opens Stage instead of Zoom and Draw's drawing.

While Stage is on, ^⌥⌘D belongs to Stage. Turn Stage off in Settings and ^⌥⌘D goes back to Zoom and Draw.

A stamp shows as an empty circle.

Its picture has gone: a stamp you added was removed, or a pack was. Add it again.

Does Stage need a permission?

Drawing, pointing, stamping and pinning need none. Recording a lesson and showing guests your screen need Screen Recording, asked for the first time you use them.

A guest can't connect.

Their device must be on the same Wi-Fi as the Mac, and some school and guest networks keep devices apart; try a network where they can see each other. If macOS asked about incoming connections, the answer must be Allow (System Settings › Network › Firewall › Options).

My tape has no sound.

That's right: the lesson tape records pictures only, as decided. Sound may come later as an option.

A guest's mark shows as held with a reason.

With preview off, the handwriting reader held it back. Look at it in the Guests panel and Show or Discard it.

Privacy

Stage never uses the internet. Marks go when Stage closes. Tapes are kept in ~/Library/Application Support/PowerBench/Tapes and stamps you add in ~/Library/Application Support/PowerBench/Stamps. Guests and the remote connect over your own network only, with a new code each time; a guest gets a picture of your screen only after you approve them, and only while the invite is open.