Lunera User Guide

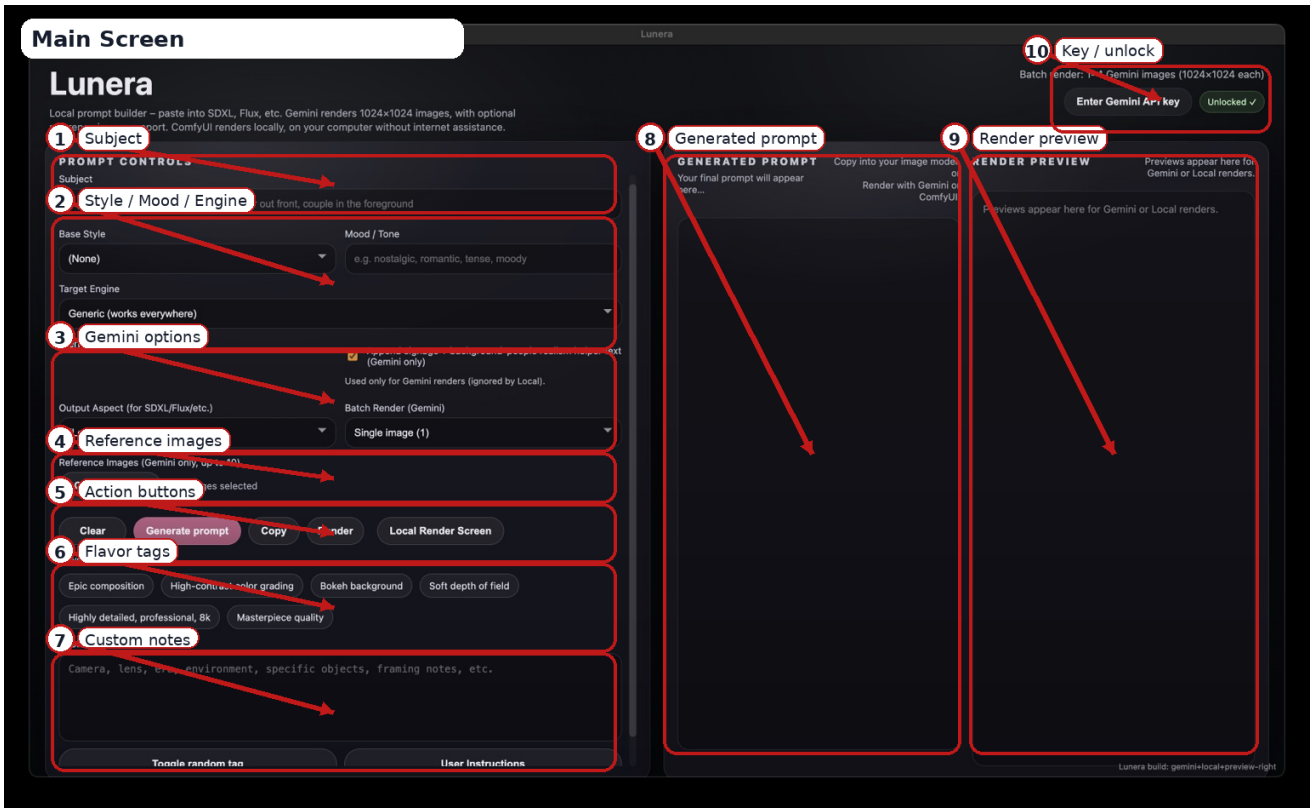
Complete user documentation with numbered callouts, legends, zoomed controls, workflow notes, and troubleshooting.

How to read the screenshots

Every red number on an annotated screenshot has a matching entry in the numbered legend directly below it. The arrow points to the exact control or area being described. The zoom pages that follow enlarge the same regions so the controls are easier to read.

1. Main Screen

This is the default working screen for building prompts, choosing rendering behavior, and reviewing the generated prompt and preview areas.



No.	Control	Explanation
1	**Subject**	The main scene description. This is the simplest place to state what you want the image to show. A strong Subject field makes every other control work better.
2	**Base Style / Mood / Tone / Target Engine**	These shape the visual direction of the image. Base Style supplies a preset look, Mood / Tone adds atmosphere, and Target Engine helps Lunera phrase output for the intended rendering path.
3	**Gemini options**	These controls apply to Gemini-oriented output. They include helper text, output aspect guidance, and batch render behavior.
4	**Reference Images**	This is where you add image references for Gemini. The interface text indicates support for up to 10 reference images.
5	**Action Buttons**	This row contains the operational buttons such as Clear, Generate prompt, Copy, Render, and Local Render Screen.
6	**Flavor Tags**	Quick descriptive tags that enrich the prompt without making you type every style phrase manually.

No.	Control	Explanation
7	**Custom Notes**	A freeform space for camera notes, framing, era, environment, objects, and other precise creative directions.
8	**Generated Prompt**	This panel displays the final prompt text assembled by Lunera. If the wording here is weak or incomplete, the render usually will be too.
9	**Render Preview**	This panel is where cloud or local previews appear after a render runs.
10	**Gemini API Key / Unlock Status**	The top-right controls handle Gemini key entry and the app’s unlocked status indicator.

What matters most on this screen

If a result is not turning out well, check the Subject first, then the style and mood settings, then the Generated Prompt panel. Those three places usually tell you why the render output is weak, vague, or misdirected.

Render Preview – Saving Images

You can save images directly from the Render Preview panel:

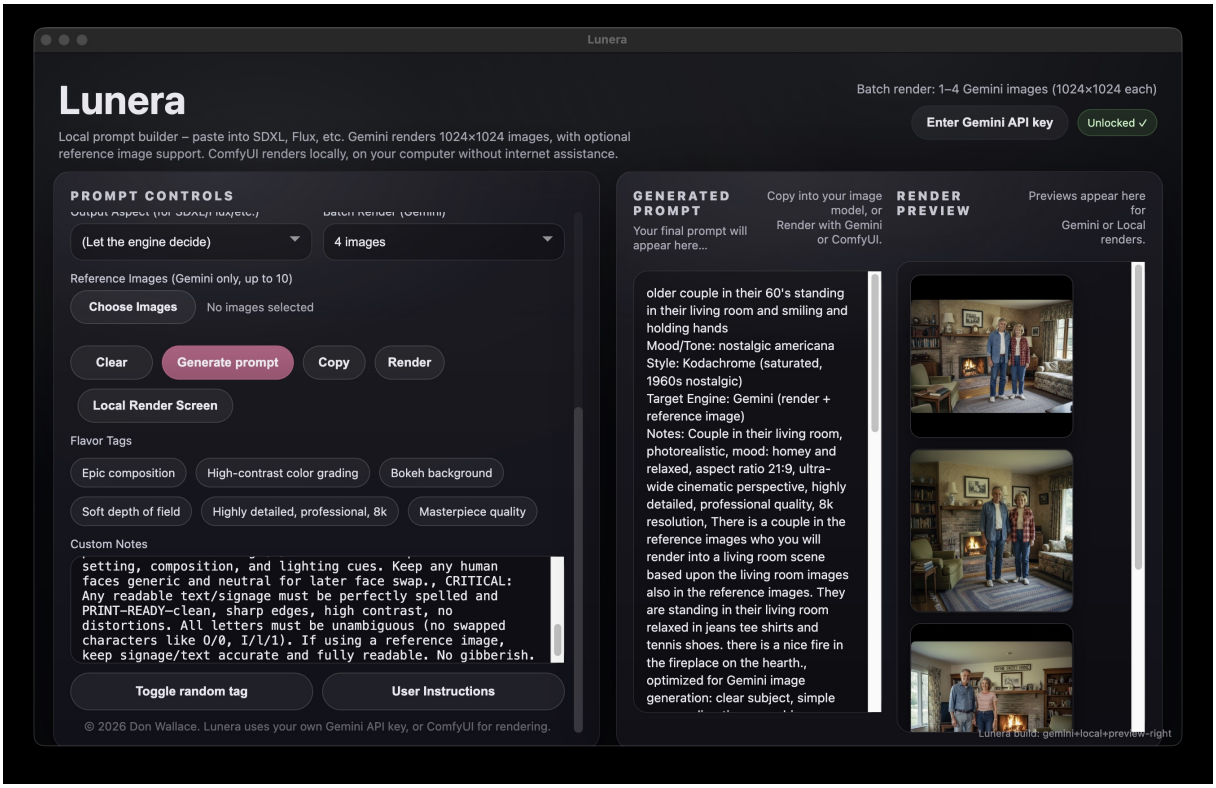
1. Move your cursor over any preview image.
2. Click and hold the image.
3. Drag it out of Lunera.
4. Drop it onto your desktop or any folder.

No save button is required.

Typical Save Locations:

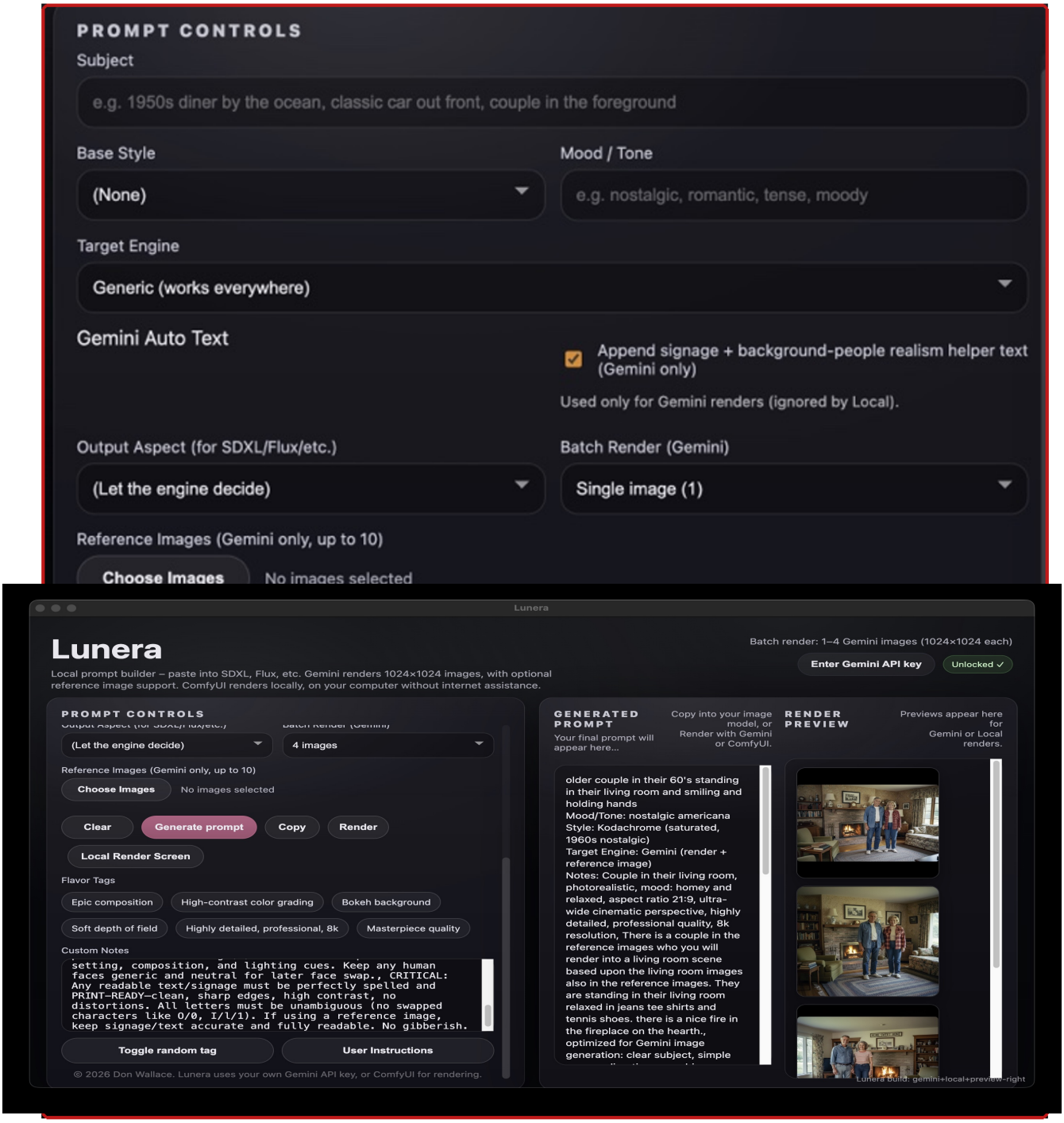
Mac:
- Desktop or chosen Finder folder (drag save)
- ~/ComfyUI/output/ (local renders)

Windows:
- Desktop or chosen folder (drag save)
- C:\ComfyUI\output\ (local renders)



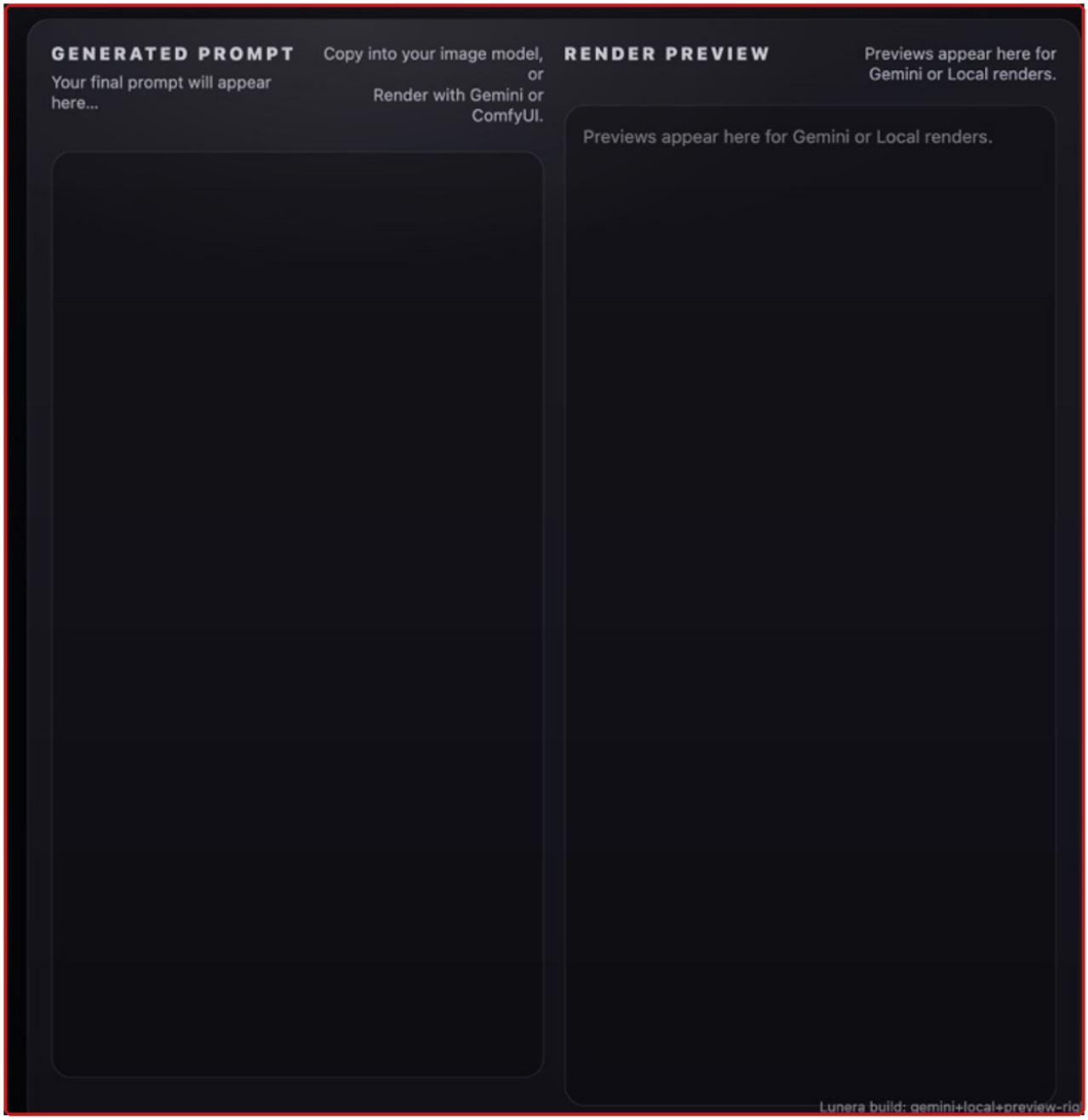
1.1 Main Screen Zooms

Zoom: Prompt Controls



- Use Subject for the literal idea of the image.
- Use Base Style when you want Lunera to push the image toward a specific visual identity.
- Use Mood / Tone to influence emotional color such as nostalgic, tense, romantic, or moody.
- Use Target Engine when you want Lunera to account for the output context instead of producing a generic prompt.
- Use Gemini helper controls only when you are working through the Gemini route.

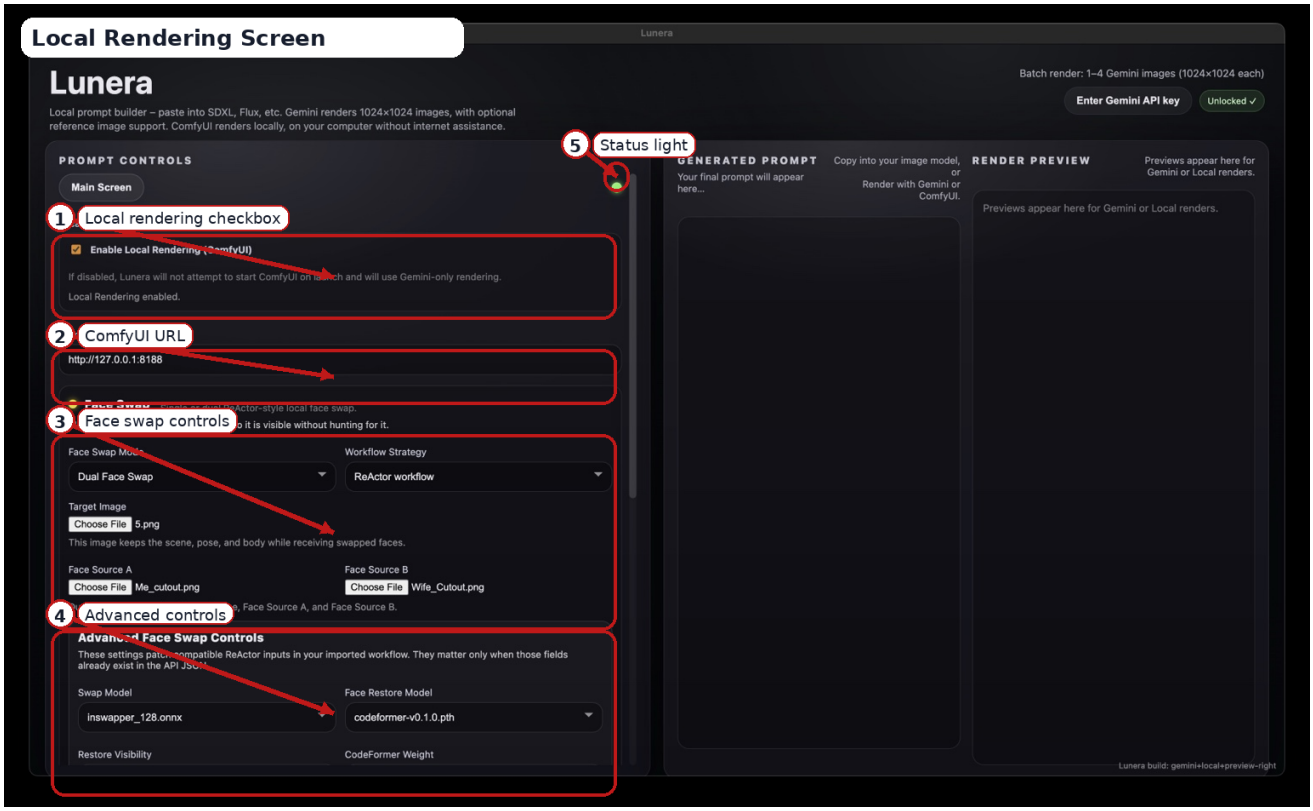
Zoom: Prompt Output and Preview



- The Generated Prompt area is the text quality checkpoint.
- The Render Preview area is the visual result checkpoint.
- If the prompt looks too generic here, improve the prompt controls before blaming the renderer.
- If the preview stays empty, the issue is usually mode selection, connectivity, or render launch failure.

2. Local Rendering Screen

This screen is where local ComfyUI behavior, face swap controls, and advanced local settings become visible.



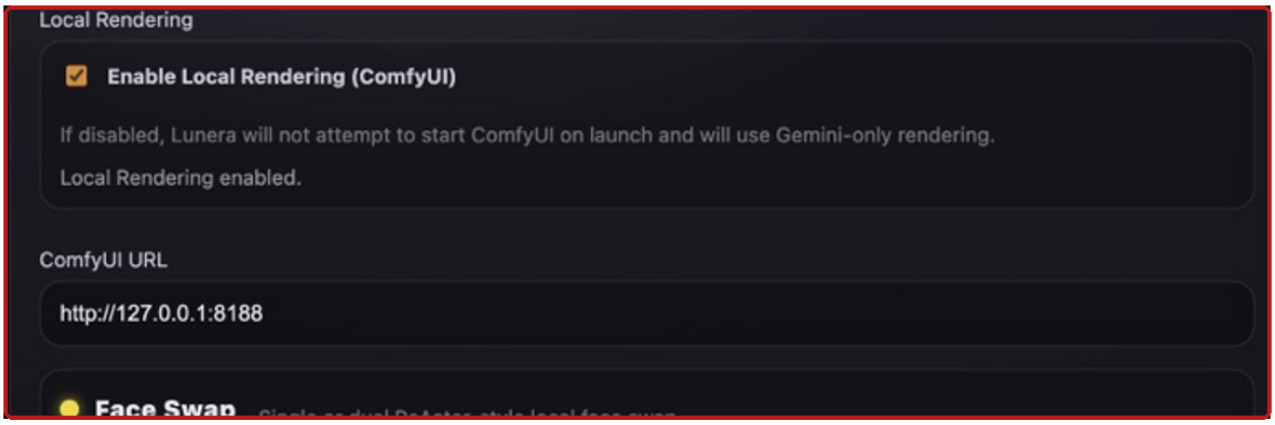
No.	Control	Explanation
1	**Enable Local Rendering (ComfyUI)**	The master local-mode checkbox. If this is off, local rendering behavior is effectively disabled even if ComfyUI is installed.
2	**ComfyUI URL**	The address Lunera uses to contact the local ComfyUI server. Your screenshots show the standard local address: http://127.0.0.1:8188.
3	**Face Swap Controls**	The area used to choose face swap mode, workflow strategy, the target image, and the source face files.
4	**Advanced Face Swap Controls**	The tuning area where swap model, restore model, weights, node hints, and matching behavior are configured.
5	**Status Light**	A quick visual indicator that local mode or local connectivity is active.

Most common local-mode mistake

Users often think local rendering is broken when the Local Rendering checkbox is simply off. Always check the checkbox first, then confirm the ComfyUI URL, then test the workflow connection.

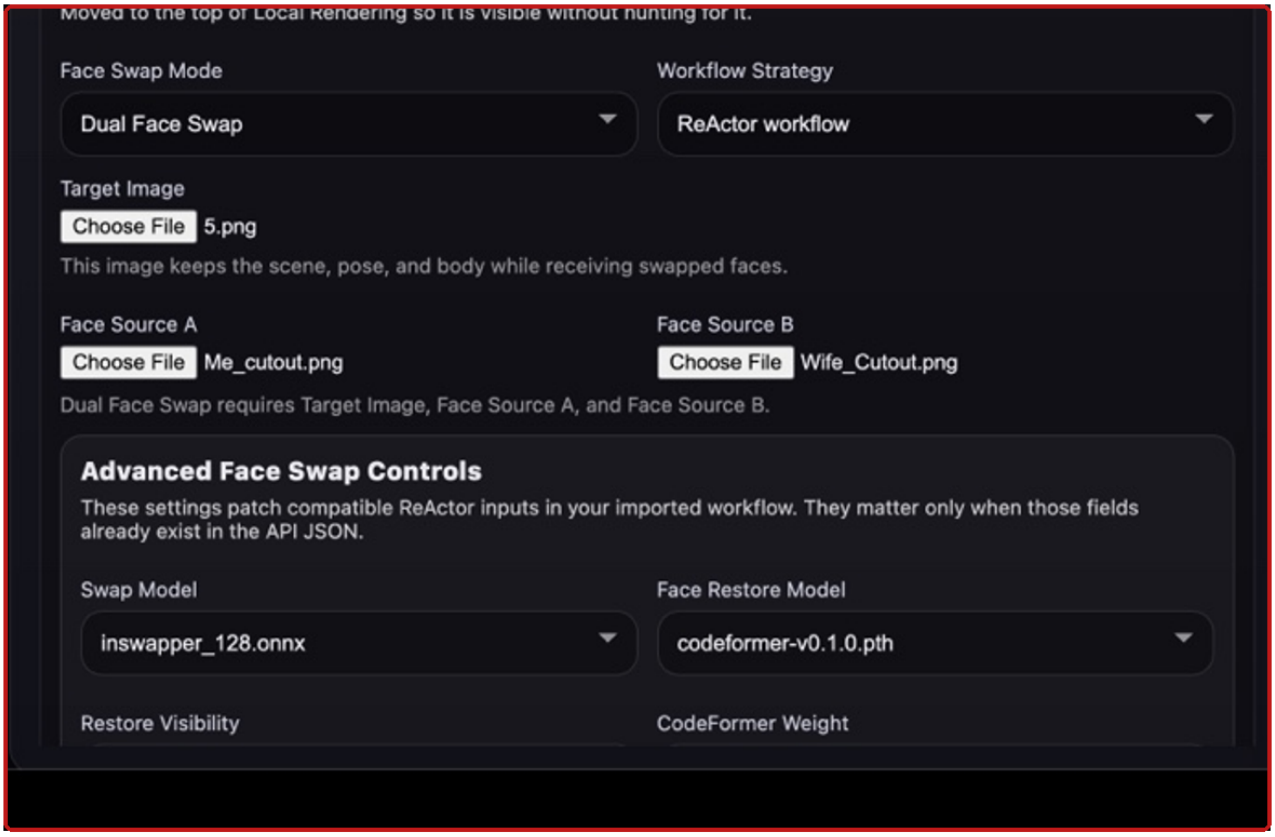
2.1 Local Rendering Zooms

Zoom: Local Rendering Toggle and URL



- The Local Rendering checkbox should be ON when you want Lunera to use ComfyUI.
- The ComfyUI URL must match the actual local server address.
- If the URL is wrong, Test ComfyUI and local render actions will fail even if the rest of the settings look correct.

Zoom: Face Swap Area and Advanced Controls



- Face Swap Mode controls whether you are doing single-face or dual-face replacement.
- Workflow Strategy tells Lunera which workflow logic to assume for the imported setup.
- Target Image is the destination scene that keeps the pose, body, and composition.

- Face Source A and Face Source B supply the identity faces that will be inserted into the target scene.
- The Advanced Face Swap Controls section directly below is where the technical tuning happens.

3. Face Swap System

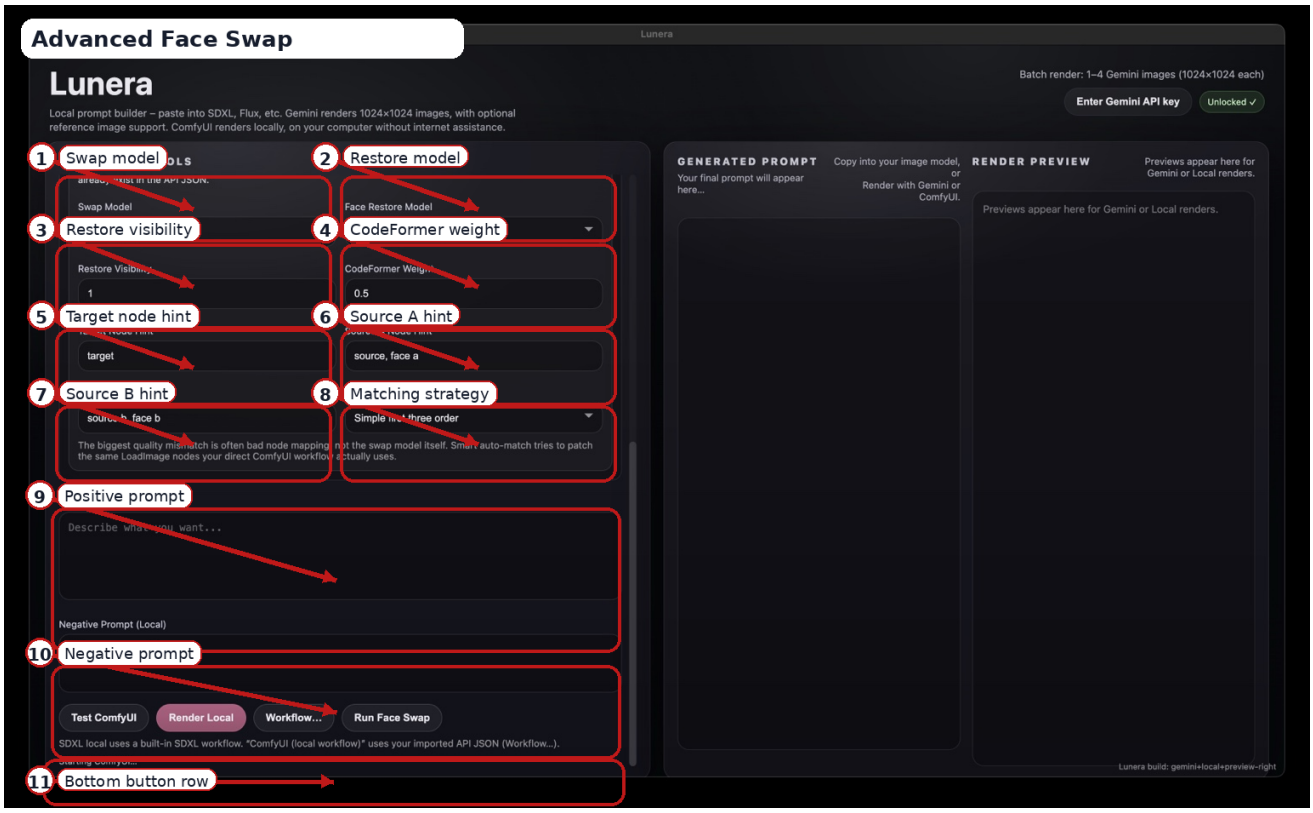
Face swap uses a target scene plus one or two source faces. The target image keeps the scene, pose, body, and composition. The source image or images provide the identity that will be inserted into that target scene.

- Use single-face swap when the scene has one person to replace.
- Use dual-face swap when the scene has two people and you want to map two separate identity sources.
- Choose a target image with a clear face position, good pose visibility, and a clean composition.
- Choose source faces that are sharp, front-facing when possible, and large enough to read clean facial structure.
- Do not overload this stage with tuning values. The tuning belongs in the advanced controls section below.

Practical expectation
Face swap is not just a pasted face. The better the pose match, angle match, and face quality match between the target and the source, the more convincing the result usually looks.

4. Advanced Face Swap Controls

This section explains the numbered arrows on the advanced settings screen. These are the controls that determine how Lunera patches your imported workflow and how the swap behaves.



No.	Control	Explanation
1	**Swap Model**	Selects the face swap model. Your working setting is inswapper_128.onnx.
2	**Face Restore Model**	Selects the restoration model applied after the swap. Your working setting is codeformer-v0.1.0.pth.
3	**Restore Visibility**	Controls how strongly the restoration layer appears in the final output. Higher values mean stronger visible correction.
4	**CodeFormer Weight**	Controls the restoration balance. Your working value is 0.5.
5	**Target Node Hint**	The text hint Lunera uses to find the target image node in the imported workflow JSON. Your working value is target.
6	**Source A Node Hint**	The text hint Lunera uses to locate the first source face node. Your working value is source, face a.
7	**Source B Node Hint**	The text hint Lunera uses to locate the second source face node in dual-face workflows. Your working value is source b, face b.

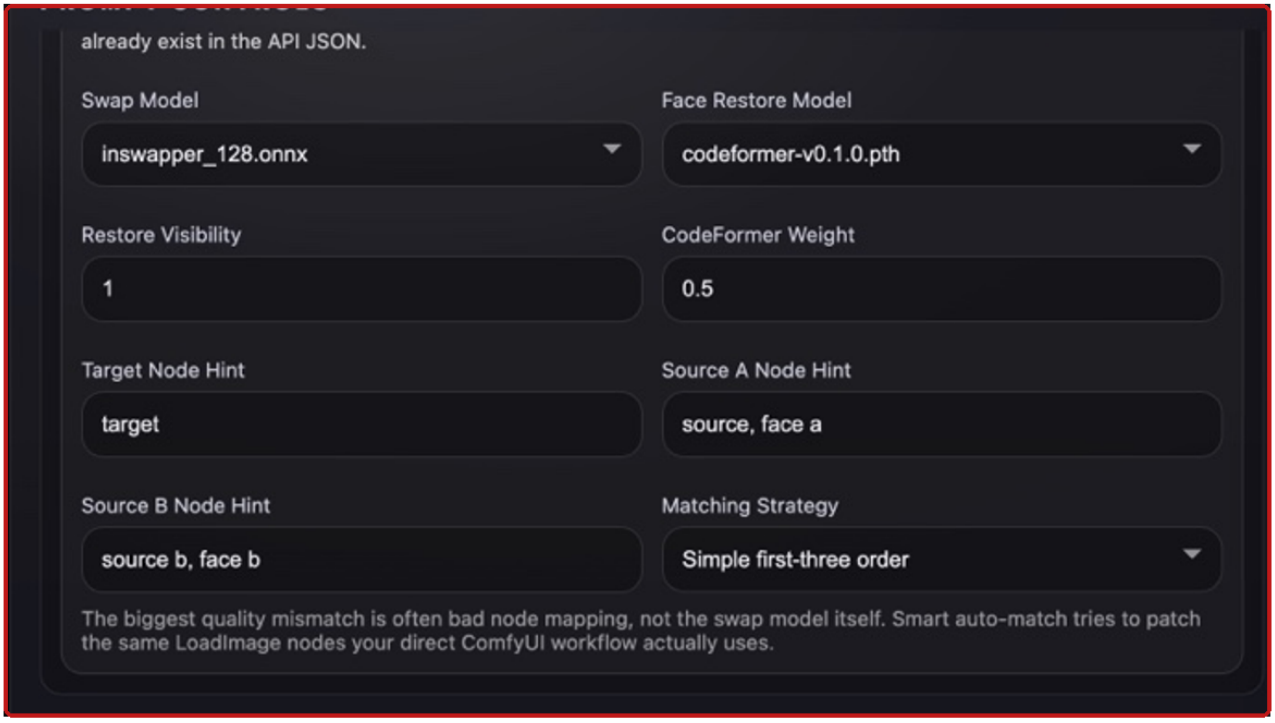
No.	Control	Explanation
8	**Matching Strategy**	Controls how Lunera pairs faces or maps source-to-target expectations. Your screenshot shows Simple first-three order.
9	**Positive Prompt (Local)**	The local prompt field used to describe what you want the local workflow to produce or preserve.
10	**Negative Prompt (Local)**	The local prompt field used to describe what the workflow should avoid.
11	**Bottom Button Row**	Contains Test ComfyUI, Render Local, Workflow..., and Run Face Swap.

Best-known working values from your screenshots

Swap Model = inswapper_128.onnx. Face Restore Model = codeformer-v0.1.0.pth. CodeFormer Weight = 0.5. Target Node Hint = target. Source A Node Hint = source, face a. Source B Node Hint = source b, face b. Matching Strategy = Simple first-three order.

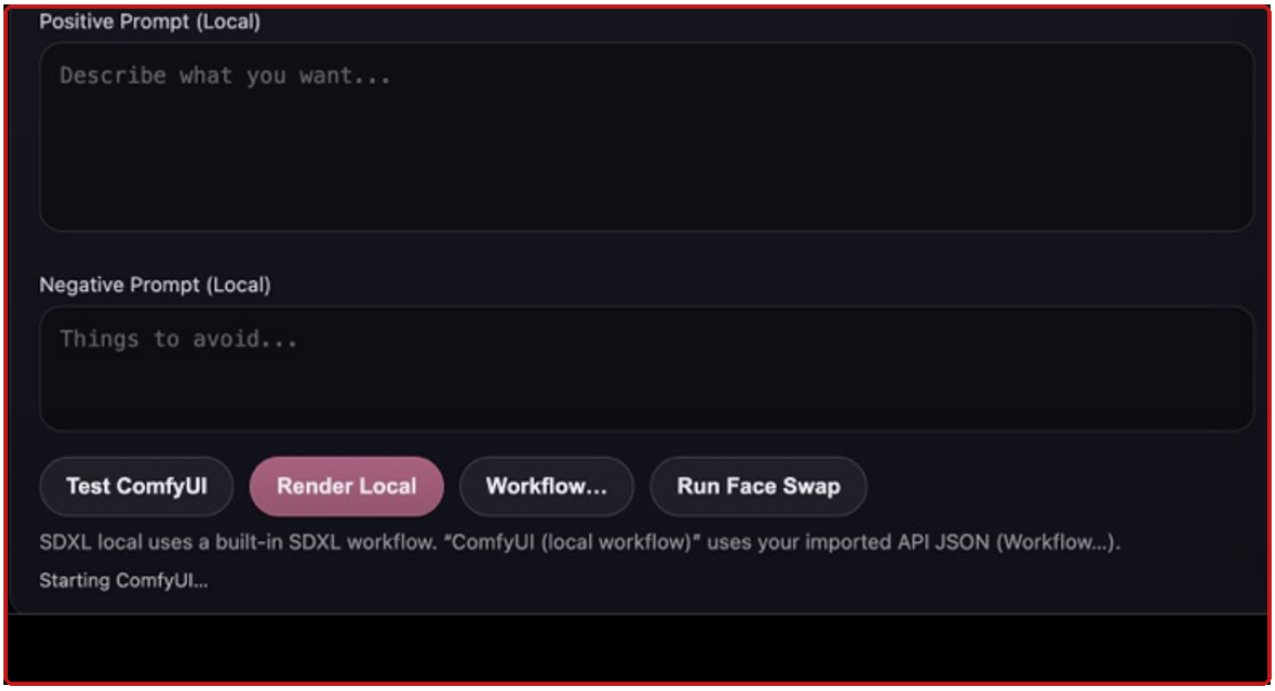
4.1 Advanced Control Zooms

Zoom: Advanced Settings



- These fields matter only when the imported workflow actually contains compatible inputs for Lunera to patch.
- If the node hints do not match the real workflow node names or identifying text, Lunera cannot reliably wire the files into the workflow.
- Small mismatches here can make the app look wrong even when the real issue is the imported workflow mapping.

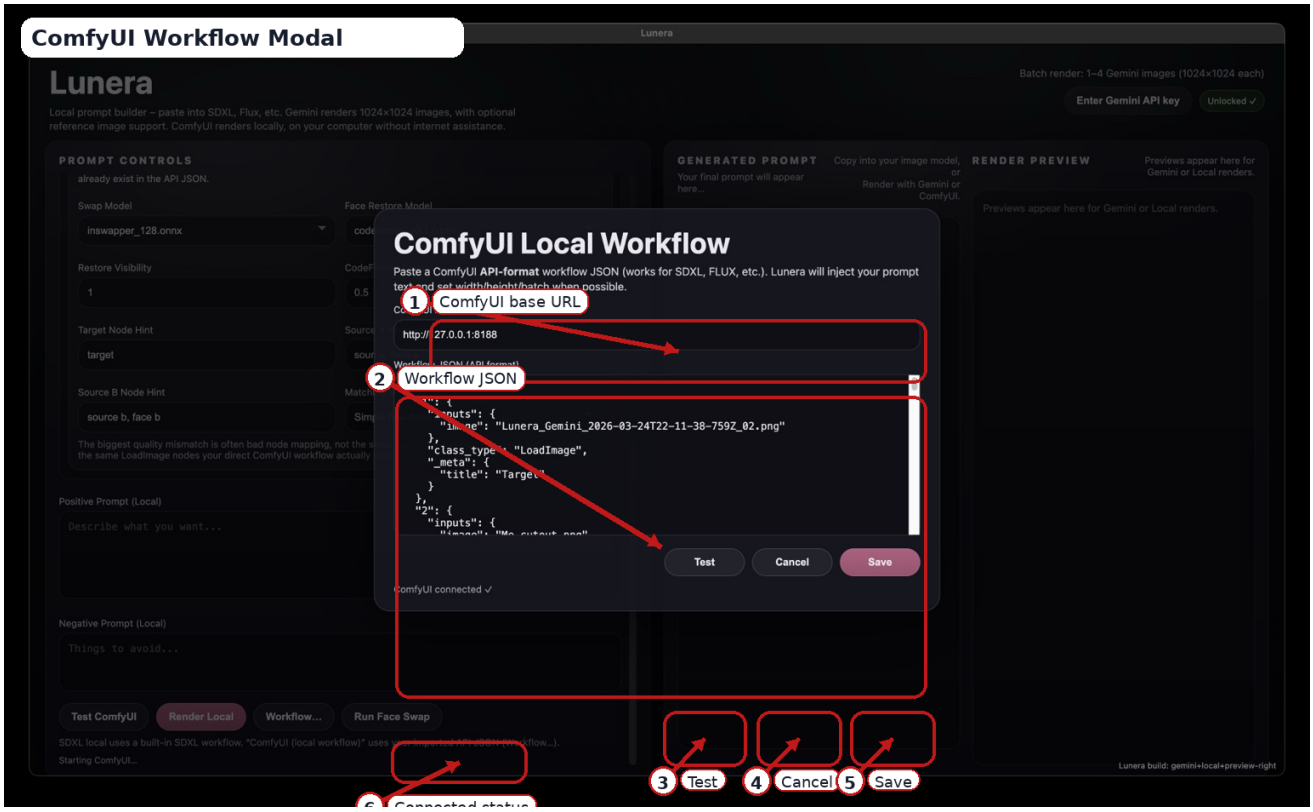
Zoom: Local Prompts and Button Row



- Positive Prompt (Local) tells the local path what you want.
- Negative Prompt (Local) tells the local path what to avoid.
- Test ComfyUI is the connectivity check.
- Render Local runs the current local path.
- Workflow... opens the modal where the API-format JSON is pasted or edited.
- Run Face Swap launches the local face-swap operation using the currently loaded files and settings.

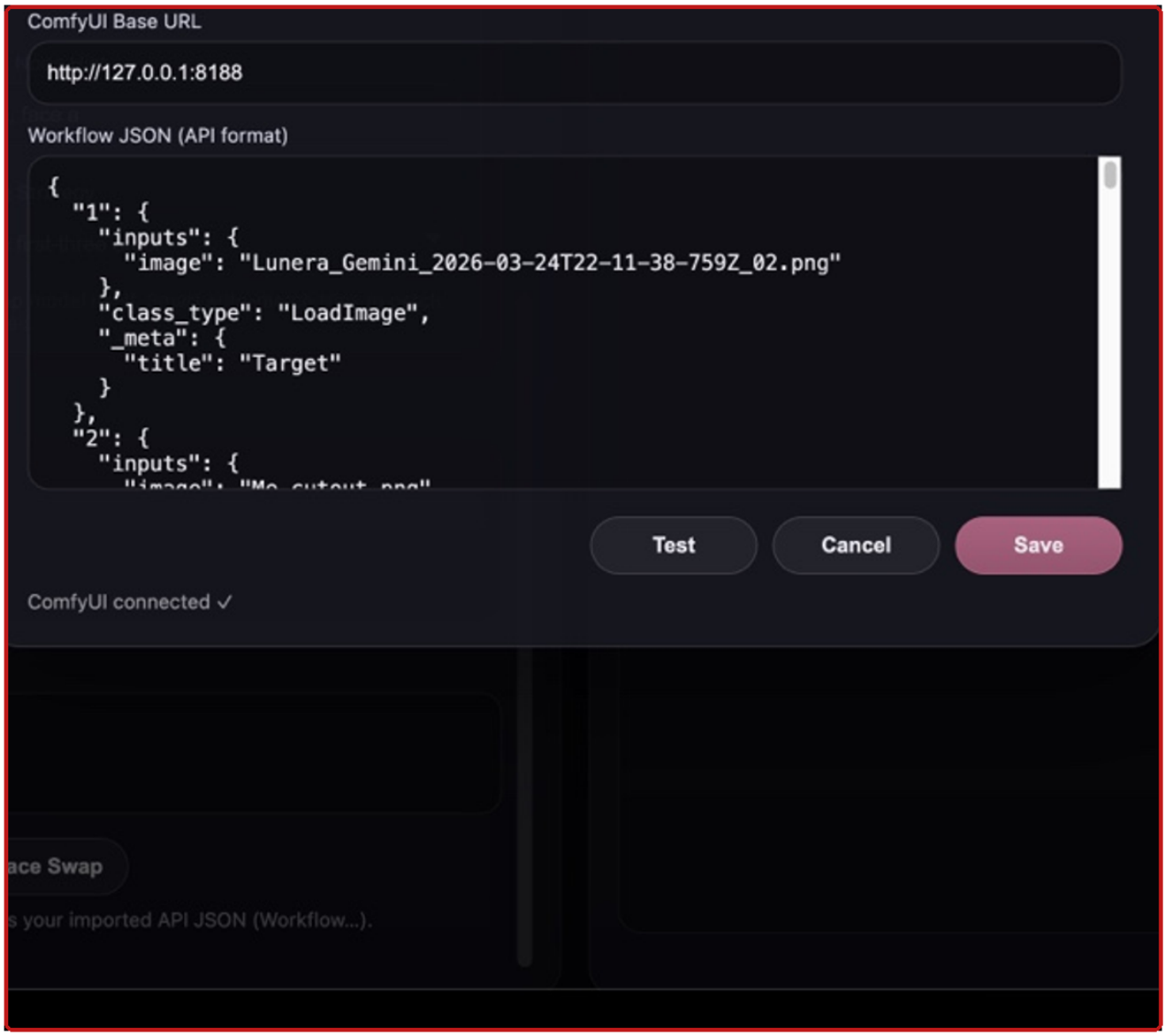
5. ComfyUI Workflow Modal

This modal is where Lunera stores the API-format workflow JSON and tests local connectivity.



No.	Control	Explanation
1	**ComfyUI Base URL**	The server address Lunera uses for local API requests.
2	**Workflow JSON (API format)**	The imported ComfyUI workflow definition. This is the actual machine-readable graph that Lunera patches.
3	**Test**	Checks whether the current URL and workflow setup can communicate with ComfyUI.
4	**Cancel**	Closes the modal without saving changes.
5	**Save**	Stores the workflow configuration for reuse.
6	**Connected Status**	A quick status line confirming that Lunera can see the local ComfyUI server.

Zoom: Workflow Modal



- If the Workflow JSON is wrong, a polished front-end will still fail because Lunera can only patch fields that truly exist in the imported graph.
- If the Base URL is wrong, the Test and Save path can appear normal while the local run path still fails.
- Use the connected status line as a quick confirmation, but do not rely on that alone - the workflow still has to be the right workflow.

6. Troubleshooting

Most Lunera issues fall into a handful of repeat patterns. Use this table before changing random settings.

Symptom	Likely Cause	What to Check
Render Preview stays empty	Render never started, wrong mode, or local path failed	Check whether you used Render versus Render Local, then check connection and mode.
Render Local does nothing	Local Rendering checkbox is off, ComfyUI is not running, or the URL is wrong	Check the checkbox first, then verify http://127.0.0.1:8188 is active.
Face swap looks wrong	Workflow mapping mismatch or weak source/target combination	Check node hints, source quality, target pose, and the chosen swap settings.
Face swap fails entirely	Workflow JSON does not contain the fields Lunera expects to patch	Open the workflow modal and verify the imported JSON is the exact workflow you intend to use.
Cloud output looks weak	Prompt quality is too generic	Review the Subject, style controls, and the Generated Prompt panel before blaming the model.

Fastest diagnostic order

Check the mode. Check the local checkbox. Check the ComfyUI URL. Check the workflow JSON. Check the node hints. Check the source and target files. Then inspect the Generated Prompt.

7. Quick Start

- Start with the Main Screen and enter a concrete Subject.
- Choose a Base Style, Mood / Tone, and the right Target Engine.
- For Gemini work: add references if needed, build the prompt, review the Generated Prompt, then click Render.
- For Local work: open the Local Rendering screen, enable Local Rendering, confirm the ComfyUI URL, then test the local path.
- For Face Swap: choose the face swap mode, load the target and source files, verify the advanced settings, and then run the swap.

> **Plain-English rule**
>
> Do not change ten settings at once. Change one variable, test again, and keep going. That is the fastest way to learn whether the issue is the prompt, the mode, the URL, the workflow, or the mapping.