

The Lovable Handbook

Edition Two · Pocket Print



by D.L. Carr

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Edition Two — Pocket Print

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Illustrated with LOVE-E & CLICK-E

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Table of Contents

- I.** Welcome to Lovable Land
- II.** The Workshop
- III.** Glossary of the Land
- IV.** Building with LOVE-E
- V.** Prompting Patterns
- VI.** Cloud & Capabilities
- VII.** Before & After
- VIII.** Field Notes
- IX.** The Field Guide
- X.** Appendices

PART I

Welcome to Lovable Land

Part I — Welcome to Lovable Land

Lovable Land is a small floating village in the clouds where ideas are taken seriously and shipped quickly. You'll meet the tribe — thirteen mood-villagers who each embody a feeling that moves a build forward — and their two ever-present guides: **LOVE-E**, the heart-headed builder whose color shifts with mood, and **CLICK-E**, the electric-blue arrow who always points to the next click.

This handbook is your map. It is opinionated, friendly, and small enough to live in your back pocket.

The cast at a glance

- **LOVE-E** — heart-headed builder. Calm blue when listening, coral when shipping, gold when delighted.
- **CLICK-E** — electric-blue arrow. Your sidekick through every panel.
- **The Tribe** — CALM-E, THINK-E, JOY-E, CARE-E, SHIP-E, BUG-E, DREAM-E, FOCUS-E, BRAVE-E, MUSE-E, MIND-E, PEEK-E, LINK-E.

PART II

The Workshop

Part II — The Workshop

Your workspace has three rooms: the **chat**, the **preview**, and the **code**. Most of building is a quiet rhythm between them.

- The **chat** is where you describe what you want.
- The **preview** is where you see it happen, live.
- The **code** is the receipt — readable when you want it, invisible when you don't.

Learn to read all three. The preview tells you what's true right now. The chat tells you what was asked. The code tells you what was actually built.

PART III

Glossary of the Land

Part III — Glossary of the Land

A vocabulary checkpoint before you go deeper.

- **Project agent** — the AI that builds with you in chat. It edits files, runs tools, and shows you a live preview.
- **Credits** — the unit of work. Each meaningful action draws from your monthly allowance.
- **Preview** — the always-live, in-progress version of your project.
- **Publish** — pushing the preview out to the world at a public URL.
- **Sandbox** — the safe, isolated environment where the agent runs commands and your code executes.
- **Chat input** — the box where you talk to the agent. Plain English works.
- **Modes** — quick switches that change how the agent behaves (plan first, build immediately, etc.).

PART IV

Building with LOVE-E

Part IV — Building with LOVE-E

LOVE-E moves through moods, and so will you. The trick is naming the mood and matching the prompt to it.

- **Listening** (calm blue): describe the goal, not the implementation.
- **Shipping** (warm coral): name the smallest thing that proves the idea.
- **Delighted** (glowing gold): pause, screenshot, and decide what's next.

Iterate in small loops. Each loop should answer one question.

PART V

Prompting Patterns

Part V — Prompting Patterns

What works, and what doesn't.

Patterns that work

- **The one-thing prompt.** Ask for a single change. Easier to verify, easier to roll back.
- **Show, don't tell.** Paste a screenshot of what you want. Words are slow; images are fast.
- **Scope guards.** "Only change the header. Don't touch the footer." The agent will respect explicit fences.
- **Name the failure mode.** "If you can't tell which button I mean, ask first." Invites questions instead of guesses.

Anti-patterns to avoid

- **The grab-bag prompt.** Ten requests in one message — you'll get half of each.
- **Vague verbs.** "Make it better" tells the agent nothing. "Increase contrast on the CTA button" tells it everything.
- **Re-litigating settled decisions.** If you changed your mind, say so.

PART VI

Cloud & Capabilities

Part VI — Cloud & Capabilities

Lovable Cloud is the integrated backend — databases, auth, file storage, and server functions — with no external accounts to wire up.

Core powers

- **Database & storage.** Tables, rows, files — all built in.
- **Authentication.** Email, Google, Apple, and more, managed for you.
- **Server functions.** Run trusted code on the server for payments, emails, AI calls.

Edition Two additions

- **Cross-session memory.** The agent remembers your preferences and project decisions across every conversation.
- **Project analytics.** Visitor counts, pageviews, bounce rates, and real-time traffic — visible in chat.
- **Workspace connectors.** Link GitHub, Stripe, Slack, and Supabase to bring outside context inside.
- **Read-only SQL.** Ask the agent to inspect your live data with safe, read-only queries.
- **Code-diff inspection.** Review exactly what changed — line by line — before you ship it.

PART VII

Before & After

Part VII — Before & After

Real projects, real transformations. Each one started rough and shipped polished. The pattern: small, deliberate prompts; honest screenshots; and a willingness to throw out a draft.

(Full case studies in the print edition.)

PART VIII

Field Notes

Part VIII — Field Notes

Short user stories from indie makers, designers-turned-founders, teachers, and agency devs. What surprised them, what tripped them up, and what they'd tell their past selves.

(Vignettes in the print edition, 200–400 words each.)

PART IX

The Field Guide

Part IX — The Field Guide

Comic episodes — including a v2 arc with MIND-E (memory), PEEK-E (analytics), and LINK-E (connectors) walking through real end-to-end flows.

PART X

Appendices

Part X — Appendices

A. Glossary cross-reference

- **Agent** → see Part III
- **Cloud** → see Part VI
- **Credits** → see Part III
- **Preview** → see Part III
- **Publish** → see Part III

B. Keyboard shortcuts

- **Enter** — send message to agent
- **Shift+Enter** — new line in chat
- **Cmd/Ctrl+K** — command palette
- **Cmd/Ctrl+Shift+R** — hard refresh preview

C. Quick-reference card

- Describe the goal, not the implementation.
- One prompt = one change.
- Screenshots beat paragraphs.
- Name your failure mode.
- Iterate in small loops.

D. About the author

D.L. Carr writes at the intersection of technology and craft, translating tools that feel intimidating into ones that feel inevitable. The Lovable Handbook is the field guide they wish they'd had on day one.

E. Colophon

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