

# MakersApp

## Manual



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# 1. Introduction

Thank you for choosing MakersApp. This program was born out of my own frustration with setting selling prices that not only prevent losses but also actually make a profit on projects you've put a lot of effort into listing online. It's easy to lose track of things with so many costs involved.

The focus was primarily on intuitive operation and simplicity. After trying out and testing many different layouts, the current version is the one I use myself for my Etsy products. Ideally, no instructions should be necessary to use MakersApp, as the individual functions should be self-explanatory through use. Nevertheless, I decided to put together a manual to ensure that there are no gray areas in its use.

If you have any suggestions, praise, or constructive feedback, please feel free to write to [info@makersapp.net](mailto:info@makersapp.net)

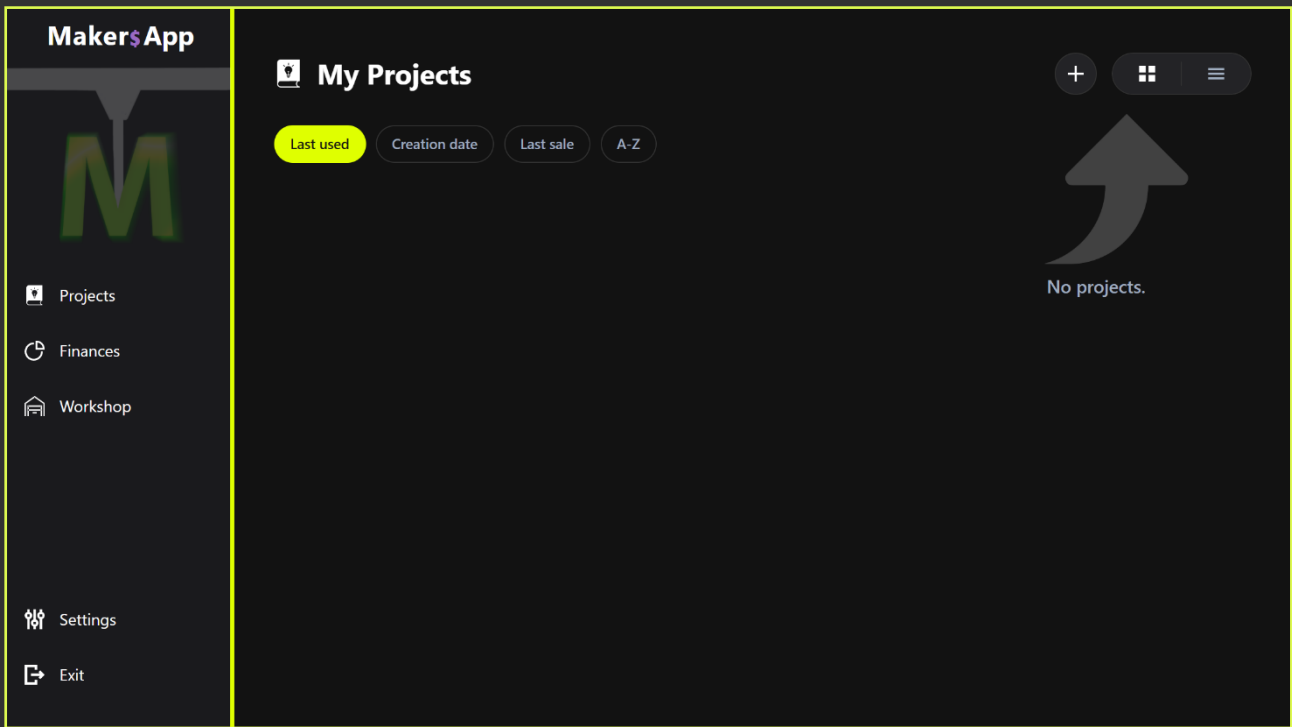


## 1.1. What is MakersApp?

MakersApp is a program that provides you with a comprehensive overview of material and labor costs, as well as the associated revenue and losses, for your cost estimates across a wide range of projects and sales platforms. This allows you to easily improve your products, profits, and ultimately your entire business. The software is designed for a broad audience, ranging from beginners with ideas to small workshops that have previously struggled to manage their accounting in confusing spreadsheets.

## 2. Overview

When you launch MakersApp for the first time, you'll see this screen.



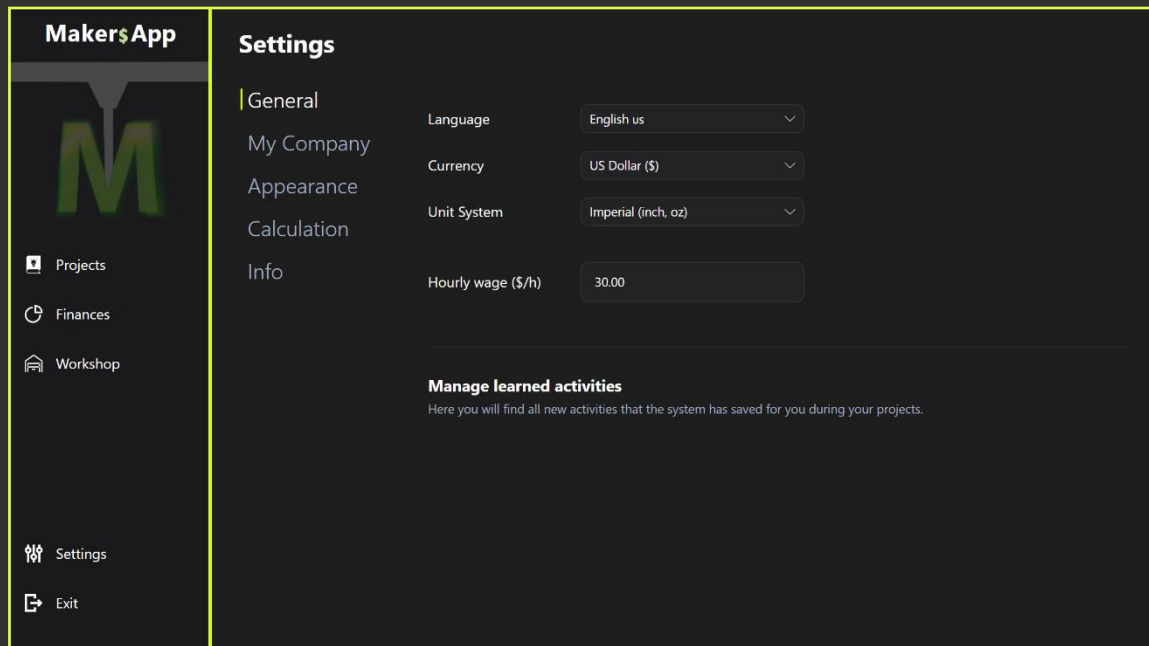
Before you create your first project, I'll explain how the program is structured.

On the left side are the three main sections:

- |          |  |
|----------|--|
| Projects | Main Area - this is where you manage your projects |
| Finances | Complete financial overview                        |
| Workshop | Inventory Management/Machinery/Materials           |

First, however, we should take a look at the settings, as MakersApp offers many customization options.

## 3. Settings



### 3.1. General

In this section, you can set your preferred language, currency, and measurement system. The hourly wage entered here serves as the basis for all your projects and can be adjusted individually within each project. If you do not wish to enter an hourly wage for your projects, you can disable this option within the projects. This allows you to leave the hourly wage at a default value.

### 3.2. My Company

To ensure that you have the correct letterhead on quotes and invoices later on, it is advisable to enter the correct data here in advance. If you have a company logo, you can also upload it.

Use as default profile for new invoices

Company logo: C:\images\Logo.png

Company name: e.g. John Doe Wood Design

Address: Sample Street 1, 12345 Sample City

Email: contact@example.com

Website: www.example.com

Tax ID / VAT No.: US123456789

IBAN: DEDX XXXX XXXX XXXX XXXX XX

Tax regulation:  Apply small business regulation (§ 19 UStG)  
If active, no VAT is shown on invoices and the statutory notice is added automatically.

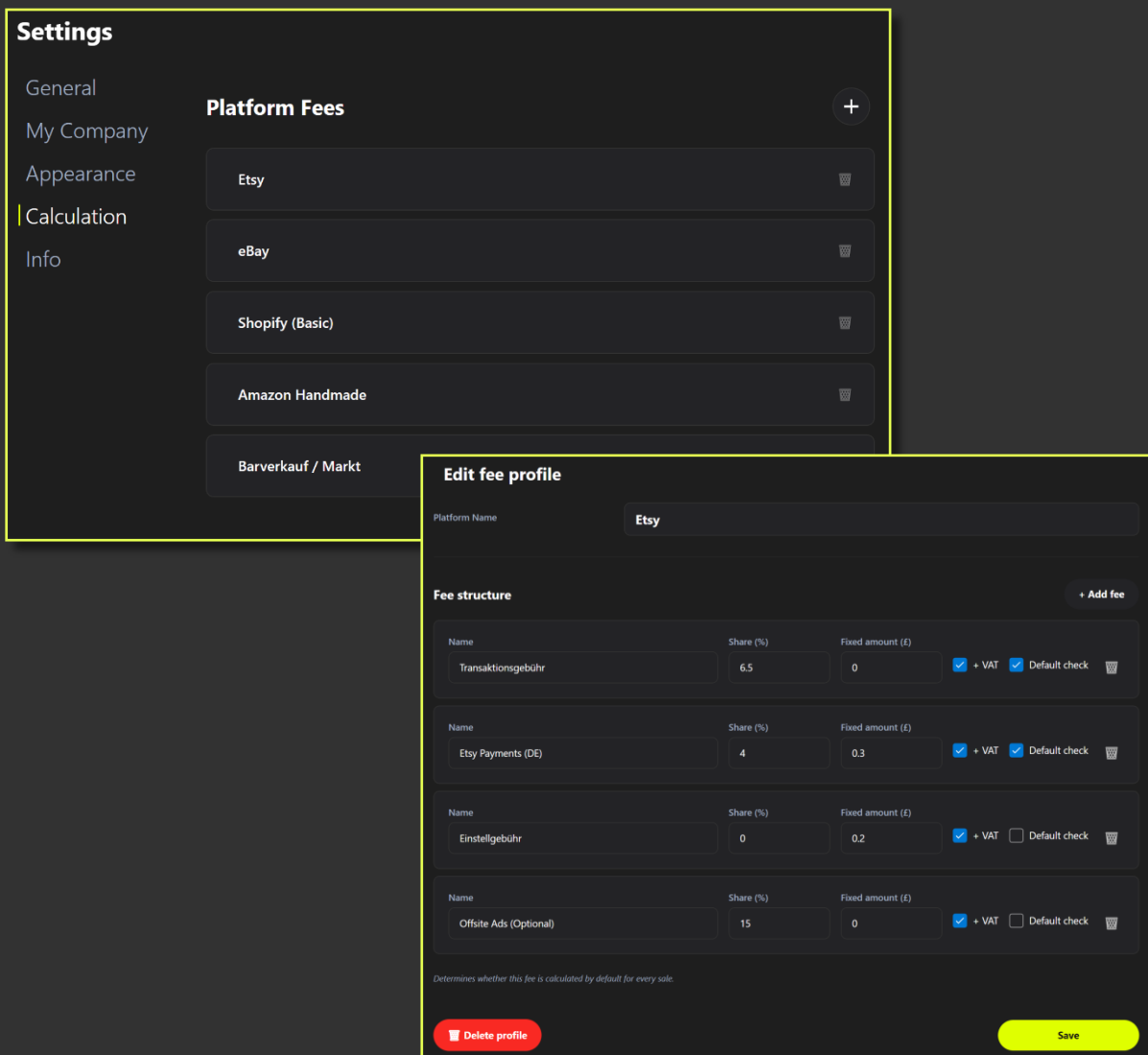
Delete profile Save

### 3.3. Display

Here you can switch between light and dark mode. When you first launch the program, it automatically starts in light mode. You also have the option to select an accent color of your choice; many buttons and headings throughout the interface will change color accordingly.

### 3.4. Calculation

Most common platforms are already pre-populated here with the respective fees and amounts as of 2026. However, it is possible that you use different platforms, or that providers may adjust their fee structures. In this case, you can edit the corresponding fields here at any time.



### 3.5. Info

If you perform a factory reset, all custom settings and projects will be reset. Your own templates and favorites will not be affected by this process, as restoring them would involve a significant amount of work if they were accidentally deleted during the factory reset. Therefore, if you want to completely reset the app, you must press both buttons.

Here is a reminder regarding the disclaimer:

The software uses a variety of calculation methods and formulas in the background, all of which work together. Among other things, a statement for the tax office can be exported as a PDF. Every effort has been made to minimize sources of error. Nevertheless, it cannot be completely ruled out that a chain of highly complex formulas might produce an incorrect result. Should this ever occur, MakersApp cannot accept any liability for it. Therefore, in case of doubt regarding large items or tax-related matters, I ask that you do not blindly trust the system, but rather act according to sound judgment.

The screenshot shows the 'Settings' menu of the MakersApp. The 'Info' section is highlighted. It displays the app name 'MakersApp', version '1.0.1', and the website 'makersapp.net'. Below this, there is a 'Legal Notice / Disclaimer' section with a warning about the accuracy of the software. A 'Danger Zone' section contains two buttons: 'Reset app (Factory Reset)' and 'Delete custom templates & favorites'.

**Settings**

- General
- My Company
- Appearance
- Calculation
- Info**

**MakersApp**  
Version 1.0.1  
Powered by makersapp.net

**Legal Notice / Disclaimer**  
MakersApp is a software intended to assist with calculations and internal evaluations. Generated reports (such as the surplus income statement) are based purely on user-entered data and do not replace professional tax or legal advice. The developer assumes no liability for the accuracy, completeness, or tax recognition of the calculated values. Please always discuss tax-related topics with an expert.

**Danger Zone**  
Warning: A factory reset irrevocably deletes all your projects, materials, machines, and settings. The app will be reset to its initial state after installation.

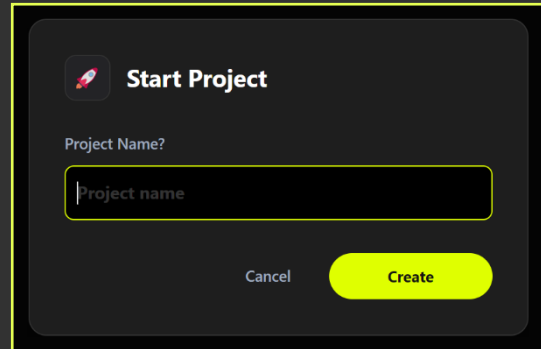
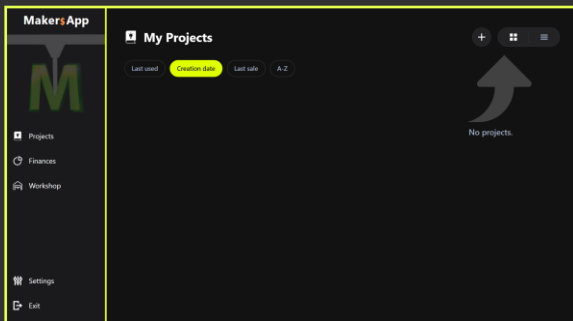
**Reset app (Factory Reset)**

Do you only want to delete your custom materials and favorites? This will reset the selection to the factory defaults.

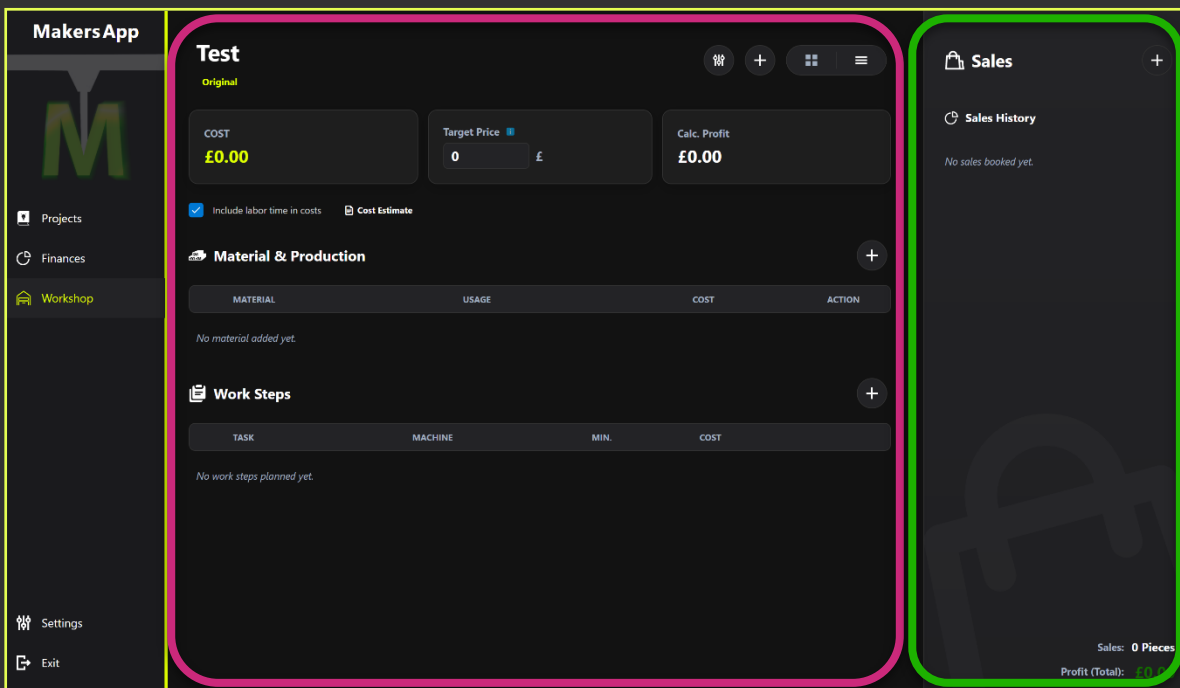
**Delete custom templates & favorites**

## 4. Projects

The Projects section is your main workspace. Projects are products that you plan or sell. You can view projects in tiles or lists. If there are no projects yet, you will see a prominent arrow prompting you to create a project. Click on it and enter a project name.



### 4.1. Project Editor



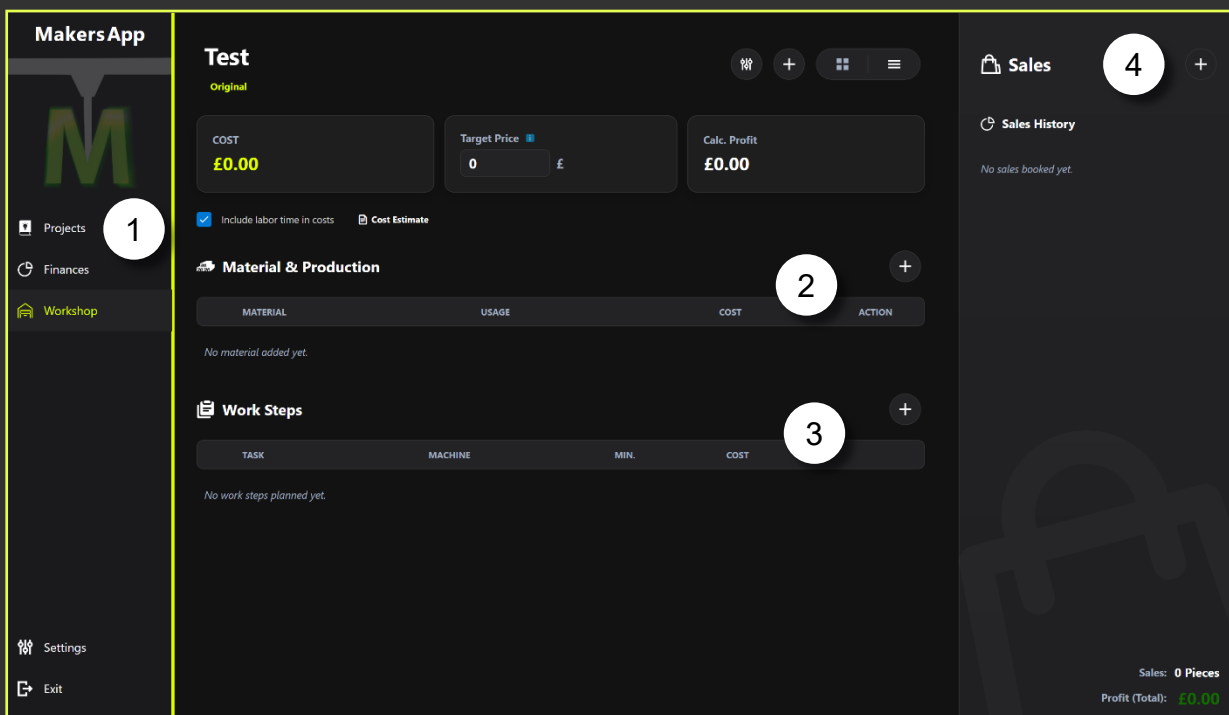
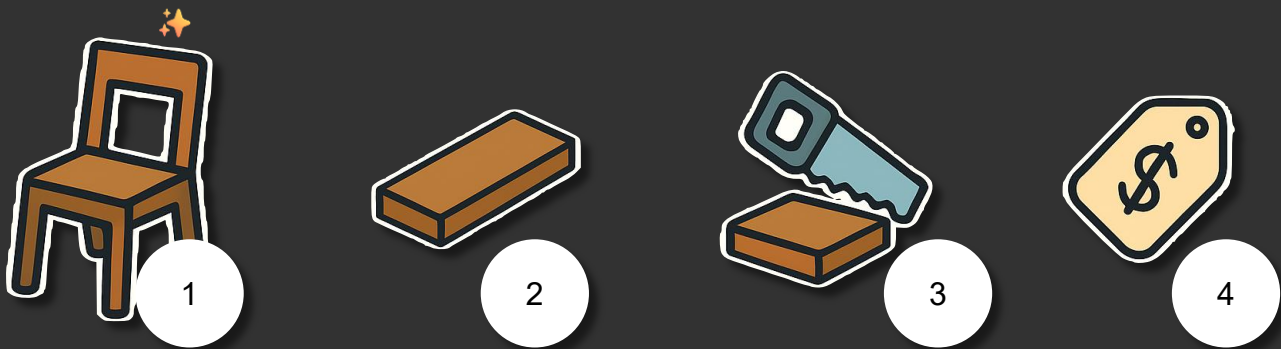
After creating a project, you'll automatically be taken to the Project Editor section. This is divided into two main areas.

In the middle of the window is the **workspace**. This is where all project-related materials and Work Steps are defined. On the right-hand side, you record the project-related **sales**.

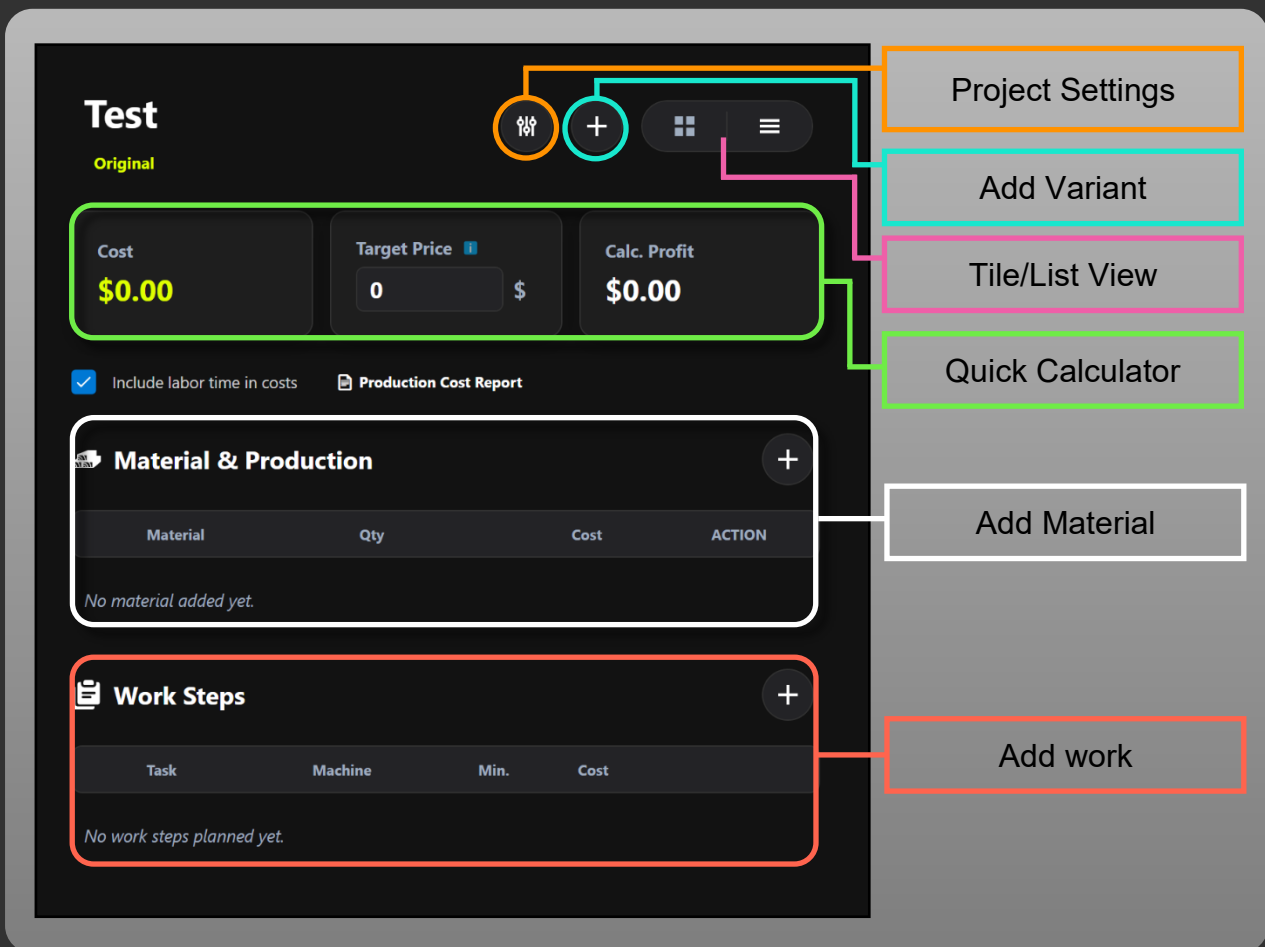
The “Sales” section can be ignored for now, as materials and Work Steps must first be added to the project.

## 4.2. Workflow in MakersApp

To understand how a project functions in the workspace and how it integrates into the entire program, it's important to first grasp the software's core functionality. This software is designed to determine a product's profitability and ensure that sales are profitable. In the workspace, you enter the materials and Work Steps required for the respective product or project. It is worth noting that over 50% of the software's overall performance lies in these detailed aspects. When analyzing your product, you will quickly realize that the main costs lie in the materials used or your valuable labor.



### 4.3. Overview of the workspace in the Project Editor



Please consider the workspace as a logical set:

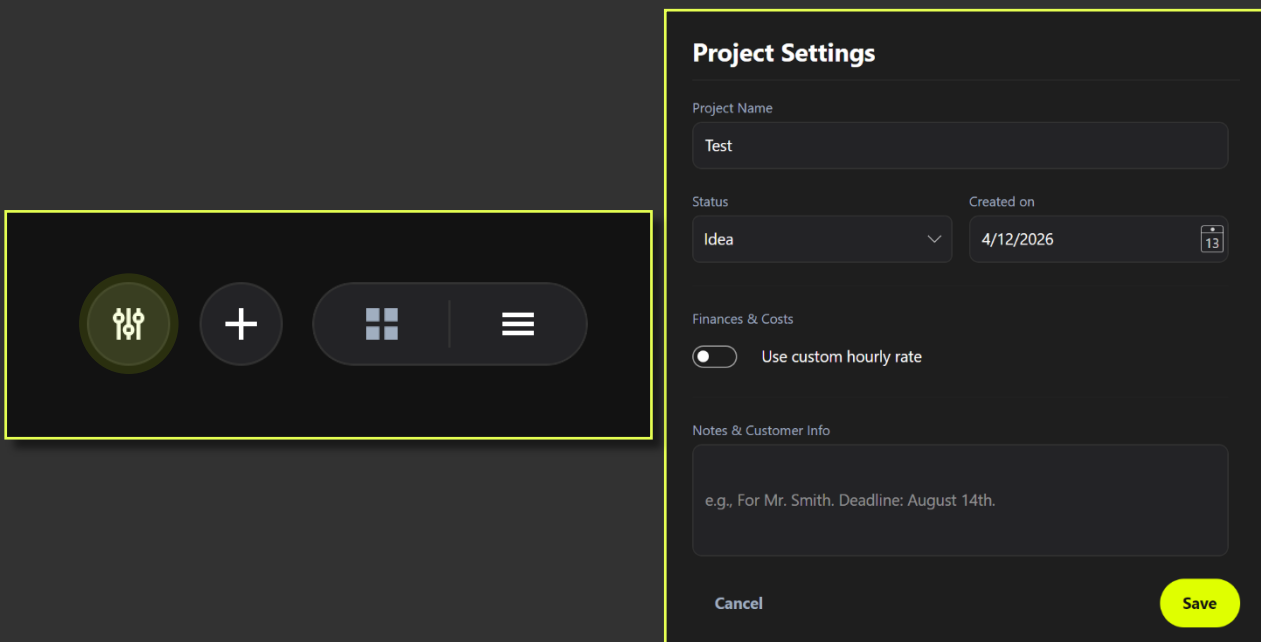
*Imagine you have a 12 mm thick plywood sheet measuring 500 x 300 mm and want to cut it into three pieces using your 1200 W table saw. The total cutting time is only 3 minutes. This and many other scenarios can be easily simulated—and the results are impressive!*



In the following sections, you'll learn how to enter this data into MakersApp.

## 4.4. Project Settings

You can adjust various parameters in the projects.



Project Name:

Customizing the project name

Status:

Here you can specify the "status phase" that the project/product is currently in. This setting does not affect other functions and is used solely for planning purposes.

Created on:

Adjust the creation date. This affects the sorting in the project overview.

Finances & Costs:

Varying labor costs per hour. This may be relevant for a cost estimate

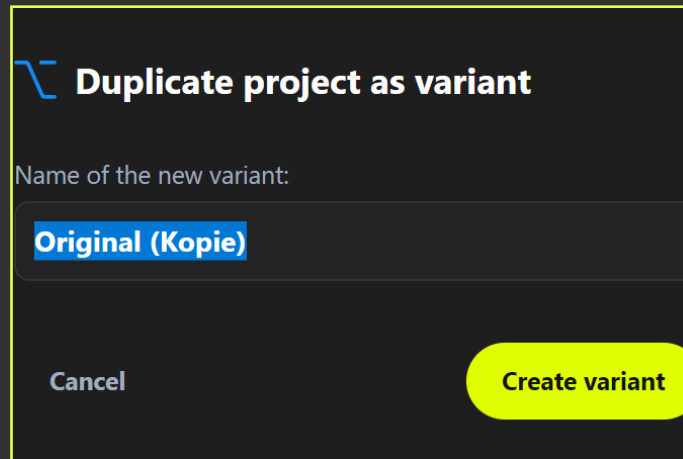
Notes & Customer Info:

Here you can store important information related to the project/product.

## 4.5. Create Variant\*

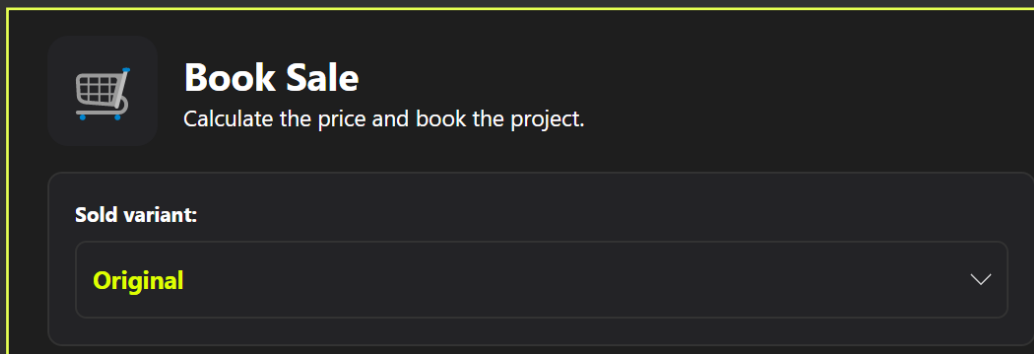
If you offer products or projects in different colors or shapes that are part of the same project, you can add another variant here. This is the case, for example, if you offer a project with different types of wood on Etsy.

\*You cannot create variants in the free version of MakersApp.



The screenshot shows a dark-themed dialog box titled "Duplicate project as variant". Below the title is a text input field labeled "Name of the new variant:" containing the text "Original (Kopie)". At the bottom of the dialog, there are two buttons: "Cancel" on the left and "Create variant" on the right, which is highlighted in a bright yellow color.

Once you've created a variant, you'll find it in the overview. There, you can customize the materials and Work Steps individually. Later on, when selling your product, you can simply select the appropriate variant.



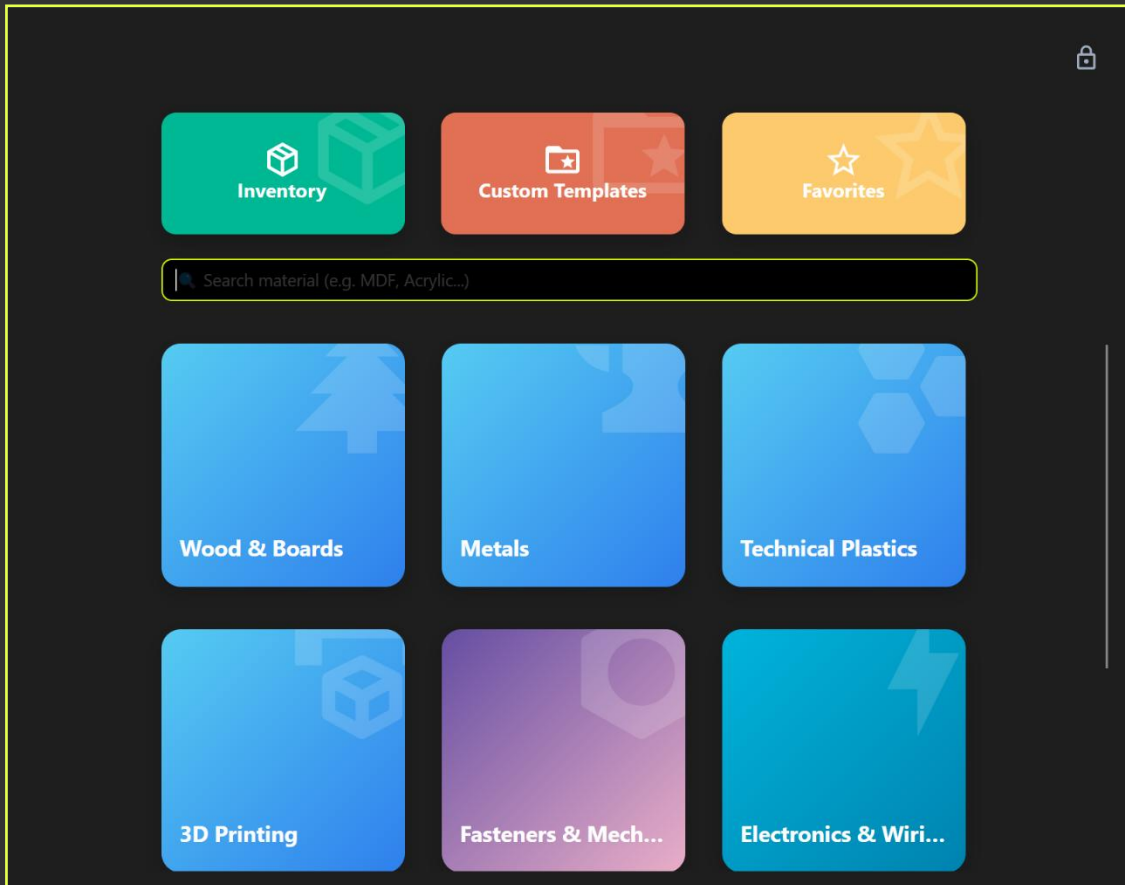
The screenshot shows a dark-themed section titled "Book Sale" with a shopping cart icon. Below the title is the text "Calculate the price and book the project." Underneath is a "Sold variant:" label followed by a dropdown menu. The dropdown menu is open, showing the selected variant "Original" in a bright yellow color, with a downward arrow on the right side.

## 4.6. Quick Calculator

Here you can quickly determine the Target Price at which your product or project breaks even, without having to record a sale.

## 5. Create Material

You have the option to store materials both in the project and in the workshop. Due to the great similarity in the procedure, a separate section has been dedicated to this process. In this section, however, we will focus on creating materials in the Project Editor workspace. When creating material intended for your project, you will see this window:



This window is divided into three main sections:

Favorites section

Inventory/ Custom Templates/ Favorites

Search

Material Library

MakersApp comes pre-loaded with a wide selection of various materials and substances. Essentially, these already cover most areas of application.

## 5.1. Favorites

### Inventory

When selecting materials for a project, you can draw on the resources available in the inventory, which you may have already added. If the inventory is empty because no material entries have been made yet, this folder will be empty at the start. The subsequent input screens for further processing differ significantly from those for adding new materials, as parameters already specified in the inventory are not requested again. For example, if you use a roll of filament already in stock for your project, this material is deducted from the existing roll in stock.

**To put it simply: Just think as you would in real life.**

### Custom Templates

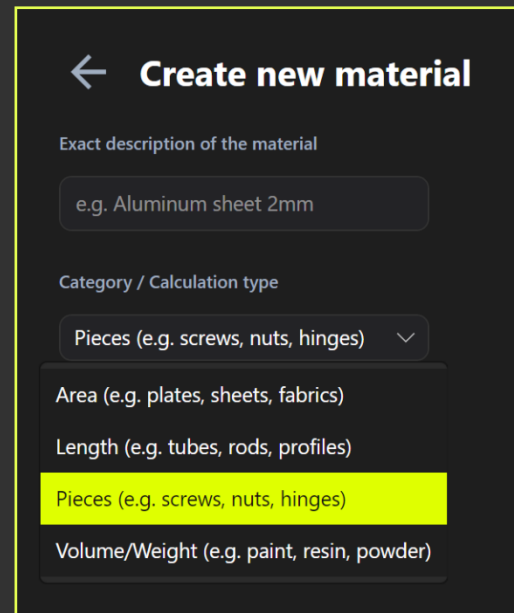
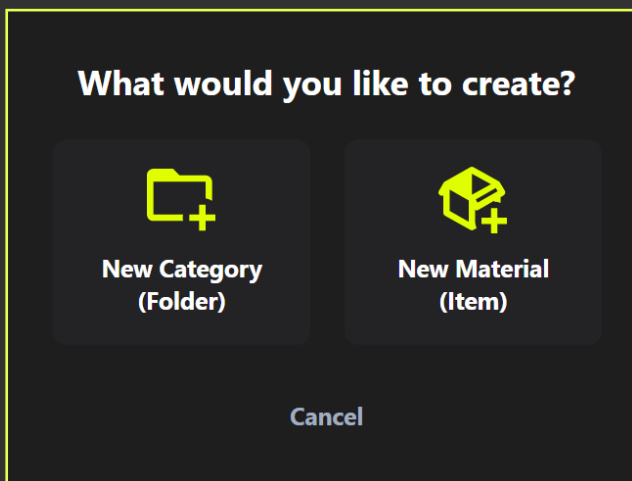
If the material provided is not sufficient for you, you can create your own material templates at any time. You can modify both custom and pre-made materials to suit your needs.

*Here's an important note: The MakersApp software concept is only possible because the "4 Dimensions Matrix" was developed to en e all materials.*

Dim0	Dim1	Dim 2	Dim3
Bulk goods	Length	Area	Volume/Mass
Piece	mm	mm*mm/sq. ft.	fluid/pound




*When creating your own materials, it is crucial that you are familiar with this background information to accurately identify the material and ensure that the calculation is applied correctly in the background.*



To make categorization easier, you can create folder structures. When creating new materials, be sure to select the correct unit.

## Favorites


You can save frequently used materials as favorites. This means clicking the small star  in the corner of the respective tile to then find this material in the Favorites folder.

## 5.2. Search Bar

To find a specific material without having to search through all the tiles, you can use keywords. While the search isn't as comprehensive as that of a major search engine, it still offers a quick way to find materials. If the search is unsuccessful, you can create your own material.

## 5.3. Material Library

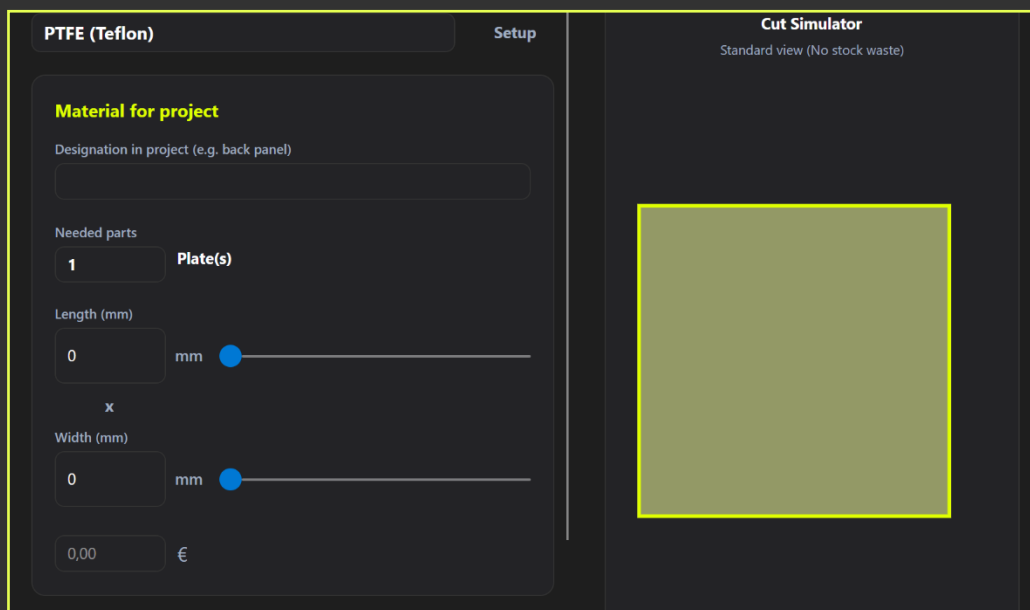
The heart of material management is undoubtedly the library. It uses a generously designed tree structure. The materials are logically organized into categories here. This is probably the most complex section and requires the least explanation. Feel free to click through the categories, and you'll quickly find that there's not much missing.

However, you can hide individual branches of the tree. To do so, on the lock icon in the top right corner . There you have the option to hide unnecessary folders.

## 5.4. Material Details

In the Details window, after selecting the material, you specify the dimensions, consumption, or the required material quantity for your project or product.

The interface of this window adapts dynamically depending on the material. As you can imagine, for the dimension "Area" or, as seen here, a standard sheet, the area calculation is naturally the correct choice.



If you select more than one required part, you will need to decide in the lower section whether the total amount of material used or the amount for a portion of the planned (or already completed) purchase should serve as the basis for calculation. Additionally, you will see a checkbox in the lower section that allows you to

Add / link material to inventory

**Original size of purchased goods:**

Purchased quantity  
1 Plate(s)

Purchased different (larger) original size

Length (mm)  
0 mm

x

Width (mm)  
0 mm

The remaining offcuts and unused plates will be automatically added to your stock after saving.

directly into inventory, which is then available for other projects. During the development of MakersApp, a perfect balance was struck between hypothetical product plans, existing products, or even products that are about to go on sale, and the materials that are already available.

So let's summarize—you have the freedom to add materials to the workshop (inventory) in advance, before you even start a project,

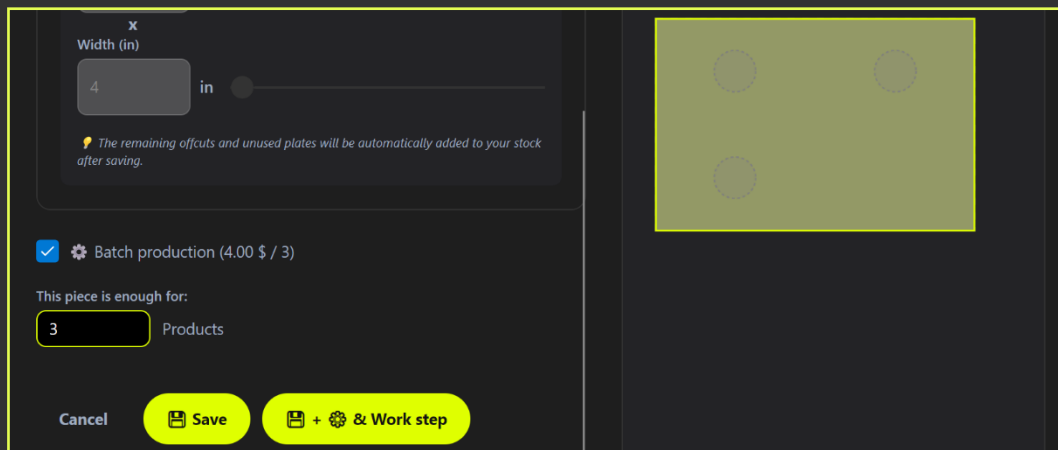
You can post purely conceptual or project-related materials to the project so that you can calculate sales prices, or post materials from the project to inventory.

You have the freedom to use the software according to your actual situation. The effort to strike a balance between simplicity and functionality has been implemented here to the best of our ability.

### Batch Production

Check this box to activate a divider. For example, if you are manufacturing 3 side panels for 3 products simultaneously in a single run from a sheet whose dimensions you specified above, enter the corresponding number of products covered. This activates the following logic:

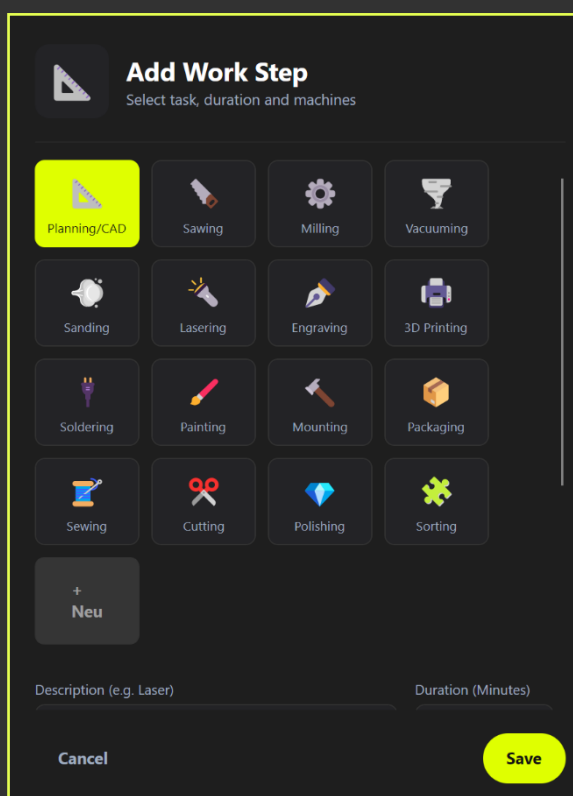
You specify that you are manufacturing three boards for three products from a panel costing nine euros; the calculation is  $9\text{€}/3=3.00\text{€}$ .



For this simple calculation, the tool probably wouldn't be necessary, but you'll come to love this little feature when the result isn't so clear-cut.

## 6. Add Work Steps

After adding material, it is naturally processed in some way—either by you, by a machine, or even both. Here, it is first necessary to distinguish between manual processing (e.g., sanding wood), which involves labor and thus an hourly wage, and machine processing, which takes place without human intervention (e.g., 3D printing).



### 6.1. Create an activity

Start by asking **WHAT** you did by selecting an activity or creating a new one. If you have created a new activity, it will be saved in the settings.

## 6.2. Select a machine

Next, define WHAT you used to perform the Work Step. Did you use a machine? Select a saved machine from your machine inventory—if none are listed there yet, you can create a new one. This will then also be automatically saved in the workshop.

A special feature here is the operation of auxiliary units, but this is described in more detail in the Workshop chapter.

## 6.3. Duration

There are essentially 3 different states describing how the work was performed. To get an accurate picture of the effort involved and how the costs are calculated, please refer to this table:

Execution	Selection
Machine only – unattended	Disable working time in project
Pure working time without machine	Do not specify a machine
Machine + working time	Select machine + keep working time enabled

As mentioned earlier, you can link one or even multiple Work Steps to a material to obtain the most accurate cost breakdown possible.

Batch Production—here, too, you can allocate costs to improve efficiency. This applies when you use a single Work Step to manufacture parts for multiple products simultaneously.

In the upper “Quick Calculator” section of the Project Editor, the total costs for material and processing are summarized in a single field. By unchecking the box for your labor costs (hourly wage), you can immediately determine whether your project is profitable as soon as you enter a target price.

This concludes the workspace.

COST

**£0.00**

Target Price ⓘ

0 £

Calc. Profit

**£0.00**

Include labor time in costs  Cost Estimate

## 7. Sales

After the planning phase, sales will ideally take place on various portals. The Sales section always refers to the respective project.

**Book Sale**  
Calculate the price and book the project.

Platform: **Etsy** Quantity: **1**

**Revenue & Shipping**

Customer pays	Postage costs	Packaging
<b>0,00</b>	<b>0,00</b>	<b>0,00</b>

Production costs (Item): **£0.00**

Deductions & Fees (on the total amount):

<input checked="" type="checkbox"/> Transaktionsgebühr (6.5% (+ VAT))	<b>- £0.00</b>
<input checked="" type="checkbox"/> Etsy Payments (DE) (4% + £0.30 (+ VAT))	<b>- £0.36</b>
<input type="checkbox"/> Einstellgebühr (£0.20 (+ VAT))	<b>- £0.24</b>
<input type="checkbox"/> Offsite Ads (Optional) (15% (+ VAT))	<b>- £0.00</b>

**Net profit (Total):** **-£0.36**  
Margin: 0.0%

Cancel **Book sale**

Here you can select the specific variant of your product that was sold and choose the portal's billing code so that not a single cent goes unnoticed.

### 7.1. Shipping

Here you can clearly define whether shipping was paid directly or whether you receive this amount separately. A global setting was intentionally omitted because sales on the same portal can be calculated in completely different ways.

## 7.2. Archive sales

Listing sales individually therefore has another advantage. Recipients, tracking numbers, and much more can be stored independently and across all sales platforms, including .

<input checked="" type="checkbox"/>	Etsy Payments (DE) (4% + £0.30 (+ VAT))	- £0.36
<input type="checkbox"/>	Einstellgebühr (£0.20 (+ VAT))	- £0.24
<input type="checkbox"/>	Offsite Ads (Optional) (15% (+ VAT))	- £0.00
<b>Net profit (Total):</b> Margin: 0.0%		<b>-£0.36</b>

Sale date: 4/13/2026

Internal note / Tracking:

**Buyer & Billing Data (Optional)**

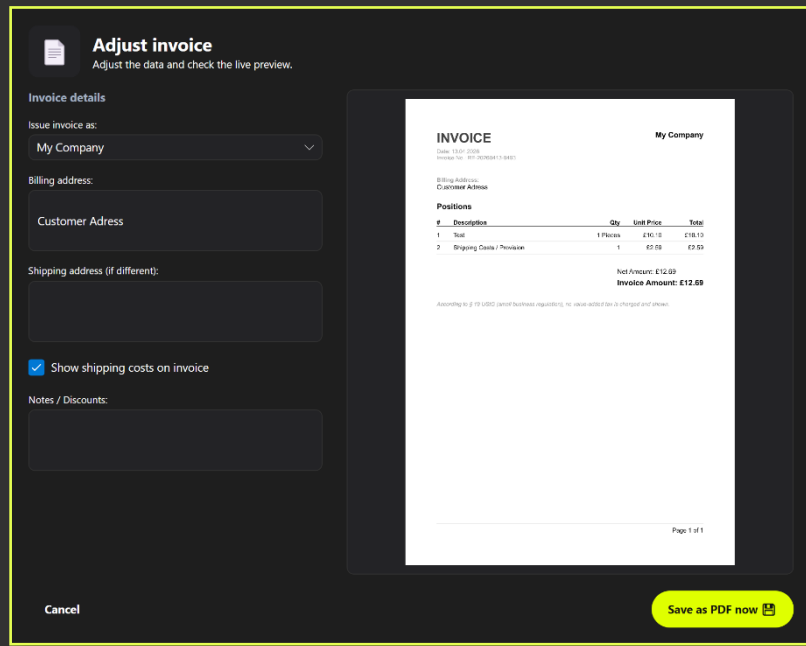
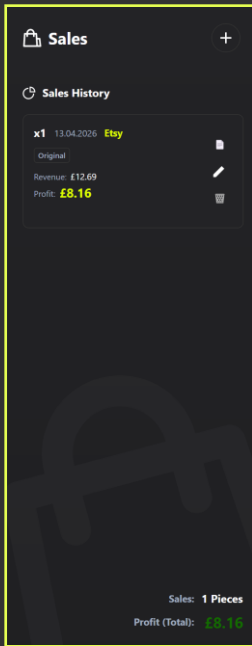
Billing address:

Shipping address (if different):

Note on invoice (e.g. discount):

**Cancel** **Book sale**

## 7.3. Sales History

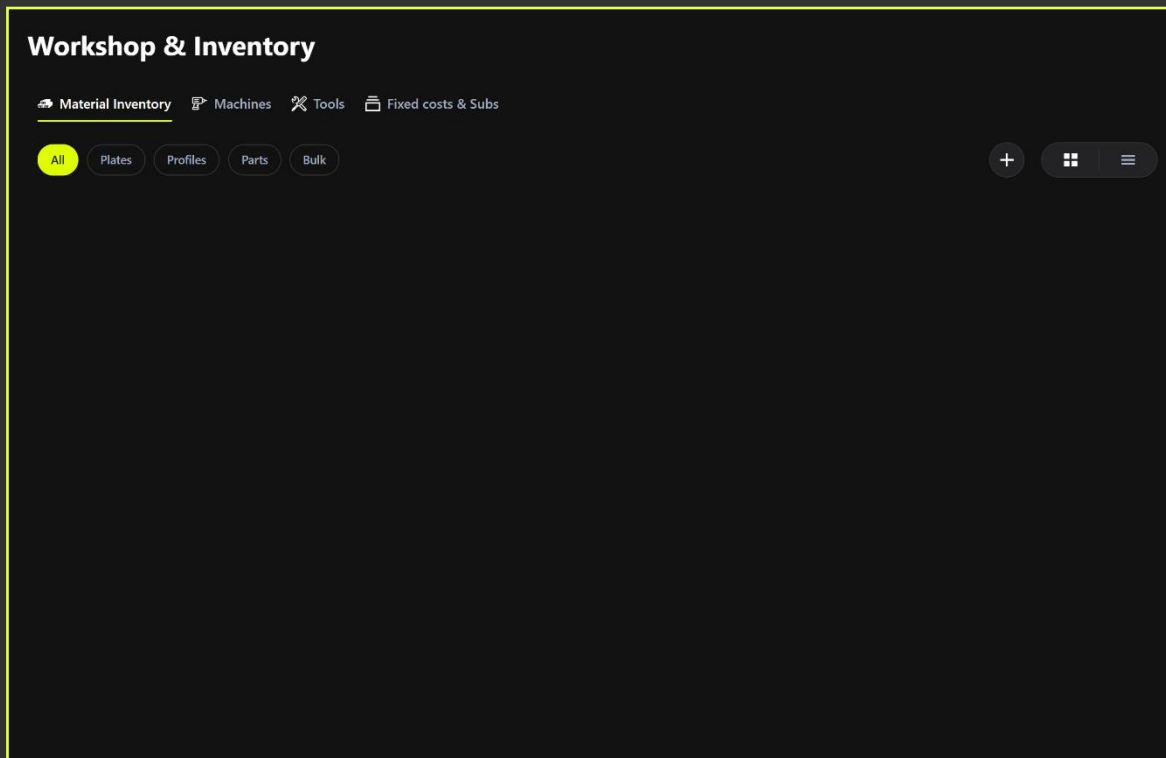


In the sales history, sales are not only stored chronologically, but it is also possible to re-export invoices as PDFs even years later. Alternatively, you can use this feature instead of the sales portals' native invoicing systems.

*To ensure the letterhead is displayed correctly, you must enter your details in the settings. See the "Settings" section for more information.*



## 8. Workshop



Think of the workshop as your own workshop. Here you will find

- (8.1) Material Inventory,
- (8.2) Machinery,
- (8.3) Tools & Consumables, and other recurring items

### 8.1. Material Warehouse

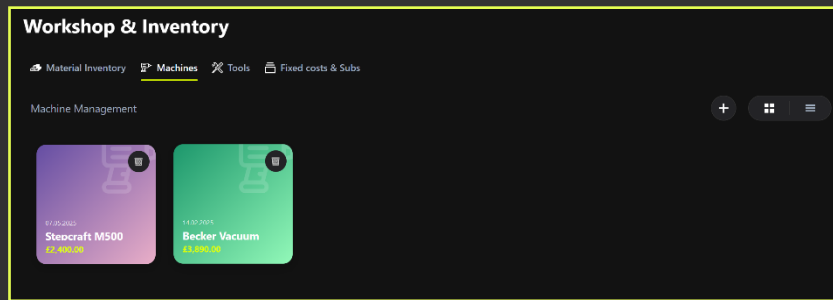
Please refer to Section 5 for instructions on how to create materials. This works exactly the same way in the Material Inventory. Strictly speaking, however, the materials created in the workshop are no longer project-specific but are centrally accessible and can be used for various projects and products.

If the demand in the projects is less than the material on hand, only a proportional amount is deducted.

**Important:** Waste due to saw blade thickness, etc., is ignored throughout the entire MakersApp. Therefore, if you are calculating down to the exact millimeter, you should include this factor in your calculation from the outset.



## 8.2. Machines



Under "Machines," you can enter all your machines. Enter the name, power, purchase cost, and electricity price for each machine.

**Create Machine**  
Machines

Machine Name:

Purchase date: 4/13/2026

Power (Watt): 1000

Electricity Price (per kWh): 0,35

Purchase Price: 0,00

What can this machine be used for? (Multiple choice possible):

- Planning/CAD
- Sawing
- Milling
- Vacuuming
- Sanding
- Lasering
- Engraving
- 3D Printing
- Soldering
- Painting
- Mounting
- Packaging

Cancel Save

**Create Machine**  
Machines

Soldering, Painting, Mounting, Packaging, Sewing, Cutting, Polishing, Sorting

+ Neu

**Linked Machines / Accessories:**  
Select other machines that should run automatically when this machine is used (e.g. dust extraction for CNC).

Stepcraft M500, Becker Vacuum

Cancel Save

The electricity price is important because it affects the cost-effectiveness of the machines in different environments. Two workshops have different electricity rates: \$0.26 Power per hour and \$0.45 per hours. A mobile, battery-powered machine in the first workshop benefits from the consideration of these price differences.

It is possible to assign one or more properties to a machine. For example, a table saw is designed for sawing, while a CNC machine is designed for cutting, engraving, and milling. This assignment enables more efficient filtering of machines in the Work Steps of projects.

Additionally, to simplify workflows, you can assign auxiliary equipment after adding all machines. This feature allows you to account for the fact that, for example, a table saw is highly likely to have an integrated dust extraction system, which increases the performance and costs of your products. This means you don't have to select each machine individually for every Work Step.

**Linked Machines / Accessories:**

Select other machines that should run automatically when this machine is used (e.g. dust extraction for CNC).

Stepcraft M500    Becker Vacuum

### 8.3. Tools / Subscriptions & Fixed Costs

**Workshop & Inventory**

Material Inventory   Machines   **Tools**   Fixed costs & Subs

Consumables & Hand Tools

DESIGNATION	PURCHASE DATE	COSTS	ACTION
Cutter	14.02.2025	£8.49	
Measuretool	14.11.2025	£34.90	

**Record expense**  
Rent, software or fixed costs

Description / Name:  
e.g. brush set or server rent...

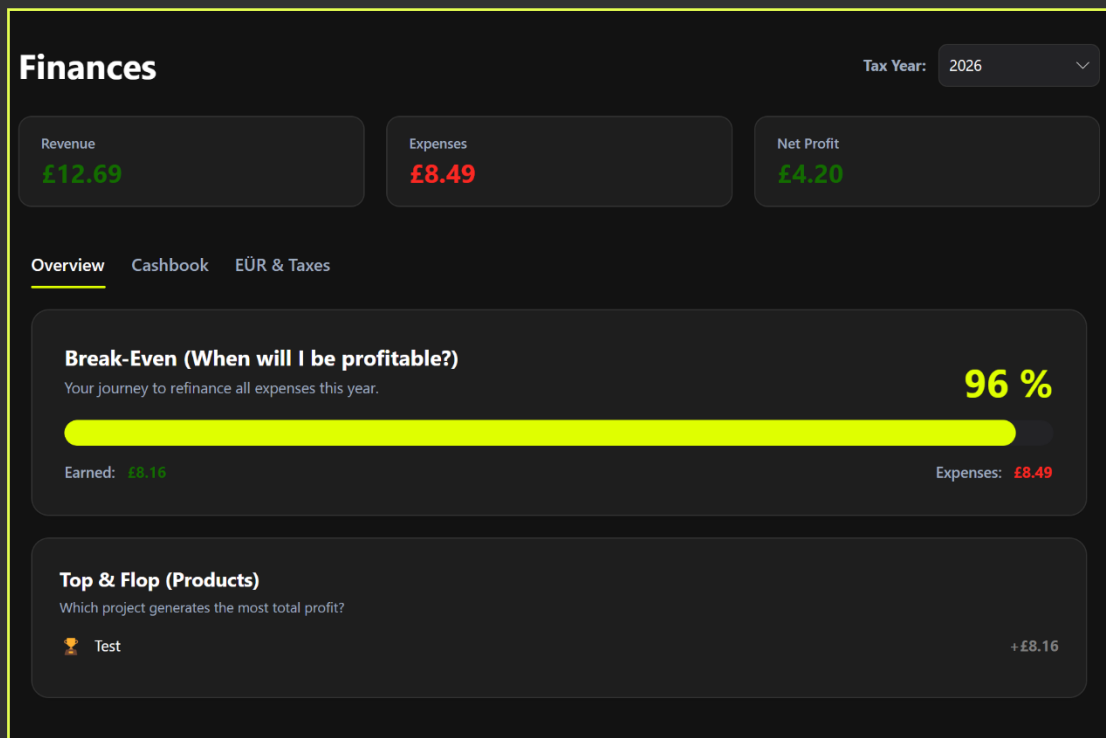
Cost (Total): 0,00    Purchase date: 4/13/2026

Cancel    Save

All other incurred costs are recorded in these categories. For the sake of clarity, these costs do not appear in the projects but in the Finance section. This does not mean that the costs do not exist; rather, MakersApp prioritizes user-friendliness. You will also notice that machine costs are not allocated to projects. However, these items are included in the financial overview.

## 9. Finances

In the main "Finances" section, all costs are totaled in the simplest way possible.



You will find 3 tabs:

### 9.1. Overview

Here you'll find a very simple overview of your expenses and income. 100% represents all expenses—and these are deducted from your profit. Once the bar is completely filled by your profit, you've made it—you're in the black.

### 9.2. Cash Book

The cash book displays all income and expenses in detail. Be sure to use the filters so you don't lose track of the big picture.

### 9.3. Taxes

Here you can export a PDF summary of your company's financial situation.

## 10. Notes