



HINTS SYSTEM

Hints are small popovers that appear occasionally to help you discover features.

- Hints are **tied to specific UI elements** (buttons, inputs, panels).
- Hints are **capability gated** (you won't see hints for features your plan doesn't include).
- When the **Link Editor (causal overlay)** is open, you only see **overlay-specific hints**.
- Within a session, **overlay hints** and **active-tab hints** are shown in a **deterministic priority sequence** (so you don't keep seeing the same ones at random).