



FingerWorks 6

Telestration Software

Version 6.0

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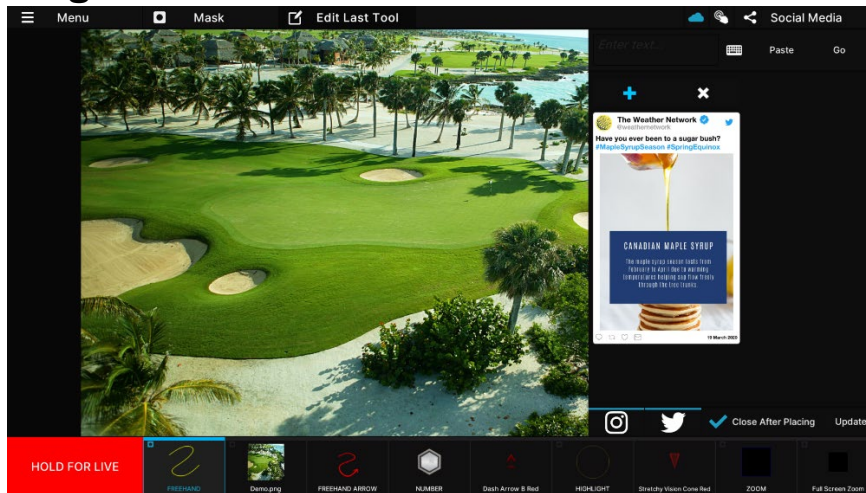
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1 Getting Started



FingerWorks 6 features an all new interface designed around ease of use. With simple drag and drop features, social media integration and more we will cover in this user guide. Download the latest installer here [*insert download page link*](#) Once downloaded, double click the installer, and follow the prompts.

Connect your video source and launch with the desktop shortcut. You will be prompted to start a watermarked trial version or to enter your purchased serial code. Enter your serial code or hit start trial.

Press Menu and Video IO. From this menu you will be able to select a support video IO platform such as Bluefish444, Blackmagic or NDI depending on the version you purchased. This will enable your video input source. Once the correct setting is selected you should see your video input.

Customize your toolset by loading a previous created toolset from the toolsets menu or creating a new one. These files are compatible with toolsets created in FingerWorks 5 or later.

2 Toolsets

Toolsets are saved tools, rosters, and their settings as a custom toolbar. Toolsets can be copied over to other FingerWorks products.

2.1 Toolset Name

Toolsets are saved under a unique name and is seen at the top of the Toolset menu.

2.2 Toolset List

The list of toolsets that have been saved in the SaveFiles\Toolsets folder. Hold and drag to scroll up and down

2.21 Navigating Toolset List

- (i) Defines a folder and you can click through to open the folder
- (ii) Defines a toolset that you can select then Load
- (iii) image) Click to go back a folder

2.3 Load

Loads an existing toolset from the Toolset List

1. Select a tool from the Toolset List
2. Once highlighted the Load button will become available
3. Click the Load button to select the toolset

2.4 New

Creates a New toolset that has no tools on the toolbar.

1. Click on New to create a new toolset and it will open the New menu.
2. Select which folder you would like to save the new toolset in.
3. Enter the file name and click save.
4. It will then show that the toolset has been saved and the toolset name will be updated.

2.5 Save As

Saves the current toolset under a new name.

1. Click on Save As to save your toolset under a new name.
2. Select which folder you would like to save your toolset in.
3. Enter the file name and click save.
4. It will then show that the toolset has been saved under a new name.

3 Add Tool

A list of all the tools that are available in FingerWorks that you can add to your toolbar.

Hold and drag on the categories to move the list up and down.

Hold and drag on the tools to move the tools left and right.

3.1 Always Edit Tool

Toggles whether to always edit the tool after adding a tool to the toolbar.

- On – When pressing Add to Toolbar, it navigates you to the edit tool menu
- Off – When pressing Add to Toolbar, it does not navigate to the edit tool menu

3.2 Always Return To Menu

Toggles whether you return to the menu after adding a tool to the toolbar

- On – Returns you to the menu after adding or editing a tool
- Off – Does not return you to the menu after adding or editing a tool

3.3 Clone Tool

Clones a existing tool on your toolbar and creates a exact copy.

1. Select a tool on your toolbar that you want to clone
2. Click the Clone button and your new tool will be cloned

3.4 Add To Toolbar

Select a tool from the tool list and click Add To Toolbar to add it to your toolbar and toolset.

4 Rosters

Add rosters to your left and right toolbars by selecting which sport, teams and players. Rosters can be updated with the data management buttons.

4.1 Network Sport List

Select which network tool to use from the scrollable list. Once selected the home and away teams will fill up.

4.2 Away Home List

Select which teams for home and away from the scrollable list.

4.3 Add Players

Add Players button navigates you to the add players menu. Once here you can select which players for home and away. They will be added to your left and right toolbar.

4.31 Sort Players By

- Numbers – sorts the home and away by number
- First Name – sorts the home and away by first name
- Last Name – sorts the home and away by last name

4.32 List Players As

- Numbers Names – sorts the player buttons by numbers and names
- Numbers – sorts the player buttons by numbers only
- Names – sorts the player buttons by names only

4.33 Link Tools

Choose a tool to link to your roster by using the dropdown menu

4.34 Edit Rosters

Edit the size, color, transparency, transition of the rosters tool or the linked tool

**For more on editing linked tool see Configuring Tools

4.35 Sync

Sync changes in the editing of a tool or linking a tool to the other roster

- Sync >> button copies changes from away roster to home roster
- << Sync button copies changes from home roster to away roster

4.36 Save Changes

Saves the rosters that you have selected and any edits that you have made

5 User Settings

Customizable user settings for the user interface, toolbars, tools, tracking, presentation mode, global video options.

5.1 Broadcaster Selection

Select which broadcaster from the dropdown menu. This will limit your tool and roster selection to that specific broadcaster.

5.2 Toolbar Settings

Toolbar settings to change opacity, color, interaction

5.21 Toolbar Default

Set which toolbar to move all your tools to.

- Bottom – Moves all the tools to the bottom toolbar

- Left – Moves all the tools to the left toolbar
- Right – Moves all the tools to the left toolbar

5.22 Toolbar Opacity

Changes the toolbar opacity of all toolbars

5.23 Button to Hide Menu

Displays a button in the top left of the screen that will hide all menus and toolbars.
Click in the same place to enable all menus and toolbars.

5.24 Select First Tool After Clear

Selects the first tool in your toolbar after pressing clear or erase

5.25 Use Monochrome Icons

Changes all tools images on your toolbar to white

5.3 4.3 Tool Settings

Global tool behavior and tool interaction with other tools

5.31 Erase Mode

- Auto Erase Last – erase tool clears the last tool placed on screen
- Touch To Erase – when erase tool is on, you to tap a tool to erase it
**see Tools – Erase Tool for more information

5.32 Global Clear Speed

How long it takes for all tools to fade out when clearing screen. This affects all tools if it is not set to 100%

5.33 Highlight Clears Drawing

When a highlight is placed on the screen, all previous drawings are cleared

5.34 Change Grid

Change the angle of the 3d grid that the tools are being placed on by using the arrow buttons.

5.4 Field Tracking Settings

Resolution, rate and spacing to change the speed and accuracy of field tracking

**Not recommended to change these settings

5.41 Field Tracking Resolution

Set the resolution of the field tracking algorithm. This setting will increase or decrease the time of the tracking performance.

5.42 Field Tracking Tracker Update Rate

Increase or decrease the update rate of the tracking. This will affect performance and is hardware dependent.

5.43 Field Tracking Pixel Spacing

Samples taken to calculate the position of the field tracking algorithm. This will affect performance and is hardware dependent.

5.5 Player Tracking Settings

Options to change the speed and accuracy of the player tracking algorithm

**Not recommended to change these settings

5.51 Player Tracking Resolution

The number of pixels sampled inside the tracking square

5.52 Smoothing Mode

Movement of the tracking square from one point to another

- Exponential Moving Average – Increase or decrease in speed of the item being tracked
- Moving Average – Consistent speed of the item being tracked
- None – No smoothing

5.53 Smoothing Amount

The rate of smoothing between points.

5.54 Player Tracking Padding

If the player is off screen or tracking is lost it erases the tool. The padding sets the amount of padding before the algorithm sees that the tool is lost.

5.6 Presentation Mode Settings

When going into presentation mode these settings are for the transparency, delays and whether to use full screen video. (See 12 Play Bar for more information)

5.61 Play Bar Idle Opacity

How long the presentation bars are idle before fading out

5.62 Play Bar In Use Opacity

When the presentation bars are being interacted with this determines the opacity

5.63 Play Bar Idle Delay

The delay from when the presentation bars are being interacted with to when the bars are idle before setting the idle opacity

5.64 Play Bar Timeout Delay

The fade rate of the opacity when going from interacted with to idle.

5.65 Use Full Screen Video

If the video will be full screen when going to presentation mode

****Recommended to be on**

5.7 Global Video Settings

Options to change the video settings of imported videos, full screen video and window mode. For imported videos in the Media folder that are directly used by FingerWorks to control.

5.71 Global Video Auto Play

- Always Auto Play – When a clip is selected the video will automatically play
- Always Stop On First Frame – When a clip is selected the video will stop on first frame

5.72 Global Video Loop

- Global Default -
- Always Loop – The video will always loop once reaching the end of the video
- Always Play Once – The video will only play once and will stop at the last frame

5.73 Input Video Scanning Method

- Progressive – If your imported videos are progressive use this mode
- Interlaced – If your imported videos are interlaced use this mode

5.74 Cursor Visible

Determines if the cursor is visible or not. This is useful for touchscreens if you want to hide the cursor.

5.75 Use Full Screen Video

If it is on the video is set to the full width and height. If it is off the video is inside the user interface toolbars.

5.76 Window Mode

Sets FingerWorks window to minimize or maximize

6 Network Settings

Setting the network mode when using server and client. User can also pull or push Tools, Rosters, Save Files.

6.1 Network Mode

- None – network mode is disabled
- Server – This FingerWorks will become the server
 - No Clients – There are no clients connected to the server
 - Clients # - FingerWorks has found this amount of clients
- Client – This FingerWorks will become the client.
 - Connecting – FingerWorks is trying to find the server to connect to
 - Connected – FingerWorks has successfully found the server

6.2 Auto Network Video Source

NDI auto connects to the server

6.3 Client / Server File Transfer Commands

Commands used to send tools, files, rosters from server to client, or client to server

Send Current Tools – Send your current toolbar over the network

Push SaveFiles – Send your Save Files folder over the network

Push Rosters – Send your Rosters folder over the network

Pull Current Tools – Pull the toolbar from the server or client

Pull Save Files – Pull the Save Files folder from the server or client

Pull Rosters – Pull the Rosters folder from the server or client

Abort File Transfer – Abort any of the above file transfer commands

7 Video I/O

7.1 Blackmagic Legacy

Requires Blackmagic 10.11.2 Drivers.

7.11 Blackmagic SDI Output

7.11a Output Mode

- External – sends key and fill as two signals
- Internal – sends a composite signal of key and fill to fill connector
- None
- Software – composite key and fill on the GPU

7.11b deckLinkColorSpace

- Rec709 – changes pixel format of the color space for NTSC (YUV)
- Rec2020 – changes pixel format of the color space for UHD TV
- Rec2100 – changes pixel format of the color space for HDR (YCbCr)

7.11c debugDeckLinkExplorer

- None
- Input – Whether or not to show the decklink device explorer for the input object at runtime.
- Output - Whether to show the decklink device explorer for the output object at runtime.

7.12 Blackmagic Debug Stats

- UseAncillaryData – if there is ancillary data in the data stream, it will enable or disable the pixel format and display mode
- forceInterlaced – if you do not use ancillary data and you know the data is interlaced, you are able to force interlaced video
- forceFullDuplex – support for full duplex cards that allow simultaneous capture and playback from a single device
- AdvancedConfiguration – set the desired input and output resolution

7.12a Input Signal

- Input Video Resolution – Manually set the input video resolution
- Input Video Frame Rate – Manually set the video frame rate
- Input Video Color Space – Manually set the color space

7.12b Output Signal

- Output Video Resolution – Manually set the output video resolution
- Output Video Frame Rate – Manually set the output frame rate
- Output Video Color Space – Manually set the color space

7.2 Decklink New

7.21 Decklink SDI Output

7.21a Output Mode

- External - sends key and fill as two signals
- Internal - sends a composite signal of key and fill to fill connector
- None
- Software - composite key and fill on the GPU

7.22 Blackmagic Debug Stats

- UseAncillaryData – if there is ancillary data in the data stream, it will enable or disable the pixel format and display mode
- forceInterlaced – if you don't use ancillary data and you know the data is interlaced, you are able to force interlaced video
- forceFullDuplex – support for full duplex cards that allow simultaneous capture and playback from a single device
- Reset Keymode

7.3 Streaming

7.31 Streaming SDI Output

7.31a Output Mode

- External - sends key and fill as two signals
- Internal - sends a composite signal of key and fill to fill connector
- None
- Software - composite key and fill on the GPU

7.32 Streaming Video Input

URL for input

7.33 Streaming Video Output

URL for output

7.4 Bluefish

7.41 Bluefish SDI Output

7.41a Output Mode

- External - sends key and fill as two signals
- Internal - sends a composite signal of key and fill to fill connector
- None
- Software - composite key and fill on the GPU

7.41b GenlockSource

See BlueFish application notes on GenLock for more information

- No Change
- Free Run – free running, not locked. Does not lock to a reference signal, but let's the card's output run at its own frequency
- LockToInput – the default, locks the card to the input
 - UseGenlockBNC - BNC connector on shield (only via breakout cable on Horizon/Create cards)

7.5 NDI

7.51 NDI Video Input

The user can view other NDI sources from this input. The user should see the computer name and source name.

- Computer Name – the name of the NDI computer
- Source Name – the name of the NDI source

7.52 NDI Output

Displays the NDI connections and errors

7.6 USB

7.61 USB Video Input

Input your USB into your computer. Select it in the list to load the USB.

8 Cloud

8.1 Configure FingerWorks Cloud

Signup to the FingerWorks cloud to save your social media selections. Once you create a account and login your social media selections will be saved.

1. Enter your email
2. Enter your password
3. Confirm your password
4. Goto your email to verify FingerWorks Cloud
5. Login to FingerWorks Cloud

Forgot Password – If you have forgotten your password, enter your email and press the forgot password button

8.2 Update From Cloud

Updates your social media from your account

9 Social Media

Social Media is used to save posts from twitter and Instagram to post in FingerWorks.

To access your social media first login to cloud to save your social media posts.

(see 7 Cloud on how to create an account)

Once your cloud account is created you can now save social media posts to your account.

9.1 Adding Instagram Posts

To add a Instagram post to your social media you need to copy the url of the post then paste it inside FingerWorks Social Media menu and add it to your toolbar

1. Goto Instagram and find a post you want to copy
2. Click the ... button in the top right of the post and select copy link
3. Or click the post and copy the url of the post
4. Open Fingerworks and open the social media menu using the icon
5. Paste the link using the paste button
6. This will automatically add the post to your social media

9.2 Adding Twitter Posts

To add a Twitter post to your social media you need to copy the url of the post then paste it inside FingerWorks Social Media menu and add it to your toolbar

1. Goto Twitter and find a post you want to copy
2. Click on the post and copy the url
3. Open FingerWorks and open the social media menu using the icon
4. Paste the link using the paste button
5. This will automatically add the post to your social media

9.3 Removing Posts

To remove social media from your list, press the X button to remove it.

9.4 Add Social Media To Your Toolbar

To add social media to your toolbar, press the + button

Or drag a post directly to your toolbar

9.5 Telestrating Social Media

There are two ways to telestrate the social media post.

The first adding the social media to your toolbar then using it as a regular tool

The second is by click and hold on a post then drag to where you want to drop it

9.6 Social Media Settings

- Instagram Icon – shows only the Instagram posts
- Twitter Icon – shows only the Twitter posts
- Close After Placing – if you drag a post directly from the social media menu onto the screen, the social media menu will close after you place the social media
- Update – updates your social media from the cloud

9.7 Adding Social Media to the Cloud through a browser

To add social media to your cloud account using a browser

1. Open a browser and go to: fingerworks-cloud.firebaseio.com

2. Sign in with your account that you created in the 7.1 Configure FingerWorks Cloud
3. Add posts by copying and pasting url links and clicking add link
4. Remove posts by clicking the remove button on the right side of the post
5. Open FingerWorks
6. Goto Cloud and Update from Cloud or Go to Social Media and Update from Cloud
7. You should now see your new posts

10 Cloud

Cloud stores your Social Media posts. Once you login, any social media posts that you make will be saved to the cloud.

10.1 Configure FingerWorks Cloud

Log in and out or Signup to your FingerWorks Cloud account

10.11 Signup to Cloud

1. Enter your email
2. Enter a password
3. Confirm the password
4. Press Sign Up
5. You will receive a email confirming your email address
6. Login with your email and password

10.12 Login to Cloud

1. Enter your email
2. Enter your password
3. You are now logged in

10.13 Sign Out of Cloud

1. Goto Cloud in the menu
2. Press Sign Out
- Or
 1. Open the Menu
 2. Quit Fingerworks
 3. Press Sign Out of Cloud

10.14 Forgot Password

1. Goto Cloud in the menu
2. Goto Login
3. Enter your email
4. Press Forgot Password
5. Goto your email and follow the link
6. Enter your new password
7. You can now login with your new password

10.2 Configure Tweet Deck

For this setup you need to have already created a account at <https://tweetdeck.twitter.com/> and created a column for your collection

1. Login to Tweet Deck using your browser
2. Open Fingerworks and go to your menu > Cloud > Configure Tweet Deck

3. Press Authorize Tweets. This will launch a browser to Tweet Deck for you to give FingerWorks access to the twitter account you are logged into or the one you log into when prompted.
4. Authorized FingerWorks Social Media to use your account by pressing the Authorize app
5. Get the consumer pin and copy it
6. Go back to FingerWorks and paste it into the consumer pin area
7. Click Validate Pin button to make sure it is valid. If invalid, repeat steps 4-7
8. Find the Collection ID
9. Open up the collection options
10. Click on View on twitter.com
11. Copy the number at the top or the url, ie. 968572174893289472
12. 9. Go back to FingerWorks and paste that into Get Tweets By Collection
13. 10. Press the Get Tweets By Collection button
14. 11. The Tweets have now been added to your Social Media Menu (see 8 Social Media for more information)

10.3 Update From Cloud

If you have added tweets to your Social Media through the fingerworks-cloud.firebaseio.com. This will update your posts from the cloud.

11 Media

Accesses all the video files in the FingerWorks/Media folder and imports them for use in presentation mode. This import method is used to be frame specific when importing or exporting video.

11.1 Queue

The Queue shows media that is in line to be converted. The larger the file, the longer it will take to be converted.

11.2 Completed

Completed shows the files that have finished converting that can now be used

12 About / Licensing

Displays information about your license type, system information and to register your product.

12.1 Force License Check

Checks to see how many days are left on your license or what kind of license you are running.

12.2 Register License

Displays the license registration window to register your product

12.21 Register Product

Copy your license key and paste it into the Enter Text Here. Then click Register and it will verify if your key is authorized. If it is confirmed it will then show how many days are left on the product.

12.22 Start Trial

To skip the registration process and start a trial product with a watermark. Press the Start Trial button.

13.12 Play Bar

The Play Bar is utilized for playing videos in your FingerWorks/Media folder. The clips will be processed in the Media menu (see 10 Media) then ready to play in the clip's menu. Opacity of the Play Bar can be changed in the User Settings > Presentation Mode Settings (see 4.6 Presentation Mode Settings).

13.1 Enable the Play Bar

Enable the Play Bar by pressing the Play icon in the top right corner

13.2 Select Clips

- Press the clip button to select a clip of your choice.
- If the clip is greyed out with a loading bar, it is still being processed.
- Click and drag left or right to if you have more than five clips

13.3 Play Button

The play button is used to play, pause, fast forward and rewind clips

- Click once to play or pause
- Click and drag up to fast forward up to 2x speed
- Click and drag down to rewind up to 2x speed

13.4 Forward / Back Single Frames

Press the left button to go back a single frame

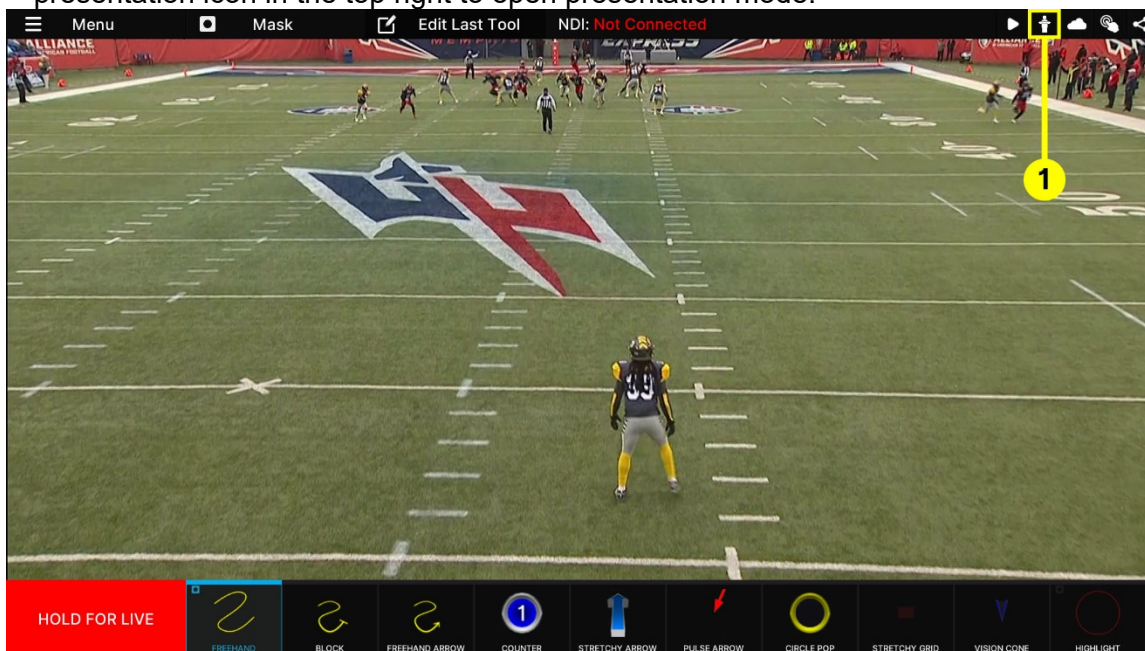
Press the right button to go forward a single frame

13.5 Horizontal Mode

Drag the Play Bar to the bottom of the screen to have it go into horizontal mode.

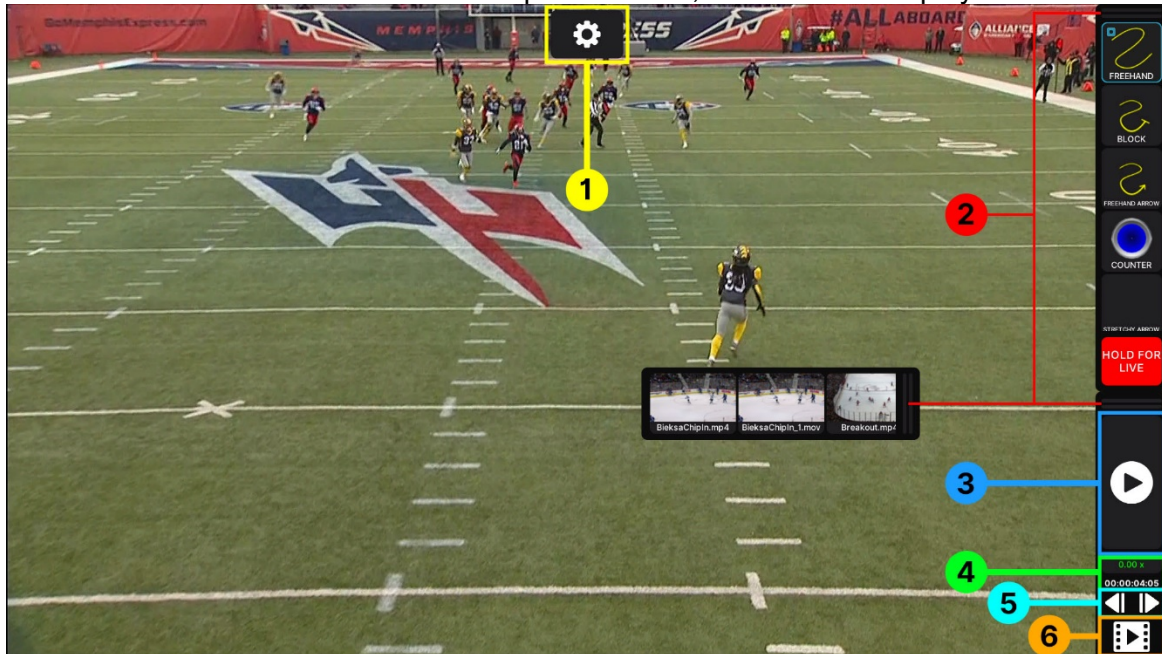
14 Presentation Mode

Presentation mode allows you to control videos and place tools from the client. Press the presentation icon in the top right to open presentation mode.



14.1 How to Use Presentation Mode

Presentation mode will enable the options button, tool bar and the play mode bar.



14.11 Presentation Mode Options

Opens the Presentation Mode Options panel to exit presentation mode, display or hide bars. (see *Presentation Mode Options*)

14.11a Move, Resize, Horizontal or Vertical Mode

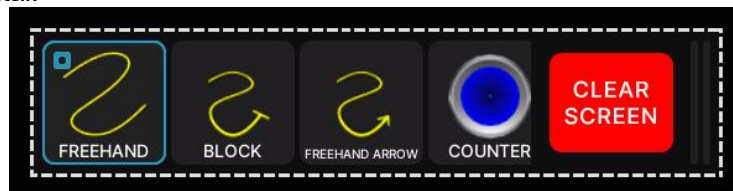
Moving, resizing or changing from horizontal or vertical mode is all done with the drag handles.

14.11b Move

To move the panels around, click and drag the handle to the new position.

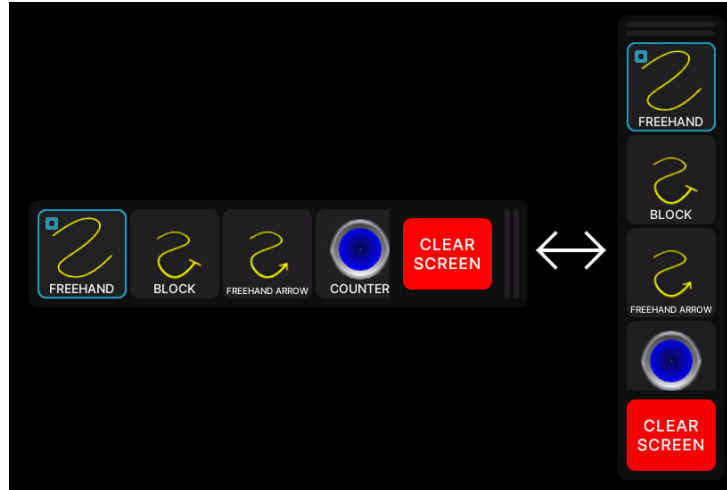
14.11c Resize

Click and hold on the handle until a dotted line is seen around the panel. You can then size the bar by dragging up and down if it is vertical; or left and right if it is horizontal.



14.11d Horizontal or Vertical Mode

Double click on the handle to change the orientation from horizontal to vertical or vertical to horizontal.

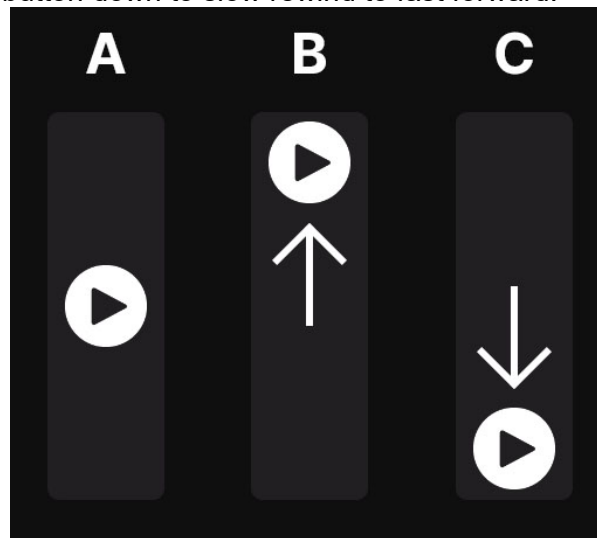


1.

14.12 Play Pause Button

The play pause button is used to play, pause, fast forward and rewind

- Click the play button to play and pause.
- Drag the play button up to slomo forward or fast forward.
- Drag the play button down to slow rewind to fast forward.



14.13 Time Stamp and Speed

This top number shows the time of the clip. The bottom number displays the speed that the clip is playing at. Click the clip speed to play at half, quarter or full speed.

14.14 Forward Frame / Back Frame

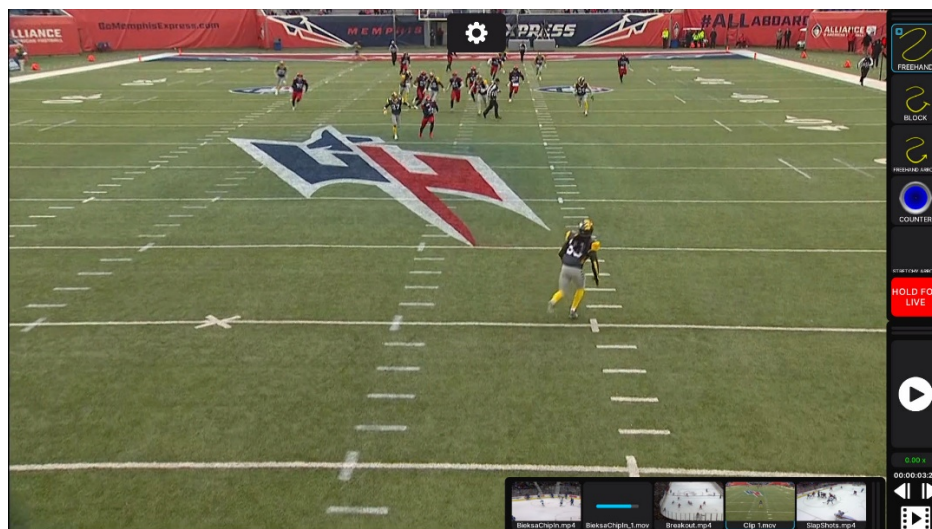
The left icon is to go back a frame. The right icon is the go forward a frame.

- Click and hold the back frame button to go to the start of the clip.
- Click and hold the forward frame button to go to the end of the clip.

14.15 Clip Bar

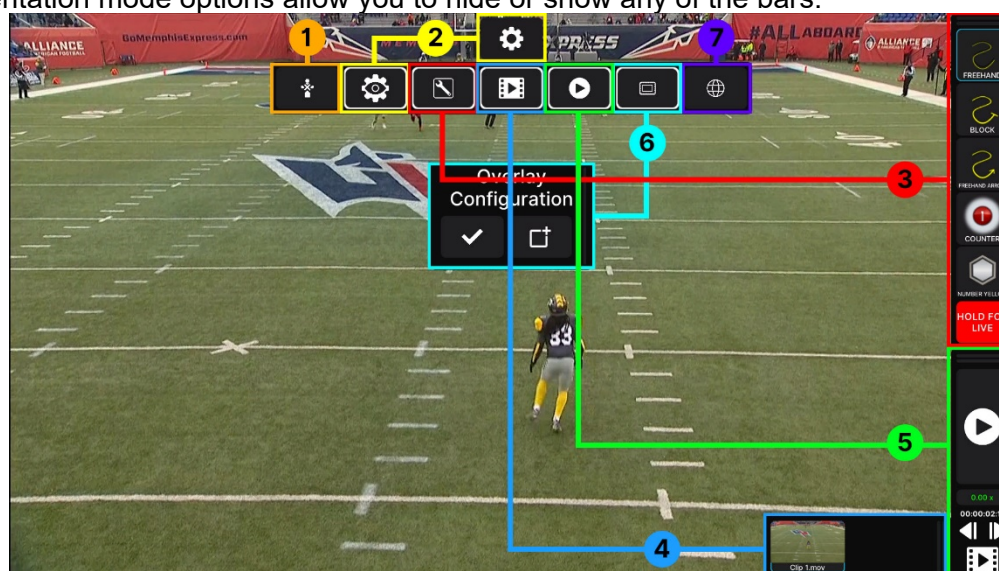
This button opens the clip bar to change clips. Click again to hide the clip bar.

- Click a clip to start to play.
- Drag left or right to access clips if you have more than five.



14.2 Presentation Mode Options

Presentation mode options allow you to hide or show any of the bars.



Exit Presentation Mode - This icon exits out of presentation mode.

Options Button - Displays or hides the options button. The options button will always be in this location, click the location again to show your settings.

Toolbar - Displays or hides the toolbar.

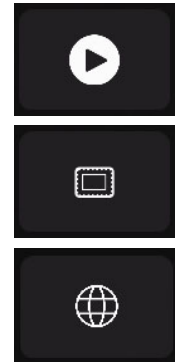
Clips Bar - Displays or hides the clips bar.



Play Bar - Displays or hides the play bar.

Overlay Configuration - Displays the overlay configuration.

Webview - Displays the webview button.



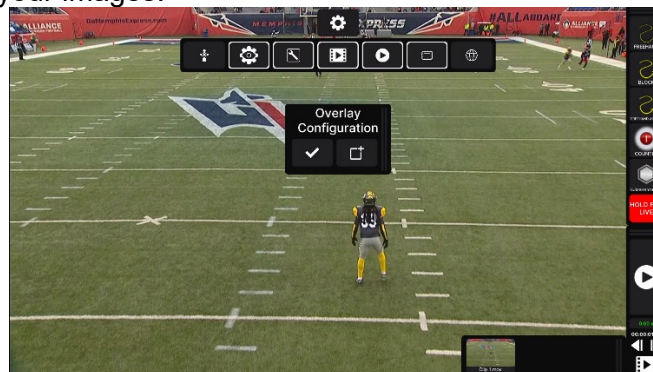
14.3 Overlay Configuration

Adds an image onto the screen that is on top of all drawings and videos. This image can be positioned, resized, and have its opacity changed.

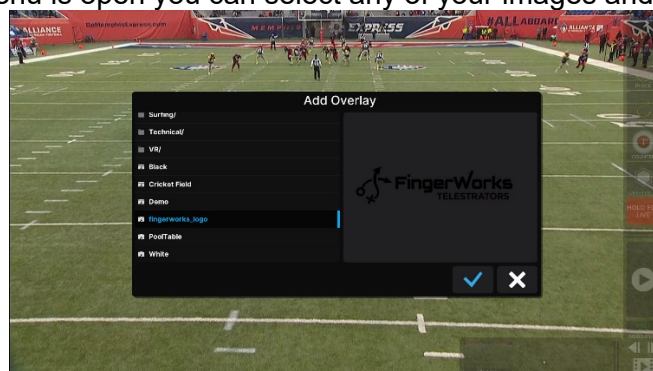
14.31 Adding Overlay

To add an overlay into FingerWorks place your jpg, png or tga into the FingerWorks 6/Media folder.

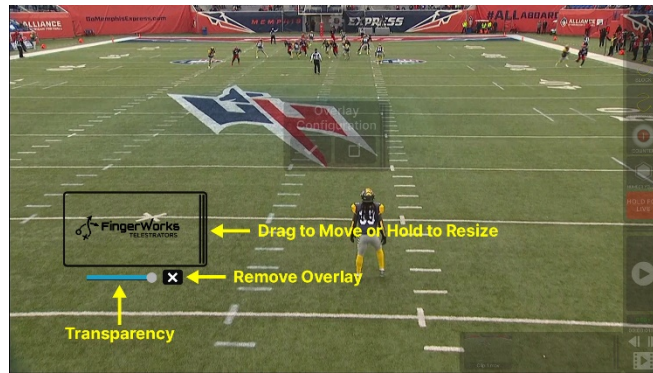
In FingerWorks click the Overlay button to open the menu and click the plus icon to start to add your images.



Once the menu is open you can select any of your images and click the checkmark

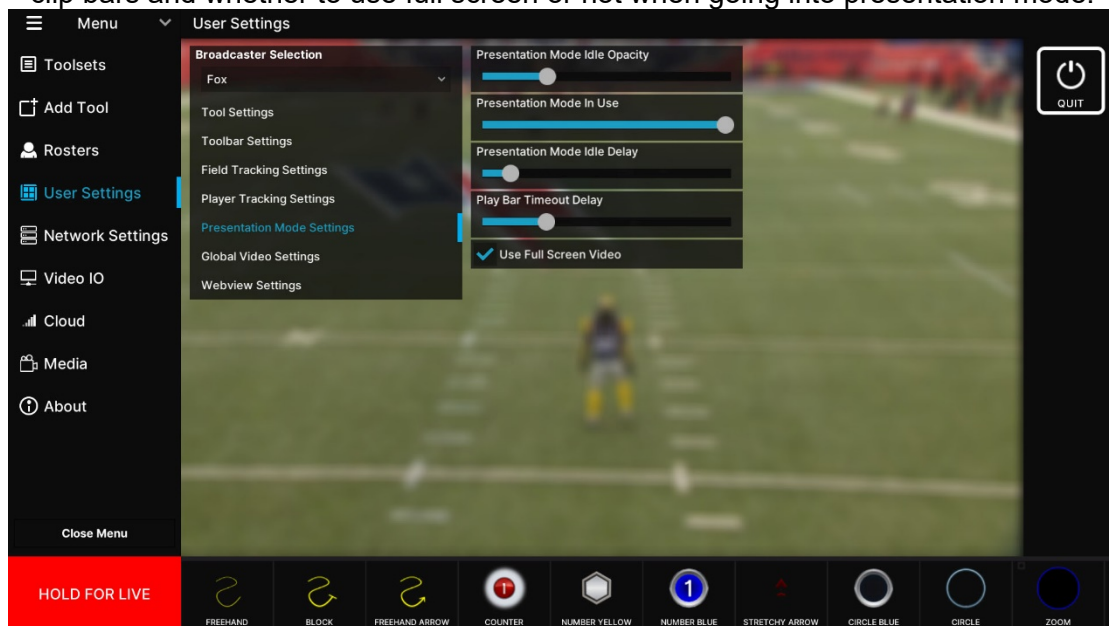


You can drag the image to any position. Or click and hold to resize the image. The slider also allows you to change the transparency.



14.4 Presentation Mode Settings

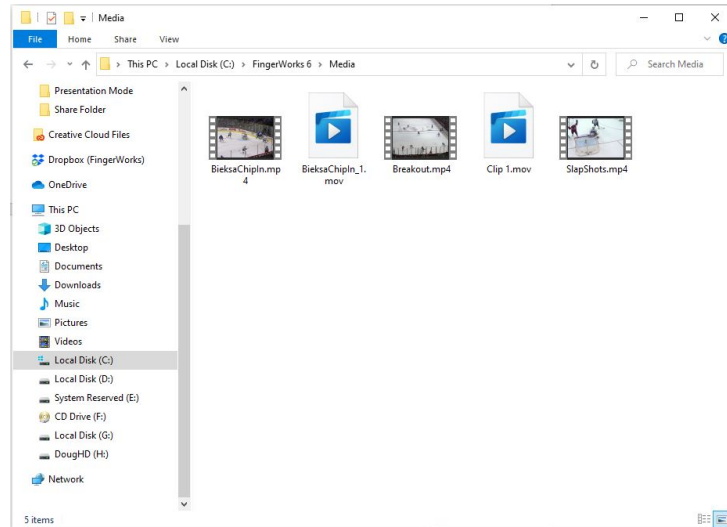
The presentation mode settings will change the interaction options with the tool bar and clip bars and whether to use full screen or not when going into presentation mode.



- Presentation Mode Idle Opacity – The opacity when the toolbar has not been touched
- Presentation Mode In Use Opacity – The opacity when the toolbar is touched
- Presentation Mode Idle Delay – The time from when the toolbar is touched to when it starts to enable Idle Opacity
- Clip Bar Timeout Delay – This is the time it takes for the clip bar on the playback bar to go away after being opened.
- Use Full Screen Video – When presentation mode is activated, the video will go to full screen

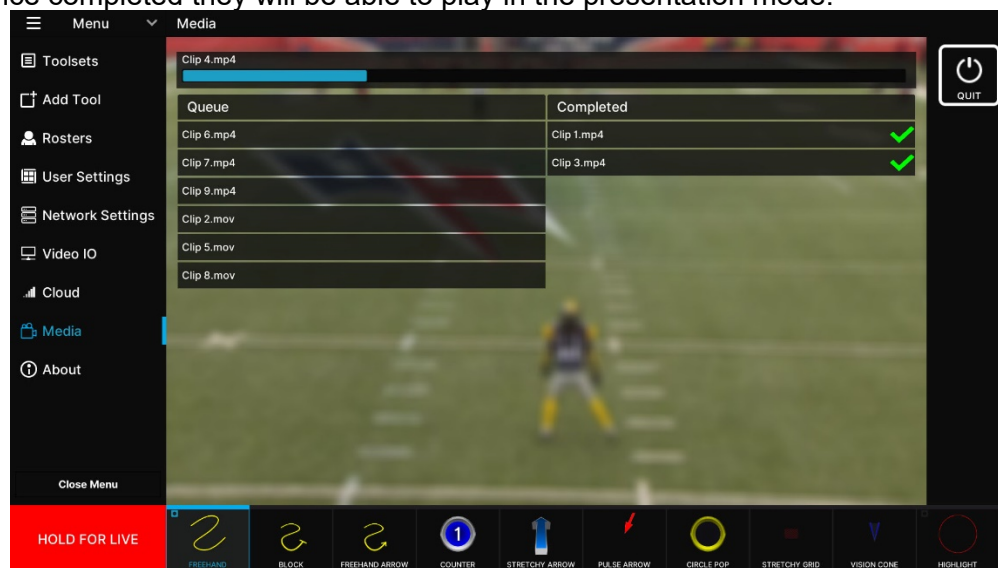
14.5 Importing Clips

To import a clip, copy your clips into the Media folder. Once placed in the folder, open FingerWorks and it will start to process the media.



14.51 Media Menu

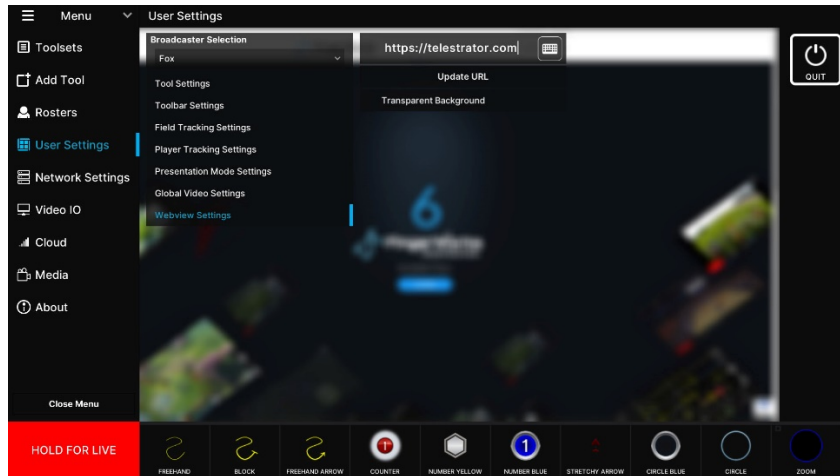
This menu shows the files that are being imported and what has completed. Once completed they will be able to play in the presentation mode.



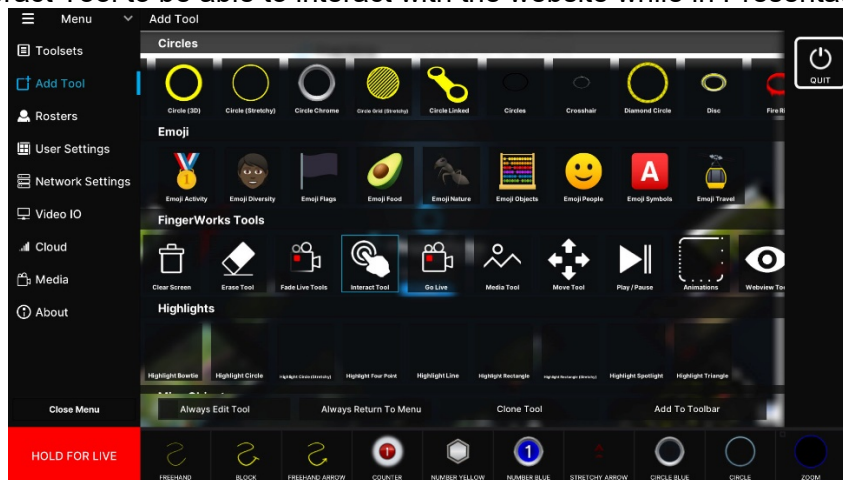
15 Webview

Webview allows you to navigate a website using the interact tool.

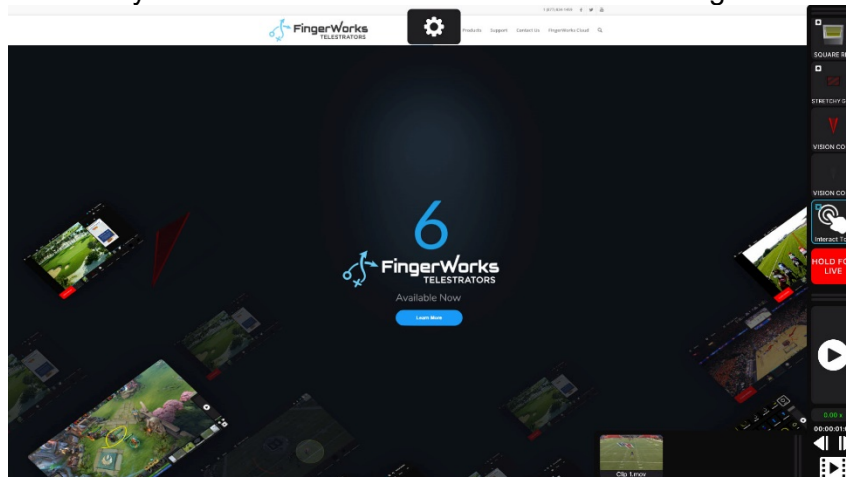
To change the website url, open the menu and go to User Settings/Webview Settings. Then click the Update URL.



Add the Interact Tool to be able to interact with the website while in Presentation Mode.



In presentation mode you can now select the interact tool and navigate the website.



16 Mask

Masking allows for tools to be placed under players using the mask.

16.1 Setting Up a Basic Mask

When first opening the mask menu, you will see a pink color that changes to orange over time. This color is showing what will not be masked.

- The autoMode will take the dominant color of your video or image to use as the mask
- If the dominant color is not being used. Press the Reset button and turn on autoMode again for it to select the dominant color

16.2 Editing Mask

16.21 Multiple Colors

With autoMode the Main Color is selected. To manually select colors, press the Main/Second/Third/Fourth Color button then click on the field. This will add that color to the mask.

16.22 Reset

To Reset your mask, press the reset button. This will remove all settings from the mask for you to start over.

16.23 Color Threshold

Expands or contracts the multiple colors selected and how much impact they have on the mask.

16.24 Pop-Out Players

Finely tunes the mask for the edges of the mask to clean up holes in the mask.

17 Editing Tools

To edit a tools details and save it to your toolbar. Browse the different options by choosing the category at the top of the bar. There are four ways to access editing a tool.

- When you add a tool, turn on Always Edit Tool (*see 2.1 Always Edit Tool*)
- Double clicking a tool to edit it
- Click a tool once, then click Edit Last Tool
- Draw a tool on screen, then click Edit Last Tool

17.1 Presets

These are default configurations for the tool for a quick edit. Use them by clicking one and saving changes.

17.2 Basics

Color, renaming, and perspective are the main settings in this category

17.21 Renaming Tools

Click to edit the name and enter whatever name you want

17.22 Color

Click on any color to change the color of the tool

17.22a Eye Dropper

Click on the Eye Dropper icon and drag over to select a color on your screen. This will change the color of the tool

17.22b Save Color

Click on the Palette Icon to save your currently selected color

17.22c Advanced

Advanced allows you to pick a specific color by using the sliders or selecting the RGB.

1. Enter the RGB values to select a specific color then click the palette icon to save the entry.
2. Click on Default to go back and see your saved colors in the third row of colors

17.23 Transparency

Change the transparency of the tool you are editing.

Far left is Opaque and far right is transparent.

17.24 Perspective

- On Screen – Set the tool to be on screen
- Over Players – Set the tool to be in 3d using the grid and not using the mask
- Under Players – Set the tool to be in 3d using the grid and to use the mask (*see 13 Mask on how to edit the mask*)

17.3 Size

17.31 Lock

Edit the Height, Width and Length at the same time, or unlock to change each individually

- Size – changes Height, Width and Length uniformly
- Height – Changes the height of the tool
- Width – Changes the width of the tool
- Length – Changes the length of the tool

17.32 Top Width

Change the top size of the tool

17.33 Bottom Width

Change the bottom size of the tool

17.34 Line Thickness

For any Line Draw tool, it edits the thickness of the line

17.35 Line Style

Adds spaces between the line to create a dash line

17.36 Network Interpolation Mode

Interpolate – smooth out the line drawing over the network

17.37 Network Buffer Duration

The time delay that is used to buffer the line drawing over the network

17.38 End Cap

Changes the end of the line drawing to different shapes

- Filled Triangle – a filled triangle
- Triangle – a triangle with a hole
- T-Shape – a T shape
- Sides Only – sides of a arrow

17.39 Angle

Changes the left and right angle of the tool

17.310 Perspective

Changes the up and down angle of the tool

17.311 Rotation

Changes the rotation of the tool

17.4 Text

Enter your text into the text field then change any of the settings

17.41 Text Size

Changes the size of the text

17.42 Transparency

Changes the transparency of the text

17.43 Text Color

Changes the color of the text (*see 14.22 Color for more information*)

17.44 Anchor

- Middle – sets the anchor to the middle
- Left – sets the anchor to the left
- Right – sets the anchor to the right
- Top – sets the anchor to the top
- Bottom – sets the anchor to the bottom

17.45 Horizontal Offset

Move the text to the left or right originating from the anchor point

17.46 Vertical Offset

Move the text up or down originating from the anchor point

17.47 Offset Is Relative

Text offset is relative to the tool's direction. Mainly used for directional tools like stretchy arrows to be relative to the direction.

17.48 Rotation Follows Shape

Text rotation follows the rotation of the tool. Mainly used for 3d tools to face on screen or to follow the rotation of the tool.

17.49 Always Upright

Always keeps the text upright for rosters

17.410 Alignment

Change the alignment of the text to one side of the text

- Top Left
- Top Center
- Top Right
- Mid Left
- Mid Center
- Mid Right
- Bottom Left
- Bottom Center
- Bottom Right

17.411 Text Type

- Custom Text – type any text into the text field

- Auto Number – auto counts starting from one
- Auto Letter – auto counts through the alphabet starting at A

17.5 Drop Shadow

17.51 Enabled

Turn the drop shadow on and off

17.52 Color

Change the color of the drop shadow (see 14.22 Color for more information)

17.53 Transparency

Change the transparency of the drop shadow

17.54 Horizontal Offset

Move the drop shadow to the left or right

17.55 Vertical Offset

Move the drop shadow to up or down

17.6 Transition

Change the animation, fade in or out when placing the tool or clearing a tool.

17.61 Choose Transition

Transition occurs when clearing or erasing a tool

17.62 Fade Over Time

Fade the tool in or out over time

17.62a Fade On Speed

The time it takes for the tool to fade on

17.62b Fade Out Option

To erase the tool after a period of time

- None – do not fade out
- Erase After Delay – erase after a period of time set by Delay Before Fade Out (see Delay Before Fade Out)
- Erase After Touch Finished – erase the tool after you release

17.62c Delay Before Fade Out

The delay before fading out when clearing a tool

17.62d Erase Speed

The time it takes to fade out when erasing or clearing a tool

17.63 Draw Over Time

Draw or erase the tool over a period of time from head to tail or tail to head. Used for all line draw tools.

17.63a Auto Erase Option

To erase the tool after a period of time

- None – do not fade out
- Erase After Delay – erase after a period of time set by Delay Before Fade Out (see Delay Before Fade Out)
- Erase After Touch Finished – erase the tool after you release

17.63b Draw-On Time

The time it takes for the tool to draw on

17.63c Erase Delay

The time it takes for the tool to erase or clear

17.63d Erase Time

The time it takes for the tool to erase from tail to head or head to tail
17.63e Erase Tail to Head

Change the option to change from tail to head or head to tail

17.64 Animations

17.64a Frame Rate

The frame rate of the animation from 0-60

17.64b Loop Start Frame

Loop the animation from a specific frame

17.64c Wrap Mode

- Stop – play the animation once and stop
- Loop – constantly play the animation from start to end
- Ping Pong – constantly play the animation forward then backward repeatedly

17.7 Zoom

17.71 Zoom Factor

The amount of zoom in for the tool

17.72 Live Zooming

- On: zoom in while the video is moving
- Off: take a still image of the zoom

17.73 Zoom In Time

The time it takes for the tool to scale from zero to the set size

17.74 Zoom Out Time

The time it takes for the tool to scale from the set size to zero

17.75 Fade On Speed

(see 14.62a Fade On Speed)

17.76 Fade Out Option

(see 14.62b Fade Out Option)

17.77 Delay Before Fade Out

(see 14.62c Delay Before Fade Out)

17.78 Erase Speed

(see 14.62d Erase Speed)

17.8 Tracking (field)

17.81 Mode

- Stamp To Field – Stamps the tool to the field, allows rotation and zoom.
- Single Point – Places tool at a single point. That point is tracked but does not allow rotation and zoom.

17.9 Tracking (player)

17.91 Size Preset

The size of the rectangle that will be tracking the player

- Tiny – sets size to tiny
- Small – sets size to small
- Medium - sets size to medium
- Large - sets size to large

- Huge - sets size to huge
- Custom – size the rectangle using width and size multiplier

17.92 Vertical Position

The position of the tracking placement to the tool

- Top
- Middle
- Bottom

17.93 Size Multiplier

Changes the size of the tracking rectangle when 14.91 Size Preset is set to custom

17.94 Width Multiplier

Changes the width of the tracking rectangle when 14.91 Size Preset is set to custom

17.95 Manual Mode

Click and drag to create the tracking rectangle

17.96 Show Tracking Bounds

Display the tracking rectangle when placing the tool

17.97 Clear On Tracking Loss

When tracking is lost, the tool will clear automatically

18 Hotkeys

18.1 FingerWorks

- G Show 3D Grid
- E Erase Tool
- X Clear Screen
- L Edit Tool
- V Deselect

18.2 16.1 Presentation Mode / Play Mode

- Return Play/Pause
- Backspace Play/Pause in reverse
- , Go back one second
- . Go forward one second
- 0 Seek Start
- 9 Seek End
- + Step Forward
- - Step Backward
- H Shuttle Forward
- J Shuttle Backward
- P Reset Shuttle