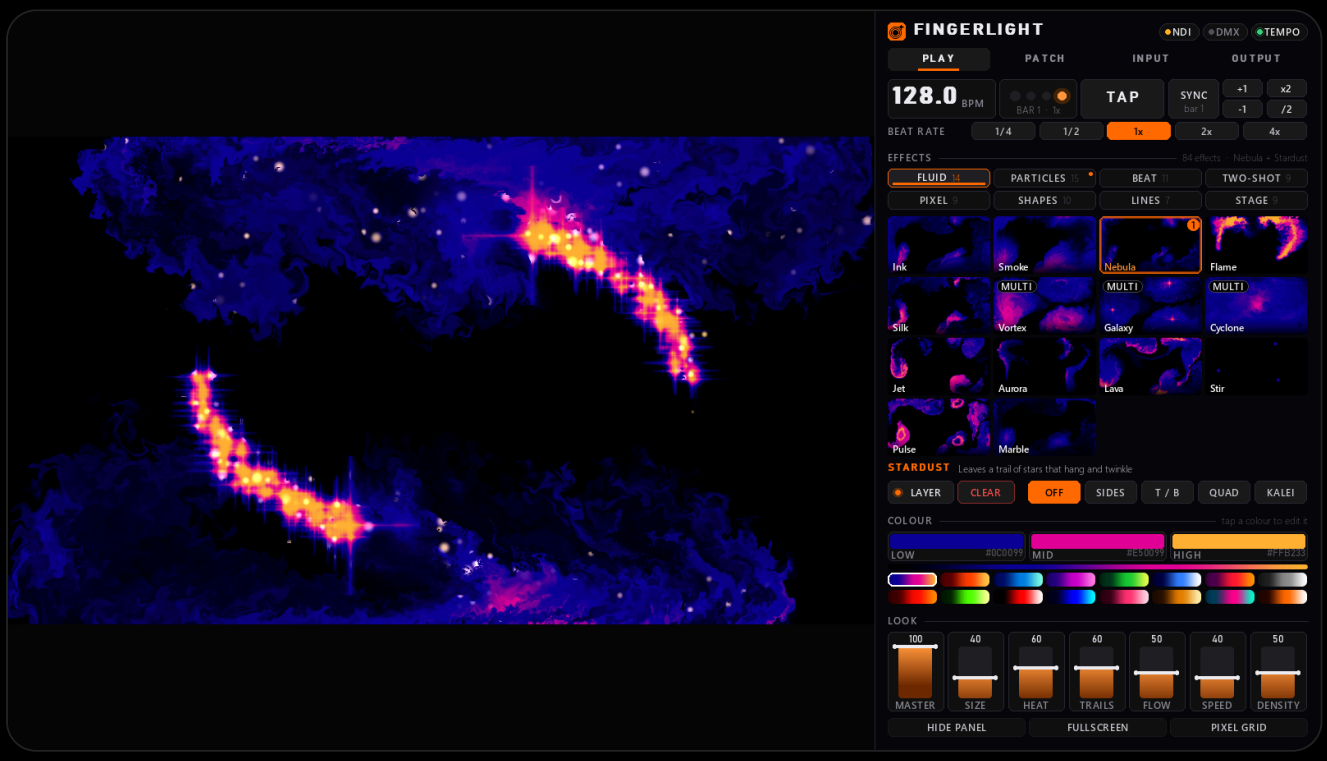
FINGERLIGHT

Quick Start Guide

From the installer to lights on the rig in about ten minutes: install, play, send the picture to your grandMA3 over NDI and let the console steer the colours over sACN or Art-Net.



1 What Fingerlight does

Fingerlight turns a touchscreen into a lighting instrument. Wherever your fingers touch, the PC draws moving colour on the graphics card. The picture goes out as an **NDI video source**, which the console pixel-maps onto LED walls, battens or any fixture grid. The console can send colours and controls back to Fingerlight over **sACN or Art-Net**.

> **ONE RULE** Fingerlight only lights up when you touch it. No finger on the glass means the output fades to black, so nothing ever plays by itself.

2 Install

1. **Run the installer**

   Double-click the installer you downloaded. No admin rights are needed: it installs for your Windows user and adds Start-menu and desktop shortcuts. If SmartScreen says *"Windows protected your PC"*, click **More info** then **Run anyway** (this can appear for new software). If Windows or your antivirus blocks the installer or removes files, restore or allow Fingerlight in your antivirus and run it again: the User Manual's Troubleshooting page has the steps.

2. **Start Fingerlight**

   Use the desktop shortcut. The first time, Windows Firewall asks for network access: **allow it on Private networks**. NDI and DMX both need it.

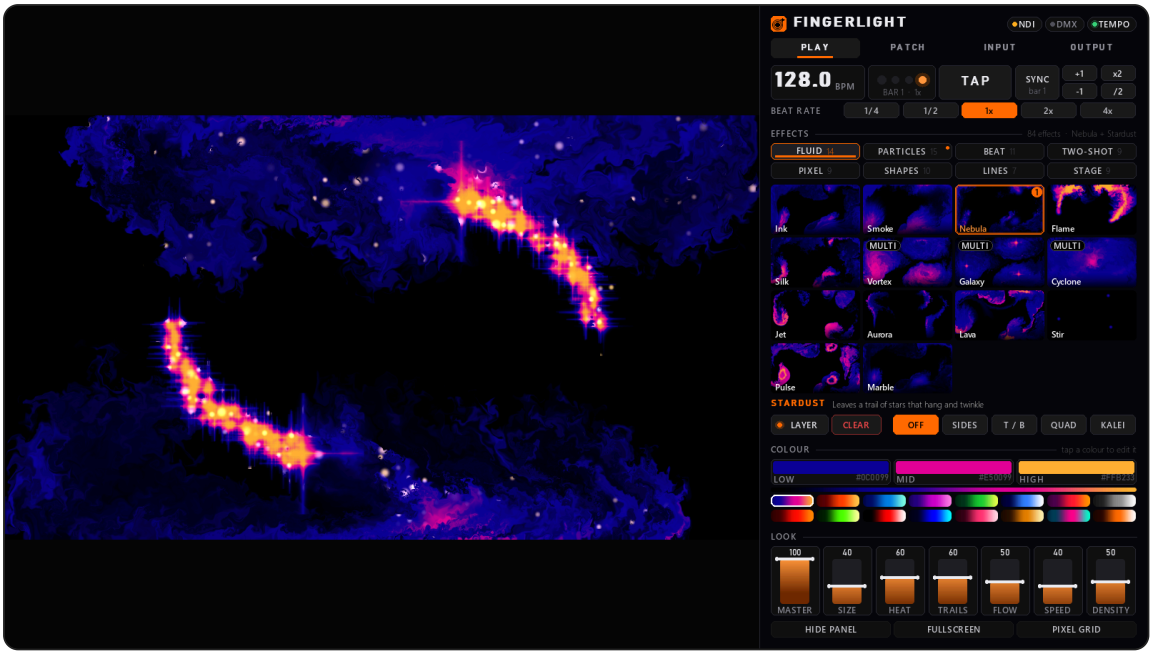
3. **Check the graphics**

   Any graphics card from the last ten years works (OpenGL 3.3). Everything else, including the NDI runtime, is inside the installer.

4. **Activate your license**

   Without a key it runs as a DEMO with a watermark. Copy the key from your purchase email, then on the `OUTPUT` page tap `ENTER KEY`, `PASTE`, `OK`. One key, 2 machines. No internet at the show? See the manual, section 2.

3 The screen



Left: the canvas, the picture that goes out over NDI. **Right: the panel**, with the four pages PLAY, PATCH, INPUT and OUTPUT. The three lamps at the top right show NDI, DMX and tempo status (green working, amber waiting, red problem, grey off).

4 Play

1 Touch the canvas

Drag a finger across the picture on the left. Put more fingers down: many effects do more with two, three or more fingers. Lift every finger and the picture fades to black.

2 Pick an effect

On the PLAY page, tap a group (FLUID, PARTICLES, BEAT, TWO-SHOT, PIXEL, SHAPES, LINES, STAGE), then tap a tile. Each tile shows a real frame of that effect in your colours. The line under the tiles says what the effect does.

3 Stack effects

Switch LAYER on and tap up to six tiles; they play together. The numbers on the tiles show the stacking order. CLEAR wipes the canvas.

4 Mirror

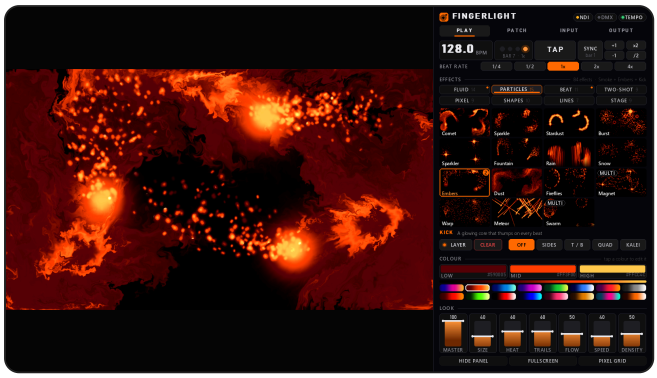
SIDES, T / B, QUAD and KALEI copy what you draw for symmetric looks.

5 Colour

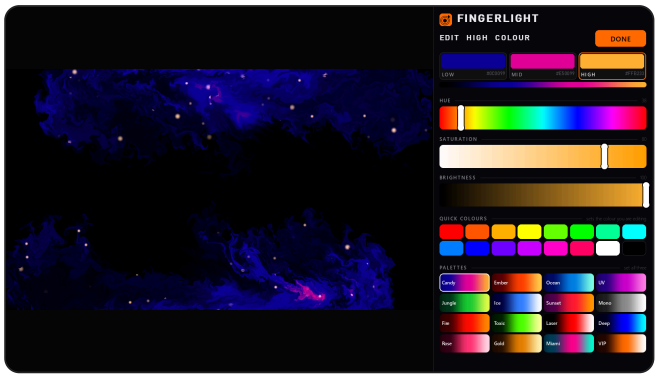
Tap one of the 16 palette chips to set all three colours at once, or tap the LOW, MID or HIGH swatch to open the colour page and set it exactly. Tap DONE to come back.

6 Shape the look

The seven faders under **LOOK** set Master level, Size, Heat, Trails, Flow, Speed and Density. Slide with a finger.

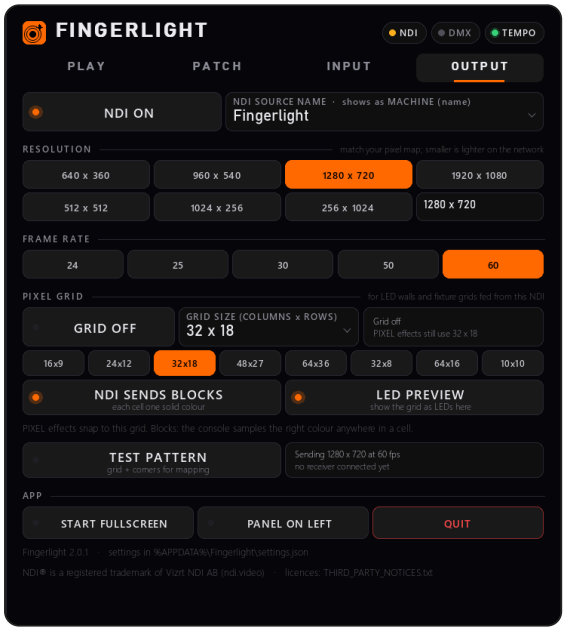


LAYER on: Smoke, Embers and Kick stacked, Ember palette.



Colour page: hue, saturation, brightness, quick colours and palettes.

5 Get the picture to the console (NDI)



OUTPUT page.

1 Check NDI is on

On **OUTPUT**, **NDI ON** is lit by default. The source appears on the network as **PC-NAME (Fingerlight)**. Tap the name field to rename it.

2 Pick a size

Choose a **resolution** close to your pixel map (1280 x 720 is the default) and a **frame rate** (60 is the default).

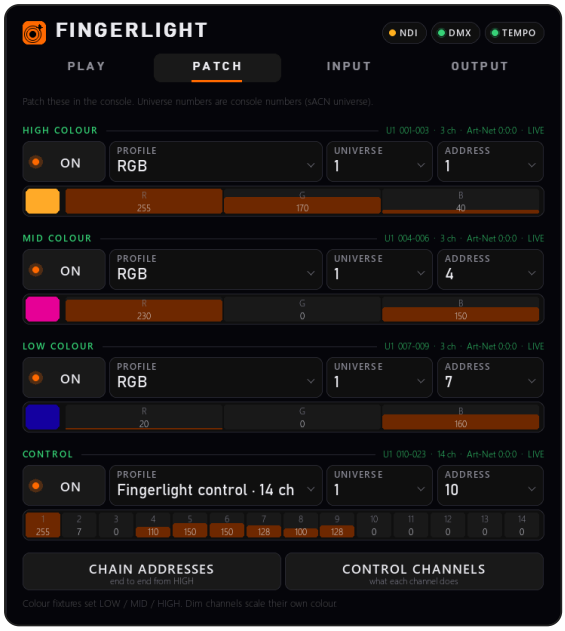
3 Receive it on the console

Select the Fingerlight NDI source on your grandMA3 (or media server) and map it onto your fixtures. When a receiver connects, the NDI lamp turns green and the panel shows the receiver count.

4 Line it up

TEST PATTERN sends a grid with coloured corners (red top left, green top right, blue bottom left, white bottom right) so you can check the mapping is the right way round.

6 Let the console steer (sACN / Art-Net)



PATCH page with the console sending: every row is LIVE and shows its channel values.

1 Patch in Fingerlight

On **PATCH** there are four fixtures: HIGH, MID and LOW colour (RGB, 3 channels each) and a 14-channel CONTROL fixture. Default: universe 1, addresses 1, 4, 7 and 10. Tap a field to change it; **CHAIN ADDRESSES** lays them end to end.

2 Patch the same in the console

Use fixtures with the same channel layout (a plain RGB fixture is enough for the colours). **CONTROL CHANNELS** lists what each control channel does.

3 Pick the network port

On **INPUT**, check **DMX INPUT ON**, choose sACN, Art-Net or both, and under **Listen on** pick the port that faces the console.

4 Check it is live

The DMX lamp turns green, each row on PATCH turns green with **LIVE**, and the channel values move as you play the console.

7 Tempo

The BEAT effects and some PIXEL and TWO-SHOT effects lock to the tempo. Tap **TAP** four times on the beat, or tap the BPM number to type one. **SYNC** makes "now" the first beat of the bar. The console can also set the BPM and tap the beat (CONTROL channels 13 and 14).

8 Show mode

- **FULLSCREEN** fills the screen; **HIDE PANEL** gives the whole screen to the canvas. Tap the orange **PANEL** tab in the top corner to bring the panel back.
- Settings are saved automatically and come back the next time you start.
- With a keyboard attached: F11 fullscreen, Tab hide or show the panel, C clear.
- To quit, tap **QUIT** on OUTPUT, then tap it again within three seconds.

The full User Manual covers every effect, every setting and troubleshooting.

Fingerlight 2.0.2 · Visually Impressive Productions · Patent pending · NDI® is a registered trademark of Vizrt NDI AB.