



Telestrator

Telestration iOS Software

Version 6.8

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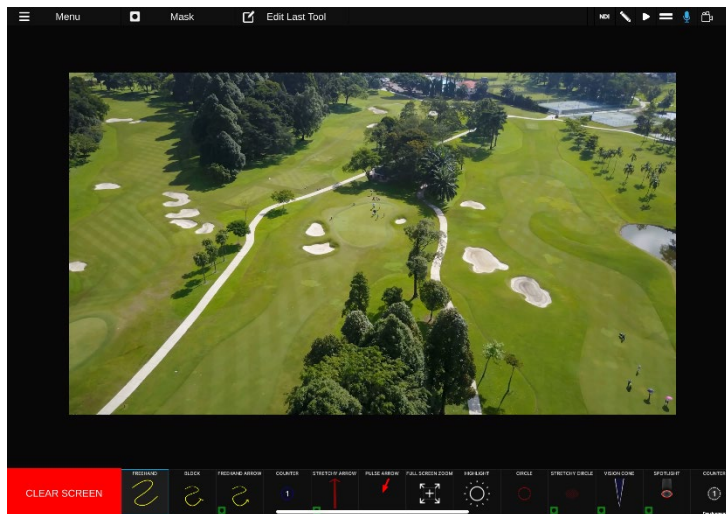
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2 Getting Started

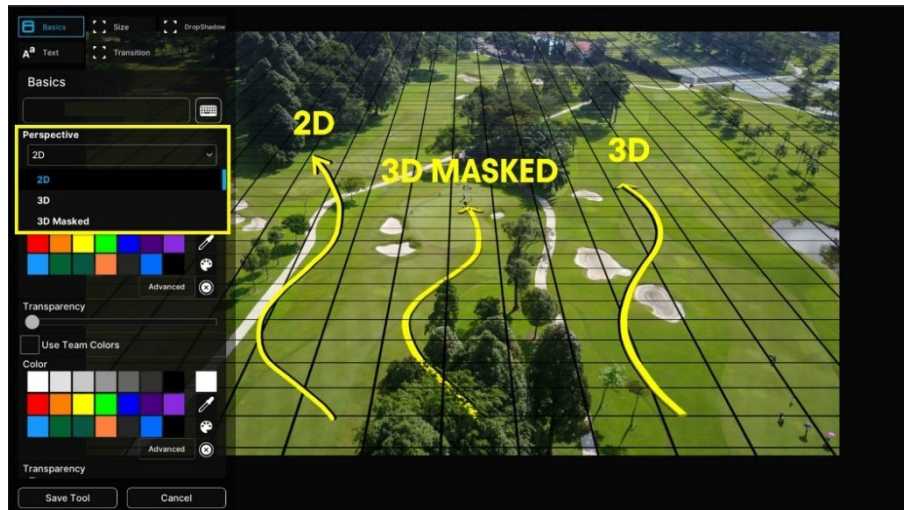


Find our product on the apple store under Telestrator and download the app.

If you are using media clips, then go to Menu and Media then press the Open Media Folder button and select your media clips. Once your media is imported, enable the play bar by pressing the play button in the top right. See [Media](#) on how to import media clips and play them.

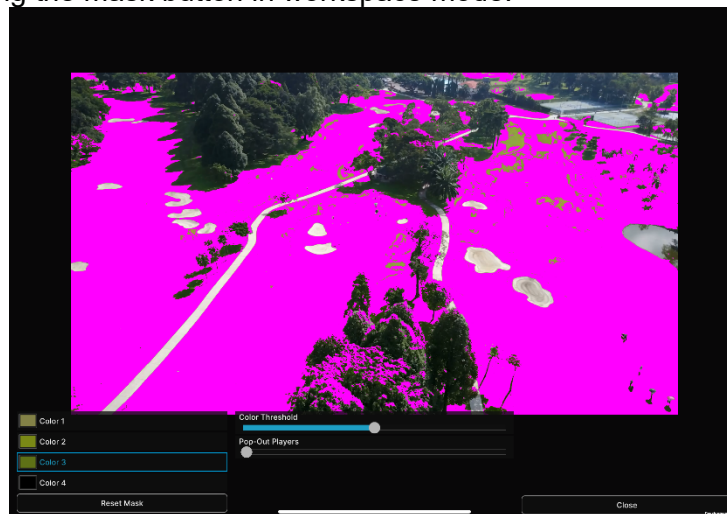
Customize your toolset by loading a previously created toolset from the toolsets menu or create a new one. See [Toolsets](#) on how to load and create toolsets.

Click any of the tools on your toolbar and draw them on the screen. The tools can be placed on screen in 2D mode. Use the grid and place over players in 3D mode. Or use the mask and grid to draw them under players in 3D masked. This manual offers definitions for all the options available in FingerWorks.



See [Editing Tools](#) for more information

After you have added tools to your toolbar they can be edited. To edit a tool, double click the tool on your toolbar or draw it on the screen and press edit last tool. This will bring up the configuration panel that you can change color, size, perspective and more. If you set the tool into 3D Masked then it will use the mask to cut out the tool. The mask can be edited by pressing the mask button in workspace mode.

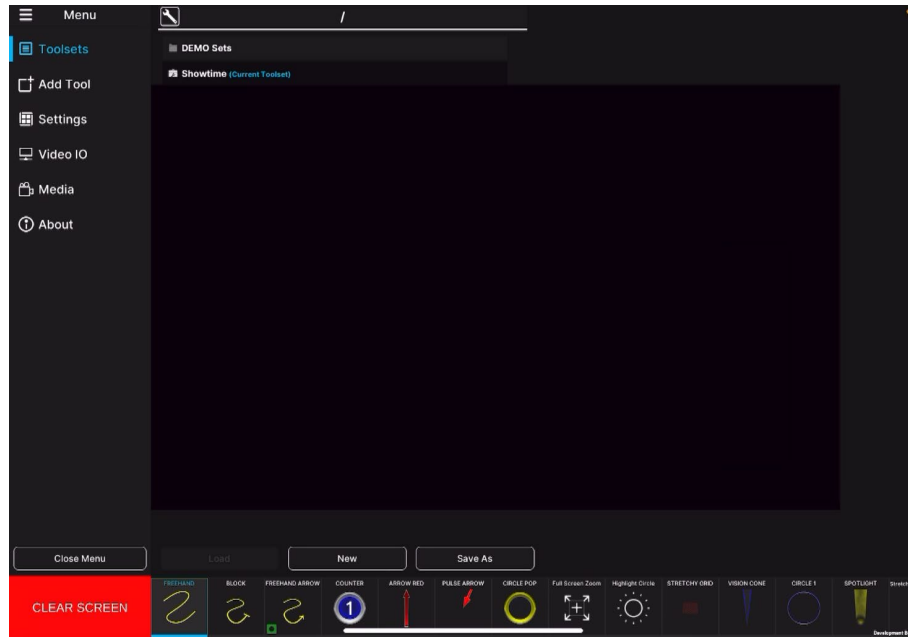


See [Mask](#) for more information

Use the play bar to start to play your clip and record the telestration using the record button in the top right.

3 Toolsets

Toolsets are tools and rosters that are saved as a custom toolbar under a unique name. You can add, remove, and edit tools that are added to your toolbar. Toolsets can be copied over to other FingerWorks products.



3.1 Toolset Name

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

3.2 Toolset List

The toolset list is your collection of toolsets.

3.21 Load

Loads an existing toolset from the Toolset List.

- Select a toolset from the Toolset List.
- Once highlighted the Load button will become available.
- Click the Load button to select the toolset.

3.22 New

Create a new toolset that has no tools on the toolbar.

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

3.23 Save As

Saves the current toolset under a new name.

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

4 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 tools to move the list up and down. Hold and drag on a tool to add it to your toolbar. Or select a tool and click Add To Toolbar.



4.1 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.

4.2 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.

4.3 Clone Tool

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

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

4.4 Add To Toolbar

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

4.5 Categories

Categories of the tools are located on the right side.

- Select a category to jump to that section of the add tools menu.

4.6 Removing Tools

To remove a tool, press and hold onto the tool you want to remove. Then drag it to the center of the window where it shows a trash can and delete tool.

4.7 Moving Tools

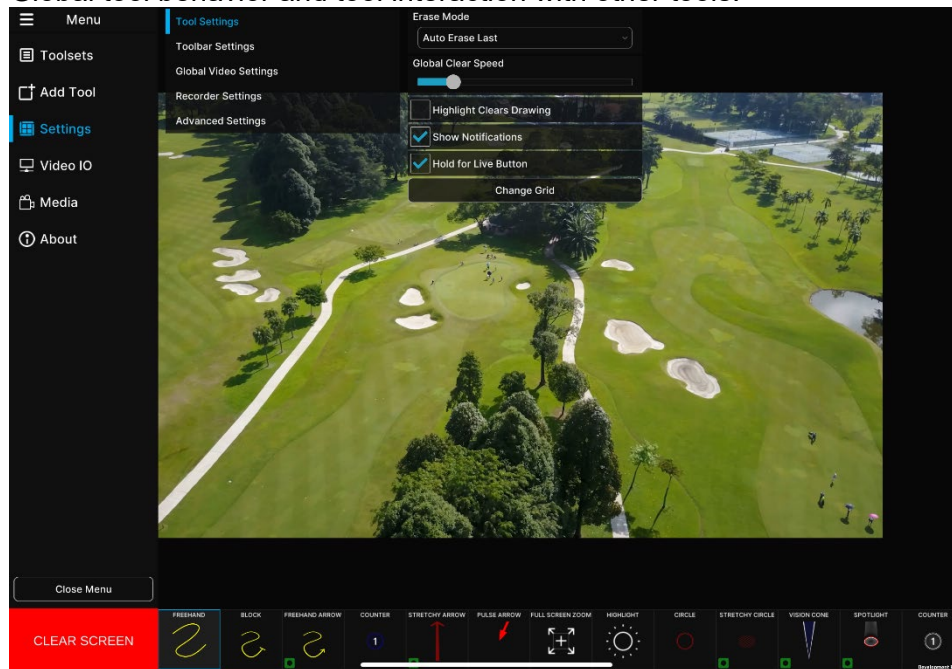
To move a tool, press and hold onto the tool then drag it to the position or toolbar. A wrench icon will appear for the location that you are moving it to.

5 Settings

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

5.1 Tool Settings

Global tool behavior and tool interaction with other tools.



5.11 Erase Mode

To add the erase tool, go to Menu > Add Tool > FingerWorks Tools > Erase Tool. This tool allows you to erase one tool at a time that has been drawn.

- 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.

5.12 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%.

- To turn this off on specific tools and use the tools setting. Edit the Tool > Transition > Ignore Global Clear Speed

5.13 Highlight Clears Drawing

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

5.14 Show Notifications

Turn on/off pop-up notifications that appear in bottom right corner.

5.15 Hold for Live Button

When using media clips to play/pause the Clear Screen button turns into the Hold for Live Button. This will disable the Hold for Live option and will only display Clear Screen when playing clips.

5.16 Change Grid

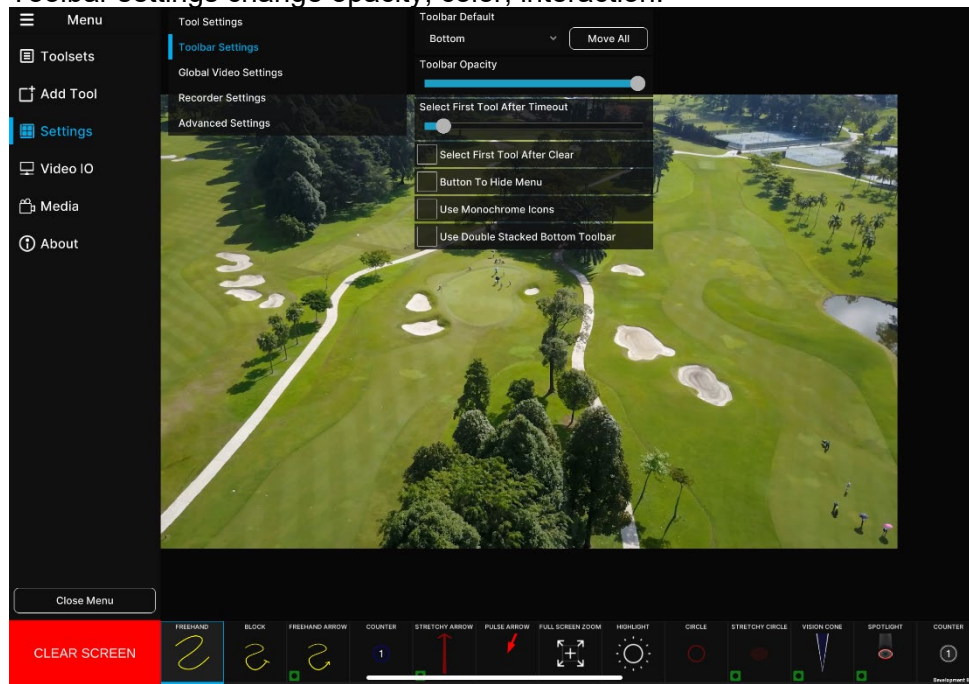
Change the angle of the 3d grid that the tools are being placed on by using the arrow buttons.

- Reset Grid – Resets the grid to the original position.

- Save Grid – Save the grid position.

5.2 Toolbar Settings

Toolbar settings 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 Select First Tool After Timeout

After an amount of time determined by the slider bar, the first tool will be selected.

5.24 Select First Tool After Clear

Select the first tool in your toolbar after pressing clear or erase.

5.25 Button to Hide Menu

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

5.26 Use Monochrome Icons

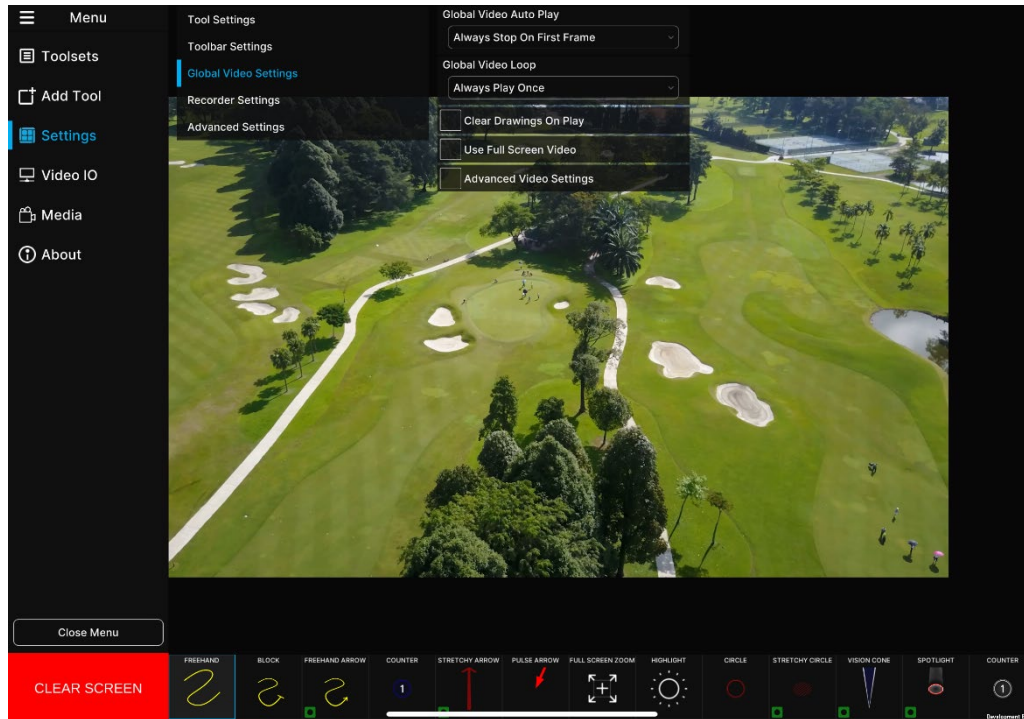
Change all tools images on your toolbar to white.

5.27 Use Double Stacked Bottom Toolbar

The bottom toolbar is divided into two rows.

5.3 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.



5.31 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

5.32 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

5.33 Clear Drawings On Play

- When playing clips, it clears the drawings when you press the play button on the clip bar

5.34 Use Full Screen Video

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

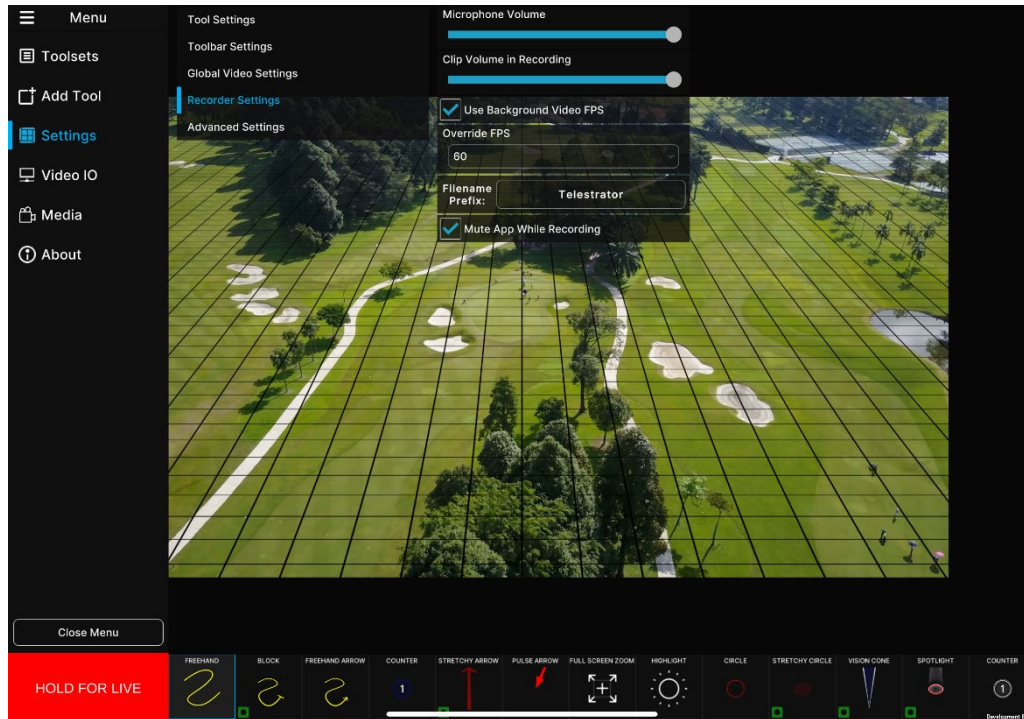
5.35 Advanced Video Settings

Enables more NDI options for stream scale and duplicating frame

- NDI Stream Scale – the NDI video output scale
- NDI Duplicate Frame – Output/Skip – the type of frame rate of NDI output

5.4 Recorder Settings

Options to change the audio recording settings.



5.41 Microphone Volume

- Change the incoming volume that the microphone is recording

5.42 Clip Volume in Recording

- Change your clips audio volume when recording

5.43 Use Background Video FPS

- Use the FPS of the clip you are playing as the recording clips FPS

5.44 Override FPS

- Overrides the FPS of the video using the dropdown menu

5.45 Filename Prefix

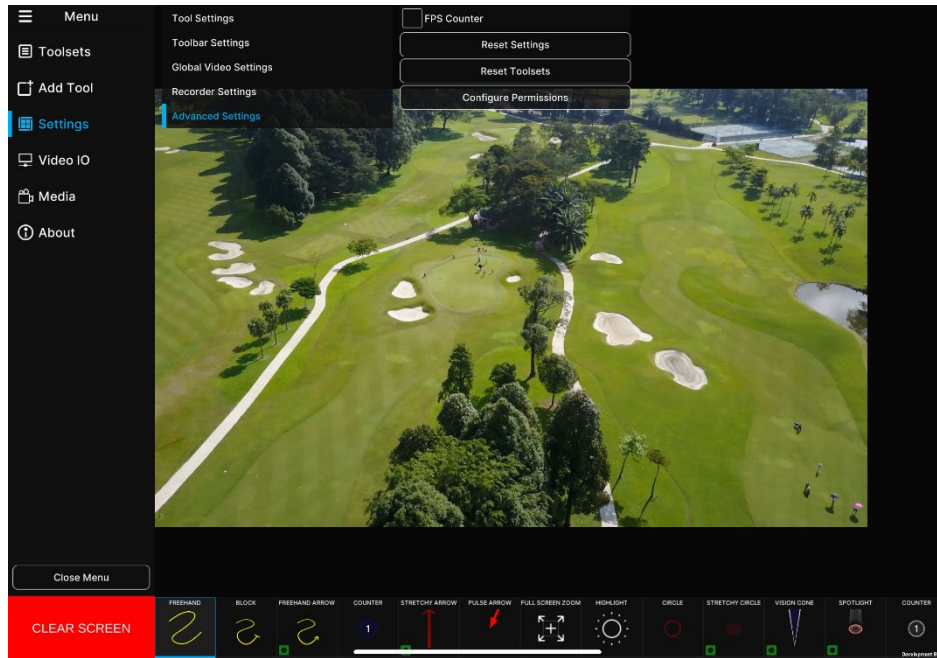
- Prefix of the name of the clip when recording

5.46 Mute App While Recording

- Mute the audio of the clip that is playing when recording

5.5 Advanced Settings

Settings to reset the app, configure permissions or try the tutorial again.



5.51 FPS Counter

- Always Auto Play – When a clip is selected the video will automatically play

5.52 Reset Settings

- Reset all your settings to the default

5.53 Reset Toolsets

- Remove all your toolsets that were created and set to default toolset

5.54 Restart Tutorial

- Starts the tutorial

5.55 Configure Permissions

- Set the permissions in Telestrator app for media, audio and NDI

6 Video I/O

6.1 NDI

6.11 NDI Video Input

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

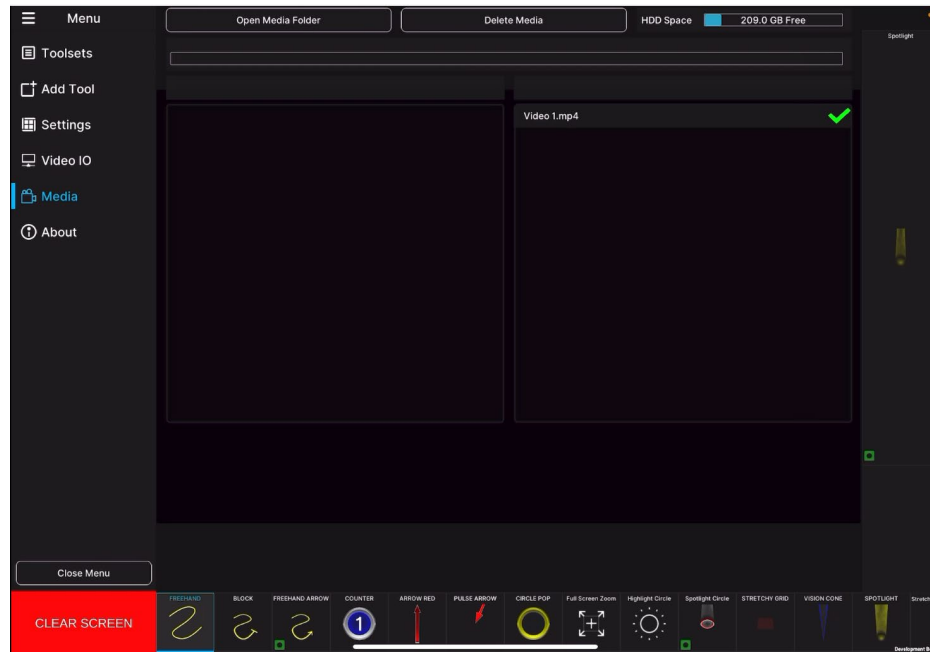
- Computer Name – the name of the NDI computer
- Source Name – the name of the NDI source
 - Clean – default for Video Fill, Key
 - External – Only Drawings
 - Internal – Drawings and Video

6.2 USB

6.21 USB Video Input

Input your USB into your computer. Select it in the list to load the video on the USB input. Can be used for the iOS cameras and other USB inputs.

7 Media



Accesses all the video files in your Photos and imports them for use in FingerWorks.

Video size supports ratio of 16 width and 8 height. If the video is not those ratios it won't be imported.

7.1 Importing Media

To import your own media, press the Open Media Folder button and copy your clips into this folder.

7.2 Queue

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

7.3 Completed

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

7.4 Open Media Folder

Opens the Photos browser where media can be placed and imported

7.5 Delete Media

Select the media that has been imported, and press Delete Media button to remove that media from the media folder.

8 About / Licensing

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

8.1 Manage Subscription

Change your monthly subscription.

8.2 Send Debug Logs

Sends logs to the developer.

9 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.

9.1 Enable the Play Bar

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

9.1.1 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

9.2 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

9.3 Forward / Back Single Frames

Press the left button to go back to a single frame

Press the right button to go forward a single frame

9.4 Horizontal Mode

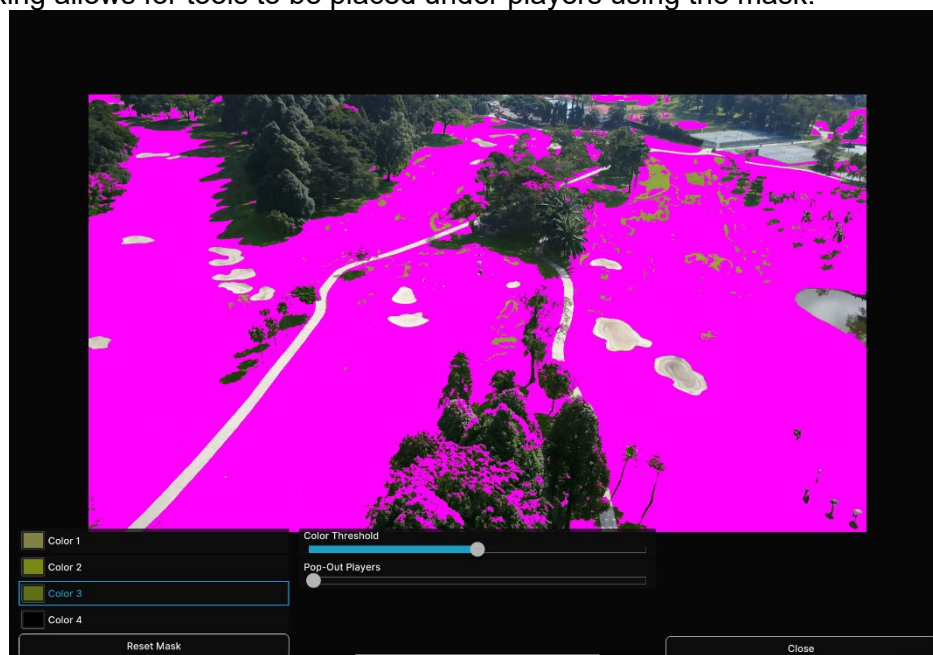
Double clicks the top of the play bar to go into horizontal mode

9.5 Full/Half/Quarter Play Speed

Click the green numbers below the play button to play at full/half/quarter speeds

10 Mask

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

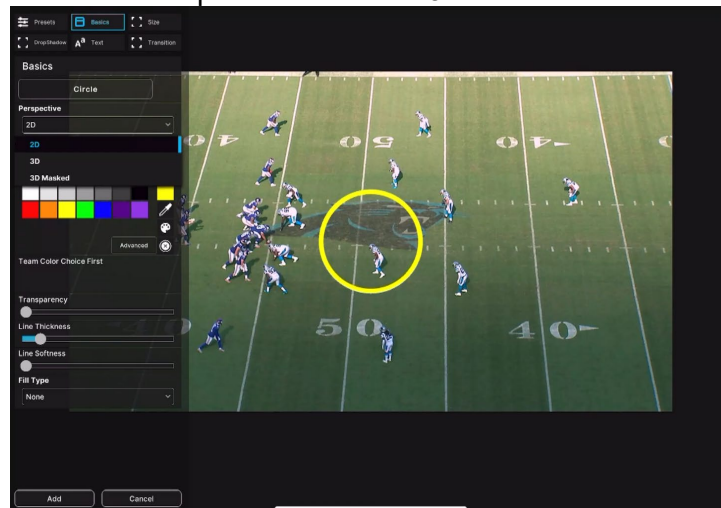


10.1 Setting Up a Basic Mask

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

10.2 Setting Up Tools To Use The Mask

To make a tool use the mask, double click on the tool to edit it and go to Basics > Perspective and use the dropdown to set it to 3D Masked.



10.3 Editing Mask

10.31 Multiple Colors

Click on Color 1 to select the color, then click a dominant color in the video. The color with no pink will be masked out when drawing 3D Masked tools.

10.32 Reset

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

10.33 Color Threshold

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

10.34 Pop-Out Players

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

11 Editing Tools

To edit a tool's detail 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

11.1 Presets

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

11.2 Basics

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

11.21 Renaming Tools

Click to edit the name and enter whatever name you want

11.22 Color

Click on any color to change the color of the tool

11.22a 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

11.22b Save Color

Click on the Palette Icon to save your currently selected color

11.22c Advanced

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

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

11.22d Use Team Colors

Use the team colors that you have selected in the rosters menu. If you have no teams selected then this option will be unavailable.

- Team – Home/Away options are available from this dropdown
- Home/Away Color Choice – Click the primary or secondary color

11.23 Transparency

Change the transparency of the tool you are editing.

Far left is Opaque and far right is transparent.

11.24 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 Mask](#))

11.3 Size

11.31 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

11.32 Top Width

Change the top size of the tool

11.33 Bottom Width

Change the bottom size of the tool

11.34 Line Thickness

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

11.35 Line Style

Add spaces between the line to create a dash line

11.36 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

11.37 Angle

Changes the left and right angle of the tool

11.38 Perspective

Changes the up and down angle of the tool

11.39 Rotation

Changes the rotation of the tool

11.4 Text

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

11.41 Text Size

Changes the size of the text

11.42 Transparency

Changes the transparency of the text

11.43 Text Color

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

11.44 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

11.45 Horizontal Offset

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

11.46 Vertical Offset

Move the text up or down originating from the anchor point

11.47 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.

11.48 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.

11.49 Always Upright

Always keeps the text upright for rosters

11.410 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

11.411 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

11.5 Drop Shadow

11.51 Enabled

Turn the drop shadow on and off

11.52 Color

Change the color of the drop shadow

11.53 Transparency

Change the transparency of the drop shadow

11.54 Horizontal Offset

Move the drop shadow to the left or right

11.55 Vertical Offset

Move the drop shadow to up or down

11.6 Transition

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

11.61 Choose Transition

Transition occurs when clearing or erasing a tool

11.62 Fade Over Time

Fade the tool in or out over time

11.62a Fade On Speed

The time it takes for the tool to fade on

11.62b 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

11.62c Delay Before Fade Out

The delay before fading out when clearing a tool

11.62d Erase Speed

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

11.63 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.

11.63a 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
- Erase After Touch Finished – erase the tool after you release

11.63b Draw-On Time

The time it takes for the tool to draw on

11.63c Erase Delay

The time it takes for the tool to erase or clear

11.63d Erase Time

The time it takes for the tool to erase from tail to head or head to tail

11.63e Erase Tail to Head

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

11.64 Animations

11.64a Frame Rate

The frame rate of the animation from 0-60

11.64b Loop Start Frame

Loop the animation from a specific frame

11.64c 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

11.7 Zoom

11.71 Zoom Factor

The amount of zoom in for the tool

11.71a Live Zooming

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

11.71b Zoom In Time

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

11.71c Zoom Out Time

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

11.72 Fade On Speed

(see [14.62a Fade On Speed](#))

11.73 Fade Out Option

(see [14.62b Fade Out Option](#))

11.74 Delay Before Fade Out

(see [14.62c Delay Before Fade Out](#))

11.75 Erase Speed

(see [14.62d Erase Speed](#))

12 Hotkeys

12.1 FingerWorks

- G - Show 3D Grid
 - Up Arrow –Camera Pitch Up
 - Down Arrow –Camera Pitch Down
 - W –Camera Up
 - S –Camera Down
 - A –Camera Yaw Left
 - D –Camera Yaw Right
 - Shift + Up Arrow –Camera Zoom In
 - Shift + Down Arrow –Camera Zoom Out
 - Shift + Space Bar –Camera Reset
- E -Erase Tool
- X -Clear Screen
- L -Edit Last Tool
- M -Move Tool
- Ctrl + F12 -Toggle Cursor
- Ctrl + L -Go Live
- Ctrl + H –Hide Menu
- Ctrl + D -Display FPS Counter
- 0-9 -Select Tools on Toolbar