



FingerWorks 6

Telestration Software

Importing Media

Version 6.0

Table of Contents

Table of Contents.....	i
Importing Media	1
1 File Formats	1
1.1 Video Formats.....	1
1.2 Image Formats	1
2 Importing Videos	2
1.1 Media Menu	2
3 Playing Media	3
3.1 Background Tool.....	3
3.11 Add Background Tool	3
3.12 Edit Background Tool	3
3.2 Play Bar	5
1. Play Pause Button	5
2. Time Stamp and Speed.....	6
3. Forward Frame / Back Frame.....	6
4. Clip Bar	6
3.3 Presentation Mode	7
4 Animations and Single Images.....	8
4.1 Animation Guidelines	9
4.2 Loading the Animation or image in FingerWorks	9
4.21 Edit Animations Tool	9
4.22 Animations Settings	10
5. Global Video Settings	10
5.1 Global Video Auto Play	10
5.2 Global Video Loop.....	10
5.3 Input Video Scanning Method	10
5.4 Cursor Visible.....	11
5.5 Use Full Screen Video	11
5.6 Window Mode	11

Importing Media

Importing media is easy, just drag and drop into the FingerWorks/Media folder. See below for specifics on images and videos and how they are imported.

1 File Formats

FingerWorks can import almost all video and image files. It uses FFMPEG to convert the files into a readable format for FingerWorks.

1.1 Video Formats

AVI
MOV
MP4
MPEG
MXF
WMV

Not recommended:

M2TS
Uncompressed RAW

1.2 Image Formats

We accept all image formats, here are some recommended settings.

Background:

Size: 16:9
Format: PNG, JPEG, TGA
Alpha: 24-bit
(see 3.1 Background Tool for more information)

Animated Sequence:

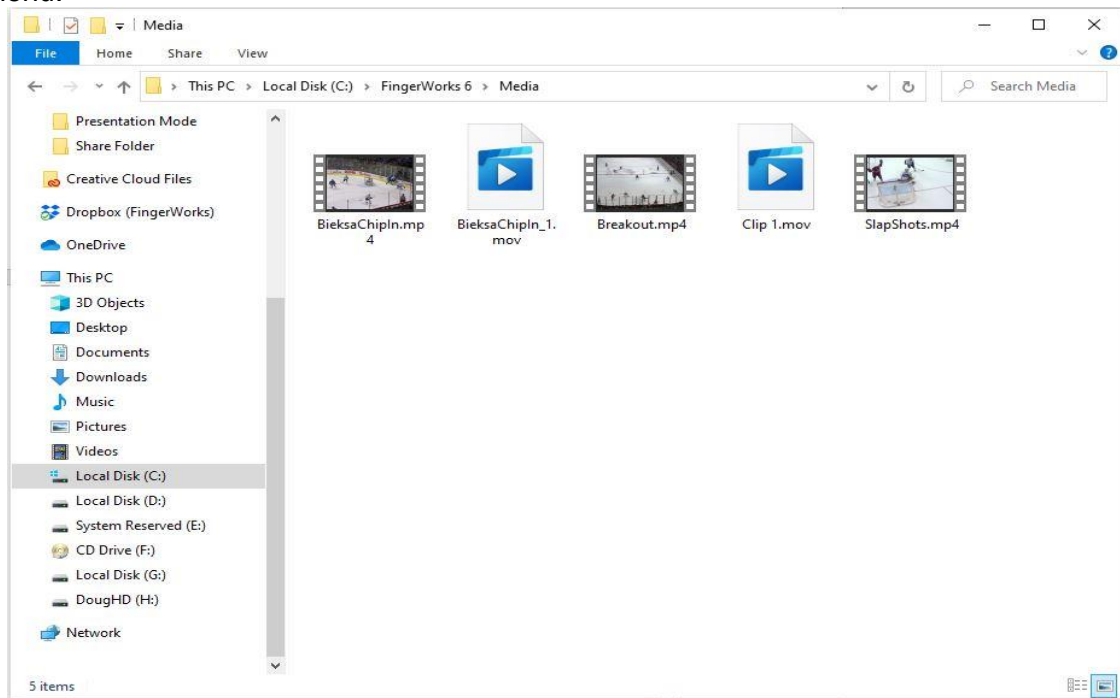
Size: 1:1
Format: PNG, TGA
Alpha: 32-bit (for transparency)
(see 4 Animations for more information)

Single Image:

Size: 1:1
Format: PNG, TGA
Alpha: 32-bit (for transparency)
(see 4 Animations for more information)

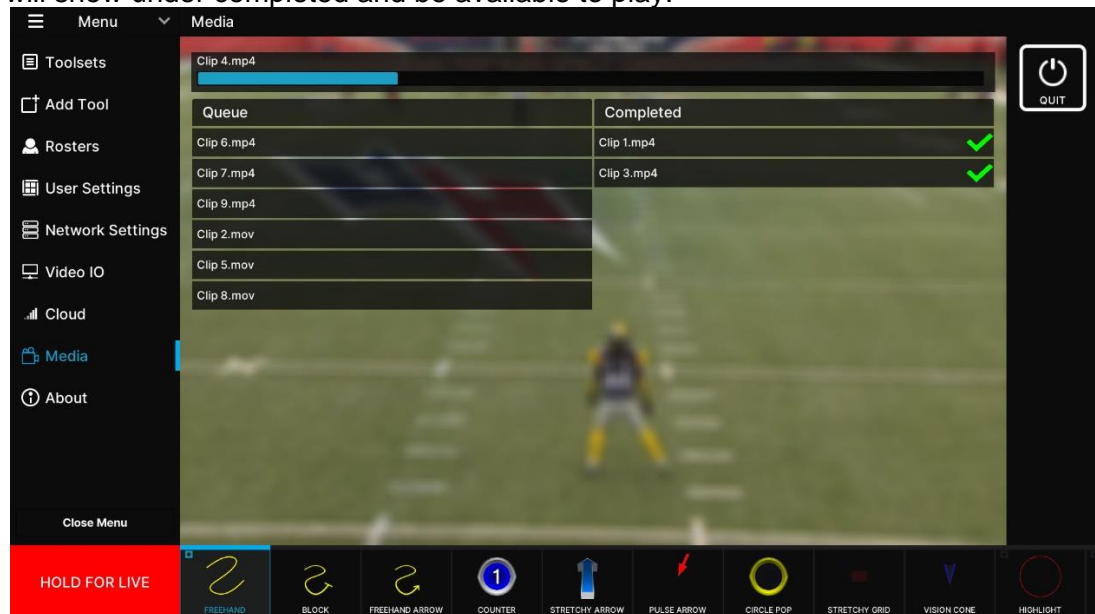
2 Importing Videos

To import a video, drag it into the Fingerworks/Media and it will be processed in the media menu.



1.1 Media Menu

All video media in the Media folder is converted in this menu. Once it is completed it will show under completed and be available to play.



3 Playing Media

There are now multiple ways to play your video or display your image that you have imported. With the background tool, play bar and presentation mode.

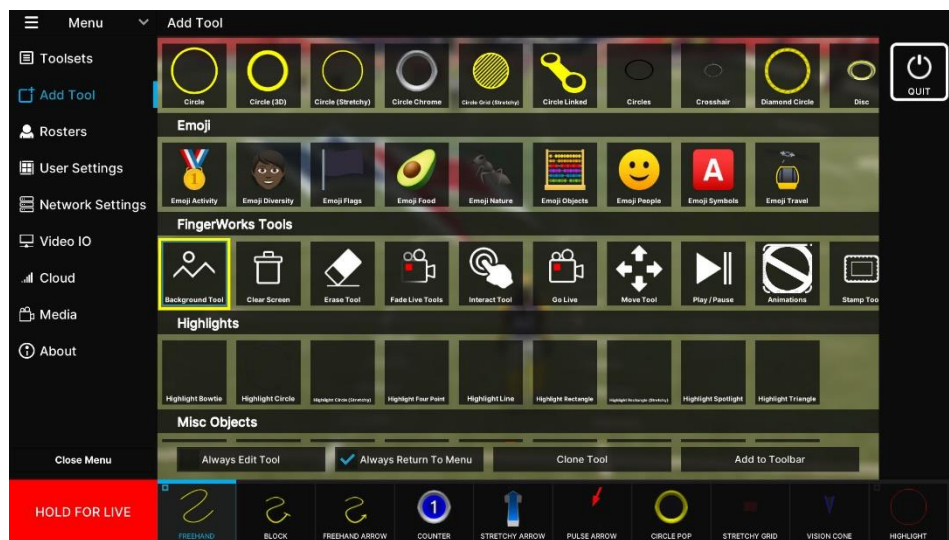
3.1 Background Tool

3.11 Add Background Tool

The background tool is used to display videos and images. It will show everything that is in the Media folder.

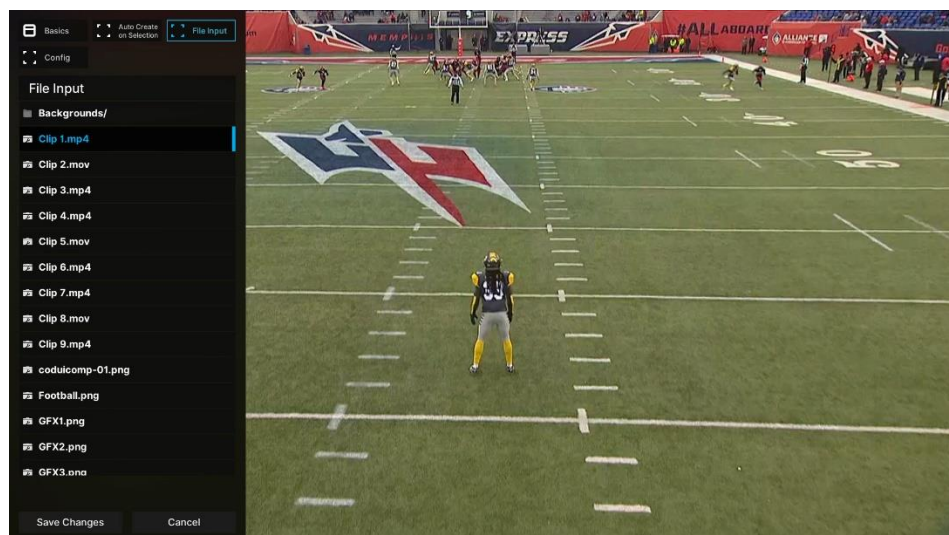
To add the background tool to your toolbar:

1. Go to Add Tool and scroll down to FingerWorks Tools
2. Select background tool and add it to your toolbar.

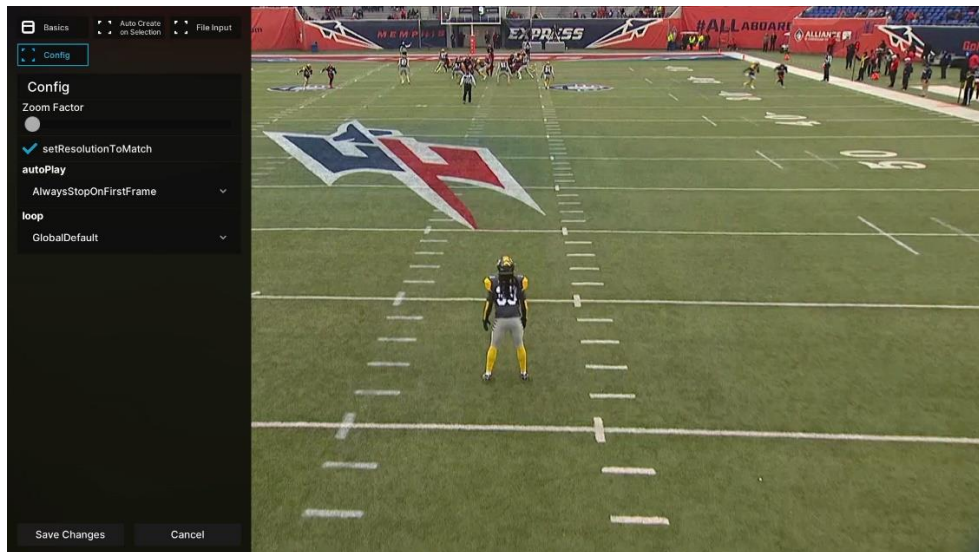


3.12 Edit Background Tool

Once added, you can edit the tool by double clicking the tool on the toolbar or click the edit last tool button.



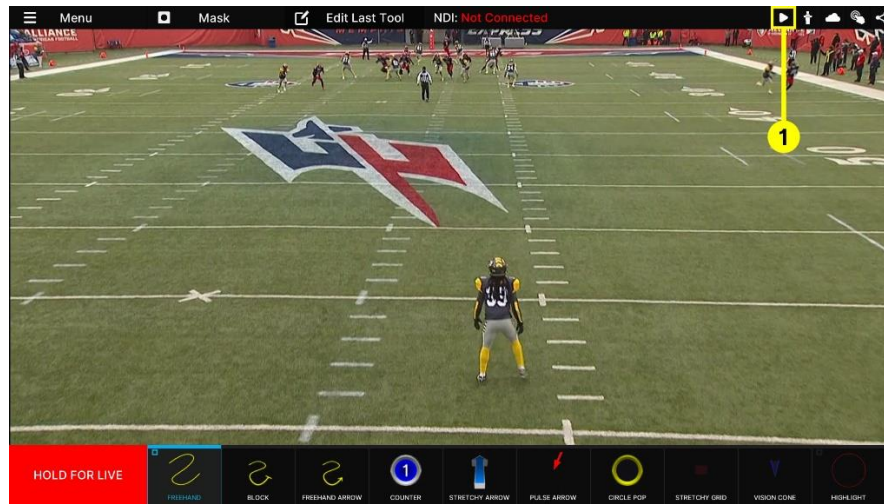
In the edit menu go to File Input and you will see all the files in the Media folder. Then select which clip or image you want to display.



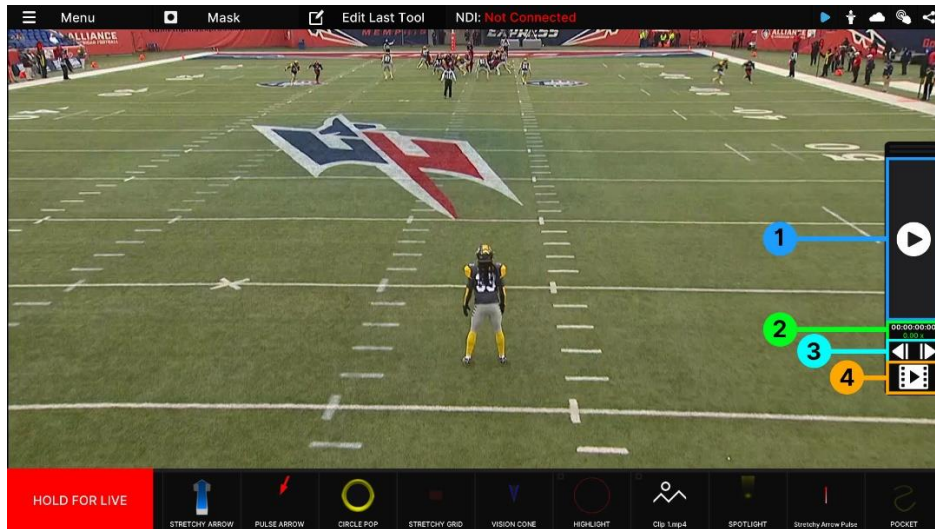
In the edit menu go to Config. This controls how the video will play once selected.

- Zoom Factor – Only used for images to zoom in on
- Set Resolution to Match – Sets the resolution of the video to match the screen size
- Auto Play – When clicked, the video will play depending on what is selected
 - Global Default – uses the User Settings > Global Video Settings options
 - Always Auto Play – always plays when clicked
 - Always Stop On First Frame – stops on first frame when clicked
- Loop – Loops the video
 - Global Default – uses the User Settings > Global Video Settings options
 - Always Loop – loops the video
 - Always Play Once – only play the video once

3.2 Play Bar



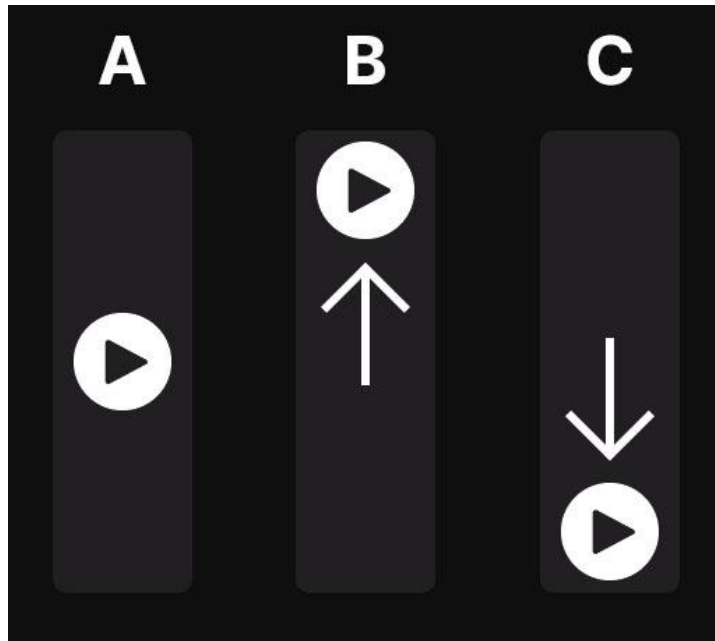
The Play Bar is used to control clips. To access the play bar, click the play bar icon in the top right.



1. 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 or fast rewind



2. 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.

3. Forward Frame / Back Frame

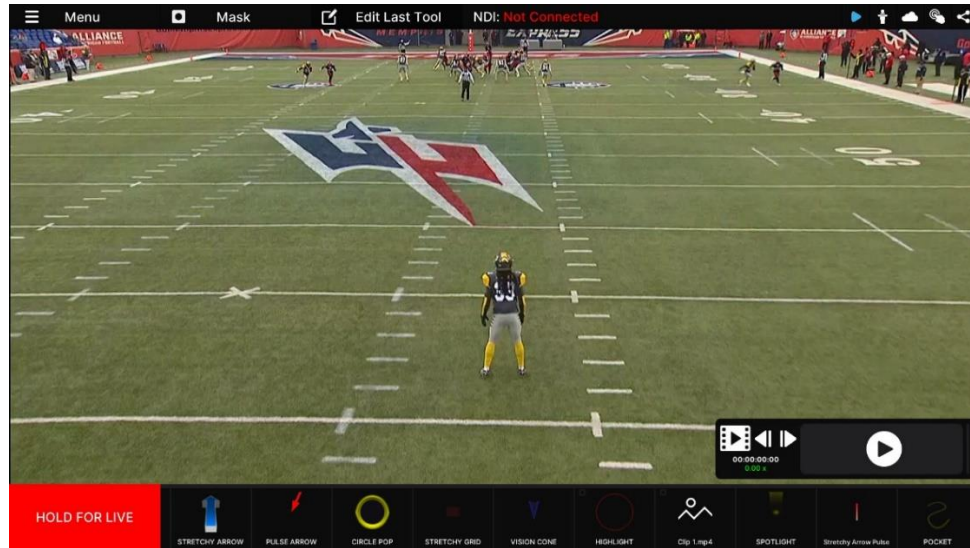
The left icon is to go back a frame. The right icon is the go forward a frame.

4. Clip Bar

This button opens the clip bar to change clips.

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

Horizontal and Vertical Mode



- Drag the Play Bar to the bottom portion of the screen to have the play bar go into horizontal mode.
- Drag the Play Bar above 2/3 to enable vertical mode.
- Once in horizontal mode the user can play pause and select clips as normal.

Disable Horizontal Mode

To disable horizontal mode open the file SaveFiles/GlobalOptions.json.

Change "presentationModeFlipThresholdY": -279.0

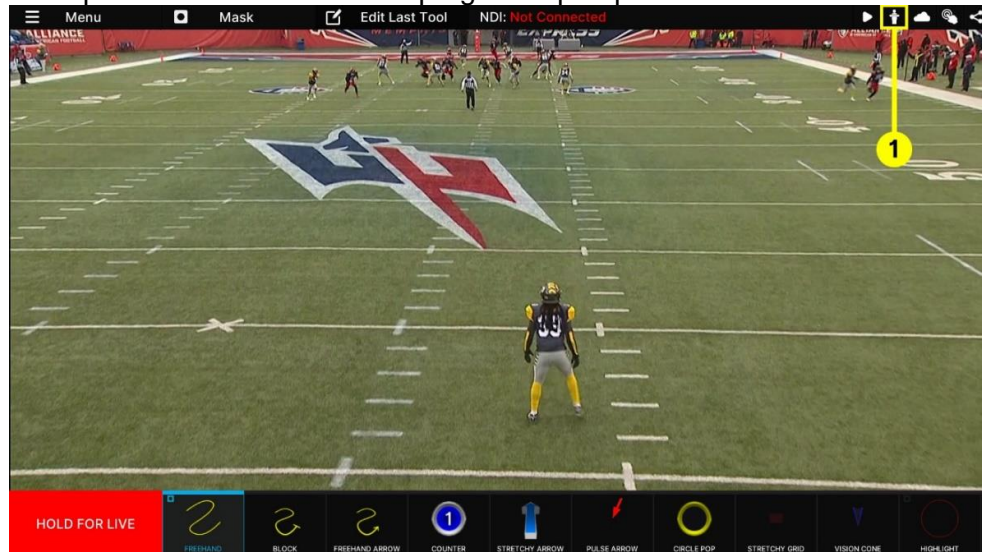
To "presentationModeFlipThresholdY": -500.0

This will not allow the play bar to flip to horizontal.

3.3 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.

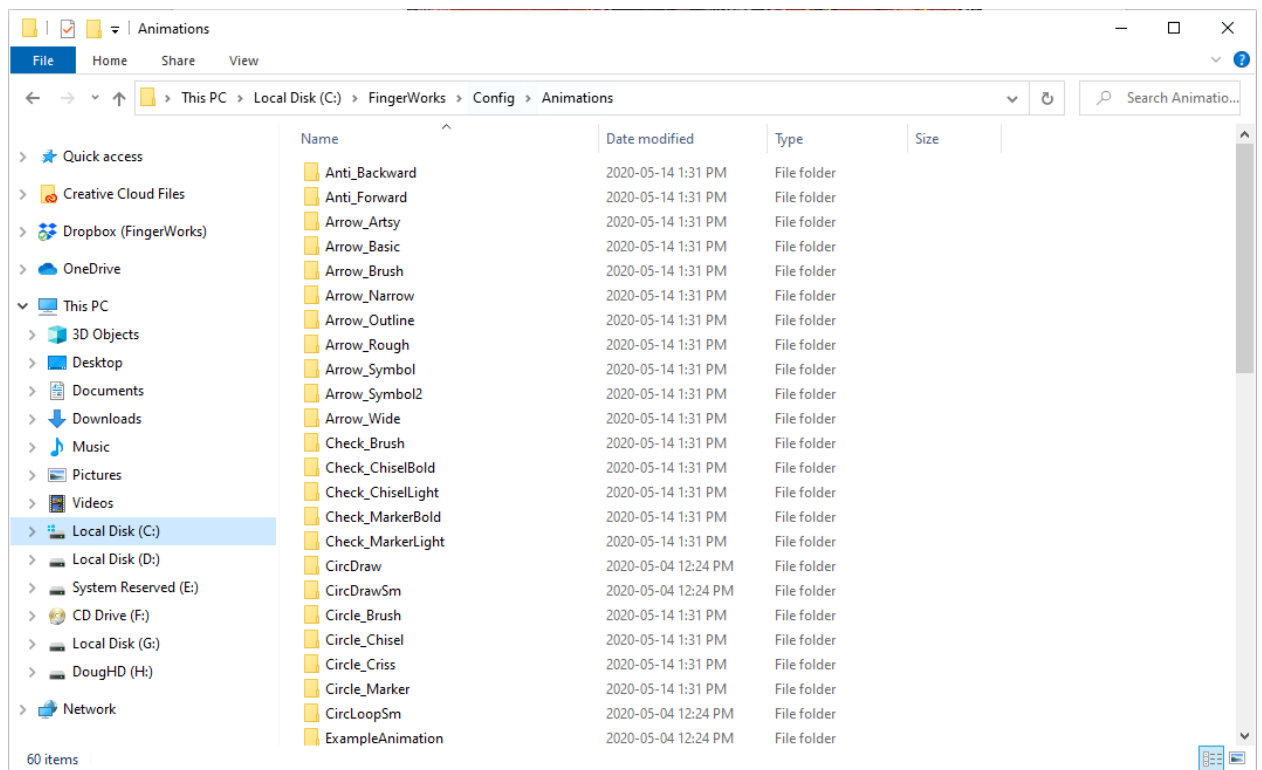




Presentation mode provides a toolbar with all of your tools and the play bar the play the clips.

4 Animations and Single Images

For importing animation sequences or single images as PNG or TGA. Place your animation sequence or image into the Config/Animations folder. The sequence or image must be in its own folder.



4.1 Animation Guidelines

Animations can be created by members of your team for specific branding purposes. Animations are always 2D, and always pixel-perfect. A static image can also be an animation, it is simply an animation with a single frame.

The directory structure for Animations is as follows:
Animations/Name/Filename Number.png

An example animation exists under "Animations/ExampleAnimation". The individual frames of the animation must be the exact same size. The order of the frames are determined by sorting the filenames, so it is easiest to post-fix the filename with a long number (say 4 digits). Examples of valid filenames:

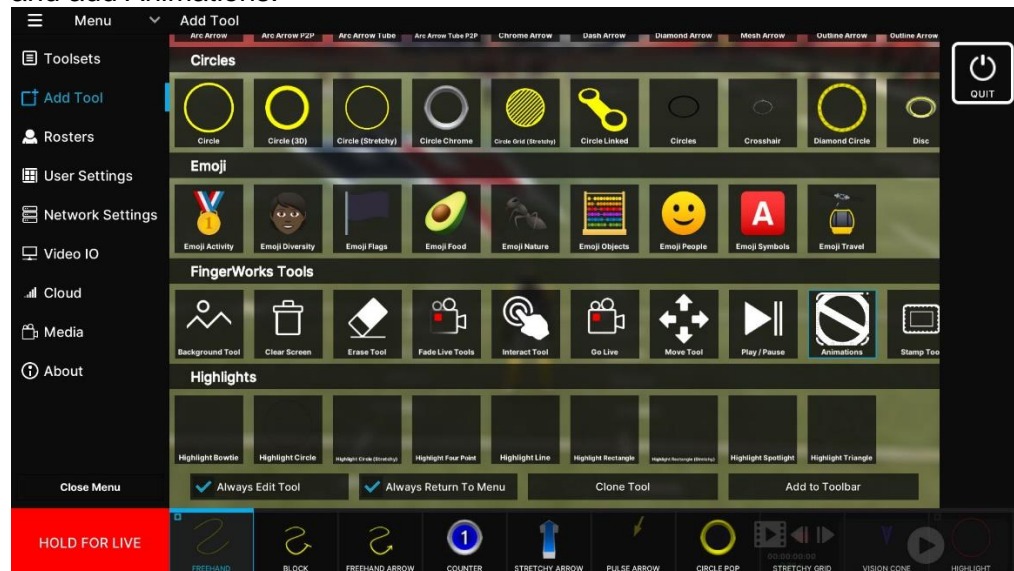
Frame0001.png
00 Logo.png
Logo Animation 0000.png

In general, the more digits the better. If you use a single digit, say Frame2.png, then it's possible Frame10.png will come before Frame2.png.

If you make a mistake, you will receive an error when configuring your animation in FingerWorks.

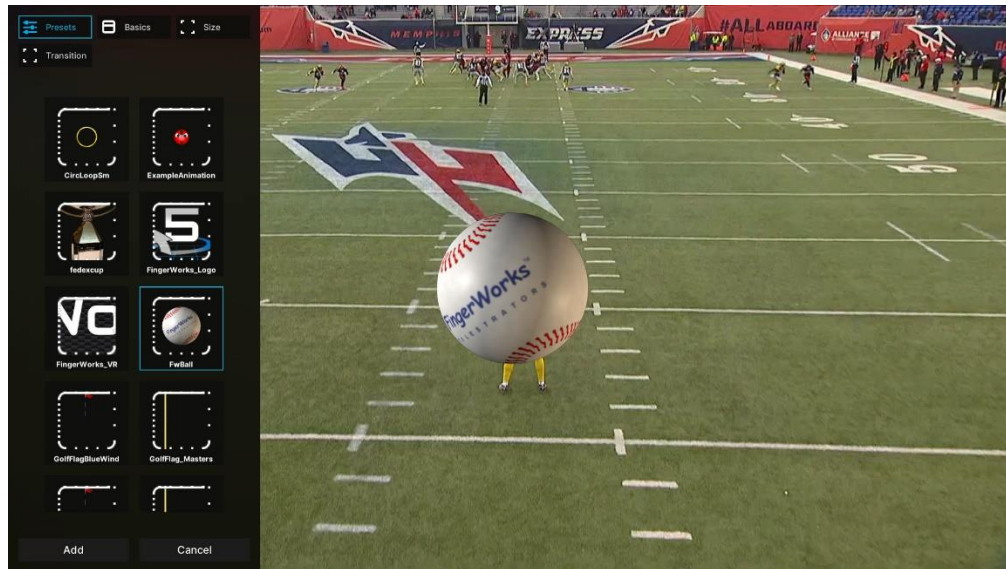
4.2 Loading the Animation or image in FingerWorks

To load a animation sequence in FingerWorks. Go to Add Tool > FingerWorks Tools and add Animations.



4.21 Edit Animations Tool

Edit the animations tool that you just added to the toolbar. Scroll down the list and select the animation that you just added.



4.22 Animations Settings

Change the settings of the animation frame rate, playback and loop frame.

Frame Rate – Speed of the animation in frames per second

Loop Start Frame – Which frame to start the loop from

Wrap Mode

- Stop – plays the animation sequence once and stops
- Loop – repeats the animation sequence
- Ping Pong – plays the animation forward, then backward repeatedly

5. 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.

5.1 Global Video Auto Play

- Global Default - uses the User Settings > Global Video Settings options
- 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

5.2 Global Video Loop

- Global Default - uses the User Settings > Global Video Settings options
- 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

5.3 Input Video Scanning Method

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

5.4 Cursor Visible

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

5.5 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.

5.6 Window Mode

Sets FingerWorks to window mode or full screen