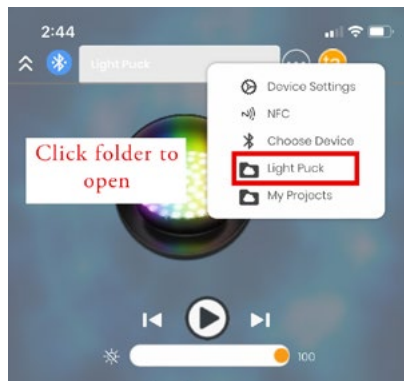


DWARVEN FORGE®
DWARVEN LIGHT PUCK
 CLOUD SERVICE



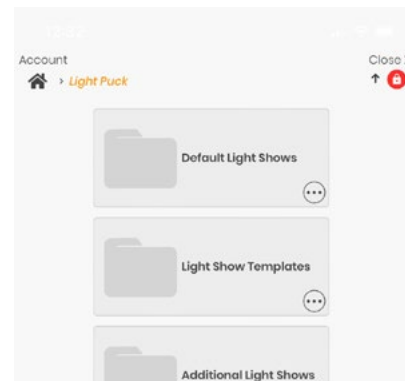
Connecting to the cloud for additional light shows is easy to do – but requires instructions to get started. Make sure you have the most updated software and firmware for your device before getting started.

STEP 1:



Connect to the device. In the top right corner of the Bekonix mobile or Designer application, click the "... " option. From the drop down menu, choose the "Light Puck" folder.

STEP 2:



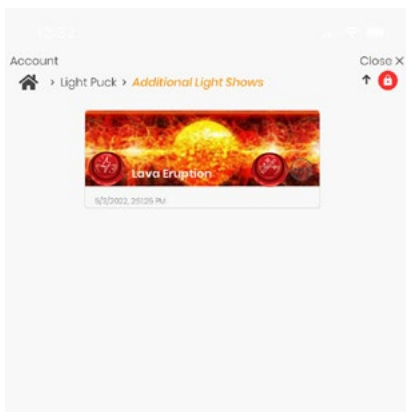
In the "Light Puck" folder, you will find three sub-folders:
 - "Default Light Shows" has the same 8 shows that are pre-loaded into the Puck. Use this to set your Puck back to factory settings.
 - "Light Show Templates" is used to make new shows, and will be covered in a follow-up "Programmer's Guide".
 - "Additional Light Shows" is where we house our new light show designs.

STEP 3:



Choose the "Additional Light Shows" Folder.

STEP 4:



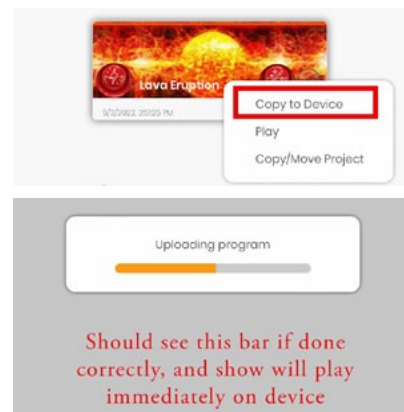
At the time of this writing, 5.5.22, there are only a handful of projects available. You will find that as we create more light shows, we will group certain projects together in further sub-folders for convenience.

STEP 5:



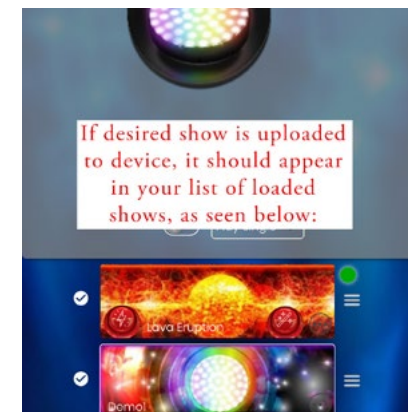
To play a show from the cloud, simply double-click the thumbnail of the desired show. Once uploaded, the show will then automatically play on the device.
NOTE: This does not store the show on the device, and if you choose a different show after this, you will have to access the "Additional Light Shows" folder again to play the show.

STEP 6:



To transfer a show to be stored on your device, click the "... " option at the bottom right of the desired show's thumbnail, and select "Copy to Device" from the drop down menu options.

STEP 7:



Once transferred, the show will automatically play on the device, and should be listed at the top of the list of loaded light shows. From there, you can reorganize it as you see fit. You can also delete shows from your Puck that you aren't using anymore. Remember: any of the original shows the Puck started with are accessible through the "Default Light Shows" folder.