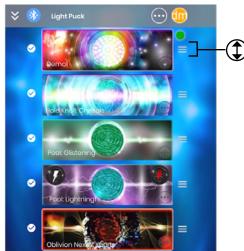
DWARVEN FORGE® DWARVEN LIGHT PUCK INSTRUCTIONS

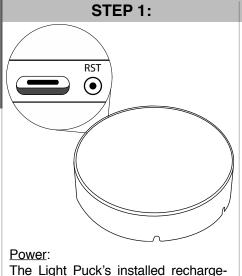


The Light Puck is easy to use – but requires instructions to get started. We have more in depth advice posted online, <u>https://dwarvenforge.com/pages/light-puck</u> but please start here.

PLAYBACK:

Once connected, the app will display a list of the programmed light shows stored on the Puck. Tap your selection to play the program. You can also control play length, brightness, and whether to loop your playlist. You can change the order of your playlist by click and dragging the three horizontal lines next to each light show up or down the list.





able battery charges with a standard

USB-C cable. You'll get about 4 hours

of continuous use from a full charge. It

Use the stop button on the mobile or

desktop app to turn off your Light Puck.

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can be used while plugged in.

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STFP 2:

Download the App:

Start by downloading the Bekonix app onto your phone or computer. You'll need to create a Bekonix account. You don't need to pay for a subscription; this is included with your Light Puck.

NAVIGATING THE CONTROLS:

Choose Device... > (•

STEP 3:

Pair via Bluetooth:

Make sure your Puck is charged. Enable Bluetooth on your phone or computer, and open the app. At the top of the screen, tap the option to "Choose a Device". Select the Light Puck you'd like to use which may require a firmware update. You will then be taken to the **Playback** screen.

- 1. Settings: In the top left corner, tapping the arrows will expand or contract the Puck's settings window. Expand to customize your settings.
- 2. Play/Pause/Skip: At the top you'll see a play/pause button, with arrows on either side for skipping forward or backward through the playlist.
- **3. Brightness:** Just below is the brightness slider; slide to dim or brighten the LEDs. Lowering the brightness will extend battery life.
- 4. Sequence/Loop: This switch is at the bottom. If toggled "Off", your selection will loop and repeat endlessly. When toggled to "On", it will play your selection once and skip to the next selection after a preset pause. This pre-set pause may be adjusted to different intervals.
- 5. Pause Interval: Just right of the Sequence/Loop switch is the Pause Interval setting. Set the amount of time you want the Puck to pause before it loops or plays the next selection.
- 6. Transition Speed: On the left side of the Sequence/Loop switch is the Transition Speed setting. This affects how quickly the Light Puck changes from one light show to the next. On "Fast", "Medium", or "Slow", the Light Puck fades out of one light show and fades up into the next at the varying speeds, while on "Instant" it will immediately change from one show to the next without fading.

WIDGET BUTTONS:

While simply tapping the effect will activate it, you may notice some light shows have images of a lightning bolt, or a magic wand, or a simple colored button. This is a "widget button", which is used to activate secondary effects programmed on the shows.



Let's use the "Pool: Lightning" effect as an example. It has two buttons: white and red. Tap one of them and a lightning bolt of the same color will flash across the screen for a moment. It then continues to play the basic effect underneath. Think of it like a trigger, something to activate while the program is playing. These widgets have different icons to help distinguish them. More info on widgets will be available when we release the Programmer's Guide.



CLOUD SERVICE:

Your Light Puck comes pre-loaded with our first assortment of light shows right out of the box. As we release more new light shows, you can download them or stream them to your Puck from the Bekonix cloud.

For more information on how to utilize this cloud service, please watch our "Programmer's Guide" video located at: https://dwarvenforge.com/pages/light-puck

SUPPORT:

PROGRAMMING YOUR OWN LIGHT SHOWS:



Bekonix Designer

Available on for desktop only Mac version available here: **<u>bit.ly/DFBekonixApp</u>**



You can also make your own light shows. Utilizing the Bekonix Designer desktop app, and only the desktop app, you can program custom effects. Then, you can play or download the program directly from the cloud onto your Light Puck. A programming guide is coming soon to: https://dwarvenforge.com/pages/light-puck

For further instruction and a visual walk-through of these steps, watch our Dwarven Light Puck instructional videos here: https://dwarvenforge.com/pages/light-puck

For Dwarven Light Puck questions, join our Discord server and post any questions on our #technomancy channel <u>https://discord.gg/JUDpDsA</u>

> or email customersupport@dwarvenforge.com